Chaos on the Streets

Skirmishes between two warbands are a common occurrence but sometimes rival Mercenary Captains will lay their differences aside and ally against a common enemy. Mark Havener has written full rules for fighting larger games of Mordheim involving several players, as well as seven new scenarios.

These rules are designed for games of Mordheim that are not restricted to two players. Got an odd number of players one game night? Or just itching for an all-out titanic bash (perhaps the end of a league)? Try multiplayer Mordheim, and see what fun a truly chaotic game can be!

Rules for playing multiplayer games

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

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

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

Example: Phil, Bob, and Devin are playing Scenario 1, Treasure Hunt. This scenario has no attackers or defenders

Reinhold stared down the rubble-strewn street. It looked clear, but in this city looks could be deceiving. He let a minute pass, and then another. It was cold today, and he could see his breath and the breath of his companions hang in the air as they awaited the word that would send them forward to search this area of the city for the precious wyrdstone. Reinhold pondered the vagaries of fate that had led him to this place, in this company. There was Klaus, a huge ox of a man with brains to match the self-appointed champion of the warband. The spearmen Hans, Bertram, Leopold and old Otterman stood or squatted around Klaus. Behind the champion, as if seeking his protection, were the two youngbloods, Anna and Karl. Reinhold wondered if these two would last longer than any of their predecessors. Lack of experience often meant death in this place of the damned. Dorfmann and Dagoberd, the two crossbowmen, crouched behind a pile of stones in the centre of the street, their eyes constantly scanning the ruined buildings for targets. The Snake, their new Warlock hired sword, sat hunched over to one side. None of the men liked the old crone. She was undoubtedly insane and smelled like something had crawled up her skirt and died, but they respected her power.

Reinhold saw nothing and so he waved his band forward. The warriors picked their way cautiously down the street, scanning the ground for wyrdstone shards as they went, but ever-conscious of their surroundings just the same. Sudden movement down the street caught the warband's attention. Three bandy-legged ratmen turned a corner a stone's throw away. The Skaven appeared to be just as shocked at the appearance of the humans as the mercenaries were of them, and all three suddenly stopped in the middle of the street. Behind them their comrades had not noticed the humans and blundered into the lead rats, causing a slight commotion and several chittering shrieks of rage.

"Looks like we're going to have a fight today after all lads." Reinhold muttered to his men. The warriors readied their weapons and prepared for a skirmish.

A sharp intake of breath and the clattering of a dropped weapon caused Reinhold to whirl around. Karl's dagger lay on the ground and Reinhold was about to berate him for his carelessness when he noticed that the young warrior was staring open-mouthed at something to the rear of the warband. The mercenary looked to see what had shocked the young man so, and then he saw them, two of the accursed Possessed and an enormous Ogre lumbering down the street towards them, followed by a Magister and several less recognisable members of the blasphemous Cult of the Possessed.

It was unusual, though not unheard of, for Skaven to make alliances with members of one of the dark covens that operated secretly within the cities of the Empire. They were all worshippers of the mad gods of Chaos, after all. However, one look over his shoulder at the furry denizens of the sewers convinced Reinhold that such was not the case this time, for the Skaven seemed surprised to see the cultists as well. The first fragments of a plan began to form in Reinhold's mind. Perhaps he could turn this unexpected situation into an advantage.

defined so all three roll a D6. Phil rolls a 3, Bob rolls a 5, and Devin rolls a 1. Bob must set up his warband first, then Phil, and finally Devin.

When it is his turn to set up his warband, each player must choose one segment of table edge (see the diagram below for what constitutes a 'segment') and set up his warband within 6" of it. No player may start a member of his warband within 6" of a member of another warband.

Diagram 1
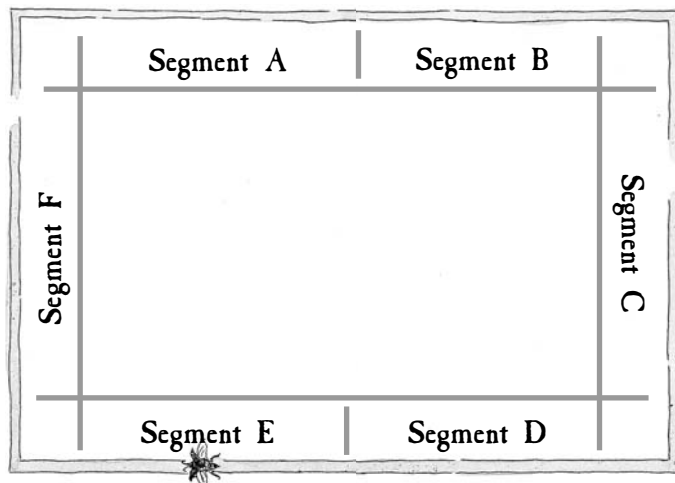
Example: Continuing our example above, Bob places his warband first and chooses Segment D (bottom right corner). Phil sets up next and chooses Segment F (left side). Now Devin could choose any of the remaining edge segments, though he would probably be well advised to steer clear of Segment E as this places him right in the midst of his enemies (with a potentially constrained set-up area as well, if Bob and Phil placed any of their models close to that region!). Devin wisely chooses Segment B and sets his warband up there.

Note that some scenarios will have special set-up rules (usually for the defender) which are different from the above. Any such variation will be noted in the rules for that scenario.

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

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

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

Example: Phil's Skaven has a warband rating of 176, Bob's Witch Hunters a rating of 195 and Devin's Mercenaries a rating of 123. Devin's warband has the lowest rating, so if there is an underdog, his warband will be it. To find out, we

compare his rating to the next highest rating, 176 (Phil's Skaven). The difference is 53 (176 - 123 = 53), which according to our chart in the Mordheim rulebook warrants a +1 experience bonus. If any of Devin's Mercenaries survive this fight, they'll have a good chance of gaining an Advance!

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

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

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

Diagram 2
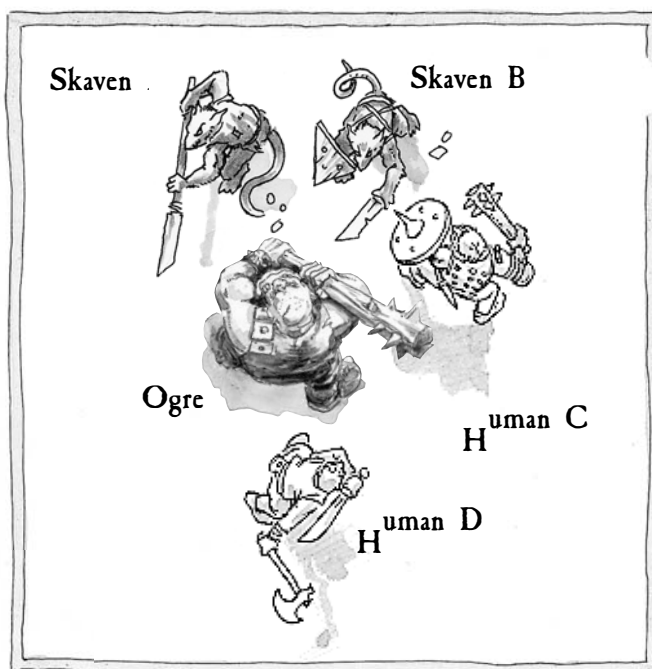
Routing warbands: Unlike normal games of Mordheim, one warband failing its Rout test (or having all of its models taken *out of action*) does not necessarily end the game. Unless there are special victory conditions noted in the rules for the scenario you are using, a multiplayer game will last until there

The Sisters of Sigmar make a last stand against an evil coalition of Undead and the Possessed.

is only one warband left on the table. The player whose warband stays on the table for the longest is normally the winner, though in some scenarios the winner might be the warband leaving the table first, as it achieves its objective and leaves the scene!

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

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

Members of allied warbands do not count each other as enemies. Members of a warband may freely run within 8" of members of any warbands they are allied to. Models forced to charge enemy models due to some special rule

(such as Frenzy or Orc & Goblin Animosity) are not forced to charge allies. Note however that an Orc or Goblin failing an Animosity test counts allied models as friendly Hired Swords so if a '1' is rolled for the effects of the Animosity he will charge or shoot at them if they are the closest friendly models.

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

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

Determining the scenario: To determine which scenario will be used for multiplayer games, players may either choose to play a particular scenario or roll on the following chart:

2D6	Result
2	The player with the lowest warband rating may choose which scenario is played.
3	Play Scenario 7: Monster Hunt.
4	Play Scenario 4: The Wizard's Mansion.
5-6	Play Scenario 1: Treasure Hunt.
7	Play Scenario 2: Street Brawl.
8-9	Play Scenario 6: Ambush!
10	Play Scenario 5: The Pool.
11	Play Scenario 3: The Lost Prince.
12	The player with the lowest warband rating may choose which scenario is played.
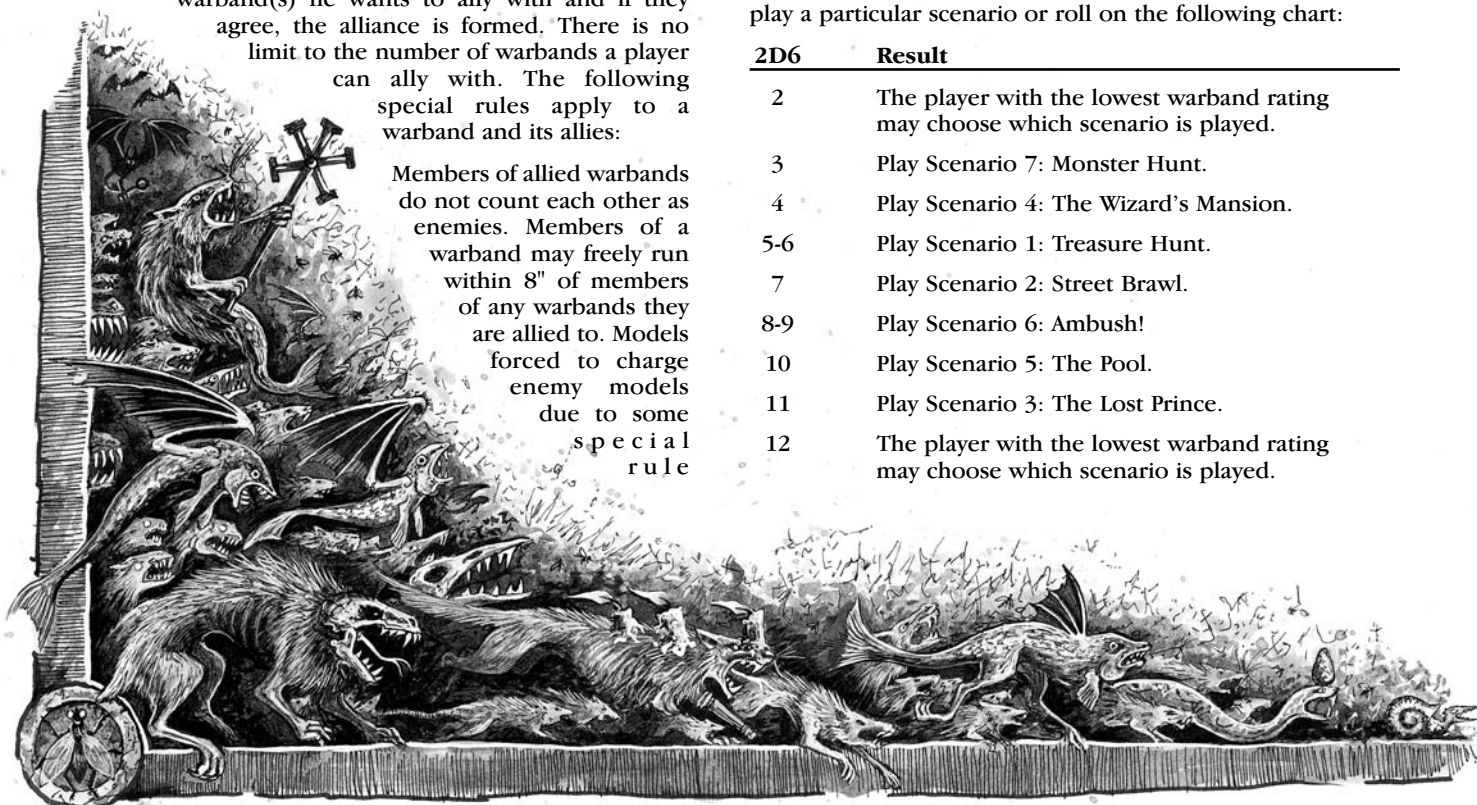
Scenario 1: treasure hunt

Often, multiple warbands will hear the same rumour about a wyrdstone deposit and decide to explore that section of the city at the same time. A battle often results with the winners taking the lion's share of the shards home with them.

terrain

Each player takes it in turns to place a piece of terrain, either a ruined building, tower or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

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

warbands

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

starting the game

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

ending the game

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

experience

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

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

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

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

wyrdstone

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

Scenario 2: street brawl

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

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

warbands

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

starting the game

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

ending the game

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

experience

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

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

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

Scenario 3: the lost prince

Travelling entertainers often tell tales of the ruined city and because of this, sons of the privileged classes often see the city of Mordheim as one big romantic adventure. Sometimes one will run away from home to join a mercenary warband and make a name for himself. Often these individuals are killed before they even get to the city but once in a while one will get lucky and actually make it that far. Sometimes their families are happy to see the young fool go but once in a while, a rich merchant or noble will actually pay to have his son saved from his inevitable fate in Mordheim.

The warbands have heard rumours that a powerful man's son has wandered into the ruins and a handsome reward will be paid for his return.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

The merchant's son is initially placed in the centre of the board. He will wander D6" in a random direction at the start of each of the first player's turns, until someone 'rescues' him. If a warband member comes into contact with the merchant's son (through normal movement, NOT through charging – this is an exception to the normal rules and represents that the merchant's son is not the enemy and should not be engaged in combat), the boy will attach himself to that member and follow him around. If the 'rescuer' is taken *out of action*, flees or routs, the merchant's son will attach himself to the next warband member to contact him. Should someone wish to attack the merchant's son, he has the same stats as a Youngblood (see the Mercenary warband in the Mordheim rulebook) and is armed with a sword and dagger. If he is killed, no reward will be issued to the winning warband, of course.

warbands

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

starting the game

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

ending the game

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

experience

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

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

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

the reward

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

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

The merchant's son gets cornered by three different warbands eager to claim the reward.

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

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4"x6". The first building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

warbands

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article), representing the warband that reached the mansion first. The defender is deployed first inside or within 6" of the objective building. Then the attacking warbands are set up as normal.

In addition, for each attacking warband beyond the first, the defender rolls once on the table below to determine the additional equipment his warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

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

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

starting the game

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

ending the game

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

experience

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

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

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

wizard's treasure

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

D6 Roll	D6 Roll Needed
3D6 gc	Automatic
D3 gems worth 10 gc each	5+
Tome of magic	4+
Gromril sword	5+
Athame	4+
D3 doses of healing herbs	4+
Dispel scroll	5+

new items

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

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

Dispel Scroll: This scroll contains a powerful counterspell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate its effects. When used roll a D6. The enemy spell is cancelled on a roll of 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25+2D6 gc.
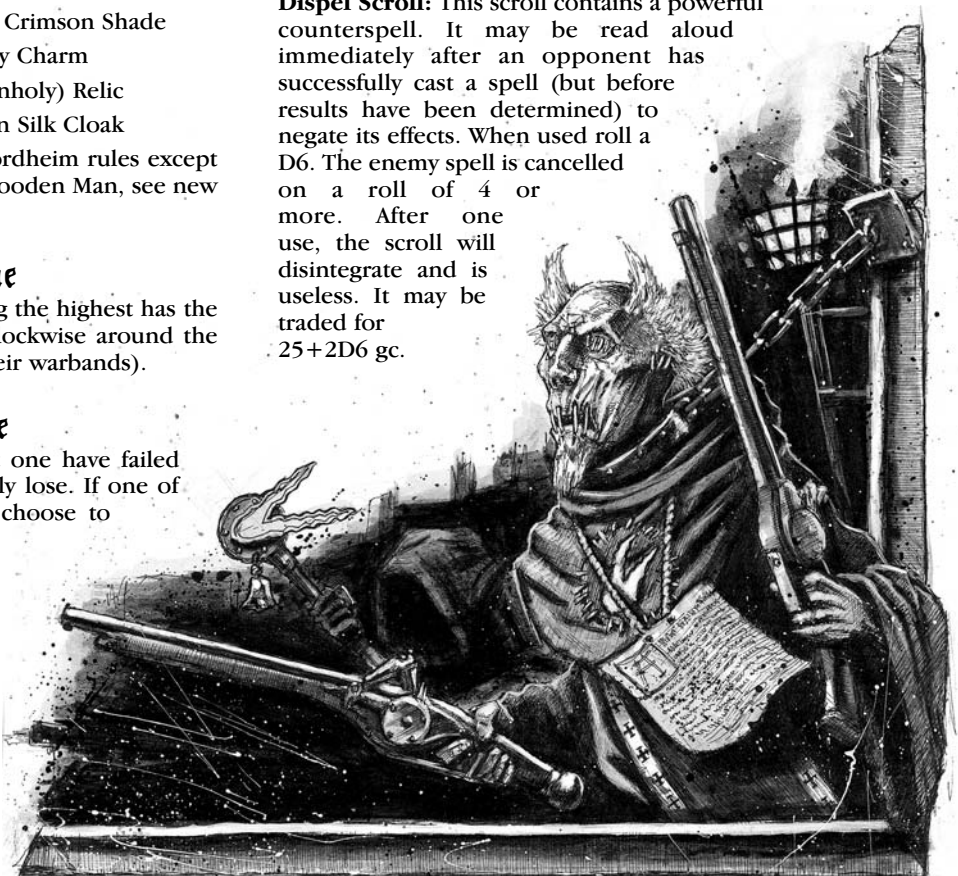
Scenario 5: the pool

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

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'. The first piece of terrain should be a pool of water roughly 6" in diameter. The objective of the scenario is to gather all the wyrdstone from the pool.

special rules

Roll a D3+3 to find out how many pieces of wyrdstone are in the pool. The pool is shallow and may be entered. Any Hero spending an entire turn within 1" of the pool doing nothing else but searching for wyrdstone may roll at the end of his turn to see if he finds some. On a D6 roll of 1-2, that player has found one of the pieces in the pool. No Hero may search within 1" of another model (friendly or enemy), as models that are too close together disturb the waters for each other, so that neither may see the bottom. Only as many pieces of wyrdstone may be found as were rolled at the beginning of the game, any searching after that is useless. A Hero can carry any amount of wyrdstone without any penalty. Heroes cannot transfer their wyrdstone to another warrior. If the Hero who is carrying a counter is taken *out of action*, place the counter on the table again where he fell. Another warrior can then pick up these counters simply by moving into contact with them.

warbands

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

starting the game

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

ending the game

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

experience

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

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

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

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

Scenario 6: ambush!

The defending warband has recently discovered a rich deposit of wyrdstone. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article). Each of the defending warband's Heroes carries D3 pieces of wyrdstone. If a Hero carrying wyrdstone is taken *out of action*, place a number of counters, equal to the amount of wyrdstone he was carrying, on the ground where he fell. Any Hero moving into contact with them may pick up these wyrdstone shards.

warbands

All the models in the defending warband must be set up within 6" of the centre of the board. The attacking warbands are then set up as normal.

starting the game

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

ending the game

Do not roll for Rout tests during this game. Instead, the game will last 10 turns or until all the wyrdstone shards have been carried off the board, whichever comes first. The warband that gets the most wyrdstone shards off the table (or held by one of its Heroes when the game ends) is considered the winner.

experience

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

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

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

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

Scenario 7: monster hunt
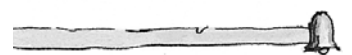
The warbands have heard rumours that a terrible monster has come up out of its lair beneath the city following the recent devastation and established a new home in the ruins. You have heard stories of such creatures and the treasure they accumulate is the stuff of legends. You have decided to see for yourself if the rumours are true.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'. The first building should be rather large (at least 6"x6") and open-topped, preferably ruins. This building should be placed in the centre of the table, and this is where the monster's new lair is located.

warbands

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

special rules

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

starting the game

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

ending the game

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

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.

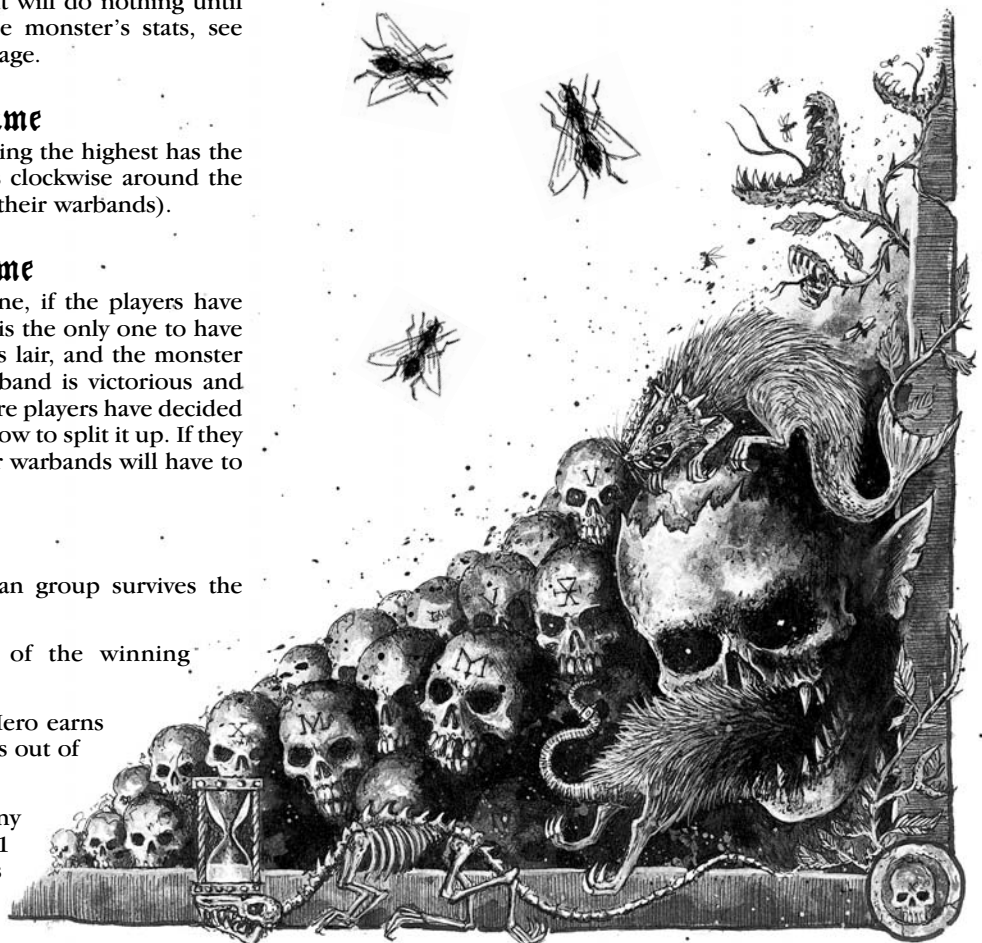**+1 Per Enemy *out of action*.** Any Hero earns +1 Experience for each enemy he puts out of action.

+1 For Wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the monster.

+2 For Putting the monster *out of action*. The Hero that puts the monster *out of action* gets a bonus +2 experience.
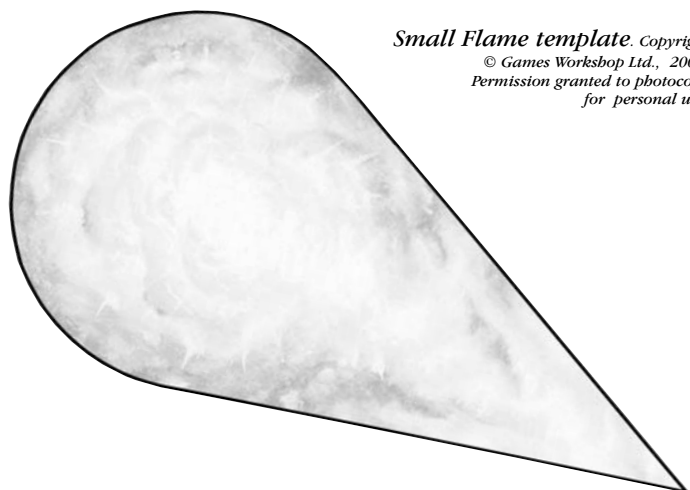
treasure hoard

The young monster has moved its treasure hoard with it to its new lair. Because of its age, the young monster has not collected as much treasure as an older creature of its type. Still, it has amassed a respectable amount. Whichever warband has control of the monster's lair at the end of the game may search it to see what it contains. Note that you roll for each item separately, apart from gold crowns, which are always found.

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

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

Great beasts in Mordheim

Regular games of Mordheim are not really suitable for the introduction of the larger monsters that roam the Warhammer world. Even a small dragon, for example, would eat the average Mordheim warband for lunch! Due to the nature of multiplayer Mordheim, however, with its alliances and generally broader emphasis, such creatures may well make an appearance without overly upsetting the game. Monsters in Mordheim are a bit smaller than their Warhammer counterparts – they represent creatures that have lurked underground in the caverns beneath the city, are former denizens of Mordheim's world famous Imperial zoo, or are young members of their species who have recently been forced out of the nest and have decided to set up a new lair in the ruined city. Players who wish to include monsters in their games of Mordheim can do so using Scenario 7: Monster Hunt, or may wish to create their own scenarios using these rules. If a monster is desired, the players should either choose what type of beast they are hunting or roll on the following chart:

Young Hydra

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

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

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

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

Loss of Heads: Each wound suffered by a Hydra represents one of its many heads getting taken *out of action*. Because of this, any successful (unsaved and un-regenerated) Wound to a Hydra reduces its Attacks characteristic by one. In addition, the loss of heads makes for fewer flames when it breathes, so for every 2 successful Wounds, the strength of the Hydra's breath weapon is reduced by one (to a minimum Strength of 1). So, for example, if the Hydra has taken 3 (unsaved and un-regenerated) Wounds, it would have 2 attacks remaining and the Strength of its breath weapon would be reduced to 2.

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

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

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

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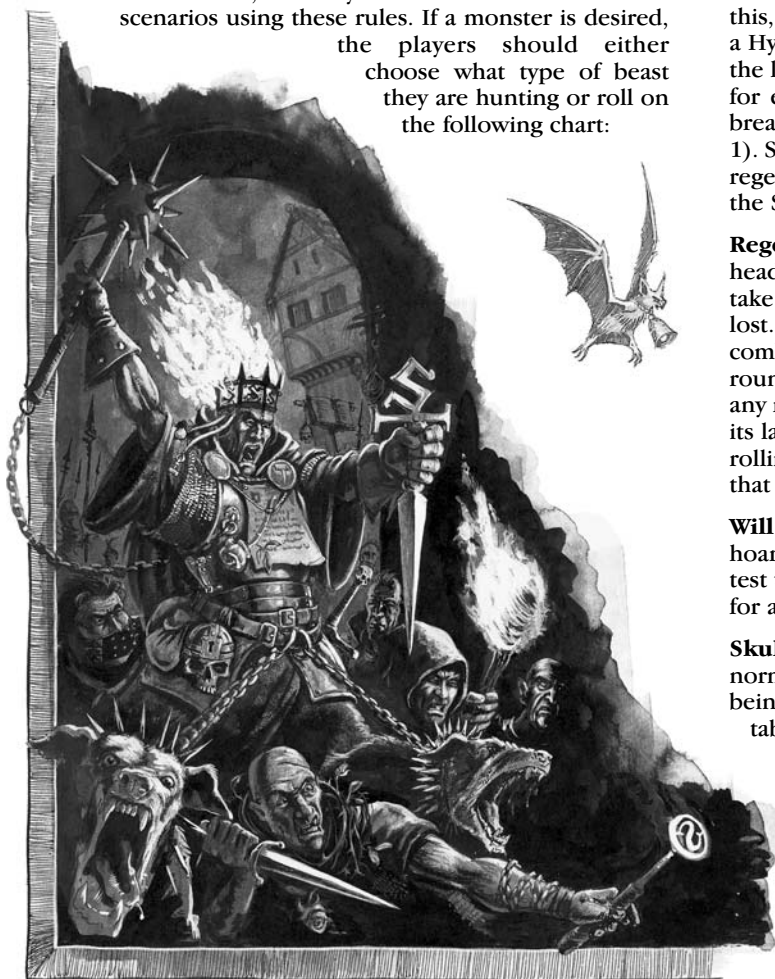
Young Dragon

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

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

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

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

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

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

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

Young Wyvern

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

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

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

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

Will not Rout: The Wyvern is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.
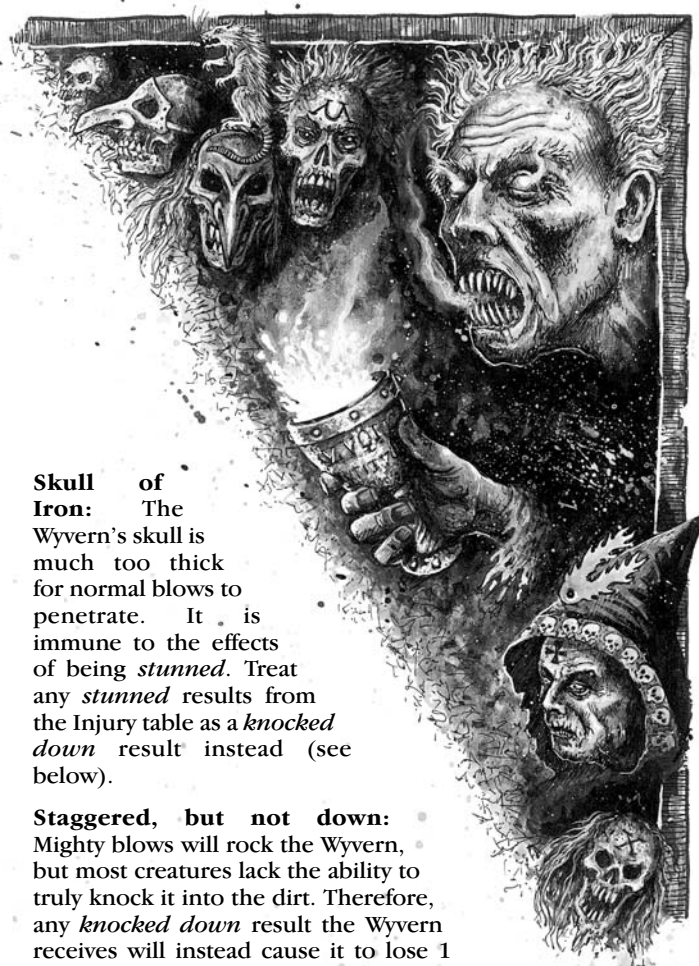
Skull of Iron: The Wyvern's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

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

Young Griffon

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

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

Massive Beak: One of the Griffon's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

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

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

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

Young Hippogriff

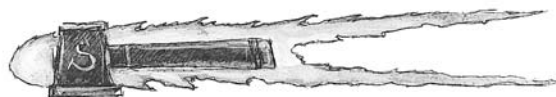| Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	5	4	4	4	2	8

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

Massive Beak: One of the Hippogriff's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

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

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

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

Young Chimera

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

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

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

Ram Head: The second head is that of a massive bloody-eyed ram. One of the Chimera's attacks is a head-butt made by the ram head. If this attack hits but fails to do damage, the target must make an Initiative test or be *knocked down*.

Lion Head: The last of the Chimera's heads is that of a ferocious golden-maned lion with jaws of steel and razor-sharp teeth. One of the Chimera's attacks is a bite by the lion head. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

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

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

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

Reinhold pulled his blade out of the body of the Black Skaven lying at his feet. He looked up to see the remaining ratmen scurrying away as quickly as their stunted legs would carry them. The bodies of dead and wounded Skaven and Chaos Cultists littered the street. Reinhold's band had escaped the battle with little more than a few scrapes and bruises, thanks largely to his quick thinking. The wily veteran had assessed the situation and forged a hurried alliance with the Skaven against the Cultists. Then as soon as the members of the coven were put down or fleeing, Reinhold's men quickly turned on the surprised ratmen, easily driving off the cowardly abominations as well. It was not a tactic he would have used against anyone other than the unclean, but blasphemers deserved no mercy. It was not an heroic victory certainly, but it was victory nonetheless. And victory was something to be proud of in this dark city.