Blazing Saddles

Rules for Mounted Beasts in Mordheim
by Robert J. Walker and Roger Latham

As well as being populated by the various humanoid races, the Warhammer world also contains many species of animals, some of which have been tamed and trained to perform a useful function. These can be divided broadly into two groups – animals that can be ridden (e.g. horses, giant wolves, cold ones) and those that can't (e.g. warhounds, giant rats). These rules are intended to flesh-out the rules for mounted warriors from page 163 of the Mordheim rulebook.

Model Representation

If you wish to include riding beasts or tamed animals you will need to have models to represent them. For mounted warriors you will need both a mounted minitaure and a model on foot. It is advised not to glue the rider on but to use 'blue-tack' or something simillar so that he may be removed when on foot and his mount is unridden.

Animal Handling Skills

Many Warbands employ unridden, fighting animals. Often one or more members of the warband is nominated to care for the animals, feeding and training them.

Beast Handler (e.g. Dog Handler)
This skill is highly beneficial if non-ridden animals are to be included in a warband. This skill must be taken for specific animals and may be taken multiple times for different animals. It represents knowledge of the general care and well being of the animal as well as training techniques.

A warrior with this skill has a beneficial effect on the animals under his care. If a warrior has the *Animal Handling* skill for a particular animal, any such animals may use his Leadership provided he is within 6". If the Warband's leader is also nearby, a player may choose which of the warriors' Leadership to use unless the animal is stupid, in which case only the handler's Leadership may be used. In addition, stubborn animals with a handler in base contact ignore the effects of stubbornness. This counts as an academic skill.

Riding Animals

Most warriors in Mordheim can only dream of owning a riding animal. Expensive to buy, expensive to keep and requiring skill to ride, they are a mark of status beyond the reach of lowly henchmen. To those with the necessary wealth and skill, however, they are a priceless possession, enabling their rider to move rapidly across the battlefield, aiding him in combat with an advantage of height and weight, and in some cases, fighting in their own right.
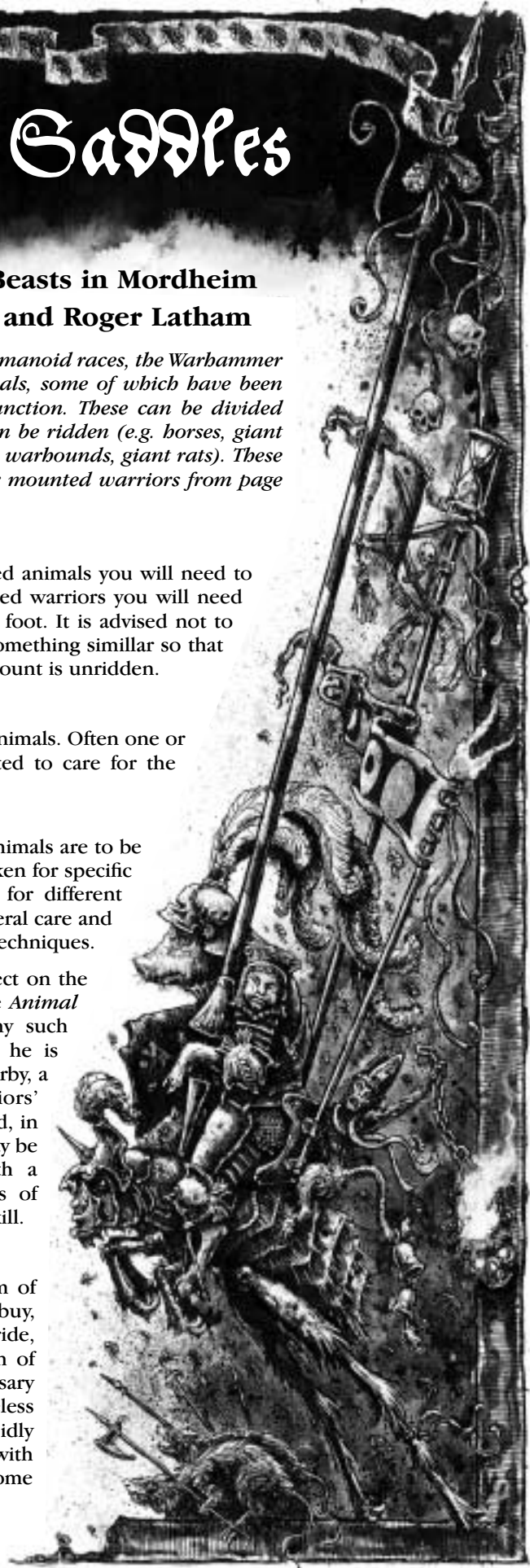
Mounting Animals. It requires a full move to mount or dismount a riding creature and the rider may not shoot or cast magic whilst doing so. A mount or its rider may not run or charge in the same turn that the warrior mounts or dismounts unless the rider has a Special Riding Skill that allows this.

Not Indoors. Mounts cannot normally be ridden indoors or underground, unless playing a specially devised scenario that allows this.

Dense Terrain. Riding mounts are rare both amongst the ruins of Mordheim and in the claustrophobic jungles of Lustria. The dense terrain makes riding difficult and large numbers of riders are highly ineffective. Thus in those settings a warband may only have a maximum of two mounts (not including those belonging to Hired Swords). In more open settings, such as the open fields in the countryside around Mordheim or the deserts of Khemri, a warband may have as many mounts as they can afford.

Controlling a Mount. The Special Riding Skills may be used by warriors who have a riding animal, but only after the skill *Ride* has been gained; warriors which come provided with a riding animal are assumed to possess the *Ride*

skill already. Warriors without this skill may still ride animals, but must test against their Leadership if hit by any missile and at the beginning of any combat phase when a standing enemy is in base contact. If the test is failed they lose control of their mount and must roll on the Whoa, Boy! Table (see below). Note if an enemy is not standing, the mounted warrior is not considered to be in combat and thus does not need to test for loss of control.

Armour Bonus. All riding animals give their riders a +1 armour save bonus.

Bolting Mounts. In certain circumstances, a mount may bolt. A bolting mount must make a Leadership test at the beginning of the owning player's turn; if successful it stops running, otherwise it continues fleeing. The easiest way to determine the direction a mount bolts is to use an artillery scatter dice. If you do not have one, then roll 2D6 and use the clock-face method. Taking the direction the horse is facing as 12 and directly behind as 6, the horse will bolt in the appropriate direction on the clock-face.

Leading Animals. On occasion, a warrior may want to lead a riding animal rather than riding it. A warrior may only lead one riding animal unless he has the Animal Handling skill, for that particular animal, in which case he can lead as many as he wishes. Groups of led animals are tethered together and must maintain base contact with each other; at least one must be in base contact with the warrior leading them. Riding animals that are being led do not roll for loss of control. If required to make a Leadership test (e.g when attacked by a fear causing enemy) they use the Ld of the warrior leading them. A warrior leading riding animals may move and fight as normal, but must maintain base contact at all times.

Unled Animals. Riding animals which are not being either led or ridden will remain stationary but must make a Leadership test at the beginning of their turn. If this is failed, they will bolt, using the rules above.

Cavalry Skills

Skills may only be used one at a time. If two are applicable to a given situation, the controlling player must decide which to use. All bonuses are cumulative with those gained from a mount, unless otherwise stated.

Ride (e.g. Ride Horse)

This skill is vital if a rider wishes to ride an animal into combat. The skill is specific to a particular type of animal and must be gained again if the warrior wishes to be able to ride a different kind of animal. For instance, a warrior with *Ride Horse* would need to gain the skill Ride Warhorse if he wanted to be able to ride such a spirited mount.

Special Riding Skills

Cavalry Commander. Mounted heroes are an impressive sight. With a good vantage point, they can see (and be seen) far more readily than if they were on foot. If the warband's leader has this skill and is mounted, he may add an extra 6" to the distance within which other warriors in the warband may use his Leadership. This is in addition to any other bonuses that increase the range of the leader's influence.

Trick Riding. By athletically hanging off the side of his mount, a rider makes himself harder to hit. While a rider is trick riding all missile attacks against him suffer -1 to hit in addition to other modifiers. The rider must declare that he is trick riding before moving. He must then make an initiative test and if successful may move full distance. If he fails he loses control of his mount and must roll immediately on the Whoa Boy! Table. This skill may not be used with heavy armour because of the agility required. In addition, trick riding requires both hands, so the model may not use a shield or missile weapons whilst using the skill. Warriors without Ride may not use this skill.

Combat Riding. The rider has trained his mount to use its bulk to trample any un-mounted enemy before him. A warrior with this skill may make a single additional S4 attack when charging an unmounted opponent. In subsequent rounds of combat, or if charged by enemy warriors, the mounted warrior fights as normal.

Evade. The rider has trained his mount to swerve from side to side in combat, wrong-footing his opponent. A rider with this skill always strikes first in close combat against dismounted opponents. When charged by an opponent, or otherwise fighting an enemy also entitled to strike first, attacks are carried out in order of Initiative. If Initiative is equal, the model with greater experience strikes first. Warriors without Ride may not use this skill.

Running Dismount. The rider is able to dismount from his mount at speed. The rider may ride up to the mount's normal move distance and then dismount immediately. No further movement or shooting is possible. This skill may be used to move into contact with the enemy, counting as a Diving Charge from a height of 2" – all usual rules for diving charges apply. Note that the rider then counts as dismounted, gaining no further assistance from his mount. Warriors without *Ride* may not use this skill.

Athletic Mount. Without breaking stride, the warrior is able to leap onto the back of his mount and immediately spur it into a full gallop. Once the warrior is aboard, the mount may make a run or charge move as normal. The warrior must be within 2" of his steed to use this skill.

Horse Archer. The rider has learned the skills of the steppe nomads and can shoot from a running mount. The rider may shoot in a 360 degree arc whilst mounted, and may shoot while his mount is running; however the shot suffers a -1 to hit penalty in addition to all other normal modifiers. Warriors without Ride may not use this skill.

Mounted Combat Master. The rider is especially skilled at combat against a mounted opponent. If the model is fighting mounted against a mounted opponent and successfully wounds the enemy, the wounded model must add +1 to his roll on the Whoa Boy! Table. Warriors without Ride may not use this skill.

Losing Control

If a mounted warrior is wounded, then the player must roll on the Whoa Boy! Table. This replaces the normal injuries chart. If critical hits are suffered then roll as many times as are required, taking the most serious result.

Whoa Boy! Table

1-2 The rider is temporarily disorientated and his mount rears up. The rider keeps his seat but must spend his next turn stationary regaining control, unable to move or shoot. If attacked, treat the rider as fallen down.

3-4 The rider falls off his mount and is stunned, taking an additional S2 hit in the process with no armour save. In addition, roll 1D6: on a roll of 1-3, the mount immediately bolts 3D6" in a random direction and continues until it has left the table – the mount may be recovered after the battle; on a roll of 4-6, the mount remains stationary and the warrior may remount once recovered. Note: the mount does not count as unridden or unled in this instance.

5-6 The rider and his mount crash to the ground together. The rider and mount are automatically out of action. In addition, roll a D6: on a roll of 1-2 the mount lands on top of its rider, crushing him. If this happens the warrior must roll twice on the serious injuries chart after the battle. In addition, after the battle roll a D6: on a roll of 1-2 the mount was crippled or killed by the fall and removed from the warband roster.

Animal Bestiary

What follows is a summary of animals commonly found in various parts of the world, along with a few less common species. Note that animals are not particularly bright and do not gain experience. Note also that ridden animals can be ridden, but that doesn't mean that all of them want to be!

Attack Animals

The most common attack animal in the Old World is the faithful wardog, especially favoured by Witch Hunters. Other warbands have their favoured attack animals – Giant Rats for Skaven, Dire Wolves for Vampires, Cold One Beasthounds for the Druchii, Black Hounds for Lahmian (watch this space!). Whatever the differences between the species, that a warrior with several sets of claws and jaws behind him is a more dangerous opponent than a warrior on his own.

For details of the various attack animals available to different races, see the Mordheim rulebook or the relevant warband lists.

Ridden Animals

Humans like their horses, Orcs their boars, Goblins their wolves. All agree that two legs are good, but four legs are better.

War Boar

Cost: 90gc

Availability: Rare 11 (Orcs only)

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	W	I	A	Ld
	7	3	0	3	4	1	3	1	3

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: 85gc

Availability: Rare 10 (Goblins only)

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 – especially if you are a Goblin.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	4

Note: Giant Wolves cannot be used in a warband that already contains Giant Spiders.

Giant Spider

Cost: 100gc

Availability: Rare 11 (Goblins only)

The Giant Spider is the stuff of nightmares. Typically 10 to 12 feet long they are highly prized by Forest Goblins as mounts.

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

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 (and their riders) 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. When a spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! Table. Note even if the rider has the Running Dismount skill, the maximum diving charge is only 2".

Note: Giant Spiders cannot be used in a warband that already contains Giant Wolves.

Mule

Cost: 30gc

Availability: Rare 7 (any warband)

Their stubbornness is legendary, but even so, these beasts of burden are occasionally ridden by Halflings, Dwarfs and even overweight clerics!

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

SPECIAL RULES

Slow: Mules are not the fastest of mounts and only bolt 2D6".

Stubborn: If a warrior is riding a mule, or is in base contact with a mule, he must make a Leadership test each round or the mule will refuse to move.

Ornery: With no leader or rider, a mule will wander in a random direction. Should any close combat occur within 6", it will automatically bolt directly away from the combat.

Non-combatant: Mules will not fight in combat and may not be used to charge into combat – they will simply refuse to move. If an enemy warrior charges a ridden mule, immediately roll on the Whoa Boy! Table. If an unridden mule is charged, it will bolt directly away from the charger.

Riding Horse

Cost: 40gc

Availability: Rare 8 (Humans only)

Riding horses are not trained for battle and will not normally attack an enemy. However, they are useful for moving rapidly around the site of a battle.

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

Warhorse

Cost: 80gc

Availability: Rare 11 (Humans only)

Warhorses are large, well-trained horses, quite at home in battle. They are primarily used by human warbands.

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

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on a battlefield. The rider may re-roll any failed loss of control tests. Only one re-roll is allowed per test.

Elven Steed

Cost: 90gc

Availability: Rare 10 (Elves only)

Elven steeds are graceful animals, but have a vicious temperament when called upon to fight. It is rumoured that even Dark Elves breed these fine beasts. Typically, High Elf steeds are grey and white, Wood Elf steeds are tan and white, and Dark Elf steeds are midnight black.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	5

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on a battlefield. The rider may re-roll any failed loss of control tests. Only one re-roll is allowed per test.
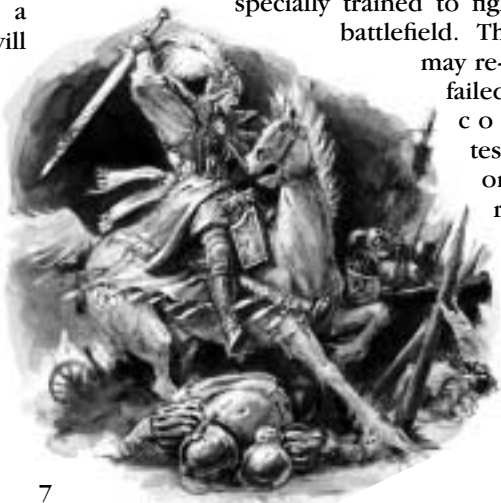
Nightmare

Cost: 95gc

Availability: Rare 11 (Vampires and Necromancers only)

The Vampire Counts occasionally need fell steeds to carry them about their business. Who cares if they're dead? They still have legs, don't they?

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

SPECIAL RULES

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

Immune to Poison: Nightmares are not affected by poison.

Immune to Psychology: As an Undead creature, Nightmares are immune to psychology, never have to make Leadership tests, and will always stand still if left leaderless. However, if the rider suffers a wound, he must roll on the Whoa Boy! Table as normal.

Chaos Steed

Cost: 90gc

Availability: Rare 11 (Possessed warbands only)

Chaos Steeds are malformed, debased parodies of the magnificent warhorses of the Empire. They are used by Possessed and other Chaos warbands.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	4	3	1	3	1	5

SPECIAL RULES

May not be ridden by The Possessed. Even Chaos Steeds are skittish around the abhorrent Possessed and will not allow themselves to be ridden by such a being.

Battle Schooled: The mount has been specially trained to fight on a battlefield. The rider may re-roll any failed loss of control tests. Only one re-roll is allowed per test.

Cold One

Cost: 100gc

Availability: Rare 11 (Dark Elves and Skinks only)

Scaly, mean and stupid, these native creatures of the New World make excellent mounts upon which to fight.

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

SPECIAL RULES

Fear: Cold Ones cause *fear*.

Stupid: Roll against the rider's Leadership each turn; if the rider fails the test then usual stupidity applies, otherwise move as normal.

Scaly: Cold ones give an additional +1 armour save bonus (making +2 total).

Mule Skinner

A Hired Sword for Mordheim

35 gold crowns to hire + 15GC upkeep

Mule Skinners are quite common wherever teams of animal are used. They are experienced warriors, accustomed to handling teams of draft and pack animals such as horses and (strangely enough) mules as well as more exotic animals such as Cold Ones. Most are freelance, offering their services in the marketplace alongside traditional traders. They are widely travelled and have contacts in most major cities, especially among the animal merchants.

May be hired: Any warband, except Possessed Skaven, or any Undead warband, may hire a muleskinner.

Rating: A Mule Skinner increases the warband's rating by 20 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: The Mule Skinner starts with a whip and a dagger.

Skills: A Mule Skinner may choose from Combat and Strength skills. In addition he may learn *Streetwise* and *Haggle* (both academic skills).

SPECIAL RULES
Animal Handler: A Mule Skinner starts with one *Animal Handling* skill (player's choice of which animal).

The following are based on the Adventurer's Whip Rules by Jo-Herman Haugholt from the Mordheim Khemri Discussion Group (used with permission).

NEW SKILL
Whip Master: The hero is so skilled with his whip that he may re-roll all to-hit rolls when using the whip. Only one re-roll is allowed per attempt and you must accept the second roll, even if it is worse.

NEW EQUIPMENT

Whip
Cost: 15 Gold Crowns

Weapon	Range	Str
Whip	4"	As user -1

Special
Cannot be parried, reach, disarm, + 1 armour save.

Disarm: Instead of striking to injure, a warrior with a Whip may try to strike his opponent's weapon making him drop it. Roll to hit as normal, but instead of rolling to wound, the opponent gets a single *Parry* attempt; if the *Parry* attempt is failed, he has dropped his weapon. He must now fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). At the end of the combat, the model is assumed to retrieve the dropped weapon, as long as he is not put out of action. Disarmed opponents put out of action lose the weapon permanently.

Note: The *Parry* attempt represents the model trying to hold on to the weapon; he is always allowed one (and only one) *Parry*, irrespective of the equipment he is carrying.

Scenario: Finders Keepers

A Scenario by Roger Latham

Whilst the richest pickings in Mordheim are to be found within the shattered remains of the city itself, it sometimes happens that treasures are to be found elsewhere. A stray word in a tavern or around the campfire may let slip where a rival warband has hidden its stash of wyrdstone. In such situations there is usually a mad scramble as every warrior within earshot takes to his steed (if he's lucky enough to have one) in order to beat the others to the easy loot. After all, Chaos takes the hindmost and last one there's a halfling's dishrag!

This scenario is written with the new animal rules in mind, and therefore assumes that warbands will have some riding and possibly pack animals, but it will work just as well for dismounted warbands – especially Skaven.

Terrain
The scenario takes place on the outskirts of Mordheim. Set up ruined buildings as normal along one table edge, extending no further than 12" onto the table. 8" in from the opposite table edge place a small ruined building on a hill. This is an isolated building where a rival warband has hidden its stash. Inside the building place 1D3 wyrdstone counters. The rest of the table should be lightly covered with

suitable rural terrain (low hills, hedges, fences, abandoned carts, craters from comet fragments, etc.). If your warbands are dismounted you will want to use more terrain to give cover, less if you are using mounts and riders. A standard 4'x4' table will be large enough, but to make it more interesting you could have a 4'x6' or even 4'x8' with the objective building at the far end from the edge of the city.

Setup

Both players roll a D6 and the highest scoring player sets up within 8" of one corner of the edge opposite the objective building. The other player then sets up within 8" of the opposite corner on the same edge.

Starting the Game

Roll a D6. The highest scoring player goes first.

Special Rules

The objective of the game is to capture the stash of wyrdstone and exit the table within 8" of the warband's starting corner. One warrior from the first warband to reach the stash must spend one full turn searching for it before the wyrdstone can be moved, after which it can be picked up simply by moving into contact with it. A single warrior can carry any amount, but wyrdstone cannot be transferred between warriors. If the warrior carrying a counter is taken out of action, place the counter on the table where he fell.

Ending the Game

The game ends when one warband succeeds in taking at least half of the stash off the table within 8" of its starting corner, thereby winning the game, or when one warband fails a rout test. Routing warbands lose automatically.

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

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

Wyrdstone

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

Scenario: Mule Train

A Mordheim Scenario by Robert J Walker

They come from far and wide; mule-trains are still the most economical way of transporting goods to Mordheim. The hardy mules make excellent time over the gorse-laden hills surrounding the Damned City. This route has the additional advantage of avoiding the many bandits that roam the roads leading to Mordheim, at least until recently…

Now, traders have to hire warbands to defend their mule-trains, to run the gauntlet against the increasingly bold thieves and opportunistic warbands.

Terrain

Set up ruined buildings as normal along one table edge, extending no further than 12" onto the table, 8" in from the opposite table edge. The rest of the table should be covered by hills, woods and hedges with a road down the centre; each player takes it in turn to place a piece of terrain in a 4'x4' playing area.

Warbands

The warband with the lowest rating is automatically defending the mule train. If both sides are equal, the warband with the fewer warriors is the defender.

The mule-train should consist of between 3 and 6 mules and no more than one mule for every two defending warriors (use normal horse models if you have no models of mules). The mules should be set up within 4" of the road up to 12" onto the table. The attackers can set up anywhere more than 24" away from the closest enemy model.

Starting the Game

The attacker has the first turn.

Ending the Game

The game ends when all the mules have left the opposite table edge from where they started. Alternatively, the game ends when one of the warbands fails its rout test. Note: any model that leaves the table cannot return.

Experience

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

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

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

+1 Led Mule off the Table. If a Hero leads one or more mules off the table, he gains +1 Experience.

Special Rules

Riding

In this scenario, the mules are laden with goods and cannot be ridden. There are otherwise no restrictions on riding animals.

Rewards

If the attackers recover one or more mules, they may keep it or it may be sold. In addition, the goods on the back of the mule(s) should be determined as if the warband found a Slaughtered Warband in the exploration phase (4 4 4 4 4). Add +1 to the dice roll for every mule recovered over the first. Recovered mounts are those being led by a member of the attacking warband as they leave the table.

The defenders gain 2D6GC for each mule they lead off the table.

Routing

If a warband routs, it abandons any mules in its possession. The opposing warband can only lead mules off the table it has in its possession as the enemy routs; abandoned mules are assumed to wander off and get eaten (probably).

Exploration.

At the end of this scenario, both warbands may explore as normal.

Mounted Models in Mordheim

The Warhammer range admirably supports mounted troops for all the animals and creatures mentioned in the article. Mail Order have stocks for all the races. Here's a selection...

FREELANCE KNIGHT MOUNTED AND ON FOOT - £6
(Includes both models)

HIGH ELF ELLYRIAN REAVER CHAMPION
£4 complete

DARK ELF LEADER ON COLD ONE
£8 complete

ORC BOAR RIDER
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12

GOBLIN WOLF RIDER
£4 Complete