

Ye Olde Curiosity Shoppe

These are the updated rules from the Mordheim Annual 2002. These rules are official.

[Click here for the old rules.](#)

Equipment List

There follows a list of equipment for use in the ruins of Mordheim. It is broken down into Weapons, Armour and Miscellaneous Equipment.

WEAPONS

All of the new weapons are uncommon specialist items wrought by a master weaponsmith. They are not available to starting warbands and can only be used by heroes with the combat skill *Weapons Training*.

Rapier

The rapier is a long thin blade commonly used by duellists. It is a deadly, sharp weapon capable of delivering a multitude of blows but lacks the power of a broadsword.

Range: Close Combat

Strength: As user

Special Rules: Parry, Barrage, armour save

SPECIAL RULES

Parry: Like all swords, you may use a rapier to parry in hand-to-hand combat. When your opponent scores a hit you must roll a D6. If you can score greater than the highest 'to hit' roll you have parried the blow and the attack is discarded.

Barrage: A rapier is light and flexible, and while this makes it less powerful than a broadsword or an axe it means that a warrior using a rapier can make a barrage of quick attacks before his opponent has time to react. A well trained swordsman could inflict a multitude of light wounds in mere seconds, often enough to incapacitate the hardest of foes. A warrior armed with a rapier rolls to hit and to wound as normal. However, if you manage to hit your opponent, but fail to wound you may attack again just as if you had another attack but at -1 to hit (down to a maximum of needing a '6' to hit) You may continue attacking as long as you hit and it is possible to strike your opponent many times, particularly if your warrior has more than one attack on his profile.

Armour Save: Because a rapier is a very light sword that lacks the thick, armour breaking blade of the broadsword, armour saves are made at +1 (ie. if the opponent has no armour save at all he still receives a 6+ save.)

'Greetings travellers, come and closer step into the light of the fire where I can see you. Ah yes, that's better, my eyes aren't what they used to be you know. There was once a time when I could shoot a bead of sweat off a man's brow and not draw blood. Ah, halcyon days...'

'My name? Most call me Nickel if that suits you. I am but a simple shopkeeper and a simple name seems to fit. So what may I do for you eh... 'gentlemen'?

'Supplies? Why of course. I have the very best. If you have the coin... 'I wouldn't do that if I were you. My aim with this crossbow may have faltered slightly but I can still hit a bead of sweat on a man's forehead I just can't manage not to draw blood... Now, if you've finished playing around step through this way and we can do business...

Record of a conversation between Nickel the Freetrader and an ill-fated warband.

Sword Breaker

The sword breaker is a specialist weapon wrought by only the most talented swordsmiths. Next to the hilt are two prongs concealed within the blade that can be used to trap an opponent's blade, twisting and snapping it with a single, well timed movement.

Range: Close Combat;

Strength: As user;

Special Rules: Parry, Trap Blade

SPECIAL RULES

Parry: The sword breaker allows the wielder to parry the attacks of his opponents in close combat. When your opponent scores a hit roll a D6. If you can roll greater than the highest 'to hit' roll of your opponent you have parried the attack and the blow is wasted.

Trap Blade: The two prongs used to trap an opponent's weapon are snapped out when the warrior parries. Whenever you make a successful parry attempt roll a D6. If you score a 4+ you break the weapon your opponent was using. The weapon is now useless and they must use another one, or if they have no other weapon, resort to unarmed combat.

Brazier Iron

The brazier Iron is a weapon commonly used by witch hunters. It consists of a long heft topped by an iron cup filled with burning hot coals. In combat, the weapon takes on an eldritch quality as the burning embers sear the air as it is swung, opponents sent reeling in flaming agony as they are set on fire.

Range: Close Combat

Strength: As user +1

Special Ruler: Two handed, Fire

SPECIAL RULES

Two handed: A warrior armed with a brazier staff requires two hands to wield it

effectively and so may not use a shield with it or another hand weapon or buckler in close combat. The warrior may still use a shield for the purposes of missile fire though.

Fire: The burning brazier of coals atop the staff is deadly, capable of setting an opponent ablaze with even the slightest glancing blow. Whenever you score a successful hit with the brazier staff roll a D6. If you roll a 5+ the victim is set on fire. If the warrior survives the attack they must score a 4+ in the recovery phase or they will suffer a strength 4 hit each turn they are on fire and will be unable to do anything other than move. Other warriors from the same warband may help to put the warrior out if they wish. They must move into base-to-base contact and score a 4+ in the recovery phase.

ARMOUR

There are many types of armour available in the trader's outposts which encircle Mordheim. Some are more unusual than others, many warriors using unorthodox methods of protection but then such is the eclectic nature of those who join the adventuring warbands of the City of the Damned.

Pavise

A pavise is a huge shield commonly used by regiments of warriors in battle to defend themselves from the arrows of their enemies. It is a weighty item and little use in a long protracted combat but excellent against shooting.

SPECIAL RULES

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

MISCELLANEOUS EQUIPMENT

The following miscellaneous equipment can be added to that found on page 52 in the Mordheim rule book. It follows all of the usual rules for miscellaneous equipment as given in that section.

Telescope

Common to the great astronomers in the observatories at Nuln, telescopes are a useful, if highly rare, item to have in the City of the Damned. The keen view offered by these instruments makes shooting easier and gives an unparalleled awareness of a warrior's surroundings.

Any hero using a telescope may increase the range of any missile weapon he is using by D6 inches each turn. Furthermore, he triples the distance at which he can spot hidden enemies.

Caltrop

Originally used on the battlefield to impede cavalry charges, a caltrop is a small spiked

iron ball. In the City of the Damned a pouch of these small items can be enough to deter any attacker who risks serious injury should they try to charge over them.

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

Fire Bomb

Designed by the dwarf engineers of the World's Edge Mountains, fire bombs are a rare and deadly weapon. A small batch of gunpowder is sealed within an iron casing with a short fuse fed into it. When lit the thrower has only seconds before the gunpowder ignites and explodes. This can often prove to be dangerous as if the fire bomb is fused incorrectly it could be the thrower who finds himself amidst the explosion...

The fire bomb may be thrown in the shooting phase in the same way as blessed water (see p53 Mordheim rule book). If the bomb lands on target the warrior hit takes D3 Strength 4 hits with no saves for armour and all warriors, friend or foe, within 1 inch of him take 1 Strength 3 hit with saves as normal. If the throwing warrior rolls a 1 when rolling to hit the bomb misfires and explodes just as if the throwing warrior had been hit by his own fire bomb!

Flash Powder

An ancient Dwarf creation, flash powder is used in mines to illuminate darkened fissures in the search for gold and other precious minerals. In Mordheim, small bags of this substance can be used to blind enemies, throwing them into disarray as you launch your attack.

Flash powder can be thrown as an enemy charges the wielder (as an interrupt). The charger must take an immediate Initiative test in order to cover their eyes. If he fails, he is temporarily blinded and it counts as a failed charge. There is only enough flash powder for one use during the battle.

Fire Arrows

Fire arrows are tied with rags soaked in oil bunched tip to a tight pouch that explodes when hitting the target, setting clothes and equipment alight.

If you hit with a fire arrow roll a D6. If you score a 4+ your opponent has been set on fire. They must roll a D6 in the recovery phase and score a 4+ to put themselves out or they will suffer a strength 4 hit and will be unable to do anything other than move for each turn they are on fire. Allies may also attempt to put the warrior out. They must be in base contact and need a 4+ to be successful. The fire arrows last for one battle only.

War Horn

The blaring sound of a war horn can be enough to stir the hearts of any warband which

it is attempting to bolster. It grants men courage and gives them the will to fight on defiantly.

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

Rabbit's foot

The rabbit's foot is its symbol of good luck and often worn about the neck on a thin cord of leather by superstitious warriors.

A rabbit's foot allows the warrior wearing it to reroll one dice during the battle. If not used in the battle it can be used to reroll one dice during the exploration phase providing the hero is able to search through the ruins..

Price Chart

The following chart gives the cost of all the aforementioned items of equipment including whether items are rare or common. Some items are restricted to specific races or forbidden to others and where this is applicable it is indicated. Otherwise all the normal rules as given in the price chart on page 146 of the Mordheim rules book apply.

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Rapier	15gc	Rare 5
<i>(Only available to Reiklanders or Marienburgers)</i>		
Sword Breaker	30gc	Rare 8
Brazier Iron	35gc	Rare 7
<i>(Only available to Witch Hunters)</i>		

ARMOUR

Item	Cost	Availability
Pavise	25gc	Rare 8

MISCELLANEOUS

Item	Cost	Availability
Telescope	75+3D6gc	Rare 10
Caltrops	15+2D6gc	Rare 6
Fire Bomb	35+2D6gc	Rare 9
Flash Powder	25+2D6gc	Rare 8
Fire Arrows	30+D6gc	Rare 9
War Horn	30+2D6gc	Rare 8
Rabbit's Foot	10gc	Rare 5

Skill Lists

The following skill list expands those already found in the Mordheim rule book p122 and more specifically the academic skills on p123. The skills follow all the normal rules as given in the experience section p120.

Academic Skills

Scribe. The warrior is a natural adept at writing and making scrolls. Any warrior with the ability to cast spells or use prayers may take this skill. It allows them to make a scroll before the battle and inscribe a single spell or prayer upon it that they are versed in. The scroll may be used just before they are about to cast the spell or prayer and allows the caster +2 to his difficulty roll.

Once used the scroll will crumble to dust and is useless. Scrolls may not be saved up from battle to battle if they are not used.

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

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

Hunch. This skill may only be taken by the warband leader. The warrior has an uncanny knack of placing his men in the right place at the right time, as if he senses danger through instinct alone. In any scenario the warband leader may position up to 3 of his men capable of earning experience in any ruined building on the board that is at least 12 inch away from an enemy model and not in the enemy deployment zone.

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

Well now weary adventurers, I hope you got everything you came for. Feel free to visit me at any time as I'm sure you will.

Yes, I don't get many visitors and its been a while since I could go out and campaign like you young men. Back then war was simple, you knew which side you were on. In these dark times even your friend could be a secret enemy, waiting to slip a dagger into your back at the slightest chance...

You'd do well to remember that.

The parting words of Nickel the Freetrader to the warband of Gustav the Defiant, later to become Gustav the deceased.

Looking down at your Mordheim equipment sprite you might be wondering how you might create some of the new weapons and special items, in this article. Well fear not because I'll let you into the secret of how I created some of my own equipment.

Weapons are perhaps the easiest of all the conversions. For the rapier I simply took an existing sword and replaced the blade with a thin plastic banner pole which was filed down to a point. The sword hilt was again an existing sword with two Dark Eldar spikes attached to opposite edges of the blade. The brass knuckles can be 'forged' just by using a thin 'tube' of modelling putty on hands with the weapons removed. Finally, for my brazier staff, I used one of the lanterns on the Black Coach and a metal banner pole, simply push the two together as the Black Coach lantern comes with a handy hole. Easy!

The pavise is simpler still. Just use a pavise directly from a Braganza's Besieger model. You could have your adventurer crouched behind it or the pavise could be lumped on the warrior's back.

Equipment is slightly tricky. Most of the small items like flash powder, caltrops or rabbit's feet could be represented by a suitable pouch straight from the Mordheim equipment sprue. Some of the more unusual items require a little thought and while I'm not going to tell you how to model all of them I will provide some insight into the more difficult ones. For my fire bomb I used the small skull off a Space Marine Biker's banner pole and used the end of a skeleton bow for the fuse. Attached to a suitable throwing arm

and the conversion cast look very effective Last of all, iron shod boots. Another dose of modelling putty helps here. just remember to only cover the toes or your warriors will look like they've got too big for their boots (sorry, a pun) (correction Nick - a BAD pun! Ed.)

Well that's about it. Representing the new equipment on your warriors is important and with a little careful thought and a look at the copious amounts of citadel miniatures available it shouldn't be too difficult.