



Nordheim

Grand Campaign 2016

at Bunkferi 34

Rules Design and Editing

Jussi Nurro
Sami Kiukas
Mikko Ikonen

Graphic Design & Compiling

Jussi Nurro

Campaign Game Master

Sami Kiukas / Mikko Ikonen

Players and warbands

Jussi Nurro - The Undead
Sami Kiukas - The Sons of Nagarythe
Mikko Ikonen - Marauders of Chaos
Ville Muhonen - Marauders of Chaos
Juhana Rytkönen - Lost Wizards
Tero Koistinen - Black Orcs
Elias Huuhka - Lizardmen
Hannes Huuhka - Black Orcs
Oskari Räsänen - Marauders of Chaos
Antti Rautsi - Ogre Maneaters
Ville Suominen - Clan Pestilens
Mika Launonen - Beastmen Raiders
Tomi Sikanen - Dwarf Treasure Hunters
Pawel Florkiewicz - Carnival of Chaos
Ville Hyttinen - Bretonnian Knights
Sami Miettinen - Tomb Guardians
Adam Al-Sawad - Wood Elves

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Campaign

Welcome to Mordheim, City of the Damned! Created in the years past and forgotten by the publisher, Mordheim reigns still strong in our gaming community. After few years and costly scenery the grandest of campaigns so far played at Bunkkeri 34 begins. Finish painting your warbands because the campaign for wealth and fame is at hand!

general set-up

Each army starts with 500gc. The Campaign starts as your warband enters Mordheim, so no one is in control of any areas yet. On this campaign, every zone in the map is either a Special Zone or a street. Special Zones have special rules as in earlier campaign and in addition, the streets now give 2 gc per zone per game round to the player who controls it (i.e. control three street zones, get 6 gc/round).

the turn



Every turn, an army can do one move. The player writes their move down, and when that is done they are all revealed. Also, write down if you have a Master map of Mordheim on your warband. You are free to move to any square in city. If that move would take you into another players plot, or two or more armies would meet in a plot, play a game. The winner gets the plot. Some of the plots use set scenarios.

The City of Mordheim is full of streets and alleys and it is more than easy to get lost if you are not sure where you are going. In a case on multiplayer game of more than six players, the GM randomizes which ones of the excessive warbands have lost their way and end up in randomized square next to targeted area. In this case if you have a Master map of Mordheim, your warband finds their way to the area and is not taken to the randomization. Also, the controlling player of the square, if any, is not taken to randomization, because they know the area already.

ending the game

The player who has the most plots at the end of 15 turns wins. In case of a tie, a game is played between the two (or more!) players.

special zones and fighting

The controlling player of a zone is the defending player in a scenario played on that zone. If the zone is unoccupied (likely in the 1st round) the defending

player is chosen by a roll-off. The winner of the roll-off gets to choose whether to be the defender or the attacker. This roll is made before making the roll for the scenario. This overrules the scenario rules for purpose of defending player. If the zone you make a move to is belonging to no-one else, you get the zone occupied and there is no fight (as might happen in the 1st round).

special zone rules

Gates (plots 1, 16, 23, 37), the owner of a Gate may always purchase gear from their starting list and do not need to use the prices found in the common items tables in the main rulebook.

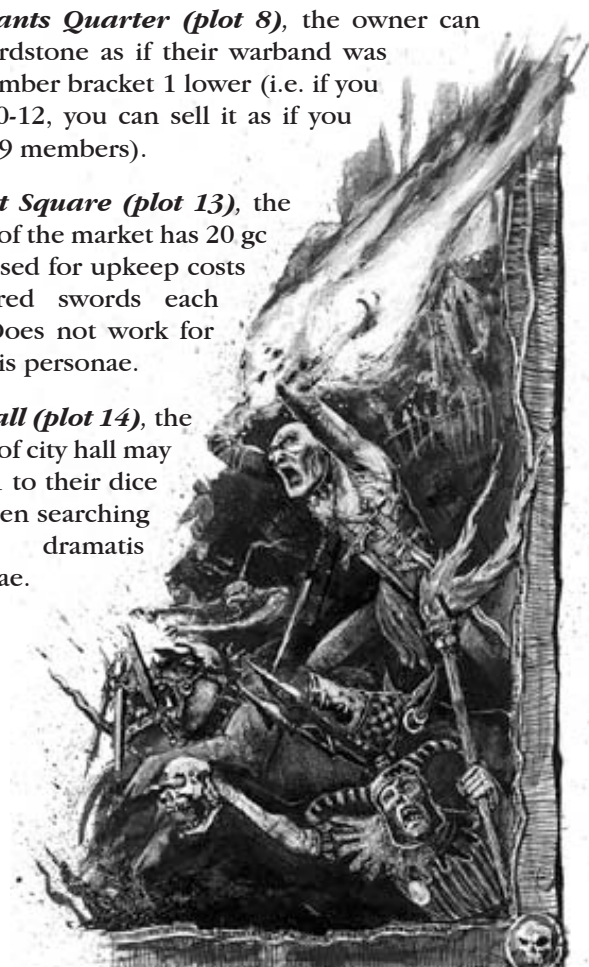
Statue (plot 2), the owner of the statue may reroll 1 failed route test per game that they control the statue.

Great Library (plot 6), the owner of the library may have a hero gain 1 free academic skill. If none of their heroes can gain academic skills, then this plot is useless to them (their heroes are too dumb to read). You can never get this bonus more than once.

Merchants Quarter (plot 8), the owner can sell wyrdstone as if their warband was in a number bracket 1 lower (i.e. if you have 10-12, you can sell it as if you have 7-9 members).

Market Square (plot 13), the owner of the market has 20 gc to be used for upkeep costs for hired swords each turn. Does not work for dramatis personae.

City Hall (plot 14), the owner of city hall may add +1 to their dice roll when searching for dramatis personae.



Temples (plots 15, 28), the owner who controls a Temple has the difficulty of all their spells lowered by 1 for a single warband member. This does not stack.

Wizards Mansion (plot 18), the owner may have a sorcerer roll for a new addition spell. They do not lose this spell when the mansion falls. However, you can never get this bonus more than once per warband.

The Pit (plot 19), the owner's leader gains hatred to all opposing warbands' leaders.

Amphitheatre (plot 20), the owner's leader gets a 3" increase to his Leader's leadership range.

Clock Tower (plot 21), the owner of the clock tower may choose to re-roll the dice when choosing a scenario.

Poor Quarter (plot 22), the owner of the poor quarter may buy common items of 10gc or under at ½ price rounding up.

The Black Pit (plot 24), if any hero gets sold to the pit and loses to a pit fighter, the owner of the pit gets the gear from the hero.

The Rock (plot 25), the owner of the rock may, after each game, add +2 to his overall dice roll for wyrdstone (note this does not go to any one dice). This may increase the total number of wyrdstone accrued.

Cemetery (plot 30), the owner of the cemetery may add warriors and not have to pay for their gained experience. This only works when they join a group, which already has experience, and you still have to roll to see if they can get enough experience.

Gaol (plot 31), the owner of the gaol can treat 'robbed' outcomes on the hero injury chart as a full recovery.

Executioner's Square (plot 34), the owner of the executioner's square, if they won, can get their opponent to re-roll their second die on the hero

serious injury chart. They must choose which hero beforehand, but don't have to get them to re-roll it if they prefer the first roll. The second roll always stands.

Memorial Gardens (plot 38), the owner of the gardens does not have to make rarity rolls for poisons.

Palace (plot 41), the leader of the warband controlling of the palace can make rarity rolls at 2 lower than the common list says.

Rich Quarter (plot 44), the owner gets 10gc at the start of every turn they own the rich quarter.

The Barracks (plot 45), the owner of the barracks get +1 to their max number cap.



campaign battle report: narrative section reward

This Battle Report is an official record of what happened in the game, based on the warbands perceptive. It includes a statistical and a narrative section.

The statistical section encompasses who were the players, warbands, scenario, victor, experience gained (for your warband), after effects, etc.

The narrative section should include things such as how did your warband arrived to the scenario, any Battle Report combat/kill/mishap/event that you want to narrate. This is how your warband sees the conclusion.

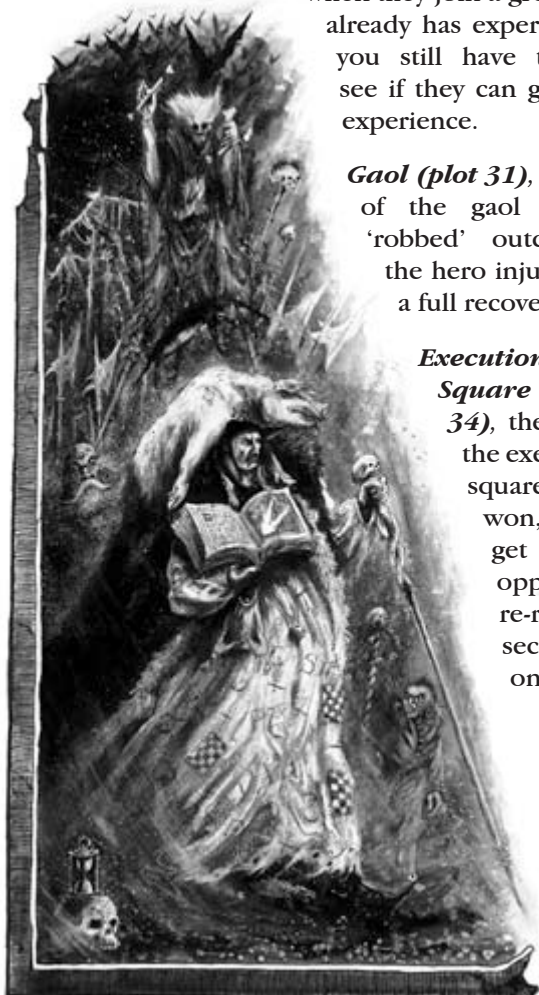
The Battle Report is to be written electronically on the website KuoFi.net where additional information is given as needed.

Writing a statistical and a narrative section will reward you with one of the following (D6) during or after the next battle:

D6 Reward

- 1 **Interest:** 2D6 gc of interest income on your warband's treasury.
- 2 **Hire:** 3D6 gc discount towards the hiring fee of a new Hired Sword or Dramatis Personae or towards the upkeep fee of one such model.
- 3 **Discount:** 3D6 gc discount towards the purchase of a single rare item.
- 4 **Re-roll:** One general re-roll; can use for anything on the next game only. If not used, it is lost!
- 5 **Shards:** D3 extra shards of wyrdstone on next exploration.
- 6 **Explore:** One extra dice during next exploration roll.

Including a good narrative will make a difference in the longevity of the campaign, as special scenarios will be awarded to those players whose warband's narrative promote such circumstances (with GM's approval.)



Rules

House rules

These additions and changes to the original Mordheim rules have been collectively decided with the player community at Bunkkeri 34. These are final for this campaign, but if you would like to change them, take a note of it. Revisions are always possible for the next campaign.

Models using a weapon in each hand suffer a -1 to hit with all of its attacks in close combat. It may voluntarily use only one weapon to negate this effect. Combat Skill Weapons Training negates this -1 to hit penalty using a weapon in each hand.

Rules for shields and bucklers are merged, so either one gives +1 to armour save and the ability to parry. Parrying with a shield or buckler is successful if the parrying model rolls over the highest number your opponent rolled to hit. Also a re-roll to this parry is allowed if the model also uses a weapon with parry rule in the other hand.

Ithilmar Armour counts as light armour, so everyone who can buy only light armour from own warband inventory is also able to buy and wear Ithilmar Armour. Gromril Armour counts as heavy armour in this respect as usual.

All heroes and henchmen allowed to wear armour can also buy and use Toughened Leathers for 5 GC. They provide 6+ armour save that cannot be combined with any other armour save.

Armour save modifiers are replaced by the following: S5 -1, S6 -2, S7 -3, S8 -4, S9 -5, S10 -6.

If a model has an armour saving throw, it is not modified by strength to worse than 6+, meaning that model always gets at least 6+ armour saving throw. Critical hits and special rules that ignore armour saves also ignore this 6+ save.

Spears strike first if charged (before charging models), during first combat phase if not already in close combat.

Climbing can be done in the middle of the move, though a model still has to make a climbing test.

Dwarves can run if there are no enemies within 6".

Frenzy: instead of doubling the attack value, gives only one extra attack.

Strength 3 or higher (even when modified to S2 by the Resilient skill) always wounds at least with 6+.

A natural roll of '1' always fails.

In close combat a roll of '6' to hit always hits.

When rolling to hit with a missile weapons requires...

7+ to hit, you hit on 6+ followed by a 4+.

8+ to hit, you hit on 6+ followed by a 5+.

9+ to hit, you hit on 6+ followed by a 6+.

10+ to hit, you hit on 6+ followed by a 6+ followed by a 6+.

When a model is carrying wyrdstone shards and escapes from combat, fails a *fear* test or is stunned, he or she drops half of the shards the model is carrying, rounded up. In case of a fleeing model, the shards are dropped before moving the model. And no, a fleeing model cannot pick them back up while fleeing away.

Also, if the player voluntarily routs, all the models drop half of their shards rounding up, to a minimum of one shard for the whole warband (if it had any).

It smells at tunnels and sewers. It is also very dark. You have a -1 to hit modifier in shooting and close combat. If a model is carrying a torch, lantern or similar equipment that gives light and you position away, enemy models ignore the -1 to hit modifier against this model only.

Rabbit's foot: May only be used to re-roll one dice during the battle.

When rolling for income, each dice may only be modified once by +1/-1 with items and/or skills etc.

Slings cost 10 gold crowns.

Rope and hook can be used to climb without a wall if there is something to attach the hook above, for example down from a ledge or up to a bridge above. If used this way, the initiative test may not be re-rolled.

If a model has maxed out either its WS or BS and gains advancement and yet again gets to choose between WS and BS, he may ignore this advancement result and re-roll on the table until it gets another result.

Black powder weapons are changed as follows:

Hochland Long Rifle = Hunting Rifle

Pistols & brace of pistols (also duelling pistols), handgun and hunting rifle:

Strength 5, armour save modifier -2 (a total of -3 with the strength bonus included).

Blunderbuss: Strength 4

Pistolier shooting skill is changed to: doubles the rate of fire, a model with pistol may fire once a turn, a model with a brace two times.

All black powder weapons use the misfire table below. Consult the chart if you roll a "1" on to hit roll with a black powder weapon.

Points cost for black powder weapons are not changed.

blackpowder weapon misfires

- 1-2 **Jammed.** The weapon is jammed and is 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.



Let the Damned Burn

The following rules for buildings catching fire are used in this campaign.

starting

Before the game starts none of the buildings are set on fire. A building can catch fire in a few different ways, either a fiery weapon or a flame based spell can cause a building to burn. When these are used and targeted against the building in the Shooting phase, the building may catch light. In the case of a torch, the model must be touching the building and not in close combat to try to start a fire. Consult the table below to see if the model successfully started his career as a pyromaniac. If the building caught light, place a flame marker on that building.

catching light table		
Item/Spell	To Hit	D6 score to Catch Light
Fire Arrows	2+	6+
Torch	Auto if in base contact	6+
Fires of U'Zhul	2+	4+
Warpfire	2+	4+

it spreads!

As the buildings burn, the flames can jump to other buildings very quickly setting them ablaze. At the end of each players turn roll D6 for each building that is on fire and consult the chart below:

fire table	
1 Fire goes Out	The fire has exhausted all of the flammable materials in the building and dies leaving a plume of thick smoke. This building can no more catch light.
2-4 Keeps Burning	The flames continue to ravage the building but do not spread this turn.
5-6 Spreads	The fire spreads to the nearest (non-burning) building within 10".

entering a building that is on fire

You must declare that a model is entering a building that is aflame before moving the model. The warrior must now take a Leadership test to overcome fear of entering a building that is a potential deathtrap. If this test is failed they may not enter the building and cannot move for the rest of the turn.

moving inside

Models wishing to move whilst inside a burning building must pass an Initiative test every turn in order to do so, otherwise they cannot move (blocked by falling timbers, flames etc.).

climbing

Models may never climb the wall of a building that is burning.

Damage

At the end of each turn all warriors currently inside a building that are ablaze must roll under their Toughness on a D6 (a 6 is always a failure).

If a warrior rolls equal to his Toughness then the smoke from the flames fills his lungs and prevents him from breathing for a turn. The model instantly becomes *Stunned*.

If the roll is over the warriors Toughness then the warrior instantly suffers D3 Strength 3 hits that ignore all armour saves except magical ones.

frenzy

Warriors that are subject to *Frenzy* are unaffected by the rules for entering and moving around inside buildings that are burning, but they still have to make a test on their Toughness at the end of their turn.

Shooting

Warriors cannot shoot out of or into a building that is on fire. Neither may they shoot through a building that is on fire.

combat

As soon as a building is set on fire when there are Hand-to-hand combatants within both sides must make an immediate Rout test and will flee if they fail. It is entirely possible for both sides to flee from the combat should the building they are in suddenly catch fire.

To charge another warrior whilst inside a burning building a warrior must pass an Initiative test. If the test is failed the warrior may do nothing in that movement phase. To charge a warrior inside a burning building from outside the warrior must make a *Fear* test.

Failing this test will also result in being able to do nothing in that movement phase.

extinguishing fires

A minimum of three warriors may attempt to extinguish a fire before it gets out of control using whatever comes to hand; blankets, cloaks, old dogs etc. If this is the case when rollong for the fire to see if it spreads you may use a -1 modifier on the dice score. For every additional warrior assisting the original three (up to a maximum of six warriors) you may use an additional -1 modifier. These warriors may not be in close combat at the same time.



Scenarios

Random scenario tables



The following scenario tables are used in this campaign. When playing 1 vs. 1 game, roll the scenario from the upper table and use the lower table in multiplayer games. All the scenarios are listed below.

1 vs.1 scenario table

D8	Result
1	Scenario 1: Defend the Find
2	Scenario 2: Skirmish
3	Scenario 3: Wyrdstone Hunt
4	Scenario 4: Breakthrough
5	Scenario 5: Streetfight
6	Scenario 6: Hidden Treasure
7	Scenario 7: Occupy
8	The player who is defending the area may choose from the above scenarios

Multiplayer scenario table

D10	Result
1	Scenario M1: Street Brawl
2	Scenario M2: Treasure Hunt
3	Scenario M3: The Raven Barracks
4	Scenario M4: Monster Hunt
5	Scenario M5: The Great Library
6	Scenario M6: The Merchant Square
7	Scenario M7: The Pool
8	Scenario M8: The Wizards Mansion
9	Scenario M9: The Lost Prince
10	Scenario M10: The Writing in the Wall



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: Wyrðstone Hunt

Scattered in the ruins of Mordheim are innumerable tiny shards of priceless wyrðstone. 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 Wyrðstone 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 wyrðstone without any penalty. Warriors cannot transfer their wyrðstone 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 Wyrðstone Counter. If a Hero or Henchman is carrying a Wyrðstone 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*.

wyrðstone

Your warriors earn one shard of wyrðstone 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: 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 7: 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*.



Rules for playing multiplayer games

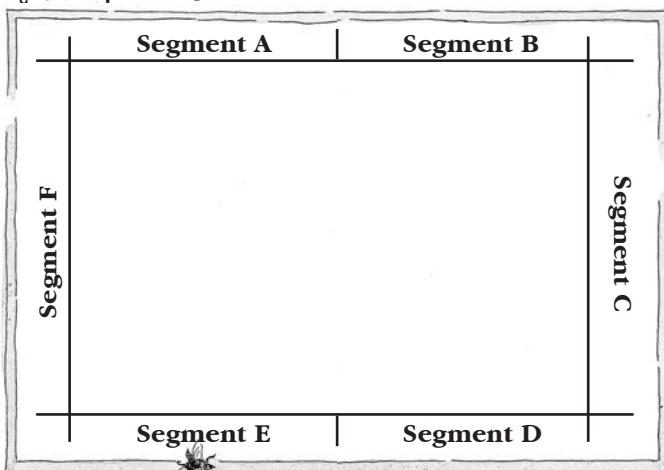
Size of playing area: Multiplayer Mordheim obviously requires more room to play. While Mordheim normally plays fine in a 4'x4' area, the size of the playing area for multiplayer games should be at least 4'x6'. This is important for set-up as detailed below.

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

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

Example: Sami, Mikko, and Jussi are playing Scenario 2, Treasure Hunt. This scenario has no attackers or defenders defined so all three roll a D6. Sami rolls a 3, Mikko rolls a 5, and Jussi rolls a 1. Mikko must set up his warband first, then Sami, and finally Jussi. When it is his turn to set up his warband, each player must choose one segment of table edge (see the diagram below for what constitutes a 'segment') and set up his warband within 6" of it. No player may start a member of his warband within 6" of a member of another warband.

Diagram 1



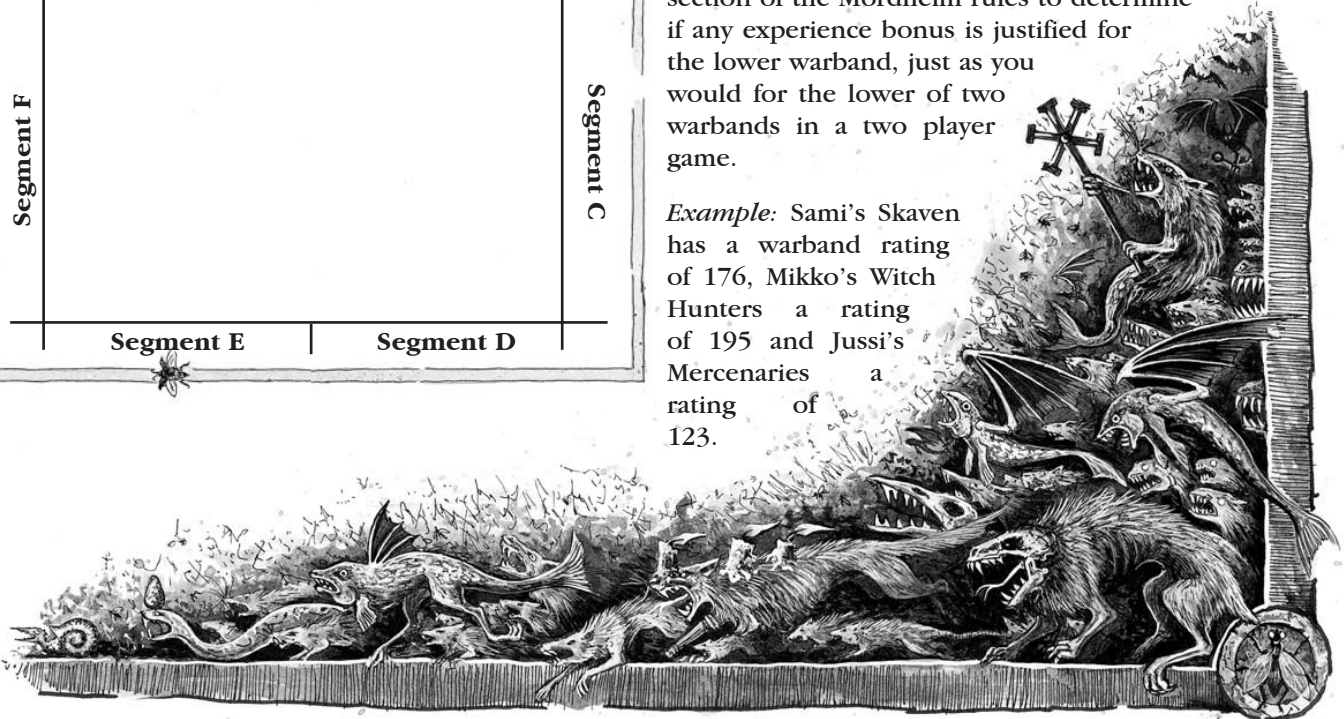
Example: Continuing our example above, Mikko places his warband first and chooses Segment D (bottom right corner). Sami sets up next and chooses Segment F (left side). Now Jussi could choose any of the remaining edge segments, though he would probably be well advised to steer clear of Segment E as this places him right in the midst of his enemies (with a potentially constrained set-up area as well, if Mikko and Sami placed any of their models close to that region!). Jussi wisely chooses Segment B and sets his warband up there. Note that some scenarios will have special set-up rules (usually for the defender) which are different from the above. Any such variation will be noted in the rules for that scenario.

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

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

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

Example: Sami's Skaven has a warband rating of 176, Mikko's Witch Hunters a rating of 195 and Jussi's Mercenaries a rating of 123.





Jussi's warband has the lowest rating, so if there is an underdog, his warband will be it. To find out, we compare his rating to the next highest rating, 176 (Sami's Skaven). The difference is 53 ($176 - 123 = 53$), which according to our chart in the Mordheim rulebook warrants a +1 experience bonus. If any of Jussi's Mercenaries survive this fight, they'll have a good chance of gaining an Advance!

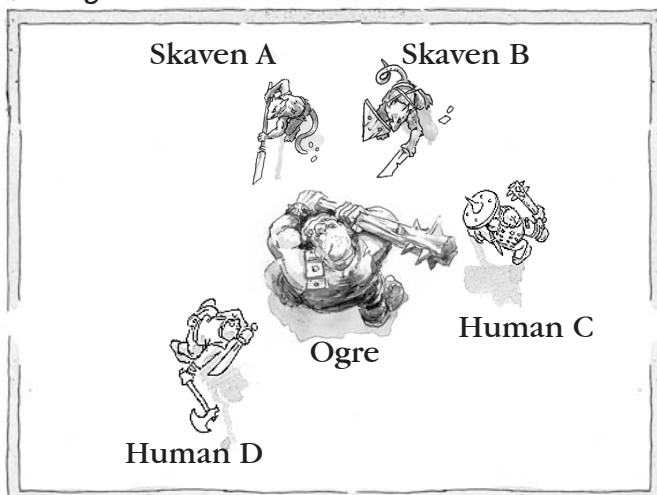
Shooting into close combat: Unlike in the regular Mordheim rules, it is possible to shoot into close combat in multiplayer games, just as long as the shooters belong to a different warband than the models involved in the Close Combat. Shooters must still fire at the closest enemy model as normal (unless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

Close combat involving multiple warbands:

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

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

Diagram 2



Routing warbands: Unlike normal games of Mordheim, one warband failing its Rout test (or having all of its models taken out of action) does not necessarily end the game. Unless there are special victory conditions noted in the rules for the scenario you are using, a multiplayer game will last until there is only one warband left on the table. The player whose warband stays on the table for the longest is normally the winner, though in some scenarios the winner might be the warband leaving the table first, as it achieves its objective and leaves the scene!

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

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

Members of allied warbands do not count each other as enemies. Members of a warband may freely run within 8" of members of any warbands they are allied to. Models forced to charge enemy models due to some special rule (such as Frenzy or Orc & Goblin Animosity) are not forced to charge allies. Note however that an Orc or Goblin failing an Animosity test counts allied models as friendly Hired Swords so if a '1' is rolled for the effects of the Animosity he will charge or shoot at them if they are the closest friendly models.

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

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

Scenario M1: street brawl

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

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 6'.

warbands

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



starting the game

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

ending the game

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

experience

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

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

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

Scenario M2: treasure hunt

terrain

Each player takes it in turns to place a piece of terrain, either a ruined building, tower or other similar item. We suggest that the terrain is set up within an area roughly 4' x 6'.

special rules

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

warbands

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

starting the game

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

ending the game

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

experience

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

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

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

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

wyrdstone

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



Scenario A3: the Raven barracks



terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, wall, or similar piece of terrain. We suggest the terrain is set up within an area of 4' x 4' or 4' x 6'. This is a great opportunity to use your Warhammer Fantasy Fortress as the Raven Barracks. The barracks should be an area that is at least 2' x 2' in the middle of the board. Plenty of terrain should be around the barracks to provide cover and some obstacles to get there.

warbands



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

starting the game

Each player rolls a D6 after the terrain has been placed. The player rolling the highest roll has the first turn, and order proceed clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when one warband manages to get all his men off his table edge with supplies or when all but one warband have routed. If one or more warbands have allied, they may choose to share the victory and end the game.

special rules

Once you have placed the terrain, place D3 +1 crates for each warband involved in the game on the tabletop to represent where the crates are. The crates should be at least 10" inches away from the table edge and 6" inches away from each other. Once a model is in base contact with a crate they must wait till the next turn to move with it.

No warband may use catacombs or other like skills as information provided only gave a vague area of the barracks. When a model first touches a crate roll a D6. If the result is a 1 then a trap has been activated. D3 arrows are hit at that model at Strength 3. Only one trap per crate.

supplies

The supplies are in crates. Each crate can be carried by a single model at normal movement rate (no running allowed). Two models may carry a crate, in which case they may run. While carrying a crate, the model may not fire any missile weapons or use any spells.

If attacked, the crate will be dropped, ready to be carried by anyone coming into contact with it. Once a

model escapes off the board with the crate, the model and crate cannot return to the board. Each crate in the possession of a warband at the end of the game earns them a roll on the Crate table.

experience

+1 Survives. If a Hero or Henchmen group survives the battle, they gain +1 experience.

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

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

+1 Per Leader with most supplies off the board. The leader whose warband gets the most supplies OFF the board earn +1 experience.

+1 Per Crate captured. If a Hero or Henchmen takes a crate OFF the battlefield they earn +1 experience.

crate table

4D6 Items

- | | |
|-------|--|
| 4 | Gems worth 100 gc, may be sold for half the value or if worn adds +1 to rarity finds. A pack of Tarot Cards and a Rabbit's Foot. |
| 5 | Blunderbuss. |
| 6 | Medicine chest, can be used as D6 does of Healing Herbs or as one off to allow a reroll on the Hero Serious Injury Table (unless the result was pit fight or captured). |
| 7 | Suit of Heavy Armour. |
| 8 | Elven Cloak. |
| 9 | D3 shield and swords. |
| 10-11 | Beer, worth 2D6 per crate. On a D6 roll of a 6 there is one dose of Bugman's ale. Food worth 2D6 per crate, on a D6 roll of a 6, that warbands food costs are halved at the end of the game. |
| 12-16 | 4D6 Gold. |
| 17-18 | Clothing, worth 2D6 gc per crate including D3 sets of toughened leathers. On a D6 roll of a 6 you leader has found a fancy hat that will increase his leadership range by 2". |
| 19 | Luxury goods, worth 4D6 gc per crate with (roll a D6), 1-3 a Wyrdstone Pendulum, 4-6 a set of Cathayan Silks hidden inside. |
| 20 | Blackpowder, worth 5D6 gc per crate, contains one pack of Superior Blackpowder. |
| 21 | D3 Crossbows each with Hunting Bolts (same as hunting arrows) for one game. |
| 22 | D3 Suits of light armour. |
| 23 | Hunting Rifle. |
| 24 | One suit of Gromril Armour. |



Scenario M4: monster hunt



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 6'. The first building should be rather large (at least 6" x 6") and open topped, preferably ruins. This building should be placed in the centre of the table, and this is where the monster's new lair is located.

warbands

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

special rules

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

starting the game

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

ending the game

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

treasure hoard

The young monster has moved its treasure hoard with it to its new lair. Because of its age, the young monster has not collected as much treasure as an older creature of its type.

Still, it has amassed a respectable amount. Whichever warband has control of the monster's lair at the end of the game may search it to see what it contains. Note that you roll for each item separately, apart from gold crowns, which are always found.

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

experience

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

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

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

great beasts in Mordheim

Regular games of Mordheim are not really suitable for the introduction of the larger monsters that roam the Warhammer world. Even a small dragon, for example, would eat the average Mordheim warband for lunch! Due to the nature of multiplayer Mordheim, however, with its alliances and generally broader emphasis, such creatures may well make an appearance without overly upsetting the game.

Monsters in Mordheim are a bit smaller than their Warhammer counterparts – they represent creatures that have lurked underground in the caverns beneath the city, are former denizens of Mordheim's world famous Imperial zoo, or are young members of their species who have recently been forced out of the nest and have decided to set up a new lair in the ruined city. The players should either choose what type of beast they are hunting or roll on the following chart:

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

Young Hydra

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

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

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

Breath Weapon: When the young Hydra breathes, flames leap from its mouths. It can use these flames as a weapon if it wishes. This attack is made in the Shooting phase and may be made even if the Hydra is involved in close combat. Simply place the small 3" round template with one end at one of the Hydra's mouths; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Hydra's fire is too weak to set them alight without prolonged exposure.

Loss of Heads: Each wound suffered by a Hydra represents one of its many heads getting taken out of action. Because of this, any successful (unsaved and unregenerated) Wound to a Hydra reduces its Attacks

characteristic by one. In addition, the loss of heads makes for fewer flames when it breathes, so for every 2 successful Wounds, the strength of the Hydra's breath weapon is reduced by one (to a minimum Strength of 1). So, for example, if the Hydra has taken 3 (unsaved and unregenerated) Wounds, it would have 2 attacks remaining and the Strength of its breath weapon would be reduced to 2.

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

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

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

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

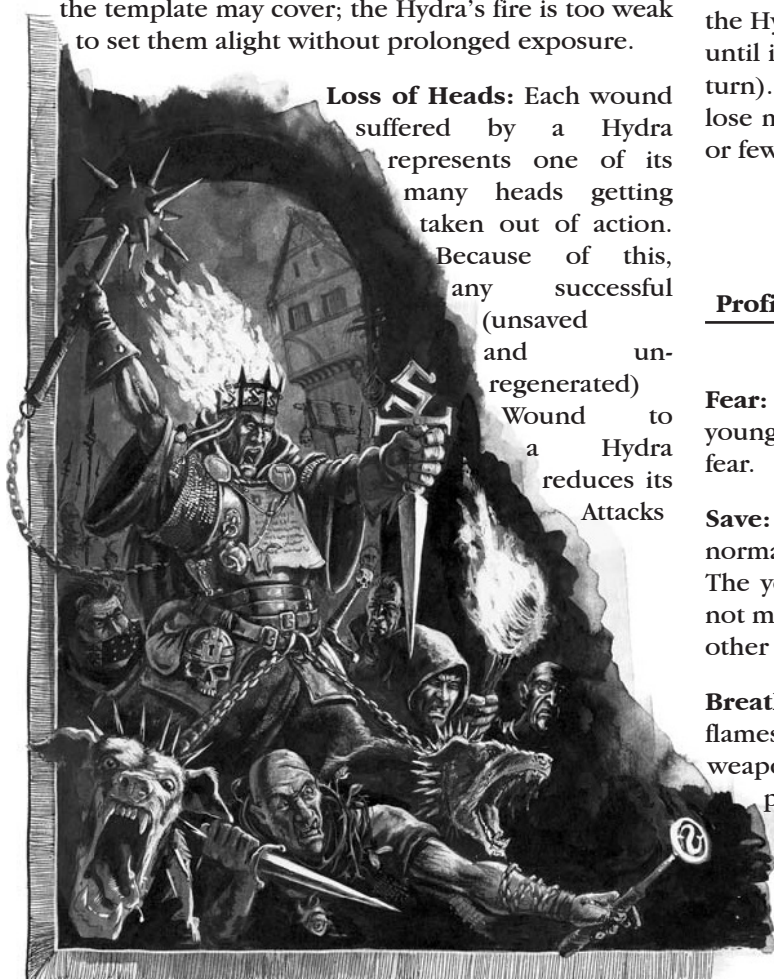
Young Dragon

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

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

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

Breath Weapon: When the young Dragon breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the Shooting phase, and may be made even if the Dragon is involved in close combat. Simply place the small 3" round template with one end at the Dragon's mouth. Any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves



apply. Do not worry about any buildings the template may cover; the Dragon's fire is too weak to set them alight without prolonged exposure.

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

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

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

Young Wyvern

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

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

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

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

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

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

Staggered, but not down: Mighty blows will rock the Wyvern, but most creatures lack the ability to truly

knock it into the dirt.

Therefore, any knocked down result the Wyvern receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple knocked down results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Wyvern may not attack until it recovers).

Young Griffon

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

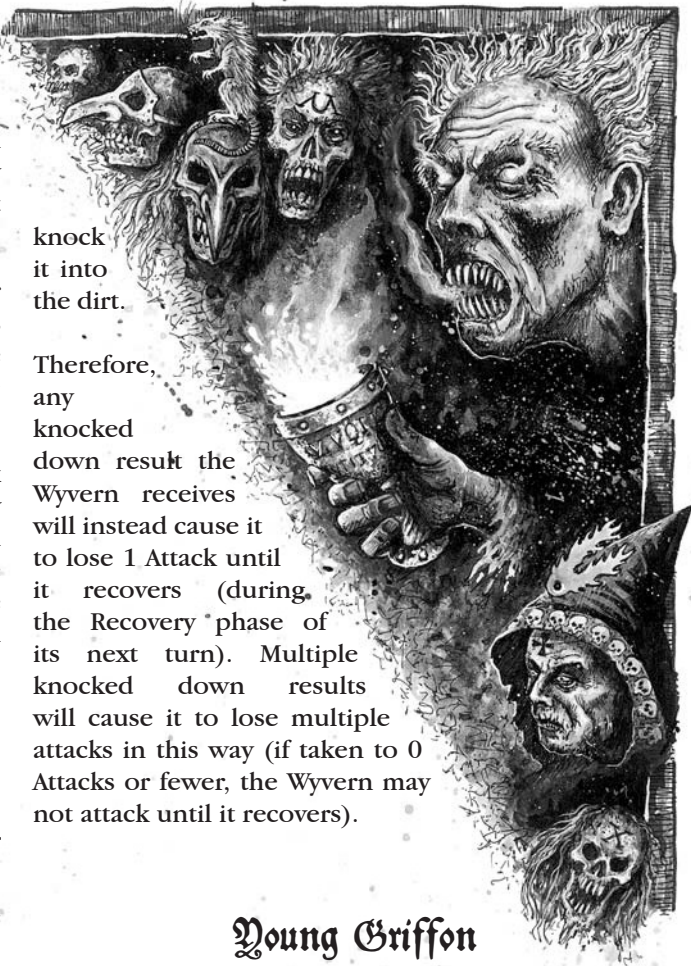
Fear: Despite its smaller size and useless wings, the Griffon is still a fearsome opponent. It causes fear.

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

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

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

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



Young Hippogriff

Young Chimera

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

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

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

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

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

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

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

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

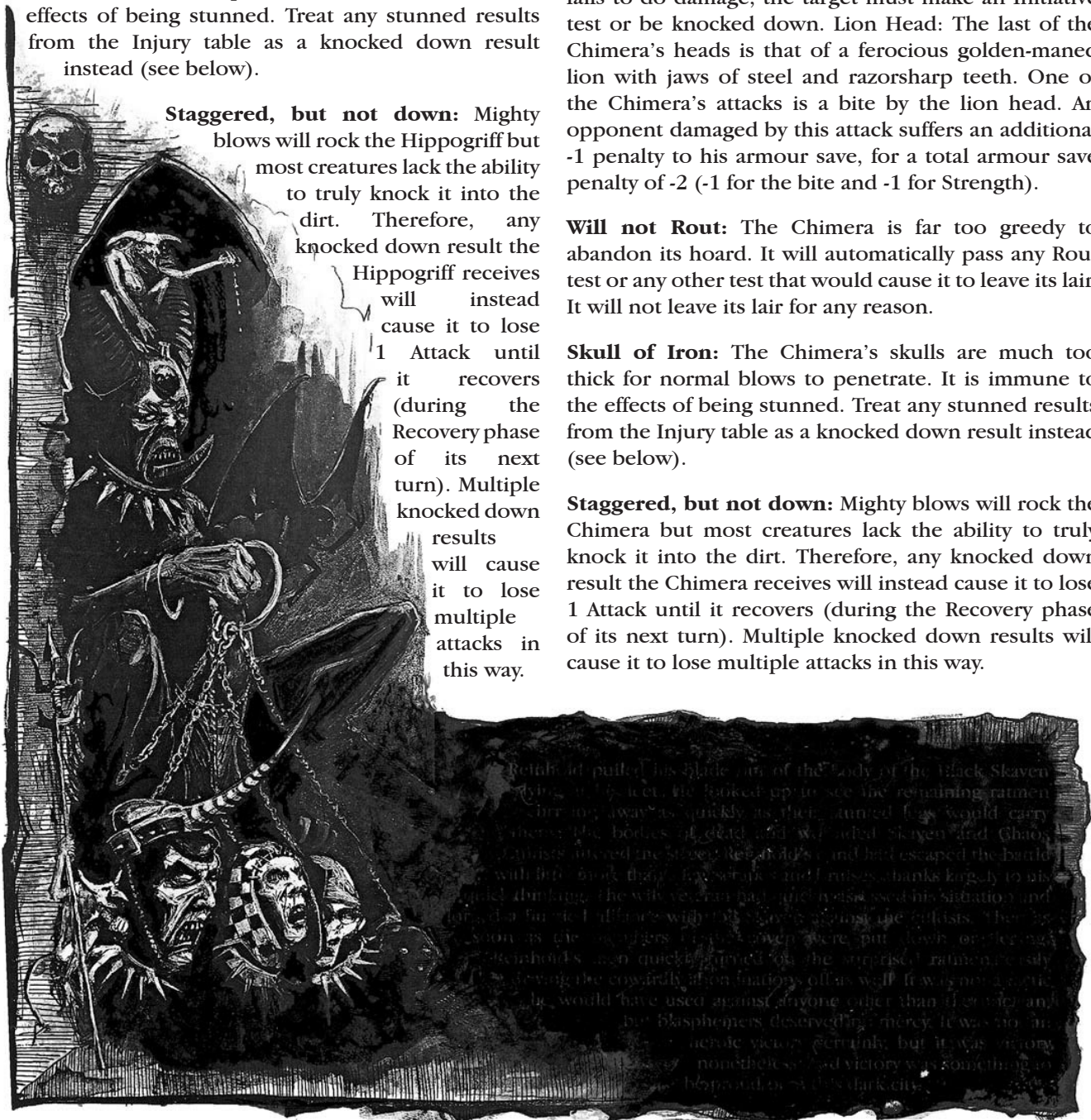
Dragon Head: One of the Chimera's three heads is that of a Dragon. When the Dragon head breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the Shooting phase. Simply place the small 3" round template with one end at the Dragon head's mouth; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Chimera's fire is too weak to set them alight without prolonged exposure.

Ram Head: The second head is that of a massive bloody-eyed ram. One of the Chimera's attacks is a head-butt made by the ram head. If this attack hits but fails to do damage, the target must make an Initiative test or be knocked down. Lion Head: The last of the Chimera's heads is that of a ferocious golden-maned lion with jaws of steel and razorsharp teeth. One of the Chimera's attacks is a bite by the lion head. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -2 (-1 for the bite and -1 for Strength).

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

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

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



Scenario N5: the great library

terrain

Each player will take it in turn to place a piece of terrain, either a small building, or other piece of terrain. If you have one piece of terrain or several that could “act” as the Library should be placed in the middle. Many of the tomes have been spewed across the many blocks close to the Library. The battle is fought in an area roughly 4' x 4'. You may want to make the table larger if this is to be a multiplayer game.

special rules & set up

Players should then place D3 +1 Tomes for each warband involved in the game on the tabletop to represent where the Tomes are. Each player takes it in turn to place a Tome counter.

The counters must be placed more than 10" away from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from. A warrior can carry any amount of Tomes without any penalty.

Warriors cannot transfer their Tomes to another warrior. If a warrior is put *out of action* then the Tome is placed next to where the model was taken *out of action*.

The Tomes cause *fear*. You must take a *fear* test to pick one up, unless you are immune to *fear*. This is to represent the great unknown on whether or not the Tomes are Evil.

warbands

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

starting the game

Each player rolls a D6 to determine who goes first. Play proceeds clockwise around the table.

ending the game

The game ends when all the warbands but one have failed their Rout Test. warbands that Rout, automatically lose. If two or more warbands have allied they may choose to share the victory and end the game, or they may continue the game until one warband is victorious.

experience

+1 Survives. If a Hero or Henchmen group survives the battle they gain +1 experience.

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

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

+1 Per each Tome Picked Up. If a Hero or Henchmen is carrying a Tome counter at the end of the game he receives +1 experience.

+1 For the Warband with the Most Tomes. The leader of the warband with the most tomes at the end of the game gains +1 experience.

ifl gotten gains...

You can sell the Tomes for 25 +D6 or choose to keep the scroll. If you keep a scroll then roll on the chart below (D6). Rolling on the chart below will represent that the Hero has decided to open the scroll and is trying to decipher its abilities. Please nominate which Hero will be opening the scroll.

D6 Events

- | D6 | Events |
|-----|--|
| 1 | The Hero who keeps the scroll will set out the next game. You may come up with some creative on why he cannot play the next game from opening the scroll. |
| 2 | The Hero who keeps the scroll will gain +1 Initiative. This can take you above your racial Maximum. |
| 3-5 | The Hero who keeps the scroll will gain an Academic Skill. Those who normally cannot gain Academic Skills can gain one (1) Academic Skill. Please note that this is for only one time and does not grant the user to gain Academic Skills through normal experience. |
| 6 | The Hero who opens the scroll will gain D3 experience. |





Scenario A6: the merchant square



terrain

Each player takes it in turn to place a piece of terrain, either a ruined building or something similar. We suggest that the terrain is set up within an area roughly 4' x 4'. The middle area of the board should be free of terrain (maybe a fountain or the like to mark the centre of the square) and to have at least a 12" inch x 12" inch square open area. This will represent the Merchant's Square. The buildings placed outside of the Merchant's Square will represent the Merchant's Homes and Shoppe's.

warbands

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

special rules

Warbands will begin searching the buildings for common items. Each warband will roll 1D6 for each searchable building. If they roll a 4+ they found a common item. In the Merchant's Square, there will be D3 crates per warband. The crates will be placed in the middle of the Merchant's Square. When a warband touches a crate they must roll a D6. Only one roll per crate. On a roll of a 1 on a D6, the Black Pegasus will appear. The Black Pegasus will appear 8" inches in on a Random Table edge. The Black Pegasus will go in the last turn and will attempt to fly down on the models in the Merchant's Square. The Black Pegasus will target the closest model in the Merchant's Square.

The Merchant's Square is the 12" x 12" area in the middle of the table as the streets and alleys would be too narrow for the Pegasus to fly into. The profile of the Black Pegasus can be found in the Beasts, Monsters & Townsfolk section of the Rulebook.

starting the game

Each player rolls a D6. The player with the highest roll has the first turn and order of play proceeds clockwise around the table (based on where the players

placed their warbands).

ending the game

When all the crates are off the table, all but one warband has routed, or the warbands ally.

experience

+1 Survives. If a Hero or Henchmen group survives the battle they gain +1 experience.

+1 Winning Leader. The leader of a winning warband gain +1 experience.

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

+1 Per each crate taken off the board. Any Hero earns +1 experience for taking a crate off the board.

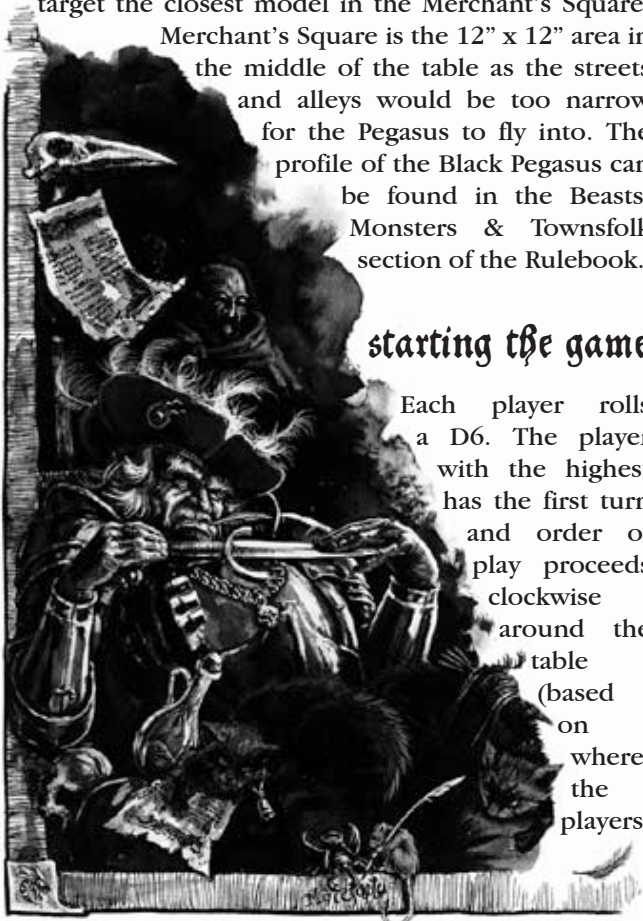
items

Common items are found in the houses surrounding the Market's Square. They are kept no matter if you win or lose. Remember you need to roll a 4+ for each house to see if you were able to locate a common item. Only one opportunity per house. Please keep track of what homes you searched so you can take them off the list.

D6 result	Common item
1	D3 Morning Star
2	D3 Spears
3	D3 Bows
4	D3 Crossbow
5	1 Suit of Heavy Armour
6	D3 Nets

Rare items can only come from the crates placed in the middle of the Merchant's Square. Rare items may only be found if the crate is taken off the table. If no crates made it off the table then no Rare Items will be found. You will be much too nervous looking out for the other warbands and a Black Pegasus to open the crate in the middle of the Merchant's Square. When the game ends, the winning warband(s) does not automatically get the crates.

D6 result	Rare item
1	D3 Repeater Crossbow
2	D3 Handgun
3	D3 Healing Herbs
4	1 Gromril Weapon
5	1 Dose of Bugman's Ale
6	1 Elven Cloak



Scenario A7: the pool

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

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 6'.

The first piece of terrain should be a pool of water roughly 6" in diameter.

The objective of the scenario is to gather all the wyrdstone from the pool.

special rules

Roll a D3+3 to find out how many pieces of wyrdstone are in the pool. The pool is shallow and may be entered. Any Hero spending an entire turn within 1" of the pool doing nothing else but searching for wyrdstone may roll at the end of his turn to see if he finds some.

On a D6 roll of 1-2, that player has found one of the pieces in the pool.

No Hero may search within 1" of another model (friendly or enemy), as models that are too close together disturb the waters for each other, so that neither may see the bottom.

Only as many pieces of wyrdstone may be found as were rolled at the beginning of the game, any searching after that is useless. A Hero can carry any amount of wyrdstone without any penalty. Heroes cannot transfer their wyrdstone to another warrior.

If the Hero who is carrying a counter is taken out of action, place the counter on the table again where he fell. Another warrior can then pick up these counters simply by moving into contact with them.

warbands

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

starting the game

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

ending the game

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

experience

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

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

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

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



Scenario A8: the wizard's mansion

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

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4" x 6". The first building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

warbands

One player is the defender, determined as normal in multiplayer games, representing the warband that reached the mansion first. The defender is deployed first inside or within 6" of the objective building. Then the attacking warbands are set up as normal. In addition, for each attacking warband beyond the first, the defender rolls once on the table below to determine the additional equipment his warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

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

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

starting the game

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

ending the game

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

experience

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

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

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

the wizard's treasure

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

Item	D6 result needed
3D6 GC	Automatic
D3 gems worth 10 GC each	5+
Tome of magic	4+
Gromril sword	5+
Athame	4+
D3 doses of healing herbs	4+
Dispel scroll	5+

new items

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

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



Scenario A9: the lost prince

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 6'.

special rules

The merchant's son is initially placed in the centre of the board. He will wander D6" in a random direction at the start of each of the first player's turns, until someone 'rescues' him.

If a warband member comes into contact with the merchant's son (through normal movement, NOT through charging – this is an exception to the normal rules and represents that the merchant's son is not the enemy and should not be engaged in combat), the boy will attach himself to that member and follow him around. If the 'rescuer' is taken out of action, flees or routs, the merchant's son will attach himself to the next warband member to contact him.

Should someone wish to attack the merchant's son, he has the same stats as a Youngblood (see the Mercenary warband in the Mordheim rulebook) and is armed with a sword and dagger. If he is killed, no reward will be issued to the

winning warband, of course.

warbands

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

starting the game

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

ending the game

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

experience

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

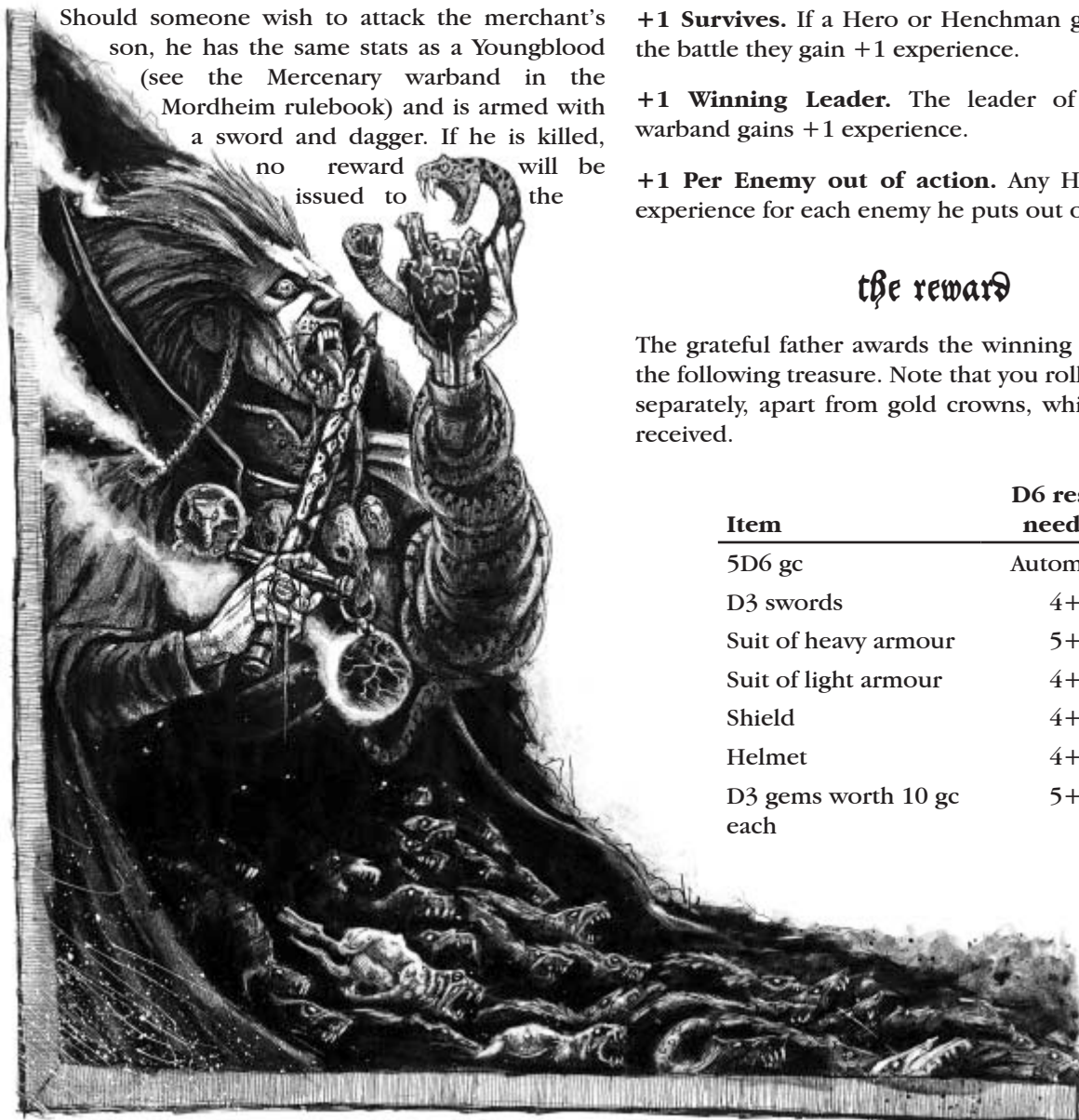
+1 Winning Leader. The leader of the winning warband gains +1 experience.

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

the reward

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

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





Scenario A10: the writing on the wall



terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. If your terrain collection allows, a dense warren of narrow, crooked streets is ideal. In any case, the centre of the table should have two buildings, placed close together so as to form an alley, one inch wide. The map will be written in this alley. Because of the ruins, close confines of the alley, trash, etc., the alley is considered difficult terrain. We suggest the terrain is set up in an area roughly 4' x 4'.

warbands

The warband with the lower warband rating chooses whether to set up first or last. The first player then chooses which table edge to set up on, and places all of his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge. Because of the dense, maze-like construction surrounding Tyler Street, skills or abilities which allow special deployment may not be used.

special rules

The map on the alley wall was written by a madman, and the warriors in Mordheim will have a tough time puzzling it out in the middle of a fight! In order to understand the map, a hero must be moved into the middle of the alley, and must spend two full turns doing nothing but studying the writing. Heroes who have taken at least one Academic skill may decipher the writing in one turn rather than two. Once a warband has no further use for the map, they may ruin the wall so other warbands can't follow the directions to the treasure!

The wall has 1 Wound, and a Toughness of 7. Attack against the wall automatically hit, and any wound ruins the map. Anyone attacking the wall must be in the alley (they cannot ruin the map from the other side of the wall). The map doesn't lead to a specific treasure; rather it marks out good routes through the Poor Quarter. Warbands who have deciphered the map may add one of a kind in the next exploration phase, after rolling the dice.

For example a player who rolled 1, 3, 3, 4, 5, and 6 could choose to add another 3 in order to find Prisoners (the result for a triple 3) rather than a corpse (the result for a double 3). Alternatively, the player could opt for an extra 5 or 6 in order to find something else entirely. This addition does not affect how many Wyrdestone shards the warband recovers.

starting the game

The player with the lower warband rating has first turn.

ending the game

If one warband is able to decipher the writing on the wall, and then ruin said writing, the scenario ends immediately, and that warband wins.

If both warbands manage to decipher the writing, then the scenario ends in a draw.

If one warband deciphers the writing and then routs, the game ends in a draw. If the writing is somehow ruined before it can be deciphered by either warband, the scenario ends in a draw. Alternatively, if one side routs, the other wins. The winners are assumed to decipher and orient the writing at their leisure.

experience

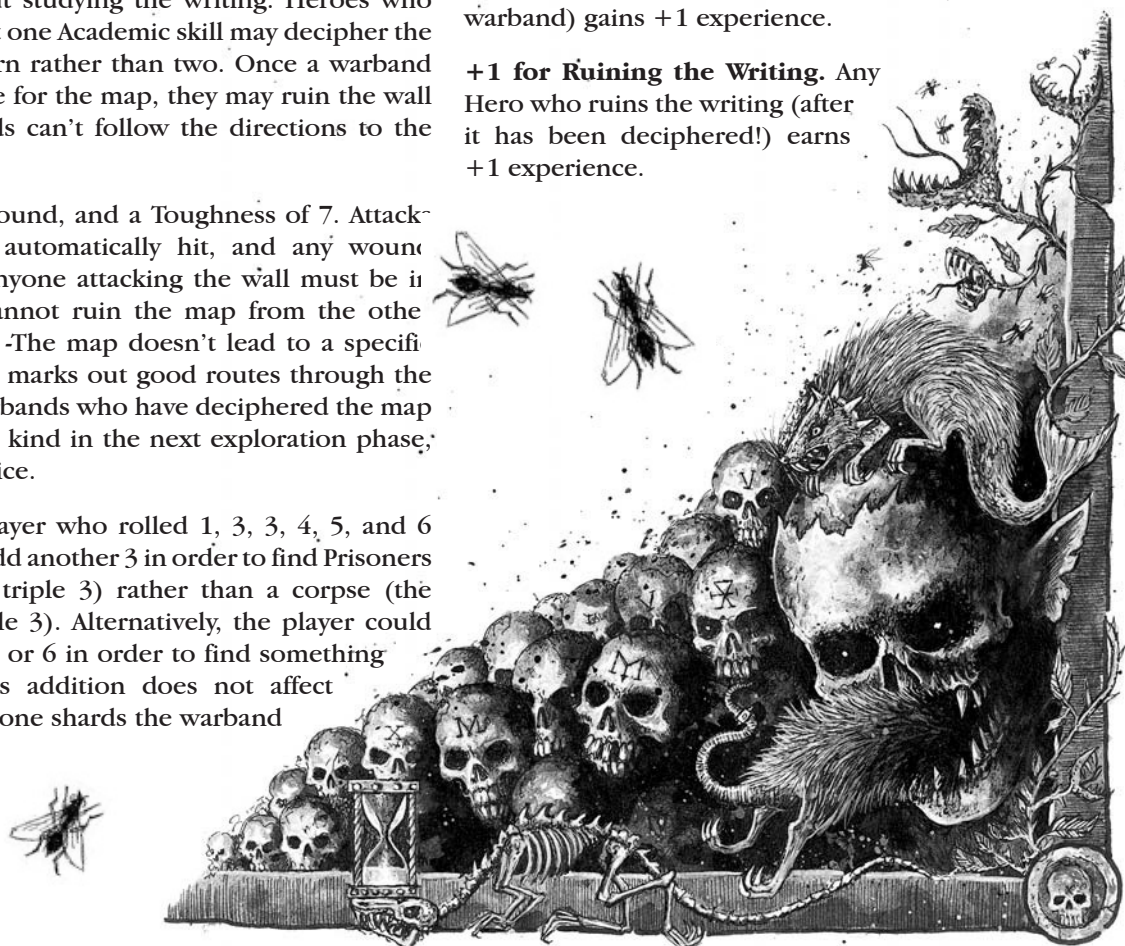
+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 experience.

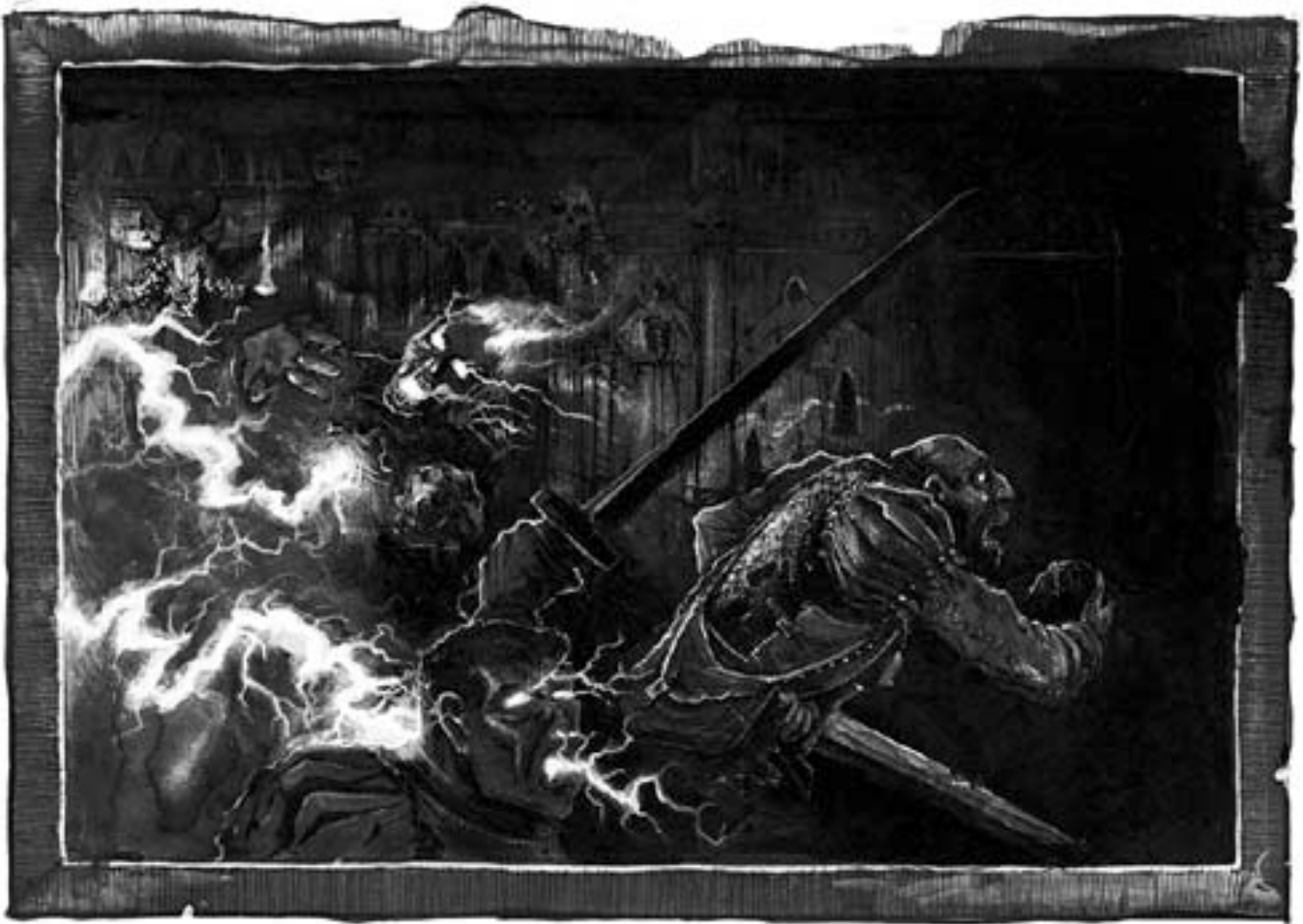
+1 Winning Leader. The leader of the winning warband gains +1 experience.

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

+1 for Deciphering the Writing. Any Hero who deciphers the writing during the battle (limit 1 per warband) gains +1 experience.

+1 for Ruining the Writing. Any Hero who ruins the writing (after it has been deciphered!) earns +1 experience.





random encounters chart

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

The player whose turn it is places any models that represent the encounter and they will act in each of his turn, before any other models (that's player doesn't control their actions though, see the individual descriptions to see how the model acts). This player is known as the 'Encountering Player', even though random encounters will frequently affect only his opponent or both players indiscriminately. The models that represent a random encounter must all be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group at all times. Random encounter members must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. The Encountering Player places the models representing the random encounter, but note that they cannot initially be placed within 12" of any warband models.

After being placed, many encounters will travel as quickly as possible (without running) towards the

nearest warband model. For this purpose the nearest model is the model that the encounter can reach most quickly and encounter models will never climb the sides of a building to get at a warband member. What each encounter does from there is listed in its description. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models.

Killing a hostile model will award 1 Exp for the model as per normal rules. If the encounter has two or more wounds on its starting profile, the model reducing the encounters wounds gain 1 Exp per wound. No more than one random encounter will ever take place in a single game, so after a random encounter is rolled, the players no longer need to roll at the start of their turns. Several of the entries below refer to game turns, this includes both players' turns.

If there are no models yet for some random encounter result reroll it. A model has been purchased for each random happening requiring one and might still be underway in painting.



11 crypt horror

A Crypt Horror has smelled the scent of blood on the streets and seizes his opportunity for more bloodshed and feasting. Instead of being placed normally, the encountering player has to place the Crypt Horror in a graveyard or crypt if such a terrain piece is in play. If not, then place the model as per normal rules. The Crypt Horror will seek out the nearest foe as per normal rules and charge if possible. Crypt Horror has the following profile and Special Rules.

Profile	M	WS	BS	S	T	W	I	A	Ld
Crypt Horror	6	3	2	4	5	3	3	3	7

Weapons/Armour: an axe and a sword

Large Target: Crypt Horrors are massive creatures of filthy muscle and skin. They are Large Targets.

Cause Fear: The Crypt Horror is a twisted and repulsive creature and therefore cause *fear*.

Bonemaster: The Crypt Horror ignores the -1 to hit penalty for using two weapons.

12 a pack of ghouls

A pack of ghouls have arrived on Mordheim for the dead and the deceased. Blood runs on the streets and unlucky treasure hunters lay where they have fallen. Instead of being placed normally, the encountering player has to place a pack of five ghouls in a graveyard or crypt if such a terrain piece is in play. If not, then place the model as per normal rules. Ghouls will seek out the nearest foe as per normal rules and charge if possible. Ghouls have the following profile and Special Rules.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ghoul	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.

Cause Fear: Ghouls are twisted and repulsive creatures and therefore cause *fear*.

13 swarm of rats

Something in the sewers has frightened the rats that live there. The rats are in a hurry to get away and will attack anything that stands in their way. Use six 40 mm square bases of rat swarms placed in 80 mm x 120 mm rectangle with one short side representing the front. The rats move 2D6" each turn. They will always move forward down the centre of the street and if they come to an intersection roll randomly to determine which direction they take (example: for a normal four-way cross-intersection roll a D6: 1-2 right, 3-4 straight forward, 5-6 left). The rats cannot be engaged in close combat and if they make contact with a model they

will run right over him. Any model moved over by the rats will suffer D3 Strength 2 hits, normal armour saves apply. Step aside or other skills do not, however, as there are just too many rats on the street.

14 earthquake

Powerful magical energies from the crater at the centre of the city shake the local landscape. The ground heaves and buckles violently and warband members find it hard to keep their footing. Roll a D6 to determine how many game turns the earthquake lasts. While the shaking persists, all movement is halved, all Initiative tests (climbing, etc.) suffer a -2 penalty and all Shooting and Close Combat to hit rolls are made with a -1 penalty.

15 high winds

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



16 the corruption rises

Magical winds blow through the streets of Mordheim giving birth to many unnatural beings. One such creature is a plaguebearer, a daemon of Nurgle, the lord of decay and disease. Instead of being placed normally, a pack of three plaguebearers are placed on the centre of the table, and then scattered 5D6" (first scatter one plaguebearer and then the encountering player places two more within 4" of the first). If the plaguebearer would scatter off the table or a hit is rolled, re-roll the scatter dice and 5D6". If the first plaguebearer would scatter on top of a warband member, place all three models into base to base contact with the unlucky warband member and count them as charging on the following close combat phase, for surely he has woken the attention of the lord of decay with some inhuman way. The plaguebearers will seek out the nearest foe as per normal rules and charge if possible. They use the following profile and Special Rules.

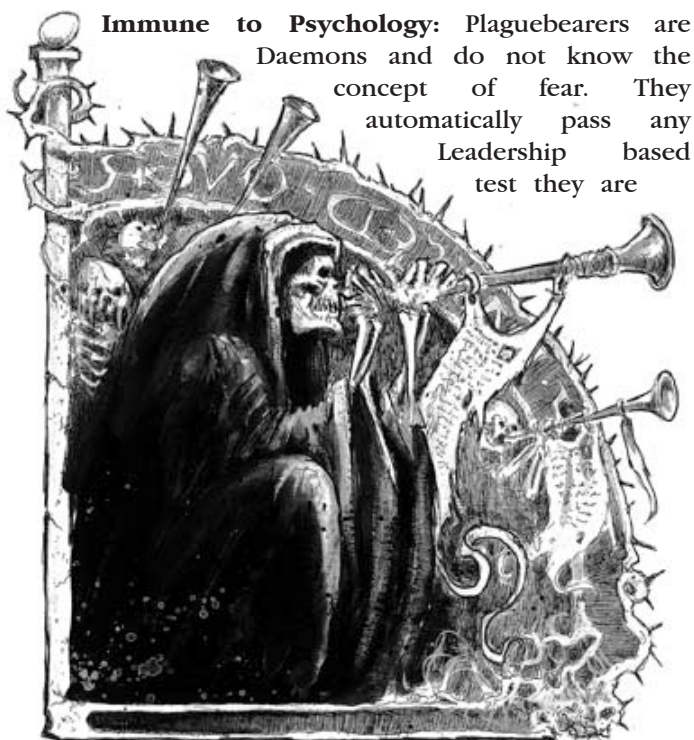
Profile	M	WS	BS	S	T	W	I	A	Ld
Plaguebearer	4	4	3	4	4	1	4	2	10

Weapons/Armour: None.

Cloud of Flies: Plaguebearers are surrounded by a cloud of flies, which buzz around them and their combat opponent. They do not affect the Plaguebearer but distract foes by buzzing into eyes, nostrils and mouths. A Plaguebearer's close combat opponent suffers a -1 to hit modifier on all attacks.

Stream of Corruption: Plaguebearers can spew forth a grotesque stream of maggots, entrails and filth. This is counted as a shooting attack with a range of 6" and is resolved at strength 3 with no saves for armour.

Immune to Poison: Plaguebearers are the daemonic embodiment of disease and pestilence. They are totally immune to all poisons and diseases.



Immune to Psychology: Plaguebearers are Daemons and do not know the concept of fear. They automatically pass any Leadership based test they are

required to take.

Cause Fear: Plaguebearers are horrifying supernatural creatures and therefore cause *fear*.

Daemonic Aura: Due to the magical, intangible nature of Daemons they have a special armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Plaguebearers' attacks are considered as magical also.

21 lucky find



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

22 restless spirit

Countless unfortunates have suffered agonizing deaths in countless forms since the comet crashed into the city. Not all of these individuals can easily accept their new condition and they refuse to rest. Perhaps they left some important task unfinished or seek revenge on those who did them harm. The warbands have stumbled upon one such ghost. Any warband member who is within 8" of the spirit at the start of its Movement phase must make a Leadership test or flee (exactly as if he were fleeing from combat). Models that are immune to psychology automatically pass this test. This creature is unable to affect (or be affected by) the physical world, but it is very frightening nonetheless. The spirit moves 2D6" in random direction, moving through walls, obstacles or warband members as if they were not there. It will not charge and cannot be harmed by the warband members in any way. The only exception to this is if the spirit comes into contact with a Sigmarite Matriarch or a Warrior Priest of Sigmar. These models may choose to put the dead to rest. If the player controlling such a model decides to do this, the spirit is immediately banished (disappears and does not return) and the priest gains one Experience point.

23 burning building

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

24 a pack of skeletons

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

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

Cause Fear: Skeletons are terrifying Undead creatures and therefore cause *fear*.

May not run: Skeletons are slow Undead creatures and may not run (but may charge normally).

Immune to Psychology: Skeletons are not affected by psychology and never leave combat.

Immune to Poison: Skeletons are not affected by any poison.

No Pain: Skeletons treat a *stunned* result on the Injury chart as *knocked down*.

They are armed with simple weapons or bony fists. Look from the model what kind of weapon it is using and if it carries a shield and/or light armour. If none, treat as equipped with a dagger. The skeletons will move towards the closest models as quickly as possible and charge if possible. Roll a D6 when they appear, after that many game turns they crumble back to inanimate bones (count the current turn as the first one).

25 the twisting of the air

Reality itself seems to twist, warping perceptions until no one can be sure of what their senses tell them. Roll a D6 at the start of each player's turn. For the next D3 game turn, the distance within which warriors can use their Leader's Leadership value and the distance for being All Alone is the value rolled instead of the normal 6". All distances between models are also increased by the

same D6" roll for purposes of weapon ranges and charging. Note that the actual models are not moved, but only the shooting/charging model's perception of the distance.

26 spawn

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



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

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

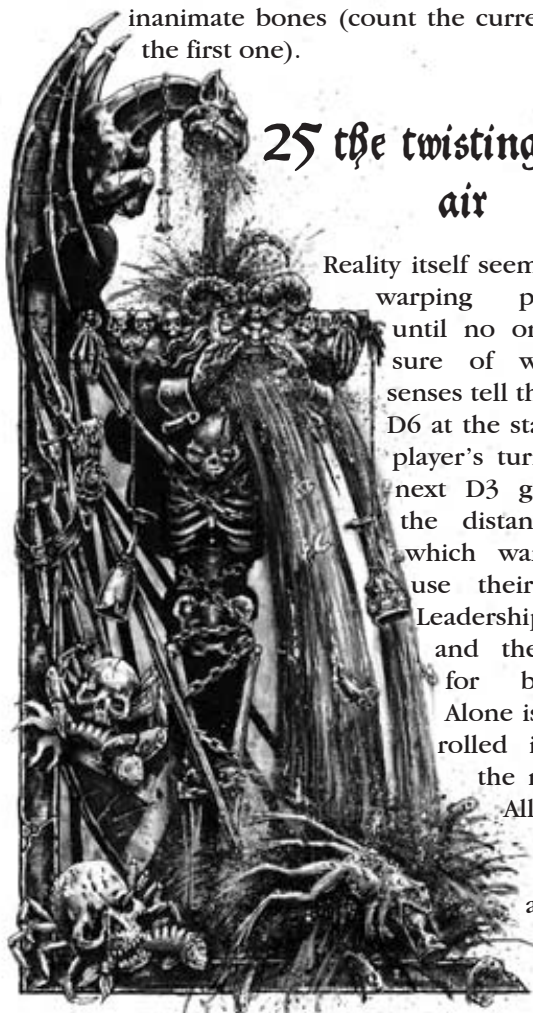
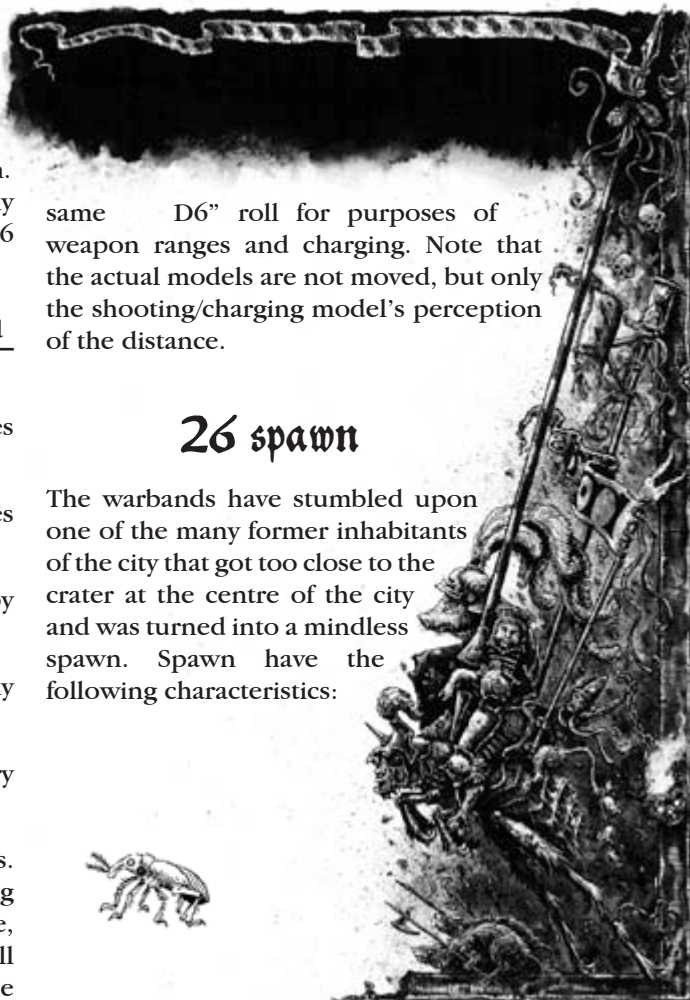
Psychology: They are mindless creatures, knowing no fear of pain or death. Spawn automatically pass any Leadership based test they are required to make.

Movement: The Spawn moves 2D6" towards the nearest model in each of its Movement phases. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat (so no intercepting charges of a might Spawn!).

Attacks: Roll at the beginning of each Close Combat phase to determine the Spawn's number of Attacks for that phase.

31 collapsing building

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



32 scrawlings on a wall

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

D6 Result

- 1 The writings are a map of the area. The model's warband receives a +1 on the roll to pick the scenario for the next game they take part in.
- 2 Reading the writing accidentally sets off a spell on the reader. The model suffers a minor curse and now has a -1 penalty to all dice rolls for the rest of the game.
- 3 The warband member learns of the remains of some booty inside the building. If he moves inside he finds D6 x 10 gold crowns.
- 4 The writings reveal all the hiding places in the area. The model can hide, even in the open, for rest of the game.
- 5 The warband member learns of a secret passage inside the building – if he moves inside, he can pop out next turn in any other building.
- 6 A fun read, but nothing else happens (Pena was here!)

33 thick fog

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

34 a friendly face

A traveller has appeared in the midst of a battle between two rival warbands. He spots his old

allies and immediately lends support to his old friends. The Encountering player may choose a single Hired Sword he has a model for. This model is then placed as per normal rules for Random Encounters. Hereafter it is considered as a part of the Encountering player's warband. The Encountering player does not need to pay the hiring fee but if he wants to keep the Hired Sword in his warband after the game, normal upkeep fees need to be paid.

35 squig pack

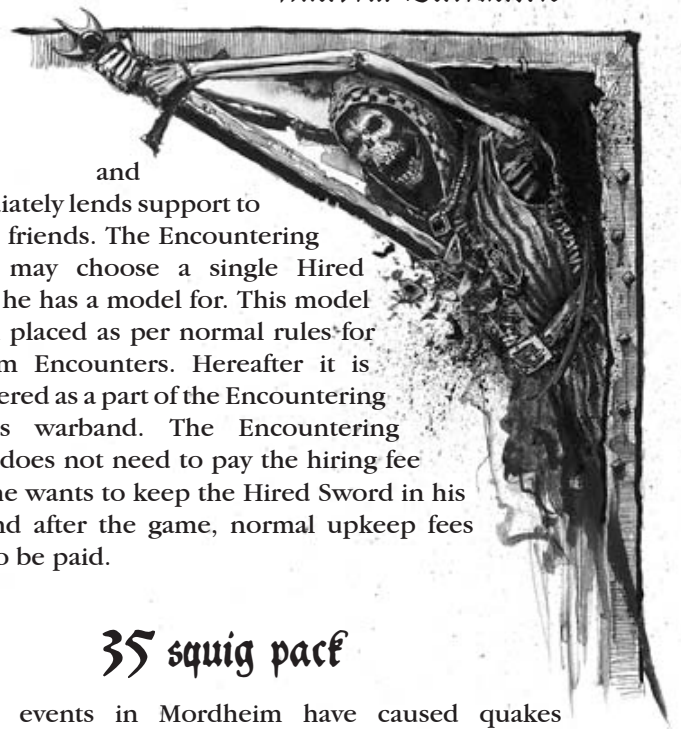
Recent events in Mordheim have caused quakes and opened new passageways for the underground denizens such as spiders and rats. The latest quake has, however, opened up a passageway to a larger cave filled with a pack of cave squigs. The warbands have been discovered by such (hungry) pack of cave squigs. The pack consists of five cave squigs. The Squigs move as quickly as they can toward the nearest models, dividing themselves as evenly as they can between multiple targets if they are available.

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

Weapons/Armour: none.

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

Hungry Maw: If members of a cave squig pack take a warband member *out of action*, he will be eaten if not rescued. If no friendly model comes within 6" of where the model fell by the end of that warband's next turn, the fallen member is considered lost (squig food). In other words, if the model is taken *out of action* by the squig or squigs, do not yet remove the model, the squigs start their feast and will not move from base contact with that model. If that model is in contact with at least one cave squig by the end of that warband's next turn without being interrupted, the squigs have eaten him and continue towards the next closest model in their next turn. If the squigs are interrupted, i.e. a friendly model moves within 6" by the end of that warband's next turn, the squigs stop their feasting and start moving again as per normal rules.



36 possessed!

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

41 fountain of blood

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

42 storm of chaos

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

D6 Result

- 1 Warp lightning begins to strike the ground in search of a victim. It will hit the warrior with the best armour save, attracted to the large amount of metal. That warrior takes a S5 hit, with no armour save possible (or Dodge or Step Aside skills, for that matter). If multiple warriors all have the highest armour save, randomly determine which is struck. The warp lightning will strike for D3 turns before moving on towards another part of the city.
- 2 Fish suddenly fall out of the sky to pelt the area! All movement is halved for two turns (due to wet, flapping fish underfoot), but there is no other effect.



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

43 plague of flies

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

44 sinkhole

An enormous mouth suddenly opens up under the feet of one randomly determined warband member. Make an Initiative test for the model. If the test is failed, the model falls into the pit. If a 6 is rolled for the test, the model is sucked underground and take *out of action*. Any other failure results in the model catching himself in the opening, which closes around him. Treat the model as being *knocked down* for the rest of the game, though he may not move at all.

45 the horror in the house

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

46 plague victims

Disease is a common occurrence among the few survivors left in the ruins of the city. This group of a D6 citizens has contracted a particularly nasty plague known as Nurgle's Rot. They move at normal rate (4") towards the nearest warband members, seeking their help. If they come into contact with a warband member, they will not attack, but will instead cling to him as they beseech his aid, hindering him greatly. A model with Plague Victims in contact with him acts as if he had just recovered from being *knocked down* (moves at half rate, may not charge or run, etc. See the Mordheim rules for details). The Plague Victims will not attack, but if attacked, they have the following profile:

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

At the end of the game, roll a dice for each warband member in play when the Plague Victims appeared and on a roll of 1, that member has contracted Nurgle's Rot. Roll again to see what effect the disease has on that member:

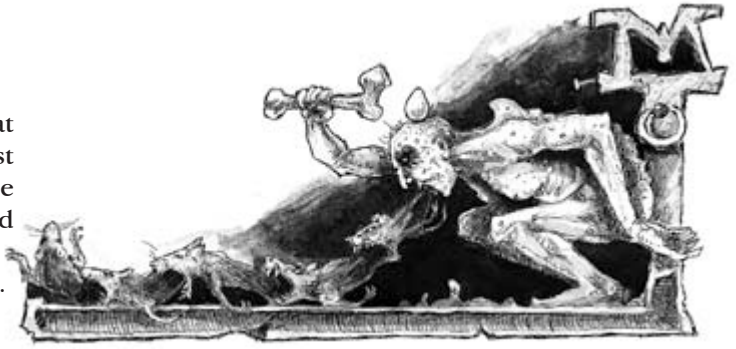
D6 Result

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



51 Dread maw

Dwelling in the mires of tainted sludge and ooze that stretch from the Pit, the Dread Maw is one of the vilest creatures to have emerged from the depths of the tainted city of Mordheim. The warbands have stumbled into its domain of ruined buildings. The Dread Maw moves as quickly as it can towards the nearest model. It has the following profile and special rules:



Profile	M	WS	BS	S	T	W	I	A	Ld
Dread Maw	2D6	2	0	5	5	5	1	D3	7

Large Target: The Dread Maw is a Large Target.

Fear: The Dread Maw is disgusting and revolting blasphemy against nature and cause *fear*. In addition, fear tests are made with a -1 modifier to the Ld used.

Psychology: It is a mindless creature, knowing no fear of pain or death. Dread Maw automatically pass any Leadership based test it is required to make.

Movement: The Dread Maw moves 2D6" towards the nearest model in each of its Movement phases. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat (so no intercepting charges of a mighty Dread Maw!).

Attacks: Roll at the beginning of each Close Combat phase to determine the Dread Maw's number of Attacks for that phase.

Cavernous Maw: The Dread Maw has two additional S6 Chomp attacks. These attacks cause D3 wounds and have +2 to injury rolls.

Scaly Skin: The Dread Maw has a 4+ armour save.

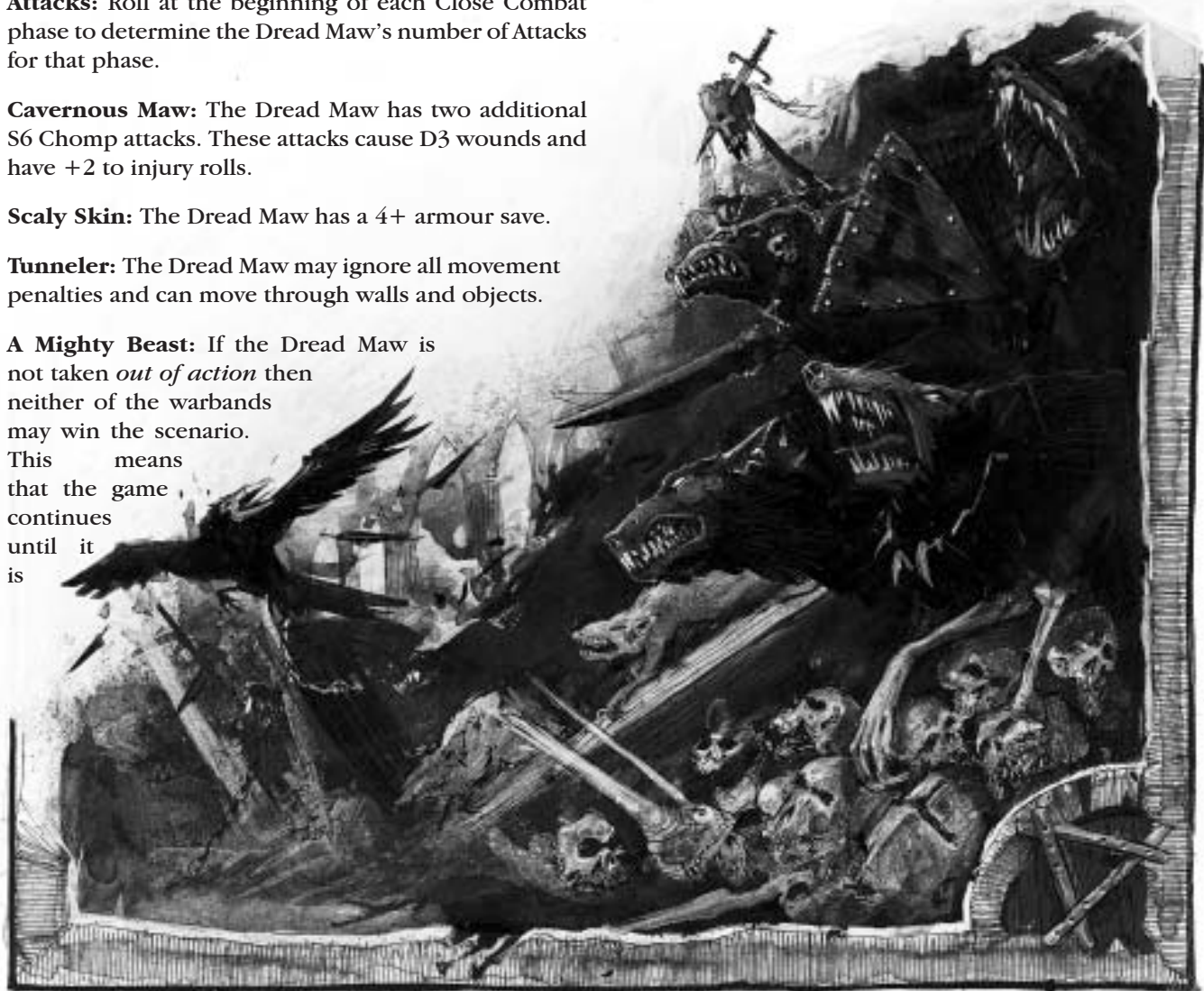
Tunneler: The Dread Maw may ignore all movement penalties and can move through walls and objects.

A Mighty Beast: If the Dread Maw is not taken *out of action* then neither of the warbands may win the scenario. This means that the game continues until it is

taken *out of action* or all the warbands rout. If all the warbands rout, then the zone is considered to be no-one's land for the purposes of campaign zones.

Reward: If the Dread Maw is taken *out of action* the winning warband can loot its treasure (i.e. items eaten). After the game roll separately for each treasure.

Items:	Roll required:
4D6 gc	Automatic
D3 pieces of wyrdstone	5+
Tome of Magic	5+
Gromril Armour	5+



52 mourngul

Mournghuls are feared and whispered of above all other dangers that haunt the bleak and empty streets of Mordheim. They are a thing, neither dead nor alive, possess an insatiable hunger and are malice personified. The warbands are unlucky enough to meet this creature face-to-face. The Mournghul moves as quickly as it can towards the model with the highest experience points value and it has a line of sight to. In case of a tie it moves towards the closest one. If no models are in sight it moves towards the nearest model. It will charge if possible. In close combat, it will direct all of its attack towards the model with the highest experience points value and in the case of a tie, randomize one model and attack him until it or the target is taken *out of action*. It has the following profile and special rules:

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

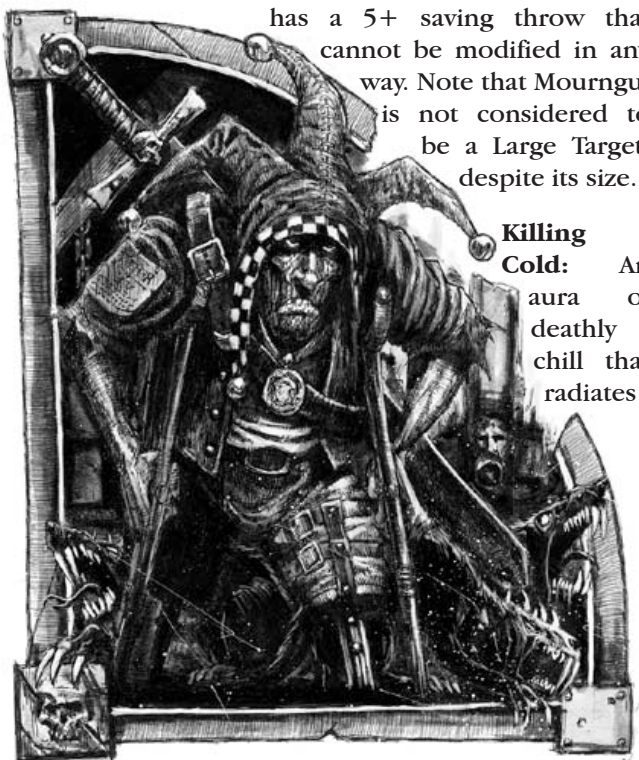
Fear: The Mournghul is disgusting and revolting blasphemy against nature and cause *fear*. In addition, *fear* tests are made with a -1 modifier to the Ld used.

Psychology: It is a mindless creature, knowing no fear of pain or death. Mournghul automatically pass any Leadership based test it is required to make.

Obstacle Strider: Walls, obstacles and other models prove no difficulties for Mournghul as it can move over most of them. The Mournghul may move over a barrier that is less than 3" high. This does not affect its movement in any way.

Haunter of the Dark: A Mournghul is a thing of shadows and icy fogs. Despite its size it can slip unseen through the darkness and even in broad daylight seems to waver like an evil mirage until it fastens its long sharp claws around its victim's neck. The Mournghul has a 5+ saving throw that cannot be modified in any way. Note that Mournghul is not considered to be a Large Target, despite its size.

Killing Cold: An aura of deathly chill that radiates



from the Mournghul means that enemies in base contact always strike last in close combat. In addition a Mournghul is immune to any descriptively cold-based power or effect.

Carnophage: Every time the Mournghul takes a model *out of action* in combat throw a D6, on a roll of 4+ the Mournghul regains a single wound it has previously lost. The Mournghul's wounds cannot exceed its starting Wounds value.

A Mighty Beast: If the Mournghul is not taken *out of action* then neither of the warbands may win the scenario. This means that the game continues until it is taken *out of action* or all the warbands rout. If all the warbands rout, then the area is considered to be no-one's land for the purposes of campaign area.

Reward: If the Mournghul is taken *out of action* the model that took it *out of action* causes fear in all enemies for the rest of the campaign, for he is such a heroic lad. After the game, the winning warband also gains some extra treasure as the area is relatively poorly looted due to the proximity of the Mournghul. Roll separately for each item.

Items:	Roll required:
5D6 gc	Automatic
D3 pieces of wyrdstone	3+
Mordheim Map	4+
Magical Artefact	5+

53 arcane frogs

Directing the arcane Winds of Magic is a haphazard thing in the city of Mordheim as the presence of wyrdstone stirs the winds to an unpredictable end. Every time a model tries to cast a spell, something may go terribly wrong. If a double '1' or a double '6' is rolled for the casting attempt, the caster turns into an arcane frog. The spell fails in both cases. Replace the model with an arcane frog model. The arcane frog has the following profile and special rules:

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

Insignificant: The model may be ignored for targeting purposes when shooting or casting spells.

Useless: The model may not use any skills, weapons, armour or other items it has. It may not cast any spells or voluntarily charge into close combat.

Transformation: The model may change back to its normal form by successfully passing a Ld test on its recovery phase. If the game ends before the model has transformed back or the model is taken *out of action* (roll for injury as normal) then the model is returned back to normal and due to the trauma of being a frog for a while, the model has a permanent -1 to its Ld value.

54 a pack of zombies

The restless dead are animated by the bizarre powers lurking in the depths of the city. The warbands have encountered a deceased warband that has been risen as zombies. Six zombies appear with the following profile and Special Rules:

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

Weapons/Armour: Zombies have not any weapons or armour and suffer no penalties for this.

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*.

55 Catacombs

The ground gives way under one randomly selected warrior and he falls into the depths of the catacombs below the city. He takes a S4 hit from the fall unless he passes an Initiative test, and lands near the remains of other who have fallen before him. Assuming he's not taken *out of action* by the fall, he discovers one of the following after a quick search (roll a D6):

D6	Result
1	A helmet
2	A small pouch containing 2D6 gold crowns
3	A lantern
4	A sword
5	A vial of Black Lotus
6	A Mordheim map (roll D6 to see its effects as normal)

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

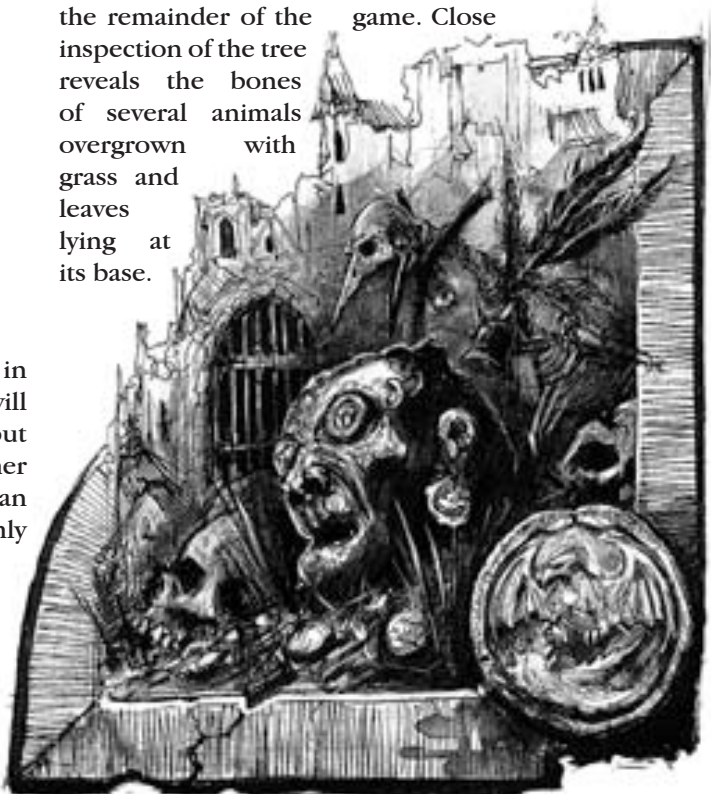
56 booby traps

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

take the form of spiked pits, deadfalls, spring-driven spiked boards, etc. When this encounter is rolled, the Encountering Player must randomly determine which of his warband members has discovered the first trap. This unfortunate individual springs a trap immediately. If the trap is not avoided by passing an Initiative test, the model takes a Strength 4 hit; armour saves apply as normal. From this point until the end of the game, each player will roll a D6 at the start of his or her Movement phase for each of his or her warband members. A roll of 1 means that the model has sprung a trap and must make an Initiative test to avoid it. If the trap is not avoided, the model takes a S4 hit as above; apply any damage before the model is moved.

61 forbidden fruit

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



62 the lost

Many view the destruction of Mordheim as a sign that the world is coming to an end (apparently it came to an end in the End Times, we just won't care). Groups of these lunatics are often drawn to the city where they attack anyone they come across, certain that they are in some way helping to avert the cataclysm. This group of D3 Flagellants will move as quickly as possible towards the nearest warband members and engage them in close combat as soon as they are able.

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

Weapons & Armour: Flail.

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.

63 reflecting pool

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

D6 Result

- 1 The water reflects back nightmare images of his own demise, filling him with fear for his own safety. For the rest of the game, no matter how far away he is from friendly models, he will always count as being all alone in close combat.
- 2 The warrior glimpses an image of what is yet to come. For the rest of the current turn he may re-roll (once!) any shooting or close combat rolls to hit.
- 3 A faint image of his personal god appears, be it Sigmar or even the dread Shadowlord. Filled with courage, the warrior may ignore any and all Leadership-based tests he is required to make for the rest of the game.
- 4 The warrior peers into the depths of his own mind, unlocking untapped abilities. He can detect any enemy models hidden that turn, even those not in his normal line of sight, and passes the information on to the rest of his compatriots. All enemy models lose their hidden status.

- 5 A slender arm reaches out from the pool, leaving no ripples in the smooth liquid, and pale fingers touch the warrior's chest. The soft caress causes a faint glow, which spreads throughout his body. Though it quickly dims away, a strong feeling of strength and vitality is left behind. The warrior may ignore the next wounding hit he receives, even if it is a critical hit.
- 6 The city chooses to reveal its true visage to the warrior, unveiling the monstrous intelligence that lurks behind the façade of simple ruins and rubble. The warrior's mind is overwhelmed by the enormity of the impression and he stumbles away in stark terror. For the rest of the game, all enemy models count as causing fear to the warrior and he will refuse to enter any buildings or get within 2" of any walls or ruins. After the game the effects will wear off, though he will always hesitate slightly before entering an unlit room from now on...

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



64 peddler

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

65 a town cryer

A Town Cryer is a ghostly apparition that stalks the streets of Mordheim in the dead of night. The Town Cryer manifests within 2D6" of a random hero of the Encountering player's warband. The Town Cryer moves 2D6" in random direction (determined by a Scatter dice) unless a living creature is within 6" then it will move towards them. The Town Cryer always moves the full amount and passes through all obstacles. If it moves off the board or after D6 game turns it disappears. The Town Cryer has no profile and may not be affected in any way. It has the following Special Rules though:

Chilling fear: If the Town Cryer passes through a living creature, it 'chills' them. The affected warrior(s) must pass a Leadership test or suffer -1 to their Strength and Leadership until the Town Cryer disappears or is banished.

A Curse Upon All Your Heads: If a warrior is within 6" of the Town Cryer after it finishes moving, it issues a portentous warning that could spell their doom! It always challenges the closest warrior. Roll 2D6 on the table below to discover the nature of the Town Cryer's warning.

D6	Result
2-3	Doomed – <i>"The weak of heart are doomed to die at the hour of two and death is nigh!"</i> The warrior must pass a Leadership test or will suffer double Wounds until he proves his courage by passing a <i>fear</i> test in his recovery phase.
4	Blinding – <i>"Oh yeah, oh yeah, at the hour of three a blade is worth nowt when ye cannot see!"</i> The warrior must pass a Toughness test or be struck blind! A blinded warrior moves D6" in a random direction, their WS is reduced to one, they cannot shoot or parry but as soon as they are hit their blindness ends.

5 **Portent** – *"At the hour of one comrades in mourning, take heed my words, this fateful warning."* If the warrior passes an Initiative test they may reroll their next failed dice roll. If they fail, they must reroll their next successful dice roll instead.

6 **Vertigo** – *"A steady nerve to hold your grip, lest the hour of four brings a fatal slip!"* The warrior is transported to the highest building on the board. They must pass an immediate Initiative test or will fall.

7 **Bladebane** – *"A blade will break at the hour of five, the only defence to remain alive!"* The warrior must pass a Strength test. If they fail the next time they roll a 1 to hit their weapon breaks and is useless for the rest of the campaign.

8 **The Curse of One** – *"At the hour of six all shall bark, comrades flee, left alone in the dark!"* The warrior must pass a Leadership test with a -1 modifier or in the next turn all the warrior's comrades disappear! The warrior must make an All Alone test each turn.

9 **Rust** – *"In armour's defence the brave will trust, at the hour of seven let metal rust!"* The warrior must pass a Toughness test or their armour will be rendered useless for the rest of the campaign.

10 **Terror!** – *"Hearts quicken at the hour of eight confront your fears or face your fate!"* The warrior must pass a Leadership test or flees immediately and suffers a -2 to their Leadership until the test is passed to regroup.

11-12 **Hex of Aging** – *"The grip of decay at the hour of ten, no escape and you're old again!"* The warrior must pass a Toughness test. If they fail they suffer a -1 on all characteristics except Wounds and Attacks. They must take a Toughness test each turn thereafter. If they pass, they return to normal. If they fail they suffer a further -1. If any characteristic reaches 0 they are taken *out of action*. This causes no permanent effects.





66 a pack of fimir warriors

To isolated and lonely settlements on fog-shrouded fen and swamp, from the hinterlands of the Empire to the edges of far Cathay, The Fimir are a creature of horrific legend made manifest. Cold and cruel and mightier than any man, with a single hateful eye atop a pointed snout bristling with jagged fangs, to some these scaled nightmares are daemons incarnate, but the truth is much stranger and darker. The warbands encounter D3 Fimir warriors with the following profile and Special Rules:

Profile	M	WS	BS	S	T	W	I	A	Ld
Fimir Warrior	6	4	2	4	5	3	2	3	7

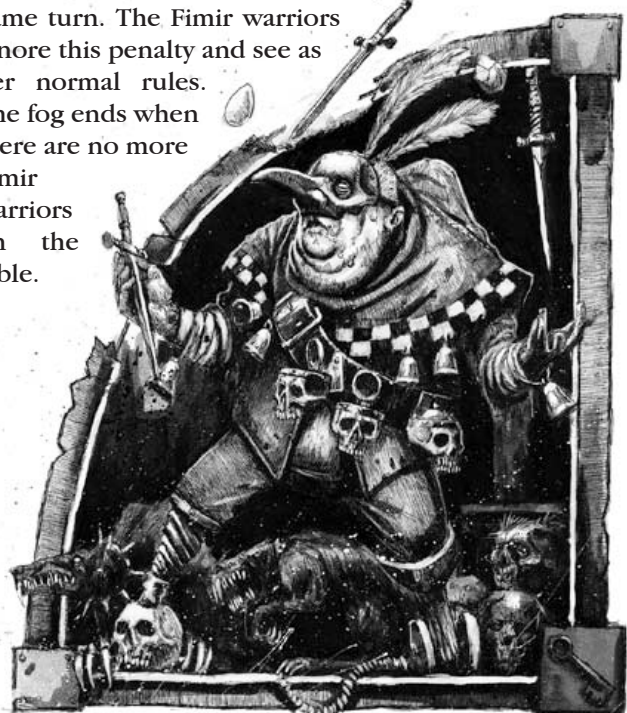
Equipment: Two handed weapon and heavy armour (this combines with the Fimir's scaly skin for a 4+ Armour save).

Swamp Strider: Fimir spend their time in marshy surfaces and therefore count any water terrain as open ground.

Tail Attack: Fimir warriors may make an additional S5 attack at Initiative 1.

Cold Blooded: Fimir roll 3D6 for all Leadership tests and discard the highest dice.

From the Mist: Fimir travel within a dense mist to conceal their bestial nature, protect themselves from the sun's blinding rays and the sights of the Dark Gods. Models can only see 2D6" (roll once for the distance all models can see; do not roll individually for each model). Re-roll at start of each Encountering Player's turn to see what the visibility is for that game turn. The Fimir warriors ignore this penalty and see as per normal rules. The fog ends when there are no more Fimir warriors on the table.



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, 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

- | 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.

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 characteristic 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 +1 WS.
- 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.

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

selling wyrdstone

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

No. of Shards Sold

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 blow 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. In addition he can ignore the -1 to hit penalty when using two handweapons.

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 doublehanded 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.

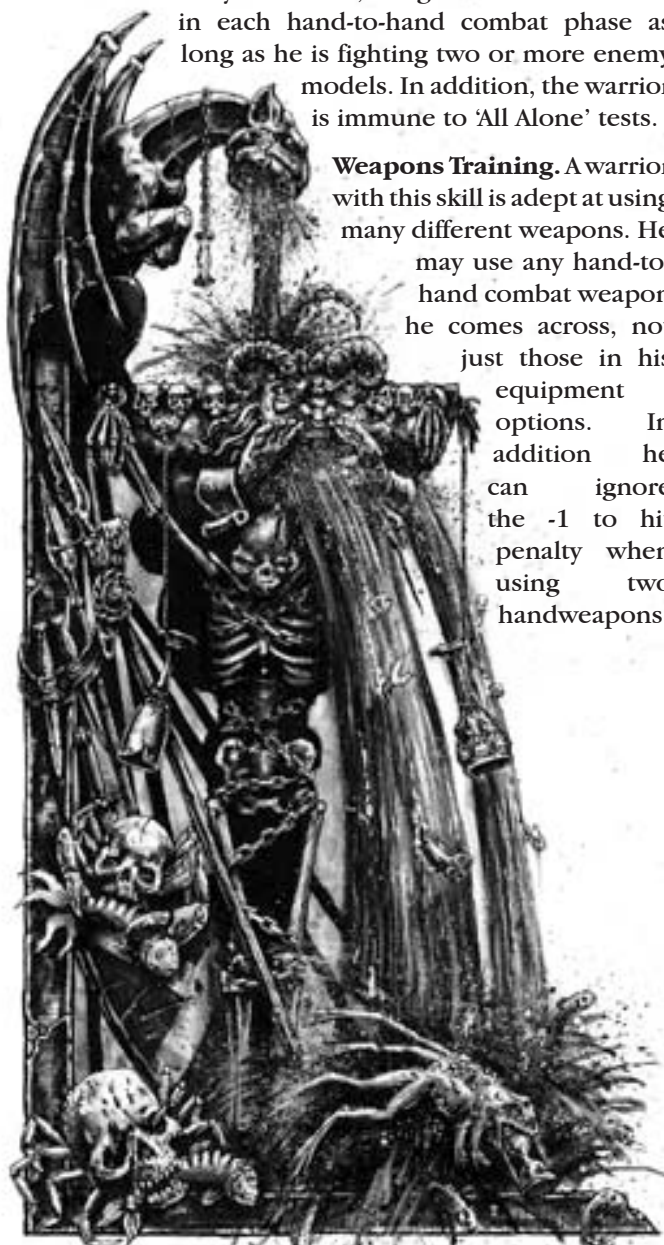
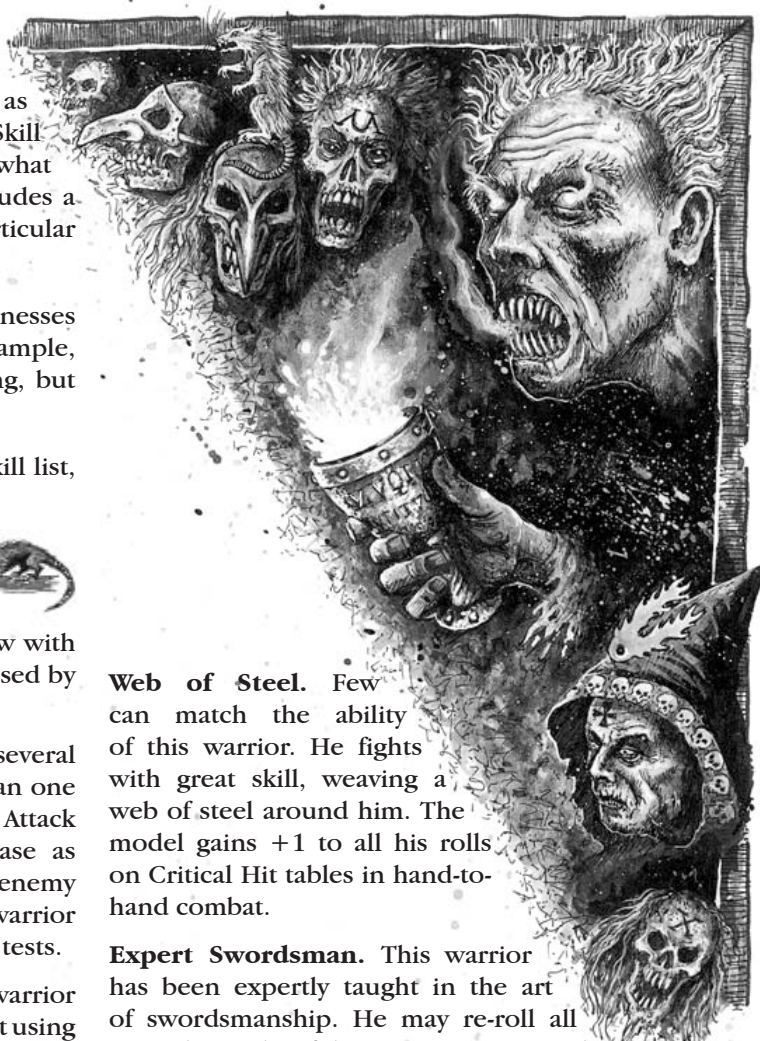
Polearm specialization. The warrior is an expert in using long shafted polearms, and keeping enemies at distance with them while making deadly strikes when the opponent's defences are low. A warrior with this skill may Parry when using spears, staves and halberds, and may add +1 to critical results with these weapons.

shooting skills

Quick Shot. The warrior may shoot twice per turn with any 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. If he has a single pistol then he may fire it once in the Shooting phase.

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.



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.

Scribe. The warrior is a natural adept at writing and making scrolls. Any warrior with the ability to cast spells or use prayers may take this skill. It allows them to make a scroll before the battle and inscribe a single spell or prayer upon it that they

are versed in. The scroll may be used just before they are about to cast the spell or prayer and allows the caster +2 to his Difficulty roll. Once used, the scroll will crumble to dust and is useless. Scrolls may not be saved up from battle to battle if they are not used.

Mind Focus. The warrior possesses a great strength of mind which allows him to concentrate beyond the levels of most normal men. This skill may only be taken by a warrior capable of using prayers or casting spells. When using a spell or prayer, the warrior with this skill may re-roll one dice roll used in the Difficulty roll.

Tactician. This skill may only be taken by the warband's leader. The warrior has a great tactical mind and can often find the best positions for his warriors to meet the oncoming attack. In any scenario the warband leader may re-position his warriors after the opponent has set up and may even advance them up to 12" onto the board instead of 8".

Hunch. This skill may only be taken by the warband leader. The warrior has an uncanny knack of placing his men in the right place at the right time, as if he senses the danger through instinct alone. In any scenario, the warband leader may position up to three of his men capable of earning experience in any ruined building on the board that is at least 12" away from an enemy model and not in the enemy's deployment zone.



Magical Aptitude. This skill may only be taken by a warrior capable of casting spells. It may not be used by Sisters of Sigmar or Warrior Priests. The warrior has a keen aptitude for magic and can push himself beyond normal limits to produce a storm of spells. The warrior may attempt to cast two spells each turn as long as he is not in hand-to-hand combat. After attempting the first spell he must take a Toughness test. If he passes he may attempt a second spell that turn or even cast the same spell twice. If he fails you must roll on the Injury table immediately with no saves, treating 'out of action' result as 'stunned' instead.

Mind Focus. The warrior possesses a great strength of mind which allows him to concentrate beyond the levels of most normal men. This skill may only be taken by a warrior capable of using prayers or casting spells. When using a spell or prayer, the warrior with this skill may re-roll one dice roll used in the Difficulty roll.

strength skills

Mighty Blow. The warrior knows how to use his strength to maximum effect and has a +1 Strength bonus to attacks in his profile when in close combat (excluding pistols). As his Strength is used for close combat weapons, the bonus applies to all such weapons.

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 and his attacks cannot be parried when charging.

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.

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 of the main rulebook).

Sprint. The warrior may triple his Movement rate when he runs or charges, rather than doubling it as normal.

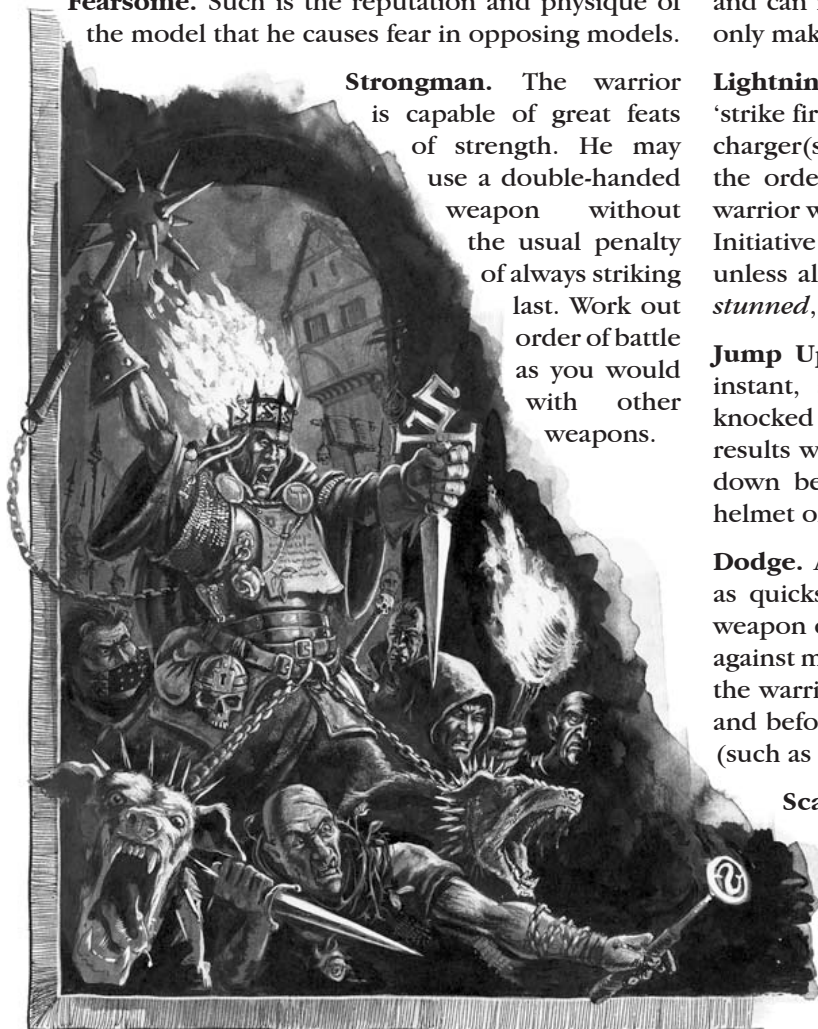
Acrobat. The warrior is incredibly supple and agile. He may fall or jump from a height of up to 12" without taking any damage if he passes a single Initiative test, and can re-roll failed Diving Charge rolls. He can still only make a diving charge from a height of up to 6".

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. If the model is already in close combat, unless all other enemy models are *knocked down* or *stunned*, this skill has no effect.

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.



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).

(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 Gebeimnisnacht.

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 for more info.



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 (e.g. 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.

Price chart

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
Sword Breaker	30 gc	Rare 8

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
Hunting 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	10 gc	Common
Short Bow	5 gc	Common
Throwing Knives/Stars	15 gc	Rare 5

ARMOUR

Item	Cost	Availability
Barding	80 gc	Rare 8
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
Pavise	25 gc	Rare 8
Shield or Buckler	5 gc	Common
Toughened Leathers	5 gc	Common

MISCELLANEOUS

Item	Cost	Availability
Banner	10 gc	Rare 5
Black Lotus	10 + D6 gc	Rare 9
<i>(Not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar. Rare 7 for Skaven)</i>		
Blessed Water	10 + 3D6 gc	Rare 6
<i>(Common for Warrior-Priests and Sisters of Sigmar; May not be bought by Undead)</i>		
Bugman's Ale	50 + 3D6 gc	Rare 9
Caltrops	15 + 2D6 gc	Rare 6
Cathayan Silk Clothes	50 + 2D6 gc	Rare 9
Crimson Shade	35 + D6 gc	Rare 8
Dark Venom	30 + 2D6 gc	Rare 8
<i>(Not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar)</i>		
Elven Boots	70 + D6x10 gc	Rare 12
Elven Cloak	100 + D6x10 gc	Rare 12
Fire Arrows	30 + D6 gc	Rare 9
Garlic	1 gc	Common
<i>(May not be bought by Undead)</i>		
Halfling Cookbook	30 + 3D6 gc	Rare 7
Healing Herbs	20 + 2D6 gc	Rare 8
Holy (Unholy) Relic	15 + 3D6 gc	Rare 8
<i>(Rare 6 for Warrior-Priests and Sisters of Sigmar)</i>		
Holy Tome	100 + D6x10 gc	Rare 8
<i>(Only available to Warrior-Priests and Sisters of Sigmar)</i>		
Horse	40 gc	Rare 8
<i>(Only available to Humans)</i>		
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
Opulent Coach	250 gc	Rare 10
Rabbit's Foot	10 gc	Rare 5
Rope & Hook	5gc	Common
Superior Blackpowder	30 gc	Rare 11
Tarot Cards	50 gc	Rare 7
<i>(Not available to Witch Hunters or Sisters of Sigmar)</i>		
Tears of Shallaya	10 + 2D6 gc	Rare 7
<i>(Not available to Possessed or Undead)</i>		
Telescope	75 + 3D6 gc	Rare 10
Tome of Magic	200 + D6x25 gc	Rare 12
<i>(Not available to Witch Hunters or Sisters of Sigmar)</i>		

Torch	10 gc	Common
War Horn	30 + 2D6 gc	Rare 8
Warhorse	80 gc	Rare 11
<i>(Only available to Humans)</i>		
Wardog	25 + 2D6 gc	Rare 10
<i>(Not available to Skaven)</i>		
Wyrdstone Pendulum	25 + 3D6 gc	Rare 9

New Items

Sword Breaker

Range: Close combat; **Strength:** As user; **Parry**

Trap Blade: Whenever you make a successful parry attempt roll a D6. If you score a 4+, you break the weapon your opponent was using. The weapon is now useless and they must use another one, or if they have no other weapon, resort to unarmed combat.

Pavise

A warrior using a pavise counts as if he is in cover against missile attacks (-1 to hit). In close combat, the pavise counts as a shield (+1 armour save) but only if the warrior was charged to his front. Because the pavise is so heavy and cumbersome, the bearer moves at half pace.

Toughened Leathers

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

Banner

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

Caltrops

There are enough caltrops to last for one use only. They may be used when an opponent decides to charge. The defender simply throws the caltrops into the path of his attacker and they reduce his charge range by D6 inches. If this meant that the attacker cannot reach his target then it is a failed charge.

Elven Boots

Elven boots increase the wearer's move characteristic by +1. This can take a warrior's move value above its maximum.

Fire arrows

If you hit with a fire arrow roll a D6. If you score a 4+ your opponent has been set on fire. They must roll a D6 in the Recovery phase and score a 4+ in the Recovery phase or suffer a Strength 4 hit each turn as they are on fire and will be unable to do anything other than move. Other warriors from the

same warband may help to put the flames burning the warrior out if they wish. They must move into base-to-base contact and score a 4+ in the Recovery phase. The fire arrows last for one battle only. (Fire arrows may also cause buildings to catch fire - see 'Let the Damned Burn', on page 8.)

Opulent Coach

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

Rabbit's Foot

A rabbit's foot allows the warrior wearing it to re-roll one dice during the battle.

Tarot Cards

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

Telescope

Any Hero using a telescope may increase the range of any missile weapon he is using by D6" each turn. Roll at the beginning of shooting phase. Furthermore, he triples the distance at which he can spot *hidden* enemies.

Torch

Torches act exactly as lanterns, adding +4" to the range the model may spot hidden enemies, but has a few other special rules as well. A torch will only last one game. A model armed with a torch counts as causing fear in animals (Hunting Dogs, all riding steeds, Bears, Wolves, etc), and may use a torch as a makeshift club. When used in combat, a torch is treated as a normal club, though with a -1 to hit modifier. Any models that have a Regeneration special rule (like Trolls) will not be able to regenerate wounds caused by a torch during the battle. (Torches may also cause buildings to catch fire - see 'Let the Damned Burn', on page 8).

War Horn

A war horn may be used once per battle at the beginning of any turn. It allows the warband to increase its Leadership by +1. The effect will last from the start of one turn to the start of the next (i.e. both players' turns). The war horn can be used just before a warband is about to take a Rout test.

Wyrdstone Pendulum

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

Sawbones

Over the course of a warband's career, it is quite likely that heroes will suffer injuries that will leave them, to a greater or lesser extent, diminished in ability. If you wish, you may send a hero to a physician rather than have him look for a rare item during the recruit New Warriors (trading) phase of the post battle sequence. Even warriors who went *out of action* in the last battle may go to a physician (they are quite possibly in urgent need!).

You may only attempt to get treatment for one wound at a time, and only one attempt at treatment per hero may be made during each post battle sequence. The cost for treatment is 20 gold crowns per attempt (one

attempt = one roll on the table), and this money must be paid before rolling on the table - Mordheim physicians demand payment in advance, while the patient is still capable of doing so!

The following injuries cannot be treated: *Chest Wound, Blinded in One Eye, and Old Battle Wound*. They are permanent damage the afflicted warrior will carry to his grave.

The following injuries use the Limb Surgery table: *Leg Wound, Smashed Leg, and Hand Injury*.

The following injuries use the Brain Surgery table: *Madness and Nervous Condition*.

Limb Surgery Table

(roll 2D6)

2-3 'SOMEONE FETCH A PRIEST...'

The unfortunate patient has expired due to excessive blood loss. The hero is dead and must be stricken from the warband record, but his equipment is retained by the warband.

4 'THIS HAS GOT TO COME OFF.'

The surgeon has felt the need to amputate, ostensibly to 'keep the rot out'. If a leg was being treated, the model now has its Movement halved (rounding up); if a hand was being treated, the warrior may only use a single one-handed weapon from now on.

5-6 'SORRY, LAD. DONE MY BEST.'

The surgery was unsuccessful, and the warrior must miss the next battle while he recovers.

7-8 'NO LUCK'

The surgery was unsuccessful.

9-10 'MIND YOU STAY OFF IT FOR A BIT.'

The surgery was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.

11-12 'SHALLAYA BE PRAISED!'

The surgery was a complete success! The warrior may remove the injury and its adverse effects from his profile.

Brain Surgery Table

(roll 2D6)

2-3 'SOMEONE FETCH A PRIEST...'

The physician has been a bit too zealous in his treatment. The hero is dead and must be stricken from the warband record, but his equipment is retained by the warband.

4-5 'ERM... THAT'S NOT RIGHT.'

The treatment has not only failed to help the warrior, it has actually worsened his condition! The warrior is now subject to *Stupidity*. If the warrior was being treated for *Stupidity*, there is no change in his condition (except perhaps, a bit more drooling than usual).

6 'A BIT UNHINGED, THAT ONE.'

The treatment has failed, and the warrior emerges from the treatment as something of a raving lunatic. The warrior's Initiative suffers a -1 penalty (down to a minimum of 1). He is now so unsettling to behold that he causes *fear*.

7-8 'SORRY, LAD. DONE MY BEST.'

The treatment was unsuccessful, and the warrior must miss the next battle while he recovers.

9-10 'A BIT OF REST, AND YOU'LL BE FINE.'

The treatment was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.

11-12 'SHALLAYA BE PRAISED!'

The treatment was a complete success! The warrior may remove the injury and its adverse effects from his profile.



Appendix

Players' warbands

We always want to encourage players to try something different that motivates them to a greater extent on the hobby. For this reason we have allowed various new and modified warbands to take part on the hunt for treasure in our Mordheim campaign. On the following pages you can find all the rules for the warbands used in this campaign. This list is accurate at the beginning of this campaign.

Warband errata

There were much debate over modified and newly created warbands in our community before this campaign. The following warbands have been modified slightly to better suit our needs. There are too many alterations to list them all here. Our rules are evolving all the time, but these warbands are now printed here to be used in this campaign and as future reference in Mordheim games played at Bunkkeri 34.

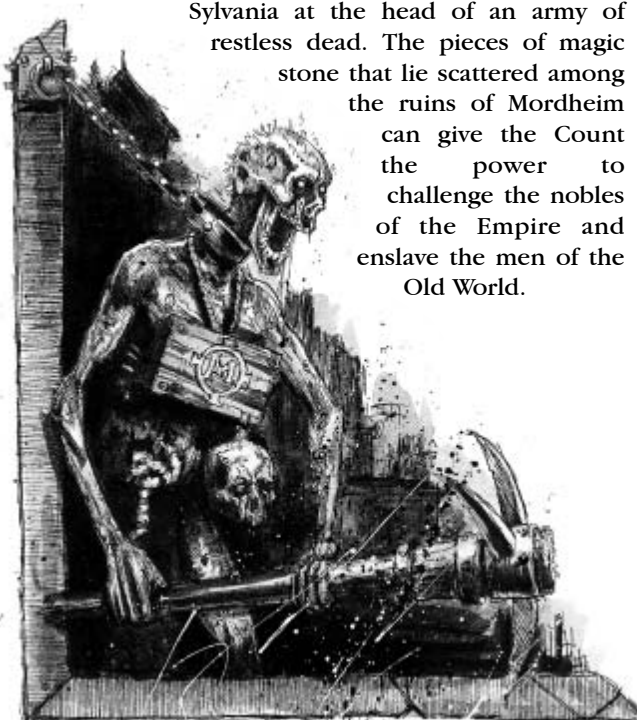
The Undead



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.

Skeletons: Your warband may include any number of Skeletons.

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	Special
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

Undead only items

Book of the Dead

200+D6x25 gc Rare 12
This is a book that contains transcripts from the famous books of Nagash, the Great Necromancer. A Vampire can learn Necromantic magic with the *Arcane Lore* skill and this book and a Necromancer will gain a new spell permanently. A Vampire or a Necromancer with further books will learn a new spell permanently.

Vampire Special Skills

(Note that only Vampires can pick from this list and no henchmen can choose this skill list as they advance to become heroes.)

Transfixing Glare

The Vampire is able to hypnotise a victim using his glowing red eyes, the victim will remain passive and wait for the Vampire to close. The Glare may be used on any living model in base contact that is not Immune to Psychology. The victim must pass a Leadership test on 2D6 or be transfixed. A transfixed model may not attack in close combat and is hit automatically. Roll for the Glare for one enemy model in base contact at the start of each combat phase. A transfixed model gains its senses at its next recovery phase. A model does not have to test for transfixing glare more than once per game.

Mist Form

A Vampire's human form is only one of many and a few can transform into a thin mist in the recovery phase. While in this state the Vampire has a move of 2D6" per turn and may ignore other models and terrain while moving and may also move vertically freely. He may not attack in close combat, shoot with a missile weapon or cast spells and he gains no protection from armour. All to

hit rolls against the Vampire need a natural '6' to hit and to wound rolls need a natural '6'. Note that this may not be modified by any bonuses as it represents the protection of a non-physical form. The Vampire may reduce the injury roll by -2. If the Vampire is *knocked down* he immediately reverts to his physical form. The Vampire may change back to Vampire form in any subsequent recovery phase by choice, but cannot charge on the turn doing so.

Animal Form

Some Vampires hold sway over nature and they can transform into animals such as a wolf, a swarm of rats or a giant bat. A Vampire can change form in the recovery phase regardless of if the Vampire is *knocked down* but he suffers all penalties for standing up. The Vampire may change back to Vampire form at the start of any subsequent recovery phase. While in animal form the Vampire may not use weapons and does not receive protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon. The Vampire should be represented with an appropriate model. Choose the animal form when selecting this skill.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ratswarm form	6	3	0	3	3	*	*	4	*
Bat form	8	3	0	3	2	*	*	1	*
Wolf form	9	4	0	4	3	*	*	2	*

* Use the same characteristics as the Vampire

In Ratswarm form treat the Vampire as being the size of a single rat for moving through alleys or similar small spaces. The Vampire may move through walls as most have small rat sized holes in them.

Whilst in Bat form the Vampire may fly and ignores movement penalties, he cannot run as such but may move double distance and the charge move is also doubled.

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*.

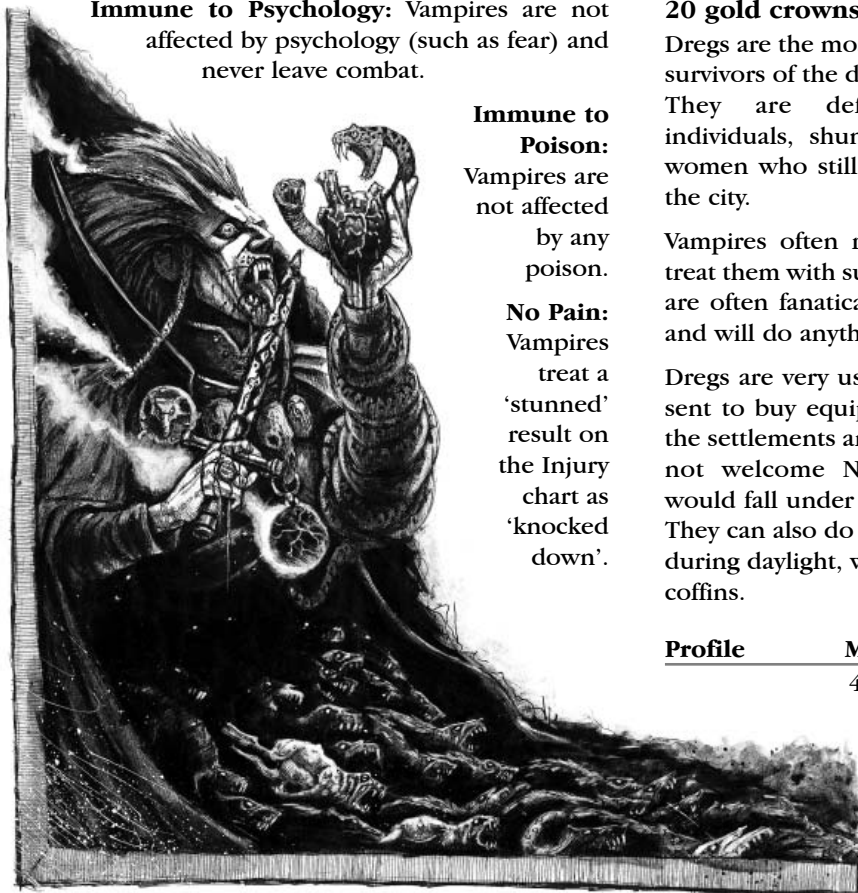
Immune to Psychology: Vampires are not affected by psychology (such as fear) and never leave combat.

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.

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 Ghouls 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

40 gold crowns to hire

Dire Wolves are slaving 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 slaving 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).

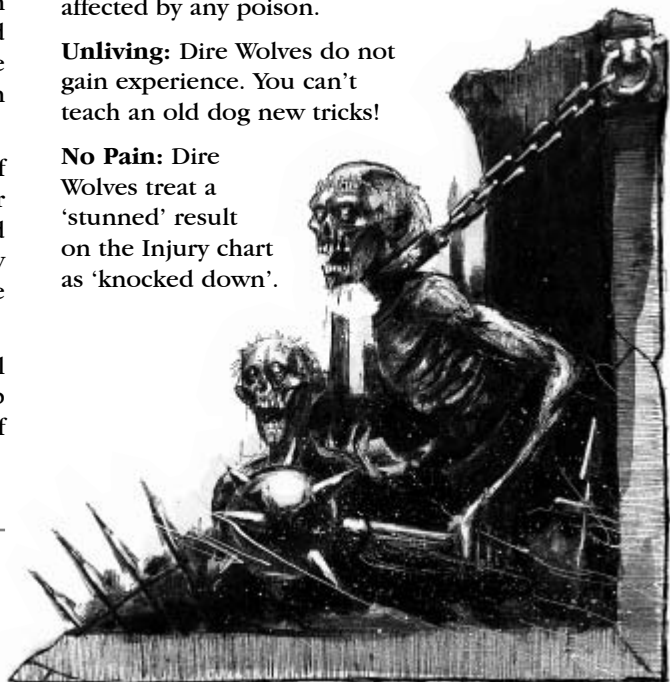
Cause Fear: Dire Wolves are terrifying Undead creatures and therefore cause *fear*.

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'.



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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

Difficulty:

Zombie 5,

Dire Wolf 6,

Skeleton: special

1 Re-animation

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

One Zombie, Skeleton (henchman only) or Dire Wolf that has went *out of action* after the caster's last shooting phase immediately returns to the battle. Place the model within 6" of the caster. The model may not be placed straight into hand-to-hand combat with an enemy model. In case of Skeletons, difficulty is 6 plus 1 for each advancement the model has.

2 Call of Vanhel

Difficulty 6

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

All undead models with May not run special rule may immediately move again if within 12" and in LOS of the caster, regardless of enemy models nearby. This move may not be used to move models into base contact with enemy models and a model may be affected by this spell only once per turn. A model may not shoot in the same phase or carry an object if moved this way.

3 Spell of Doom

Difficulty 9

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

Choose a enemy model within 12". The model must roll 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.

4 Death Vision

Difficulty 6

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

The caster causes *fear* in his enemies for the duration of the battle. If he already does so, *fear* tests against him are taken with a -1 modifier to Ld.

5 Spell of Necromancy

Difficulty: Auto

The Necromancer is knowledgeable of the rituals necessary to maintain and preserve the various forms of Undead.

If the caster is not put *out of action*, then Zombies, Skeletons (henchman only) and Dire Wolves gone out of action leave the warband after a battle only on a roll of a 1 rather than a 1-2. Furthermore, if the caster rolls the 'Dead' result on the serious injury chart, he may roll again, but must abide by the second roll. This spell always succeeds.

6 Spell of Awakening

Difficulty: Auto

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

If an enemy Henchmen is killed (ie, your opponent rolls 1-2 on the Serious Injury chart after the battle) then the Necromancer may rise him to fight as a Zombie in his servitude. You gain a new Zombie henchman exactly as you would have purchased one. All his gear is lost to all parties.

If an enemy Hero is killed (ie, your opponent rolls 11-16 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. The new Zombie follows all the normal Zombie rules (immune to poison, causes fear) except for retaining his profile, weapons and armour. This spell always succeeds.

A single caster may rise only either one henchmen or one hero to become a zombie per game.

Lost Wizards

Lost wizards are strange group of wizards with their servants. Years ago a huge band from various wizard schools entered the damned city of Mordheim. None of them returned back home. Most of the poor men died but some of them luckily survived and can be found wandering around the city.

Special Rules

Intellectual: Wizards have little interest in their physical prowess and appearance; whenever a spellcaster rolls for an advance and scores a characteristic increase he must reroll and accept the second result.

Alignment: the Warband's Alignment is Neutral

Choice of Warriors

Lost wizards warband must include a minimum of two models. You have 500 Gold Crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband is 15, though some buildings in the warband's encampment may increase this.

Wizard scholar: Each Lost Wizards warband must have one: no more, no less!

The Witch: Your warband may include a single Witch.

Bewitched hero: Your warband may include a single Bewitched hero.

Novice wizard: Your warband may include up to two Novice wizards.

Dude: Your warband may include a single Dude for each spellcaster hero.

Apprentice: Your warband may include any number of Apprentices.

Starting Experience

Wizard Scholar starts with 20 experience.

The Witch starts with 12 experience.

Bewitched hero starts with 8 experience.

Novices start with 0 experience.



Wizards' equipment lists

The following lists are used by Lost Wizards warband to pick their weapons:

Heroes equipment list

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace/Staff.....	3 gc
Hammer... ..	5 gc
Sword	10 gc
Flail.....	15 gc

Missile Weapons

None

Armour

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

Benchmen equipment list

Hand-to-hand Combat Weapons

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

Missile Weapons

Sling.....	10 gc
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Armour

Light Armour	20 gc
Helmet.....	10 gc

Any spellcaster can make an Enchanted Staff out of an ordinary staff by consuming 1 wyrdstone shard. User gets +1 on every roll against spell difficulty

Heroes

1 Wizard scholar

70 gold crowns to hire

Wizard is an old fogey with bad memory. He used to be a great wizard but wandering around Mordheim is harmful for mind and body. Leading a bunch of clumsy bookworms in deadly environment is not an easy task. Somehow he even manages to make them to fight together for better future.

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

Weapons/Armour: Wizard scholar may be armed with weapons and armour chosen from the Heroes Equipment list.

Skills: Wizard scholar may choose from Academic & Special when he gains a new skill. In addition, Wizard scholar may choose from the Lost Wizards Special Skill list.

Special rules:

Leader: Any warrior within 6" of Wizard scholar may use his Leadership characteristic when taking any Leadership tests.

Spellcaster: Lesser Magic and special spells and starts with 2 spells instead of 1.

Over-confident: If he fails a Leadership test, he will flee away from the closest enemy.

Erhm what was I thinking?: The old wizard takes test at the start of his turn to see if he remembers.. Roll d6. On the roll of 1 he doesn't remember to do anything but on the roll of 6 he remembers how to be a great wizard: he can cast two spells instead of one.

0:1 The witch

40 gold crowns to hire

The witch is a seductive young woman (or a hag) gifted with great ancient power and she is not afraid using it. She is not from any known wizard school. The wizards would have ignored her were it not for the useful outside information she provides and her experience in adventures like this.

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

Weapons/Armour: The witch may be armed with weapons and armour chosen from the Heroes Equipment list.

Skills: The witch may choose from Academic, Speed & Special when she gains a new skill.

Special rules:

Spellcaster: Charms & Hexes and starts with 2 spells instead of 1.

Opportunist: The witch is not a coward, she just doesn't take any unnecessary risks. She will voluntarily

charge only models that are knocked down or stunned.

Charming influence: Bewitched hero within 8" of the witch may use her Leadership characteristic when taking any Leadership tests.

0:1 Bewitched hero

80 gold crowns to hire

This unlucky hero is madly in love with the most adorable girl in the world. The witch bewitches lost heroes to be her servant and keeps using the man until she grows tired of him and finds a more interesting and stronger individual.

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

Weapons/Armour: Bewitched hero may be armed with weapons and armour chosen from the Heroes Equipment list.

Skills: Bewitched hero may choose from Strength, Combat and Speed when he gains a new skill.

Special rules:

The love spell: Bewitched hero needs to be close to the witch in order to protect her from the countless horrors. Bewitched hero is subject to stupidity unless the witch is within 8" of it.

Protect the girl!: If the witch is knocked down or stunned in close combat (i.e. rolls a stunned or knocked down result on the injuries chart) the Bewitched hero will become frenzied and immediately take the most direct route to her aid, attacking any model within 2" either side of a direct line to the witch.

0:2 Novice wizard

35 gold crowns to hire

Novice wizards are quite good with magic but they are still too unexperienced to become real functional battle wizards. Constant hungry for power and knowledge has driven these fellows to a dangerous adventure. They adore the adept wizard and are ready to follow him to anywhere.

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

Weapons/Armour: Novice wizard may be armed with weapons and armour chosen from the Heroes Equipment list.

Skills: Novice wizard may choose from Academic & Special when he gains a new skill. In addition Novice wizard may choose from the Lost Wizards Special Skill list.

Special rules:

Spellcaster: Lesser Magic and special spells.

Over-confident: If he fails a Leadership test, he will flee away from the closest enemy.

Henchmen

Apprentice

15 gold crowns to hire

Apprentices have promising magical abilities but they don't yet have enough magical power to cast spells. The damned city provides a lot of opportunities and priceless artifacts.

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

Weapons/Armour: Apprentice may be armed with weapons and armour chosen from the Henchmen Equipment list.

Special rules:

Aspiring spellcaster: If the apprentice promotes to hero and selects the special skills list he automatically becomes a wizard and gains spellcaster special rule.

03 Dude

25 gold crowns to hire

Dudes are one of the most miserable human survivors in the damned city. These dumb heroes were having luck in the day when the meteor struck the city. Maybe they were in the cellar or dungeon during the catastrophic event. Often dudes are recruited by vampires but luckily these men got recruited first by a far better master.

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

Weapons/Armour: Dude may be armed with weapons and armour chosen from the Henchmen Equipment list.

Special rules:

Slow, not stupid: Dude is rather slow to understand things that happen fast. They always strike last in close combat regardless of any modifiers or special rules.

Lad's got talent: If they advance and become a hero, they may only choose from combat and strength skill trees.

Spells

Spell - Conjure elemental: difficulty 9 (Can only be obtained while learning a new skill.)

Wizard conjures an elemental being with blazing eyes and unstable bizarre looking body. The only purpose for the elemental is to destroy the wizard's enemies.

Elementals can be conjured by any wizard with the special spell to do so and no more than one can accompany a single warband.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	5	5	2	4	d3	8

Special rules:

Large, Immune to psychology

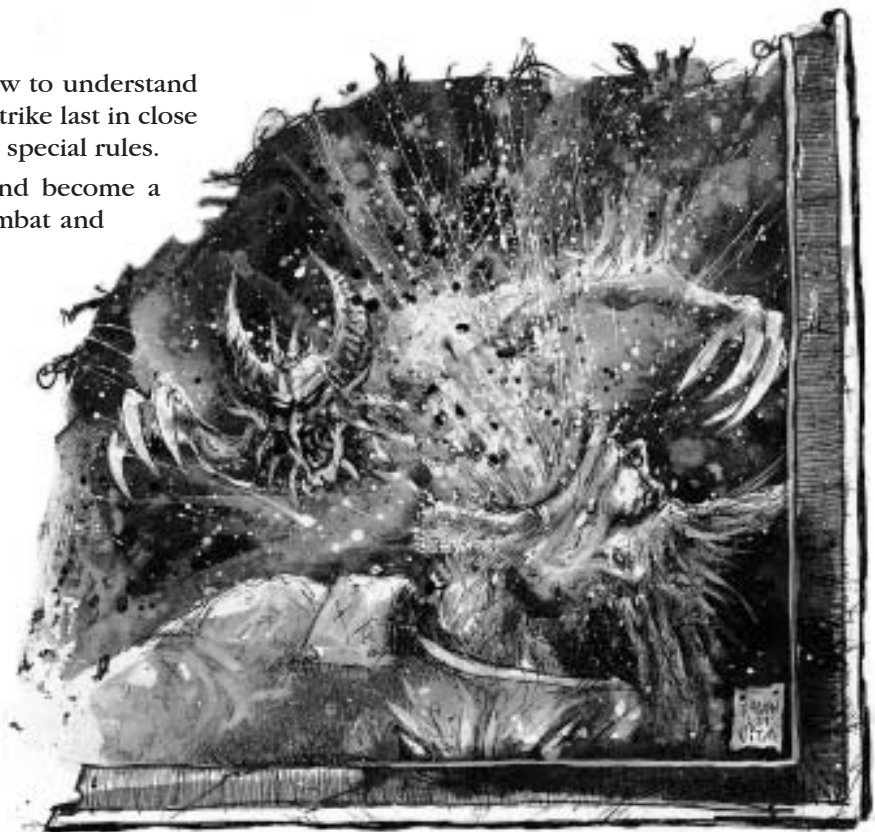
Combat monster: Roll D3 for the model's attack value at the start of each turn of combat. **Unstable:** At start of your turn roll d6. On the roll of 1 the elemental decomposes. Remove it from the table. **Conjuring:** Place the elemental model within 3" from the caster. The elemental cannot be conjured if the caster is in hand-to-hand combat.

Fear: Elemental looks very bizarre and causes *fear*.

Spell - Magic missile: difficulty 7 (Can only be obtained while learning a new skill.)

Wizard strikes his foe with crackling energy bolts.

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



Ogre Maneaters warband

OGRE KINGDOMS SPECIAL RULES

Fear: Ogres are large, threatening creatures. All ogres cause Fear.

Large: All ogres are Large Targets.

Gluttony: Although ogres have tremendous appetites, maneaters are skilled hunters and can supplement their diets with captured prey and the corpses of enemies. Despite their size ogres still count as single models when selling wyrdstone or treasure. Any model who is captured due to Serious Injury or Exploration can be devoured and his possessions retained. An Ogre Hero devouring captured models is granted experience points equal to the number of models that were consumed in the same manner as sacrifices in a Possessed warband. Unlike Possessed, any ogre hero may choose to devour a captured model, not just the leader. Captured Large Targets count as two models and the two experience points may be shared between multiple ogre heroes if you wish. Gnoblar may not gain experience from devouring captured models even if they become heroes.

Maneaters: Ogres in Mordheim are well travelled mercenaries and are less slow witted than many of their kin. They train with a degree of discipline and always seek to learn something new from every fight. Unlike normal ogres they earn full experience from every encounter instead of half.

Difficult Customers: Widely regarded by vendors as their least popular and most frightening customers, Ogre Heroes suffer -1 when rolling to find Rare items not found in the Ogre Kingdoms Equipment List.

Cannibals: An Ogre warband may never hire any hired swords except for halflings and ogres.

Don't Fight With Eating Knives: Although many ogres carry a wide assortment of knives and daggers, they do not use them for combat, preferring to smash the enemy apart with their fists. Unlike other warriors Ogres do not come with a free dagger however their sheer size and strength is a weapon in itself and as such they never suffer any penalties when fighting unarmed.



CHOICE OF WARRIORS

An ogre warband must include a minimum of three models. You have 500 Gold Crowns which you can use to recruit and equip your warband. The maximum number of warriors allowed in the warband is 12.

Alignment:

Ogres travel far and come in all varieties. They may choose any alignment.

Starting Experience:

A Maneater Captain starts with 20 experience

A Hunter starts with 8 experience

Calves start with 2 experience

Henchmen start with 0 experience



OGRE PROFILE RACIAL MAXIMUMS

M6 - WS6 - BS5 - S6 - T6 - W5 - I6 - A5 - Ld8

Ogres may choose from Common, Strength, Combat and Ogre skills

GNOBLAR/HALFLING PROFILE RACIAL MAXIMUMS

M4 - WS4 - BS6 - S3 - T3 - W2 - I6 - A3 - Ld7

Gnoblar and halflings may choose from Speed, Ranged and Halfling skills

OGRE SKILLS

Master of Arms - The ogre learns how to use his size. He may now use a Difficult to Use weapon and a hand weapon at the same time, but not two Difficult to Use weapons.

Maneater - The ogre may immediately learn one skill from the shooting, academic or pit fighter skill lists. Ogres may not take this skill multiple times.

Thingeater - This skill may only be taken if the ogre already has the Maneater skill. The ogre may immediately learn a single skill from any skill list (including race specific skill lists and other skill lists the ogre would not normally be allowed to choose from). Ogres may not take this skill multiple times.

Dog of War - This skill may only be taken by the leader. The warband may now hire those hired swords available to human mercenaries, this is still limited by the ogre warband's alignment however.

Bull Charge - Ogres learn how to use their vast bulk in a charge, trampling the enemy to the ground. When charging, an ogre with this skill may attempt a single attack with a +1 'to hit' modifier rather than making his normal attacks. If successful the enemy model is automatically knocked down.

Bellowing Roar - An ogre leader expects challenges to his authority. One of the best ways to suppress a mutineer in the ranks is to give his ear drums a good pounding. This skill may only be taken by the warband leader, allowing him to re-roll the first failed Rout test.

SPECIAL EQUIPMENT

Ogre club: 15 gold crowns, common
counts as a normal club. When wielded with two hands provides +1 strength.

Iron Fist: 15 gold crowns, common
An Iron Fist may be counted as a sword or a shield at any time. You may choose which before each die roll.

Ogre Handgun: 35 gold crowns, rare 8
Counts as a normal handgun but replaces the Move or Fire rule with the pistol's Hand-To-Hand rule. If used by a non-ogre model these rules will be switched back to normal. Any handgun purchased for the warband will count as an ogre handgun when carried by an ogre. Note that you may count the Pistoleer shooting skill as 'Handgunner' when selecting a maneater or thingeater skill.

Leadbeller Cannon 80 gc rare 10
Counts as an ogre club. In addition it may be fired as a strength 4 blunderbuss once per game.

OGRE EQUIPMENT

Hand-to-hand Combat Weapons
Cleaver (axe) 5 gc
Ogre Club 15 gc
Sword 10 gc
Spear 10 gc
Morning Star 15 gc
Double Handed Weapon 15 gc
Iron Fist 15 gc

Missile Weapons
Leadbeller Cannon 80 gc
Ogre Handgun 35 gc
Brace of Ogre Handguns 70 gc

Armour
Light Armour 20 gc
Heavy armour 50 gc
Helmet 10 gc

GNOBLAR/HALFLING EQUIPMENT

Hand-to-hand Combat Weapons
Hammer 3 gc
Axe 5 gc
Sword 10 gc
Spear 10 gc

Missile Weapons
Short bow 5 gc
Sling 2 gc

Armour
Light Armour 10 gc
Helmet 10 gc
Shield 5 gc



OGRE KINGDOMS WARBAND

HEROES

1 Ogre Captain: 150 Gold Crowns

M6 - WS4 - BS3 - S4 - T4 - W3 - I3 - A2 - Ld8

Leader: any warrior within 6" may use the Captain's leadership value.

0-1 Ogre Hunter: 150 Gold Crowns

M6 - WS3 - BS3 - S4 - T4 - W3 - I3 - A2 - Ld7

Ranger: The Hunter may roll 2 dice and pick either one for Exploration. Note that this is not a re-roll.

Loner: Immune to All Alone tests and may never become the warband leader.

Animal Handler: The Hunter starts with the Animal Handler skill from the common skills list and may purchase an animal companion during warband creation (Random elements of trading post costs are equal to half their maximum for the purposes of this purchase).

0-3 Ogre Calf: 65 Gold Crowns

M6 - WS2 - BS2 - S3 - T4 - W2 - I2 - A1 - Ld6

HENCHMEN

Ogre Bull 120 Gold Crowns

M6 - WS3 - BS2 - S4 - T4 - W3 - I2 - A2 - Ld7

Bull Charge: Bulls have the Bull Charge Ogre skill.

0-4 Gnoblar/Halfling 20 Gold Crowns

M4 - WS2 - BS3 - S2 - T2 - W1 - I2 - A1 - Ld6

Ignored: Gnoblars and halflings (even gnoblars or halflings that become heroes) who are taken out of action count as half a model for rout test purposes.





Marauders of Chaos

The primitive men who dwell in the Northern lands on the border of the Chaos Wastes are called Marauders of Chaos. They live in tribes

and worship strange gods long forgotten by the civilised world. These Northmen are great warriors and they endlessly strive to win the attention of their patron gods by proving themselves in many battles. Some of the more ambitious chieftains lead their warbands south to the Cathayan Borderlands, leaving burned villages and bloody trails in their wake, seeking greater and greater challenges all for the glory of their dark gods.

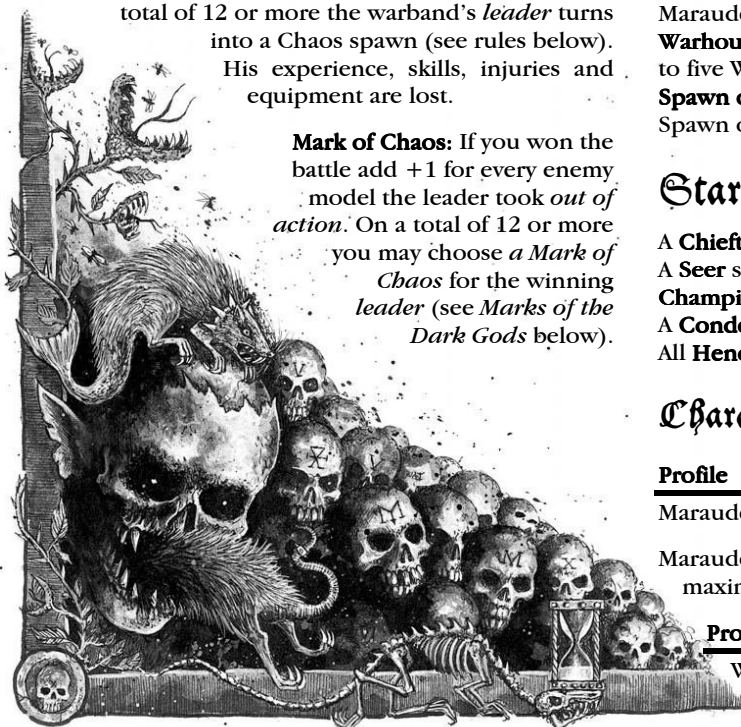
To the east of Norsca lies the southern arm of the Frozen Sea and, east of that, the Northern Wastes, stretching many thousands of miles to the distant ocean. This cold and barren extension of the great northern steppes is home to fierce nomad peoples, of whom the greatest and most feared are the Kurgan to the west and the Hung to the east. These races are themselves divided into many inter-warring tribes, some more barbarous and bloodthirsty than others.

Special rules

Eye of the Gods: An aspiring chaos follower is always watched by the vigilant eyes of the dark gods, who reward the successful generously but punish failures harshly. Roll 2D6 after every battle.

Spawn of Chaos: If you lost the preceding battle add +1 to the roll for each of your Heroes that was taken *out of action* during the battle. On a total of 12 or more the warband's *leader* turns into a Chaos spawn (see rules below). His experience, skills, injuries and equipment are lost.

Mark of Chaos: If you won the battle add +1 for every enemy model the leader took *out of action*. On a total of 12 or more you may choose a *Mark of Chaos* for the winning leader (see *Marks of the Dark Gods* below).



As soon as the leader receives a Mark of Chaos through the *Eye of the Gods* special rule this test is no longer taken – until the leader leaves the warband in which case the new leader must prove himself to the Dark Gods the same way his predecessor did.

If the warband already includes a Spawn of Chaos the doomed leader is simply erased from the roster. There may never be more than one Spawn of Chaos in a single warband. The *Eye of the Dark Gods* rule is not in effect if the warband leader did not take part in the previous battle

Hired Swords: Marauders of Chaos may only hire the following Hired Swords: Pit Fighters, Ogres, Norse Shamans and Imperial Assassins plus any other Hired Swords which specify they may be hired by Marauders of Chaos. Witches and Warlocks may be hired except by warbands that include warriors with the Mark of Arkhar.

Choice of warriors

A Marauders of Chaos warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15 (except for Hung warbands).

Chieftain: Each Marauder warband must have one Chieftain: no more, no less!

Seer: Your warband may include one Seer.

Condemned: Your warband may include one Condemned.

Champions: Your warband may include up to two Champions.

Marauders: Your warband may include any number of Marauders.

Warhounds of Chaos: Your warband may include up to five Warhounds.

Spawn of Chaos: Your warband may include one Spawn of Chaos.

Starting experience

A **Chieftain** starts with 20 Experience.

A **Seer** starts with 8 Experience.

Champions start with 8 Experience.

A **Condemned** starts with 8 Experience.

All **Henchmen** start with 0 Experience.

Characteristic increase

Profile	M	WS	BS	S	T	W	I	A	Ld
Marauder	4	7	7	4	4	3	7	4	9

Marauders with the *Chosen of Chaos* skill use the maximum profile for Warriors of Chaos:

Profile	M	WS	BS	S	T	W	I	A	Ld
Warrior 4	8	8	5	5	3	8	5	9	

Marauder equipment list

The following list is used by Marauder warbands to pick their equipment:

HERO EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Halberd	10 gc
Morning star	15 gc
Barbed whip	15 gc
Double-handed weapon	15 gc
Flail	15 gc
Great axe	25 gc

Missile Weapons

none

Armour

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

HENCHMAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Morning star	15 gc
Flail	15 gc

Missile Weapons

Throwing axes	15 gc
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(treat as Throwing knives)

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Marauder skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Chieftain	✓			✓	✓	✓
Seer	✓		✓			✓
Condemned				✓	✓	✓
Champion	✓			✓		✓

Marauder special skills

The Marauders of Chaos may use the following skill list instead of any of the standard skill lists.

chosen of chaos

The Hero has been found worthy of his god's service and entered the rank of a Chaos Warrior. He uses the maximum profile for Warriors of Chaos and the Hero equipment list (if he does not already).

tattooed body

Only the warband's *leader* may have this skill. The Hero's body is covered with unholy Chaos signs to attract his patron's attention. The *Eye of the Gods* special rule's effect (of becoming a Chaos Spawn or receiving a Mark) happens on a result of 10+ instead of 12+ only. Note that for the less favoured Norse *leaders* this is 11+.



sweeping blow

Whenever the Hero takes an enemy model *out of action* using a double-handed weapon he may immediately make an additional attack against another model in base contact. Requires the *Strongman* skill.

mutant

The Hero may buy one mutation. See the Mutations section of the Possessed on special rules. Heroes with the Mark of Onogal may choose a Blessing of Nurgle instead (see *Empire in Flames*, page 66) except the Mark of Nurgle. Note that unlike other skills Marauder Heroes may take this skill a maximum of two times.

heart of the warrior

Only the warband's *leader* may have this skill. He may re-roll the first failed Rout test and is immune to *fear* and *all alone* tests.



Heroes



1 Marauder Chieftain

95 gold crowns to hire

The Chieftain is the brutish head of the warband. He leads his tribe in their constant warfare and bloodshed in an attempt to win the approval of their fickle gods.

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

Weapons/Armour: The Marauder Chieftain may be equipped with weapons and armour chosen from the Hero Equipment list.

SPECIAL RULES

Leader: Any Warrior within 6" of the Marauder Chieftain may use his Leadership when taking Ld tests.

0·1 Seer

45 gold crowns to hire

A Seer is the Chieftain's advisor as their god tells them his will through the Seer's visions and dreams. The other tribesmen see the Seer's attunement to their gods as a great gift that is to be equally respected and feared.

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

Weapons/Armour: The Seer may be equipped with weapons chosen from the Hero Equipment list.

SPECIAL RULES

Wizard: A Seer is a Wizard and may use Chaos Magic as detailed in the Magic section.

Mark of Chaos: The Seer gets a Mark of Chaos when hired to determine the kind of magic he uses. He can have the Mark of the Serpent, the Mark of the Crow, the Mark of the Eagle, the Mark of Arkhar or the Mark of Chaos Undivided.



0·2 Champions

45 gold crowns to hire

Champions are the strongest and most battle hardened warriors in the tribe. They fight constantly waiting for the day when they can finally be judged by their god as being worthy of his service.

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

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

0·1 Condemned

55 gold crowns to hire

A servant of a dark god who was foolish enough to turn away from his patron is forever condemned. If the traitor turns to another god for aid then they are often spared death, but suffer a fate many times worse. The servant suffers constant mutations at the hands of their old god but maintains vestiges of his humanity as his new god compensates for the mutations by restoring or altering the form of the servant. It is all in vain, as the unwitting servant eventually becomes a plaything of both gods who use the servant's body and soul as a contest of wills between themselves, completely uncaring of the condemned servant's fate.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	D6	3	D6	D6	1	4	D3	7

Weapons/Armour: The Condemned uses no equipment (see *Fate* special rule below) but fights without penalties.

SPECIAL RULES

Inconsistency: The body of the Condemned is mutating permanently. The variable attributes WS, S, T and A are determined whenever needed, once every turn.

Fear: The Condemned's unnatural appearance makes him cause *fear* in his enemies.

Experience: Whenever the Condemned would increase one of his variable attributes the player rolls an appropriate die instead. If the player is satisfied with the result, he may set the attribute on that number (e.g. roll a D6 instead of increasing Strength, on a roll of 4 the player may choose to give the model S 4). Otherwise the attribute remains variable (and the advance is lost). The maximum attributes of the Marauders may be exceeded due to the special nature of the Condemned, and this carries through to when the player wishes to set an attribute instead of keeping it random.

Fate: Once all variable attributes are set, the Condemned may use weapons, armour and miscellaneous equipment as usual. But, if he has 90 Experience and still variable attributes, his patron could not save him from his former god's wrath and his soul and body are lost. He turns into a terrifying Spawn of Chaos. If the warband already consists of a spawn, the doomed warrior wanders off into the wastes, never to be seen again.



Henchmen



Chaos Marauders

35 gold crowns to hire

Marauders are wild uncivilized barbarians who seek battles and bloodshed. They form the majority of the chieftain's retinue.

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

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



0.5 Warhounds of Chaos

15 gold crowns to hire

Warhounds of Chaos are titanic, mastiff-like creatures which are insanely dangerous in combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	4	0	4	3	1	3	1	5

Weapons/Armour: None! Apart from their fangs and nasty tempers the Warhounds don't have weapons and can fight without any penalties.

SPECIAL RULES

Animals: Warhounds are animals and never gain experience.

0.1 Spawn of Chaos

180 gold crowns to hire

Spawns of Chaos are former Chaos Champions who have been too heavily gifted by their gods and become terrifying mutants.

Profile	M	WS	BS	S	T	W	I	A	Ld
	2D6	3	0	4	5	3	2	D6+1	10

Weapons/Armour: None! Spawns of Chaos fight with claws, tentacles and other extremities.

SPECIAL RULES

Special Attacks: Roll at the beginning of each Close Combat phase to determine the spawn's number of Attacks for that phase.

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

Special Movement: The Spawn moves 2D6" straight ahead in each of its Movement phases. Before it does so it's player may turn it to give the direction. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat.

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

No Brain: Spawns of Chaos are crazed creatures and therefore gain no experience.

Large: Spawns of Chaos are huge tempting creatures and count as Large Targets as defined in the shooting rules.



Marauders special equipment



great axe

25 gold crowns

Availability: Rare 8, Heroes with the *Chosen of Chaos* skill only

These over-sized Battle Axes can be wielded only by the strongest of warriors.

Range	Strength	Special rules
Close Combat	As user +2	Two-handed, Strike last, Cutting edge

SPECIAL RULES

Strike last: Great Axes are so heavy that the model using them always strikes last, even when charging, unless it has the *Strongman* skill.

Cutting Edge: A Great Axe has an extra save modifier of -1, so a model with Strength 4 using a Chaos Battle Axe has a -3 save modifier in hand-to-hand combat.

barbed whip

15 gold crowns

Availability: Rare 9, one Hero only

Originally used for taming the wild Chaos Hounds the barbed whips have proven effective in combat also.

Range	Strength	Special rules
Close Combat	As user	cannot be parried, whipcrack, enrage

SPECIAL RULES

Whipcrack: See Steel whip (see Mordheim Rules Review, p 4).

Cannot be parried: A model attacked by a barbed whip may not make parries with a sword or buckler.

Enrage: The Hero may use his whip to make the Warhounds charge wildly. As long as he is not involved in close combat all Warhounds of Chaos within 4" gain +1 attack.



Marks of the Dark Gods



The *Eye of the Gods* special rule may let the warband's leader choose a Mark of the Dark Gods. With exception to the Mark of Chaos Undivided there may never be two models in the warband with different Marks. Upon being hired Seers choose their Mark when in correspondence with the tribe, granting an audience with their god. A Seer who becomes *leader* at the same time has to choose the Mark for his associated patron when being rewarded through the *Eye of the Gods*.

Mark of Chaos Undivided

A Hero with this mark believes in Chaos in its purest form instead of the division into four Chaos Gods.

Leader: All warband members within the leader rule's radius (6" normally and 12" with *Battle Tongue*) may re-roll all failed Ld tests (not Rout tests, however).

Seer: With the Seer of Chaos Undivided as the tribe's spiritual leader the warband may include 0-3 Gors (see *Beastmen Raiders in the Empire in Flames Supplement*, p. 73) that count towards the maximum of 15 members. Re-roll all results of 'The lad's got talent' for them.

A Seer of Chaos Undivided uses the Chaos Rituals (see p. 59 in the *Mordheim rulebook*).

Mark of Tchar the Eagle

Tchar the Great Eagle is the Changer of the Ways. He is the Master of the ever-mutating energy known as magic and his followers are skilful practitioners of the arcane arts.

Leader: The Hero is capable of casting spells and immediately learns one random spell from the Tchar Rituals. However, he suffers -1 on all rolls for Difficulty unless he was a wizard before.

Seer: A Seer of Tchar has command of powerful sorcery. The sorcerer starts with two spells from the Tchar Rituals. One can be chosen freely, the second is randomly determined.



Mark of Arkhar the Dog

Arkhar the Dog is the God of War. He is worshipped on the battlefield by his warriors who shed blood in his name, charging their enemies with the battle-cry "Blood for the Blood God!"

Leader: The Hero is subject to *frenzy* from now on. In addition, any spell that targets the Hero fails on a roll of 4+.

Seer: A Seer with the mark of Arkhar counts as a Bloodfather. A Bloodfather is a war-priest and cannot cast spells. Instead he communes with daemons and his almighty deity through visions. Take a Leadership test each time a Bloodfather takes an enemy *out of action* in hand-to-hand combat. If the test is passed add +1 to the Weapons Skill, Strength, Toughness or Initiative of the war-priest until the end of the battle. Each characteristic can be increased only once in this way.

A Bloodfather may take Strength skills in addition to those normally available to a Seer.

Mark of Onogal the Crow

Onogal the Crow is the Lord of Decay who unleashes pestilence upon the world. Therefore his followers are almost completely immune to diseases and serious wounds.

Leader: The Hero gets +1 T and may re-roll on the Serious Injuries table once. In addition, he is *immune to poison*.

Seer: The Seer uses the Nurgle Rituals (see p. 65 in the *Empire in Flames Supplement*). However, replace the first spell in the list with the *Touch of Onogal* as described below.

A Seer of Onogal is *immune to poison*.

Mark of Shornaal the Serpent

Shornaal the Serpent is the Dark Prince of Chaos. The Lord of Pleasure is the patron of all things beautiful and seductive.

Leader: Enemy models that are not *immune to psychology* cannot attack the Hero in close combat unless they pass a Ld test with 3D6, discarding the lowest D6 result. If the roll is failed, these models are hit automatically in close combat. Once they pass, they do not have to test again for the duration of the battle. Note that the Lizardman's *Cold Blooded* special rule cannot be applied to this effect.

Seer: A Seer of Shornaal uses the Shornaal Rituals. If the Seer wasn't taken *out of action* during the battle, instead of searching for rare items he may brew a strong drink for the warband (treat as Bugman's Ale). Note that this item cannot be sold.

Shornaal Rituals

The Shornaal Rituals are used by the Seers who worship the Great Serpent. They use their power to show unlucky victims the horrible pleasures of their patron.

1 Delicious Suffering

Difficulty 8

The Seer summons great suffering to overwhelm his enemies.

All models (friend and foe, except for the Seer) within 3" must pass a Ld test or are *knocked down*.

2 Dance of the Serpent

Difficulty 8

The Seer's sight is so incredibly fascinating that his opponents cannot help starring stupidly while he draws his sword.

All enemy models that are not *immune to psychology* suffer a -1 'to hit' against him in close combat.

The Dance lasts until the beginning of the Seer's next shooting phase.

3 Endless Torment

Difficulty 9

The Seer falls into ecstasy torturing his helpless victim and watching it die slowly.

Choose one enemy model within 8". From now on the model must roll for injury -1 after it's Recovery phase. For the duration of the Torment the Seer can do nothing else but end the spell at the beginning of his turn and if attacked in close combat, he is hit automatically and the spell breaks.

4 Mystify

Difficulty 8

"Pain, beautiful Pain!" – last words of Snagbel, Exalted Seer of the Tribe of the Snake

Target enemy model within 8" will have their Initiative value reduced to 1 and will always strike last in close combat, even if they charge an opponent or are armed with a spear or pike and are charged themselves. This spell lasts until the target passes a Ld test during the recovery phase.

5 A Thousand Voices

Difficulty 8

A thousand voices manifest within the head of the unlucky victim driving him insane by mocking at his secret desires and dreams.

Choose one enemy model within 12". For the duration of the spell the model reduces it's Ld by D3 +1 (to a minimum of 2) if it is not *immune to psychology*.

The model must pass a Ld test at the beginning of it's turn to end the spell. The spell breaks also when the Seer loses a wound. *A thousand Voices* can only enchant one model at a time.

6 Shornaal's Temptation

Difficulty 7

The Serpent has chosen to deliver a certain warrior from his miserable existence by promoting him to one of his Daemonic servants.

Choose one enemy model within 8" that is not *immune to psychology*. The model must pass a Ld test. If the model fails, then the Seer gains control over the model. The player may attempt to regain control at the beginning of his turn by passing a Ld test. *Shornaal's Temptation* can only enchant one model at a time. If the Seer is hit whether by a missile or in close combat he must pass a Ld test or the spell ends.



Tchar Rituals

The Tchar Rituals are used by the Seers who worship the Great Eagle. For Tchar is the Lord over destiny and fate respecting wisdom and subtlety his servants are amongst the mightiest of spell-casters and his magic is especially effective against the dumb and inexperienced.

1 Tchar's Blessing

Difficulty: auto

The Seer prays to his god to fill him with wisdom and thus triumph over his enemies.

This spell must be used before the game and may only be used once. The Seer may not cast spells in the following battle. After the game he gains D3 Experience points if he wasn't taken out of action.

2 Dispel Magic

Difficulty 7

The winds of magic are bound to the will of Tchar and no so-called wizard may use them against his favoured.

The Seer ends all effects of currently active spells.

3 Foresight

Difficulty 10

The Changer of the Ways pulls the strings of destiny to protect his servants.

This spell must be used before the game and may only be used once. Choose a warband. One randomly determined Hero of that warband must miss the following game. Models that are capable of casting spells or prayers are immune to this effect.

4 Wrath of the Great Eagle

Difficulty 9

The Seer calls Tchar to punish the ignorant and stupid for their delusion

Choose one enemy model within 12". The model is hit with a Strength equal to the difference of the Seer's Experience points and the model's Experience (to a maximum of 10). Armour saves are taken as normal. If the victim has more Experience points than the Seer, the latter is hit instead.

5 Tchar's Reward

Difficulty 8

The Seer is rewarded for his great power.

The Seer gets +1 on any one stat per 10 Experience points he has. Each stat may be increased only once through this spell.

The power of Tchar's Reward lasts until the end of the Seer's next shooting phase and can be re-cast in that phase.

6 Slave to Chaos

Difficulty 9

From the Seer's trembling fingers a blazing pink and blue ray streams towards an enemy causing him to mutate terribly until a new recruit queues in the ranks of the Great Eagle's followers.

This spell has a range of 12" and causes one Strength 2 hit with no armour save. If the model is taken out of action roll for Serious Injuries immediately. If they die replace the killed warrior with a Horror of Tzeentch (see Bestiary for rules) until the end of the game. If the Seer is stunned or taken out of action the Horror disappears into the Realm of Chaos.

Onogal Rituals

The Nurgle Rituals are used by Seers with the Mark of Onogal the Crow. Replace the spell *Daemonic Vigour* with *Touch of Onogal*.

1 Touch of Onogal

Difficulty 10

The Seer's body is covered with smallpox and blisters. His touch can transmit devastating diseases.

This spell can be used against one of the Seer's close combat opponents. If he takes the model out of action in the following hand-to-hand combat phase, that player rolls for Serious Injuries immediately. If the model dies permanently, replace it with a Nurgle Plague Bearer (see Bestiary for rules) for the rest of the game under the Seer's control. If the Seer is stunned or taken out of action the Plague Bearer disappears into the Realm of Chaos. Note that only one Plague Bearer can be created at a time.

Follow the Darkest tribes

When starting a Marauders of Chaos warband you may decide which of the following three major Chaos tribes your warriors belongs to. All warbands follow the same rules for Choice of Warriors, Skills and Equipment. Any exceptions are described below.

The Norse

To the north of the Old World live the Norse tribes: fierce barbarians, fur-clad and warlike - the very epitome of the warriors of Chaos. Their mountainous sea-bound land is haunted by all manner of twisted monstrous creatures, notably mutant Trolls and Giants, and by nameless things that live deep under the mountains. They are warriors at sea as well as on land - building longships in which they harass the southern lands and undertake journeys far to the west. The Norse have pale skin after the manner of men of the Empire. They are generally held to be especially tall and strong, and many have red or fair hair. Those that live the greatest distance from the Realm of Chaos are the least favoured of their gods - and the most likely to be seen openly in more civilised lands as a result.

SPECIAL RULES

Reavers: Due to their proximity to the Empire and the frequency of their raiding, the Norse excel at finding the best equipment and supplies quickly. As such, they gain a +1 to their rarity rolls when searching during the post-game sequence.

Pantheon: The Norse worship a myriad of gods, spirits and ancestors. As a result of their wide pantheon the *Eye of the Gods* special rule's effect (of becoming a Chaos Spawn or receiving a Mark) happens on a result of 13+ instead of 12+.

The Kurgan

The Kurgan are a raven haired, dark-skinned and powerfully built race, quite unlike Old Worlders in appearance. They are said to be equally at home on foot or on horseback. When the armies of Chaos gather to invade the Old World, it is the Kurgan that come most eagerly and in the greatest numbers, for they are a numerous people compared to the other tribes of Chaos. It is the warriors of the northernmost tribes who are the fiercest and most likely to be chosen by their gods.

SPECIAL RULES

Pedigree: Some Kurgan tribes delight in the spectacle of trained pit hounds fighting against bears, trolls and other creatures. A Kurgan warband may include any number of Warhounds of Chaos - not only up to five.

Bone Bows: The Kurgans are renowned for making scary bows, using the bones of their fallen enemies. Heroes and Chaos Marauder Henchmen may use bows (cost: 10 gold crowns, availability: common).

Difficult Customers: While some of the less bloodthirsty of the Norse and Hung tribes even trade with merchants from the south, the Kurgan live far away from civilisation and when they come to raid the southern farmsteads and villages they are certainly not welcomed. Therefore a Kurgan warband suffers -1 when rolling to find Rare items except for Great Axes and Barbed Whips.

The Hung

The Hung are an oriental race - perhaps shorter and more squat than the people of Cathay but otherwise resembling them. They are reckoned the greatest of all horsemen and are said to learn to ride before they learn even to walk. Northwards, the land is too poor and mountainous to support their horses, and the steeds of the Hung are typically small, tough beasts that can survive where larger warhorses would quickly starve. Here the tribes hunt mutant monsters in the shadow of the snow-capped mountains, gathering their strength to raid the soft lands of Cathay to the south.

SPECIAL RULES

Disloyalty: The treachery of the Hung is infamous. As one horseman is no more trustworthy than the next, these nomads tribal allegiance is flimsy at best. The maximum number of warriors in the warband is 12 (instead of 15).

Affinity with Horses: Warhorses always cost 40 gold crowns to the warband - not only to starting warbands. In addition, all Heroes (including Henchmen that advance to Heroes) automatically have the *Ride Warhorse* skill. Note that the number of mounts per warband is not restricted in the Border Town Burning setting.



Dwarf Treasure Hunters

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

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

Special Rules

All Dwarfs are subject to the following special rules:

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

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

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

Armour. Dwarfs never suffer movement penalties for wearing armour.

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

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

Incomparable Miners. Dwarfs spend much of their lives underground searching for precious minerals, and they are the best in the world at this kind of work. In the city of Mordheim they apply similar skills to the search for wyrdstone. When checking for wyrdstone at the end of a game, roll a D6. On a result of 4+ you gain an additional wyrdstone shard.

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

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

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

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

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

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

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

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

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

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

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

Dwarf equipment lists

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

Dwarf Warrior Equipment List

Hand-to-hand Combat Weapons

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

Missile Weapons

Pistol	15 gc
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Armour

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



Thunderer Equipment List

Hand-to-hand Combat Weapons

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

Missile Weapons

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

Armour

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

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

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

Dwarf skill table

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

Choice of warriors

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

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

Engineer: Your warband may include up to 1 Engineer.

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

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

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

Beardlings: Your warband may include any number of Beardlings.

Starting experience

A **Noble** starts with 20 experience.

An **Engineer** starts with 10 experience.

Troll Slayers start with 8 experience.

Dwarf Clansmen start with 0 experience.

Dwarf Thunderers start with 0 experience.

Beardlings start with 0 experience.





Heroes



1 Dwarf Noble

85 gold crowns to hire

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

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

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

SPECIAL RULES

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

0-1 Dwarf Engineer

50 gold crowns to hire

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

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

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

SPECIAL RULES

Expert Weaponsmith: A Dwarf Engineer is a master of mechanical devices. By using stronger construction materials and time-tested secrets of Dwarf engineering, a Dwarf Engineer can increase the distance the warband's missile weapons can shoot. All Dwarf missile weapons in the warband have their range increased by 3" for Pistols and 6" for Crossbows and Handguns. Any range increases are only maintained as long as the Dwarf Engineer remains with the warband.

0-2 Dwarf Troll Slayers

50 gold crowns to hire

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

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

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

SPECIAL RULES

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

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

TROLL SLAYER SKILLS

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

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

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

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



Matthew Hutson's Dwarf warband Cragbrow's Steelfists defend their treasure board from the foul Undead.

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

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

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

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



Henchmen (Bought in groups of 1-5)



Dwarf Clansmen

40 gold crowns to hire

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

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

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

0-5 Dwarf Thunderers

40 gold crowns to hire

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

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

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

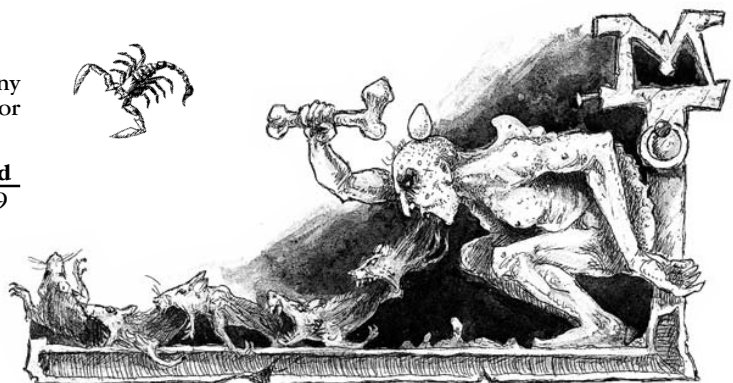
Beardlings

25 gold crowns to hire

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

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

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



Special weapons

Dwarf axe

15 gold crowns

Availability: Rare 8 (Dwarfs only)

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

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

SPECIAL RULES

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

Parry: Dwarf axes offer an excellent balance of defence and offense. A model armed with a Dwarf axe may parry blows. When his opponent rolls to hit, the model armed with a Dwarf axe may roll 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. A model may not parry more than one attack in a single Close Combat phase; a model armed with two Dwarf axes (or a Dwarf axe and a sword, etc) does not get to parry two attacks but may instead re-roll a failed parry.

Dwarf special skills

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

Master of Blades

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

two attacks (if his two dice match or beat the two highest Attack dice against him) instead of the normal maximum of one. Note that if this Dwarf has two Dwarf axes (as detailed above) he can re-roll any failed parries.

Extra Tough

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

Resource Hunter.

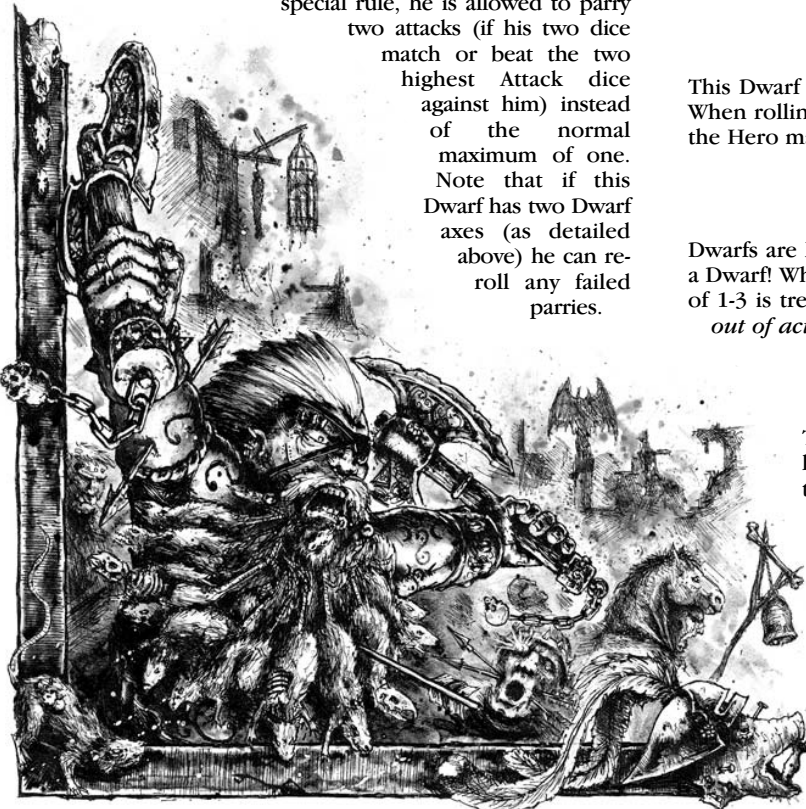
This Dwarf is especially good at locating valuable resources. When rolling on the Exploration chart at the end of a game, the Hero may modify one dice roll by +1/-1.

True Grit

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

Thick Skull

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





Clan Pestilens

Jarod glanced down the street... All seemed clear. He could not immediately tell why, but he was sure someone, or something was there. Maybe it was just that strange odour hanging around the ruins here. He shivered, although Mordheim seemed to have its own special smell, this made him think of death.

A sudden noise made him jump up and bring his crossbow to bear on the still empty street. A strange mist started to creep in and soft squeaks could be made out. As Jarod sounded the alarm, two figures rushed towards him. Dressed in tattered cloaks, they wielded what looked like a spiked censer. Almost suffocating in the bellowing smoke, he fired his crossbow. Then, just before the spiked smoking ball smashed his skull, he saw two red gleaming eyes in a disease ridden skaven face.



In the Old World
sickness and
plague are a
fact of life and
many people
b l a m e
rats for
spreading
contagion.
They are
more right
than they
k n o w .

The Skaven of Clan Pestilens revel in filth and foulness. Hardened by exposure to diseases not even imagined by mankind, they use their disgusting knowledge against their enemies.

Choice of Warriors

A Clan Pestilens band must include a minimum of 3 models. You start with 500 warp tokens to form your warband with. The warband can have a maximum of 15 models.

Plague Priest: The warband must include a single Plague Priest as the leader.

Pestilens Sorcerer: The warband may include a single Pestilens Sorcerer.

Plague Monks: The warband may include up to two Plague Monks.

Monk Initiates: The warband may include up to two Monk Initiates.

Plague Novices: The warband may include any number of Plague Novices.

Giant Rats: The warband may include any number of Giant Rats.

Rat Ogre: The warband may include a single Rat Ogre.



Starting Experience

Plague Priest starts with 20 experience.

Pestilens Sorcerer and **Plague Monks** starts with 8 experience.

Monk Initiates and **Plague Novices** start with 0 experience.

House Rules Clan Pestilens Mordheim Warband by The Magician

Clan Pestilens equipment lists

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

HEROES EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1 st free/2 gc
Club	3 gc
Sword	10 gc
Flail	15 gc
Spear	10 gc
Halberd	10 gc
Disease Dagger	15 gc
Censer	40 gc

Missile Weapons

Sling	10 gc
-------	-------

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

HENCHMEN EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1 st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Sling	10 gc
-------	-------

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc



Maximum Profile for Clan Pestilens Skaven

M	WS	BS	S	T	W	I	A	Ld
5	6	6	4	5	3	7	4	7



Clan Pestilens skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Plague Priest	✓	✓	✓	✓	✓	✓
Plague Monk	✓	✓	-	✓	✓	✓
Monk Initiate	✓	✓	-	-	✓	✓

Clan Pestilens Special Weapons

Disease Dagger

15 Warp Tokens

Availability: Rare 8 (Skaven Only)

This dagger is permanently covered with a disgusting and moulderish layer of green ooze that may infect those that are hit with terrible diseases.

Range: Close combat; **Strenght:** -

Special Rules: +1 Armour Save, Infecting

+1 Armour Save: A model wounded by a dagger has a +1 Armour Save bonus, or an Armour Save of 6+ if he has no armour.

Infecting: A natural 6 on an hit roll means that the model hit has been infected with the disease and that he must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound in addition to the dagger hit. Models of undead and possessed are immune to this disease and do not take the test. A model wielding two Disease Daggers gains a +1 Attack bonus for wielding two weapons and there is no further effect, except that the chances of rolling an infecting 6 on the hit rolls are higher.

Censer

40 Warp Tokens

Availability: Rare 9 (Skaven Only)

The censer is an hollow spiked metal ball attached to a long chain and is swung like a flail. A plague infested shard of warpstone burns inside the ball and emits pestilential fumes that nauseate the opponents and may turn the wielder of the censer into a difficult target to shoot at.

Range: Close combat; **Strenght:** +2

Special Rules: Heavy, Two-Handed, Fog of Death

Heavy: The +2 Strenght bonus applies only to the first turn of hand to hand combat.

Two-handed: A censer requires two hands to be used and the wielder cannot use a shield, buckler or additional weapon in close combat.

Fog of Death: A model hit by the censer must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound in addition to the censer hit. A result of 6 always inflicts a wound. Also the model wielding the censer must take the test and will suffer a wound with a result of 6. Models of undead and possessed are immune to the fog of death and do not take the test. If the model wielding the censer also has the fog-enhancing warpstone shards, he becomes a difficult target to shoot at, and models targetting him with missile weapons suffer a -1 penalty to hit.

Clan Pestilens Special Skills

Members of the Clan Pestilens may choose these skills instead of the standard ones.

Black Hunger

See Skaven Warband

Censer Bearer

Only a Clan Pestilens member with the Black Hunger special skill may choose the Censer Bearer special skill. A Clan Pestilens member with this skill is called Censer Bearer. He gains the special rule *Frenzy* and the only weapon he may use in close combat is a censer.

Rotten Body

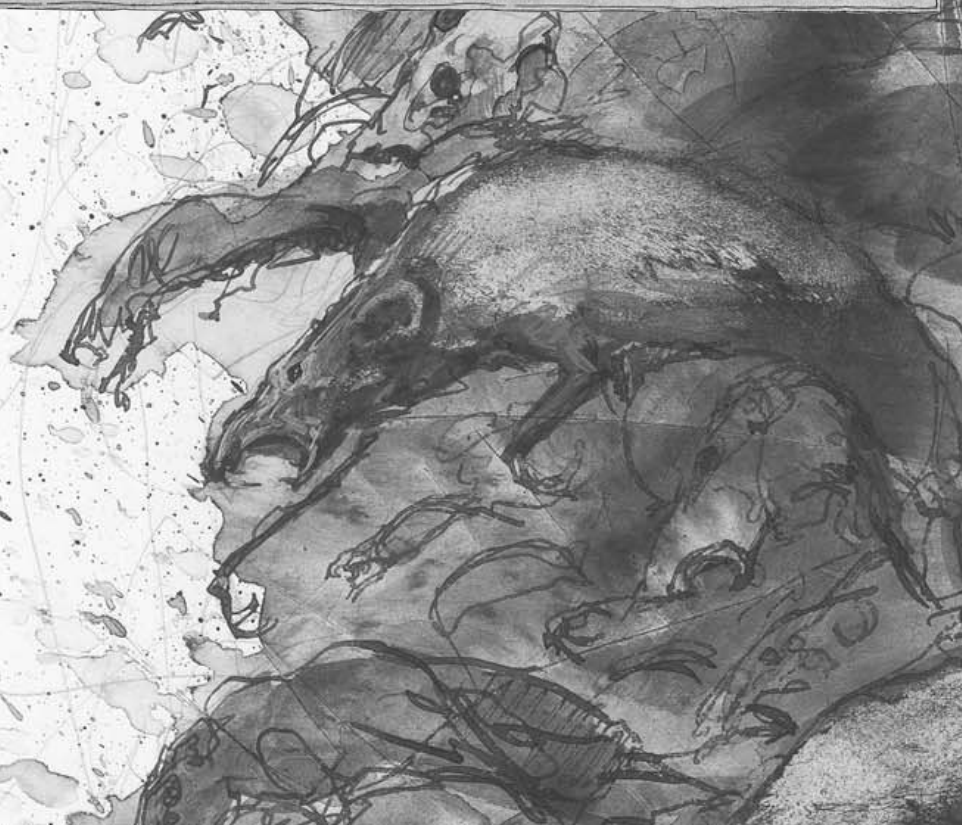
A Clan Pestilens member with this skill has grown accustomed to poisons, diseases and the fog of death emanated by censers. He is now immune to poisons and diseases and, if taken out of combat because of a failed test for wielding a censer, he will not have to roll for injuries at the end of the battle, recovering automatically.

Contagious

Only a Clan Pestilens member with the Rotten Body special skill may choose the Contagious special skill. A model who inflicts an injury in close combat that send the contagious member of the Clan Pestilens out of combat must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound. A result of 6 always inflicts a wound. Models of undead and possessed never take this test.

Ignore Pain

Only a Clan Pestilens member with the Resilient strenght skill may choose the Ignore Pain special skill. A Clan Pestilens member with this skill treats "Stunned" injuries as "Knocked Down".



Heroes

1 Plague Priest

85 Warp Tokens to hire

The Plague Priest is one of the most disgusting disciples of the corrupted Clan Pestilens brotherhood. As leader of a small band of devoted to the Clan, the contagion and the widespreading of diseases are his main goals in the streets of Mordheim.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	4	4	1	5	1	7

Weapons/Armour: The Plague Priest may be equipped as desired from the Clan Pestilens equipment list.

SPECIAL RULES

Leader: Any Warrior within 6" of the Plague Priest may use his Leadership when taking Ld tests.

0-1 Pestilens Sorcerer

45 Warp Tokens to hire

The Pestilens Sorcerer is a twisted alchemist, always looking for new and more terrible forms of contagion, under the vigilant supervision of his dreadful master, the Horned Rat.

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

Weapons/Armour: The Pestilens Sorcerer may be equipped as desired from the Clan Pestilens equipment list.

SPECIAL RULES

Spellcaster: The Pestilens Sorcerer is a spellcaster and may cast spells from the Horned Rat spell list.

0-2 Plague Monks

45 Warp Tokens to hire

The Plague Monks are among the most fanatic and dangerous members of Clan Pestilens, to them is usually given the honour to chant the Liturgicus Infecticus in combat.

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

Weapons/Armour: Plague Monks may be equipped as desired from the Clan Pestilens equipment list.

0-2 Monk Initiates

20 Warp Tokens to hire

The Monk Initiates are young skavens devoted to the Clan Pestilens discipline, waiting to be promoted as true Plague Monks.

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

Weapons/Armour: Monk Initiates may be equipped as desired from the Clan Pestilens equipment list.





Henchmen

(Brought in groups of 1-5)



Plague Novices

20 Warp Tokens to hire

They are the lower rank of Clan Pestilens. They infest the Mordheim streets, coming just before the terrible Plague Monks and their clouds of pestilential fumes. Dream of every Plague Novice is to be chosen someday to be a Monk, and to be given the privilege of chanting the Liturgicus Infecticus.

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

Weapons/Armour: Plague Novices may be equipped as desired from the Henchmen equipment list.

Giant Rats

15 Warp Tokens to hire

Giant contagious rats follow the Clan Pestilens during its battles.

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

Weapons/Armour: None.

SPECIAL RULES

Animals: They are animals and never gain any experience.

0-1 Rat Ogre

210 Warp Tokens to hire

These terrible monsters are often chosen as personal bodyguards by Skaven of higher ranks

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

Weapons/Armour: Claws and ferocity.

SPECIAL RULES

Fear: The Rat Ogre causes *fear*.

Stupidity: The Rat Ogre is subject to the *Stupidity* rules, unless within 6" of an allied Skaven hero.

No Experience: The Rat Ogre couldn't gain any experience.

Large Target: You can always target a Rat Ogre with missile weapons, even if it's not the closest target, and you get +1 to hit it.



Additional Equipment

Item	Cost	Availability
Warpstone Amulet	10 wt	Rare 5
Fog-enhancing warpstone shards	100+D6 x 10 wt	Rare 9
Liber Bubonicus	200+D6 x 25 wt	Rare 12
Liturgicus Infecticus	30+2d6 wt	Rare 8
Scroll of the Rat Familiar	25+1d6 wt	Rare 8
Clan Pestilens Banner	10 wt	Rare 5

Warpstone Amulet

The owner of a warpstone amulet may reroll a single die during the battle or, if not out of combat at the end of the game, a single die when looking for wyrdstone shards (Clan Pestilens members use this item instead of the Rabbit's Foot).

Fog-enhancing warpstone shards

When put inside a censer these warpstone shards have the peculiar characteristic of making the resulting clouds of pestilential fumes thicker than usual. The wielder of a censer who also have some fog-enhancing warpstone shards is a difficult target to shoot at, and other models suffer a -1 penalty to hit when targetting him with missile weapons (Clan Pestilens members use this item instead of the Elven Cloak).

Liber Bubonicus

If a Clan Pestilens warband includes a Pestilens Sorcerer, he may use the Liber Bubonicus to permanently learn an additional spell randomly chosen from the Horned Rat spell list. A Plague Priest may use the Liber Bubonicus to learn the Horned Rat magic if he has the Magical Aptitude skill: that means he would gain the special rule "Spellcaster: is a spellcaster and may cast spells from the Horned Rat spell list." and permanently learn a randomly chosen spell from the Horned Rat spell list. The Liber Bubonicus may be used a single time, and a warband cannot have and use more than one Liber Bubonicus in a given campaign (Clan Pestilens members use this item instead of the Tome of Magic).

Liturgicus Infecticus

A Clan Pestilens member, usually a Plague Monk, may carry with him a scroll with the holy Liturgicus Infecticus inscribed on it. This is the Clan Pestilens chant in favour of diseases and contagion. At the beginning of a turn, or just before taking a Route Test, the warband may chant the Liturgicus Infecticus, and benefit of a +1



Leadership bonus until the end of the turn. (Clan Pestilens members use this item instead of the Warhorn).

Scroll of the Rat Familiar

The Scroll of the Rat Familiar has a spell inscribed on it, usable by a Pestilens Sorcerer as many times as he wants. If the warband includes at least a Giant Rat, the spell may be cast on it before the combat begins, transforming it in a Rat Familiar. If his Rat Familiar is within 6" , the sorcerer may reroll once in a game the dice to overcome the difficulty of a spell. A sorcerer may only have one Rat Familiar at any one time, it is an henchman and it counts normally toward the maximum number of models permitted to the warband. If the sorcerer dies, his Rat Familiar turns back to Giant Rat form. (Clan Pestilens members use this item instead of the normal Familiar).

Rat Familiar

The Rat Familiar is a Giant Rat enchanted with the Scroll of the Rat Familiar.

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

Weapons/Armour: None.

SPECIAL RULES

Enchanted Animal: The Rat Familiar earns experience as an henchman. A result of 10 - 12 on the henchmen advancement table, instead of the promotion to hero status gives as a

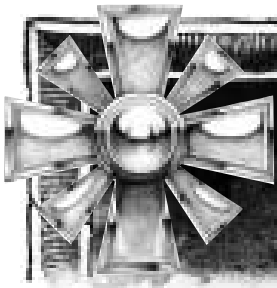


result
"Improved spellcasting: if the sorcerer is within 6" of the Rat Familiar, he gain a +1 bonus when rolling dice to overcome the difficulty of a spell. This ability is cumulative."

Clan Pestilens Banner

A model within 12" of the standard bearer of the band, usually a Plague Monk or a Monk Initiate, may reroll once every failed All Alone test. The staff of the Clan Pestilens banner counts as a two-handed weapon. A warband may have a single Clan Pestilens banner at any one time. (Clan Pestilens members use this item instead of the normal Banner).





The Sons of Nagarythe

Shadow Warrior Warbands

Nagarythe was once one of the most prosperous and beautiful of the kingdoms of the High Elven land of Ulthuan. When the Witch King Malekith and his mother Morathi led the kingdom of Nagarythe astray into worship of the Chaos Gods, not all of their people followed. When Malekith led his people in a rebellion against the rightful Phoenix King, those who had not been converted to depravity remained loyal to the throne of Ulthuan and waged a secret war, a war of shadows, against the Witch King and his armies. When the Witch King was defeated and forced to flee with his followers, most of these 'shadow warriors' were killed, drowned by the sea as their land was torn asunder by the Witch King's foul magics.

The people of Nagarythe that survived became a nation of wanderers, moving from place to place and never really welcomed by other High Elves, for these Shadow Elves as they became known had gained a reputation for being a fierce and warlike people, full of cruelty. This reputation, while probably only partially true, sets the Shadow Elves apart from other members of their race. This, along with their grim attitude and generally dark presence, makes other High Elves feel ill at ease around them. In Ulthuan they are misfits and outcasts, and many of these proud people seek their fortunes outside Ulthuan entirely. They truly are a race 'in the shadows' between the cruel darkness of the Dark Elves, and the beautiful light of the other High Elves.

Some of the Elves of Nagarythe have been driven mad by this condition, but most have

accepted their existence, and are driven on by a desire for revenge against the arch nemesis the Witch King and his perverse mother. The Shadow Elves form themselves into warbands and travel the lands of Ulthuan and the Known World, sometimes fighting Dark Elves (and other forces of Chaos) when they find them, and fighting just to survive the remainder of the time. Some still work in the service of the Phoenix king, acting as scouts and trackers for his armies. Sometimes small units of these warriors will be sent by their king to distant lands on a special mission for Ulthuan – recovery of ancient artifacts left behind when the High Elves abandoned the Old World, or sabotage of a rumoured plot of the Dark Elves. When sent on such a mission, these bands bring their military trappings with them – standards and war horns, unit insignia fiercely emblazoned on their shields – for the Shadow Elves take pride in their loyalty to the Phoenix King. Other warbands represent small groups of warriors seeking their fortune... though still loyal to Ulthuan, they may no longer feel welcome in their island home, or perhaps they represent a family pursuing a personal vendetta against a particular Dark Elf leader. Whatever the case, bands of Shadow Warriors may occasionally be seen roving the lands of the Old World to exploring the steamy jungles of Lustria.

Due to their wandering nature, it's not uncommon to see Shadow Warriors travelling the lands of the Empire, so they should fit right in in your normal games of Mordheim. However, the Empire is not the only land these tireless warriors travel to in their quest to rid the world of Dark Elves. As more settings are introduced for the game, you will be able to take your Shadow Warriors to other lands, such as the jungles of Lustria as introduced in Lustria Cities of Gold. You should not feel constrained to keep the Shadow Warriors in one city, it is their nature to wander.

Special Rules

Hate Dark Elves: All warriors in a Shadow Warrior Warband (excluding any Hired Swords) have an unyielding *Hatred* for Dark Elves.



A story of that ancient and fey race, the Elves of Ulthuan, as translated here by the renowned scholar and wit Markus De Havener

Excellent Sight: Elves have eyesight unmatched by mere humans. All the Elves in a Shadow Warrior Warband can spot *Hidden* enemies from twice as far away as other warriors (i.e. twice their Initiative in inches).

Distaste for Poison: The use of poisons and various drugs is a Dark Elf specialty. As such, it is frowned upon by Shadow Warriors, even more so than by other High Elves. Warriors in a Shadow Warrior Warband may not use poisons of any type.

Unforgiving: In addition to their hatred of their corrupt kin, the folk of Nagarythe have a long history of struggle against the forces of Chaos. In multiplayer games, a Shadow Warrior warband may never forge an alliance with any Warband of a Chaotic nature (Possessed, Skaven, Beastmen, Dark Elves, etc.).

Tolerant: Due to their outsider status with their own people, the Elves of Nagarythe have learned to stifle their distaste for 'lesser races', and have even been known to work alongside them from time to time. A Shadow Warrior Warband may hire any Hired Sword that is not of a Chaotic or evil bent (so no Skaven, Possessed, Beastmen, Dark Elves, Undead, etc.). They also shun the company of anyone specialising in the use of poison (so no Assassins).

Maximum Characteristics

See page 121 of the Mordheim Rulebook.

Choice of Warriors

A Shadow Warrior Warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. Maximum number of warriors in the warband is 12.

Heroes

Shadow Master: Each Shadow Warrior Warband must have one Shadow Master: no more, no less!

Shadow Walkers: Your Warband may include up to 3 Shadow Walkers.

Shadow Weaver: Your Warband may include one Shadow Weaver.

Henchmen

Shadow Warriors: Any number of models may be Shadow Warriors.

Shadow Novices: Any number of models may be Shadow Novices.

Starting Experience

Shadow Master starts with 20 experience.

Shadow Walkers start with 12 experience.

Shadow Weavers start with 12 experience.

All Henchmen start with 0 experience.



Shadow Warrior skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Shadow Master	✓	✓	✓		✓	✓
Shadow Walker	✓	✓			✓	✓
Shadow Weaver	✓		✓		✓	✓

Shadow Warrior equipment lists

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

SHADOW WARRIOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Ithilmar weapon*	2 x price

Missile Weapons

Bow	10 gc
Longbow	15 gc
Elf Bow	35 gc

Armour

Helmet	10 gc
Light armour	20 gc
Shield	5 gc
Ithilmar armour*	60 gc

Miscellaneous

Standard of Nagarythe*	75 gc
War Horn of Nagarythe*	25 gc
Elven Cloak	75 gc
Elven Wine*	50 gc
Elven Runestones*	50 gc

* – *Heroes only*. These special prices represent the lower rarity of these items in Ulthuan; when attempting to purchase these items in Mordheim (or Lustria), Shadow Warriors pay the same prices as other Warbands, and must roll to find them as normal. No roll is necessary to find these items when first starting a Shadow Warrior Warband.

New Equipment

Elven Wine (50+3D6 gc / Rare 10):

High Elven wines are well known to be the best in the world, and some are even rumoured to have magical qualities. A fine Elven Wine can cast out doubt and fear and leave a general feeling of well-being in a warrior.

A Shadow Warrior Warband that drinks Elven Wine before a battle will be immune to Fear for the whole of the battle.

(Shadow Warriors Only, one use only)

Elven Runestones (50+2D6 gc / Rare 11):

High Elven mages are well known as the masters of defensive magic. To aid them, they have developed several mystic runes of power. They often inscribe these runes on semi-

precious stones, which can help strengthen an Elven Mage's magical defenses. A mage with Elven Runestones may use them to attempt to dispel a spell that has been successfully cast against himself or another member of his warband. To dispel such a spell, the mage must roll against the spell's Difficulty (Sorcery does not help here). If he succeeds, the spell fails to work. If the roll fails, the spell works normally.

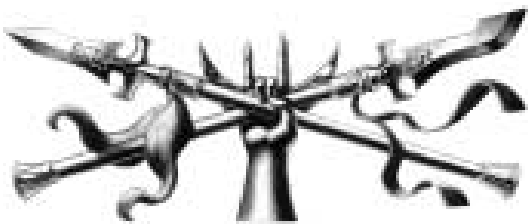
(Shadow Weavers Only.)

Standard of Nagarythe (75 + 3D6 gc / Rare 9):

While many Shadow Warrior Warbands are simply wandering, some represent groups that have been sent from Ulthuan on some special mission for the Phoenix King. Such bands are really closer to military units than loose bands of warriors. As such, they tend to retain their

unit insignia and other trappings. Chief among these is the unit standard. A unit's colours can hold a lot of meaning, particularly when the warriors in that unit lack a true home. A Shadow Warrior band normally makes their standard by hand; cost and rarity represent the difficulty of finding the proper materials (fine silks and thread of gold, for example).

A Standard of Nagarythe can serve as a second rallying point (the Shadow Master is the first, represented by his Leader skill) for the unit. Any members of the Shadow Warrior Warband within 6" of their standard take all Leadership tests against a Leadership value of 10. In addition, should the standard be captured by the enemy (model holding the standard is Taken Out of Action), all members of the Warband will be subject to *Frenzy* for the remainder of the game, and may not voluntarily Rout. Note that these effects (Leadership 10 and *Frenzy*) do not affect any Hired Swords in the Warband, only actual Shadow Warriors (including Shadow Warrior heroes) are affected. A model carrying a standard requires one hand free to do so, so no weapons, shields, etc. may be carried in this hand, and no double-handed weapons may be used while the standard is carried. A standard may be used in close combat as a makeshift spear (use the rules for a spear but with -1 on the to hit rolls. Shadow Warriors Only – May only be purchased when the warband is created.)



War Horn of Nagarythe (25+1D6 gc / Rare 6): Similar to the Standard of Nagarythe, units of Shadow Warriors sent into Mordheim often bring with them a war horn to rally around. The rules for the War Horn of Nagarythe are the same as for a normal War Horn from Town Cryer issue 7 (except for Rarity and price, see above), and are restated here for your convenience:

A War Horn of Nagarythe may be sounded once during the game at the start of any Shadow Warrior turn. Until the start of the next turn, all members of the Warband gain a +1 to their Leadership (maximum Leadership 10). The War Horn may be used just before

the warband takes a Rout test. Shadow Warriors only.

Elven Cloak (75 + D6x10 gc / Rare 12): Being from Ulthuan, Shadow Warriors have access to items that are rarely seen by other races.

Familiar (20+1D6 gc / Rare 8): Wizards are often solitary, usually shunned by those who can barely conceive of, much less understand, the power these individuals wield. As such, they often share their lives with animal companions, rather than more 'sentient' beings. Sometimes a magical link will develop between one of these animals and the wizard, to the extent that the wizard begins to see through the animal's eyes, and hear its thoughts. Wizards in different lands favour different types of familiars, depending on their environment: Shadow Weavers tend to favour darkly-coloured animals that can blend into the shadows with them easily--ravens or darkly-coloured cats are most common. Regardless of their form, familiars are actually not normal members of their kind at all, but rather creatures that have somehow become attuned to the Winds of Magic.

Familiars cannot actually be purchased as normal equipment. The cost to 'purchase' a familiar actually represents the cost of materials to cast the ritual to summon a familiar and form a magical bond with it; the Rarity level represents the chances of the ritual actually working. As such, the cost of the familiar must always be paid if the rarity roll is attempted, regardless of the success of the roll. Also, only spell-casters can attempt to 'find' a familiar. If a familiar is found, it should be modelled on the spellcaster as with any other piece of equipment. A familiar may be placed on a separate base (in fact many of the familiars that GW sells come this way), but if this is done the familiar must always remain in base-to-base contact with the wizard, and it is ignored for game purposes (so it may not attack enemy models or be attacked itself, may not intercept attackers, does not increase the wizard's base size, etc.), other than the effect below.

A wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails, and remember that you may never re-roll a re-roll. Spell-users only (does not include users of Prayers). Note that unlike many of the items above, this item is equipment that any warband with a spell-user may use, if he can summon it successfully.

Heroes

1 Shadow Master

75 Gold Crowns to hire

Shadow Master is a very honourable title among the warriors of the Shadow Elves... it is given to one who has fought in the shadow war for so long that he rules the darkness that he fights from. Often a member of the former Nagarythe nobility, the captain of a Shadow Warrior Warband is known by the honourable title 'Shadow Master'. These proud and strong-willed warriors often gather a small band of their followers and seek a life away from the hesitant charity and distasteful stares of Ulthuan.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	3	3	1	6	1	9

Weapons and Armour: Shadow Master may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Shadow Master may use his Leadership characteristic when taking any Leadership tests.

03 Shadow Walker

45 Gold Crowns to hire

One step down from the title of Shadow Master is Shadow Walker. A walker in the shadows is considered to have made friends with the darkness, and while he does not command it, it gives him aid when asked. Shadow Walkers are seasoned veterans in the war against the Dark Elves. They are skilled trackers and hunters, and the most trusted lieutenants of the Warband's captain, the Shadow Master.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

Weapons and Armour: Shadow Walkers may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

01 Shadow Weaver

55 Gold Crowns to hire

All High Elves have some aptitude for magic, and those with the greatest aptitude are taught how to bend the Winds of Magic to their will. Shadow Weavers are the mages of Nagarythe. Due to the nature of their unending war against the Dark Elves, the mages of Nagarythe tend to specialise in magics that use shadows to conceal their presence and confound their enemies. In fact the title Shadow Weaver comes from the nature of their magic... like a talented tailor, the Shadow Weaver takes the threads of shadow and fashions them into shapes and forms of his choosing.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons and Armour: Shadow Weavers may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list, but they may not cast spells if wearing armour.

SPECIAL RULES

Wizard: The Shadow Weaver is a wizard and may use the Shadow Magic list.



Henchmen (Bought in groups of 1-5)

Shadow Warriors

35 Gold Crowns to hire

Most of the warriors in the Shadow Warrior Warband are veterans of at least one battle, and all have lost loved ones to the depravity of the Dark Elves.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

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

Shadow Warrior Novices

25 Gold Crowns to hire

These are untested Shadow Elves, newly inducted into the warband. Often these warriors are younger cousins who are setting out from Ulthuan for the first time. Due to their hard existence, it is often a quick progression from Novice to full Warrior, however.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	5	1	7

Weapons and Armour: Shadow Novices may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

Shadow Warrior Special Skills

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

See in Shadows

The warrior's senses have become especially keen from years spent walking the shadows. As long as he has movement to reach them, the warrior may always roll to charge opponents he cannot see (instead of the normal 4").

Hide in Shadows

Over time Shadow Warriors have learned how to freeze in place and remain undetected, even from the heightened senses of their Dark Elf cousins. An enemy warrior attempting to detect this warrior when he is *Hidden* must halve his Initiative before measuring the distance.

Sniper

Long years of guerrilla warfare against the Dark Elves have taught Shadow Warriors how to strike from the shadows without being seen. If *Hidden*, a warrior with this skill may shoot or cast spells and still remain *Hidden*. If his target is not immediately take *out of action* by the Sniper they get to test against their Initiative in an attempt to spot him. A successful test means that the Sniper has been spotted and is no longer *Hidden*.

Powerful Build

The warrior is strongly built for an Elf, and is capable of feats of strength not often seen among the people of Ulthuan. A warrior with this skill may choose skills from the Strength skills table from now on. This skill may not be taken by Shadow Weavers. There may never be more than two Elves with this skill in the warband at any one time.

Master of Runes

The Shadow Weaver has learned to harness the power of the High Elven runes of power (see Elven Runestones, below) to a degree few mages attain. When using Elven Runestones, the mage is +1 to his dispel roll. In addition, the mage can inscribe the weapons and armour of one of his fellow warriors with Elven runes. One member of the Warband may reroll a single failed armour save or Parry roll once per battle. After a single battle, the runes lose their glamour and must be redone. This skill may only be taken by Shadow Weavers.

Infiltration

This skill is exactly the same as the Skaven skill of the same name.

Shadow Warrior Magic

Shadow Weavers use a strange blend of magic that differs in many ways to the traditional High Magic of their cousins of the Tower of Hoeth.

Author's note: Several of the following spells mention that the target must be within a certain distance of 'a wall'. This is not literally restricted to walls, but may include any piece of terrain that could be expected to cast a man-sized shadow.

D6 Result

1 Pool of Shadow

Difficulty 7

The area immediately surrounding the mage is suddenly filled with twisting shadows that make it nearly impossible to see anything inside.

This spell allows the mage and all within 6" to *Hide*, exactly as if there were a wall or other obstruction between them and their enemies. They may *Hide* even after marching. This Hiding is disrupted if any enemy enters the area of affect. In addition, all affected count as being in cover against enemy shooting. This spell lasts until the start of the Shadow Weaver's next turn.

2 The Living Shadows

Difficulty 7

Shadows around the target suddenly writhe as if alive and move to strike the victim.

The Shadow Weaver may cast this spell at any enemy model within 12" of him and within 2" of a wall. The target suffers a single Strength 4 hit with no armour saves.

3 Wings of Night

Difficulty 6

Wings of darkness unfurl from the Shadow Weaver's back and engulf him. He disappears, only to reappear in nearby shadow.

This spell may only be cast if the Shadow Weaver is within 2" of a wall. He is instantly moved up to 12" to a place that is also within 2" of a wall. If moved into contact with an enemy model, the Shadow Weaver counts as charging in the first round.

4 Cloak of Darkness

Difficulty 7

The Shadow Weaver appears to be swallowed by shadows that even the sharpest senses cannot pierce.

The Shadow Weaver is effectively concealed from enemy sight. As long as he does not attack (cast spells, shoot, or engage in close combat) any enemy models, he may not be attacked. He may intercept as normal if the player controlling him wishes, but he does not have to do so (and if he does not, enemy warriors may charge past him of course). The spell lasts until the Shadow Weaver attacks an enemy model. Note that a model engaged in close combat with an enemy warrior may never choose to not attack.

5 Shadowbind

Difficulty 9

Tendrils of darkness rise from the shadows to engulf an enemy warrior, rendering him helpless to the whims of the Shadow Weaver.

The Shadow Weaver may cast this spell at any enemy model within 24" of him and 2" of a wall. The target may not move unless it first passes a Strength test on D6 +1 at the start of his turn (before the Recovery Phase). This spell lasts until the Shadow Weaver suffers a Wound or attempts to cast another spell. If attacked while affected by this spell, treat the target exactly as if he were Stunned.

6 Shield of Shadow

Difficulty 7

Shadows congeal and become a solid barrier in front of the Shadow Weaver or one of his comrades, protecting the target from enemy attacks.

The Shadow Weaver may cast this spell on himself or a member of his warband within 12". The target receives an armour save of 5+ that is not modified by the attacker's Strength. The spell lasts until the start of the Shadow Weaver's next turn.

Black Orcs



Smarter, stronger, more vicious and better equipped than the normal Orc (and that's saying something about Orcs). Black Orcs are amongst some of the worst foes anyone can face in single combat and a band of them is certainly something to put the fear into the hearts of men. They do appear more built than born and it is little wonder that there are many rumours regarding their origins.

Since the Storm of Chaos there are many, many more of these monsters now wandering the Empire, having followed Grimgor Ironhide in his Waaagh! Where once the forces of the Empire could have tracked down warbands in a matter of weeks, now there is no means or enough men to perform such a task and thus the Black Orcs roam freely.

What aims do the Black Orcs have? What is the point of a tornado? It is meaningless to ponder such matters because all the Orcs want is to fight and that means attacking whoever crosses their path. Whatever they gain from such battling is simply that they get to fight. There is no logic from them nor can any be expected.

Special rules

Animosity: Standard rules for Animosity (as per the Orc Mob Rules in the Mordheim Annual 2002).

Let the goons do the work: Black Orcs rely on themselves to do the killing and do not ride mounts of any kind. Only normal Orcs may ride a boar or other such mount.

Da Boss is Dead!: If the Boss should be killed a Black Orc will always assume leadership of the warband before any other type, irrespective of relative experience. The replacement will automatically acquire the "Oi Behave!" skill.

Choice of warriors

A Black Orc warband must include a minimum of three models. You have 500 Gold Crowns with which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Black Orc Boss: Each Black Orc warband must have one Black Orc Boss.

Black Orcs: Your warband may include up to 2 Black Orcs.

Young'uns: Your warband can include up to 2 Young'uns.

Orc Boys: Any number of models may be Orc Boys.

Orc Shootaz: You may only have as many Shootaz as the warband has Boyz.

Orc Nuttaz: Your warband may include up to 4 Orc Nuttaz.

Troll: You may include a single Troll in the warband.

Starting Experience

A Black Orc Boss starts with 20 experience.

Black Orcs start with 8 experience.

Young'uns start with 0 experience.

All Henchmen start with 0 experience.

Characteristic Increase

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Orc	4	7	6	5	6	3	5	4	9
Orc	4	6	6	4	5	3	5	4	9



Black Orc Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Black Orc Boss	✓	✓		✓	✓	✓
Black Orc	✓	✓		✓	✓	✓
Young'uns	✓	✓				✓

Black Orc equipment list

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

BLACK ORC LIST

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Axe.....	5 gc
Sword.....	10 gc
Choppa (counts as a Morning Star).....	10 gc
Spear.....	10 gc
Two-handed weapon.....	15 gc

Missile weapons

Bow.....	10 gc
Crossbow.....	25 gc

Armour

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

HENCHMAN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Axe.....	5 gc
Sword.....	10 gc
Choppa (counts as a Morning Star).....	10 gc
Spear.....	10 gc
Two-handed weapon.....	15 gc
(Boyz and Nuttaz only)	

Missile weapons

Bow.....	10 gc
Crossbow.....	25 gc
(Shootaz only)	

Armour

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

Black Orc Special Skills

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

proven warrior

This young warrior has proven himself worthy of his Black Orc heritage. This skill may only be taken by a Young'un with the Black Orc blood ability and 25 experience. Once he gains this skill, the model is now considered a full Black Orc Warrior (yet still retains the title of Young'un). He follows all the rules for Black Orcs and uses their equipment list and has access to the same skill lists as a Black Orc.

'ard ead

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



waaagh!

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

'ere we go!

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

Da cunnin' plan

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

'eadbasßer

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



Heroes



1 Black Orc Boss

90 Gold Crowns to hire

Amongst some of the toughest of the tough, a Black Orc Boss has fought in numerous battles and proven to the gods just how truly powerful they can become. Taking a warband is the start of their ambitions as they will seek victories to meld the Boyz into larger and larger warbands until they have a Horde at their beck and call.

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

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

SPECIAL RULES

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

Black Orc: Model starts with a natural 6+ Armour Save. This save may be combined with other equipment to improve it.

Oi Behave!: If any Henchman fails his Animosity test within 6" of the Boss, the player may opt to have the boss stamp his authority (and clenched fist) on the situation.

The misbehaving Henchman will receive an automatic hit at the strength of the Orc player's choosing. If the Henchman is still on his feet after his slap, he may add a number equal to the strength of the slap to his subsequent roll to determine the effects of Animosity.

E.g. The player decides that the Boss will hit a misbehaving Henchman with a S2 slap. If the slap fails to Knock Down, Stun or Out of Action the Henchman, then he adds +2 to the Animosity Effect roll.

0 - 2 Black Orcs

60 Gold Crowns to hire

In it for the mayhem, maybe even some loyalty to the Boss of the warband, these Black Orcs lead the charge at every turn, knowing that killing is only at arm's reach all the time and they don't care what the target is, some Imperial peasant, herd of Beastmen or even the Boyz in the warband. The Black Orcs just don't care.

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

Weapons/Armour: Black Orcs may choose any equipment from the Black Orc equipment list.

SPECIAL RULES

Black Orc: Model starts with a 6+ Armour Save. This may be improved upon by other equipment.

0 - 2 Young'uns

25 Gold Crowns to hire

Keen eager and, above all, green recruits to any warband, these lads haven't seen anywhere near as much action as the others in the warband and they're plenty keen to get in there and do some damage. Of course one day, they know it'll be their warband.

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

Weapons/Armour: Young'un may be equipped with weapons and armour taken from the Henchmen Equipment List.

SPECIAL RULES

Black Orc Blood: One Young'un may be upgraded to a Black Orc Young'un for 10gc. This upgrade allows him to take the 'Proven Warrior' skill upgrade, thus making him a fully-fledged Black Orc Warrior.





Henchmen



Orc Boyz

25 Gold Crowns to hire

No warband would be complete without the warm bodies to makeup the number and thus the Boyz are essential, purely because the Black Orcs need someone to kick around when they can't find anything else to do it too.

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

Weapons/Armour: Boyz may choose equipment from the Henchman equipment list.

SPECIAL RULES

Animosity: At the start of every turn, every Boy must take a Ld Test for Animosity, as per the rules in the Mordheim 2002 Annual.

Orc Shootaz

25 Gold Crowns to hire

Not all Orcs enjoy getting into a fight straight away. Some are hunters, tracking prey and shooting it down from a distance, others recognise that sometimes you need to soften up a really tough foe from a distance before moving in to finish them off. This is the closest Orcs come to outright cowardice.

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

Weapons/Armour: Shootaz may choose equipment from the Henchman equipment list.

SPECIAL RULES

Animosity: At the start of every turn, every Shoota must take a Ld Test for Animosity, as per the rules in the Mordheim 2002 Annual.

Uncommon: A warband may not hire more Shootaz than they have Boyz. If a boy dies and the Shootaz outnumber the Boyz, the next hire must be a boy so that the balance is restored.



0 – 4 Orc Nuttaz

40 Gold Crowns to hire

These are Orcs who have been left a little bit... unstable by the Storm of Chaos. They ain't right in the head, I tell you, especially by Orc standards. Eventually they'll kill themselves, but only after they've killed everyone else.

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

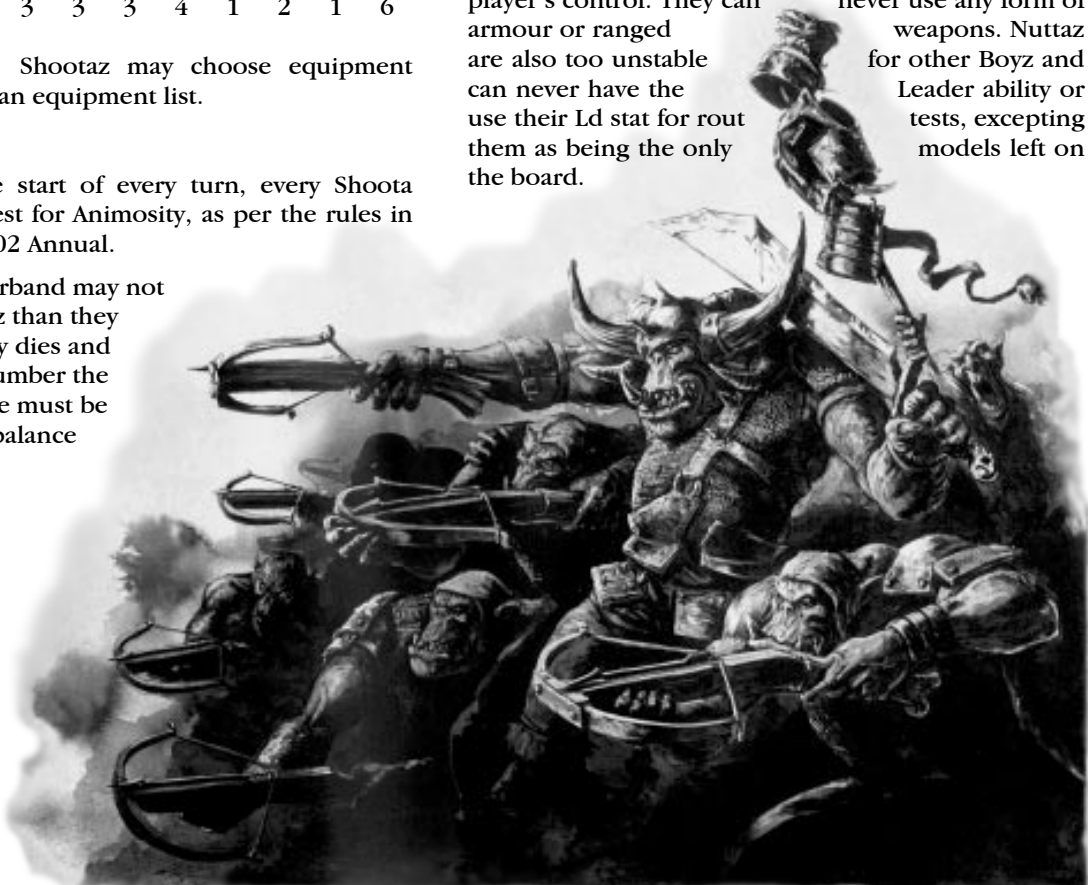
Weapons/Armour: Nuttaz may choose weapons and armour from the Henchman equipment list.

SPECIAL RULES

Unstable: These Orcs are not quite all there. They do not suffer from Animosity, but instead have a host of their own issues to deal with.

Crazy: Nuttaz always pass any Leadership-based Tests they have to take. A side effect of this is that their minds are too far-gone and they may never learn Academic Skills should they become a Hero on an Advance Roll.

Savage: Nuttaz must always run or charge their maximum distance towards the nearest opponent they can see. Friendly models do not block line of sight. Additionally they fight with an extra attack whilst in combat. This does not appear on their profile nor does it count towards the racial maximum. If no enemy is visible they are moved under the player's control. They can never use any form of armour or ranged weapons. Nuttaz are also too unstable for other Boyz and can never have the Leader ability or use their Ld stat for rout tests, excepting them as being the only models left on the board.



0 – 1 Troll

200 Gold Crowns to hire.

Trolls are not intelligent enough to recognise the value of gold, but large amounts of food can often instil a certain loyalty in them. Black Orc Boss like having Trolls in their bands because it's good to have someone who'll follow any order, no matter how stupid or suicidal.

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

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

SPECIAL RULES:

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

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

Large Target: Trolls are large targets with regards to being targets for shooting.

Regeneration: Trolls have a unique physiology that allows them to regenerate wounds. Whenever an

enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle, unless they were taken Out of Action by a Flaming weapon or spell. Then they roll after the battle as a normal Henchman.

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

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 20 gold crowns after every game in order to keep the Troll. If a warband lacks the gold to pay the upkeep, the Boss has the option to let him count as 2 members, letting the Troll cost only 5 crowns. However this does effectively drop your maximum warband size down to 11 models).

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



Bogrutz looked at the various Orcs stood in front of him and then rolled his eyes. Not a veteran amongst them. Oh they had weapons that looked rusty, blood-stained and used, but you could nab such weapons from any battlefield.

He looked down on one of the 'volunteers'. "Boy, was yer doin' 'ere? 'Ever sliced a 'umie from belly to skull?"

The Orc nodded with a large smile and shook his cleaver. "Wid dis fing. Gots seven o' 'em."

"Course yer did, boy an' ab'm Grimgor bisself." Bogrutz took a step away and a deep breath. He'd seen worse in his years, but you could never fault dedication. He just wished that there were more experienced warriors there.

"Right, 'ere's wot we be doin'. Goin' down dis 'ill, bit anyone boo stands in front o' us, batter everyt'ing we like an' den we be doin' somet'in' impertent. Gots it?"

The Boyz nodded and even cheered a little. It was always good to do subtle and easy stuff with new warriors. Get some action under their belt before throwing them at the enemy or something really big. Bogrutz had a good feeling about them and if they did fail him, there were plenty more from where they came from.

Lizardman Warband

Lizardmen equipment lists

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

SAURUS EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger1st free/2 gc
Stone Axe (counts as a club).....	3 gc
Axe5 gc
Sword10 gc
Double-handed weapon15 gc
Spear10 gc
Halberd10 gc

Missile Weapons

None

Armour

Bone Helmet10 gc
Light armour50 gc
Shield5 gc

SKINKS EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger1st free/2 gc
Stone Axe (counts as a club).....	3 gc
Axe5 gc
Sword (Heroes only)10 gc
Spear10 gc

Missile Weapons

Shortbow5gc
Bolas5gc
Javelins10gc
Throwing Knives15gc
Blowpipe25gc

Armour

Bone Helmet (Skink Priest only)10 gc
Buckler5 gc
Shield5 gc



Lizardmen skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Skink Priest			X		X	X
Totem Warriors	X			X		X
Skink Great Crests		X			X	X



A player who chooses The Temple Guard to play will find them to be both rewarding and challenging to play. The Lizardmen are the 'home team' as it were and enjoy some unique benefits. But they also will have some weaknesses that astute players will enjoy 'hiding' from their opponents.

Special Rules

Scaly Skin: All Lizardmen have a natural save thanks to their thick scales. Saurus have a 5+ save and Skinks have a 6+. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the injury chart will negate this 6+ save. Light Armour adds +1 to the save, as does the addition of a shield.

Armour: Armour is rare amongst the Lizardmen and the cost of light armour is always 50 gc, even if you are buying it from Equipment chart.

Bite Attack: Saurus have a powerful bite attack, this bite attack uses the Saurus' own Strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons.

Cold Blooded: All Lizardmen are slow to react to psychology, they may roll 3D6 and select the lowest two dice when taking a psychology test or Rout test. A Lizardmen Warband may never use the Leadership of Saurus or Kroxigor when taking a rout test.

Aquatic: Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

Jungle born: All Skinks can move through jungle terrain without penalty

Saurus Rarity: The Slann Mage-Priests would never include more Saurus braves in a Warband than Skink braves and thus you can never have more Saurus braves than Skink braves in the Warband.

Choice of Warriors

Your Warband must include a minimum of 3 models and a maximum of 20 models. You have 500 gcs (or the Lizardmen equivalent) to assemble your Warband with.

Heroes

Skink Priest: Your Warband must be lead by a Skink Priest.

Saurus Totem Warriors: Your Warband may include one Saurus Totem Warrior.

Skink Great Crests: Your Warband may include up to 2 Skink Great Crests.

Henchmen

Skink Braves: Your Warband may include any number of Skink Braves.

Saurus Braves: Your warband may include up to 4 Saurus Braves.

Kroxigor: Your Warband may include a single Kroxigor.

Starting Experience

Skink Priest starts with 20 exp

Totem Warrior starts with 11 exp

Skink Great Crests start with 8 exp

Henchmen start with 0 exp

The Making of a River Bender.

Qocbotl, Skink Shaman of the 13th spawning of the three thousandth cycle of the sun in the era of Sotek walked slowly up the steps of the Great Pyramid of the venerated Slann Lord Teheqela. Today had been a great day of feasting and ritual. Today was his day of testing. This day, Sotek willing, would be Qocbotl's chance to join the ranks of the High Shaman. His spawn-brothers would become warriors, engineers, and leaders.

'We go to the second level now, initiate.' Croaked the gray-green Ullotl. Many cycles of service as the High Shaman had taken their toll on the old Skink. Soon, Qocbotl would inherit Ullotl's mantle and his old tutor would soon join his ancestor's to bask in the eternal grace of Sotek.

'How long must we wait my master?' Qocbotl enquired.

'Until the Sun reaches the second point of its ascension. It is important to wait to reach the top until Sotek shines glory down upon us, so that you may receive his gift.' came the croaking reply. Hours passed, and Qocbotl surveyed the great city below him. Saurus, Kroxigor, and thousands of Skinks busied themselves, scuttling around the Lizardman city, whilst the High Skinks began to crowd around the base of the pyramid. Soon it would be Qocbotl's job to protect them from their merciless enemies: the thrice cursed Ratmen, the ignorant Humans, the cruel Dark Ones, the beasts of Chaos, and even the fierce Warrior-women all preyed upon them without seeming rhyme or reason. Qocbotl had watched seven of his spawn-brothers already fall to the weapons of raiders. He had sworn no more hatchlings would be killed under his watchful unblinking eyes.

'Now young Shaman, we ascend the path of honour so you may receive this task from me.' Ullotl began walking up the last of the steps, stopping at each one and waving towards a glyph carved upon the step.

'This is the path of glory, these plaques honour those of our race who have served us.' He waved to a small plaque that seemed to shift colours as he pointed at it.

'The great guardian Oxyotl, the Chameleon Skink. As High Shaman you must be cunning and strike our foe where he does not expect it.'

Qocbotl responded, 'I will do so.' He took a step. Ullotl waved to his left, to the plaque of a crocodile. 'You must be brave and strong, as the great crocodile.' Pride swelled in Qocbotl's chest, for here was the plaque of his namesake. 'I will do so!' Ullotl moved up a step and spoke again, 'You must be quick and strong, like Ichi-Uichi the master of Cold Ones.'

'I will do so,' Qocbotl said sternly. The final stage was about to begin...

Ullotl stopped. He pointed at the pavilion above him, which housed the Great Slann Lord Teheqela, '...And you must serve all that is good and true in the world, and protect it as the Old Ones have taught our fathers.'

'I...' and suddenly, as if magical arms squeezed his throat, he could barely utter the next words, 'will... do... so!' Qocbotl gasped. This was not part of the training he had expected. His oath seemed seared upon his mind. He could see the words in flame. Ullotl took off his feathered headdress, and made Qocbotl kneel. The crown of feathers was placed upon his head. Ullotl looked at the new High Shaman, and directed him to the Slann Lord.

Heroes

1 Skink Priest

60 Gold Crowns to hire

The Warband leader will be one of the hand-picked Skink Priests renowned for their reliability. The nature of his mission is to observe the dry skin plunderers and only react if they stray too close to a hidden chamber within the ruined city. The Skink Priest must be able to make the delicate decision of when to attack and when not to. Skink Priests are easily recognisable as they paint their skins with colourful mystic symbols associated with their god. Priests of Chotec for instance have winged serpents drawn upon their bodies, whilst those of Sotek use snake tattoos.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	4	3	3	1	5	1	7

Weapons and armour: The Skink Priest may be equipped from the Skinks Equipment list.

SPECIAL RULES

Leader: The Skink Priest is the leader of the Warband and any Lizardmen within 6" may use his Leadership characteristic for any Leadership tests. If the Skink Priest is killed you may recruit a new Skink Priest but you must play at least one game without the leader to give him time to join up.

Wizard: The Skink Priest is a Wizard and may use Lizardmen magic.



Skink Priest (above)
Saurus Totem Warrior
(right) and Skink Great
Crest (extreme right).

0-1 Saurus Totem Warrior

60 Gold Crowns to hire

When a Saurus warrior has killed twenty foes he is accepted into one of the three Warrior Totems, Eagle, Jaguar or Alligator. He must then go and kill the animal of his new Totem to prove his worthiness to join. Upon attaining the status of Totem Warrior he is recruited by the Skink Priests to join in forays into the ruined temples.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	0	4	4	1	2	1+1	8

Weapons and equipment: A Totem Warrior may be equipped with weapons and armour from the Saurus Equipment list.

0-2 Skink Great Crests

30 Gold Crowns to hire

Great Crests, as they are known, are the leaders of many raiding parties and have become skilled at scouting, tracking, ambushing and skirmishing. Their skin is more varied in colour than normal Skinks so they blend in with the jungle more effectively. They also wear leaves or cover themselves in mud to further blend in. They function as leaders and patrol the jungles reporting of the arrival of a new ship laden with plunderers. They lay ambushes or provide a covering hail of arrows and javelins while a hit and run war band retreats back into the jungle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	3	3	2	1	4	1	7

Weapons and armour: Skink Great Crests are equipped from the Skinks Equipment list.



Henchmen

Skink Braves

20 Gold Crowns to hire

Many Skinks dwell in the deepest jungles and trackless swamps of Lustria. These Skink braves are fast, agile and intelligent. Although they lack the brute force and sheer aggression of the Saurus they are good at shooting volleys of arrows or javelins. They lack the staying power of the Saurus, because they switch between reckless audacity and sudden panic, this may be due to their very short memories. As soon as a group of Skinks flee out of immediate danger they are likely to forget the experience and regroup for another reckless attack.

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

Weapons and Armour: Skink Braves may be equipped from the Skinks Equipment list.

0-4 Saurus Braves

40 Gold Crowns to hire

Saurus have thick, horny, scaly hides which protect them as natural armour. Saurus are sufficiently intelligent to understand clear and simple commands. They make excellent warriors but they are not much good at anything else. They are extremely stubborn and are very hard to shift in battle. They are very ferocious creatures and will rip at an enemy until they are slain.

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

Weapons and Armour: Saurus Braves may be equipped from the Saurus Equipment list.



Saurus Brave (above), Skink Braves (centre & right) and Kroxigor (above right).

0-1 Kroxigor

200 Gold Crowns to hire

Kroxigor resemble Saurus but are much bigger and are far more powerful creatures. They are not very intelligent and their speech is limited to a blood-curling roar. They are strong and mainly used for construction goaded into working by the nimble Skinks.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	4	3	1	3	8

Weapons and Armour: The Kroxigor is equipped with a halberd.

SPECIAL RULES

Scaly skin: Kroxigor has a natural save of 4+.

Aquatic: Kroxigor may move through water with no penalty, and count as being in cover whilst in water.

Cause Fear: Kroxigor are large and frightening monsters that cause *Fear*.

Large: Kroxigor stand out amongst the rest of the Warband and may be picked out by an archer even if he is not the closest model.

Animal: Kroxigor are slow-witted creatures that never learn from their mistakes. The Kroxigor doesn't gain experience.

New Equipment

Poisoned Weapons: Skinks are experts at extracting and refining poisons from poisonous frogs, spiders and snakes. Skink Heroes may buy *Dark Venom* at a cost of 20 pts and *Black Lotus* at a cost of 10 pts, both of these items are treated as a common item however the poison may only be used on missile weapons. Only Saurus warriors may buy *Dark Venom* or *Black Lotus* and use it on their close combat weapons, and they have to buy it as normal from the Trading chart.

Skink henchmen may buy low-strength *Reptile Venom* for their missile weapons at a cost of 5 pts per weapon. This poison is a common item. This adds +1 to the Strength of the weapon but does not grant the -1 save modifier. The poison only lasts for one battle and remember that all the henchmen in a group must be armed in the same manner.

Sacred Markings

Many Skink and Saurus warriors are born with distinct markings or mutations. They are regarded as being blessed by the gods and often rise to become leaders. A Hero may only have a single *Sacred Marking* and these may only be bought when you recruit the Hero, not in the middle of a campaign.

Oversized Jaws 40 points

The Saurus has been granted the addition of powerful neck muscles and oversized jaws, even greater than those of a normal Saurus. The Hero may make his bite attack with +1 Strength. (Saurus Only)

Poison Glands 40 points

The Skink has been gifted with glands that produce a deadly poison. He may choose to make any number of attacks with his teeth instead of his weapons; these attacks are treated just like a Saurus bite attack. These attacks at +1 save modifier, regardless of the Strength of the Skinks, in addition add +1 to the roll on the Injury table as well. (Skinks only)

Mark of the Old Ones at 50 points

This is the greatest mark a Lizardman can be born with, for these Albinos are destined for greatness in the eyes of their gods and other Lizardmen. The Hero may change one of his failed dice rolls into a successful one; this mark may only be used once per battle and only on actions that the Hero is making himself. You may use this mark on a failed Rout test if you wish.

Qocbotl was in awe, he could not believe the size and majesty of the Slann Lord. It was easily ten times as big as Qocbotl, and its huge unblinking eyes seemed to burn into his own even though the stare seemed so distant. The Slann had not moved since before Qocbotl had hatched. And now, suddenly, the Slann started to move...

...The crowd below gasped. Qocbotl felt his arm being grasped by the Slann and his whole body was lifted up towards the sun. His arm felt like it had been ripped from its socket, as he dangled in the air in front of the Slann.

Lizardmen Special Skills & Sacred Markings

Lizardmen Heroes with the Special skill list available to them may use these skill lists instead of the normal ones when they gain a new skill.

SKINKS ONLY

Infiltration

The Skink is a great hunter and is an expert at sneaking upon his prey unnoticed. The Hero may set up anywhere on the table but no closer than 12" to an enemy and he must start the game in hiding.

Great Hunter

The Skink Great Crest is adept at making the most of the cover available and imposes an additional -1 to hit the Skink if he is in cover, IE a -2 to hit penalty.

SAURUS ONLY

Skills list prohibitions: Saurus cannot receive the Academic skill and can never use missile weapons.

Bellowing Battle Roar

The Saurus' roar is so deafening that enemy models in base contact suffer -1 to hit in the first round of combat against them.

Toughened Hide

Through years of battle the Saurus' hide has become hardened and the Saurus will only be taken out of action on a 6+.

Lizardman Magic

Lizardmen Spells work like the Prayers of Sigmar and may be used even if the Skink Priest is wearing armour.

D6 Result

1 Chotec's Wrath

Difficulty 8

A lightning bolt shoots from the sky above and strikes the closest enemy model within 10" of the Skink Priest, causing a single Strength 5 hit. However add +1 to the Strength and +1 to the roll on the injury table if the model is wearing armour like light armour, heavy armour, Ithilmar armour or Gromril armour.

2 Sotec's Blessing

Difficulty 7

This spell may be cast on a single model within 6" of the Skink Priest or on himself. Roll a D6 to determine the blessing. The effects remain in play until the Priest or the model is *Stunned* or taken *Out of Action*. Only a single model may be affected by the blessing at any given time.

D6 Effect

1-2 - +1 BS or +1 to hit in close combat.

3-4 - Toughness +1.

5-6 - Movement and Initiative +1.

3 Huanchi's Stealth

Difficulty 7

The spell affects all Skinks within 6" of the Skink Priest, including himself, and allows any model that is in cover to immediately to go into hiding. A model may go into hiding even if they ran in the movement phase or has already shot with a missile weapon.

4 The Old Ones' Protection

Difficulty 6

The Skink Priest and any Lizardmen within 4" of him gain a save of 4+ against the effects of spells or prayers. This spell remains in play until the Skink Priest is taken *Out of Action*.

5 Tinci's Rage

Difficulty 8

A single Lizardman within 6" of the Skink Priest or himself, is overtaken by rage and follows the rules for *Frenzy*, in addition he gains +1 Strength. This spell remains in play until the Skink Priest or the model is *Stunned* or is taken *Out of Action*. At the beginning of the turn the Skink priest must pass a Leadership roll in order to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wish to attempt to recast it on another model later in the shooting phase.

6 Itzl's Speed

Difficulty 7

A single Lizardman model within 6" of the Skink Priest or himself, may make an additional sprint of movement and move up to 4". This counts, as running and a model may not move if he has already fired with a missile weapon. He may not charge with this extra move.

'Great Sotek, mark this, your new chosen agent, as servant of the Old Ones, and grant him gifts to protect your people.' The Slann sounded as if he was speaking a ritual, yet strangely it was very conversational in tone. Qocbotl felt the sun beating upon him. For what seemed like an eternity he swayed in the arm of the Slann. And then he felt a burning sensation start from his head, and stretch down his chest. He screamed. And then he fell to the platform. He felt truly powerful. He finally understood why elder Shaman could do what he could not. And then he passed out.

Qocbotl had seen, for one brief moment, a tiny glimpse of the impossibly complex plans of the Old Ones. And he knew how to use that knowledge to wield great power. But the moment was quickly over, fleeing from his mind as mists. He grasped to remember parts of it, but only slivers remained when he regained consciousness of how to move waters and direct bolts of power.

'Rise, Qocbotl, Bender of Rivers.' said the mighty Slann. Qocbotl rose, staring at the waving river symbols scarred on his chest and the crowd raised much noise in jubilation. He was ready to lead his people. And though he could not remember the whole plan, he finally knew why he must lead his people, and what they must do.

Beastmen Raiders

Beastmen are brutish creatures, the Children of Chaos and Old Night. They roam the great forests of the Old World, and are amongst the most bitter enemies of Mankind. The raging power of Chaos has given them a ferocious vitality which makes them shrug off ghastly wounds and carry on fighting regardless of the consequences. Even the Orcs are comparatively vulnerable to damage compared to the awesome vitality of the Beastmen.

Beastmen are a crossbreed between men and animals, usually resulting in the horned head of a goat, though many other variations are also known to exist. The Beastmen are divided into two distinct breeds: Ungors, who are more numerous, twisted creatures that combine the worst qualities of man and beast, and Bestigors, a giant breed of Beastmen, a mix between some powerful animal and man.

The Ungor are smaller Beastmen, who cannot compete with Bestigors in strength and power. They may have one horn or many, but these won't be recognised as those of goat.

Bray Shaman are very special Beastmen and are revered by all Beastmen, for they are the prophets and servants of Chaos Powers.

Each warband of Beastmen includes a mix of some Bestigor, Gor warriors and Ungor who are the mainstay of the tribes.

Seven great Herdstones stand hidden in the forests surrounding the city of Mordheim. From there the Beastmen warbands come to raid the city: Warherd of Thulak, Headtakers of Gorlord Zharak, the Horned Ones of Krazak Gore, and many others.

The shards of the meteorite are seen as holy objects, which can be sold to the powerful Beastlords and revered Shamans in exchange for new weapons and services of warriors.

For the tribes of Beastmen the battles fought in Mordheim are part of a great religious war, an effort to bring down the civilisation of man which offends the Chaos gods. After the taint of Man has been wiped from the face of the earth then the Beastmen shall inherit.

Appearance: Beastmen Bestigor stand some six-seven feet tall, and their heavily muscled bodies are covered with fur. Ungor are lesser Beastmen, no larger than Humans, but their tough bodies and vicious tempers easily make them a match to any Human warrior.

Beastmen wear little clothing, but often dress in the fur of their defeated rivals. They usually carry the skulls of their vanquished enemies as these are thought to bring good luck. While most Beastmen have dark brown skin and fur, black-furred or even albino Beastmen are not unknown.

Beastmen wear heavy armlets and necklaces which serve as armour as well as decoration.

Apart from the most primitive clubs and wooden shields, the Beastmen make few weapons. It is not the nature of Chaos to create, but to destroy.

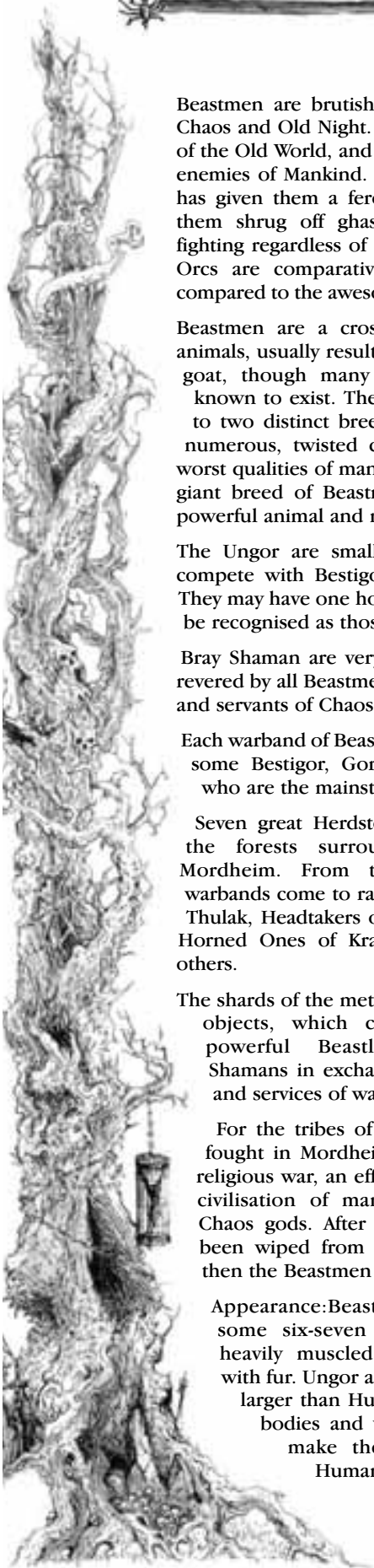
Choice of Warriors

A Beastmen warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband is 15, though some buildings in the warband's encampment may increase this.

Beastmen Chief: Each Beastmen warband must have one Chief: no more, no less!

Shaman: Your warband may include a single Beastmen Shaman.

Bestigors: Your warband may include up to two Bestigors.



Beastman skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Chief	3			3	3	3
Shaman	3				3	3
Bestigor	3			3		3
Centigors	3			3		3

Beastman equipment lists

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

BEASTMAN EQUIPMENT LIST
Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Mace	3 GC
Hammer	3 GC
Battle Axe	5 GC
Sword	10 GC
Double-handed Weapon	15 GC
Halberd	10 GC

Missile Weapons

None

Armour

Light Armour	20 GC
Heavy Armour	50 GC
Shield	5 GC
Helmet	10 GC

UNGOR EQUIPMENT LIST
Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Mace	3 GC
Hammer	3 GC
Battle Axe	5 GC
Spear	10 GC

Missile Weapons



None

Armour

Shield	5 GC
--------	------

Centigors: Your warband may include a single Centigor.

Gor: Your warband may include up to five Gor.

Ungor: Your warband may include any number of Ungor.

Minotaur: Your warband may include a single Minotaur.



Warhounds of Chaos: Your warband may include up to five Warhounds of Chaos.

Starting Experience

Beastman Chief starts with 20 Experience.

Beastman Shaman starts with 11 Experience.

Bestigors start with 8 Experience.

Centigors start with 8 Experience.

All **Henchmen** start with 0 experience.

Maximum Characteristics

Bestogors: As Gor, but M5

Centigors: As Gor, but M9

Animals

Beastmen are fearsome creatures of Chaos that do not interact with other races other than in war. A Beastmen warband may never hire any Hired Swords unless specifically stated with the Hired Sword.



Heroes

1 Beastmen Chieftain

65 Gold Crowns to hire

Beastmen chieftains have gained their position through sheer brutality. He leads the Beastmen to Mordheim to gather the Chaos Stones to his Herdstone.

Profile	M	WSBS	S	T	W	I	A	Ld	
	5	4	3	4	4	1	4	1	7

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

SPECIAL RULES

Leader: Any Warrior within 6" of the Beastman Chieftain may use his Leadership when taking Ld tests.

0-1 Beastmen Shaman

45 Gold Crowns to hire

Beastmen Shamans are prophets of the Dark Gods, and the most respected of all the Beastmen.

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

Weapons/Armour: Beastmen Shamans may be equipped with weapons chosen from the Beastmen Equipment list except that they never wear armour.

SPECIAL RULES

Wizard: A Beastmen Shaman is a Wizard and may use Chaos Rituals, as detailed in the Magic section.

0-2 Bestigors

45 Gold Crowns to hire

Bestigors are the largest type of Beastmen, the great horned warriors of the Beastmen warbands. They are massive creatures with an inhuman resistance of pain.

Profile	M	WSBS	S	T	W	I	A	Ld	
	5	4	3	4	4	1	3	1	7

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

0-1 Centigors

80 Gold Crowns to hire

A Centigor is a disturbing cross between a horse or oxen and Beastman. Being quadruped grants them great strength and speed whilst their humanoid upper torsos

allow them to wield weapons. These beast-centaurs are powerful creatures but they are not particularly agile or dexterous.

Profile	M	WSBS	S	T	W	I	A	Ld	
	8	4	3	4	4	1	2	1(2)	7

Weapons/Armour: Centigors may be armed with weapons and armour chosen from Gor Equipment list.

SPECIAL RULES

Drunken: Centigor are inclined to drink vast quantities of noxious beer and looted wine and spirits before battle, working themselves up into a drunken frenzy. Roll 1D6 at the start of each turn. On a roll of 1, they must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on the roll of a 6 they become subject to *frenzy* for that turn. Whilst subject to both *stupidity* and *frenzy* they are immune to all other forms of psychology.

Woodland Dwelling: Centigors are creatures of the deep, dark forests. They suffer no movement penalties for moving through wooded areas.





Beastmen

(Brought in groups of 1-5)



Trample: As well as their weapons, Centigors use their hooves and sheer size to crush their enemies. This counts as an additional attack, which does not benefit from weapon bonuses or penalties...

Ungor

25 Gold Crowns to hire
Ungor are the most numerous of the Beastmen. They are small, spiteful creatures, but dangerous in large masses.

Profile	M	WSBS	S	T	W	I	A	Ld	
	5	3	3	3	3	1	3	1	6

Weapons/Armour: Ungor may be armed with weapons and armour chosen from Ungor Equipment list.



SPECIAL RULES
Lowest of the Low: Ungor are on the lowest rung of Beastmen society and regardless of how much Experience they accrue they will never acquire a position of authority. If an Ungor rolls 'That lad's got talent' it must be re-rolled.

0-5 Gor
35 Gold Crowns to hire
Gor are nearly as numerous as Ungor but are larger and more brutish...

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

Weapons/Armour: Gor may be armed with weapons and armour chosen from Beastmen Equipment list.

Warhounds of Chaos
15 Gold Crowns to hire
Chaos Hounds are titanic, mastiff-like creatures which are insanely dangerous in combat.

Profile	M	WSBS	S	T	W	I	A	Ld	
	7	4	0	4	3	1	3	1	5

Weapons/Armour: None! Apart from their fangs and nasty tempers the Chaos Hounds don't have weapons and can fight without any penalties.



SPECIAL RULES
Animals: Chaos Hounds are animals and never gain Experience.

0-1 Minotaur
200 Gold Crowns to hire
Minotaurs are gigantic, bull-headed Beastmen. Fearsome and powerful, any Beastmen Chief will try to recruit a Minotaur into his warband if possible.

Profile	M	WSBS	S	T	W	I	A	Ld	
	6	4	3	4	4	3	4	3	8

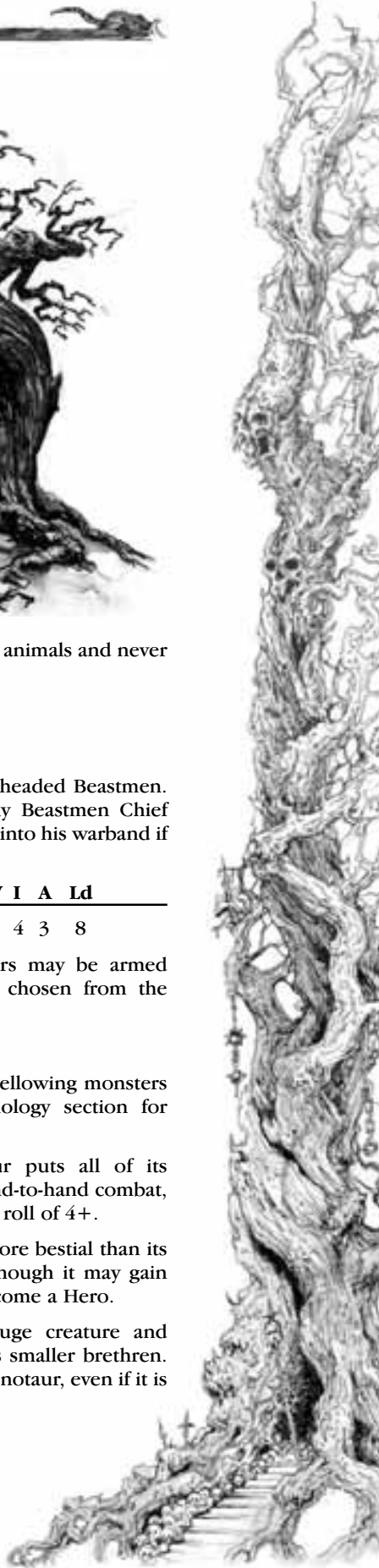
Weapons/Armour: Minotaurs may be armed with weapons and armour chosen from the Beastmen Equipment list.

SPECIAL RULES
Fear: Minotaurs are huge, bellowing monsters and cause *fear*. See Psychology section for details.

Bloodgreed: If a Minotaur puts all of its enemies out of action in hand-to-hand combat, it becomes *frenzied* on a D6 roll of 4+.

Animal: A Minotaur is far more bestial than its Beastmen brethren and, although it may gain Experience, it may never become a Hero.

Large: A Minotaur is a huge creature and stands out from amongst its smaller brethren. Any model may shoot at a Minotaur, even if it is not the closest target.



Beastmen Special Skills

Shaggy Hide

The bestial hero is titanic in size and may use a double-handed weapon in one hand.

Mutant

The Beastman may buy one mutation. See Mutants section on special rules.

Fearless

Immune to *fear* and *terror* and *All Alone* test.

Horned One

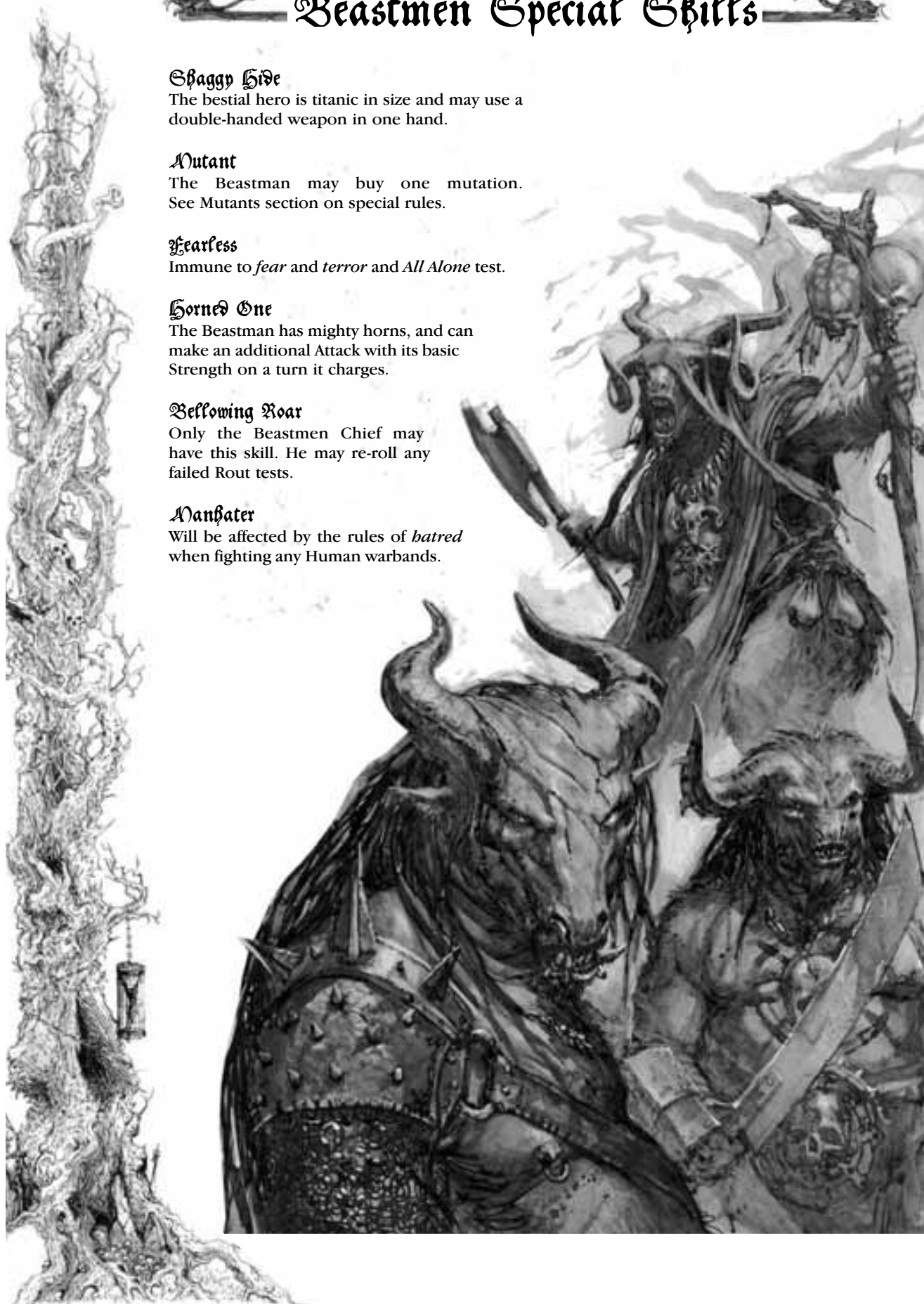
The Beastman has mighty horns, and can make an additional Attack with its basic Strength on a turn it charges.

Howling Roar

Only the Beastmen Chief may have this skill. He may re-roll any failed Rout tests.

Manhater

Will be affected by the rules of *hatred* when fighting any Human warbands.





Bretonnian Warbands

By Sir Tomaso De Merrigan

This is a time when the Empire is being torn apart from within. A time when there is no Emperor and the lands are increasingly divided, as individual cities look to their own lords and mercantile Burgomeisters gain in power through gold. Where corruption flows like effluent down the River Reik and conspiracy is rife throughout the land. By contrast, happy is the land of Bretonnia where chivalry reigns, honour is upheld and the Lady of the Lake still bestows her favour on those deemed worthy. To the knights of Bretonnia Mordheim is a vile place where virtue and order have been discarded. Where a proud city once stood nightmarish creatures now wander the streets and mix with men in dens of corruption and squalor. It is therefore considered extremely virtuous for a knight to embark on a spiritual quest to Mordheim, seeking to achieve honour in battle and perhaps earn the favour of the Lady of the Lake herself. In Mordheim a knight's courage and valour will be thoroughly tested, but so much the better, because with hardship come honour.



A Questing Knight will relinquish his castle and domain to set out on such a journey. He becomes free from any obligation to defend a domain and will now seek a road leading to new adventures. A Questing Knight has put all worldly ambitions aside and is accorded a rank far greater than even the most powerful dukes of the land. Such a gesture is considered particularly noble, and it is not uncommon for other knights and common folk to flock to the Questing Knights aid. Knights Errant in particular are eager for adventure and a chance to win honour by a feat of arms, so will often join a Questing Knight on his journey. By the time the Questing Knight leaves the fair lands of Bretonnia he will have a sizable retinue

following him, ready to fight for the honour of Bretonnia and the Lady of the Lake.

Once on a quest a Knight will be spurred on by dreams and visions often visited upon him by the Lady of the Lake. This leads him ever onwards and inspires and encourages him on his quest. In time he hopes that through his deeds and valour he will earn the favour of the Lady of the Lake and she will let him drink from the Grail of Life. This is the final reward for a knight, and on finding the Grail he will return to Bretonnia to protect its people. Until that time though, he is bound to fight the enemies of virtue and order and to endure incalculable hardships.

Special Rules

Before heading into battle Bretonnian Knights kneel and pray to the Lady of the Lake, avowing to fight to the death for honour and justice. Before playing a game of Mordheim make a Leadership test against the Leadership characteristic of the warbands leader. If the test is successful the Lady of the Lake has bestowed her blessing on the warband. The blessing takes the form of a powerful curse upon the enemies of chivalry, and in particular upon those that make use of the foul and dishonourable weapons of mass destruction. Any model in the opposing warband who wishes to fire a black powder weapon must roll a D6 and score 4+ to overcome the curse, otherwise they may not fire the weapon. The opposing player must test each time they wish to fire such a weapon. Models armed with other shooting weapons, such as bows and crossbows, do not have to test unless they dare raise their weapons against the gallant Knights of Bretonnia. If any enemy model wishes to shoot at a Bretonnian Knight (Questing Knights and Errants only), then they must first roll a 4+ on a D6 to overcome the curse.

Choice of Warriors

A Questing Knight's 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 12.

Questing Knight: Each Questing Knight's warband must have one Questing Knight: no more, no less!

Knight Errant: Your warband may include up to two Knight Errant.

Squires: Your warband may include up to three squires. You may not have more squires in the warband than you have Knights.

Men-at-arms: Your warband may include any number of Men-at-Arms.

Bowmen: Your warband may include any number of Bowmen.

Starting Experience

The **Questing Knight** starts with 20 experience.

Knights Errant start with 8 experience.

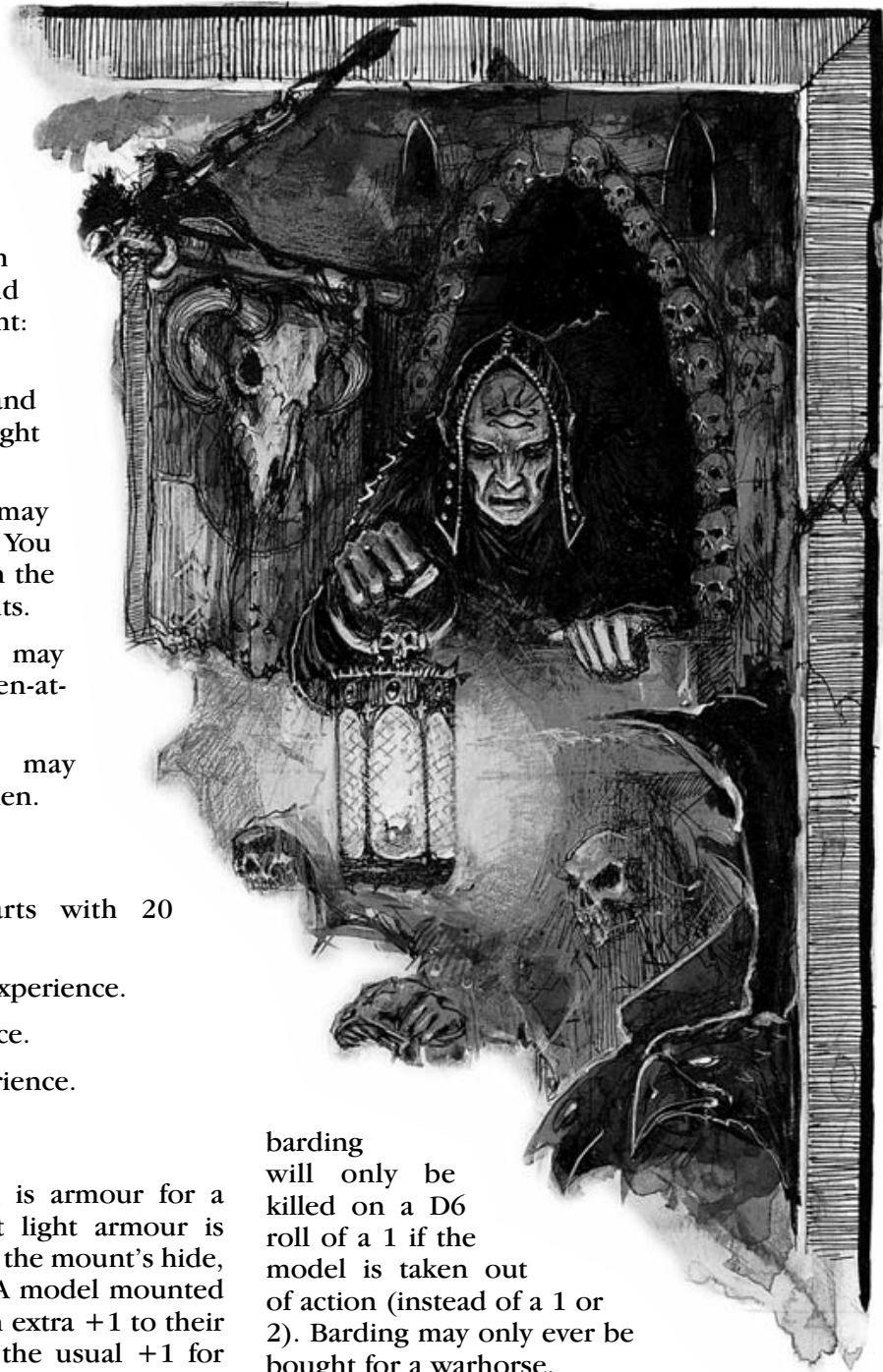
Squires start with 0 experience.

Henchmen start with 0 experience.

Special Equipment

Barding (rare 11): Barding is armour for a horse in the same way that light armour is armour for a human. It covers the mount's hide, and in some cases, its head. A model mounted on a barded horse receives an extra +1 to their armour save (+2 instead of the usual +1 for being mounted). In addition, a mount wearing

barding will only be killed on a D6 roll of a 1 if the model is taken out of action (instead of a 1 or 2). Barding may only ever be bought for a warhorse.



Bretonnian skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Questing Knight	✓			✓	✓	✓
Knight Errant	✓				✓	✓
Squire	✓			✓		✓



Bretonnian equipment lists

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

KNIGHTS EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Sword	5 gc
Double-handed weapon	15 gc
Morning Star	15 gc
Lance	20 gc

Missile Weapons

None

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc
Warhorse	80 gc
Barding	30 gc

SQUIRES EQUIPMENT LIST

Hand-to-hand Combat Weapons

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

Missile Weapons

Bow	10 gc
Longbow	15 gc

Armour

Light armour	20 gc
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Shield	5 gc
Helmet	10 gc
Buckler	5 gc
Horse	40 gc

MEN-AT-ARMS EQUIPMENT LIST

Hand-to-hand Combat Weapons

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

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

BOWMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

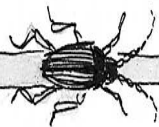
Dagger	1st free/2 gc
Sword	5 gc
Axe	5 gc

Missile Weapons

Bow	10 gc
Longbow	15 gc

Armour

Light armour	20 gc
Helmet	10 gc





Heroes



1 Questing Knight

80 gold crowns to hire

A Questing Knight is an extremely tough and virtuous individual, who fights to uphold the traditions of honour and to serve the Lady of the Lake. Injustice and the persecution of the weak are his enemies, whilst courage and valour are his companions. It is no wonder then that many a Questing Knight will journey to Mordheim.

Profile M WS BS S T W I A Ld

4 4 3 4 3 1 4 1 8

Weapons/Armour: A Questing Knight may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list.

SPECIAL RULES

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

Knights Virtue: A Questing Knight is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

0-2 Knights Errant

50 gold crowns to hire

Knight Errant are the sons of nobles, eager to prove their mettle by feats of arms, and earn their place amongst the Knights of the Realm of Bretonnia. To do this they must perform valourous deed, so they will often accompany a Questing Knight on his spiritual journey in the hope of adventure and honour.

Profile M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Weapons/Armour: A Knight Errant may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list. A Knight Errant may not ride a warhorse unless the Questing Knight also rides one.

SPECIAL RULES

Knights Virtue: A Knight Errant is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and

so does not have to pass a Leadership test for being all alone.

0-3 Squires

15 gold crowns to hire

Knights are served by their Squires, commoners who ride to the hunt with their master, and who accompany him to war. They are chosen from the fittest and youngest of a Knight's retinue, and they are trained and schooled by the knight himself. If a squire performs some great deed or service to his master he may even be raised to the ranks of knighthood!

Profile M WS BS S T W I A Ld

4 2 2 3 3 1 3 1 6

Weapons/Armour: Squires may be equipped with weapons and armour chosen from the Squires section of the Bretonnian Equipment list. A Squire may not ride a horse unless the Questing Knight and any Knight Errant in the warband are riding warhorses.





Henchmen (Bought in groups of 1-5)



0-8 Men-at-Arms

25 gold crowns to hire

Men-at-arms are the soldiery of Bretonnia. Every Knight maintains a retinue when he is a lord of a domain, and upon embarking on a quest, this retinue may join him on his journey. Men-at-arms are determined warriors, ready to fight for honour and justice as much as the Questing Knight they follow.

Profile M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Weapons/Armour: Men-at-arms may have weapons and equipment chosen from the Men-at-arms section of the Bretonnian Equipment list.

'To Mordheim! Let us sally forth and right the wrongs of a thousand horrors and on us shall be ordained virtue of the highest accord'

*Last words of Sir Julian De-Tyrosse
Questing Knight of Montfort*

Bowmen

20 gold crowns to hire

Bowmen are common folk who regularly practice archery at the village butts so as to be ready to repel raiders from their humble cottages, fields and vineyards. When a Knight sets off on a quest it is not uncommon for a handful of bowmen to be inspired to bravery and join the Knight on his journey.

Profile M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 6

Weapons/Armour: Bowmen may be equipped with weapons chosen from the Bowmen section of the Bretonnian Equipment list.



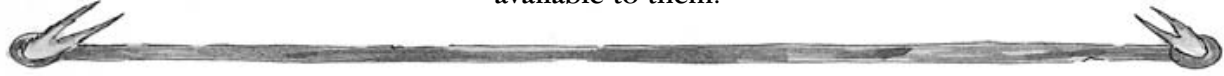
Chivalrous Questing Knight



Impetuous Knight Errant

Bretonnian Special Skills

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



Bretonnian Special Skills

Bretonnian Questing Knights may use the following skill list instead of the standard skill lists.

Virtue of Purity

The Knight's sole purpose is to serve the Lady of the Lake. His purity of heart and discipline endow him with the strength of spirit to resist enemy magic. Any spell cast against the knight will be dispelled on the D6 roll of a 4+. This is a natural dispel on account of the knights extreme piety.

Virtue of Valour

The Knight has vowed to confront the biggest and strongest foes. The more awesome his enemy, the more valourous are his efforts. If fighting a model with a higher Strength characteristic than himself, the Knight may re-roll any failed to hit rolls in hand-to-hand combat.

Virtue of Discipline

The Knight has total faith in his chivalric code: he maintains self-control in the face of adversity, and displays complete confidence whatever the odds. Once per game, if

the knight is not out of action, stunned or knocked down, you may re-roll a failed rout test.



Virtue of Noble Disdain

The Knight has nothing but contempt for enemies who hide behind weapons of dishonour. The Knight is subject to *Hatred* of all enemies armed with shooting weapons. See the Leadership and Psychology section (p38).

Virtue of Impetuous

The Knight is eager to get to grips with the enemy. He charges into combat with reckless enthusiasm. The Knight may add +D3" to his move when charging. Roll the dice each time you wish to charge and before moving the model.

I come from a land down under...

Tom Merrigan, who hails from Sydney in Oz, is fast becoming a name of legend in the dark halls of the Black Library. Tom has had no less than six articles printed by Fanatic Press, in the Journal and Gang War! Now that Tom's cut his teeth on the delights of Mordheim I'm sure that we'll be featuring more of his work.

tlm@start.com.au



Humble Bowman



Man-at-arms

Historical Accuracy

In reality Bretonnian Knights never lowered themselves to travel the monumental distance to the Chaos-infested City of the Damned which they considered a den of heathens hardly worth saving.

BUT! Because they seem so popular with you guys we thought we'd include them if you want to include them in your games.



The Carnival of Chaos



No one knows from whence it came, the dreaded Carnival of Chaos. Some have rumoured that it was once a gypsy caravan from the east of the Empire, wandering folk that brought their colourful fare from village to village entertaining the poor rural folk of the Empire with their lavish shows and stage plays. If this past is the truth then what it has become in the present is far more sinister and deadly. Still it wanders the rural backwaters of the Empire, in a colourful cavalcade of wagons, its folk dressed in the colourful finery of travelling players, bringing sonnet and song to excitable villagers and peasants.

Upon reaching a new settlement, these outlandish showmen erect their stage and entertain the poor rural folk with songs and plays of the dark days of the Empire. Tales such as: 'The Emperor's True Face', 'Orfeo and Pustulate', 'Papa Noigul's Festering Children' and 'A Midsummer Nightmare' wow the enraptured throng.

Strongmen perform feats of incredible prowess to the adoration of the crowd, whilst players in garish, grinning masks juggle balls, knives and flaming brands. As the crowd's numbers increase, a fool in bright jester's garb with an inflated pig's bladder on a stick leaps from one enthralled watcher to the next joking and cackling, poking and prodding.

It is only when the show reaches its blasphemous climax, as the sun begins to set, that the truth of the Carnival of Chaos is revealed in all its putrid, festering glory. For these are no mere wandering thespians and entertainers. When the players perform their final act, known as the 'Dance of Death', the enchantments covering their true visages slowly slip away revealing them to their blissfully ignorant audience for they are cavorting, cyclopean daemons with rotting flesh hanging from yellowing bones. What were originally considered intricately decorated masks and cleverly applied make-up is soon revealed as the players' true horribly mutated faces, covered in pustules and pox-ridden lesions. As the villagers' expressions turn from those of elation to abject terror at the sight of these horrific visions the slaughter begins. By now most of the folk who made up the cheering audience would have already succumbed to the virulent diseases spread by these malevolent players. The insidious Carnival Master, accompanied by his cackling fool, rounds up those unfortunate women and children that remain alive, taking a finger from each of his new brides, exclaiming "You're my wife now!"

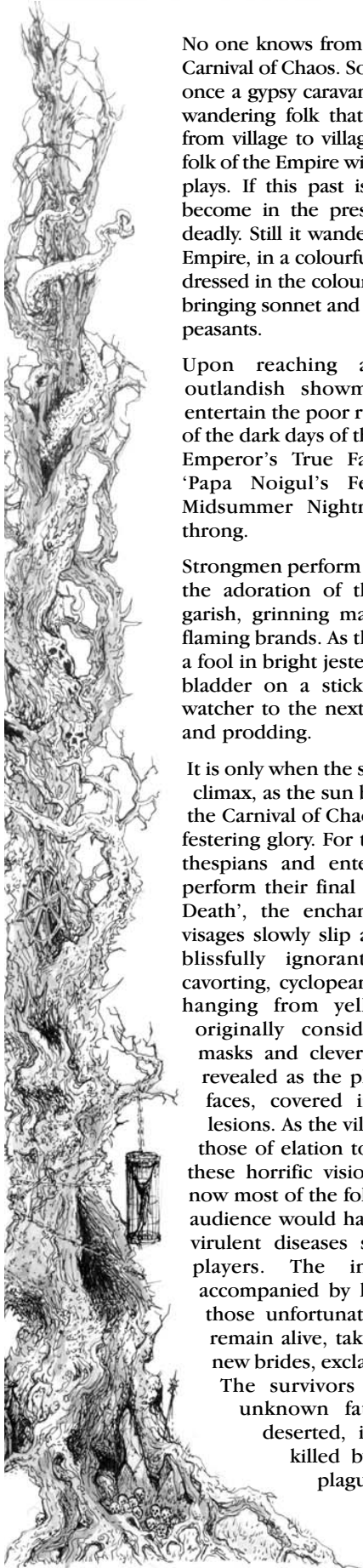
The survivors are then led away to an unknown fate and the village is left deserted, its inhabitants and livestock killed by innumerable diseases and plague.

The Carnival of Chaos is the sick joke of the Great Lord of Decay, the Chaos god known as Nurgle. Thrice cursed Nurgle is also known as the unspeakable Master of Plague and Pestilence and the players in the Carnival are his corrupt followers and worshippers. They are those who have sold their souls for a twisted form of immortality through embracing death, destruction and decay – learning to love Nurgle's many and varied gifts. It is not known how many Carnivals of Chaos there are or if the handful of reports from the lips of petrified witnesses all refer to the same warband.

The leader of the Carnival of Chaos is known as the Carnival Master and is reputed to be a sorcerer of great power, wielding the unclean magic of his lord to cause suffering and death through disease and decay. Through dark ritual and sacrifice, the Carnival Master summons forth the cackling, decaying Daemons of his patron god to take part in the twisted masquerade. His mortal followers carefully nurture their newly acquired diseases, blessings of their gregarious deity and vie for power and advancement under his watchful gaze. The most blessed of these twisted, insane creatures are those known as the Tainted Ones. These are often the right-hand 'men' of the Carnival Master and their bodies are wracked with a multitude of foul diseases and mutation. The Carnival of Chaos is justly hunted by the many bands of zealous Witch Hunters that traverse the lands but always seems to be just one step ahead of the Sigmarites and continues to follow its merry path, bringing the blessings of Nurgle to all.

Special Rules

Dangerous to Know: Because of its rather diseased nature a Carnival of Chaos warband would find it very hard to keep any Hired Swords alive! Therefore, a Carnival of Chaos may never hire any type of Hired Sword.



Carnival of Chaos skill tables

	Combat	Shooting	Academic	Strength	Speed
Master	✓	✓	✓	✓	✓
Brutes	✓			✓	✓
Tainted Ones	✓				✓

Carnival equipment lists

The following lists are used by the Carnival of Chaos 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
Double-handed Weapon	15 GC
Spear	10 GC
Halberd	10 GC
Morning Star	15 GC

Missile Weapons

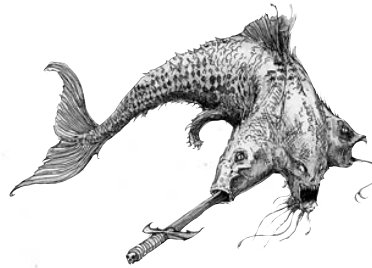
Bow	15 GC
Short Bow	10 GC
Pistol	15 GC (30 for a brace)

Armour

Light Armour	20 GC
Heavy Armour	50 GC
Shield	5 GC
Helmet	10 GC

Brute Equipment list

Double-handed Weapon	15 GC
Flail	10 GC



Choice of Warriors

A Carnival of Chaos 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.

Heroes

Carnival Master: The Carnival of Chaos must have one Master to lead it – no more, no less.

Brutes: Your warband may include up to two Brutes.

Tainted Ones: Your warband may include up to two Tainted Ones.

Henchmen

Plague Bearers: Your warband may include up to two Plague Bearers.

Brethren: Your warband may include any number of Brethren.

Nurglings: Your warband may include any number of Nurglings.

Starting Experience

Carnival Master starts with 20 Experience.

Brutes starts with 8 Experience.

Tainted Ones starts with 0 experience.

Henchmen starts with 0 experience.

Maximum Characteristics

With the exception of the Plague Bearers and Nurglings which do not accrue experience all other members of the Carnival of Chaos use the maximum characteristics for Humans.





Heroes



1 Carnival Master

70 Gold Crowns to hire

These lead the diabolical Carnivals of Chaos. They are the chosen of Nurgle and wield sorcerous powers gifted to them by their pestilential god. The Master is a power-crazed individual that leads his coven of Daemonic entertainers throughout the backwaters of the Empire, tainting villages and settlements with disease. To the backward peasantry of the Empire's rural settlements, the Master comes across as an exotic and charismatic showman bringing outlandish entertainment into their otherwise dreary lives. It is the Carnival Master's cunning and clever enchantments that help to keep his minions one step ahead of the patrols of the many Witch Hunter bands that rove the land.

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

Weapons/Armour: The Master may be equipped with weapons and armour chosen from the Carnival of Chaos Equipment list.

SPECIAL RULES

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

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

0.2 Brutes

60 Gold Crowns to hire

These are a very specific type of mutant that have had their constitution bolstered by the unnatural vitality of the Lord of Decay. Nurgle's foul attention has transformed what were once men into massive, statuesque creatures rippling with diseased muscles and a supernatural vigour. Brutes are immensely strong individuals and their part in the masquerade that is the Carnival of Chaos is as strongmen performing feats of strength to entertain the crowds. They are nearly always hooded in the nature of executioners for although their bodies appear outwardly strong and healthy, their faces are often riddled with disease and are half-decayed. In battle, they wield huge hammers and flails with reckless abandon, whirling them around their heads like children's toys.

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

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

SPECIAL RULES

Unnatural Strength: Brutes start the game with the Strongman skill from the Strength skill list in the Mordheim rulebook.

0.2 Tainted Ones

25 Gold Crowns to hire

(+Cost of Blessings of Nurgle)

The Tainted Ones are those that are most blessed and favoured of Father Nurgle. They hold a position of great importance within the hierarchy of the Carnival. They are often heavily robed and protected by powerful enchantments, for beneath their robes are unspeakable horrors. The bodies of the Tainted Ones are so wracked with disease and mutation that it is unsafe for even the other mortal members of the warband to touch their bare skin. Ironically, they take the most prestigious role in the Carnival – the fool. The Tainted Ones leap and prance about the audience, dressed as jesters, when the Carnival is performing, laughing and joking with the gathered throng infecting them with their multitude of horrendous maladies. These twisted creatures are exceptionally dangerous opponents in combat too, for it is said that they carry the dreaded and incurable Nurgle's Rot.

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

Weapons/Armour: Tainted Ones may be equipped with weapons and armour chosen from the Carnival of Chaos Equipment list.

SPECIAL RULES

Nurgle's Blessings: Tainted Ones must start the game with one or more Blessings of Nurgle. See the Blessings of Nurgle that follow.





Henchmen (Bought in groups of 1-5)



0-2 Plague Bearers

50 Gold Crowns to hire

Plague Bearers are daemons of the Chaos god Nurgle, also known as the Lord of Decay. They can be identified by their cyclopean faces and horrifically decayed bodies. Their entrails hang from tattered holes in their grey-green, pox-ridden flesh and the aura of death and decay surrounds them. They are sometimes known as the Tallymen of Plagues or Maggotkin and are highly revered by the mortal members of the warband. As with all Daemons they can never be killed or destroyed for good so long as the power of their god prevails. However, their presence in the mortal world is tenuous and can only be maintained for long periods by Dark Magic and sacrifice. In the Carnival, the Plague Bearers revel in their showy roles as stage actors and players, dressing in filth encrusted but ostentatious doublet and hose.

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

Weapons/Armour: None. Plague Bearers have huge filth encrusted claws, which they use to tear and slash at their foes. They therefore neither need nor use weapons and cannot wear armour.

SPECIAL RULES

Cloud of Flies: Plague Bearers are surrounded by a cloud of flies, which buzz around them and their combat opponent. They do not affect the

Plague Bearer but distract foes by buzzing into eyes, nostrils and mouths. A Plague Bearer's close combat opponent suffers a -1 to hit modifier on all attacks.

Stream of Corruption: Plague Bearers can spew forth a grotesque stream of maggots, entrails and filth. This is counted as a shooting attack with a range of 6" and is resolved at Strength 3 with no saves for armour.

Demonic: Plague Bearers are Daemons of the lord of disease, Nurgle, and are not made of living flesh but the eternal and unchanging forces of Chaos. Therefore they never gain Experience.

Immune to Poison: Plague Bearers are the Daemonic embodiment of disease and pestilence. They are totally immune to all poisons and diseases.

Immune to Psychology: Plague Bearers are Daemons and do not know the concept of fear. They automatically pass any Leadership-based test they are required to take.

Cause Fear: Plague Bearers are horrifying supernatural creatures and therefore cause *fear*.

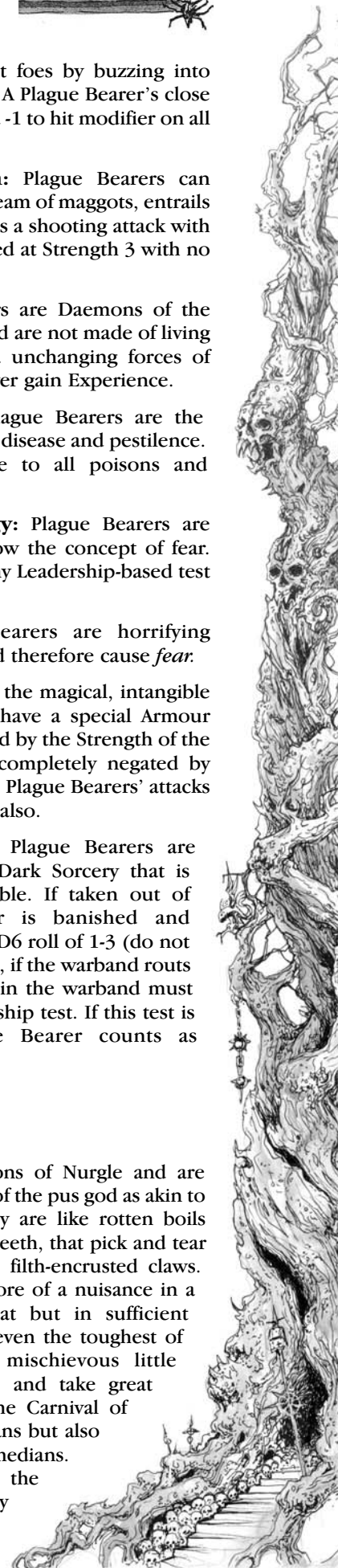
Daemonic Aura: Due to the magical, intangible nature of Daemons they have a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Plague Bearers' attacks are considered as magical also.

Daemonic Instability: Plague Bearers are bound to the world by Dark Sorcery that is highly volatile and unstable. If taken out of action a Plague Bearer is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury). In addition, if the warband routs then every Plague Bearer in the warband must take an immediate Leadership test. If this test is failed, then the Plague Bearer counts as destroyed.

Nurglings

15 Gold Crowns to hire

Nurglings are tiny Daemons of Nurgle and are viewed by other followers of the pus god as akin to his beloved children. They are like rotten boils with legs and razor sharp teeth, that pick and tear and infect their foes with filth-encrusted claws. Nurglings are generally more of a nuisance in a fight than any real threat but in sufficient numbers can overwhelm even the toughest of warriors. Nurglings are mischievous little bundles of filth and pus and take great delight in their part in the Carnival of Chaos, not only as musicians but also as fools and slapstick comedians. Nurglings often befriend the children of each village they



visit, only revealing their foul identity to their terrified victims at the final stage of 'Nurgle's Great Play'.

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

Weapons/Armour: None. Nurglings do not use weapons or wear armour.

SPECIAL RULES

Cloud of Flies: Nurglings are surrounded by a cloud of flies, which buzz around them and their combat opponent. They do not affect the Nurglings but distract foes by buzzing into eyes, nostrils and mouths. A Nurgling's close combat opponent suffers a -1 to hit modifier on all attacks.

Swarm: You may summon as many Nurglings as you wish (ie. you may have more than five Nurglings in a Henchman group).

Daemonic: Nurglings are Daemons of the diseased Lord Nurgle and are not made of living flesh but the eternal and unchanging forces of Chaos. Therefore they never gain Experience.

Immune to Poison: Nurglings are the Daemonic embodiment of disease and pestilence. They are totally immune to all poisons and diseases.

Immune to Psychology: Nurglings are Daemons and do not know the concept of fear. They automatically pass any Leadership-based test they are required to take.

Daemonic Aura: Due to the magical, intangible nature of Daemons they have a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Nurglings' attacks are also considered as magical.

Daemonic Instability: Nurglings are bound to the world by Dark Sorcery that is highly volatile and unstable. If taken out of action a Nurgling is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury). In addition, if the warband routs then every Nurgling in the warband must take an immediate Leadership test. If this test is failed, then Nurgling counts as destroyed.

Brethren

25 Gold Crowns to hire

Brethren are the crazed and devoted followers of Nurgle the Lord of Decay. They have totally embraced the philosophy of the great Lord of Decay and the path of damnation is the road that they have chosen. Most brethren are infected with foul diseases and some have even started to decay. Their faces are covered in warts and boils and other lesser gifts of their lord. In the

Carnival, the Brethren take on all of the minor roles: stagehands, puppeteers, etc.

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

Weapons/Armour: Brethren may be equipped with weapons and armour chosen from the Carnival of Chaos Equipment list.

0-1 Plague Cart

120 Gold Crowns to hire

The Plague Cart is the embodiment of Nurgle and the core of the Carnival of Chaos. Bedecked in the colourful, garish finery of the coaches of travelling players and thespians, the Cart easily draws the eyes of the dull and bland peasantry of the villages. However, the canvas is tattered and rotten, the frame splintered and bent, the metalwork pitted and rusted and the steeds rotted and dank. Few mortals have ever seen the interior of one of these most sinister of vehicles for it is only the Carnival Master and his Daemonic minions that are permitted entry. It is rumoured that these ramshackle wagons contain a pentagram daubed with dark runes of incredible potency that actually creates a portal to the realms of Chaos and the dwelling place of great Nurgle himself.



Profile	M	WS	BS	S	T	W	I	A	Ld
Cart	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Guardian	-	3	-	3	3	-	3	1	-

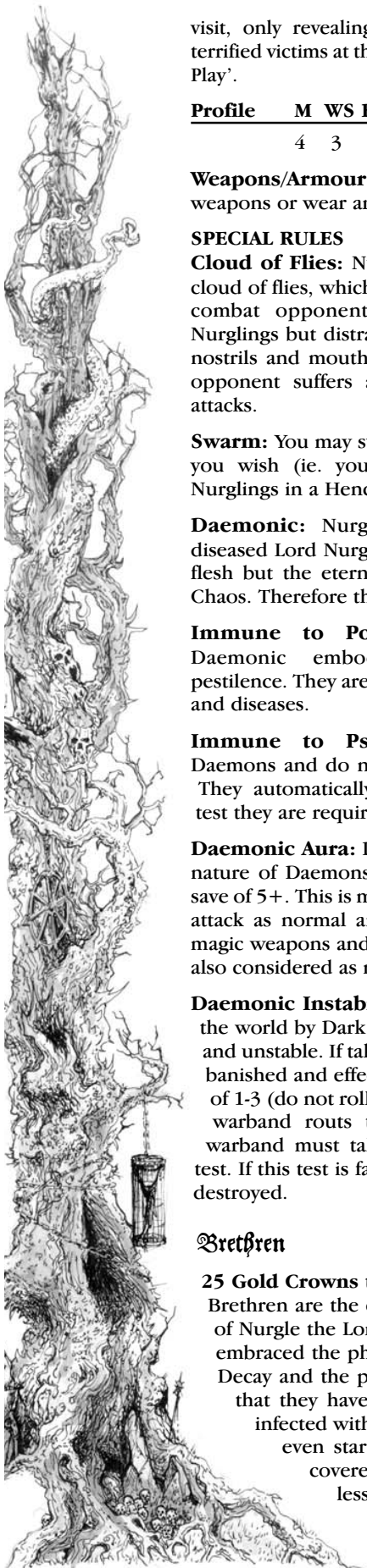
Weapons/Armour: None. The Plague Cart's Guardian does not use or need weapons but suffers no penalties for fighting unarmed. Therefore it cannot use weapons and cannot wear armour.

SPECIAL RULES

Plague Cart: The Daemonic nature of the Plague Cart fills both the Daemons and mortals of the Carnival of Chaos with vigour. The maximum number of warriors allowed in the warband is increased by +2.

In addition, the Daemonic Instability of the Daemons within the warband is slightly offset. Plague Bearers and Nurglings may re-roll Leadership tests for Instability and may +1 to their Injury tests if taken out of action.

Guardian: The Guardian comes as part of the Plague Cart. In fact, more often than not he is physically bonded to the cart in some twisted nightmare of flesh and wood. He may therefore never dismount from the cart or leave under any circumstances. In addition, as he is part of the Cart he cannot be injured unless the Cart is destroyed in which case so is he. The Guardian is



considered a Daemonic creature and so never gains any Experience. Attacks from the Guardian cause Nurgle's Rot (see below).

Immune to Psychology: The Plague Cart and Guardian are considered Daemonic and don't know the concept of fear. The Plague Cart automatically passes any Leadership-based test it is required to take.



Nurgle Rituals

The Carnival Master uses the rituals of Nurgle to pervert and corrupt nature, inflicting hideous diseases for which there are no known cures. Roll a D6.

D6 Result

1 Daemonic Vigour

Difficulty 8

The Master imbues his Daemonic minions with supernatural power.

Any Plague Bearers or Nurglings within 8" of the Master increase their Daemonic Aura save from 5+ to 4+ until the beginning of their next turn.

2 Buboes

Difficulty 7

The Master bestows the gift of pus-filled buboes upon his enemies.

This spell has a range of 8" and affects a single enemy warrior. The warrior must pass a Toughness test or lose a Wound. No Armour saves are allowed.

3 Stench of Nurgle

Difficulty 8

The Master spews forth a foul, stinking mist that chokes his foes.

This spell has a range of 6" and affects all living creatures – friend or foe. Each enemy warrior in range must pass a Toughness test or lose an Attack until their next turn.

4 Pestilence

Difficulty 10

The Master inflicts horrible diseases upon the unbelievers.

All enemy models within 12" of the Master suffer a Strength 3 hit. No Armour saves are allowed.

5 Scabrous Hide

Difficulty 8

The Master's skin becomes tough and leathery like that of his patron god.

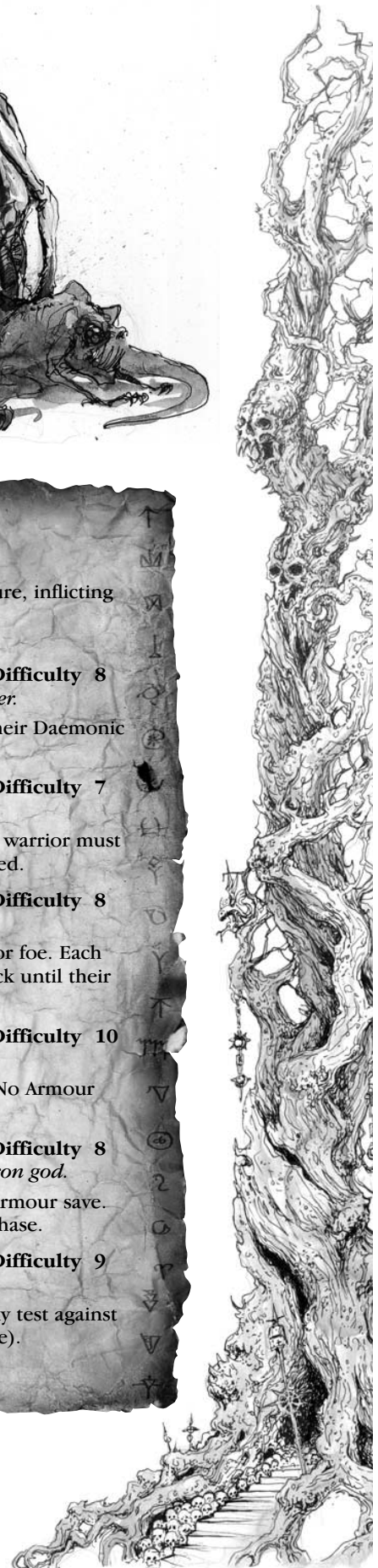
The Master has an armour save of 2+ which replaces any normal Armour save. The Scabrous Hide lasts until the beginning of his next Shooting phase.

6 Nurgle's Rot

Difficulty 9

The Master bestows the blessing of the Plague God upon his foe.

All enemy models in base contact with the Master must immediately test against their Toughness or contract Nurgle's Rot (see Nurgle's Rot opposite).



Blessings of Nurgle

Those that worship at the fetid altar of the Lord of Decay suffer from terrible diseases and decay, which are known as Blessings of Nurgle.

Blessings of Nurgle may be bought for Tainted Ones only when they are recruited; you may not buy new Blessings for a model after recruitment. Any Tainted may have one or more Blessings. The first Blessing is bought at the price indicated, but second and subsequent Blessings cost double.

Stream of Corruption

The Tainted One can spew forth a grotesque stream of maggots, entrails and filth. This is counted as a shooting attack with a range of 6" and is resolved at Strength 3 with no saves for armour.

Cost: 25 Gold Crowns

Nurgle's Rot

The Tainted One is infected with the deadly pestilence of its lord – Nurgle's Rot. In addition, the Tainted One is immune to all poisons. Nurgle's Rot is a deadly contagion for which there is no known cure. This virulent disease can be passed on in hand-to-hand combat. If the Tainted One makes a successful to hit roll of 6 this will result in the target model contracting the Rot (note: Nurgle's Rot only affects the living, so Undead, Daemons and the Possessed are unaffected). Once a warrior has contracted the Rot, mark this on the warband roster. Rather than killing the victim immediately, the Rot can take some time to set in. From now on, before the start of each battle, the warrior must pass a Toughness test. If successful, his constitution has managed to stave off the Rot's effects. If unsuccessful, the warrior loses one point of Toughness permanently (if he reaches zero, he has succumbed to the Rot and died, remove him from the roster). In addition, if a 6 is rolled for the Toughness test then he has unwittingly passed the Rot on to another member of the warband (randomly allocate a warband member and mark this on the roster).

Cost: 50 Gold Crowns

Cloud of Flies

The Tainted One is surrounded by a cloud of flies, which buzz around him and his combat opponent. They do not affect the Tainted One but distract foes by buzzing into eyes, nostrils and mouths. The Tainted One's close combat opponent suffers a -1 to hit modifier on all attacks.

Cost: 25 Gold Crowns

Bloated Foulness

The Tainted One is a huge, disgusting mass of diseased, flabby folds. It gains +1 Wound and +1 Toughness but has its Movement reduced by -1.

Cost: 40 Gold Crowns

Mark of Nurgle

The Tainted One is burned with the great mark of Nurgle, the three spheres, that weep foul pus constantly. It gains +1 Wound and is immune to all poisons.

Cost: 35 Gold Crowns

Hideous

The Tainted One is so disgusting that its flesh hangs in tatters from its body and its entrails are rotten and exposed. It causes *Fear*.

Cost: 40 Gold Crowns

Tomb Guardians

The borders of the dead are terrible to behold walking resolutely forward, bones rattling, dry flesh creaking, and clutching ancient and rusty weapons or those torn from the grip of defeated enemies. How can you kill what is already dead?

The first true human civilisation, Nehekharan arose around the Imperial year -2500, in the area now called the Land of the Dead. This ancient kingdom was built along the river valleys of northern Nehekharan. From the earliest period of their civilisation, the Nehekharans buried their dead in pyramid cities in the desert outside their townships and in the belief that the soul and spirit lived on for as long as the body remained intact. Their priests began to experiment with mummification so that the body would be preserved forever as would the soul giving eternal life. The Mortuary Cult was formed to study the arts of mummification and perform the rituals of awakening. After many centuries the priests discovered the secret and were able to mummify and preserve the bodies of their kings.

The king, his family, and trusted advisors were entombed in great sarcophagi, which were laid at the heart of the huge pyramids. As each generation passed, larger and more elaborate tombs were built as each king tried to out-do his predecessor. Eventually, in the deserts beyond each of the great cities, stood a necropolis – a city of the dead. As the years passed, these eerie cities grew even larger than the towns of the people who had built them. The tombs were guarded by titanic statues and fortified like great keeps, built to keep their inhabitants secure through all eternity from those who would disturb their graves. So vast and maze-like were these cities that bridges and walkways were built to span the gaps between the pyramid tops enabling easier access for the priests who maintain these sprawling conurbations.

The preservation of the body depended on the wealth and status of that person; a farmer would be buried in a small family tomb, while the kings, their family, and trusted advisors were entombed in great sarcophagi and huge pyramids. Every Nehekharan was buried with a number of items that they held dear; a rattle from childhood or perhaps the tools

of an artisan. The more wealthy the person, the more precious the items buried with him.

Not all mummies were once wealthy merchants or mighty warriors; artisans were highly regarded in the old Nehekharan Empire. These people were the builders and architects of the tombs. Indeed many were entombed in the structures they had worked on – a final reward from their patron.

Choice of Warriors

The Warriors of the Dead must include at least three models. You have 500 Gold Crowns with which to form your warband. The maximum number of models in the warband is 15.

Heroes

Tomb Lord: Your warband must include a Tomb Lord.

Liche Priest: Your warband may include a single Liche Priest.

Acolytes: Your warband may include up to two Acolytes.

Henchmen

Skeleton Warriors: Your warband may include any number of Skeleton Warriors.

Tomb Guards: Your warband may include up to two Tomb Guards

Giant Scorpions: Your warband may include up to three Tomb Scorpions.

Starting Experience

A **Mummy Prince** starts with 20 experience.

A **Liche Priest** starts with 8 experience.

Acolytes starts with 0 experience

Henchmen start with 0 experience

Undead Maximum Characteristics

Maximum characteristic values for Mummies, Liche Priests and Acolytes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Lord	4	6	6	5	5	5	5	4	9
Liche Priest	4	6	6	4	4	3	6	4	9
& Acolyte									

Tomb Guardian Equipment List

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

UNDEAD EQUIPMENT LIST

Hand-to-hand Combat Weapons

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

Missile Weapons

Bow	10 gc
Asp Arrows*	10 gc
Nehekharan Javelin*	10 gc

* Tomb Lords only

Armour

Shield	5 gc
Light Armour	20 gc

LICHE PRIEST EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Staff	3 gc
Sword	10 gc
Morning Star	15 gc
Serpent Staff*	30 gc

* Liche Priests only

Missile Weapons

None

Armour

None



Tomb Guardian skill tables

	Combat	Shooting	Academic	Strength	Speed
Mummy	✓	✓	-	✓	-
Liche Priest	-	-	✓	-	-
Acolyte	✓	-	✓	-	-

Undead Special Rules

The warriors of the Tomb Kings are already dead and are unaffected by wounds that could daze or cripple a living warrior. Their lack of emotion means that they look upon Ogres and Youngbloods with equal ambivalence. These special rules apply to all warriors in the warband that have the special rule Undead.

Cause Fear: All Undead warriors cause *Fear*.

Immune to Psychology: All Undead warriors are immune to psychology and never leave combat.

No pain: All Undead warriors treat a Stunned result as Knocked Down.

May not run: No Undead warrior may run, but may charge as normal.

Immune to poison: No Undead warrior is affected by poison.

No Brain: Skeletons are not alive, thus they never gain experience.

Note: Tomb Lords don't actually learn new skills, rather they remember the skills they knew when they were alive. Liche Priests and Acolytes are also Undead but they have

retained a form of living mind and are capable of learning from their experiences.

Flammable: The Tomb Lord is as dry as tinder and wrapped in bandages soaked in highly flammable resins and preservatives. A hit from a fire-based attack will cause double the normal number of wounds on it.

Do not Drink: Undead models do not need food and water. However any living animals that accompany the Mummies follow the water rules as normal.

Home Ground: The Tomb Guardians live in the Necropolises and have no trouble locating the hidden tombs in search of weapons and armour to help them defend their homes. A Tomb Guardian warband always roll one extra dice in the Exploration phase.

Special Equipment

Nehekhharan Javelins

These warriors throw javelins equipped with a becket; a string wound around the javelin. When it is thrown, the javelin spins like a bullet increasing its accuracy.

Range: 8" **Strength:** As user

Special Rules: +1 to hit

Asp Arrows

Made from the mummified remains of poisonous snakes, these are guided through the air by ancient magic.

Special Rules: +1 to hit.

Serpent staff

The highest Liche Priests of their order carry staffs adorned with a serpent head as their badge of office. The staff is used with two hands and may be used to *Parry*. However, the Liche Priest may forgo all his normal attacks and parries in a round to use the power contained within the staff. A single word of command brings the serpent to life to attack their enemy. The staff always attacks first in close combat and makes a single attack with WS4 and S4.

0-1 Skeleton Chariot Cost: 200+10D6gcs

A Skeleton Chariot is made from the bones of the dead, pulled by two Skeleton Steeds and ridden by a member of the warband.

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

SPECIAL RULES

Mounting – A charioteer may mount and dismount a chariot in the same way as a ridden steed.

Movement – A Skeleton Chariot normally moves at 8" and may not *run*. However, it may double its normal move when charging.

Difficult Ground – If a chariot moves over difficult ground it suffers D3 Strength 4 hits. If the chariot is charging over difficult ground, it suffers 2D3 Strength 6 hits.

Steeds – If one steed dies, the chariot is reduced to half movement but may still charge (also at half normal charge distance). However impact hits will no longer be effective. If both steeds die, the chariot is immobile and the charioteer must fight on foot.

Combat – Chariots are feared for their devastating charges that make use of their horrible scythed wheels that will cut down any warriors in their path. A charioteer is allowed to charge any enemy warrior that he can see who is in the open, he is not forced to charge the closest warrior. If the chariot moves more than half its normal move, it may make impact hits. Anyone directly in the path of a charging chariot is permitted an Initiative test to dodge out of the way and avoid being hit. The charioteer must roll to hit as normal, a successful hit causing a single wound at Strength 4 with a -2 armour save. At the end of the charge move, the charioteer may fight any enemy models in base contact, as if he had charged normally.

In combat, enemy warriors in contact may elect to strike the chariot or its driver. If hitting the chariot, the attacker must still make a to hit roll against the charioteer. If in base contact with only a Skeletal Steed, then only the steed can be hit.



Shooting – A chariot is a large target and a warrior gains +1 to hit when shooting at a chariot. If the chariot is hit, roll a D6 to see where it is hit: 1-2 steed, 3-4 chariot, 5-6 charioteer.

New Skill

Drive Chariot (academic)

Chariots are very difficult to control and a warrior must have this skill to drive a chariot effectively in combat. A charioteer without this skill cannot charge.

Heroes

1 Tomb Lord

150 gold crowns to hire

The legions of the dead are led by Tomb Lords, trusted officers and captains in the Nehekharan armies. But not all Tomb Lords were soldiers in life and some were the great engineers and artisans who constructed the Necropolises and were granted mummification for their accomplishments

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

Weapons and armour: The Tomb Lord may have equipment from the Undead Equipment list.

SPECIAL RULES

Leader: The Tomb Lord is the warband's Leader and follows all the rules for Leaders.

Undead: The Tomb Lord is undead and follows all rules for the Undead.



0-1 Liche Priest

55 gold crowns to hire

The Mortuary Cult perfected their magic over a thousand years until the Cult could cheat death itself. The priests now hold a unique kind of power, standing by the Tomb King's side – they alone are able to invoke the power that allows the Tomb King's armies to march to war.

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

Weapons and armour: The Liche Priest may have equipment from the Liche Priest Equipment list. Note he may not wear armour as it interferes with his spell casting.

SPECIAL RULES

Wizard: The Liche Priest is a Wizard and uses Liche Priest scrolls (see the Liche Priest section for more details).

Undead: The Liche Priest is undead and follows all rules for the Undead.

0-2 Acolytes

20 gold crowns to hire

The Mortuary Cult has been a very large influential priesthood in the Land of the Dead for centuries. Acolytes to the Cult have to study long and hard (even beyond death!) before they can assume the mantle of Liche Priest. During their apprenticeship to the Liche Priests, Acolytes have to perform all of the menial tasks as well as protect their masters from harm.



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

Weapons and armour: The Acolyte may have equipment from the Liche Priest Equipment list.

Undead: The Liche Priest is undead and follows all rules for the Undead.

Henchmen (bought in groups of 1-5)

Skeleton Warriors

20 gold crowns to hire

With the coming of Nagash and his great ritual, the inhabitants of the Necropolises were brought back to the land of the living. The kings and lords once more command their legions, but this time the legions are made up of skeletons rather than living soldiers.

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

Weapons and armour: Skeletons may have equipment from the Undead Equipment list.

SPECIAL RULES

Undead: Skeletons are undead and follow all rules for the Undead.

0-2 Tomb Guardians

30 gold crowns to hire

As the kings and lords were awakened, so too were their bodyguards, the Tomb Guards; faithful in death as they were in life. Often armed with the best armour and weapons, they are always at their lord's side.

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

Weapons and armour: Tomb Guards may have equipment from the Undead Equipment list.

SPECIAL RULES

Undead: The Tomb Guards are undead and follow all rules for the Undead.



0-3 Tomb Scorpions

15 gold crowns to hire

Vast nests of scorpions infest the ancient Necropolises of Khemri, dwelling in the dark cracks and niches of the tombs, aggressively defending their home. Liche Priests can summon these poisonous creatures and direct them to attack any invaders.

Profile	M	WS	BS	S	T	W	I	A	Ld
Scorpion	5	2	-	2*	2	1	4	1	4

Weapons and armour: Scorpions don't use weapons or armour.

SPECIAL RULES

Living: Scorpions are living beings and are affected by Psychology as normal. However as they are small desert creatures they do not need water.

Animals: Scorpions are animals and do not gain experience points.

Scorpions sting*: Scorpions attack using the poisonous sting in their tails. This attack is worked out exactly as if the scorpion was attacking with Black Lotus as explained on page 52 of the Mordheim Rulebook.



Mortuary Cult Scroll

The Liche Priest's magic is preserved in magical scrolls that date back to Nagash's time as High Priest of the early Nebekbaran civilisation.

D6

Result

1

Menkare's scroll of Urgency

Difficulty 6

The Liche Priest reaches out to urge an Undead warrior forward. A single Skeleton Soldier within 6" may immediately move again up to its maximum Movement distance, ie, 4". If this takes the model into base contact with an enemy model, it counts as charging.

2

Horrebe's Curse of the Mummy

Difficulty 8

The Liche Priest amplifies the curse that all mummies bear, and focuses it against a single enemy model. The target must be in base-to-base contact with a Mummy and within 18" of the Liche Priest. If the spell is cast successfully, the enemy model has a -1 penalty on all to hit, and to wound rolls, and on all armour saves. This lasts until the start of next the Tomb Guardian Shooting phase.

3

Tawosret's Scroll of Tomb Dust

Difficulty 7

The Liche Priest can command the sand around him to assault a single warrior within 12". The warrior is automatically knocked down as he chokes on the sand. This spell only affects a living model.

4

Neferre's Scroll of Quaking Horror

Difficulty 7

The Liche Priest selects a warrior within 12" who is beset by terrible, haunting visions of his own death. The model must pass a Leadership test or flee 2D6" directly away from the Liche Priest. The warrior will continue to flee in each Movement phase until he makes a successful Rally test in the Recovery phase. This spell has no effect on Undead models or models that are immune to psychology.

5

Merneptah's Scroll of the Scarab Song

Difficulty 7

With a short, rasping chant, the Liche Priest summons a swarm of scarabs, which burrow up through the ground, and all over an enemy warrior. A single model within 8" of the Liche Priest suffers 2D6 Strength 1 hits. In addition, that model may not be shot at for the rest of the Tomb Guards Shooting phase, nor may he fight or be fought in hand-to-hand combat. If the model is already in hand-to-hand combat, move him 1" away from the combat as he staggers about in agony. Unless he suffers an actual injury the warrior counts as having just stood up in the next turn.



6

Djedre's summonation of the Vengeful Dead

Difficulty 5

The Liche Priest may re-animate a Skeleton Soldier that went out of action during the last turn. Place the model anywhere within 6" of the Liche Priest, but not straight into hand-to-hand combat with an enemy model.



Wood Elves Warband, The Asrai Wayfarers

The Asrai have always been a secluded race. They usually keep to their deep forest of Athel Loren, rarely venturing forth except in the time of need or defense. However, despite their usual solitude, the Asrai still have means to the knowledge and secrets of the outside world; and it come through the skills and abilities of their elven Wayfarers. This band of specially trained wood elves serves the various requests of their nobles with dedicated efficiency. Whether it is to recover stolen treasures, discern foreign motives, track down mystical creatures, eliminate distant enemies, or discover mysterious occurrences; no task is beyond the reach of the Wayfarers. They are capable of traveling lengthy distances beyond their secure borders, across hostile environments, to fulfill their duties.

Faced with unknown dangers, the Wayfarers utilize the diverse skills of elven magic, special hunters, deadly rangers, agile warriors, and mystical fighters. Among their other resources, they recruit the aid of animal companions and spirits of nature to their cause; all under the command of their veteran leader, the Way-Warden. Each mission takes them far from home, and puts them in harms way, possibly never to see the beloved forest of Athel Loren again; however, this is their duty.

Word of magical stone fragments has reached as far as the Forest of Athel Loren and has created an air of concern for the Wood Elves. Fear that this new magical force will taint the forest has caused some unrest among the nobles of the Asrai. Expeditionary forces have been dispatched to gain knowledge on these "Wyrdstone" fragments, and to keep any invaders from bringing the shards into and contaminating their home. Due to the nature of traveling well beyond the borders of Athel Loren and deep into the Empire only the bravest warriors are chosen to accompany the Wardens. For whatever reasons, the lords of the forest depend on their success and so the Wayfarers make their journey away from the wild they call home into the land of men and beasts.

Choice of Warriors:

An Asrai Wayfarers, Wood Elves, 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 12

Way-Warden: Each Wayfarer warband must have one Way-Warden: no more, no less!

Spellwalker: Your warband may include up to one Spellwalker.

Wild Hunter: Your warband may include up to one Wild Hunter.

Pathfinders: Your warband may include up to two Pathfinders.

Wardancers: Your warband may include up to three Wardancers.

Glade Warriors: Your warband may include any number of Glade Warriors.

Wolfhounds: Your warband may include up to two Wolfhounds.

Hunting Cats: Your warband may include up to two Hunting Cats.

Wood Spirit: Your warband may include up to one Wood Spirit.

Special Rules:

Forest Walk: Wood elves move through forest and woods terrain without penalty.

Excellent Sight: Wood elves have keen eyesight. They may spot Hidden enemies from two times as far away as other warriors (i.e. twice their initiative value in inches).

Subtle Nature: Wood elves specialize in being cunning and elusive. They dislike the loud and smelly elements of black powder weapons; therefore, they will never use them. Also, wood elves will never wear heavy armor of any type except Ithilmar.

Clandestine: Wood elves are unusually secretive about their activities; therefore, they will never hire any Hired Swords, or Dramatis Personae that are not elven.

Long Lived: Elves, as a race, can live right through dozens of human generations, with a lifespan spanning centuries rather than decades. Due to this, they take longer to advance through the ranks, as they do not have the short human lifespan to push them to great deeds before they die. As such, the first time any Wood Elf henchman rolls "The Lad's Got Talent", you must re-roll the dice. The second roll stands (even if you roll "The Lad's Got Talent" again). This represents the fact that elves must do much more than a member of the "lesser" races to gain the respect of their commander and comrades. Any later results of "The Lad's Got Talent" count as normal; only the first result rolled for each henchmen group must be re-rolled.

Starting Experience:

The *Way-Warden* starts with 20 experience.

The *Spellwalker* starts with 12 experience.

The *Wild Hunter* starts with 12 experience.

Pathfinders start with 8 experience.

Henchmen start with 0 experience.

Wood Elves Skill Tables

- *Way-Warden* may choose from the Combat, Shooting, Academic, Speed or Special Skills.
- *Spellwalker* may choose from the Shooting, Academic, Speed or Special Skills.
- *Wild Hunter* may choose from the Combat, Speed or Special Skills.
- *Pathfinders* may choose from the Combat, Shooting, Speed or Special Skills.

Wood Elves Maximum Profile

- Wood Elves have the same maximum profile as elves in the Mordheim rulebook.

M	WS	BS	S	T	W	I	A	Ld
5	7	7	4	4	3	9	4	10

<u>Wood Elves Equipment List</u>			
Heroes		Henchmen	
<i>Hand to Hand Weapons</i>		<i>Hand to Hand Weapons</i>	
Dagger	1st free/ 2 gc	Dagger	1st free/ 2 gc
Axe	5 gc	Thornblade	3 gc
Thornblade	3 gc	Sword	10 gc
Sword	10 gc	Spear	10 gc
Spear	10 gc	Double Handed Weapon ✕	15 gc
Asrai Blade-staff	20 gc *		
Ithilmar Weapon	3x weapon cost gc	✕ Wardancer Only	
<i>Missile Weapons</i>		<i>Missile Weapons</i> (Except Wardancers)	
Bow	10 gc	Bow	10 gc
Long Bow	15 gc	Long Bow	15 gc
Elf Bow	35 gc	Elf Bow	35 gc
Glade-wood Bow	40 gc *		
<i>Armor</i>		<i>Armor</i> (Except Wardancers)	
Light Armor	20 gc	Light Armor	20 gc
Deerhide Leather Armor	5 gc	Deerhide Leather Armor	5 gc
Helmet	10 gc	Shield	5 gc
Shield	5 gc		
Ithilmar Armor	80 gc *		
<i>Miscellaneous</i>		<i>Miscellaneous</i>	
Elven Cloak	85 gc *	Hunting Arrows	35 gc
Healing Herbs	25 gc *		
Birch Wine	35 gc *		
Enchanted Acorns	50 gc *		
Arrows of Blood Ivy	40 gc *		
Falcon	20 gc		
Forest Familiar (Wild Hunters Only)	20 gc		
* Prices reflect the cost of equipment purchased by starting warbands before leaving their homelands.			

Heroes

1 Way-Warden; 75 gold crowns to hire.

Highly trained at surviving and fighting outside the forest of Athel Loren, no other Asarai is more suitable to lead a band of Wayfarers on their journey. His dedication and leadership is vital in the success of any mission and no other elf is trusted with this task by the Forest Nobility.

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	3	1	6	1	9

Weapons/Armor: The Way-Warden may be equipped with weapons and armor from the Asrai Wayfarers Heroes equipment list.

Special Rules:

Leader: Any warrior within 6" of the Way-Warden may use his Leadership when taking a Leadership test.

0-1 Spellwalker; 45 gold crowns to hire.

Many strange and dark magics abound outside the protected forest of Athel Loren, therefore, no wayfaring warband is complete without the guide and wisdom of a Spellwalker to protect them. Their remarkable intimacy with the spirits of nature provides powerful magical support when far from their magical homelands.

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

Weapons/Armor: The Spellwalker may be armed with weapons and armor chosen from the Asrai Wayfarers Heroes list. However, they may not cast spells if wearing armor.

Special Rules: *Wizard:* Spellwalkers are wizards and so are able to use the Fey Magic List.

0-1 Wild Hunter; 45 gold crowns to hire.

Few Asrai ever complete the trials that grant them the title of Wild Hunter. Only the survival of a long and challenging hunt allows an elf to recognize their inner connection with the beasts of the wild and their training as a true warrior of Kurnuos.

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

Weapons/Armor: The Wild Hunter may be equipped with weapons and armor from the Asrai Wayfarers Heroes equipment list.

Special Rules: *Beast Empathy:* If your warband includes a wild hunter, you may purchase up 0-3 of allowed beast companions in the henchmen/Equipment list. Any beast purchased from this list may use the wild hunter's leadership value for tests if within 6".

Spirit Totem: The Wild Hunter has the Stag Aspect special skill.

0-2 Pathfinders; 40 gold crowns to hire.

No one knows how to travel the deep and secretive paths of the forest like an elven Pathfinder. They are highly trained in the arts of traveling, tracking, and navigating treacherous environments. Without pathfinders scouting the way, very few expeditions outside of Athel Loren would be possible without constant danger.

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

Weapons/Armor: Pathfinders may be equipped with weapons and armor from the Asrai Wayfarers Heroes equipment list. However, they must always carry a missile weapon type.

Special Rules: *Natural Stealth:* If a Pathfinder is Hiding, enemy models suffer -1 to their Initiative value for determining if they can detect him.

Henchmen

(In groups of 1-5)

0-3 Wardancers; 40 gold crowns to hire.

Trained in the mysterious shadow dances of Loec, Wardancers are exotic martial combatants. Covered in sacred tattoos to protect them against their enemies, they are some of the most dangerous elves in known world. Such is their sublime skill and grace that they dance rings around their enemies, darting in to strike fatal blows and pirouetting elegantly out of harm's way before a foe can react. When they enter combat, they weave a fantastic dance of death and deception.

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

Weapons/Armor: A Wardancer may be equipped with weapons and armor from the Henchmen equipment list, with noted exceptions such as not being able to use missile weapons or armor.

Special Rules: *Talismanic Tattoos:* Wardancers have a 6+ armor save that can never be modified. They also ignore spells that target/affect them on a D6 roll of 6+

Nimble Fighters: Wardancers may always attempt to parry regardless of the weapon type they use. If they are using a sword as a weapon, then they may re-roll failed parries as if armed with a buckler and sword. No further benefit when using two swords.

0+ Glade Warrior; 30 gold crowns to hire.

When an Elf comes of age, he or she will be formally inducted into their household's kinband of

Glade Guard, and given responsibility of defending the forest. Young and moderately trained, glade warriors are ambitious adventurers. Eager to prove themselves among their elven brethren, glade warriors are the first to volunteer for duty in warbands traveling away from Athel Loren on dangerous tasks. They serve under the command of the Way-Wardens with steadfast loyalty.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	5	1	7

Weapons/Armor: Glade Warriors may be equipped with weapons and armor from the Asrai Henchmen Equipment List.

0-2 Wolfhounds; 20 gold crowns to hire.

The Asrai have long used a special breed of wolf, known as Wolfhound (half-wolf) to guard the glades of Athel Loren. They have proven to be loyal companions and strong allies when danger threatens. Many times, a promising pup will be given to a Way-warden as a gift of honor and privilege.

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

Weapons/Armor: Powerful jaws and sharp teeth!

Special Rules:

- *Animal:* Wolfhounds are animals and thus gains no experience.
- *Beast Companion:* May only be included if your warband has a Wild Hunter.
- *Pack Sense:* If one or more wolves are in base contact with the same opponent as the Wild Hunter, then the Wolfhound gets a +1 to his "To hit" rolls against that opponent. This bonus is not cumulative if more than one wolf is in base contact.

0-2 Hunting Cats; 25 gold crowns to hire.

Strong predators and exceptional hunters, these cats are occasionally acquired when young and reared among the elves of Athel Loren for use during Wild Hunt. Only a Wild Hunter or Noble could ever hope to possess and train one of these powerful and graceful creatures.

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

Weapons/Armor: Powerful jaws and sharp teeth!

Special Rules:

- *Animal:* Hunting Cats are animals and thus gains no experience.
- *Beast Companion:* May only be included if your warband has a Wild Hunter.
- *Pounce:* If a hunting cat charges an opponent and hits with both attacks, regardless if any wounds were inflicted, the target must pass a strength test or be "Knocked Down". This ability has no effect on large targets.

0-1 Wood Spirit; 190 gold crowns to hire.

With the proper knowledge some Asrai can use a rare incantation to trap a powerful nature spirit within a branch of Wych Elm. In times of need the spirit can be summoned, by placing the branch in the earth and magically calling it forth. The branch will begin to take shape and

form as the spirit is released to serve the Asrai and protect them from harm during dangerous encounters or travels.

M	WS	BS	S	T	W	I	A	Ld
5	4	0	4	4	3	4	2	7

Weapons/Armor: A nasty temper and powerful limbs.

Special Rules:

- *Fear*: A Wood Spirit causes *Fear*.
- *Barkskin*: A Wood Spirit has a 4+ armor save.
- *Spirit*: Immune to Poisons.
- *Vulnerable to Fire*: A Wood Spirit receives double wounds from fire attacks.
- *Immune to Psychology*: A Wood Spirit never needs to take *All Alone Tests* nor is it affected by *Fear*
- *Elemental*: The Wood Spirit is an elemental force summoned to serve and protect the Asrai. It has a primal mentality and purpose, therefore it gains experience at half rate and is incapable of ever becoming a hero.

Wood Elves' Special Skills

A Wood Elf hero may identify himself with a particular animal, and thus gain some of their characteristics. This is known as gaining an Animal Aspect. There may never be more than two heroes with the same Aspect in a given warband.

- **Aspect of the Hawk** : Only a model with *Quickshot* may choose this skill. This model may shoot twice per turn with a bow, long-bow, elven bow, or glade-wood bow and ignore the 'To-hit' penalty for moving (normal restrictions for moving more than its base move apply). This skill, however, may not be combined with the *Quickshot* skill to allow more than two shots per turn to be made by this model.
- **Aspect of the Serpent**: If this model doesn't move, it may score a critical hit with missile weapons at targets within short range on a roll of 5 or 6.
- **Aspect of the Panther**: If hidden, a warrior with this skill may shoot missile weapons and remain hidden. If the target of the attack is not stunned or put out of action as a result of the attack, it can make an initiative test; if the test is successful, the target sees the attacker who is no longer considered hidden.
- **Aspect of the Fox**: A wood elf 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 with this skill or Infiltrate, roll a D6 for each, and the lowest roll sets up first.
- **Aspect of the Stag**: A model with this skill may now choose skills from the strength list. Spellwalkers may not choose this skill. Only one model in addition to the Wild Hunter may have this skill at anyone time.
- **Aspect of the Rabbit**: A model with this skill can avoid melee or missile attacks on a roll of 6. If the model also has the Step Aside or Dodge skill, this will increase to a 4+ in the relevant area. For example, a wood elf with Rabbit Aspect and Step Aside avoids melee attacks on a 4+ and missile attacks on a 6.

Wood Elves' Special Equipment

Elven Cloak; 80+2D6 gc; Availability: Rare 10

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. Elven cloaks are easier to acquire for Wood Elves.

Asrai Blade-Staff; 20+2d6 gc; Availability: Rare 7 (**Wood Elves only**)

A staff fashioned from hearty oak with a keen blade attached to each end. In the hands of a skilled fighter, the blade-staff allows powerful attacks on the charge and sustained offense and defense afterwards. The blade-staff is a weapon with the following profile:

Range	Strength	Special Rules
Close Combat	As user (+1 if charging)	Parry, Two-Handed, Additional Attack

Special Rules:

- **Parry:** A Wood Elf armed with the Asrai Blade-Staff may parry blows as any normal sword can. 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.
- **Two-Handed:** A model armed with an Asrai Blade-Staff 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 Armor save against shooting.
- **Additional Attack:** The user gains an additional attack when using this weapon. When used in this fashion, the normal rules for fighting with two weapons apply.

Birch Wine; 55+3D6 gc; Availability: Rare 10 (**Wood Elves only**)

Birch Wine is made from the sapling birches that grow deep roots along the river bank and can make the elves courageous and resilient to injury. A Wood Elf Warband that drinks Birch Wine before a battle will be immune to Fear and in addition Stunned results are counted as Knocked Down for the whole of the battle. (One use only)

Thornblade; 3 gc; Availability: Common (**Wood Elves only**)

This weapon is carved from the dangerous Mangle Thorn Tree that grows deep inside Athel Loren, it has a short blade, twice the length of a dagger, and is wickedly sharp with spiked barbs naturally along the edges. When this blade is thrust into an opponent, it causes intense pain. Special Rules:

- **Concussion:** Thornblades are excellent to use for striking your enemy senseless. When using this weapon, a roll of 2-4 is treated as Stunned when rolling to see the extent of a model's injuries.

Glade-wood Bow; 50+2D6 gc; Availability: Rare 11

This bow is specially fashioned by elven bow masters from some of the strongest trees in Athel Loren, then treated with a magical resin to produce powerful shots. A Glade-wood Bow functions as a longbow with the following exception: if the wielder doesn't move during their movement phase, then all shots at targets in short range (15") are counted as strength 4. This bow can be used with the Nimble skill to allow the wielder to move and fire strength 4 shots following the above restrictions.

Arrows of Blood Ivy; 40+2D6 gc; Availability: Rare 10

The oils of the Blood Ivy is a powerful toxin. A small portion can cause serious muscle fatigue and stress. If a model is wounded from an arrow of Blood Ivy, that model must immediately succeed at a toughness test or suffer -1 strength for the remainder of the battle. Multiple effects from these arrows are not cumulative. There are enough arrows to last one campaign.

Deerhide Leather Armor; 5 gc; Availability: Common (**Wood Elves only**)

Hides made from the deer that populate Athel Loren are unusually tough, and when hardened, they make excellent armor for the Wood Elves. Deerhide Leather Armor works exactly like light armor, giving the wearer a 6+ Armor save, but cannot be combined with the effects of any other armor except a helmet or buckler. Deerhide Leather Armor cannot be sold back at the Trading Posts.

Healing Herbs; 20+2D6gc; Availability: Rare 7

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. Wood Elves are master herbalists and may buy or find Healing Herbs much easier than most races.

Hunting Arrows; 35 gc; Availability: Common

The best hunting arrows are 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, Elf bow or Glade-wood bow may use these arrows. They add +1 to all Injury rolls.

Falcon; 20 gc; Availability: Rare 9 (**Wild Hunter Only**)

When entering unknown areas, nothing can scout and watch for danger like a well trained falcon. Often times, a Wild Hunter will be called upon to find and train a falcon to serve the Way-farers. While not useful at combat, the falcon can more than earn his keep with his keen eyesight during the Exploration Phase. Due to their excellent eyesight, falcons allow you to modify one die roll by -1/+1 made during the Exploration Phase, only if the owning hero has not been taken Out of Action during the battle. Only Falcon per warband.

Forest Familiar; 20 gc; Availability: Rare 9 (**Wild Hunter Only**)

Sometimes a curious forest sprite will inhabit the body of a small creature to accompany the Wood Elves; this is usually a sign of a blessing by the forest. A forest familiar may be disguised as any small woodland creature such as: a fox, a squirrel, a ferret, a raccoon, etc. Due to their alert nature, the forest familiar will grant Wild Hunter an additional 2" to his spotting distance to detect hidden enemies. Also, once per game, the fortunate presence of the forest familiar may allow any model within 6" of the Wild Hunter to re-roll one die/dice roll. This re-roll cannot be re-rolled.

Fey Magic List

The Wood Elves' protection comes from an entirely different source, that of the forest of Athel Loren: the forest's natural web of consciousness forms both conduit and shield to the Elven mages who would draw upon this potent force.

1. Angering Spites: The wizard summons an anger spirit that appears as a glowing red orb. This spell has a range of 18" and causes one strength 4 hit. It strikes the first model in its path. Armor saves are allowed as normal. Difficulty: 7
2. Oakskin: The wizard's skin takes on the appearance of rigid oak. This spell gives the wizard a 2+ armor save which replaces any other armor save. Spell effect lasts until caster's next magic phase. Difficulty: 7
3. Terrifying Spites: The wizard summons up several wailing and horrifying spirits. Choose a friendly model with 8" (including the wizard himself). That model causes Fear for the rest of the battle. This spell may only be successfully cast once per battle. Difficulty: 8
4. Fury of the Wild: The wizard calls the primal fury of the forest into his body. The wizard gets +1 movement, +1 attack, +2 strength, and +1 weapon skill. The wizard must take a leadership test at the beginning of each of the wizard's own turns to maintain; if the test fails, the spell ends. Difficulty: 8
5. Ever-Living Resplendence: The wizard summons a powerful force of healing spirits. Any one model within 4" of the wizard (including himself) may be healed. The warrior is restored to his full quota of wounds. This spell may also be used if any friendly model within 4" is stunned or knocked down, they immediately come to their senses, stand up, and continue fighting as normal. Difficulty: 6
6. Call of the Hunt: The Spellwalker calls forth a ghostly requiem of sounds and voices of a magnificent hunt that fills his allies with dangerous fervor. One friendly model within 8" of the caster gains +1 to hit and +1 to injury rolls in its next turn of shooting or close combat. Difficulty: 9

Mercenaries

This is a time of unrelenting 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

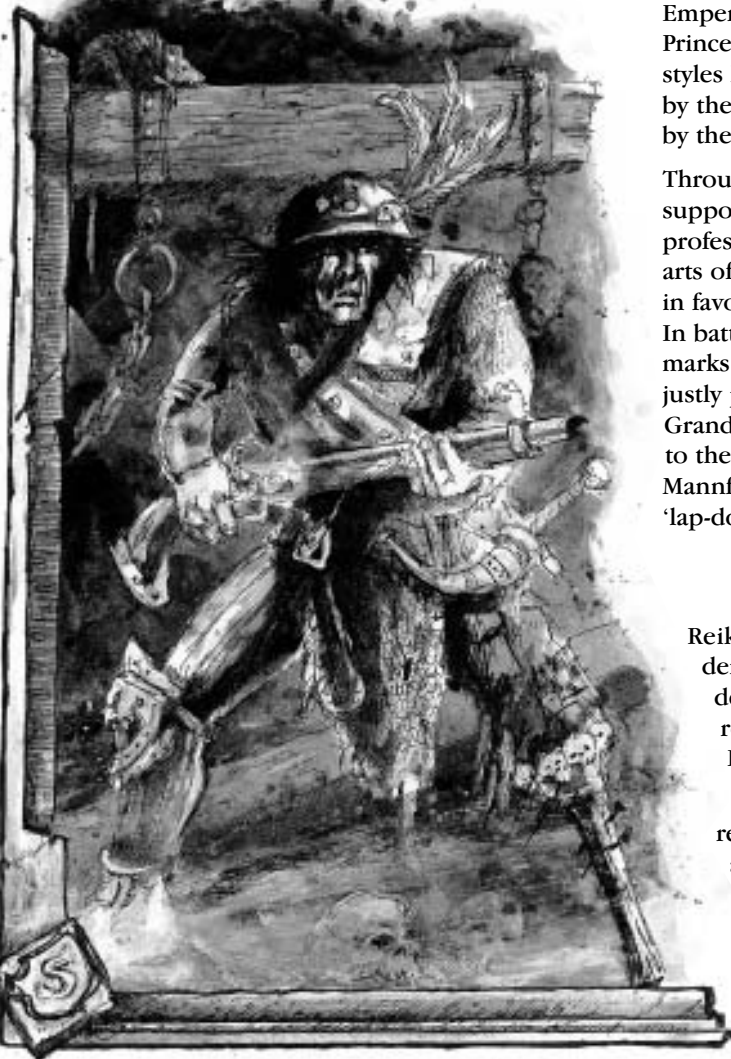
Reikland lies at the heart of the Empire and its greatest city is Altdorf, home of the Grand Theogonist and seat of the Temple of Sigmar. Reiklanders are devout followers of Sigmar, the founder, first Emperor, and patron god of the Empire. The Grand Prince of Reikland (as Siegfried, the ruler of Reikland, 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 Theonist'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
Hunting 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.



New critical hit charts

The basic critical hit chart found in the rulebook did not satisfy our gaming needs, so we devised these on the basis of optional critical hit charts that have been modified by a community of Mordheim players. These charts should be used in this campaign.

missile weapons

(Everything not used in close combat and pistols used in close combat.)

- 1-3 **Hits a weak spot:** The missile penetrates its target's armour. Ignore all armour saves and add +1 to the injury roll.
- 4-5 **Ricochet:** If there are any other models within 6", the closest model is also hit. Roll to wound and take any saves as normal for both targets. Be reasonable here - a model cannot be hit if there's a wall between the second target and the first.
- 6 **Master Shot:** The missile hits an eye, the throat or some other vulnerable part. The target suffers 2 wound without armour saves and you gain +2 to injury rolls.

bludgeoning weapons

(Clubs, maces, hammers, flails, staves etc.)

- 1-2 **Hammered:** The target is knocked off balance. Your opponent may not fight this turn if he hasn't already fought. This attack also ignores saves from helmet.
- 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 backup weapon he has in his equipment for the rest of this combat (or fight unarmed). Roll to wound and take armour saves as normal.
- 6 **Bludgeoned:** The victim is automatically taken 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, unless he is a large target. In that case roll to injury as normal.

bladed weapons

(Daggers (at -1 modifier), and other bladed weapons like axes.)

- 1-2 **Flesh Wound.** This attack hits an unprotected area, so there is no armour save.
- 3-5 **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.
- 6 **Sliced!** The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to injury rolls

unarmed combat

(Wardogs, zombies, possessed, horses, fistfights etc.)

- 1-3 **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.
- 4-5 **Crushing Blow.** The blow lands with tremendous force. You gain +1 to the injury roll if your opponent fails his save.
- 6 **Mighty Blow.** With a mighty punch or flying kick, you send your opponent sprawling to the ground. You gain +2 to injury rolls if the enemy fails his armour save.



thrusting weapons

(Spears, lances, halberds etc.)

- 1-2 **Stab.** With a quick strike, you penetrate your opponent's defences. You gain +1 to injury rolls. Armour saves are taken as normal.
- 3-5 **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.
- 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 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.



great weapons

(Doublehanded maces and axes, greatswords etc.)

- 1-3 **Mauled.** The blow comes from an unblockable angle and with horrible power. It might cut off a leg or smash an arm in a gory fashion. The blow ignores armour saves and receives +2 to injury rolls it causes.
- 4-5 **Brutish strike.** The sweep of the great weapon is unblockable and cleaves armour to tiny bits along with the body parts it hits. The strike causes 2 wounds and gets +2 to injury rolls, and ignores armour saves.
- 6 **Extermination!** The tremendous force of the blow shatters bones, cripples limbs or at the worst case chips or mauls the head off of the target resulting in a bloody mess. The target is automatically taken out of action, even if it had multiple wounds left or it was a large target. While determining the serious injuries for the model after battle, for henchmen the roll suffers a -1 modifier and for heroes the tens of the d66 suffer a -1 modifier. One just doesn't screw with great weapons.



Norðheim

