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THE STORY OF KARAK AZGAL

In its heyday the City of Jewels, Karak Izril in the Dwarf tongue formed perhaps the most extravagant Hold that has ever been built. Once ranked amongst the largest and certainly wealthiest of Dwarf settlements. It was said that in Karak Izril every Dwarf had a large gem as a doorknob. It was ultimately this wealth that led to its downfall. With the fall of Karak Eight Peaks many of the trade routes to the other Dwarf strongholds were open to the Orcs who poured through the mountain passes to assault the neighbouring Holds.



The Orcs were drawn by tales of the wealth of Karak Izril and threw a furious surprise attack on the city's gates. They massed against the north wall where the defences were weakest. In their pride the Dwarfs had expected attack would ever come from that direction as it was defended in that direction by Karak Eight Peaks which they thought could never fall. Following the destruction of Karak Eight Peaks the Skaven had begun to swarm into the Southern Mountains and had for many years been tunnelling into the deepest Dwarf gem mines. Their leaders decided to use the Orc attack to launch an attack of their own. The Dwarfs of Karak Izril found themselves under attack from their weak north wall and from the mines below. They knew that the fight was hopeless but they would rather die than give up their treasure.

The Dwarf defenders gathered in a deep vault and made their final brave stand against the overwhelming Orc and Skaven forces. As the last Dwarf fell they realised their mistake. The treasure had been carried away to a separate vault by a small unit of Engineers led by Runelord Stormbeard. Whilst the doomed Dwarf warriors sold their lives dearly to gain time, Stormbeard had inscribed Runes of Hiding so that only he would ever know the exact location of the door to the treasure. On leaving the doomed city, the Dwarfs vowed to return for their treasure. The Runelord renamed the stronghold Karak Azgal or 'Hoard Peak'.

After the destruction of Karak Azgal, the dragon Graug the Terrible made his nest within the ruins. Dragons have the ability to smell gold and precious stones and so Graug soon discovered the vault. These creatures use the size of their treasure hoard to attract a mate and over the following centuries Graug added steadily to his.

Treasure and dragons are sure to draw adventurers and treasure seekers. Many expeditions were sent and never returned but it was a young beardlessling by the name of Skalf who finally discovered the lost vault and slew the dragon.

Since those days the stronghold has become a prime target for treasure hunters and fortune seekers. The tunnels are full of Goblins, Skaven and other, more dangerous monsters, but now the dragon is gone it is possible once more to search for gold amidst the ruins. The descendants of Skalf Dragonslayer have set up residence in a small fortress outside the strongholds main entrance. Kargan Skalfson claims overlordship of the entire hold but has never succeeded in establishing his rule over the ruins themselves. Instead he encourages adventurers to come and search the ruins, and exacts a toll on the treasures they uncover.

Any party that wishes to search for treasure must first seek an audience with Kargan. If the party is deemed worthy, Kargan will grant them permission on condition that he keeps a portion of the treasure they find. It pains the Dwarf to part with gold, but it is the best way to rid the stronghold of the hated greenskins and accursed Skaven. Of course many warbands enter the stronghold without these formalities. They earn the undying enmity of the Dwarfs and are written into the Book of Grudges. Kargan places a bounty on the heads of these gold thieves.

THE AUDIENCE CHAMBER

The wind blew through the hall disturbing the tapestries. Even this far south it was chill in the mountains all year round. Kargan Skalfson drew his cloak tighter around his shoulders as he sat at the end of the hall. At either shoulder stood thanes of his clan. Mighty hammers resting lightly in their arms.. They were the trappings of a mighty lord but Kargan knew that they were far too few. Any one of them would lay down his life for him without question. But there were far too few.



His thoughts were disturbed by his chamberlain ushering in the next band of adventurers. Since his father had slain the dragon, Graug the Terrible, there had been a steady stream of them. Kargan looked them over, a mixed crew, hardly even able to decide who was their leader. A surly looking Dwarf pushed his way to the front of his comrades - a rather shabby Imperial Noble and a near naked Barbarian.

"Speak your business in Karak Azgal", boomed Kargan, assuming a lordly posture.

The adventurers all started talking at once. "Quiet!" called the Dwarf, "Let me do the talking - I know how to do it properly". "My Lord," he began a lengthy list of Kargan Skalfson's titles and achievements. "I am Grungnar son of Grund, grandson of Grant, great-grandson of - "

"Enough" bellowed Kargan. "Your family is known to me". The dwarf lord's patience was short for one who had so much time. "Continue."

Grungnar did as he was bid, " My humble friends and I beg your permission to hunt Goblins in your caverns and tunnels".

Kargan made a sour laugh. "You mean you want to look for my treasure". It wasn't a question. "Yes, Grungnar son of Grund. You may do that. My chamberlain has already given you my terms and explained the portion I demand when you return". The chamberlain nodded in confirmation. Kargan adopted a solemn tone "Do you vow to honour those terms and return here to share my gold with me? If you are still alive that is," he added with a knowing smile.

Grungnar looked at his comrades and then said simply "Yes". That was sufficient. He knew that no amount of flowery words would make the vow any more or less binding. He knew also that if they broke that promise Kargan would enter their names in the Book of Grudges and then only blood would pay.

Kargan spoke again "Now that we have the bond of a vow made between us tell us a little more. How large is your party?"

"My Lord", the Noble took over the conversation, "We have four adventurers and nine cannon fodder, err - fighting men." He corrected himself.

"I see only three here. Explain yourselves."

"Our other colleague thought it best to wait outside with the men", Grungnar mumbled in his beard.

"And why would that be?" responded Kargan, his suspicions rising. "Don't tell me he is an Elf!"

"As you wish, my Lord", replied the younger Dwarf pushing the other two rapidly towards the door, knowing that it was too late for Kargan to change his mind.

The wind blew in the tapestries again and Kargan went back to recounting how much better things were in the old days.

KARAK AZGAL – RULES

SKIRMISHES

Dwarf strongholds are like icebergs. The part which shows above ground is small compared with the vast network of tunnels, chambers and halls underground. Some of the tunnels are just large enough for a dwarf to walk upright but most of them are major roadways where armies can pass. The tunnels delve deep into the mountain and in the lower reaches they are infested with Skaven and Goblins. Deeper still the levels are stalked by creatures woken from the sleep of ages by the Dwarfs in their greedy delving for gold and jewels. It is in the middle and upper levels where warbands meet. All searching for the treasures they believe to be hidden nearby.

TERRAIN

The skirmishes may be fought in any part of the stronghold. Unless a scenario states otherwise you can choose between tunnels & rooms or open chambers. Tunnels and rooms can be laid out using Warhammer Quest style floor tiles or you can make your own. It is best to aim for a complex grid like plan as that will allow the most interesting battles. You may also like to try the Tile Generator from Town Cryer 12 (see the Rivers of Blood article).

Alternatively the chambers are vast spaces which can contain whole armies. Some of them are even big enough for a gyrocopter to fly! That space can be filled in a variety of ways. Some chambers are like giant rooms full of furniture whilst others contain whole buildings like a small town. This can be replicated on the gaming table by declaring one or more table edges to be walls and hence impassable, and filling the rest of the table with ruined buildings – just like Mordheim. It would be interesting to mark a number of doorways onto the table edges and insist that warbands enter and leave by them. Use these ideas to come up with your own scenarios. If you come up with any interesting ones the Town Crier would be interested to hear of them.

Many of the old tunnels and chambers are in a ruinous state or partly flooded. Before commencing a game you should agree with your opponent any terrain which is difficult ground or impassable. When using floor tiles to represent tunnels remember that corners will cut off lines of sight. Be sure to agree whether the corner of a tile is the printed area or the margin. Unless otherwise specified tunnels of nominally 2" wide are tall enough for large creatures such as trolls and ogres. Horses may not be used as they will not go underground. The Dwarfs used a type of pit pony, which was trained to work in the tunnels and mines.

FIGHTING IN TUNNELS

For the most part fighting skirmished in the confined tunnels of a Dwarf stronghold follows the normal rules for fighting in city streets. There are however a few additional restrictions on movement:

Large Creatures. Large creatures (Ogres, Trolls or Grungni forbid - mounted models) can move and run normally in rooms and halls but cannot run in tunnels as they have to stoop. If they charge in a tunnel they are limited to normal speed.

Flying. Flyers may fly only in rooms and caverns where there is more height. In tunnels they must walk or if there is no normal move characteristic corresponding to walking then half speed.

WARBANDS

There are several new warbands written for this setting. History tells us that Dwarfs, Skaven and Goblins will be predominant but the lure of treasure has brought adventurers from all over the Old World. It is also likely that other warbands will have wandered in or are searching for things more sinister.

You may use the new warbands written specifically for Karak Azgal and all of the Mordheim warbands except Sisters of Sigmar and any Elves.

The warbands may hire any Hired Swords and Dramatis Personae written specially for Karak Azgal and all of the Hired Swords from Mordheim except the Elf Ranger. Dramatis Personae from Mordheim may not be used as they would have died nearly 500 years ago!

EQUIPMENT

The warbands may purchase equipment in accordance with the Mordheim rulebook. All of the equipment available in Mordheim is also available here along with the following additional items:

*****Equipment is all to be confirmed with the warbands. *****

Jezzail

175GC Rare 11, Skaven Clan Skryre only

Range 36", Strength 5 Armour save modifier -3

The warplack jezzail is a fiendish invention of the Skaven Clan Skryre. It is a huge and long ranged firearm, more like a small cannon than an ordinary gun. It fires a special missile made of warpstone, the unstable magic rock which gives Skaven their power.

SPECIAL RULES

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

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

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

Save modifier: Jezzails are even better at penetrating armour than their strength 5 suggests. A warrior wounded by a jezzail must make his armour save with a -3 modifier.

Assistant: A jezzail normally requires a crew of 2 to operate. Any Skaven model may act as the firer's assistant providing he stays in base contact. In the absence of an assistant the remaining model can only carry the jezzail at half speed and suffers a -1 penalty to hit. Also if the pair is shot at the assistant will always be hit first.

Pavise: If the jezzail team has an assistant they may purchase a pavise as described in Town Crier 7. The assistant must carry the pavise even if he is a henchman, but the team as a whole will move at half the speed of the slower team member.

Karak Azgal Map

10+4D6 gc Rare 9

The Dwarf engineers who built Karak Azgal would have kept meticulous records and maps but they are long lost. Some have attempted to make new maps of the stronghold but the results are variable to say the least. Use the rules for the Mordheim Map from the Mordheim rulebook.

Fire Bomb

10 GC, Common for dwarves, rare 6 for others.

After Kargan took control of Karak Azgul, many other dwarves came to settle there with him, and began the long task of restoring parts of the stronghold. One group of engineers took over a section of caverns that had once housed the Engineer's Guild Hall. In the process of rebuilding, they also had to seal off several tunnels that Skaven and Goblins had created in the area.

In one of these tunnels, the engineers found an oily liquid seeping from a crack in the wall. This would pool on the floor there. Being engineers, they proceeded to collect some of the liquid in small jars to experiment with. After an accident where an apprentice engineer dropped a jar of the liquid next to a

fireplace, it was found that the liquid was flammable and made a nice bomb. (It was also found that the engineer in charge there needed a new apprentice.)
The engineers have collected a quantity of this oily liquid in small jars and made some reasonable fire bombs with it that they have provided to Kargan as part of his arsenal. Kargan makes a limited supply of these available (for a price) to warbands who seek to explore the ruins in search of treasure and trouble.

Fire bomb

Thrown weapon. May only be used once.
Cost: 10 GC
Rarity: Common for dwarves, rare 6 for others.
Range: 2 times strength of hero throwing it. (Cannot be used by henchmen.)
Damage: target takes D3 S3 hits, and everyone within 2 inches must roll a 4+ on a D6 to avoid taking an S3 hit.

Special Rules:

Failed Hit: If the thrower of a bomb fails his "to hit" throw, then the bomb will not go off. He must then roll a D6 to see what happens.

1-4 - It's a Dud! - The bomb breaks open but does not ignite.

5-6 - Ooops! - The bomb does not go off or break open. It rolls D3 inches beyond the target (stopping if it hits a wall or such). Any hero may pick it up by ending their movement in contact with it. They must wait for their NEXT turn to use it. (Yes, the guy you threw it at can now use it against you!) If the bomb goes off the board, it is lost.

Limited supply: Each warband may purchase at most D6 of these bombs each game. While they may be saved from game to game if not used, any one warband may only possess at most 6 bombs (Kargan just won't sell you more if you have that many).

Fire: All hits caused are fire hits. In addition to damage done, an area of fire 2 inches in diameter is created that burns for D3 additional turns. Anyone passing through that area will suffer an S3 hit. Anyone stopping in the fire will suffer an S4 hit each turn the fire burns. Optional fire rules may also be applied if used.

Dangerous: These bombs may be easily set off by any kind of fire. If the model carrying a bomb suffers any kind of fire hit, he must roll a D6. On a 4+, his bomb(s) will explode. Play as if a bomb had been successfully thrown at him.

SCENARIOS

Use the scenario tables on page 126 of the Mordheim rulebook for single player games and that in 'Chaos on the Streets' from Town Crier 5 or Best of Town Crier. Instead of Scenario 4: 'The Wizards Mansion' use 'The Engineers Workshop' scenario.
Whenever a scenario refers to 'Wyrdstone' just read that as 'Treasure' instead. All of the scenarios can be played in open caverns as if they were cities but some would also suit smaller tunnels and chambers. You can decide which to use with your opponent.

SERIOUS INJURY CHART

Use the Serious Injury chart on page 119 of the Mordheim rulebook. As there are no Fighting Pits in a Dwarf stronghold treat 'Sold to the Pits' as Hermit's Lair below.

Hermit's Lair

The Hero has been found by a strange old creature who lives deep within the stronghold. Some say that he is a human and others that he is an Orc. Either way he demands that his victims do single combat with him before they leave.

Use the profile and equipment for the Pit Fighter hired sword. Roll to decide who charges and resolve combat normally.

If the Hero loses, roll to see if he is dead or injured (on a roll of 11 to 35 on a D66). If he is not dead then he is thrown out of the lair without his weapons and armour and can re-join his warband. If he defeats the Hermit he gains +2 Experience and can take 50 gc worth of loot from his lair. He can rejoin his warband with all of his armour and equipment.

INCOME

Use the rules on page 134 of the Mordheim rulebook for exploration and income. Treat any references to 'wyrystone' as 'treasure'. If you roll doubles, triples etc, then refer to the Karak Azgal Exploration Chart.

ONE MAN'S MEAT

The two slayers were still following the noises. In the tunnels sound carried for miles and it was impossible to say how far ahead it came from. Mad Harald and Crazy Grungnar had come to Karak Azgal in the hope of finding something worth fighting but so far all they had encountered were Goblins and Skaven. Whilst they enjoyed fighting them, they hadn't lasted long enough.

"What's that?" said Grungnar, not caring whether their quarry heard them.

The noises they were following were a strange wet sound, a bit like a cat lapping milk but less rhythmic. The slayers ran on into the next chamber. From the remnants of tools and equipment it must have been a workshop. Near the far doorway lay a shape. It once must have been human but now it looked like nothing that had walked in the sunlight above.

"I think that an animal has been eating it ", volunteered Harald. The gore and guts spread around the chamber were too messy for an animal and Grungnar said so.

As he spoke a shadow detached itself from a dark corner and slipped out of the door. The slayers glanced at each other and gave chase. Whatever it was, it was moving too fast for the slayers. They could hear the slap-slap of bare feet on the tunnel floor ahead echoing their own feet. The sound faded as the creature ran farther ahead of the two dwarfs. Even in near total darkness they found their way sure-footed through the ruins of the once proud stronghold.

A light! Harald raised his hand in a silent gesture to halt. Ahead was a doorway. It was nearly closed but a dim red light was visible around the edges. A new sound started. This time, not the wet tearing of the half eaten corpse but a mewling, keening wail. Not loud but it cut through the silence like a knife.

"Sounds like something interesting," whispered Harald. He ran his thumb along the blade of his axe until a bead of crimson blood echoed the bloody light from the other side of the door.

"Let's take a look," agreed Grungnar. Kicking the door open they strode inside with axes held high.

Startled by the intrusion, a dozen pairs of eyes lifted to view the slayers. On the floor were several more bodies, or at least the remains of them. Several ghouls paused with bloody gobbets of flesh hanging from their mouths. In the centre, one creature stood taller than the rest. It was a foul and twisted humanoid, like a monstrous parody of the ghouls; themselves mocking parodies of human beings. As the creature spoke he revealed long fangs protruding from his upper jaw. "Who disturbs my feast?" The vampire stepped towards the slayers raising the cruel talons on his fingers.

"A Strigoi!" Exclaimed Harald. "I have heard of them, but never seen one."

"At last!" cried Grungnar. "A worthy opponent. Let us meet Grimmir with a happy heart."

OPTIONAL RULES

OPTIONAL RULE - DWARF DRUNKS

0-2 Dwarf Drunks

You can include up to two Drunk warriors in your warband and they replace one of your normal Hero choices. They will be the same type as Hero as the one replaced. They may not exceed the number of sober Heroes. The drunks behave as normal warriors of that Hero type except for the Drunk rules presented below. Slayers cannot be Drunk - their heads are strong and years of practice and excessive drinking whenever possible made them almost fully resistant to the negative effects of alcohol.



Drunk Heroes cost the same amount of gold crowns as it's sober counterpart, because their drunkenness is more a disadvantage than advantage to a Dwarf Leader. This also symbolizes that Dwarf Drunks voluntarily join the warbands of Dwarf Lords hopping for good pay, instead of being hired.

All Drunk warriors are immune to panic, but other psychology and rout tests apply as normal. In addition you have to make a Drunken Behavior test for each of your Drunk warriors at the beginning of each of your turns. Roll D6 for each drunk and consult the table below:

- 1 The drunk does not move this turn. Instead drunken Dwarfs puke, fall over or march in wrong direction. This however does not stop them from shooting or fighting but they have -1 to hit until their next drunk test.
- 2-3 The drunk behaves normally this turn.
- 4-6 Eager to get to grips with enemy, the Dwarf drunk staggers forward D6" toward the nearest enemy visible to them shouting insults and chanting. This move is addition to the normal movement, and is made before their normal move.

The extra move Drunks get from their Drunken Behavior roll isn't optional- you have to make it every time you roll it, even if the drunk is defending an obstacle or preparing to shoot. If the drunk will move into base contact with enemy during their drunken run it counts as a charge. Remember to make Drunken Behavior tests during combat. Even though the drunk will not move, it still can get -1 to hit modifier (see also Expanding the Rules)

As you can see Drunks acquire astonishing for a Dwarf speed and mobility, although it's quite unpredictable. When used wisely, and reinforced by some luck it can be great advantage, but depending on situation it also can cause many problems. Rules presented here are basically the same as in the Grudge of Drong campaign with slight changes.

OPTIONAL RULE - TUNNEL RUNNERS

It seems completely plausible that creatures such as the Skaven, which spend most of their lives underground and dominate a huge subterranean empire, could make use of their tunnels in battle. Imagine a small group of these black-clad adepts of Clan Eshin making their way through the last layer of soft ground with their deadly "digging" claws and then jumping on the unsuspecting warriors of an opposing warband.

The following rules are for Skaven tunnellers, which you can use as a new Henchmen option for your normal Skaven warband. As these are so unusual it would be only right and proper to let your opponents know what they'll be facing!

0-1 Skaven Gutter Runners Tunnel Team 145 gc per team

The team consists of 2 Gutter Runners.

Profile M WS BS S T W I A Ld
6 4 4 4 3 1 5 1 7

Equipment: Tunnel Runners are equipped with Digging Claws (counts as Fighting Claws for all purposes).



Special Rules

Tunnelling: Tunnel Teams are not deployed at the beginning of the game, but use the special rules for tunnelling (see below).

Team: If one of the team members gets the "Dead" result than the other team member also leaves the warband.

Rules for Tunnelling

After both sides have set up, place a tunnel marker (a penny will do) anywhere on the battlefield. At the beginning of each Skaven turn (except for the first) roll a D6 to determine when your team emerges:

First Turn N/A
Second Turn 3+
Third Turn 2+
Fourth Turn Automatic

When the team emerges, roll a Scatter dice and an Artillery dice. If you roll a Hit on the Scatter dice, the marker stays in place; if you roll an arrow, move the marker the distance indicated by the Artillery dice in the direction shown by the arrow.

Once the final position of the marker has been established, replace the marker with one of your models and place the other model within 2" of the first one, facing any direction. The team emerges at the beginning of the turn (this is the very first thing you do in the turn) and can act normally (yes, they can charge!). If the marker is moved under an enemy model, the Tunnellers will automatically engage it in hand-to-hand on the side closest to the marker (they count as charging). If the marker is moved under a friendly model or impassible terrain, place the tunnellers on the closest edge of the model/obstacle. If the marker is moved off the battlefield, the team has got lost (as per result 3-4 on the Mishap table).

Mishap Table (D6)

1-2 Cave in!

The tunnel collapses and the team is squashed. Both Skaven are dead as a doornail.

3-4 Where are we?

The team has got lost and emerged slightly away from their intended target, maybe in a cave, the lair of a huge monster, or into the wrong Dwarven Hall. The team does not take any part in this beattle.

5-6 I told you to turn left!

The team almost made it, but went in the wrong direction for the last few hundred yards. Your opponent can place the marker anywhere on the battlefield and deploy the Skaven models as they emerge. the models cannot move in the movement phase of the turn they emerge, because they are too busy trying to work out where they are and blaming each other for reading the map wrong.

And if you really want...

It is a bit unfair that only Skaven can take advantage of this rule--any other race which lives underground could have similar units. You can try other troop types using the same rules, but to ensure that the balance of the game is not ruined, you should stick to units of four or less and models with less than five Wounds (you should not be able to pop up at the back of an enemy warband with anything

that can threaten a proper warrior). Tunnel troops should be small groups of infiltrators, not huge fighting units.

Dwarf Miners and Night Goblins (No Fanatics please!) could replace the Gutter Runners. Just replace the stat-line, equipment, and points cost of the Skaven with those of the new warriors, but keep the special rules for the Skaven tunnellers.

You could also decide that you are not bothered with respecting the game's balance and go wild! If so, you can apply these rules to any monster that could dig underground, like Hydra, Squigs, or one of the many Chaos creatures.

If you want to really push it, entire units could make their way to the surface from underground if the fight was close enough to one of the main settlements of the race involved. So you could have units of Iron Breakers or Stormvermin popping up from the ground like daisies in spring.

By the way, these rules should really apply only to Skaven, Dwarfs, and Night Goblins. It would be rather unrealistic to try and do the same with your Dark Elves!

THE STORY OF GHAVAKAZ

In the corner of the room, an old dwarf sits at a table lonely. He's drinking a large pull of beer, and staring into the room. As soon as the dwarf notices the party of Adventurers looking at him, he frowns and looks quite questionable at them.

"I guess you guys 'd surely like a drink from me? Sit down, this first one is on me. I saw you guys walking into the pub and thought, those guys will surely appreciate the company of an old lonely dwarf. But let me first introduce myself. I am Sakhaz Sanaz, Head of the Dwarven Engineer Guild of Altdorf. This great honour has passed on to me from my father who had be master engineer, as well has his father and grandfather. My great great grandfather was one of the first dwarven engineers to settle in Altdorf. Unfortunately the number of dwarfs willing to continue our profession has been decreasing the last few decades. But I won't bother you guys with this rather dull analysis. Would you care for another drink? After another barrel of beer is brought to the table, the old dwarf continues his story.

"If you don't mind I'll tell ya a story of a legendary giant slayer, the tale was told to me by my father, who had heard the story of his own dad. It's the sad story of a dwarf in his 'tweenish'. Would you like to hear this story?"

"Okay, then."

The Story of Ghavakaz

"The story I'm about to tell you, really happened some 500 years ago. It's the story of Ghavakaz, a young dwarf as sturdy as him is rarely seen. But yes, he too fell for the charmes of a girl. A bright little girl named Ankha. Ghavakaz would have battled an army for her, but she didn't like him. Afraid to hurt his feelings to hard, she told him to prove his love for her. To do this he had to complete 3 tasks Ankha gave him. The first task was to bring her the head of a Gobbo. Ghavakaz returned within 24 hours and shocked Ankha, this wasn't a joke anymore. After a week she gave Ghavakaz his second task. She told him frightening stories of dangerous beasts living in the lower levels of the tunnels under the city. Ankha told him to investigate and find out what creatures dwelled there. Ghavakaz disappeared, and after 2 weeks Ankha started feeling troubled on her actions. One week later Ghavakaz returned to the surface, clad in heavy armour with dried blood over his entire body. He also carried a bag full of Lizardmen's claws, they won't roam the tunnels anymore...

Completely overwhelmed Ankha declared the last task was to ask her parents permission to marry her. The next week they together left for Karak-Azgal, where the girls' parents lived.

Fate decided to let them run into a group of Savage Orcs near Lake Black Water. Ghavakaz fought like a mad man and spilled the blood and entrails of many Orcs before they decided that the dwarf was no match for them. Ghavakaz chased the Orcs several 100's of yards before returning to Ankha. He found her lying on the ground, bleeding heavily from a wound caused by an arrow. She had already passed out, a teardrop on her cheek rolled down onto Ghavakaz' bloodstained hands. Ankha died in his arms. How long he sat there, facing the lake with his beloved one at his lapse, the story doesn't tell. The next day Ghavakaz carried the body to Karak-Azgal, where he met the parents of Ankha. They called him names and cursed him for 'killing' their daughter. That night Ghavakaz disappeared, never to be seen again.

After some time rumours were told of someone raging through the Black Mountains and destroying all which stood in his way. Hunderds of dead Greenies were found during a period of years, afterwhitch all ceased at once. The last thing which was seen of Ghavakaz les near lake Black Water. A huge, rune inscribed skull lies on some kind of altar, next to the spot were 500 years ago a love was broken by an arrow. The translation of the runes was never discovered, but lonely travellers claim to have seen a ghost wander near that place.

That's the end of a nice piece of dwarven history, which is actually written down in Karak-Azgal."

KARAK AZGAL TERRAIN

The alt.mordheim settings are definitely a team effort; our display at Games Day UK 2001 was no exception.

With three months to go, we decided who was going to run games, what needed to be done before the big day, and the various tasks were then divided between us. I volunteered to make some scenery. I had been thinking about making some gaming tables for some time – it was about time I got off the sofa and actually did something about it!

The techniques mentioned here can be applied equally to Karak Azgal with its granite chambers, or to the inside of pyramids, and caverns of Khemri (sandstone), or to any other underground setting. Just modify the colours and layout to suit yourself.



This was a fairly involved project. As with anything, start small and build up to it. I have been building small stuff for years and learnt as I went along during this project. However, most of the techniques I used are based on those found in the excellent GW book “How to Make Wargames Terrain”. Definitely worth buying it if you’re just starting to build your own terrain.

Planning

As Karak Azgal is underground, I knew that the board just had to be 3-D. I planned how I wanted my battlefield to look and made a sketch on squared paper (roughly to scale). With a large project like this, a plan and sketch is really useful. If they were to be 3-D, the boards had to be quite small, as I had to transport it all to Games Day – and my girlfriend only has a small car! Then I remembered an article on one of the alt.mordheim egroups about ‘foot tiles’ – making tiles a foot square that can fit in with my other tiles and tiles other people have made. Later someone referred to my ‘tiles’ as modules and the name stuck.

Here’s what I came up with:

- 4 roadways, representing the dwarf road that runs under the length of the World’s Edge mountains.
- 2 modules - a mine and smelting works.
- 1 module - dwarf tomb
- 5 natural caverns.

Construction

I started with 12, 12” square modules. The base of each was made from 12mm thick MDF and the sides made from 4” wide, 6mm thick, MDF. My local DIY shop cut the 12” boards and the 6mm MDF into 4” wide strips. This made the edges nice ‘n’ straight ‘n’ even. The wood cost about £30 in total, which is enough to easily make 16 modules (a 4’ square battlefield).

The pieces were then cut out as shown in the diagram. With these shapes the base interlocks with the sides, and the sides interlock with each other, making the whole structure very solid. The sides were then glued to each other (using PVA) and then glued and screwed onto the base. The basic carcasses of the modules were complete.

Tip: whenever I use glue and push bits together I always get some oozing out of the joint. Wipe this off immediately with a damp cloth as it can dry fairly quickly and is a pain to get off when dry. If it’s just left there, it looks awful.

Doorways.

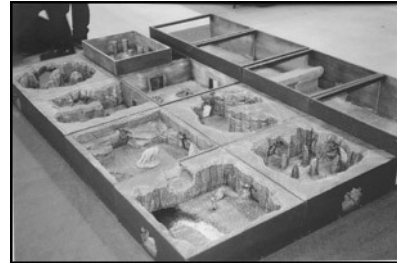
The doorways were placed in the centre along the length of the each wall, each doorway roughly a 2” square. This means that whichever way the modules are laid, the doors would line up with each other. I decided that there was going to be three types of doorway:

- Doors – these are man made and surrounded by a frame (made from lollypop sticks).
- Holes – these are the results of excavations – some bursting through into dwarf-made areas.
- High level – these are 2” up from the floor of each module.

Note some of the walls don't have doorways in them. Even if these 'blank' walls are placed next to a doorway, it's just that the doorway is blocked – perhaps by a rock fall caused by the earthquakes that plague the area.

Cavern Floors

After making the basic modules, I had to fill the interior. I put aside those that I wanted to have tiled floors and trimmed 12” polystyrene ceiling tiles to lay on top of the remaining module bases. The textured tiles made an ideal natural floor (tiles were from DIY shops, about £5 for 12). I wanted some water in my underground caverns, so I carved into the polystyrene down to the MDF base in a couple of modules. The MDF's flat, smooth surface, painted an appropriate colour, would look like water (I hoped).

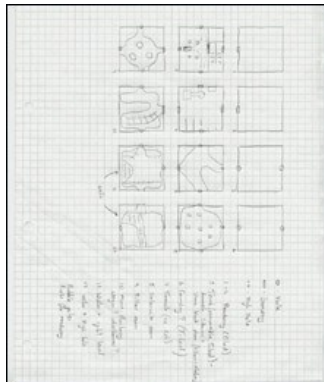


Cavern Walls

For the walls, I used 2” thick polystyrene to make the plain walls into rock-like formations. I cut the pieces to size and carved them with a bread knife before gluing them into the module. (2” thick polystyrene – from DIY stores, about £4 for an 8’ by 2’ sheet – these are very awkward to carry home in the wind – take a friend to help you!)

Cutting polystyrene makes a lot of mess – you have been warned!!! This is also quite dangerous (I gave myself a cut that took 20 minutes to stop bleeding), so be careful. Indeed if you are under 16, get an adult to cut and carve the polystyrene for you.

When the polystyrene was firmly glued in, I used cocktail sticks (from a supermarket, £1.50 for loads) in some places to reinforce the polystyrene – especially where there was more than one layer. I just drilled a small hole in the base and pushed the glue covered cocktail sticks through the hole and into the polystyrene.



Texturing

Once the glue was dry, the walls and floor were covered in a PVA/sand mix to add toughness and texture to the fragile polystyrene.

The mix was about half PVA and half sand and I mixed up the mixture in a medium-sized, washed, plastic 'take-away' container that my favourite curry comes in. I used building PVA glue (about £10 for 5 litres) and play sand (about £4 for a big bag).

This can take ages to dry – I left it for 48 hours to make sure.

I added patches of gravel (from model shops - about £1 for a bag) and small stones (from the garden) in various places on the modules to give the impression of rough caves and partially caved in roofs, but kept the patches small, favouring playability over aesthetics. I added these on the tiled rooms as well, to break up the uniform appearance.

Tiled Rooms

I have often been described as slightly (?) mad and this occasion was no exception. I laid tiles in each module using cardboard rectangles (approx 30 x 15mm) cut from cereal packets (that's 5 square feet of cardboard!). I could have simply 'scored' the MDF, but wanted that 3-D look only possible when using actual tiles of card.

There is a lot of water underground and wanted a drainage ditch down the centre of the road. This was simple – I just left a roughly straight 15mm gap down the centre of the roadway and edged it with 3mm

wide card – the same stuff I made the other tiles out of. This certainly ‘broke up’ what was becoming a tedious expanse of grey tiles.

Dwarfs are excellent stone-workers and I decided to make the walls of their (tiled) chambers smooth – without using polystyrene and thus no carving.

Painting

Painting was pretty straightforward. Each module was painted black all over (including the outside and bottom). Then it was painted with black again to get a good, even coverage. When the black was dry, I drybrushed the inside of the modules with a mid-grey colour and that was about it - done. I used emulsion paint; the black is a standard colour and the grey was mixed up at the DIY store. I just took a pot of Codex Grey along to the store and they mixed up a litre of emulsion the same colour. Although almost the entire board was grey, the textures applied using sand gravel and small stones made the modules ‘come alive’. Paint was about £20.

Water

A little of the grey paint ended up on the black ‘surface’ of the edge of the water where I dry brushed the cavern floor. This looked like reflections and/or shallow water. A couple of coats of gloss varnish (available from GW) and we had some convincing water.

Details

I didn’t have much time, but wanted to add some details – I just kept going ‘til I ran out of time.

I started with a railway in the mine. This was simply some 3mm x 1mm balsa cut to length to act as rails and modelling matchsticks used as sleepers. This was all painted black and then Scorched Brown.



Next I made a small wagon from two lollypop sticks, four shields and a cocktail stick and then made a wheelbarrow from some more of the same.

These two I glued into the mine so they wouldn’t get lost in the Games Day mayhem.

The miners needed something to mine so I painted small specks of gold in the mine walls.

The plain room was supposed to be filled with stuff (see below), but I ran out of time, so I made a few roughly round, 3” diameter, bases from spare 6mm MDF and added stones and offcuts of MDF to make them look like piles of fallen masonry – just to add cover and interest in an otherwise empty room

The roads made for a ‘fire corridor’, so I wanted to block line of sight all the way along it– to this end I built a small fortified wall with a gate and rampart which went right across the road. This was put on the join between the two centre walls. This was simply made from 2” polystyrene and a piece of 6mm MDF to make a base and rampart floor. It was all textured just like the cavern walls.

The entrance to the tomb had no door so I cut a piece of 2” thick polystyrene and textured it the same as the foam walls. Painted grey, it made an excellent stone door – suitably heavy to protect the tomb of a Dwarf King.

The tomb itself had four pillars (made from 18mm dowel (from DIY stores about £2.50 for a 2.4m length)). I dug into my old dwarf army and found four models to use as statues and painted them black, jade green and then drybrushed bronze to give a nice old weathered feel.

The sarcophagus was from the arcane architecture range and painted grey, with a bronze effigy (painted the same as the statues).

THE ADVENTURERS

"By Sigmar, these mountains are sore on the feet:" thundered the noble Heinrich Lowen, red-faced from the exertion of making his way up the steep, mossy path.

Sven Hammerhelm gave him a flinty stare, "Marling, Karak Azgal is but a gentle hillock compared to the uppermost peaks of the World's Edge. When you have gazed down from the snowline of Karaz-A-Karak and seen all the lands of the eastern Empire spread out beneath you then you will have climbed a mountain."

Heinrich looked at the Dwarf and shook his head. "I was joking Sven. Sigmar knows our position is precarious enough. Stuck halfway up a gentle hillock, pursuing murderous Ratmen to avenge a halfcrazed mage. We could use a little humour."

"My Master was a great and wise man," said Magnus seriously. He stroked his beard and looked grim. "We seek not only to avenge Jervais but to prevent the Amulet of Solkan falling into the claws of the Sorcerers of Clan Skryre. If our quest fails the world will be in peril."

His tone brought home the gravity of their position. Heinrich had never seen his friend so obsessed. Finding his teacher dead amid a deserted battlefield of butchered retainers and slaughtered Skaven had changed him. Magnus was no longer the carefree young wizard he had met in Parravon: he was a driven man, possessed by a need for vengeance worthy of angry Solkan himself.

Heinrich envied Magnus his certainty. The fear that gnawed at him increased with every laborious step. Every pace carried him nearer to deadly danger. As the shadows lengthened under the brooding peaks he wondered why he had ever exchanged the safe life of a nobleman for the perils of adventuring.

The Elf Torallion returned from scouting ahead. "The Skaven's trail leads onto a Great valley," he said softly. "I found traces of blood on the rocks. Some of them must be wounded."

"You don't say, oh mighty hunter," said Sven sourly.

Torallion ignored him. "At the end of the vale is an entrance. It must lead down to their lair."

Over the shoulder of the mountain was a deep hollow. In its centre brooded a mist-covered tarn. Around it claws of rock groped skyward.

"I do not like the look of that water," said Sven, tugging at his beard.

"You feel that way about all water, bathwater included," said Torallion airily. The Dwarf gave him an angry look.

"Enough bickering," said Magnus. "We must all work together if we are to survive. The servants of the Horned Rat lurk below. Warriors of Clan Mors have already killed twelve men to acquire my master's piece of the Amulet. They will show us no mercy if they discover us."

The Elf bowed to the Dwarf then turned his gaze to the lake. "You are correct, child of Grugni. I have travelled far since leaving Athel-Loren's fair glades. From the Chaos-tainted woods of the Empire to the salt marshes beyond Sith Rionnasc'namishathir, which men call Marienburg. Never have I seen a more gloomy place."

"You've never stood on the Northernmost peak of the World's Edge Mountains and watched the dark aurora dance over the blighted Chaos Wastes then," said Sven.

Heinrich felt a crawling between his shoulder-blades as they advanced. Blotched and unhealthy trees loomed out of the mist. As they approached the stone arch of the entrance he thought he heard chining voices and the scrape of claw against stone.

"What was that?" he asked aloud. Torallion laid a steadying hand on his shoulder.

"I heard it too," he said. "We are being watched."

"It doesn't matter," Magnus said. "We must go on."

They exchanged fearful glances. Even Magnus was pale a nervous tick pulsed far back on his jaw. They stood immobile. Heinrich felt an urge to run from this haunted place. The prospect of wandering through the dark. Skaven-infested tunnels below the mountain filled him with dread. His companions looked no more keen than he was.

Eventually Sven hawked and spat. "Doubtless the Ratmen will hunt us down on the mountainside if we turn back."

Torallion nodded. "We swore to recover the Amulet against the day of Praznagar's return."

"My master must be avenged," said Magnus. Heinrich realised that they were waiting for his response. He screwed his courage to the sticking point.

"We must go on," he said, trying to keep his voice from shaking. "For if we do not, who will?"

As one they turned and made their way through the entrance. They passed beneath the rune of the Horned Rat and descended into the waiting darkness.

THE WARBANDS

ADVENTURERS WARBAND V2.0

*GOLD, GOLD, GOLD!
GOLD, GOLD, GOLD!
GOLD, GOLD, GOLD!
LOVELY GOLD!
WONDERFUL GOLD!*



It is a time of battle and magic, where Wizards and Warriors must fight for survival against implacable foes. It is also an age of adventure, where fame and fabulous wealth lie waiting for those brave (or stupid) enough to seek them.

The Adventurers warband consist of people that like all treasure hunters are inspired by tales of fabulous riches beneath Karak Azgal: dragon hoards, age-old temples crammed with treasures, lost silver mines, and the gold of forgotten tombs.

Karak Azgal is riddled with passageways, stairs, caverns, and tunnels leading deep beneath the earth. All these underground passageways are known as dungeons. Many were built by the Dwarfs long ago, before the Goblins attacked and destroyed one of the oldest and most famous of Dwarf holds. The Dwarfs bitterly record the tale of their loss in a weighty tome call the Great Book of Grudges (Dammaz Kron in Khazalid), said to be written in the blood of Dwarf kings.

Not all the dungeons beneath Karak Azgal are old Dwarf works. Some are the squalid delvings of Goblins, malicious creatures whose narrow and often unstable tunnels extend throughout the mountains. Deeper still can be found the burrows of the Skaven, vile mutant ratmen whose scratchings undermine the entire world from coast to coast.

Choice of Warriors

An Adventurer Warband must include a minimum of 4 models. You have 500 Gold Crowns, which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15. The maximum amount of Heroes in your warband is 6.

ADVENTURERS:

Wizard: Your warband may include a single Wizard.

Barbarian: Your warband may include a single Barbarian.

Dwarf: Your warband may include a single Dwarf.

Elf: Your warband may include a single Elf.

Imperial Noble: Your warband may include a single Noble.

Imperial Captain: Your warband may include a single Imperial Captain. The only way a warband can get an Imperial Captain Hero is when a Cannon Fodder gets promoted with the "Lad's got Talent" result.

HENCHMEN:

Cannon Fodder: Your warband may include any number of Henchmen.

Leader: The Adventurers warband has no fixed leader. The adventurers argue and squabble all the time with each other about all kinds of minor things like food and gold let alone that they can decide on their leader. Also, some adventurers are resentful to some of the other warband members being the leader.

When creating a warband mark each Hero (except the Imperial Captain) on the roster sheet with a number between 1 and 5. As the Imperial Captain can never become the Leader there is always the chance that the warband will not have a leader for the next battle. Roll a D6 before each battle.

Dwarf: If the Dwarf is the Leader of the warband than the Elf is so insulted by this that he won't stay within 6" of the Dwarf at any time and therefore cannot benefit from his Leadership. The Elf may join a combat the Dwarf is involved in.

Elf: If the Elf is the Leader of the warband than the Dwarf is so insulted by this that he won't stay within 6" of the Elf at any time and therefore cannot benefit from his Leadership. The Dwarf may join a combat the Elf is involved in.

Wizard: If the Wizard is the Leader of the warband than the Barbarian becomes so confused by the difficult commands of the Wizard that he won't stay within 6" of the Wizard at any time and therefore cannot benefit from his Leadership. The Barbarian may join a combat the Wizard is involved in.

Barbarian: If the Barbarian is the Leader of the warband than the Wizard becomes so annoyed and irritated by his stupid commands that he won't stay within 6" of the Barbarian at any time and therefore cannot benefit from his Leadership (see also the Barbarian's "Dim-witted" rule). The Wizard may join a combat the Barbarian is involved in (Sigmar knows why).

Imperial Noble: As the Imperial Noble is a natural born leader nobody suffers from any negative effects towards any other adventurer in the warband.

Hired Swords

The warband has access to the following Hired Swords: Dwarf Trollslayer, Freelancer (no horse), Warlock, Duellist, Elf Ranger, Halfling Scout, Pitfighter, Tilean Marksman, Imperial Assassin

STARTING EXPERIENCE

Heroes start with 8 experience.

Cannon Fodder start with 0 experience.

Wizard Equipment List

Hand-to-hand Combat Weapons

Staff 3 gc
Dagger 1st free/2gc
Spear 10 gc

Missile weapons

Sling 2 gc

Elf Equipment List

Hand-to-hand Combat Weapons

Axe 5 gc
Club, Mace or Hammer 3 gc
Dagger 1st free/2gc
Double Handed Weapon 15 gc
Flail 15 gc
Halberd 10 gc
Morning Star 15 gc
Sword 10 gc

Missile weapons

Bow 10 gc
Elf Bow 35 gc
Long Bow 15 gc

Armour

Buckler 5 gc
Light Armour 20 gc
Elven Cloak 100 gc

Dwarf Equipment List

Hand-to-hand Combat Weapons

Axe 5 gc
Club, Mace or Hammer 3 gc
Dagger 1st free/2gc
Double Handed Weapon 15 gc
Halberd 10 gc
Dwarf Axe 15 gc

Sword

Gromril Weapon 3x the cost

Missile weapons

Pistol 15 gc
Crossbow 25 gc

Armour

Light Armour 20 gc
Heavy Armour 50 gc

Imperial Noble Equipment List

Hand-to-hand Combat Weapons

Dagger 1st free/2gc
Sword 10 gc
Rapier 15gc
Swordbreaker 30gc
Missile weapons
Pistol 15 gc (30 gc for a brace)
Duelling Pistol 25 gc (50 gc for a brace)
Crossbow Pistol 35 gc

Armour

Buckler 5 gc
Helmet 10 gc
Light Armour 20 gc
Shield 5 gc

Barbarian Equipment List

Hand-to-hand Combat Weapons

Flail 15 gc
Double Handed Weapon 15 gc
Morning Star 15 gc

Cannon Fodder Equipment List

Hand-to-hand Combat Weapons

Axe 5 gc
Club, Mace or Hammer 3 gc
Dagger 1st free/2gc
Double Handed Weapon 15 gc
Flail 15 gc
Halberd 10 gc
Morning Star 15 gc
Spear 10 gc
Sword 10 gc

Missile weapons

Bow 10 gc
Crossbow 25 gc
Long Bow 15 gc
Short Bow 5 gc

Armour

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

ADVENTURERS

The characters are the hardened veterans of your warband. They have been through many adventures, and were able to come out alive.

0-1 Wizard

35 gold coins to hire

The Wizard hails from the cities of the Empire, the largest and most important of the realms of men. That Karak Azgal works as a magnet for wizard needs not to be told. Weapons and arcane items with magical powers are highly sought after by wizards, warlock and necromancers. The claims of these great magical powers have ensured that many wizards to join parties of fellow adventurers in search of Gold and Glory.

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

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

SPECIAL RULES

Wizard. Wizards are magicians and start with two random spells from the Lesser Magic spell list. See the magic section of your rulebook for details.

Wizard Skill Table

	Combat	Shooting	Academic	Strength	Speed
Wizard			X		

0-1 Elf

45 gold coins to hire

The Elf comes from the green woods of Loren where his kin spend their days hunting and making merry, protected from evil by the strange magic of their land. Elves are incredibly quick and agile, and they are also the best archers in the world. With their keen eyes and great hearing, Elfs are one of the most wanted hirelings on Karak Azgal.

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

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

SPECIAL RULES

Hatred. The Elf hates Dark Elfs.

Seeker. A Ranger helps its warband when they are searching the dungeons for treasure. If the Ranger is not put out of action in the battle, you may modify one dice in the exploration sequence by +1/-1.

Elf Skill Table

	Combat	Shooting	Academic	Strength	Speed
Elf Ranger		X			X

ELF SPECIAL SKILL TABLE

Elf Heroes may use the following Skill table instead of any of the standard Skill tables.

Fey. Any effect from a magical spell or a scroll will not affect the model on a D6 roll of 4+.

Chosen of the White Tower. The Elf has been trained in the martial art of the White Tower. This allows him to parry even if he is not armed with a buckler or sword. It can re-roll the parry if it is already armed in this way.

Fey Quickness. Same as TC12

0-1 Barbarian

40 gold crowns to hire

The Barbarian has travelled far from the savage north, a land of bitter cold and ferocious warriors. Barbarians are expert fighters, wandering the Old World for gold and just plain action, relying purely on their fighting skills, strength and toughness. They are drawn to Karak Azgal for the great riches to be found, but more so for the battles.

Profile	M	WS	BS	S	T	W	I	A	Ld
Barbarian	4	3	3	4	4	1	3	1	10/7

Weapons/Armour: The Barbarian may be equipped with weapons from the Barbarian Equipment List. A Barbarian will never wear armour.

SPECIAL RULES

Frenzy. The Barbarian is subject to Frenzy.

Dim-witted. If the Barbarian is the warband's leader than he has an effective Leadership of 7 for warband members within 6" and Rout tests.

Barbarian Skill Table

	Combat	Shooting	Academic	Strength	Speed
Barbarian	X			X	

BARBARIAN SPECIAL SKILLS

Barbarians may use the following skill list instead of the standard skill lists.

Hard to Kill. Barbarians are tough, resilient warriors. When rolling on the injury chart, treat a roll of 5 as stunned. The Barbarian will only be taken out of action on a roll of 6.

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

Instinctive Warrior. The Barbarian is so used to his own Double Handed Weapon, that he is able to parry with this weapon. Use the Parry rules as normally with one sword, as described in your Rulebook.

0-1 Imperial Noble

30 gold crowns to hire

To the Imperial Noble going "on adventure" is the only worthwhile pastime. Deep inside he believes this is what he was born for: to take on every challenge, to run the gauntlet of life for better or for worse; never to turn your back on any other living thing, never let anything dishonorable stain your name, and always suck the marrow out of life. For as long as it lasts.

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

Weapons/Armour: The Imperial Noble may be equipped with weapons from the Imperial Noble Equipment List.

SPECIAL RULES

Honorable. The Imperial Noble will never attack an opponent that is Knocked Down or Stunned.

Family Heirloom. The Family Heirloom is a special sword or pistol that has been in the family for a long time. When creating the warband roll a D6 to see what its power is:

1-2 Noble may re-roll first failed Psychology test during a battle.

3-4 Noble causes Fear in Orcs & Goblins and Skaven.

5-6 Noble may re-roll one die during a battle.

Imperial Noble Skill Table

	Combat	Shooting	Academic	Strength	Speed
Noble	X	X	X	X	X

NOBLE SPECIAL SKILL TABLE

The Noble may use the following Skill table instead of any of the standard Skill tables.

Trading Flair. With his usual flair and smooth talking The Noble is an expert in bargaining with the local tradesmen. He frequently manages to cut the price down, and they are always prepared to take an extra look in their storage room to see whether a certain item is available or not. The Noble can re-roll one die when searching for rare goods. In addition, the Imperial Noble gets a -2D6 gc discount on single item he buys on a roll of 5+ on a D6 after each battle.

Taunt. As a Noble he is trained in the Art of Obnoxiousness. The Noble can taunt one opponent within 10". That opponent must pass a Leadership test or he must charge the Noble - even if he is out of his charge range.

0-1 Dwarf

30 gold crowns to hire

The Dwarf is drawn by the gold lust for which his race is famous. Dwarfs are grim and rather abrupt, but they are good fighters and loyal friends who remember debts of gratitude as readily as debts of coin.

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

Weapons/Armour: The Dwarf may be equipped with weapons from the Dwarf Equipment List.

SPECIAL RULES

Hard to Kill. See Mordheim rulebook page 151.

Hard Head. See Mordheim rulebook page 151.

Dwarf Skill Table

	Combat	Shooting	Academic	Strength	Speed
Dwarf	X			X	

DWARF SPECIAL SKILL TABLE

Dwarf may use the following Skill table instead of any of the standard Skill tables.

Magic Resistant. I don't believe in magic! Any effect from a magical spell or a scroll will not affect the Dwarf on a D6 roll of 4+.

Ferocious Charge. See Mordheim rulebook page 151.

Monster Slayer. See Mordheim rulebook page 151.

Berserker. See Mordheim rulebook page 151.

0-1 Captain

Captains are very capable fighters and almost heroes in their own right. The warband may never have more than one Captain in its service at any one time.

See "**Mixed Bunch**" rule below.

HENCHMEN

Cannon Fodder

25 gold crowns to hire.

Cannon Fodder are the younger warband members, eager to see their first battle and to prove their worth. These hang around the bigger groups hoping to get a chance to join up with a warband and maybe become professional Imperial soldiers in the future.

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

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

SPECIAL RULES

Mixed Bunch. When one of the Cannon Fodder gets the "Lad's got Talent" result than he will become an Imperial Captain. He can pick two skills from any of the Adventurers skill tables but not the special ones. The Imperial Captain uses the Cannon Fodder equipment list.

DWARF GUILDSMEN v1.1

Dwarfs are a grim and exceptionally proud people. They respect three things above all other: age, wealth and skill. The Dwarf Guilds are the most powerful groups within their society.

When the descendants of Skalf Dragonslayer set up residence in part of the ruins of Karak Asgal the various Guilds started to send expeditions. Some went to practise their trade but others were simply treasure hunters.



The Miners' Guild

Over the years many of the old tunnels have fallen into disrepair. They have despoiled by the Grobi and the filthy Skaven have dug their own inferior headings. The miners are here to set about clearing tunnels and blocking off the new ways. They are also drawn by the possibility of finding precious minerals.

The Engineers' Guild

The Engineers help to reconstruct the ancient fortifications. The original Dwarf work was of course built to last forever but the dragon and the other invaders did not treat it with the respect it deserved. They will also repair and maintain the weapons used by the Dwarf colony. Dwarf made weapons and armour are always in demand.

The Brewers' Guild

No Dwarf settlement could last long without beer. Real Dwarf ale cannot be made by just anyone, the recipes are a closely guarded secret. The most famous Dwarf brew is the renowned Bugman's XXXXXX. It is rumoured that several barrels were amongst the treasure sealed in the depths when Karak Asgal was abandoned. To find just one such barrel would ensure any Dwarf's fame and fortune.

SPECIAL RULES

All of the special rules from Town Crier 6 (or Best of Town Crier) apply apart from **Incomparable Miners**.

Shame: If a Dwarf hero is taken OOA any of the following circumstances the Dwarf is so ashamed by his failure that he becomes a Trollslayer. Only by seeking honourable death in combat can he redeem himself. The Dwarf loses any special abilities, eg "Leader", but keeps any skills he got. The Dwarf is Immune to Psychology. The Dwarf has also access to the special Trollslayer skills in the Mordheim rulebook. Except for the leader, his place may be taken by another Dwarf at the next recruiting phase. If the leader becomes a Trollslayer you must choose another leader as if he had died.

A Dwarf hero will consider any of the following to be shameful:

- To be taken OOA in the Dwarf player's first or second turn (that must be frustrating for the Dwarf as he got no chance to get rid of some grudges).
- To be taken OOA in single combat against an opponent with WS 2 or S 2 or by an animal (eg dogs, rats or squirrels).

Miners: Miners are particularly adept at finding their way underground and at need will make new tunnels. Up to 3 models (man sized - no ogres etc) may be deployed anywhere on the table at the end of the first turn. They may not be placed closer than 8" from any enemy model.

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

Brewers: A Dwarf Brewer is always able to produce a barrel of his finest brew prior to each battle. The leader will allow D3 of his heroes to drink before a battle. Nominate the models to drink and then roll a D6 to determine what type of beer he is offering.

1-2: XXXXXX A strong brew which endows the Dwarf with confidence. The warrior is immune to fear for the duration of the battle.

3-4 Troll Brew Wild and frothy the beer goes to the Dwarf's head filling him with a kind of madness. For the duration of the battle, the warrior is subject to frenzy as described in the Mordheim rulebook.
5-6 Special Brew A yeasty brew with plenty of body to invigorate and strengthen. The warriors Weapon Skill and Strength are both increased by +1 for the duration of the battle. This may temporarily take the statistics above the normal racial maximum but never greater than 10. Only Dwarfs may drink the brew as they guard their precious supply jealously and anyway it is said to be too strong for other races

DWARF EQUIPMENT LISTS

All of the equipment lists from Town Crier 6 (or Best of Town Crier) apply.

DWARF SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Special
Master Craftsman		X	X	X		X
Expert Craftsman	X	X				X
Apprentice	X	X				X

CHOICE OF WARRIORS

A Dwarf Guild 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.

Master Craftsman: Each Dwarf Guild warband must have one Master Craftsman; no more, no less!

Expert Craftsman: Your warband may include up to 2 Expert Craftsmen.

Apprentice: Your warband may include up to 2 Apprentices.

Artisans: Your warband may include any number of Artisans.

Labourers: Your warband may include any number of Labourers.

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

STARTING EXPERIENCE

A **Master Craftsman** starts with 20 experience.

An **Expert Craftsman** starts with 10 experience.

An **Apprentice** starts with 0 experience.

Artisans start with 0 experience.

Labourers start with 0 experience.

Dwarf Thunderers start with 0 experience.

SPECIAL WEAPONS

Dwarf Guildsmen may use the Dwarf Axe as detailed in Town Crier 6 (or Best of Town Crier).

DWARF SPECIAL SKILLS

Dwarf Heroes may use any of the Dwarf Special Skills listed in Town Crier 6 (or Best of Town Crier).

HEROES

1 Dwarf Master Craftsman

85 gold crowns to hire

A Dwarf Master Craftsman is an expert in his trade. Dwarfs have the utmost respect for age and skill and a Master Craftsman embodies both of these.

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

Weapons/Armour: A Dwarf Master Craftsman may be equipped with weapons and armour from the Dwarf Thunderers equipment list.

SPECIAL RULES

Leader: Any model in the warband within 6" of the Dwarf Master Craftsman may use his Leadership instead of their own.

ALTERNATIVE NAMES

A Dwarf Master Craftsman is known by other names in the various Guilds, for example:

Miners Guild: Principal Hewer

Engineers' Guild: Chief Engineer

Brewers' Guild: Master Brewer

0-2 Dwarf Expert Craftsman

50 gold crowns to hire

In any trade there will be a few individuals who choose to specialise in a narrow field of expertise. A Dwarf Expert Craftsman may be able to construct complex war machines, find rare minerals or even build a brewery.

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

Weapons/Armour: A Dwarf Master Craftsman may be equipped with weapons and armour from the Dwarf Thunderers equipment list.

ALTERNATIVE NAMES

A Dwarf Expert Craftsman is known by other names in the various Guilds, for example:

Miners Guild: Prospector

Engineers' Guild: Weaponsmith

Brewers' Guild: Brewery Engineer

0-2 Dwarf Apprentice

35 gold crowns to hire

Dwarf craftsmen are followed by Apprentices who spend many years learning their trade. Under a Master Craftsman they will become an expert in their own right.

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

Weapons/Armour: A Dwarf Apprentice may be equipped with weapons and armour from the Dwarf Thunderers equipment list.

ALTERNATIVE NAMES

A Dwarf Apprentice is known by other names in the various Guilds, for example:

Miners Guild: Apprentice Miner

Engineers' Guild: Apprentice Engineer

Brewers' Guild: Apprentice Brewer

HENCHMEN (Bought on groups of 1-5)

Dwarf Artisans

40 gold crowns to hire

Dwarf Artisans are the ordinary workmen of the Guilds. They are as tough and stubborn as any Dwarf warrior.

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

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

ALTERNATIVE NAMES

Dwarf Artisans are known by other names in the various Guilds, for example:

Miners Guild: Miner

Engineers' Guild: Engineer

Brewers' Guild: Brewer

Dwarf Labourers

25 gold crowns to hire

Even the simplest Dwarf Labourer has hope of advancement by joining a Guild expedition.

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

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

ALTERNATIVE NAMES

Dwarf Artisans are known by other names in the various Guilds, for example:

Miners Guild: Shoveller

Engineers' Guild: Smith

Brewers' Guild: Kegman

0-5 Dwarf Thunderers

40 gold crowns to hire

Dwarf Thunderers are experts at using missile weapons. Guild expeditions recruit them to help protect them from the hated Skaven and Greenskins.

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

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

WHITE HAIR

"A Slayer is that of woe, a soul plunged into the eternal grim darkness. An abyss of everlasting suffering."

Lord Grimbeard Orcsnapper records of Azgal `The encounter with White Hair The legend.'

The DragonFang axe lay beside the rock. His pitch white hair curled over his grim face. How many centuries had he been amongst these rocks, which he still calls home. His home that was taken from him. Yet he still lives. His muscle bound arms showed no signs of old age. It was his eyes that gave him away. Centuries of bloodshed and solitude would driven any creature insane, yet not him. For him there was no insanity. Except for the burden. The burden he has always been carrying

"Ow much left!!" Da Killa said. Whilst he gave a nasty backhand to the goblin scout, who flew several meters away. There was a silence among the mob. The goblin scout was unconscious. They could see that their boss was getting ever more furious, another goblin scout stepped forward cowering his head. "Da bridge isn't that far boss, itz er.. Three.. um no five." The Goblin Scout could see that Da Killa was getting impatient. The goblin didn't want to feel the boss's wrath. He fell to his knees.

"Ten giant steps, that away!" The Goblin pointed north. He wasn't sure if his estimated distance was correct however he knew that the Boss probably wouldn't know the difference if it was twice the number of giant steps.

"Then North we go LADZ!" He shouted in triumph. "That's where we shall find the Stunties and that iz where we shall crush'em" He said with a large Orcish cheer which sounded much like a boar's roar and then thumped the Goblin Scout with the hilt of his double edged axe. The Orc mob and goblin scouts marched north towards the mountain pass bridge. The battle will soon begin and Da Killa would need this victory if he was to go up in ranks amongst his tribe. The ambitious brute grinned.

He heard the noises not far from where he sat, they would soon come he thought. The Dragonfang still lay beside the rock. He looked ahead at the bridge that was before him.

Today he would die he thought to himself, and so the burden will die to along with him.

Da Killa saw two of his goblin scouts run back from their somewhat shamble of a reconnaissance mission. Even he could hear their bickering a few giant steps away. He sighed, nevertheless they had come back in one piece which was a surprise. They had better have brought some useful information with them. He thought. Da Killa was getting impatient with all this walking and no bashing..

"For Mork sake where is da bridge!" He threatened the two goblin scouts by raising his double headed axe. Both Goblins halted there disorganised run and tripped over each other. Da Killa sighed.

"Err sorry boss, he's just over that rock over there." The Goblin scout chuckled.

He? Da Killa thought.

"There's just a one stunty?" Da Killa said bemused.

"Yess boss, that's right just one old stunty sitting on a rock!" The Goblin said with a wide grin, for today he would live the Goblin thought.

"AaaaRaaaGH!"

One of the Goblin scouts split into two from the torso. Blood washed over the Da Killa's axe.

"I want that Stunties head and that bridge and once that's over I want to fight some friggin more stunties. We'll `ave to go deeper!"

He saw them, fourteen green skins he counted. Ten Orcs, four goblins. They were at the opposite side of the bridge. He heard their malice laughter and wicked taunts. Yet, Dragon Fang still lay next to him beside the rock, which he sat.

"Er Boss, that stunty ain't movin. You tink it's a real stunty?"

Ghrunt, second in command said with a look of uneasiness. They are fourteen strong yet this Dwarf has not yet moved a muscle.

Da Killa laughed.

"Me tinks the stupid stunty wantz to die!" He shouted, they were half way across the bridge and closing on the lone dwarf. Suddenly, one of the goblins screamed.

"Boss! Boss! It's a Slayer."

The Killa frowned. "So what? They'all da same, move on or I'll show ya some slaying!"

"But Boss.. It's White Hair!"

Suddenly the whole mob halted. Da Killa had heard of this stunty. But he couldn't remember much, he wasn't one who had a good memory. He grinned maybe killing this stunty would raise him to Big Boss after all. He grinned evilly.

"Alright ladz, move it. There's allot of us and one of him. Anyone disagree come and talk to me." He sneered threateningly. The mob moved forward but this time a little more cautious. Like Da Killa most of had heard of White Hair, but shrugged it off. It was just a tale and the land is full of them and this dwarf didn't look so big and tough they thought.

The left half of his face painted in black, an ancient mark that would remind him forever of what he was. The runic tattoos embedded into his skin. With one hand he grabbed the dragon fang and swayed it to his centre. Grabbing dragon fang with both hands. He stood up. His short stunty body covered with tattoo's of a lost history. His body compacted with a bulk of muscles. An arrow hit his arm. He ignored the mild graze.

"Er boss, he's moving." Ghrunt said, he was just a few yards away from this stunty who was now making Ghrunt and some of the mob a bit nervous.

Anger and rage filled Da Killa.

"Of course he's movin! Now Charge!"

The Battle cry of the Waaagh was heard for mile across as the Orc mob charged the lone slayer.

The Dragon Fang axe , sliced through the first Goblin from it's left shoulder to right torso. The dance had began. Dragon Fang swung back, then swung forward for it's next blow, slicing through an Orcs right torso to the Orcs upper left shoulder. The slayer span around, decapitating another Orc. An Orc tried to thrust it's spear towards the chest of the slayer. But the Dragon fang knocked the spear mark wide with it's hilt, a straight deep line was cut through the Orc from Head to neck, splitting the Orcs head open into two. Blood gushed out spraying the Slayer.

The Slayer was getting cut from left from right. But his tough old skin thwarted the Orc and Gobbo blades leaving many minor cuts and bleedings. Another three Orcs fell. Panic rushed through the ranks of the mob. This was no stunty they were fighting. This was a Demon, worst than that they fought. This demon was a butcher. The mob began to panic.

Da Killa could sense that his mob was about to break. Every blow he struck at the stunty was parried or just a glance hit.

He would not fail, Da Killa thought to himself. He had bashed to many heads for it all to come to this. With one final gesture he challenged the silent butcher. The mob cheered, they were glad that there boss challenged this stalker of death for their own fear they were glad and slowly backing away.

Da Killa charged the slayer with his axe raised above his head. The dwarf who didn't recognize Da Killa's challenge finished off another Orc. The Orc bosses axe came down on the Slayer.

Da Killa grinned evilly. His victory was near.

The Slayer, spun around and leap parrying the axe by slicing it in half with the Orcs Boss head.

The Orc boss look startled, some how he was shorter than before. To his horror he saw his axe in two and the rest of his body except his head laying on the floor before him and the Slayer covered in his blood.

"I lost?" He said dumbfound, that was the first and last intelligent conclusion the Orc boss ever made. With their boss dead and in panic the mob fled. Dragon Fang flew in the air taking another Orc down. The slayer cared not for the other that fled. More will come. They always do.

The battle was over.

He walked over to pick up his Dragon fang. His closet and longest companion, He held the double headed axe tightly. The Slayer frowned. His muscles ached. He was covered in the blood of his fallen enemies and his own. The rush of battle was a great adrenaline that had swept over him. But now something else crept within in. The darkness plunged through him.

He fell on one knee,

A deep pain stung him. Emotions full of woe overtook his body.

He gave out a loud roar, which echoed across the mountains of Karak Azgal. Those who heard the roar shuddered. Memories of a crown resting on an old friends head, Water slowly stung his eyes. "Forever Failure." He whispered.

He did not die.

DWARF SLAYERS v1.2

Dwarf Troll Slayers are a rare sight in the Old World but tales of the monsters lurking in the depths of Karak Azgal have spread far and wide. Slayers are drawn to Karak Azgal to seek their doom. The Slayer cult is a strange one to humans. A Dwarf, who is shamed by breaking an oath or failing in some duty, is driven by his honour to make his vows at the shrine of Grimmir. He will shave his head leaving only a narrow crest and dye his hair and beard orange. He will renounce his former life and travel the Old World seeking death. Not just any death will do. The greater the opponent the more honourable the death. Some slayers become so adept at slaying monsters that they seek ever more difficult challenges. In the deep places of Karak Azgal their wishes may come true.



SPECIAL RULES

All of the special rules from Town Crier 6 (or Best of Town Crier) apply apart from **Incomparable Miners**.

Mighty Doom: All every slayer seeks is an honourable death. A Slayer warband does not have to take Route Tests until 50% of the warband has been taken *Out of Action*. A Slayer warband may not voluntarily route.

Shame: If a Dwarf hero (who isn't already a slayer) is taken OOA any of the following circumstances the Dwarf is so ashamed by his failure that he takes his vows and becomes a Slayer. The Dwarf loses any special abilities, eg "Leader", but keeps any skills he has. The Dwarf is Immune to Psychology. The Dwarf has also access to the special Trollslayer skills in the Mordheim rulebook.

A Dwarf hero will consider any of the following to be shameful:

- To be taken OOA in the Dwarf player's first or second turn (that must be frustrating for the Dwarf as he got no chance to get rid of some grudges).
- To be taken OOA in single combat against an opponent with WS 2 or S 2 or by an animal (eg dogs, rats or squirrels).

DWARF EQUIPMENT LISTS

The Dwarf Warrior equipment lists from Town Crier 6 (or Best of Town Crier) apply. Slayers may never take missile weapons or armour.

DWARF SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Special	Slayer
Giant Slayer	X			X		X	X
Troll Slayer	X			X		X	X
Rememberer:							
Dwarf	X	X	X			X	
Human	X	X	X		X		

CHOICE OF WARRIORS

A Dwarf Slayer 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.

Giant Slayer: Each Dwarf Slayer warband must have one Giant Slayer; no more, no less!

Troll Slayer: Your warband may include up to 3 Troll Slayers.

Rememberer: Your warband may include up to 1 Rememberer.

Slayers: Your warband may include any number of Slayers.

Clansmen: Your warband may include any number of Clansmen.

STARTING EXPERIENCE

A **Giant Slayer** starts with 20 experience.

A **Troll Slayer** starts with 10 experience.

A **Rememberer** starts with 0 experience.
Slayers start with 0 experience.
Clansmen start with 0 experience.

SPECIAL WEAPONS

Dwarfs may use the Dwarf Axe as detailed in Town Crier 6 (or Best of Town Crier).

DWARF SPECIAL SKILLS

Dwarf Heroes may use any of the Dwarf Special Skills and Slayer heroes may also use the Slayer Special Skills all as listed in Town Crier 6 (or Best of Town Crier).

HEROES

1 Giant Slayer

85 gold crowns to hire

A Giant Slayer is a mighty individual. He seeks out ever more powerful foes to match himself against. So far he has found none to best him.

Profile	M	WS	BS	S	T	WI	A	Ld	
	3	5	3	3	4	2	2	2	9

Weapons/Armour: A Giant Slayer may be equipped with weapons from the Dwarf Warriors equipment list. He may not use any missile weapons or armour.

SPECIAL RULES

Leader: Any model in the warband within 6" of the Giant Slayer may use his Leadership instead of their own.

0-3 Troll Slayer

50 gold crowns to hire

Troll Slayers are dishonoured Dwarfs seeking to atone for their failure by an honourable death in battle. They relish the opportunity to do battle with a worthy opponent.

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

Weapons/Armour: A Troll Slayer may be equipped with weapons from the Dwarf Warriors equipment list. He may not use any missile weapons or armour.

0-1 Rememberer

40 gold crowns to hire

The slayers all seek their death to atone for some failure, which has brought shame upon themselves. To many of them it is important that their doom is witnessed and recorded. The Rememberer is a keeper of the warband's history. It is a roll usually entrusted to a Dwarf with an aptitude for the academic rather than the practical side of life. In rare circumstances they may allow a human into the warband to perform this role. To be accepted by the Dwarfs a human must demonstrate himself to be utterly loyal and trustworthy. These are qualities that the Dwarfs respect.

Profile	M	WS	BS	S	T	WI	A	Ld	
Dwarf	3	3	2	3	4	1	2	1	9

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

Or:

Profile M WS BS S T WI A Ld
Human 4 4 2 3 3 1 4 1 7

Weapons/Armour: A Human Rememberer may be equipped with weapons and armour from the Mercenary equipment list in the Mordheim rulebook.

SPECIAL RULES

Hard to find: It is not easy to find a suitable Rememberer. When you decide to recruit one roll a D6, 1-4 he is a Dwarf, 5-6 he is a Human. If you do not wish to hire whichever race you roll then you must wait until after your next game before trying again.

Rememberer: The Rememberer's task is to record the doom of each of the slayers. When he is close by, the slayers will fight even harder to make their death more honourable. Once per game, any Slayer Hero fighting against a large creature (such as a troll or ogre) and within 6" of the Rememberer, may re-roll any failed To Hit rolls once only.

HENCHMEN (Bought on groups of 1-5)

Slayers

40 gold crowns to hire

Many Beardlings take up the way of the Slayer due to their inexperience. While other societies might forgive youthful errors Dwarfs will never forgive themselves.

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

Weapons/Armour: A Slayer may be equipped with weapons from the Dwarf Warriors equipment list. He may not use any missile weapons or armour.

Dwarf Clansmen

35 gold crowns to hire

Slayers are looked on with reverence by Dwarfs. They have taken the ultimate oath. It is therefore seen as an honour to be allowed to follow the slayers and support them in their quest for a glorious doom.

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

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

SCARS AND TATTOOS

In order to increase the surviveability of the Slayers, especially over a long campaign here are some nice tattoos to spend their gold on. The difficulty equates to a rarity roll. Tattoos would be applied between games like buying equipment. Each Slayer hero would roll for tattoo instead of searching for rare equipment.

It is a common custom amongst Slayers to adorn their bodies with tattoos or patterns of scars. Most of these are purely for show but Slayer heroes can have runic tattoos and scars added to their bodies. These have various effects according to their power. Unlike proper runes inscribed on armour or weapons they cannot be applied more than once to multiply the effect. Like other runes they are subject to the following three rules:

Rule of jealousy: A scar may only be used once in each warband.

Rule of three: No individual can have more than three tattoos or scars. These may be added at different times but once added can never be removed.

Rule of pride: No combination of tattoos and scars may be used more than once in each warband.

SCARS

Scar of Gromril: The wearer has a 4+ ward save against missile fire.
40 gc Difficulty 8

Scar of Steel: The wearer has a 5+ ward save against missile fire.
30 gc Difficulty 7

Scar of Speed: The wearer can triple his run or charge distance once per battle.
30 gc Difficulty 7

Scar of Fear: The wearer of these scars causes fear.
50 gc Difficulty 8

Scar of Fury: The wearer is subject to frenzy.
30 gc Difficulty 7

TATTOOS

Tattoo of Stone: The wearer has a 6+ ward save against missile fire.
20 gc Difficulty 6

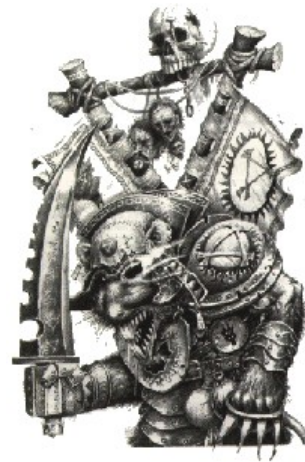
Tattoo of Passage: The wearer can ignore difficult terrain and move at normal speed.
10 gc Difficulty 6

Tattoo of Hatred: The wearer hates all enemies.
50 gc Difficulty 8

Tattoo of Luck: The wearer can ignore the first hit in each game.
10gc Difficulty 6

SKAVEN CLAN MORS v1.2

Deep beneath Karak Izril the Skaven of Clan Mors toiled for years digging tunnels into the Dwarf gem mines. Their leaders took advantage of the Orc attacks on the North Wall by mounting their own attacks from beneath. Caught between two ferocious enemies the Dwarfs fought to the last. Until the coming of the dragon Graug, the Skaven ruled all of the lower reaches, looting where they could and making Clan Mors one of the richest.



Now once more they are able to return to the tunnels of the ruined Karak Azgal but now they are not alone. Whilst searching for gold and jewels they will encounter Dwarfs, Night Goblins and adventurers of every race. Some of the things they meet are out of their worst nightmares and Skaven nightmares are very strange indeed.

SKAVEN EQUIPMENT LISTS

All of the equipment lists from the rulebook apply.

SKAVEN SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Special
Claw Leader	X	X	X	X	X	X
Stormvermin	X	X		X	X	X
Mors Sorcerer			X		X	X
Young Claws	X	X				X

CHOICE OF WARRIORS

A Skaven Clan Mors 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 20.

Claw Leader: Each Skaven Clan Mors warband must have one Claw Leader; no more, no less!

Stormvermin: Your warband may include up to 2 Stormvermin.

Mors Sorcerer: Your warband may include a single Mors Sorcerer.

Young Claws: Your warband may include up to 2 Young Claws.

Clanrats: Your warband may include any number of Clanrats.

Skavenslaves: Your warband may include any number of Skavenslaves.

Rat Ogre: Your warband may include a single Rat Ogre.

STARTING EXPERIENCE

A **Claw Leader** starts with 20 experience.

Mors Sorcerers and **Stormvermin** start with 8 experience.

Young Claws start with 0 experience.

Henchmen start with 0 experience.

SPECIAL WEAPONS

Skaven Clan Mors may use the Skaven weapons as detailed in the rulebook.

SKAVEN SPECIAL SKILLS

Skaven Heroes may use any of the Skaven Special Skills in the rulebook except for the Art of Silent Death.

HEROES

1 Claw Leader

60 gold crowns to hire

The Claw Leader is in charge of a warband tasked with keeping the tunnels clear of Dwarfs and Goblins. He also takes the opportunity to search for treasure to increase his standing in the clan.

Profile M WS BS S T WI A Ld
5 4 4 4 3 1 5 1 7

Weapons/Armour: A Claw Leader may be equipped with weapons and armour from the Skaven Heroes equipment list.

SPECIAL RULES

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

Tactical Genius: Clan Mors' warlords are trained in the arts of war and are strategic geniuses (in their eyes at least). The Clan Mors player can add +1 to his dice score to see who sets up first.

0-2 Stormvermin

40 gold crowns to hire

The black furred Stormvermin are the ultimate Skaven warriors. They enjoy special privileges such as access to the breeding chambers and first pick of the best equipment and armour - after the Claw Leader of course.

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

Weapons/Armour: Stormvermin may be equipped with weapons and armour from the Skaven Heroes equipment list.

0-1 Mors Sorcerer

45 gold crowns to hire

Although magic is supposed to be restricted, most clans manage to obtain their own sorcerers by secret means. Their power is small compared with the warlocks of Clan Skryre or the mighty Grey Seers but they are still a force to be reckoned with.

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

Weapons/Armour: A Mors Sorcerer may be equipped with weapons and armour from the Skaven heroes' equipment list.

SPECIAL RULES

Wizard: A Mors Sorcerer is a wizard and uses the Magic of the Horned Rat. See the Magic section of the rulebook for details.

0-2 Young Claws

20 gold crowns to hire

Young Claws are the apprentices of Clan Mors. Recently recruited they are being trained in the ways of the Skaven warrior. By cunning and stealth they hope to join the ranks of the Stormvermin or one day even replace the Claw Leader.

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

Weapons/Armour: A Young Claw may be equipped with weapons and armour from the Skaven Heroes equipment list.

HENCHMEN (Bought on groups of 1-5)

Clanrats

20 gold crowns to hire

All Skaven clans rely for their strength on the chattering hordes of Clanrats. What they lack in individual strength they make up for in their vast numbers.

Profile	M	WS	BS	S	T	WI	A	Ld	
	5	3	3	3	3	1	4	1	5

Weapons/Armour: Clanrats may be equipped with weapons and armour from Skaven Henchmen equipment list.

Skavenslaves

15 gold crowns to hire

The Skavenslaves can look forward to a short and painful existence. Their purpose in life is to die. The Skaven leaders always push them to the front to take the brunt of an attack or absorb missile fire. Skaven take slaves from all races including weaker Skaven from other clans.

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

Weapons/Armour: Skavenslaves may be equipped with weapons and armour from the Skaven henchmen equipment list.

SPECIAL RULES

Experience: Skavenslaves are little better than animals and do not gain experience.

All Races: Skaven slaves may be from any race including their fellow Skaven. The above profile represents the weakened state of all of them.

Slavers: Any enemy warrior who is captured may be added to a Skavenslave group. He will have the above profile and will have to be equipped the same as the rest of the group. Any equipment he carried when he was captured may be kept or sold by the warband.

Note: Rat Ogres and Wolf Rats are alternative list entries to be confirmed.

0.1 Rat Ogre

210 gold crowns to hire

These horrible monsters are much in demand as bodyguards to important Skaven

Profile	M	WS	BS	S	T	WI	A	Ld	
	6	3	3	5	5	3	4	3	4

Weapons/Armour: Jaws, claws and brute force! Rat Ogres can never use weapons or armour.

SPECIAL RULES

Fear: Rat Ogres are so frightening they cause *fear*.

Stupidity: A Rat Ogre is subject to *stupidity* unless a Skaven Hero is within 6" of it.

Experience: Rat Ogres do not gain experience.

Large: Rat Ogres are huge creatures and therefore make tempting targets for archers. Any model may shoot at a Rat Ogre, even if it is not the closest target.

0-5 Wolf Rats

60 gold crowns to hire

Wolf rats are the warped and mutated product of Clan Moulder. They combine the ferocity and brute strength of a wolf with the speed and cunning of a rat.

Profile	M	WS	BS	S	T	WI	A	Ld	
	6	4	0	4	4	1	4	2	6

Weapons/Armour: Wolf rats neither need nor use weapons nor armour.

SPECIAL RULES

Animals: Wolf rats are animals and never gain experience.

SKAVEN CLAN SKRYRE v1.1

The Warlock Engineers of Clan Skryre are responsible for building and maintaining the arcane machinery of the clan. Powered by a combination of magic and warpstone the machines are technologically far more advanced than even those of the Dwarfs. They are however extremely temperamental and require constant tinkering and adjustment. Some of the more reliable inventions are rightly feared as potent weapons of destruction.



SKAVEN EQUIPMENT LISTS

All of the equipment lists from the rulebook apply.

SKAVEN CLAN SKRYRE SPECIAL EQUIPMENT

This equipment is only available to heroes of Clan Skryre and may be purchased as part of their starting equipment.

Jezzail

175GC Rare 11, Skaven Clan Skryre only
Range 36", Strength 5 Armour save modifier -3

The warlock jezzail is a fiendish invention of the Skaven Clan Skryre. It is a huge and long ranged firearm, more like a small cannon than an ordinary gun. It fires a special missile made of warpstone, the unstable magic rock which gives Skaven their power.

SPECIAL RULES

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

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

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

Save modifier: Jezzails are even better at penetrating armour than their strength 5 suggests. A warrior wounded by a jezzail must make his armour save with a -3 modifier.

Assistant: A jezzail normally requires a crew of 2 to operate. Any Skaven model may act as the firer's assistant providing he stays in base contact. In the absence of an assistant the remaining model can only carry the jezzail at half speed and suffers a -1 penalty to hit. Also if the pair is shot at the assistant will always be hit first.

Pavise: If the jezzail team has an assistant they may purchase a pavise as described in Town Crier 7. The assistant must carry the pavise even if he is a henchman, but the team as a whole will move at half the speed of the slower team member.

SKAVEN SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Special
Master Engineer	X	X	X	X	X	X
Engineer	X	X	X		X	X
Warlock Engineer			X		X	X
Engineer Apprentice	X	X				X

CHOICE OF WARRIORS

A Skaven Clan Skryre 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 20.

Master Engineer: Each Skaven Clan Skryre warband must have one Master Engineer; no more, no less!

Engineer: Your warband may include up to 2 Engineers.

Warlock Engineer: Your warband may include a single Warlock Engineer.

Engineer apprentices: Your warband may include up to 2 Engineer Apprentices.

Clanrats: Your warband may include any number of Clanrats.

Skavenslaves: Your warband may include any number of Skavenslaves.

STARTING EXPERIENCE

A **Master Engineer** starts with 20 experience.

Warlock Engineers and **Engineers** start with 8 experience.

Engineer apprentices start with 0 experience.

Henchmen start with 0 experience.

SPECIAL WEAPONS

Skaven Clan Skryre may use the Skaven weapons as detailed in the rulebook.

SKAVEN SPECIAL SKILLS

Skaven Heroes may use any of the Skaven Special Skills in the rulebook except for the Art of Silent Death.

HEROES

1 Master Engineer

60 gold crowns to hire

The Master Engineer is the most ingenious of Skaven. He has at his command the numerous machines and devices manufactured by Clan Skryre.

Profile	M	WS	BS	S	T	WI	A	Ld	
	5	4	4	4	3	1	5	1	7

Weapons/Armour: A Master Engineer may be equipped with weapons and armour from the Skaven Heroes equipment list.

SPECIAL RULES

Leader: Any model in the warband within 6" of the Master Engineer may use his Leadership instead of their own.

Master Engineer: The Master Engineer may re-roll any fumbles with any blackpowder or wyrdstone-powered weapons he carries. The result of the re-roll must be accepted.

0-2 Engineers

40 gold crowns to hire

As well as accomplished engineers, these Skaven are fearsome fighters. They are skilled in handling all of the potent but unstable weapons available to the clan.

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

Weapons/Armour: Engineers may be equipped with weapons and armour from the Skaven Heroes equipment list.

0-1 Warlock Engineer

45 gold crowns to hire

The Warlock Engineers of Clan Skryre are able to control the combination of magic and warpstone which powers the clan's weird machines, The natural power and superior intellect of these Skaven often lead them to describe themselves as "The Greatest Brain in the Universe".

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

Weapons/Armour: A Warlock Engineer may be equipped with weapons and armour from the Skaven heroes' equipment list.

SPECIAL RULES

Wizard: A Warlock Engineer is a wizard and uses the Magic of the Horned Rat. See the Magic section of the rulebook for details.

0-2 Engineer Apprentices

20 gold crowns to hire

The apprentices of Clan Skryre are taught the secrets of the wonderful machines built by the clan. They hope to become powerful engineers or warlocks in their own right but fear to challenge their superiors just yet.

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

Weapons/Armour: An Engineer Apprentice may be equipped with weapons and armour from the Skaven Heroes equipment list.

HENCHMEN (Bought on groups of 1-5)

Clanrats

20 gold crowns to hire

All Skaven clans rely for their strength on the chattering hordes of Clanrats. What they lack in individual strength they make up for in their vast numbers.

Profile M WS BS S T WI A Ld
5 3 3 3 3 1 4 1 5

Weapons/Armour: Clanrats may be equipped with weapons and armour from Skaven Henchmen equipment list.

Skavenslaves

15 gold crowns to hire

The Skavenslaves can look forward to a short and painful existence. Their purpose in life is to die. The Skaven leaders always push them to the front to take the brunt of an attack or absorb missile fire. Skaven take slaves from all races including weaker Skaven from other clans.

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

Weapons/Armour: Skavenslaves may be equipped with weapons and armour from the Skaven henchmen equipment list.

SPECIAL RULES

Experience: Skavenslaves are little better than animals and do not gain experience.

All Races: Skaven slaves may be from any race including their fellow Skaven. The above profile represents the weakened state of all of them.

Slavers: Any enemy warrior who is captured may be added to a Skavenslave group. He will have the above profile and will have to be equipped the same as the rest of the group. Any equipment he carried when he was captured may be kept or sold by the warband.

NIGHT GOBLINS v2.1

The mountains of the Old World are infested with tribes of Orcs and Goblins. Karak Azgal is no exception. Since the Broken Nose tribe originally collaborated with the Skaven to take over the stronghold many other tribes have joined them. The Night Goblins especially like the Dwarf tunnels and mines. They are at home in the deep dark places and avoid the daylight wherever possible. Whilst they are quite capable of digging their own tunnels and will do to avoid contact with others, they prefer to occupy the existing chambers. They use the Dwarf workings to grow the strange fungi they use for food and to brew poisons. Elsewhere they just spoil and vandalise anything they can find.



Wanderers and adventurers should not underestimate the Night Goblins. Whilst they are a weak and cowardly race they are a pernicious enemy. They bolster their numbers with the ferocious cave squigs which abound in the caves and if they are lucky they can entice a troll to join them.

SPECIAL RULES

Animosity: Goblins spend much of their lives squabbling and fighting amongst themselves. Sometimes this will happen at the worst of times. At the beginning of each Night Goblin turn roll a D6. On a roll of 1 they start to squabble and will do nothing else for the rest of the turn. Only Night Goblins are affected. Trolls, squigs, snotlings and other non-goblins are not affected and will act as normal.

Hate Stunties: Night Goblins are subject to hatred towards Dwarfs. This only affects Night Goblins not any other greenskins. Fanatics are so out of their skull that they are not affected.

NIGHT GOBLIN SPECIAL SKILLS

Ded Shooty: The clever little git adds +6" to the range of any missile weapons he uses (not including nets)

Sneaky Git: The greenskin is so sneaky that he can move D3 of his warband members after all other deployment is complete. *Night Goblin Big Boss only.*

Infiltrate: *As Skaven skill.*

Netter: The goblin is adept at using a net to disable his enemies. They learn their skill hunting wild cave squigs in the depths of the mountains. The technique he has mastered is 'chuck and charge'. The goblin may declare that he is making a net charge. He throws the net at a target in the same way as described in the Mordheim rulebook. If he hits and the target fails to escape the net then target counts as knocked down and the goblin completes his charge. If he misses or the target escapes then the goblin makes a failed charge. If the failed charge would take him into base contact then stop him 1" away. A warrior who is caught in a net will be automatically hit in combat. The goblin must still roll to wound just as with a knocked down enemy. In the warrior's next recovery phase, unless he is stunned or out of action he will cut himself out of the net but cannot do anything else and will go last in combat just as if he had stood up from being knocked down.

NIGHT GOBLIN SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Special
Big Bos	X	X		X	X	X
Shaman		X	X		X	X
Boss	X	X			X	X

CHOICE OF WARRIORS

A Night Goblin 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 20.

Big Boss: Each Night Goblin warband must have one Big Boss; no more, no less!

Shaman: Your warband may include up to 1 Shaman

Boss: Your warband may include up to 4 Bosses

Night Goblin: Your warband may include any number of Night Goblins.

Fanatics: Your warband may include up to 2 Fanatics.

Cave Squig: Your warband may include up to 5 Cave Squigs. You may never have more Cave Squigs in your warband than you have Night Goblins.

Troll: Your warband may include up to one Troll.

Snotlings: Your warband may include up to 1 Snotling Mob.

STARTING EXPERIENCE

A **Big Boss** starts with 17 experience.

A **Shaman** starts with 10 experience.

A **Boss** starts with 6 experience.

Henchmen start with 0 experience.

NIGHT GOBLIN EQUIPMENT LISTS

Night Goblin Equipment List

Hand to Hand combat weapons

Dagger 1st free/2 gc

Sword 10 gc

Spear 10 gc

Club 3 gc

Missile Weapons

Short Bow 5 gc

Armour

Light armour 20 gc

Shield 5 gc

Helmet 10 gc

Fanatic Equipment List

Hand to Hand combat weapons

Poison daggers. 25 gc

Double handed weapon: 15 gc

Ball & chain: 15 gc

Miscellaneous

Madcap Mushrooms 25 gc

SPECIAL EQUIPMENT

Poison daggers.

25 gc Common (Fanatics only)

A pair of daggers which are coated in Death Cap mushroom juice. The coating is re-applied for free after every game. It is derived from the deadly Death Cap mushrooms and has the same effect as Black Lotus.

Ball & chain:

15 gc Common (Fanatics only)

Rules as Best of TC

Madcap Mushrooms

25 gc Common (all Night Goblins)

Rules as Mordheim rulebook

HIRED SWORDS

The Night Goblin warband may hire the following Hired Swords and Dramatis Personae:

- Black Orc Bodyguard

- Snerik, Night Goblin Scout

HEROES

1 Big Boss

45 gold crowns to hire

Like all greenskins Night Goblin society is ruled by the biggest and meanest of the tribe. Goblins have one advantage over their larger cousins - they are cunning too. To climb to the position of Big Boss the goblin must be sneaky and backstabbing as well as the biggest and best.

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

Weapons/Armour: A Big Boss may be equipped with weapons from the Night Goblin equipment list.

SPECIAL RULES

Leader: Any model in the warband within 6" of the Big Boss may use his Leadership instead of their own.

0-1 Shaman

50 gold crowns to hire

Despite their smaller size Night Goblin Shamans are every bit as powerful as their orc cousins. They can summon the power of the Waaagh generated by their fighting comrades and call on Gork and Mork for their supernatural assistance.

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

Weapons/Armour: A Shaman may be equipped with weapons from the Night Goblin equipment list.

SPECIAL RULES

Wizard: A Night Goblin Shaman is a wizard and uses Waaagh! Magic as listed in Best of Town Cryer.

0-4 Bosses

25 gold crowns to hire

Goblin Bosses like to think that they are the best and toughest fighters in the tribe. Of course the Big Boss knows better but he has to watch his back when the other Bosses are around.

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

Weapons/Armour: A Boss may be equipped with weapons and armour from the Night Goblin equipment list.

HENCHMEN (Bought on groups of 1-5)

Night Goblins

15 gold crowns to hire

Individually Night Goblins are weak and cowardly but together they make a force to be reckoned with. Preferring to attack in large numbers they are adept at hit and run tactics and can take down foes much stronger than themselves.

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

Weapons/Armour: A Night Goblin may be equipped with weapons from the Night Goblin equipment list.

0-2 Fanatics

20 gold crowns to hire

The caves where Night Goblins live are rich in various forms of fungi. The goblins are able to make use of these and even cultivate some of them. Best known are the Madcap mushrooms. These drive anyone who eats them into a frothing fighting frenzy. Some of the Night Goblins are deliberately fed large quantities of Madcap mushrooms to turn them into crazed killing machines. Often seen on open battlefields wielding a huge ball and chain they adopt slightly safer weapons in the confines of Karak Azgal.

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

Weapons/Armour: A Fanatic may be equipped with weapons from the Fanatic equipment list.

SPECIAL RULES

Addict: The Fanatic is dependent on a regular supply of Madcap Mushrooms. If he can't get any before a battle he will stay in his cave foaming at the mouth and not take part. If available he will eat his mushrooms before the battle.

Looney: Due to the effect of the Mushrooms he is subject to Frenzy. He must also test for permanent damage after the battle as described in the rulebook.

Frantic: The Fanatic is hyperactive and will strike first in combat ignoring penalties for weapons or initiative order.

0-5 Cave Squigs

15 gold crowns to hire

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

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

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

SPECIAL RULES

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

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

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

0-1 Troll

200 gold crowns to hire

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

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

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

SPECIAL RULES

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

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

Regeneration: Trolls have a unique physiology that 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.

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

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

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate it's 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.

0 - 1 Snotling Mob (consists of 5 Snotlings)

50 gold crowns to hire (10 gold crowns per Snotling to replace)

Wherever there are greenskins you will find Snotlings. Any Goblin warband will attract a number of them. Snotlings perform the same function for Goblins as Goblins serve for Orcs. They provide someone smaller to slap around.

Profile M WS BS S T WI A Ld
4 2 2 2 2 1 3 1 4

Weapons/Armour: Snotlings may only ever use a pointy stick, which they will find for themselves at no cost. This counts as a dagger and gives the enemy a +1 to his armour save or a 6+ save if he had none.

SPECIAL RULES

Mob: Snotlings are naturally gregarious creatures. They are initially bought in a mob of 5. You may replace mob members up to the maximum of 5. They will always move and fight as a mob. All members must stay within 1" (or 1/2"?) and all will join in the same combat if possible.

Weedy: Snotlings are not the most robust of creatures. If wounded they will be knocked down on a 1, stunned on a 2-3 and go out of action on a 4-6.

Dodgy: The little creatures are constantly ducking and diving in the most infuriating way. They get a 6+ dodge save against shooting.

STRIGOI STORY

In the lowest depths, where the light
of day has never trickled, where stagnant
water pools, and dwarfs, goblins, men and elves
alike fear to tread sits a crudely wrought
throne. Shaped from the heart of the mountain
with powerful, grime covered claws and surrounded
by scraps of discarded carcasses here resides
the court of the Ghoul King.

Yet this is no mockery of human palaces, no
this place was conceived out of burning
jealousy for what was lost and what will never
be again. This is the lot of the Strigoi.
this is price for their immortality.

The Strigoi kings sit over a dark, dank
palace of gloom. Ghouls scurry from the
darkest corners to claim the remains of the
grotesque kings callers, While mortal kings
receive visits at lavish parties in shining
courtyards. In the Kingdom of Ghouls the
provinces and fiefdoms are not rolling green
countrysides yeilding bountyful harvests, but
instead are graveyards and sewers where
the Strigoi may drag victims for a gruesome
feast secure from prying mortal eyes.

The Strigoi are left with nothing but burning
hatred. Hatred for those who drove them from
their mortal realms, hatred for those who are
not cursed as they are, and hatred for those
who still walk in the light of the sun. It is
Blood that sustains the Strigoi, but it is
Hatred that drives them.

STRIGOI UNDEAD v2.1

The Strigoi are a rare line of vampires. Shunned by their own kind, following the destruction of their homeland by Orcs, they were driven to the dark and secret places of the world. They collected on the borders of human society where they were able to scavenge recently buried corpses and feed on the cold blood of the dead. Slowly they were transformed into grotesque creatures, more like ghouls than the humans they previously resembled. Ghouls are attracted to the Strigoi, their feeding habits complimenting each other. The vampires are often referred to as Ghoul Kings.



The few Strigoi are mostly found in the southern provinces. They are somehow drawn to the Badlands, towards Strigos of old. Karak Azgal lies close by in the Worlds Edge Mountains and many of the vampires have made a home in the darkness of the ruins.

CHOICE OF WARRIORS

A Strigoi 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 15.

Vampire: Each Strigoi warband must have one Vampire; no more, no less!

Charnel Guard: Your warband may include up to 2 Charnel Guard

Strigany: Your warband may include up to 2 Strigany

Ghouls: Your warband may include any number of Ghouls.

Skeletons: Your warband may include any number of Skeletons.

Bats: Your warband may include either up to 5 Bats or up to 2 Fell Bats. You may not have both types of bat in the warband at the same time.

STARTING EXPERIENCE

A **Vampire** starts with 20 experience.

A **Charnel Guard** starts with 8 experience.

Strigany start with 0 experience.

Henchmen start with 0 experience.

STRIGOI SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed
Vampire	X		X	X	X
Charnel Guard	X			X	X
Strigany	X			X	

STRIGOI EQUIPMENT LISTS

Undead Equipment List

Hand-to-hand Combat Weapons

Dagger 1st free/2 gc

Mace 3 gc

Hammer 5 gc

Axe 5 gc

Sword 10 gc

Double-handed weapon 15 gc

Spear 10 gc

Halberd 10 gc

Missile Weapons (Strigani only)

Bow 10 gc

Short Bow 5 gc

Armour

Light armour 20 gc

Heavy armour 50 gc
Shield 5 gc
Helmet 10 gc

SPECIAL EQUIPMENT

Corpse Liquor

10+D6 gc Rare 9, Strigoi warbands only

The Strigoi distil the liquor that seeps from rotting corpses. This liquor forms the basis for a potent poison, which they spread on their weapons and claws.

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

Each purchase of poison lasts one warrior for one battle.

SPECIAL RULES

Dead Leader: If the vampire is killed then he cannot be replaced. All undead creatures will crumble and will be lost along with their equipment. You can then select a new leader from amongst the heroes as described in the Mordheim rulebook. After one game a new vampire can be purchased. He will become the new leader and the 'acting leader' will return to his former position.

HIRED SWORDS

Although they are normally secretive and avoid outside contact, the Strigoi Vampire warband may hire the following Hired Swords and Dramatis Personae in addition to any which specifically mention them:
Strigani Seer

Necromancer (only if they have no vampire)

HEROES

1 Vampire

125 gold crowns to hire

Strigoi Vampires are rare and mainly found in the southern provinces of the Empire, in Tilea and the Border Princes. They seem to be somehow attracted towards the Badlands, towards Strigos of old. They are desperate creatures, hunched grotesque monstrosities.

Profile	M	WS	BS	S	T	WI	A	Ld	
	6	4	4	4	4	2	5	2	8

Weapons/Armour: A Strigoi Vampire does not use any weapons or equipment.

SPECIAL RULES

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

Bestial: The vampire has an innate way of avoiding being hurt. He has a 6+ ward save against all attacks.

Wizard: The Vampire is a wizard and so is able to use Necromantic magic. See the Magic section of the Mordheim rulebook for details.

Bloodline: The vampire may take any of the Bloodline Abilities instead of searching for rare equipment. The costs shown are for the first ability only. The second and subsequent abilities will cost double. Each ability may be taken only once unless specified otherwise.

0-2 Charnel Guard

50 gold crowns to hire

Ghouls are depraved souls who have been warped and twisted by the eating of human flesh. It is said that those who eat the flesh of heroes grow stronger and more intelligent than their insane brethren. They rise to positions of power in their bestial society. Those who fight against them know them as the feared Charnel Guard.

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

Weapons/Armour: Charnel Guard never carry any equipment, apart from a few bones which they use as primitive weapons.

SPECIAL RULES

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

Cunning: Unlike ordinary ghouls a Charnel Guard can take the Weapons Training or Weapons Expert skills and learn to use any weapon.

0-2 Strigany

25 gold crowns to hire

Very few humans will associate with undead. Some of the inhabitants of the former land of Strigos still feel a loyalty towards their old rulers. Whether this is genuine or is magically induced doesn't matter. They will do their master's bidding without question.

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

Weapons/Armour: Strigany may be equipped with weapons and armour from the Strigoi equipment list.

Living: The Strigany are living humans and none of the Undead rules apply.

HENCHMEN (Bought on groups of 1-5)

Ghouls

40 gold crowns to hire

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 them with their bare teeth and claws.

They are drawn to the Strigoi by a supernatural calling. Together they will prey upon stragglers and the weak. The Strigoi will drink their blood leaving the drained corpse to the ghouls.

Profile	M	WS	BS	S	T	WI	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*.

Skeletons

15 gold crowns to hire

Whilst other vampires and necromancers raise either zombies or skeletons to do their evil work, the Strigoi employ only skeletons. It is not that they do not raise zombies from their graves - their taste for flesh soon leaves them picked clean.

Profile	M	WS	BS	S	T	WI	A	Ld
	4	2	0	3	3	1	1	5

Weapons/Armour: Skeletons may be equipped with hand-to-hand weapons and armour from the Strigoi equipment list. Skeletons may not use missile weapons.

SPECIAL RULES

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 drug or poison.

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

No Brain: Skeletons never gain experience. They do not learn from their mistakes. What did you expect?

0-5 Bats

20 gold crowns to hire

The caves and dark underground places where the Strigoi eke out their disgusting lives are frequently inhabited by bats. Whilst not undead they are easily controlled by the vampire's will.

Profile	M	WS	BS	S	T	WI	A	Ld
	8	2	0	3	2	1	3	6

Equipment: None

Special Rules:

Living: The Bats are living beings and none of the Undead rules apply.

Animals: The Bats are animals and never gain experience.

Flyers: The Bats ignore terrain when they move and can freely charge any model that they can see, regardless of height and interceptors.

Squishy: Bats are not very tough and use the following Injury chart: 1-2 Knocked Down, 3 Stunned, 4-6 Out of Action

OR

0-2 Fell Bats

80 gold crowns to hire

These blood-drinking bats grow to monstrous proportions. The scholars of the Old World speculate that perhaps an ancestor of these beasts drank the blood of a vampire and thus joined the ranks of the undead.

Profile	M	WS	BS	S	T	WI	A	Ld	
	8	3	0	3	3	2	3	2	6

Equipment: None

Special Rules:

Animals: The Fell Bats are animals and never gain experience.

Flyers: The Bats ignore terrain when they move and can freely charge any model that they can see, regardless of height and interceptors.

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

May not run: Fell Bats are Undead creatures and may not run (but may charge normally).

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

Immune to Poison: Fell Bats are not affected by any drug or poison.

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

STRIGOI VAMPIRE ABILITIES

Curse Of The Undead 50gc

The vampire is one of the everliving and is extraordinarily difficult to kill.

If the vampire goes OOA then after the battle he may regenerate all of his wounds on a D6 roll of 5+. If he is successful then he needn't roll on the serious injury table.

Infinite Hatred 75 gc

Strigoi vampires have a deep feral hatred of all other creatures living or dead.

He may re-roll all failed to hit rolls in the first turn of each combat. He may only re-roll each dice once.

Quick Blood 40 gc

The vampire is surprisingly agile for his bulk and can dodge attacks.

May improve his ward save to 5+

Blood Lust 50 gc

The red thirst takes over the vampire and he fights with a burning rage.

He is subject to *frenzy*.

Master Strike 40 gc

The vampire has an uncanny knack of hitting his victims where it will do most damage.

He may cause a critical hit on a 5 or 6.

Dark Acolyte 35 gc

His ability to cast spells comes more easily to him than most of his kind.

He gains +1 to difficulty roll to cast spells.

Bat Wings 50 gc

A mutation said to come from drinking the blood of Fell Bats.

He may fly up to 12" in the movement phase. Can ignore terrain and climbing.

Revulsion 30 gc

All vampires are frightening but this one is truly horrible to see.

Anyone taking a fear test because of the vampire is a t-1 Ld.

Infected Wound 30 gc

The decay and putrefaction surrounding the vampire makes his attacks poisonous.

Effects as Black Lotus. Cannot be combined with corpse liquor.

Blood Kiss 75 gc

Vampires survive by draining the life force from their victims.

May steal a wound from an enemy who is *stunned* or taken *out of action* in combat by the vampire. Wounds can be raised above the original starting level but the effect only lasts for the duration of the battle.

Iron Sinews 40 gc

The vampire is endowed with a supernatural strength.

Vampire gains +1 strength, which may take him beyond the racial limit.

Hunter 25 gc

The vampire relies on stealth and cunning to catch his victims.

He can spot hidden models at up to 2 x his initiative.

SAVAGE ORCS v1.1

The Worlds Edge Mountains are crawling with a myriad of creatures but none so numerous as Orc warriors. While most have developed basic metal working skills, some tribes have been left behind, using crude weapons made of wood and stone. However what these Savage Orcs lack in weaponry, they certainly make up for in sheer ferocity.

Savage Orcs spend most of their time above ground, living with their massive War Boars. On occasion small warbands may venture underground in search of shiny things, fresh meat or just out of plain curiosity.



Hired Swords

A Savage Orc warband may hire the following:

Hired Swords: Black Orc

DP: Snerik

Choice of Warriors

A Savage Orc warband must include a minimum of three models. You have 500 GCs to recruit your initial warband. The maximum number of warriors in your warband may never exceed 15.

Boss. Each Savage Orc warband must have a Boss to lead it.

Weirdo. Your warband may include one Weirdo.

Spotta. Your warband may include up to two Spottaz

Brutes. Your warband may include up to three Brutes

Nuttaz. Your warband may include up to three Nuttaz

Boyz. Your warband may include any number of Boyz.

Gobbo Boyz. Your warband may include any number of Gobbo Boyz.

Starting Experience

A **Boss** starts with 20 Experience Points

A **Weirdo** starts with 10 Experience Points

Spottaz start with 8 Experience Points

Henchmen start with 0 Experience Points

Special Rules

Animosity. Just like their more sophisticated (?) cousins, Savage Orcs suffer from animosity. See TC6 in WD243 for Animosity Rules.

Orc Special Skills

Savage Orc heroes may use the Orc special skills from TC6 (White Dwarf 243) instead of any of the standard skill lists available to them

Savage Orc Skill Table

Boss: Combat, Shooting, Strength, Speed, Special

Wierdo: Combat, Academic, Special

Spotta: Combat, Shooting, Speed, Special

Equipment Table

Savage Orcs just grab what ever equipment they can, throw away what they can't use, and try to keep hold of their stuff when bigger, meaner Orcs try to take it from them. Thus there is no separate equipment lists for Savage Orc Heroes and Henchmen – although the Heroes tend to be better equipped.

EQUIPMENT

Hand-to-Hand Weapons

Stone Dagger 1st free/2gc

Stone Hammer 3gc

Missile Weapons

Short Bow 5gc

Bow (not Gobbo Boys) 10GC

Armour

Light Armour (Heroes only) 20GC

Shield 5GC

Wooden Club 3gc
Stone Axe 5gc
Spear 10gc
Double-handed weapon 15gc

Sling 2GC

Helmet 10GC

Heroes

1 Boss

75 GCs to hire

Da Boss is the biggest, meanest and 'ardest Orc in the warband. As is the custom in Orc society, he uses his considerable might to make sure his underlings do what they are told.

Profile	M	WS	BS	S	T	WI	A	Ld	
<i>Boss</i>	4	4	3	4	4	1	3	1	8

Weapons/Armour: A Savage Orc Boss can use any equipment from the Savage Orc Equipment list.

Special Rules

Leader: Any member of the Savage Orc warband within 6" can use Da Boss's Leadership characteristic when making Leadership tests.

0-1 Wierdo

40 GCs to hire

Weirdos are able to use the Power of the Waaagh to manifest spell-like effects.

Profile	M	WS	BS	S	T	WI	A	Ld	
<i>Wierdo</i>	4	3	3	3	4	1	3	1	7

Weapons/Armour: A Savage Orc Wierdo cannot wear armour, but otherwise may use any equipment from the Savage Orc Equipment list.

Special Rules

Wizard: A Savage Orc Wierdo is a wizard and uses Waagh! Magic. See Waaagh magic in TC6 (WD243).

0-2 Spottaz

15 GCs to hire

Spottas are younger Savage Orcs who (sometimes) scout ahead of the warband to see where the enemy is.

Profile	M	WS	BS	S	T	WI	A	Ld	
<i>Spotta</i>	4	2	3	3	3	1	3	1	6

Weapons/Armour: Spottaz can use any equipment from the Savage Orc Equipment list.

Special Rules

Get out dere! The boss sometimes tells his Spottaz to scout out enemy positions. If the player wants his Spottaz to infiltrate, roll a D6 for each Spotta at the beginning of the game but after all models on both sides (including the Spottaz) have been deployed. If the Boss is within 6" of the Spotta, subtract -1 from the dice roll:

Roll Result

1-2 **Sure thing Boss** – the Spotta sneaks forward and may be re-deployed anywhere on the table, but at least 12" from any enemy model.

3-4 **Err...if you're sure boss** – the Spotta is worried about going too far away from the rest of the ladz and may be moved up to D6+6" from his current position.

5-6 **No way!** - no matter how much da Boss pummels the Spotta he refuses to leave his mates. If the boss is within 6", the Spotta starts the game *knocked down*.

Henchmen

0-3 Brutes

40 GCs to hire

Brutes are huge, but rather stupid Savage Orcs. Some say that they have Troll blood in them – but no one has captured one to prove it!

Profile	M	WS	BS	S	T	WI	A	Ld	
<i>Brute</i>	4	3	3	4	4	1	3	1	7

Weapons/Armour: Savage Orc Brute can use any equipment from the Savage Orc Equipment list.

Special Rules

Animosity: Savage Orc Brutes are subject to the rules for animosity.

0-3 Nuttaz

35 GCs to hire

These Savage Orcs are rather unhinged and whip themselves up into a frenzy before each battle. They never carry missile weapons, being more interested in getting to grips with the enemy.

Profile	M	WS	BS	S	T	WI	A	Ld	
<i>Nuttaz</i>	4	3	3	3	4	1	2	1	7

Weapons/Armour: Savage Orc Nuttaz can use any equipment except missile weapons from the Savage Orc Equipment list.

Special Rules

Animosity: Savage Orc Nuttaz are subject to the rules for animosity.

Frenzy: Savage Orc Nuttaz are subject to the rules for *frenzy*. Note, when frenzied, they ignore the rules for *animosity*.

Boyz

25 GCs to hire

These are the backbone of Savage Orc society – brutal opponents in close combat.

Profile	M	WS	BS	S	T	WI	A	Ld	
<i>Boyz</i>	4	3	3	3	4	1	2	1	7

Weapons/Armour: Savage Orc Boyz can use any equipment from the Savage Orc Equipment list.

Special Rules

Animosity: Savage Orc Boyz are subject to the rules for animosity.

Gobbo Boyz

10 GCs to hire

These Savage Goblins live with their larger cousins roaming the Worlds Edge mountains and beyond

Profile	M	WS	BS	S	T	WI	A	Ld	
Gobbo Boyz	4	2	3	3	3	1	3	1	5

Weapons/Armour: Savage Gobbos can use any equipment from the Savage Orc Equipment list.

Special Rules

Animosity: Savage Orc Gobbo Boyz are subject to the rules for animosity.

Ain't Orcz: Orcs don't expect much from their lesser cousins and are not bothered if they break or get slain in battle. Therefore when testing to see if an Orc warband needs to take a rout test, each Gobbo boy taken *out of action* counts as half a model. Therefore a band of 5 Orcs and 10 Goblins (15 models) would only have to take a test if 4 models fell (4 Orcs or 8 Gobbos, or some combination thereof).

Useless Gitz: Goblins never gain experience.

Special Equipment

The following equipment is useable by Savage Orcs only unless stated otherwise.

Skull Busta

15 GCs, Rare 6

These are huge hammers that can cause horrific wounds. On the first turn of any combat, the wielder gains +1 strength and cause concussion as a normal hammer. In subsequent rounds of combat, a Skull Busta counts as a normal hammer. Skull Bustas are so huge that they may not be used while mounted, they may not be used by goblins and cannot be used in conjunction with any other weapons (but shields are allowed).

Special Rule

Feelin' wobbly: When using a Skull Busta a roll of 2-4 is treated as *stunned* when rolling to see the extent of the model's injuries.

Basha: Warriors wearing a helmet only save vs *stunning* on a roll of a 6 when hit by a Skull Busta. Knight's helms (Crusading Knights warbands) only save on a 4+.

Warpaint (also useable by Savage Goblin Boyz)

5 GCs, Rare 6, One use only

Some Savage Orcs decorate themselves with warpaint (either blue, red or white). While wearing the warpaint, the Orc believes that Mork protects him and he gains a 6+ invulnerable save.

Kumfy Gear (useable by any Orc warband (but not Goblins))

75 GCs

Kumfy Gear is the Savage Orc name for clothing made from particularly thick, treated, animal skins. These skins bestow a 5+ armour save as well as a 5+ save against all fire-based and cold-based attacks. These skins are occasionally traded with other Orcs and so may be worn by any Orc warband. Kumfy Gear cannot be combined with Warpaint or light armour.

Effigy of Mork

30 GCs, Rare 7

Orcs have a strong belief in their patron god Mork, so much so that his (totem) presence on the battlefield actually brings them luck. The Effigy of Mork allows the bearer to ignore the first hit against him in battle. In addition its presence allows a re-roll for the first Leadership test anyone in the warband has to make. If carried by Da Boss, the Effigy allows the first *Rout* test to be re-rolled, providing it's powers had not already been used during the battle. A Savage Orc who carries an Effigy of Mork believes he is divinely protected and would never carry a Lucky Charm or Holy Relic.

Pet

One Savage Orc hero may have a single pet. This can be a War Boar, Giant Wolf or Giant Spider. The pet is the personal property of the hero – only he may ride the War Boar, and no one may ride a Wolf or Spider – even if there are goblins in the warband. Note: the hero may ride his pet War Boar or he may buy a second War Boar to ride.

The hero's pet does not count as part of the warband as far as the distribution of treasure or maximum number of warriors is concerned – the pet is treated exactly like a piece of equipment, and is lost immediately (it runs off) if the hero dies. A summary is reproduced below and full rules for handling animals can be found in TC14. Note the reduction in cost of the Giant Wolf and Giant Spider to take into account that they cannot be ridden.

War Boar

Cost: 90 GCs, Availability: Rare 11

Large, ferocious and bad-tempered – a perfect mount for an Orc Warlord. Orc warbands occasionally make use of these noisome beasts while exploring the ruins of Mordheim and beyond. It isn't common though, as the bigger and meaner Orcs tend to take the boars for themselves.

Profile	M	WS	BS	S	T	WI	A	Ld
War Boar	7	3	0	3	4	1	3	1

Special Rules

Ferocious Charge: Orc war boars attack with +2S when charging, due to their bulk. Note that this applies only to the boar, not the rider.

Thick Skinned: The thick skin and matted fur of the boar makes him very hard to wound. Boars confer an additional +1 bonus to the rider's armour save (making +2 total).

Giant Wolf

Cost: 40 GCs, Availability: Rare 10

The giant wolf is common in most of the mountain ranges of the known world. However, catching one of these nasty, fast-moving beasts is another thing.

Profile	M	WS	BS	S	T	WI	A	Ld
Giant Wolf	9	3	0	3	3	1	4	1

Note:

1. Orcs cannot ride a Giant Wolf – they are far too massive.
2. Giant Wolves cannot be used in a warband that already contains Giant Spiders.

Giant Spider

Cost: 50 GCs, Availability: Rare 11

The giant spider is the stuff of nightmares. They are typically 10 to 12 feet long.

Profile	M	WS	BS	S	T	WI	A	Ld
Giant Spider	7	3	0	3(4)	3	1	4	1

Special Rules

Poisoned Attack: Giant Spider attacks are poisoned – attacks are considered as strength 4, but this will not modify any armour saves.

Wall Walk: Giant Spiders may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a *diving charge*.

Note:

1. Orcs cannot ride a Giant Spider – they are far too massive.
2. Giant Spiders cannot be used in a warband that already contains Giant Wolves.

SPELLS

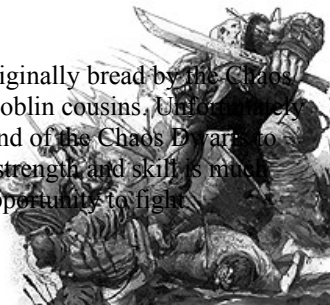
See TC6 in White Dwarf 243

HIRED SWORDS AND DRAMATIS PERSONAE

BLACK ORC BODYGUARD - Hired Sword VI.1

Black Orc Bodyguard 60 gcs to hire, + 40 gcs upkeep

Black Orcs are more independent than ordinary greenskins. They were originally bred by the Chaos Dwarfs to eliminate the annoying animosity which plagues their Orc & Goblin cousins. Unfortunately, the independence also made them difficult to control and many left the land of the Chaos Dwarfs to pursue a life of carnage of their own. Many join Orc waaghs where their strength and skills are much admired. A few however wander alone and will sell themselves for the opportunity to fight.



May be hired: Any greenskin warband may hire a Black Orc Bodyguard

Rating: A Black Orc Bodyguard increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

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

Equipment: The Black Orc Bodyguard wears heavy armour and a helmet. He may choose between two axes or a double handed weapon.

Skills: A Black Orc Bodyguard may choose skills from the following skill lists: Combat, Strength, and any special Orc skills.

Special Rules

I said 'shut it'! Whilst the Boss has this ferocious warrior in the warband the greenskins are reluctant to make trouble. Any orcs or goblins within 6" of the Black Orc do not suffer from the effects of Animosity. The rest of the warband tests as normal.

Whose Da Man! - If the night goblin leader is taken OOA during the battle, the Black Orc HS steps up to replace him. For the duration of the battle he gains the "Leader" ability. If the night goblin leader gets the "Killed" result after the battle, then the Black Orc decides to fill the new vacant position permanently. The Black Orc becomes the new warband leader, but he keeps his upkeep cost (hey, a Black Orc can't live on mushrooms and fungus alone).. The Black Orc does not count towards the warband size when selling treasure.

SNORRI NOSEBITER- DRAMATIS PERSONAE

A bestial roar sounded over the clamour of battle. "A rat ogre" exclaimed Gotrek, "It's mine".
"Snorri wants one too" said the other slayer.
"It's Ok you can have mine" replied Felix with barely concealed sarcasm.
"Thank you young Felix" was the grateful reply.

Hire Fee: 40GC, upkeep: 25GC

May be hired: Any human or Dwarf warband may hire Snorri Nosebiter

Rating: Snorri increases the warband's rating by +20 points.

	M	WS	BS	S	T	W	I	A	LD
Snorri	3	5	3	4	4	2	2	2	8

Equipment: Snorri has a Dwarf Axe and a Hammer.

SPECIAL RULES

Snorri follows all the special rules for Slayers as can be found in the Mordheim rulebook and the Slayer warband.

Drunk: Snorri likes a drink before a battle. Roll a D6 on the following table to see what effect it has:

- 1 - Snorri drinks to forget. This time he has forgotten to turn up.
- 2 - Snorri's head is feeling a bit delicate. His WS and S are both reduced by -1.
- 3 - It takes more than that to slow down Snorri. No effect.
- 4 - The effects on Snorri's digestion become evident to everyone. Any model friend or foe, fighting within 2" of Snorri is at -1 to hit.
- 5 - Fortified with liquor Snorri gains +1 strength.
- 6 - A bucket of his favourite vodka has put fire in his belly. Snorri is subject to frenzy.

Lucky: Although he has no armour Snorri has a knack of avoiding harm. He has a 5+ ward save against shooting and combat.

ALDRED FELLBLADE - DRAMATIS PERSONAE

Aldred is a tall, lean, grim-looking man of about 35. He has long black hair and blue eyes. He wears battered plate mail of the highest quality and wields a two-handed sword from which he takes his name.

Aldred has been a soldier for the Temple of Sigmar since his teens. He saw action in Kislev and has travelled the Old World in the service of his god, hunting heretics and fighting a constant war against the Goblin folk.

He is a fanatic, impossibly brave and dedicated to his cause. He appreciates bravery and self-sacrifice although he has been saddened by the loss of many of his comrades.

His hunt for the Chaos Sorcerer Ilek of the Burning Skull took him from Altdorf to Praag to a ruined city on the edge of the Chaos Wastes in Norsca. There he killed the mage in an epic hunt through the twisted rubble.

He has sworn to retrieve the Dwarven sword Karaghul and he is searching all the legendary Darven holds to find it. He claims Sigmar appeared to him in a vision and told him that the sword would soon be drawn once more. He is prepared to see that this happens no matter what the cost is to himself or his friends.

Destiny: In a couple of years, the young Templar Aldred will be dispatched by the Temple authorities to investigate what happened to the monastery of Our Father of the Hammer outside Nuln. He discovers the only survivor Johan Zauberlich, a young wizard of the Amethyst College, and nurses him back to health. Johan decides to abandon his life of contemplation and become Aldred's companion. Both are diligent Witch-Hunters and will destroy many Chaos Covens. They will meet Felix and Gotrek and explore the lost hold of Karak Eight Peaks where they finally find the sword Karaghul.

Hire Fee: 75 gc to hire, +35 gc upkeep cost.

May be Hired: only human warbands can hire Aldred (Human Mercenaries, Witch Hunters, and Adventurers).

Rating: Aldred increases the warband's rating by +60 points.

	M	WS	BS	S	T	WI	A	LD	
Aldred	4	6	4	4	4	2	4	2	8

Weapons/Armour: Double-handed sword, Heavy Armour, Shield

Skills: Combat Master, Strongman, Sign of Sigmar, Protection of Sigmar, Righteous Fury (add Orc & Goblins).

Special Rules:

Fellblade: Aldred is a master with this sword and he can therefore parry with it as though it was a normal sword.

Destiny: If the "Dead" result is rolled on the Serious Injury Chart than Aldred isn't really dead but he decides to quite the warband and travel to another Dwarf Hold in his quest for the sword Karaghul. He is no longer available for the rest of the campaign.

KARAK AZGAL EXPLORATION CHART

(1 1) Well

Karak Azgal was well provided with wells. The Dwarfs who built the stronghold took pride in a good water supply. Since the fall though most of the wells have been ruined or filled with debris. This one looks interesting.

Choose one of your heroes and roll a D6. If the result is equal to or lower than his Toughness, he finds one piece of treasure at the bottom of the well. If he fails, the Hero swallows tainted water and must miss the next game through sickness.

(2 2) Ransacked Storeroom

Most of the storerooms in the hold have been broken open and ransacked. There is little of any value here just the remains of every day necessities.

After a thorough search you find loot worth D6 gc. If you roll a 1 you also find a Lucky Charm (see the Equipment section, Mordheim rulebook page 53)

(3 3) Corpse

You find a still warm corpse. A chipped dagger sticks out of his back. Surprisingly his possessions have not been looted.

To see what you find when you search the corpse, roll a D6:

D6 Result

- 1-2 D6 gc
- 3 Dagger
- 4 Axe
- 5 Sword
- 6 Suit of light armour

DOUBLES

(4 4) Straggler

Your warband encounters one of the survivors of Karak Azgal. He has been wandering lost in the tunnels for as long as he can remember.

Skaven warbands can sell the straggler to the agents of Clan Mors (who will use him for food or Slavery) and gain 2D6 gc.

Possessed, Beastman or greenskin warbands can sacrifice the unfortunate individual for the glory of their gods. The leader of the warband will gain +1 Experience.

Undead warbands can kill the straggler and gain a Zombie for no cost.

Any other warband can interrogate him and gain an insight into the stronghold. Next time you roll on the Exploration chart, roll one more dice 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

You have found one of the small sturdy carts used to carry goods around the stronghold. It looks like the owner was trying to flee when it became stuck amongst the rubble.

Roll a D6 to see what you find:

D6 Result

- 1-2 Karak Azgal Map (see new Equipment list)
- 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 Trading section in the Mordheim rulebook for rules on selling items), so the jewelled sword will sell for 10gc, for instance.

(6 6) Ruined Store Sheds

Large areas of the stronghold are given over to store sheds. The Dwarfs provided sufficient stores to withstand a siege almost indefinitely. The sheds have long since been broken open and wrecked.

You find loot worth D6 gc amidst the ruins.

TRIPLES

(1 1 1) Drinking Hall

The drinking hall is one of the more splendid chambers in the Dwarf stronghold. Not surprising given the amount of time they spent there. Now the furniture is all smashed and broken flacons and tankards lay strewn around. Towards the back, cut into the rock there is an alcove where there are still some full barrels.

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. Note that Dwarfs will suffer a -1 Leadership penalty due to their liking for beer. If he passes, the warband gains 4D6 gc worth of good Dwarf ale which can be sold immediately.

If he fails, the men (or Dwarfs, etc.) drink most of the beer despite their leader's threats and curses. You have D6 gc worth of ale left when the warband reaches their encampment.

Undead, Witch Hunters, Sisters of Sigmar (or any other religious order), automatically pass this test as they are not tempted by such worldly things as alcohol.

(2 2 2) Workshop

The machines and empty tool racks make it obvious what work was done here. Most of the iron and tools have been looted long ago. Debris litters the floor but there may be weapons to be found.

Roll a D6 to determine what you find inside:

D6 Result

1. Sword
2. Double-handed weapon
3. Dwarf axe
4. D3 halberds
5. Gromril sword
6. 2D6 gc worth of metal (add the value to your treasury).

(3 3 3) Prisoners

A muffled sound comes from one of the tunnels. You find a group of people who have been locked inside a chamber. They are prisoners taken by Skaven to be used as slaves. Surprisingly all races are here together. It is a wonder that they have not started to fight amongst themselves.

Possessed, Beastman and greenskin warbands can sacrifice the victims. 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 to safety. For their trouble, they are rewarded with 2D6 gc. In addition, one of the prisoners who is of the same race as the warband, 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 Henchman groups (with the same stats as the rest of the group, even if they have already accumulated experience. This applies to all races not mentioned above.

(4 4 4) Goblin Stash

Goblins are a bit like Magpies in that they often take more than they can use. They often hide away surplus treasures or weapons in a Stash. You have found a Goblin stash of shooting weapons.

Roll a D6 to see what you find:

D6 Result

- 1-2 D3 Short bows
- 3 D3 Bows
- 4 Long Bows
- 5 Quiver of hunting arrows
- 6 D3 Crossbows

(5 5 5) Market

This large chamber was one of the markets of the old stronghold. The remains of the last market are still lying on the flagstones. The fresh produce has long since rotted away but there are still a few trinkets remaining.

You find several items worth 2D6 gc in total.

(6 6 6) Repaying a Debt

As you return to your base, you meet an old Dwarf acquaintance. He has come to repay an old debt, which anyone else would have long forgotten.

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 of the Mordheim rulebook on page 147.

FOUR OF A KIND

(1 1 1 1) Gunsmith

You find the workshop of a Dwarf gunsmith. It's 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 of Valaya

Your warband stumbles across a ruined shrine to the Dwarf goddess Valaya. Most of the statues and icons are smashed but there are a few items worth saving. Your warband may strip the shrine and gain 3D6 gc worth of loot.

Dwarf warbands may save some of the shrines holy relics. They will gain 3D6 gc from the Dwarf colony, and a blessing from the gods. One of their weapons (chosen by the player) will now be blessed by Valaya and will always wound any magic users on a to wound roll of 2+.

(3 3 3 3) Meeting Room

A Dwarf stronghold is well provided with meeting rooms. They are used to long complicated debates and discussions about any changes. Plans are made in detail and submitted for approval by the Longbeards. This is one of many such rooms. The furniture is smashed and ruined but there are still a few items hidden away in alcoves.

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 ashes, you find various half-finished items of armour.

Roll a D6 to see what you find:

D6 Result

- 1-2 D3 Shields
- 3 D3 Helmets
- 4 D3 Suits of light armour
- 5 D3 Suits of heavy armour
- 6 Suit of Gromril armour

(5 5 5 5) Mausoleum

You find an old mausoleum, overgrown and broken. The monuments to the dead are of the finest Dwarf craftsmanship but they have been broken and despoiled by Goblins or worse. Statues have been toppled and broken and crude daubs painted over the inscriptions. The sight would be enough to make a Dwarf tear his beard out.

Any warband apart from Dwarfs, Witch Hunters, Sisters of Sigmar or any other warband with a priest, may loot the crypts and gains D6x10 gc worth of loot.

If you loot the mausoleum every time you play against Dwarfs they will bear a grudge and hate all the models in your warband. Next time you play against Witch Hunters, Sisters of Sigmar or any other warband with a priest, the entire enemy warband will hate all the models in your warband for the duration of that game. Make a note of this on your warband roster sheet.

Dwarfs, Witch Hunters, Sisters of Sigmar or any other warband with a priest, 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) Secret Tunnels

You find an entrance to a network of secret tunnels through the stronghold.

You can use the tunnels you found in the next battle you play. Position up to three fighters (not Rat Ogres, Possessed or large models) 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. Dwarf miners are already aware of the tunnels and gain no further advantage for themselves but may stop an opponent using them.

FIVE OF A KIND

(1 1 1 1 1) Strongroom

You find a strongroom.. Once this would have held part of the treasury of gold and jewels which make the stronghold famous as Karak Izril - Jewel Peak. The defensive runes have been breached and the doors broken down.

(4 4 4 4 4) Guild Office

The Guild office stands in the centre of the Engineer's district. A once proud centre of excellence and ritual, it now stands in ruin.

Inside you find several valuable items of regalia, which can be sold, for 2D6x5 gc. If you roll a double, instead

Inside, hidden amongst the debris, you find d^x10 gc to add to your treasury.

(2 2 2 2 2) Engineers Office

A narrow stairway leads down into a crypt like workshop. Here a master engineer worked on his inventions. The remains of strange mechanisms cover the floor and some show the marks of burning. At the end is a desk covered with torn papers and drawings. In the ruins you find loot worth 3D6 gc and a battered old notebook. One of your heroes may study the Engineer's notebook, and the extra knowledge 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 workshops in the Jeweller's district 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

(1 1 1 1 1) The Lair

You have found the lair of one of the horrific creatures that still inhabit the lower levels of the stronghold. The stench arising is awful but you know that the beast will have accumulated a small horde of treasure. Do you dare to enter?

If you wish you can send one of your Heroes to search for treasure hidden in the beast's lair. Roll a D6. On a 1 the Hero is devoured by the beast and never seen again. On a roll of 2+ he returns with D6+1 items of treasure.

(2 2 2 2 2) Hidden Treasure

In the depths of Karak Azgal, you come across a hidden chest, bearing the runes of a Dwarf Noble's clan.

When you open the chest you find the following items. Roll for every item on the list separately (apart for the gold crowns) to see whether you have found it. For example, on a roll of 4+ you find the treasure.

Items D6 Result Needed

- D3 Items of treasure 4+
- 5D6x5 gc Auto
- Holy relic 5+
- Suit of heavy armour 5+
- D3 Gems worth 10 gc each 4+
- Holy tome 5+
- Runic artefact 4+

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) Boiler Room

This is one of the boiler rooms, which supplied power to the Dwarfen machinery. It is not clear whether it was destroyed by invaders or by the Dwarfs themselves to prevent it falling into other hands. The Dwarfs are very jealous of their engineering secrets. The whole installation is unsafe for all but the most daring to explore. But places such as this are the best for searching for treasure.

You find D3 items of treasure amongst the ruins. In addition take a leadership test against the warband leader's Leadership value. If passed a wardog that was hiding in the room joins the warband.

(6 6 6 6 6) Entrance to Secret Tunnels

You find a concealed entrance to secret tunnels, which run, for miles inside the stronghold. Although the entrance looks foreboding the tunnels will take hours off your searches of the hold.

You can use these tunnels to explore Karak Azgal more efficiently. From now on, you may re-roll one dice when you roll on the exploration chart. Make a note of this on your warband's roster sheet. Second and subsequent catacomb entrances do not grant you any additional re-rolls, although you may find further re-rolls from other sources.

SIX OF A KIND

(4 4 4 4 4) Slaughtered Warband

You find the remains of an entire warband. Broken bodies lay scattered amongst the ruins, torn apart by some monstrous creature. You see a huge shadow shambling into the distance.

After giving the dead their final rites, eating them or looting them as appropriate to your warband, you find the following items. Roll for every item on the list separately (apart for the gold crowns and daggers) to see whether you have found it. For example, on a roll of 4+ you 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
- Karak Azgal map 4+
- D3 Halberds 5+
- D3 Swords 3+
- D3 Shields 2+
- D3 Bows 4+
- D3 Helmets 2+

(5 5 5 5 5) Warrior Training Ground

Dwarfs are not warlike people by nature but they take fighting seriously. You have found a warriors training ground. The place is filled with training equipment and

(3 3 3 3 3 3) Dwarf Smithy

You find a solidly built stone workshop. A runic inscription indicates that this was 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

practise weapons.

You find a training manual, which can either sell for 100 gc or let one of your Heroes read. The extra knowledge your Hero gains from reading the manual entitles him to choose from Combat skills whenever he gains a new skill, and his WS may now be increased by an extra point above his normal racial maximum (for example, a Human who has the book could now have a maximum Weapon Skill of 7)

(6 6 6 6 6 6) Nobles Dwelling

You find a fine dwelling, which is partially ruined. It has been thoroughly ransacked and all the furniture has been stripped of it's 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.

KARAK AZGAL RUNIC ARTEFACTS TABLE

Roll a D6 and use this table to determine which item you find when a result in the Exploration chart indicates that you have found a runic artefact. In a campaign none of these items can appear more than once, so if you find a runic item which is already in someone else's possession roll again – even if the warrior carrying it has been killed.

1 Builder's Boots

Whilst runes are commonly inscribed on weapons or armour they are much less common on other items. These boots are therefore a very rare item. They are said to have been made for one of the engineers who built part of the stronghold in forgotten times.

A model wearing these boots may move normally (including running, charging, etc) on any kind of terrain, including vertical surfaces. When moving the model simply adds the distances moved horizontally to that moved vertically, with no initiative test needed (except to jump across gaps).

2 Sword of Snorri Elfbane

The Rune of Slaying is a potent rune, which adds to the killing power of a blade. It has obviously been worn by generations of Dwarf thanes.

Opponents wounded by the sword are *stunned* on a result of 1-3 (Undead are *knocked down* as normal) and put *out of action* on a 4-6.

3 Att'la's Plate Mail

This armour was given as a present by the Dwarf Lord Kurgan to the warlord Att'la in the time of Sigmar Heldenhammer.

A magnificent suit of gromril armour with the following three runes inscribed on it:

Rune of spell eating: The Hero wearing this armour is immune to all spells.

Rune of passage: The Hero wearing this armour can move through solid objects like walls, but not tunnel walls, (this does not mean that he can see through them).

Rune of Fortitude: The Hero has an extra wound. Note that this can take his total wounds above his race's maximum.

4 Ulthar's Bow of Seeking

The crossbow was made for Ulthar Grudgbringer a noble of Karak Haskal. It is not known how it got here.

A bolt shot from this bow will seek its target. It will always hit on a 2+ irrespective of ballistic skill, cover or any other modifiers. The shooter may choose any target within sight and not just the nearest one.

5 Redbeard's Belt of Rage

Made in the days of the War of the Beard, this talisman turns the wearer into a cruel and frightening warrior. It was only worn at times of great need.

A warrior wearing this amulet becomes subject to and always will be *frenzied* even if he is *knocked down* or *stunned*. He also adds +1 to his strength in close combat, such is the power of his fury. The wearer never leaves close combat under any circumstances, and will attack opponents in base contact until they are taken *out of action*.

If there are any *stunned* or *knocked down* models within the wearer's charge range at the beginning of his turn, he will charge and attack the closest one, even if they are members of his own warband! Fight the hand-t-hand combat until one of the warriors is taken *out of action*.

6 The Eye of Izril

In the closed tunnels of a Dwarf stronghold it is a great advantage to be able to see what is happening elsewhere. A lord with this amulet could hold his power against the most secretive of enemies.

The bearer of this amulet can see all models on the table top, even if they are *hidden* or out of sight, He can guide his fellow warband members through the ruins (this allows you to roll two dice for the bearer after battle when rolling on the exploration chart). The bearer also has a 6+ ward save against all shooting attacks and strikes in close combat, as he can sense the attacks before they are made. All animals (such as wardogs, horses, etc) will be affected by *frenzy* when fighting against the bearer of the amulet.

SCENARIOS

NEW SCENARIO: THE ENGINEERS WORKSHOP

Replaces Scenario 4 from the Mordheim Rulebook

The Dwarf Engineer's Guild is a remarkably conservative group. Despite such novelties as the Flame Cannon and the Gyrocopter, the elders frown on new developments and innovations. For this reason, many engineers choose to work alone and in secret. This must have been the abode of a Master Engineer. The workshop, offices and storerooms have been sealed with strong runes and have survived almost intact.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building 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 object of the scenario is to take control of this building.

Warbands

One player is the defender, determined as normal (see Attackers and Defenders in the 'Chaos on the Streets' article), representing the warband that reached the workshop first. The defender is deployed first, inside or within 6" of the objective building. Then the attacking warband is 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 one, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

D6 Roll Item Found

- 1 Automaton
- 2 1D3 doses of healing herbs
- 3 1D3 flasks of Bugman's Ale
- 4 Luck charm
- 5 Holy (Unholy) Relic
- 6 Cathayan Silk Cloak

All of the above are described in the Mordheim rules except for the Automaton. For rules on the Automaton, see new items below. A flask of Bugman's Ale works the same as in the Mordheim rulebook but there is only sufficient for one warrior (hero or henchman) to drink.

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 the warbands but one have failed their Rout test. The routers automatically lose. If one or more of the 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*.

Engineer'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 workshop. Note that you will need to roll for each item separately, apart from the gold

crowns, which are always found. For example, you will need to roll a 4+ to find the Engineer's notebook. Then roll to see if you find the gromril sword and so on.

Item Found D6 Roll Needed

3D6 gc Automatic
D3 gems worth 10 gc each 5+
Engineer's notebook 4+
Gromril sword 5+
Widget 4+
Brace of pistols 4+
Dispel scroll 5+

New Items

Automaton: Use the stats and special rules for a zombie with +1S and +1T. The Automaton is an ingenious mechanism roughly in the shape of a man. It will follow the instructions of the defending warband but will not leave the vicinity of the workshop for any reason, even after the game, (ie it will stay within 6" of it). The Automaton may obviously not be traded.

Engineers Notebook: To the casual observer this looks just like a battered old notebook, filled with strange writing. One of your heroes may study the Engineer's notebook, and the extra knowledge 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.

Widget: Dwarf Engineers use many strange tools for which ordinary folk have no name. This one obviously serves some obscure function for the engineer but is useless to everyone else. Nevertheless you take it and it can be traded for 10 gc. If the warband who finds it includes an engineer, he will keep the widget until he can work out what it is for.

SPECIAL SCENARIO: DRAGONSLAYER v1.0

In a deep dark cave, somewhere in the heart of The Worlds Edge Mountains, something stirred. Something huge. It lifted its head, groaned, and let it fall to the cavern floor again.

"Just another few years", it promised itself, falling back into a doze. As it slumbered, it dreamed. It saw the world as it used to be, seven thousand years ago, felt the noiseless explosion which threw the second moon into the sky. It dreamed of the armies of gibbering, twisted things which poured across the land.

The Dragon stirred uneasily as the dream shifted. It saw a strange figure step forward, saw the glowing axe, and shuddered as the awesome weapon struck it. Then it jerked awake.

"That dream again" it rumbled to itself. The Dragon pulled itself to its feet. Gaping wounds opening along the length of its great body - they should have been fatal, but the Dragon would not find death so easily. It roared as its head brushed the wall, jarring its broken tooth and aggravating its abscess - the size of a mans head - which lay beneath it. For hours it raged. Then its eye lit on the great Dragon skull which lay just outside.

"Yes" it rumbled, "I must pull myself together. Things to do". It remembered the murder of its beloved mate, and grunted.

"Hmm... I can still remember his powerful face, " it mused, "My pain gets worse. But I'll sort it out. I'll kill every one of those little creatures that tries to steal my gold. The two-legged ones are not going to defeat Dragon-kin while i'm alive, and thanks to my Magic, I'm going to live for a very long time."



Objective

Two rival warbands have both stumbled upon a sleeping Dragon on his treasure trove at the same time and are now searching the immediate area for as much treasure as they can carry. Who knows what forgotten treasures may lie waiting to be found?

The objective is to search the vast Dragon's cave for as much treasure as possible before the Dragon awakes. Of course, the biggest part of the treasure horde lies near (or under) the old Dragon.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. In the centre of the table you should place a large model of a Dragon on a treasure hoard. Place a token to represent Skalf's Axe 4" in front of the Dragon. Buildings must be placed a minimum of 10" distance away from the Dragon.

Warbands

Each player rolls a D6. Whoever rolls the lowest chooses which table edge he wishes to set up on, and places all his warriors within 8" of that edge. His opponent then sets up on the opposite side.

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).

Special Rules

All the Heroes in both warbands are looking for as much treasure as possible to take with them. They can try to inspect the buildings to find treasure. Each time a Hero enters a building roll 2D6. On a score of 12 he has found 3D6 gc of treasure. A Hero may not search buildings in his own deployment zone.

After finding the treasure, the Hero can then take it to safety via his own table edge or continue searching. If he is put out of action, place a counter in the spot where he fell. This counter represent all the gold coins that the Hero has found so far. Any warrior may pick the treasure up by moving into base contact with the counter.

Of course the real treasure lies near, or under, the Dragon. Any Hero that spends a turn doing nothing within 6" of the sleeping Dragon can roll 6D6 to see how much gold he finds.

But things are not as easy as it seems. Roll 2D6 every turn. Add the following modifiers to the dice roll:

- +1 For each treasure that has been found by a Hero
- +2 For each Hero searching within 6" of the Dragon
- +3 For each Hero searching within 4" of the Dragon
- +3 For picking up Skalf's Axe

On a roll of 12 the Dragon awakes and attacks the nearest warriors. The Dragon has the following characteristics:

	M	W	S	B	S	T	W	I	A	L	d
Dragon	8	6	0	6	6	6	3	5	8		

Special Rules: fear, scaly (4+ unmod save), breath attack (large breath template), large monster
As soon as the Dragon is awake it will act at the end of each player's turns. The Dragon will act in the following way:

Dragon's Turn

Between each player's turns the Dragon acts and fight. Determine his actions by following the sequence below:

Movement Phase - The Dragon moves towards the nearest model. If he can charge him, he will.

Shooting Phase - The Dragon breathes horrible flames over the warriors. Roll Scatter dice. The Dragon breathes fire in that direction. Models under the template suffer damage. The Dragon can do this even if he is involved in combat.

Combat Phase - The Dragon attacks any model he is in base to base combat with. If he fights several models, determine at random which models he attacks.

Dragon's Motivations

- The Dragon can sense anyone in the chamber if he wakes up, so nobody can be hidden to him.
- The Dragon can sense anyone touching his treasure, and would charge the nearest person who found treasure (or the axe) as opposed to someone who hasn't.
- The Dragon will charge a warrior who has tried to shoot him in preference to someone closer who has done nothing.
- If the Dragon has joined combat with someone, he will stay to finish off everyone in close combat before pursuing someone else.
- If a warrior runs past someone while the Dragon is pursuing him, the Dragon will attack the closer person subject to the above.

Ending the Game

The game ends when either:

- One warband failed its Rout test. The routing warband automatically loses.
- All the Heroes in both warbands have moved from the table edge with treasure. No warband wins.
- The Dragon has killed all the members in both warbands. The Dragon wins.
- Escaping with Skalf's Axe - The warband that manages to move Skalf's Axe from the battlefield wins the game.
- Killing the Dragon - The warband that manages to kill the Dragon wins 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 For Taking Skalf's Axe. If a Hero grabs Skalf's Axe and survives he earns +1 experience.

Dragon's Treasure Trove

In front of the Dragon's treasure trove lies a powerful Dwarven axe. The axe was wielded by the legendary Dwarven Hero Skalf (slayer of Graug) and is inscribed by powerful runes. Skalf was killed during a raid into the lower caverns to clear out goblins and the axe was lost. The axe has the following special rules:

Skalf's Axe

The axe is a two-handed gromril axe with the Master Rune of Dragon Slaying (2+ to hit Dragons, 2+ to wound, and any unsaved wounds kill Dragons automatically on a 4+ on a D6) and the Rune of Swiftness (always strikes first).

If the weapon is recovered by a non-Dwarf warband Kargan Skalfson will want the weapon back as a family heirloom. He will reward the finder with 12D6 gc. If the warband keeps the axe than all Dwarves are subject to Hatred to the bearer of that axe.

Rules for Multi-player Games

The dragon, moving after every player, is too powerful. He can cross the table before you can move again. We suggest that if this scenario is played with more than two players, that the dragon's turn is to be treated as if he was an extra player.

Searching in a multi-player game can also be too beneficial. With more than 2 players, anyone searching is likely to wake the dragon anyway. We suggest to limit searching to once per building (and only those outside your deployment area) and also to limit gold found to 1D6 per hero, not 2d6.

WHAT PEOPLE ARE SAYING ABOUT KARAK AZGAL

"This sounds and looks very interesting. Check it out, folks."
TheWarp.net (BrotherDrake)

"Any mordhiem enthusiasts should really check out karak azgal. It looks awesome, it looks even better than khermi, which looks like kind of a dissappointment. it has night gobbos, 4 different dwarf warbands, 2 skaven, human advernturers and strigio vamps."
Portent Forum (PoisonElf)

"Love it all but especially liked the underground rules and games day scenery.I play skaven mostly and want to add an underground to my Mordhiem set up. Thanks for the tips."
Karak Azgal website forum (David)

"Dwarfen blood must be in thy veins."
Karak Azgal website forum (Gruma)

"Karak Azgal is a new alternate setting for the Mordheim rules system. As all but the complete Warhammer newbie will have guessed, this one is based around the Dwarven mountain fortress of Karak Azgal and offers new rules such as different Guilds (Engineers, Miners and even Brewers!), new scenarios and equipment and tunnel fighting rules. Mordheim, Lustria and now this - the options for new Mordheim settings seem numerous and it's a great way for both GW and the fans to explore in greater detail (as well as fight in of course) various parts of the Old World."
Portent (Pete Closs - webmaster)

"For all you mordheim lovers or dwarf lovers or whatever, here is a rule set much like Lustria, only for Dwarven Mine Campaigns. From What I have seen so far, it looks pretty cool. Some interesting rules on snotlings as well."
Warhammer Players Society Forum (Reiklander)

"I've read a little about it. I've already started making myself a dungeon gaming board. The LOTR section a few white dwarfs back with the bit about making Balin's Tomb is coming in quite handy."
Warhammer Players Society Forum (Khatap)