Mordheim

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Introduction

Welcome to Mordheim, City of the Damned! Mordheim is a game of combat that takes place during the short but intense period when scores of warbands fought hundreds of bitter skirmishes throughout the city.

This book contains all the information you will need in order to play Mordheim, as well as background information, advice on starting a warband, running a campaign, collecting and painting your own warband, etc.

Tabletop conflict

In Mordheim, the opposing factions – warbands – are represented by models, assembled and painted by you, each representing a single warrior.

Your tabletop becomes part of the City of the Damned: the scene of the action, with ruined buildings, overhangs and walkways where the battles take place.

The aim of the game is to outfight your opponent, which requires a mixture of skill and luck. You'll soon learn how to arm and equip your warband effectively, and how to exploit the ruins and other terrain to your best advantage.

You'll probably want to expand your basic warband as you and they gain experience. This is easy as there are lots of models available for the warbands and new miniatures will be coming out all the time. With these you can expand your warband, equip your warriors with different weapons and armour, and hire mercenaries to join them.

Building a warband

At first you will probably want to play individual games (see the Warbands section for more details) rather than a campaign. This will allow you to learn the rules, and also give you the opportunity to decide which type of warband is most suited to your particular style of play.

If you are playing in a campaign, you will have the chance to expand and improve your warband after each game. By winning battles your warband will gain riches and wyrdstone, discover magical artefacts and may also have the opportunity to recruit mercenaries.

In a campaign, every time your warband fights, its warriors gain in skill and experience. Raw recruits quickly progress to become fully fledged warriors, and your Heroes will learn new skills which will make them even better in combat.

Each warband has its own objective and motivation for fighting in Mordheim: be it riches or political influence. Through countless battles and street skirmishes you can try to achieve your ambition and emerge victorious from the city!

New players

If you're new to Games Workshop games you'll be reassured to know that finding other players is not normally a problem – you'll be surprised how many there are!

There may be a Games Workshop store near to you where you can buy models, paint and games supplements. However Games Workshop stores are not just shops, they are hobby centres, where the staff will happily help you to learn the rules, show you how to paint, and suggest ways to develop your warband.

Warhammer players

If you already play Warhammer, the basic rules of Mordheim will be familiar to you. Remember though, Warhammer is designed for fighting battles between entire armies, whilst Mordheim represents individual action between a dozen or so warriors.

As a result, some of the rules developed for mass combat in Warhammer do not apply to Mordheim, such as unit Break tests and rank bonuses. On the other hand, there are new rules for wounded warriors, climbing, parrying and other aspects of individual combat.

What you will need

As well as this book, you will need the following items to play Mordheim.

Citadel models

You will need enough miniatures of the appropriate race/type to represent the warriors in your warband. It is a good idea to work out your warband on paper first and then purchase the miniatures that you require. Almost all possible weapon variations can be added using the Mordheim equipment spurs.

As you will see in the Warbands section, each warband fights in a particular way – some are expert bowmen while others are better in hand-to-hand combat. When choosing which warband you want to lead you could choose one that reflects your preferred playing style, or you could read the background section and choose one that really captures your imagination. A good way of picking a warband is simply to pick the one with the models you like the best.

Playing surface

You will also need something to play your battles on. Any firm, level surface is best, such as a tabletop or an area of floor – most kitchen tables will do. It's a good idea to use an old sheet or blanket to protect the table from scratches. Some players make a special gaming board from chipboard or other similar material (divided into two or more pieces for ease of storage) which they can use on top of a table to extend the playing area. Whatever you use, you will find that a square area approximately 4 x 4' is about right for most battles.

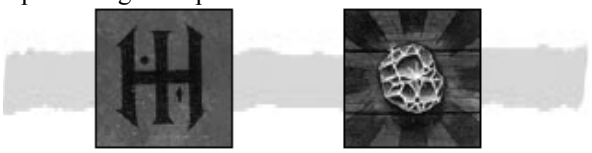
Terrain

The bitter struggles of a Mordheim battle take place in labyrinthine streets, ruined buildings and on derelict walkways. Pre-cut card and plastic scenery is available from Games Workshop, but many gamers enjoy making their own. As a rule, a table packed with scenery will lead to closer and more exciting games.

Throughout the book you will find photographs, drawings and descriptions of Mordheim. These should give you plenty of ideas for producing your own scenery. Games Workshop's book 'How to Make Wargames Terrain' is also a good source of ideas and practical hints on all asp

Counters

Counters can help you keep track of things on the tabletop. You can always keep notes about who is hidden, carrying treasure, etc, but counters are a convenient memory jogger and speed the game up.



Hidden Counter Wyrdstone Counter

Above are some examples of counters you could photocopy and stick onto thin card if you wish.

Dice

All dice rolls use a standard six-sided dice (usually shortened to D6). Sometimes you will be asked to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1 or D6-2. Roll the dice and add or subtract the number indicated to get the final result. You may have to roll a number of dice in one go. For example, 2D6 means roll two dice and add the scores together. You may also come across the term D3. As there is no such thing as a three-sided dice, use the following method for determining a score between 1 and 3. Roll a D6 and halve the score, rounding up: 1 or 2 equals 1, 3 or 4 equals 2 and 5 or 6 equals 3. If you are given the opportunity to re-roll a dice roll, you must accept the second score, even if it's worse than the original.

Artillery Dice: The Artillery Dice is one of the more Specialise dice used in Games Workshop Games; the dice is a standard six-sided dice but numbers 2, 4, 6, 8 & 10, and the final side is marked with misfire. A standard six-sided dice can be used in places of an Artillery Dice, just double the face value of the dice, and a Six would count as the Misfire.

Scatter Dice: this is another more Specialise dice used in Games Workshop Games; this is a standard six-sided dice that has no numbers but has Arrows and a hit marker. A standard six-sided dice can be used in places of a Scatter Dice, clockwise, the top of the Dice = 1, right side = 2, Bottom = 3, left side = 4 and a 5 or 6 means that the shot was on target and did not move.

Tape measure

For measuring ranges you will need a tape measure marked in inches, or a couple of plastic range rulers.

Other equipment

You will also need pens and paper to record details of your warriors' weapons and other details. You can use roster sheets for this, and blank ones are included at the back of this book. We recommend you photocopy them rather than use the originals.

Characteristics

In Mordheim the warriors each have different abilities, some being better at certain actions, for example, fighting, shooting or climbing, than they are at others. This variety in each warrior is represented in the form of *characteristics* and *skills*. Right now don't worry about skills – these come later with practice and battle experience. For now we just need to consider a warrior's characteristics.

Each model is defined by a set of characteristics: *Movement, Weapon Skill, Ballistic Skill, Strength, Toughness, Wounds, Initiative, Attacks and Leadership*. Each characteristic is assigned a value of (usually) between 1 and 10. The higher the value your model has for any characteristic the better – for example, a model with a Strength of 6 is stronger than a model that has a Strength of 2.

MOVEMENT (M): A model's Movement rate shows how far the model can move in a turn, under normal conditions. For example, a typical Human has a move of 4", while a fleet-footed nimble Skaven has a move of 5".

WEAPON SKILL (WS): Weapon Skill is a measure of close combat ability (i.e., how good the warrior is at hand-to-hand fighting). A deadly swordsman or a crazed berserker would have a high value compared to a lowly acolyte, for example. The higher the WS, the more likely your warrior is to hit his opponent.

BALLISTIC SKILL (BS): This shows how good a shot the individual is. When you shoot a bow or fire a pistol, the chance of hitting a target depends upon your model's Ballistic Skill. A normal Human has a BS of 3, though an experienced marksman might have a BS of 4, 5 or even higher.

STRENGTH (S): Strength indicates how strong a warrior is! It is especially important for hand-to-hand combat, because the stronger you are the harder you can hit. A Strength value of 3 is about average.

TOUGHNESS (T): This is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club or fist. The tougher you are, the harder you are to wound or kill. An average Toughness value is 3, though a gnarled old warrior might have a Toughness of 4!

WOUNDS (W): A model's Wounds value shows how many times the model can be wounded before it collapses, is killed or incapacitated. Most individuals have only 1 Wound but veteran warriors or large creatures such as Ogres might have more.

INITIATIVE (I): The Initiative value indicates how fast and nimble the warrior is. It determines the attacking order in hand-to-hand combat, and is particularly important when the model is climbing and moving amidst the ruins of Mordheim.

ATTACKS (A): The Attacks value indicates how many blows the model can make in hand-to-hand combat. Most warriors have an Attacks value of 1, but powerful fighters may have more. The more Attacks you have, the greater the chance you've got of beating your opponents into an unrecognisable pulp!

LEADERSHIP (Ld): Leadership represents raw courage, self control and charisma. The higher the model's Leadership value, the more likely he is to remain steadfast in combat while others run off or are slain. For example, a cowardly Skaven may have a Leadership of 5, while a cool, calm Elf could have a Leadership of 8 or higher.

Zero level characteristics

Some creatures in Mordheim have been given a '0' for certain characteristics which means that they have no ability in that field whatsoever. This usually applies to creatures unable to use missile weapons (who would have a BS of 0) but it might equally apply to other characteristics as well.

If a model has a WS of 0 then it cannot defend itself in hand-to-hand combat, and any blows struck against it will automatically hit.

Characteristic profiles

A model's characteristic values are written in the form of a chart called a characteristics profile (or just profile).

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

The example above is a typical profile for a Human warrior. As you fight in more games against other players, your warriors will get better and their characteristics may increase. All these details are recorded using the Warband roster sheets provided at the back of this book. This is explained properly later on. For now it is enough to know what each characteristic is for and how their values vary.

Characteristic tests

Often in the game a model will be required to take a test on one of his own characteristics. In order to pass this test, the model has to roll a D6 and obtain a result equal to or lower than the value of the characteristic involved. Note that if you roll a 6, you automatically fail the test regardless of the model's characteristic value.

For example: Dieter Stahl is jumping down from a wall that is 3" high and has to take an Initiative test. He has an Initiative value of 3 on his characteristic profile and therefore will be successful if he rolls a 1, 2 or 3 on a D6. If he rolls a 4, 5 or 6 he will fail the test and fall down, suffering all the painful consequences!

Leadership tests

Tests against the Leadership characteristic are done in a slightly different way. In the case of a Leadership test, you should roll two dice and add the two scores together. If the result is equal to or less than the model's Leadership characteristic, the test has been passed.

For example: Dieter's Leadership is 7, so to pass a Leadership test he must roll 7 or less on 2D6.

The Turn

In Mordheim you are in a charge of a warband and your opponent is in charge of another.

The warriors and scenery in the game are set up on the tabletop in a way that is appropriate for the encounter you are fighting. Do not worry about this for now as these things will be explained in full in the Scenarios section.

To play, one side takes a turn, then the other side, then the original side and so on, much like in a game of draughts or chess. When it is your turn, you may move all your models, shoot with any warriors able to do so, and fight in hand-to-hand combat. Once your turn is complete, it is your opponent's turn to move, shoot and fight.

Phases

To keep track of who is doing what and when, each turn is split into four phases. This is called the Turn sequence.

Turn sequence

1 **Recovery:** During the recovery phase you may attempt to rally individuals who have lost their nerve and recover models that are knocked down or stunned.

2 **Movement**: During the movement phase you may move the warriors of your warband according to the rules given in the Movement section.

3 **Shooting**: In the shooting phase you may shoot with any appropriate weapons as described in the rules for shooting.

4 **Hand-to-hand** combat: During the hand-to-hand combat phase all models in hand-to-hand combat may fight. Note that both sides fight in the hand-to-hand combat phase, regardless of whose turn it is.

Recovery phase

During the recovery phase you may attempt to rally any of your models who have lost their nerve (see the Recovery Phase rules). To take a Rally test, roll 2D6. If the score is equal to or less than the model's Leadership value the model stops fleeing and has rallied; turn it to face in any direction you wish. The model cannot move or shoot for the rest of the turn, but models able to do so can cast spells. If the test is failed, the model will continue to flee towards the closest table edge.

Note that a model cannot rally if the closest model to him is an enemy model (fleeing, stunned, knocked down and hidden models are not taken into consideration for this).

During the recovery phase, warriors in your warband who have been stunned become knocked down instead and warriors who have been knocked down may stand up (see the Injuries section).

Movement

During the movement phase models are moved in the following order:

1. Charge!: If you want a model in your warband to charge at an enemy model and attack it in hand-to-hand combat then you must do this at the start of the movement phase before moving any of your other models. When you charge a model, declare to your opponent that you are doing so and indicate which of his models it is attacking.

2. Compulsory Moves: Sometimes a model is forced to move in a certain way and this is called a compulsory move. For example, a fighter whose nerve breaks must run away from his enemies and take cover.

Make all of your models' compulsory moves before finishing any remaining movement.

3. Remaining Moves: Once you have moved your chargers and made any compulsory moves, you may move the rest of your warriors as you see fit.

Moving

During their movement phase, models can move up to movement rate their in any direction. They may move (including running and charging) up and down ladders and stairs, and over low obstacles such as barrels, boxes, etc.

In normal circumstances models don't have to move their full distance, or at all if you do not want them to. All exceptions are explained later and invariably involve either charging or compulsory moves.

Running

The normal Movement value of models represents a warrior moving at a fairly rapid rate, but allows time for him to aim and shoot a weapon and generally observe what is going on around him. If you wish, a model may move much quicker than this – he can run! A running warrior can move at double speed (for example, 8" rather than 4"). Note that running is not the same as charging as it does not allow your model to engage the enemy in hand-to-hand combat.

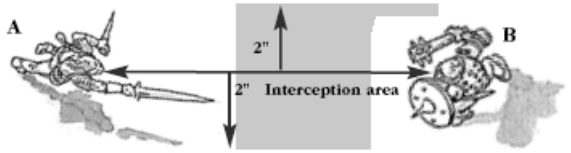
A model can only run if there are no enemy models within 8" of it at the start of the turn (fleeing, stunned, knocked down and hidden models do not count). Check this distance after any charges have been declared. If there are any enemies within 8" at the start of the turn, the model will prepare to fight instead and so is unable to run. The running model can move closer than 8" to an enemy as it moves.

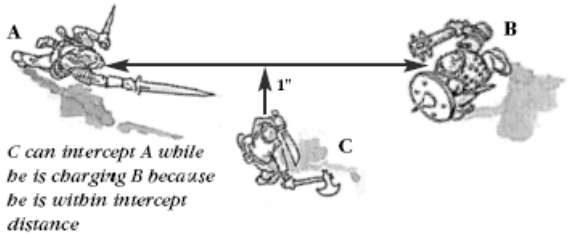
Any model that runs loses its chance to shoot during that turn. He is concentrating on running and is not prepared to fight, having sheathed or shouldered his weapons. You should declare that models are running as they move, as this will remind both players that the model is unable to shoot that turn. Running models can cast spells as normal.

Charge!

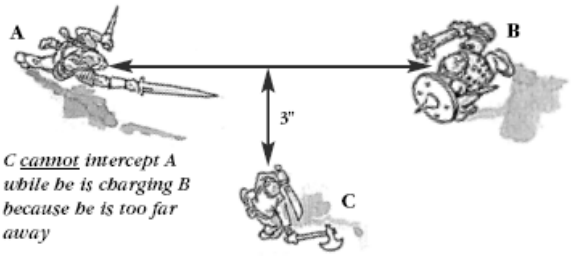
If you want a model to engage the enemy in hand-to-hand combat then you must make a special move called a charge. Without measuring the distance, declare that your model is charging and indicate which enemy model he is going to attack. You can charge any opposing model if you can draw an unobstructed line from your model to the target. If your warrior wants to charge an enemy model within 4" that he can't see (e.g., because it is behind a corner) but has not been declared as hidden, he must pass an Initiative test to detect it. If he fails the roll, your model may not charge this turn, but may move his normal distance, shoot and cast spells.

A charge is like a running move, performed at double the Movement rate, but ends with the attacker moving by the most direct route into base-to-base contact with the enemy model. Once their bases are touching they are engaged in hand-to-hand combat. Models are also considered to be in hand-to-hand combat even when separated by a low wall or obstacle, where it is impossible for the bases to touch physically because the obstacle is in the way.





C can intercept A while he is charging B because he is within intercept distance



C cannot intercept A while he is charging B because he is too far away

If an unengaged (i.e., not in hand-to-hand combat) enemy model lies within 2" of the charge route, that model may choose to intercept the charger if he wishes. This 'interception area' is shown in the diagram above. Only one enemy model may attempt to intercept each charger. If the intercepting warrior would normally require a Fear test to engage the charger then he must pass one in order to be allowed to intercept. Failure means he will not move. If the intercepting warrior causes fear then move the models into contact and then take a Fear test for the original charger (assuming he would normally do so) as if he was the one being charged. Regardless of the results of this test it is still the original charger who counts as charging in the subsequent round of combat, not the intercepting warrior.

Sometimes a charging warrior may not reach the enemy because you have miscalculated the distance. If this happens move your warrior his normal move distance towards the enemy. This is called a failed charge. The model cannot shoot in the same turn in which he failed a charge, but he can cast spells as normal.

Models cannot be moved into hand-to-hand combat except by charging – any move that brings a warrior into hand-to-hand

combat is a charge by definition. A model that charges will 'strike first' in the first round of the ensuing combat.

Charging more than one opponent

If you can move your warrior into base contact with more than one enemy model with its charge move, it can charge them both. This might be inadvisable as it'll then be fighting two enemies at once!

Hiding

The Hiding rule represents warriors concealing themselves in a way that our unmoving and dramatically posed models cannot. A hiding warrior keeps as still as possible, just peeking out of cover.

A model can hide if he ends his move behind a low wall, a column or in a similar position where he could reasonably conceal himself. The player must declare that the warrior is hiding and place a Hidden counter beside the model for it to count as being hidden.

A model that runs, flees, is stunned or charges cannot hide that turn. His sudden burst of speed does not give him time to hide.

A model may stay hidden over several turns, so long as he stays behind a wall or similar feature. He may even move around so long as he stays hidden while doing so. If an enemy moves so that he can see the hidden warrior, the model is no longer hidden and the counter is removed. When hidden, a warrior cannot be seen, shot at or charged.

While hiding, a model cannot shoot or cast spells without giving away its position. If a hidden model shoots, or moves so that he can be seen, he is no longer hidden and can be shot at as normal.

A model may not hide if he is too close to an enemy model – he will be seen or heard no matter how well concealed. Enemy warriors will always see, hear or otherwise detect hidden foes within their Initiative value in inches. So a warrior whose Initiative value is 3 will automatically spot all hidden enemies within 3".

Terrain

The ruined city of Mordheim is a dark and dangerous place, where tumbled down towers and blasted houses form a vast maze of streets and alleyways.

OPEN GROUND: The tabletop surface, floors of buildings, connecting overhangs, ladders and ropes are all considered to be open ground and will not affect movement even if the model is charging. It can also go through doors and hatches without slowing down.

DIFFICULT GROUND: Difficult ground includes steep or treacherous slopes, bushes and the angled roofs of buildings. Models move at half speed over difficult terrain.

VERY DIFFICULT GROUND: This is really dangerous terrain, such as narrow crawl holes through the rubble. Models may move at a quarter rate, so if the model moves 4" over open ground it can only move 1" over very difficult ground.

WALLS AND BARRIERS: Walls, hedges and other low obstacles form barriers that you can either go around or leap over. A model can leap over a barrier that is less than 1" high. This does not affect its movement in any way.

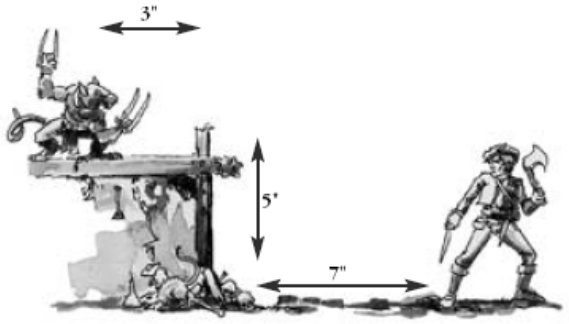
Climbing

Often the ruined buildings of Mordheim do not have stairs or ladders, so your warriors will have to climb to reach the upper floors of buildings.

Any model (except animals!) can climb up or down fences, walls, etc. He must be touching what he wants to climb at the start of his movement phase. He may climb up to his total Movement in a single movement phase (but cannot run while he is climbing). Any remaining movement can be used as normal. If the height is more than the model's normal move, he cannot climb the wall.

To climb, a model must take an Initiative test. If he fails it whilst climbing up, he cannot move that turn. If he fails it while climbing down, he falls from where he started his descent (see the Falling section).

Jumping down



Your warrior may jump down from high places (up to a maximum height of 6") such as walkways and balconies at any time during his movement phase. Take an Initiative test for every full 2" he jumps down. If he fails any of the tests, the model falls from the point where he jumped, takes damage (see Falling) and may not move any more during the movement phase. If successful, the model can continue his movement as normal (jumping down does not use up any of the model's Movement allowance).

Diving charge

You may charge any enemy troops that are below a balcony or overhang, etc, that your model is on. If an enemy model is within 2" of the place where your warrior lands, he may make a diving charge against it. Take an Initiative test for each full 2" of height your model jumped down from, up to a maximum of 6", like a normal jump. If he fails any of them, your model has fallen and suffers damage, may not move any more during the movement phase and cannot charge the enemy. If he succeeds, the model gains a +1 Strength bonus and +1 to hit bonus but only during the following hand-to-hand combat phase.

Jumping over gaps

Models may jump over gaps (up to a maximum of 3") and streets, (e.g., from the roof of a building to another). Deduct the distance jumped from the model's movement but remember that you cannot measure the distance before jumping. If your model does not have enough movement to jump the distance, he automatically falls. If your model is able to cover the distance, he must pass an Initiative test or fall. A model may jump over a gap and still fire a missile weapon if it is not running. It may also jump as part of its charge or running move.

Warriors knocked down or stunned

If a warrior is knocked down or stunned (see the Shooting section for details) within 1" of the edge of a roof or building, there is a chance that it will slip and fall off. Take an Initiative test. If the test is failed, the model falls over the edge to the ground and takes damage as detailed below.

Falling

A model that falls takes D3 hits at a Strength equal to the height in inches that it fell (e.g., if the model fell 4", it would take D3 hits at Strength 4). No armour saves apply. Falling will not cause critical hits (see the Hand-to-Hand Combat section for the Critical Hits rules). A model that falls may not move any further or hide during that turn, even if it is not hurt.

Swimming

Players should establish which way the river is flowing at the start of the game. To represent how models interact with water these basic rules apply:

1. All rivers count as difficult (or worse) terrain for all models except those considered as aquatic.
2. Models swimming with the current will double their base move.
3. Models swimming against the current of a slow moving river may only move a quarter of their base move, but you may not swim against the current of a fast moving river.
4. Aquatic models suffer no reduction of their base move when swimming against the current of a slow moving river but may not swim against the current of a fast moving river.
5. Models wearing armour may not attempt to move through any water deeper than shallow. Shields and bucklers do not count for this as they are assumed to be strapped on the backs.

Aquatic models in water, either swamp, streams or rivers can elect to be Hidden at the discretion of the player. Models cannot move upstream in fast moving rivers without floating transportation, such as a boat or canoe.

Shooting

Warriors that fight in the ruins of Mordheim are usually armed to the teeth! Individual warriors often have several different weapons such as swords, knives, bows and even blackpowder weapons.

During your warband's shooting phase each of your warriors may shoot once with one of his weapons. This means that he can fire a bow, shoot with a crossbow, or hurl a throwing knife, for example.

Work through the models one at a time. Pick which fighter is going to shoot, nominate his target, work out whether he hits the enemy and, if he does, any wounds or injuries that are caused. Then continue with the next shooter. You can take shots in any order you wish. Be sure to remember or note down which models have already shot.

Who can shoot

Each model can shoot once in the shooting phase, so long as he can see a target and assuming he has a suitable weapon. He may not fire in the following circumstances: if he is engaged in hand-to-hand combat, has run or failed a charge in the movement phase, has rallied this turn or is *stunned* or *knocked down*.

To shoot at a target, a model must be able to see it, and the only way to check this is to stoop over the tabletop for a model's eye view. Models can see all around themselves (i.e., 360°), and they may be turned freely to face in any direction before firing. Note that turning on the spot does *not* count as moving.

Closest target

You must shoot at the closest enemy, as he represents the most immediate threat and therefore the most obvious target. However, you may shoot at a more distant target if it is easier to hit or if closer models are *stunned* or *knocked down* (see diagram on next page). For example, a closer target may be hard to hit because it is in cover, whilst a more distant target might be in the open and therefore an easier shot. You may always choose to shoot at a Large Target if you can see it, whether it is in cover or not and even if it is not the closest target.

You can shoot at models that are *fleeing, knocked down* or *stunned*, but you can choose to ignore them, because they do not represent an immediate threat. It is better to shoot the closest standing enemy model instead.

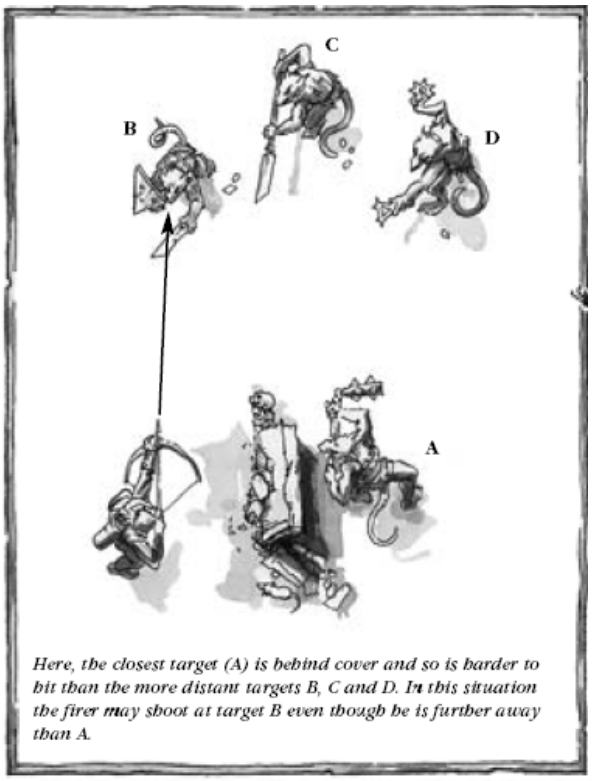
Note that you may not shoot at models that are engaged in hand-to-hand combat, as the risk of hitting your comrades is too great.

Cover

The many walls, ruined buildings and other masonry in Mordheim offer plenty of cover. If any portion of the target is hidden by a piece of scenery or another model, the shooting model will suffer a penalty as explained below.

Sometimes it will be obvious whether a target can be seen; at other times it will be more difficult, as buildings and other scenery are in the way. If the shooter can see only part of the target's body, the target is in cover and the shooter suffers a -1 penalty on his To Hit roll.

If a shot misses its target by 1, and that target claimed the -1 modifier for cover, then the shot strikes the cover instead. Normally this doesn't matter, but in the case where a model is concealed behind another warrior, or when the cover is a powder keg, it might be extremely important!



Here, the closest target (A) is behind cover and so is harder to hit than the more distant targets B, C and D. In this situation the firer may shoot at target B even though he is further away than A.

Shooting from an elevated position

A model situated in an elevated position (i.e., anything that is more than 2" above the table surface, such as an upper floor of a building), may freely pick any target he can see and shoot at it. The exception to this rule is that if there are enemies in the same building and in line of sight of the shooter, he must shoot at these, as they present a more immediate threat.

Range

Once you have decided to shoot and have chosen a target you must measure to see whether the shot is within range. Each type of missile weapon has a maximum range, as described in the Weapons & Armour section of the book.

Assuming that your target is within range your warrior can proceed with the shot. If the target is out of range then he has automatically missed this turn.

Hitting the target

To determine whether a shot hits its target, roll a D6. The dice score needed will depend upon how good a shot the shooter is (as indicated by his Ballistic Skill). The chart below shows the minimum D6 roll needed to score a hit.

BS of shooter	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
D6 roll needed	6	5	4	3	2	1	0	-1	-2	-3

Wound chart

weapon's strength \ target's toughness	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	–	–	–	–	–	–
2	3	4	5	6	6	–	–	–	–	–
3	2	3	4	5	6	6	–	–	–	–
4	2	2	3	4	5	6	6	–	–	–
5	2	2	2	3	4	5	6	6	–	–
6	2	2	2	2	3	4	5	6	6	–
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

Hit modifiers

It is easier to hit a target that is in the open compared to a target behind cover. Usually it is also easier to hit a target if it is close compared to one further away. These situations are represented by the following modifiers:

HIT MODIFIERS

-1 Cover: If any part of the model is obscured by scenery or other models then it counts as being in cover.

-1 Long range: If you are shooting at a target that is more than half of your weapon's maximum range away.

-1 Moving: If your model has moved at all shooting (other than standing up, or turning to face your target) during this turn.

+1 Large Target: If either the target model has the Large Target special rule (such as an Ogre), or whose main 'body' is over 2" tall or wide (such as most buildings).

Roll to Wound

Once you have hit a target test to see if a wound is inflicted. A shot may fail to cause a wound because it hits part of the target's equipment, just scratches the skin or causes some very minor injury which the warrior bravely (or stupidly) ignores. If you fail to cause a wound, the target is unharmed.

To determine whether your shot has caused a wound, compare the Strength of the weapon with the Toughness of the target. You will find a complete description of the various

weapons together with their Strength values and special rules in the Weapons & Armour section.
The chart above shows the D6 score required to turn a hit into a wound Note that a dash (–) means that there is no chance of wounding the target.
Deploying your archers in the upper floors of buildings is a good idea. They will be in cover and can freely pick their targets.

Critical Hits

If you roll a 6 when rolling to wound (for hand-to-hand combat and shooting only) you will cause a critical hit. Roll a D6 and consult the Critical Hit chart below to determine the damage caused by the critical hit. You should also roll to see whether the target makes its armour save or suffers damage as normal.
In addition, if the attacker normally needs 6s to wound his target, he cannot cause a critical hit. His opponent is simply too tough to suffer a serious injury at the hands of such a puny creature!
Each warrior may only cause one critical hit in each hand-to-hand combat phase (see the Close Combat section), so if he has several attacks, the first 6 you roll to wound will cause a critical hit.

CRITICAL HIT CHART
1-2 Hits a vital part. The wound is doubled to 2 wounds. Roll any armour saves before doubling the wound.
3-4 Hits an exposed spot. The wound is doubled to 2 wounds. The attack ignores all armour saves.
5-6 Master strike! The wound is doubled to 2 wounds. The attack ignores all armour saves. You gain +2 to any Injury rolls.
If a critical hit causes more than 1 wound, and the weapon the attacking model is using normally causes several wounds, then use the one that causes the most damage.

Armour

Steel breastplates, chainmail, leather tunics, shields… all these and more are readily available in the forges of the villages surrounding Mordheim. That is if you are prepared to pay the price, since armour is very expensive.
If a warrior wearing armour suffers a wound roll a D6. If the dice roll is sufficiently high the wounding hit has bounced off the armour and has not hurt the wearer at all. The dice score required varies according to the type of armour.
The table below summarises the most common armour types and the D6 rolls required to make a save. Note that carrying a shield increases the save by +1. For example, a warrior in light armour with a shield will save on a roll of a 5 or 6. A warrior who has a shield but no armour will save on a roll of a 6.

Minimum D6 score	Armour required to save
Light armour	6
Heavy armour	5
Gromril armour	4
Shield	adds +1 to the armour save

Armour save modifiers

Some weapons are better at penetrating armour than others. A shot from a short bow can be deflected relatively easily, but a shot from a crossbow penetrates armour much more effectively.
The higher a weapon's Strength, the more easily it can pierce armour. The chart below shows the reduction to the enemy's armour saving throw for different Strength weapons.

Strength	Save modifier
1-3	None
4	-1
5	-2
6	-3
7	-4
8	-5
9+	-6

Some weapons are better at penetrating armour than their Strength value suggests (Elven bows, for example). This is covered in the entry for each particular weapon (see the Weapons & Armour section).
Example: *Dieter wears heavy armour and carries a shield. His armour save is 4+. He is hit by a crossbow (Strength 4) and therefore he will save on a D6 roll of 5+ (i.e., 4+–1=5+).*

Injuries

Most warriors have a Wounds characteristic of 1, but some have a value of 2 or more. If the target has more than 1 wound then deduct 1 from his total each time he suffers a wound. Make a note on the roster sheet. So long as the model has at least 1 wound remaining he may continue to fight.
As soon as a fighter's Wounds are reduced to zero, roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6 for the wound that reduced the model to zero wounds and for every wound the model receives after that. If a model suffers several wounds in one turn, roll once for each of them and apply the highest result.

1-2 **Knocked down:** The force of the blow knocks the warrior down. Place the model face up to show that he has been *knocked down*.
3-4 **Stunned:** The target falls to the ground where he lies wounded and barely conscious. Turn the model face down to show that he has been *stunned*.
5-6 **Out of action:** The target has been badly hurt and falls to the ground unconscious. He takes no further part in the game and is immediately removed from the battle.

Knocked down

A fighter who has been *knocked down* falls to the ground either because of a jarring blow he has sustained, because he has slipped, or because he has thrown himself to the ground to avoid injury. Turn the model face up to show that he has been *knocked down*. Knocked down models may crawl 2" during the movement phase, but may not fight in hand-to-hand combat, shoot or cast spells. If he is in base-to-base contact with an enemy, a *knocked down* model can crawl 2" away only if the enemy is engaged in hand-to-hand combat with another opponent, otherwise he has to stay where he is. In combat he cannot strike back and the enemy will have a good chance of putting him *out of action* (see the Warriors Knocked Down section of the Close Combat rules on page 13).
A warrior who has been *knocked down* may stand up at the start of his next turn. In that turn he may move at half rate, shoot and cast spells, he cannot charge or run. If he is engaged in hand-to-hand combat, he may not move away and

will automatically strike last, irrespective of weapons or Initiative. After this turn the fighter moves and fights normally, even though he has zero wounds left. If the model takes any further wounds, then roll for injury once more, exactly as if the model had just sustained its last wound.

Stunned

When a warrior is *stunned*, he is either badly injured or temporarily knocked out. Turn the model face down to show that he has been *stunned*. A fighter who is *stunned* may do nothing at all. A player may turn the model face up in the next recovery phase, and the warrior is then treated as *knocked down*.

Out of action

A warrior who is *out of action* is also out of the game. Remove the model from the tabletop. It's impossible to tell at this point whether the warrior is alive or dead, but for game purposes it makes no difference at this stage. After the battle you can test to see whether he survives and if he sustains any serious lasting injuries as a result of his wounds (see page 170 for details).

Close Combat

Who can fight

Models whose bases are touching are engaged in hand-to-hand combat. This can only happen once a warrior has charged his enemy, as models are otherwise not allowed to move into contact.

All close quarter fighting is worked out in the hand-to-hand combat phase. Regardless of whose turn it is, all models in hand-to-hand combat will fight. A warrior can fight against enemies to his side, front, or rear. In reality the fighters are constantly moving, dodging, and weaving as they struggle to kill their adversaries.

Models fighting in hand-to-hand combat do ***not*** shoot in the shooting phase. They are far too busy fighting for their lives. Any very close range shots they are able to make using pistols are treated like close combat weapon attacks (see the Weapons & Armour section).

Who strikes first

Normally, models fight in order of descending Initiative with the highest striking first. If their Initiatives are equal, roll a dice to see who strikes first. If a model stood up in the Recovery phase of that turn, then he will strike last irrespective of any other circumstances.

Sometimes a model will be allowed to 'strike first' for some reason. Most commonly this is because they charged in that turn, but some equipment, skills and spells produce the same effect. If only one model 'strikes first' then it does so and the remainder of the combatants strike in Initiative order as described above.

If there are several models who are each entitled to 'strike first', then they determine the order of combat between themselves by Initiative, as described above. Once all those that were eligible to 'strike first' have fought, any other combatants fight in Initiative order.

which models fight

A model can fight if its base is touching the base of an enemy model. Even models attacked from the side or rear can fight.

If a warrior is touching more than one enemy, he can choose which to attack. If he has more than 1 Attack, he can divide them in any way the player wishes, so long as he makes this clear before rolling to hit.

Hitting the enemy

To determine whether hits are scored, roll a D6 for each model fighting. If a model has more than 1 Attack roll a D6 for each attack.

The dice roll needed to score a hit on your enemy depends upon the Weapon Skills of the attacker and the foe. Compare the Weapon Skill of the attacker with that of his opponent and consult the To Hit chart below to find the minimum D6 score needed to hit.

fighting with two weapons

Some maniac warriors carry two weapons, one in each hand, so they can rain a flurry of blows on their enemies. A warrior armed with two one-handed weapons may make 1 extra Attack with the additional weapon. Note that this is added to the total of the warrior's attacks after other modifiers, such as *frenzy*, have been applied. If he is armed with two different weapons (sword and dagger, for example), he will make a single attack with whichever weapon he chooses, and all others with the remaining weapon. Roll to hit and wound for each weapon separately.

Weapon modifiers

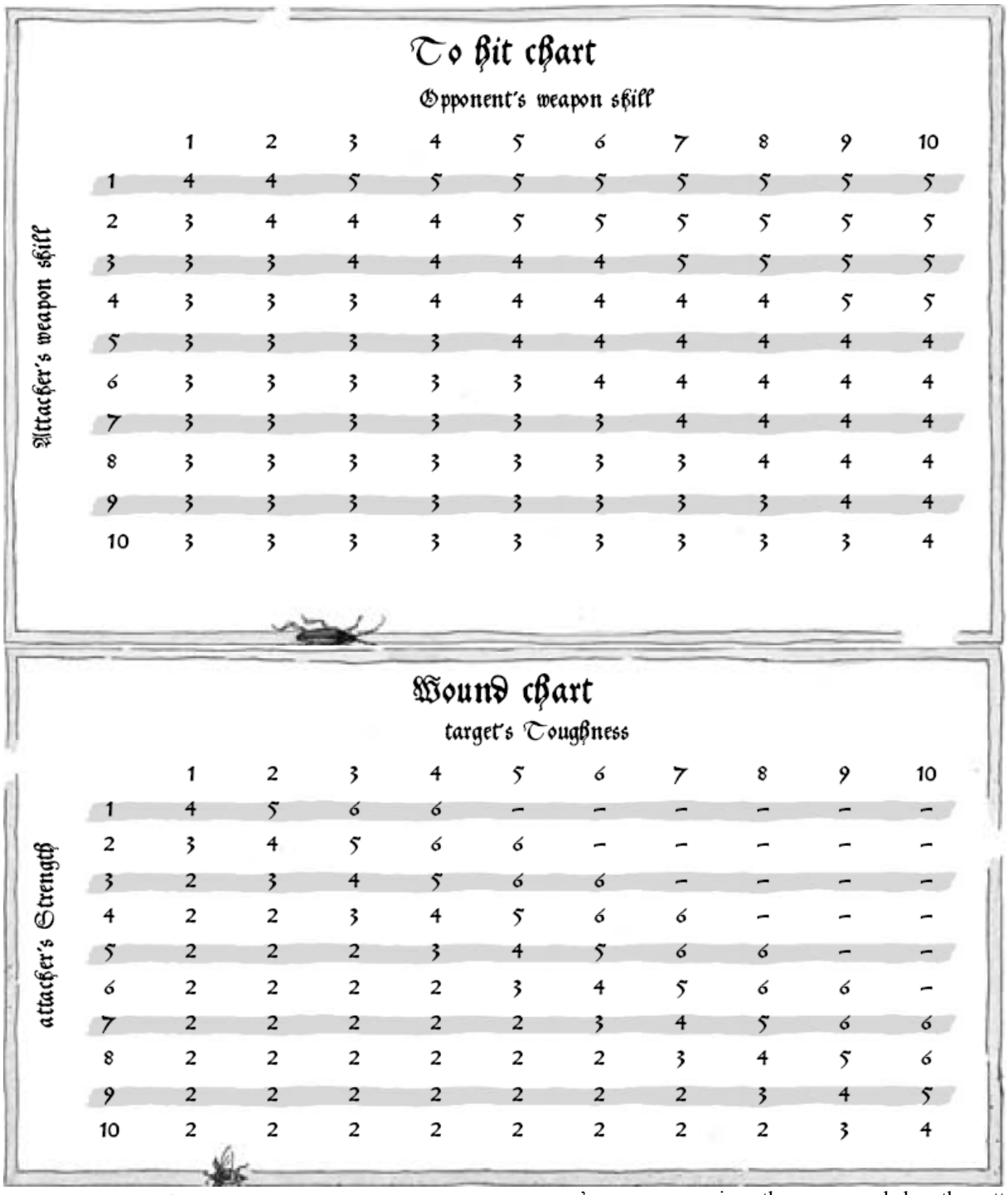
Unlike hits from shooting, the Strength of the attacker is used to determine wounds, rather than that of the weapon itself. However, some weapons confer a bonus on the attacker's Strength (see the Weapons & Armour section for full details).

Roll to wound

Once your model has hit a target you must test to see whether a wound is inflicted. Sometimes a strike may fail to wound simply because it causes an insignificant injury or glances off the enemy's equipment.

To determine whether the blow has caused a wound compare the Strength of the weapon with the Toughness of the target. You will find a complete description of the various weapons together with their Strength values and special rules in the Weapons & Armour section.

Follow the same procedure for wounding and causing critical hits as in the Shooting section. Note that a dash (–) means that there is no chance of wounding the target.



To Hit chart

Opponent's weapon skill

Attacker's weapon skill	1	2	3	4	5	6	7	8	9	10
1	4	4	5	5	5	5	5	5	5	5
2	3	4	4	4	5	5	5	5	5	5
3	3	3	4	4	4	4	5	5	5	5
4	3	3	3	4	4	4	4	4	5	5
5	3	3	3	3	4	4	4	4	4	4
6	3	3	3	3	3	4	4	4	4	4
7	3	3	3	3	3	3	4	4	4	4
8	3	3	3	3	3	3	3	4	4	4
9	3	3	3	3	3	3	3	3	4	4
10	3	3	3	3	3	3	3	3	3	4

Wound chart

target's Toughness

attacker's Strength	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	–	–	–	–	–	–
2	3	4	5	6	6	–	–	–	–	–
3	2	3	4	5	6	6	–	–	–	–
4	2	2	3	4	5	6	6	–	–	–
5	2	2	2	3	4	5	6	6	–	–
6	2	2	2	2	3	4	5	6	6	–
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

Armour

Combatants that are wounded have the chance to avoid damage if they are wearing armour or carrying shields. This is exactly the same as described for shooting, and the same rules apply.

For each wound suffered the player rolls a D6. If he rolls greater than or equal to the armour save of his fighter then that wound has been absorbed or deflected by the armour.

Armour save modifiers

Some models are so powerful that armour provides less protection against them.

The higher a creature's Strength the more easily it can pierce armour. The following chart shows the reduction in the enemy's armour saving throw caused by the attacker's Strength.

Strength	Save modifier
1-3	None
4	-1
5	-2
6	-3
7	-4
8	-5
9+	-6

Some weapons also confer a bonus to the user's Strength, making it more likely that any hits will pierce the opponent's armour. These bonuses are given in the Weapons & Armour section.

Parry

Bucklers are small shields which offer no increase to the armour saving throw, but allow you to parry attacks. Swords are also used to parry enemy attacks.

When an opponent scores a hit, warriors equipped with bucklers or swords may try to parry the blow.

Roll a D6. If the score is higher than the number your opponent rolled to hit, the buckler or sword has parried the strike. Note that it is therefore impossible to parry a blow which scored a 6 on the roll to hit.

A buckler or sword may only parry one blow per hand-to-hand combat phase. A parried blow is ignored and has no effect. If your opponent scored several hits, you will have to try to beat the highest score (if the highest score is a 6, you automatically lose the chance of parrying that opponent's attacks). If a model is fighting against several opponents, it may only parry the strike from the enemy who makes the first hit(s) (i.e., the attacking model with the highest Initiative). In the case of equal Initiative characteristics roll a dice to decide who strikes first.

If your model is armed with a buckler and a sword, you may re-roll any failed parries once. A model armed with two swords can still only roll once, but may add +1 to the results.

A model may not parry attacks made with twice (or more) his own basic Strength – they are simply too powerful to be stopped.

Warriors knocked down

If an enemy is fighting a warrior who is *knocked down*, he may attack him to put him out of his misery. All attacks against a warrior who is *knocked down* hit automatically. If any of the attacks wound the *knocked down* model and he fails his armour save, he is automatically taken *out of action* as explained previously. A *knocked down* model may not parry.

Warriors stunned

A *stunned* warrior is at the mercy of his enemies. A *stunned* model is automatically taken out of action if an enemy can attack him in hand-to-hand combat.

Attacking stunned and knocked down warriors

Note that a model with multiple attacks may not *stun / knock down* and then automatically take a warrior *out of action* during the same hand-to-hand combat phase. The only way you can achieve this is to have more than one of your models attacking the same enemy. So, if the enemy is *stunned / knocked down by* the first warrior, he can be hit and put *out of action* by the next warrior to attack.

If your model is engaged in close combat with an enemy who is still standing, he cannot attack any other models that are *stunned* or *knocked down*, since in reality they will not pose an immediate threat to him and their companions will try to protect them.

Moving from combat

Once models are engaged in hand-to-hand combat they cannot move away during their movement phase. They must fight until they are either taken *out of action*, until they take out their enemies, or until one or the other breaks and runs.

The exception to this rule is that if all a model's close combat opponents are *knocked down* or *stunned*, he may move away from the combat if you wish, and even charge other enemies within range.

Breaking from combat

A warrior who panics whilst fighting in hand-to-hand combat will break off and make a run for it as described in the Leadership & Psychology section.

When a fighter breaks from combat he simply turns and runs off. His opponents automatically hit the warrior as he breaks, each inflicting 1 hit which is worked out immediately.

Note that warriors cannot choose to leave a fight voluntarily.

Leadership & psychology

The rout test

A player must make a Rout test at the start of his turn if a quarter (25%) or more of his warband is *out of action*. For example, in a warband that has twelve warriors a test is needed if three or more are *out of action*. Even warbands who are normally immune to psychology (such as Undead) must make Rout tests.

If the Rout test is failed, the warband automatically loses the fight. The game ends immediately and surviving warriors retreat from the area. A failed Rout test is the most common way in which a fight ends.

To take a Rout test roll 2D6. If the score is equal to or less than the warband leader's Leadership, the player has passed the test and may continue to fight.

If the warband's leader is *out of action* or *stunned*, then the player may not use his Leadership to take the test. Instead, use the highest Leadership characteristic amongst any remaining fighters who are not *stunned* or *out of action*.

Voluntary rout

A player may choose to voluntarily Rout at the start of any of his own turns if he wishes, but only if he was already required to take a Rout test or if a quarter (25%) or more of his warband are *out of action*.

Leaders

A warrior within 6" of his leader may use his leader's Leadership value when taking Leadership tests. This represents the leader's ability to encourage his warriors and push them beyond normal limits.

A leader cannot confer this bonus if he is *knocked down, stunned* or *fleeing* himself. The sight of your leader running for cover is obviously far from encouraging!

All alone

Being outnumbered and alone is a nerve-racking situation for any warrior.

If your warrior is fighting alone against two or more opponents, and there are no friendly models within 6" (*knocked down, stunned* or fleeing friends do not count), he must make a test at the end of his combat phase. The test is taken against the model's Leadership on 2D6. If the warrior scores equal to or under his Leadership his nerve holds. If the score is greater than his Leadership, the warrior breaks from combat and runs. Each one of his opponents may make one automatic hit against him as he turns to run. If the model survives, he runs 2D6" directly away from his enemies.

At the start of each of his turns, the warrior must take another Leadership test. If he passes, he stops but can do nothing else during his own turn except cast spells. If he fails or is charged, he runs 2D6" towards the nearest table edge, avoiding any enemy models. If he reaches the table edge before he has managed to recover his nerves, he is removed from combat.

If a warrior is charged while he is fleeing, the charger is moved into base contact as normal, but the fleeing warrior will then run a further 2D6" towards the table edge, before any blows can be struck.

Fear

Fear is a natural reaction to huge or unnerving creatures. A model must take a Fear test (i.e., test against his Leadership) in the following situations. Note that creatures that cause *fear* can ignore these tests.

a) If the model is charged by a warrior or a creature which causes *fear*.

If a warrior is charged by an enemy that he *fears* then he must take a test to overcome that fear. Test when the charge is declared and is determined to be within range. If the test is passed the model may fight as normal. If it is failed, the model must roll 6s to score hits in that round of combat.

b) If the model wishes to charge a *fear* causing enemy.

If a warrior wishes to charge an enemy that it *fears* then it must take a test to overcome this. If it fails the model may not charge and must remain stationary for the turn. Treat this as a failed charge.

Frenzy

Some warriors can work themselves into a berserk state of fury, a whirlwind of destruction in which all concern for their own personal safety is ignored in favour of mindless violence. These warriors are described as being *frenzied*.

Frenzied models must always charge if there are any enemy models within charge range (check after charges have been declared). The player has no choice in this matter – the warrior will automatically declare a charge.

Frenzied warriors fight with double their Attacks characteristic in hand-to-hand combat. Warriors with 1 Attack therefore have 2 Attacks, warriors with 2 Attacks have 4, etc. If a warrior is carrying a weapon in each hand, he receives +1 Attack for this as normal. This extra Attack is not doubled.

Once they are within charge range, frenzied warriors are immune to all other psychology, such as *fear* and don't have to take these tests as long as they remain within charge range.

If a frenzied model is *knocked down* or *stunned*, he is no longer *frenzied*. He continues to fight as normal for the rest of the battle.

Hatred

Hatred is a very powerful emotion, and during this era of strife and war, bitter rivalry is commonplace.

Warriors who fight enemies they *hate* in hand-to-hand combat may re-roll any misses when they attack in the first turn of each hand-to-hand combat. This bonus applies only in the first turn of each combat and represents the warrior venting his pent-up hatred on his foe. After the initial round of hand-to-hand combat he loses some impetus and subsequently fights as normal for the rest of the combat.

Stupidity

Many large and powerful creatures, as well as some of the more unhinged individuals in Mordheim, are unfortunately rather stupid.

Models that are *stupid* test at the start of their turn to see if they overcome their stupidity. Make a test for each model affected by stupidity. If you pass the test by rolling their Leadership value or less on 2D6 then all is well – the creatures behave reasonably intelligently and the player may move and fight with them as normal.

If the test is failed all is not well. Until the start of his next turn (when it takes a new Stupidity test) the model will not cast spells or fight in hand-to-hand combat (though his opponent will still have to roll to hit him as normal).

If a model who fails a Stupidity test is not in hand-to-hand combat, roll a D6.

1-3 The warrior moves directly forward at half speed in a shambling manner. He will not charge an enemy (stop his movement 1" away from any enemy he would have come into contact with). He can fall down from the edge of a sheer drop (see the Falling rules) or hit an obstacle, in which case he stops. The model will not shoot this turn.

4-6 The warrior stands inactive and drools a bit during this turn. He may do nothing else, as drooling is *so* demanding.

Regardless of whether the test is passed or failed, the result applies until the start of the model's following turn (when it takes a new Stupidity test).

Alignment

With so many warbands roaming in Mordheim and its surrounding landscape and many of them having different alignment, some warbands are Lawful while others are Chaotic and then you have those that are Neutral. The Alignment of a warband will help in many ways, like which Hired Swords you can hire, the cost of hiring and upkeep of Hired Swords, the maximum size of your Warband and other bonuses. The Player must choose an alignment when they are building a warband. Some warbands can only have one alignment choice (i.e. all Witch Hunters warbands are always Lawful).

Multi-player Games

In some Campaigns and Scenarios warbands may ally themselves with other warbands, by doing this trust becomes a problem, like Lawful warbands will not work alongside Chaotic warbands, but both will work alongside a Neutral warbands, this would be a distrusted alliance,

Distrusted Alliance

A Distrusted Alliance may form in many ways; the first is by a Neutral warband allied with a Lawful or Chaotic warband, the second is between races of the Dwarves and Elves, and the third is between warbands that hate each other for some reason.

If two distrusted alliance model are within 6" of each other then both models have a -1 leadership penalty. They also stop each other from running.

Bonuses

Lawful

The warbands that are Lawful aligned with other Lawful warbands as well as Lawful / Neutral and Neutral warbands. Hate all chaotic warbands. Lawful warbands get D3 rerolls per battle; the rerolls can be uses in the Exploration Phase if not used in battle. All Neutral / Chaotic warbands will count as being Chaotic in the eyes of Lawful warbands.

Lawful / Neutral

The warbands that are Lawful / Neutral aligned with other Lawful / Neutral warbands as well as Lawful and Neutral warbands. Lawful / Neutral warbands get 1 reroll per battle; the reroll can be uses in the Exploration Phase if not used in battle.

Neutral

The warbands that are Neutral aligned with any other warbands including Lawful and Chaotic warbands.

Neutral / Chaotic

The warbands that are Neutral / Chaotic aligned with other Neutral / Chaotic warbands as well as Neutral and Chaotic warbands. Any member of a Neutral / Chaotic warband which is afflicted by a mutation may still stay on the roster even if normally he would have to leave. Neutral / Chaotic warbands get 1 reroll per battle; the reroll can be uses in the Exploration Phase if not used in battle.

Chaotic

The warbands that are Chaotic aligned with other Chaotic warbands as well as Neutral and Neutral / Chaotic warbands. Any member of a chaotic warband which is afflicted by a mutation may still stay on the roster even if normally he would have to leave. Chaotic warbands get D3 rerolls per battle; the rerolls can be uses in the Exploration Phase if not used in battle. All Lawful / Neutral warbands will count as being Lawful in the eyes of chaotic warbands

Weapons & Armour

Life and death in Mordheim is decided by the quantity and quality of the weapons a warrior carries. This section describes the different weapons and other equipment such as armour and shields.

Close Combat Weapons

Axe

The axe is the traditional weapon of Empire woodsmen, and is also used as a weapon in poorer rural areas. Axes have a heavy blade and, if swung by a strong man, can cause a lot of damage. The blade of an axe can easily cut through armour, though it requires considerable strength from the wielder. Of all the warriors in the Old World, Dwarfs are the most adept at making axes. Their axes are invaluable to the warriors of the Old World and are some of the most sought after weapons.

Range:	Close Combat
Strength:	As user
Special Rule:	Cutting Edge

Special Rules

Cutting Edge: An axe has an extra save modifier of -1, so a model with Strength 4 using an axe has a -2 save modifier when he hits an opponent in hand-to-hand combat.

Ball and Chain

This is a huge iron ball with a chain attached, used by the dreaded Night Goblin Fanatics to deal out whirling death. Enormously heavy, it can only be used when combined with Mad Cap Mushrooms.

[Goblins Only]

Range:	Close combat
Strength:	As user +2
Special Rule:	*Two Handed, Incredible Force, Cumbersome, Unwieldy, Random,*

Special Rules

Two Handed: A model armed with a Ball and Chain may not use a shield, buckler or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his armour save against shooting

Incredible Force: Because the Ball and Chain is so heavy, normal armour does very little to protect against it. No armour saves are allowed against wounds caused by a Ball and Chain. In addition, any hit from a Ball and Chain is very likely to take off someone's head (or at least break some ribs!). Therefore, any hit that successfully wounds will do 1D3 wounds instead of 1.

Cumbersome: Because the Ball and Chain is so heavy, a model equipped with one may carry no other weapons or equipment. In addition, only a model under the influence of Mad Cap Mushrooms has the strength to wield a ball and chain.

Unwieldy: The great weight of the Ball and Chain can easily tear ligaments or pull a wielder's arms out of their sockets. While someone under the influence of Mad Cap Mushrooms will not notice such effects, when the drug wears off he will be in great pain. To represent this, at the end of the battle the controlling player must roll for Injury for each model that used a Ball and Chain, just as if the model had been taken Out Of Action. If the model was actually taken Out Of Action normally, just roll once for Injury – there is no need to make a second roll.

Random: The only way to wield a Ball and Chain is to swing it around in large circles, using your body as a counter-weight. Unfortunately this is not a very controllable fighting style, and as soon as he starts swinging his Ball and Chain, a warrior starts to lose control. The first turn he starts swinging the Ball and Chain, the model is moved 2D6" in a direction nominated by the controlling player. In his subsequent Movement phases, roll a D6 to determine what the model does:

D6	Effect
1	The model trips and strangles himself with the chain. The model is taken Out Of Action. When rolling for Injury after the game, a roll of 1-3 means the model is out permanently, instead of the normal 1-2.
2-5	The model moves 2D6" in a direction nominated by the controlling player.
6	The model moves 2D6" in a random direction. If the player owns a Scatter dice (available from Games Workshop stores), roll that to determine direction. If not, then roll a D6: 1 – Straight Forward, 2-3 – Right, 4-5 – Left, 6 – Straight Back

Barbed Spear

The favoured spear of the hobgoblin warriors is equipped with gruesome rear-facing barbs, which rend and tear their opponents as the spear is withdrawn after the attack.

[Hobgoblin Only]

Range:	Close Combat
Strength:	As user
Special Rule:	Strike First, Unwieldy, Cavalry Bonus, +1 To Wound

Special Rules

Strike First: A warrior with a spear strikes first in the first turn of hand-to-hand combat.

Unwieldy: A warrior with a spear may only use a shield or a buckler in his other hand. He may not use a second weapon.

Cavalry Bonus: If using the rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

+1 To Wound: Because of the bards on the spear the user gets a +1 To Wound.

Beastlash

The Beastmaster make good use of their whips to goad their hounds and creatures into combat.

[Dark Elves Only]

Range:	Close Combat
Strength:	As User
Special Rule:	Beastbane, Cannot Be Parried, Whipcrack

Special Rules

Beastbane: The Beastmaster wielding a Beastlash causes Fear in animals, any animal charged or wishing to charge a Beastmaster with one of these weapons must first take a Fear test as mentioned in the psychology section of the Mordheim rules.

Cannot Be Parried: The Beastlash is a flexible weapon and the Beastmaster use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a Beastlash may not make parries with swords or bucklers.

Whipcrack: when the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

Boss Pole

Some influential Goblins carry badges of office, usually taking the form of long wooden poles with an icon or sharp blade on the end.

[Forest Goblins Only]

Range:	Close Combat
Strength:	As user
Special Rule:	Strike First, Unwieldy, Cavalry Bonus, Animosity

Special Rules

Strike First: A warrior with a spear strikes first in the first turn of hand-to-hand combat.

Unwieldy: A warrior with a spear may only use a shield or a buckler in his other hand. He may not use a second weapon.

Cavalry Bonus: If using the rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

Animosity: The Hero with a boss pole and any Goblin henchmen within 6" to ignore animosity.

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 are sent reeling in flaming agony as they are set on fire

Range:	Close combat
Strength:	As user +1
Special Rule:	Two-handed, Fire,

Special Rules

Two-handed: As a brazier requires two hands to use, a model using a brazier may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.

Fire: 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 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 flames out if they wish. They must move into base-to-base contact and score a 4+in the Recovery phase.

Censer

The censer is a hollow spiked metal ball attached to a long chain and is swung like a flail. A plague infested shard of warpstone burns inside the ball and emits pestilential fumes that nauseate the opponents and may turn the wielder of the censer into a difficult target to shoot at.

[Skaven, Clan Pestilens Only]

Range:	Close Combat
Strength:	As User +2
Special Rule:	Heavy, Two-Handed, Fog of Death

Special Rules

Heavy: The +2 Strength bonus applies only to the first turn of hand to hand combat.

Two-handed: A censer requires two hands to be used and the wielder cannot use a shield, buckler or additional weapon in close combat.

Fog of Death: A model hit by the censer must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound in addition to the censer hit. A result of 6 always inflicts a wound. Also the model wielding the censer must take the test and will suffer a wound with a result of 6. Models of undead and possessed are immune to the fog of death and do not take the test. If the model wielding the censer also has the fog-enhancing warpstone shards, he becomes a difficult target to shoot at, and models targeting him with missile weapons suffer a -1 penalty to hit.

Claw of the Old Ones

This is a very ancient weapon made from a strange metal that is impervious to age and corrosion. The powers of this artefact can only be unleashed through a ritual known only to a handful of Amazons. The blade of this weapon glows white hot and can cut through armour as if it were paper.

Range:	Close Combat
Strength:	As User +1
Special Rule:	No Save, Parry

Special Rules

No Save: The blade of the Claw can literally cut through anything. A warrior wounded by a Claw receives no armour save whatsoever.

Parry: User may parry as per normal rules.

Dagger

Daggers and knives are extremely common, and men are allowed to carry them in enclaves where weapons are otherwise forbidden. Many a warrior in Mordheim has died with a dagger in his back.

Range:	Close Combat
Strength:	As user
Special Rule:	+1 Enemy Armour Save

Special Rules

+1 Enemy Armour Save: Daggers are not the best weapons to use for penetrating an enemy model's armour. An enemy wounded by a dagger gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally.

Disease Dagger

This dagger is permanently covered with a disgusting and moulderish layer of green ooze that may infect those that are hit with terrible diseases.

[Skaven, Clan Pestilens Only]

Range:	Close Combat
Strength:	-
Special Rule:	+1 Enemy Armour Save

Special Rules

+1 Enemy Armour Save: Daggers are not the best weapons to use for penetrating an enemy model's armour. An enemy wounded by a dagger gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally.

Infecting: a natural 6 on an hit roll means that the model hit has been infected with the disease and that he must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound in addition to the dagger hit. Models of undead and possessed are immune to this disease and do not take the test. A model wielding two Disease Daggers gains a +1 Attack bonus for wielding two weapons and there is no further effect, except that the chances of rolling an infecting 6 on the hit rolls are higher.

Double-Handed Weapon

A blow from a double-handed axe or sword can cut a foe in half and break armour apart. It takes a long time to learn how to use these weapons and even then only extremely strong men are able to wield them effectively.

Range:	Close Combat
Strength:	As user +2
Special Rule:	Two-handed, Strike Last,

Special Rules

Two-handed: A model armed with a double-handed weapon may not use a shield, buckler or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his armour save against shooting.

Strike Last: Double-handed weapons are so heavy that the model using them always strikes last, even when charging.

Dwarf Axe

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

[Dwarves Only]

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

Special Rules

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

Parry: Dwarf axes offer an excellent balance of defence and offense. A model armed with a Dwarf axe may parry blows. When his opponent rolls to hit, the model armed with a Dwarf axe may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped. A model may not parry more than one attack in a single Close Combat phase; a model armed with two Dwarf axes (or a Dwarf axe and a sword, etc) does not get to parry two attacks but may instead re-roll a failed parry.

Fighting Claws

The martial arts practiced by Clan Eshin employ many unusual weapons. The most famous of these are the Eshin Fighting Claws: sharp metal blades attached to the paws of a Skaven warrior. It takes a real expert to use them effectively, but an adept of Clan Eshin is a fearsome opponent when armed this way.
[Skaven, Clan Eshin Only]

Range:	Close Combat
Strength:	As User
Special Rule:	Pair, Climb, Parry, Cumbersome

Special Rules
Pair: Fighting Claws are traditionally used in pairs, one in each hand. A warrior armed with Fighting Claws gets an additional attack.
Climb: A Skaven equipped with Fighting Claws can add +1 to his Initiative when making Climbing tests.
Parry: A Skaven armed with Fighting Claws may parry blows and can re-roll a failed attempt once, in the same way as a model armed with a sword and buckler.
Cumbersome: A model armed with Fighting Claws may not use any other weapons in the entire battle.

Fist

The truly desperate, who don't even own a knife, have to fight with their bare hands. Needless to say, their chances of survival are comparable to Halflings going without food for eight hours!
Note: The following rule only apply to warriors who have lost their weapons. Creatures such as Zombies, animals, etc, ignore these rules. Warriors using their fists can only ever make 1 attack.

Range:	Close Combat
Strength:	As user -1
Special Rule:	+1 Enemy Armour Save

Special Rules
+1 Enemy Armour Save: An enemy wounded by a fist gains a +1 bonus to his armour save, and a 6+ armour save if he normally has none.

Flail

The flail is a heavy weapon wielded with both hands. It normally consists of heavy weights, often spiked, attached to a pole or handle by means of heavy chains. Flails drain the user's stamina quickly, but are awesomely destructive in the hands of a skilled (or unhinged) warrior.

Range:	Close Combat
Strength:	As user +2
Special Rule:	Heavy, Two-handed

Special Rules
Heavy: A flail is extremely tiring to use and thus the +2 Strength bonus applies only in the first turn of each hand-to-hand combat.
Two-handed: As a flail requires two hands to use, a model using a flail may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.

Halberd

The halberd's heavy blade is mounted upon a sturdy shaft of oak or steel and has a point like a spear and a cutting edge like an axe. Since it can be used to chop as well as thrust, it is an adaptable weapon, but is difficult to use inside buildings.

Range:	Close Combat
Strength:	As user +1
Special Rule:	Two-handed

Special Rules
Two-handed: A model armed with a halberd may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.

Hammer, staff, mace or club

Perhaps the simplest type of weapon, these brutal, bludgeoning instruments range from primitive wooden clubs to elaborately forged Dwarf hammers made from the finest steel. A blow from a mace can easily crush a skull or knock a man unconscious.

Range:	Close Combat
Strength:	As user
Special Rule:	Concussion

Special Rules
Concussion: Hammers and other bludgeoning weapons are excellent to use for striking your enemy senseless. When using a hammer, club or mace, a roll of 2-4 is treated as stunned when rolling to see the extent of a model's injuries.

Horseman's Hammer

This is a great hammer similar to the ones used by the Knights of the White Wolf. Far too bulky to use in one hand, a horseman's hammer is best suited to mounted combat, when the impetus of the horse may be used to add to the power of the weapon.

Range:	Close Combat
Strength:	As user +1
Special Rule:	Two-handed, Cavalry Charge

Special Rules
Two-handed: A model armed with a horseman's hammer may not use a shield, buckler, or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his Armour save against shooting.
Cavalry Charge: A model armed with a horseman's hammer may use the speed of his charge to increase the might of his attacks. A model on a steed with a horseman's hammer gains a further +1 Strength bonus when he charges. This bonus only applies for that turn.

Katar

This is an Arabian-style punch dagger. It has a handle perpendicular to the blade and is used in a punching thrusting manner.

Range:	Close Combat
Strength:	As user
Special Rule:	-1 Enemy Armour Save

Special Rules
-1 Enemy Armour Save: The Katar is a better weapon to use for penetrating an enemy model's armour. An enemy wounded by a Katar gains a -1 bonus to his armour save.

Lance

Lances are long, heavy spears used by mounted shock troops to rip through armour and fling their foes to the ground. They are the chosen weapons of Knights Templar and other wealthy warriors. To use a lance requires great skill and strength, and only the richest warriors ride the heavy warhorses needed to wield these mighty weapons effectively.

Range:	Close Combat
Strength:	As user +2
Special Rule:	Cavalry Weapon, Cavalry Bonus

Special Rules

Cavalry Weapon: A warrior must own a warhorse to use a lance, as it can only be used whilst he is on horseback.

Cavalry Bonus: If using optional rules for mounted models, a warrior armed with a lance receives a +2 Strength bonus when he charges. This bonus only applies for that turn.

Morning Star

A morning star consists of a wooden or steel shaft with heavy chains that have spiked steel balls attached. It is very destructive and requires great skill to wield effectively.

Range:	Close Combat
Strength:	As user +1
Special Rule:	Heavy, Difficult to Use

Special Rules

Heavy: The morning star is extremely tiring to use, so its +1 Strength bonus applies only in the first turn of each hand-to-hand combat.

Difficult to Use: A model with a morning star may not use a second weapon or buckler in his other hand because it requires all his skill to wield it. He may carry a shield as normal though.

Pike

The Pike is somewhat longer than a spear and is weighted so that it can be wielded efficiently between the trees, underbrush and between narrow buildings.

Range:	Close Combat (3")
Strength:	As user
Special Rule:	Strike First, Unwieldy, Length

Special Rules

Strike First: A warrior with a Pike strikes first in the first turn of hand-to-hand combat, even if charged with a model with a spear. After the initial round of combat resolve strikes in Initiative order. The model can change to normal hand-to-hand weapons after the initial round.

Unwieldy: A warrior with a spear may only use a shield or a buckler in his other hand. He may not use a second weapon.

Length: Because of size and weight of the Pike only models of man-sized or larger creatures can use pikes. Skaven, Skinks, Halflings, etc cannot.

Plague Sword

Clan Pestilens has created a hellish weapon, called the plague sword. These warpstone blades carry disease and corruption with each strike. The infection caused with each blow renders the wounded extremely ill, and will disable even the strongest foe.

[Skaven, Clan Pestilens only]

Range:	Close Combat
Strength:	As user
Special Rule:	Parry, Contagion

Special Rules

Parry: Plague swords offer an excellent balance of defence and offence. A model armed with a plague sword may parry blows. When his opponent rolls to hit, the model armed with a sword may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped.

Contagion: Each blow of the plague sword carries with it a host of diseases and pestilence. Every successful hit with the plague sword causes two wounds. Armour saves may be applied as normal.

Punisher Whip

Punisher whips are used by the Pack Masters of Clan Moulder to train their beasts. These fiendish devices are made of braided leather, filled with razor sharp spikes. A much larger spike tips the whip, and the Pack Masters use this quite effectively to inflict pain.

[Skaven, Clan Moulder only]

Range:	Close Combat
Strength:	As User
Special Rule:	Animal Scourge, Cannot Be Parried, Whipcrack

Special Rules

Animal Scourge: The Pack Masters of Clan Moulder learn to use these whips for the purpose of training animals. The beasts of Clan Moulder learn that these whips are to be feared above everything else. Any beast (Giant Rat, Wolf Rats, or Rat Ogre) in the Clan Moulder Warband may re-roll any failed Leadership-based test if within 6" of a model armed with a punisher whip. On other animals, such as horses and war dogs, are intimidated by the whistling scream of a punisher whip passing through the air. Any animal not in the warband, including other Skaven warbands, are affected by *fear* with regards to charging a model armed with these whips.

Cannot Be Parried: The Punisher Whip is a flexible weapon and the warrior use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a Punisher Whip may not make parries with swords or bucklers.

Whipcrack: When the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

Rapier

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

Range:	Close combat
Strength:	As user
Special Rule:	*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 warrior armed with a rapier rolls to hit and wound as normal. However, if you mange 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 to 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 then 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

Saerath

The Saerath is a weapon commonly used by the wood Elves, the Saerath or spear-stave is a staff with sword-like blades attached to each end.

[Wood Elves Only]

Range:	Close Combat
Strength:	As user +1
Special Rule:	*Parry, Extra Attack*

Special Rules

Parry: Like all swords, you may use a Saerath 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.

Extra Attack: the Saerath acts like the user is armed with two swords.

Scythe

Scythes are normally implements used in the fields by farmers. It is rare to see them wielded as weapons of warfare. However, the scythe also carries with it an image of death. It is the symbol of the Grim Reaper, the representation of famine and starvation and disease through the lack of harvested food. Priests of Morr, when they need to, may carry a Scythe as a weapon.

Range:	Close Combat
Strength:	As User +1
Special Rule:	Difficult to use, Two-Handed

Special Rules

Difficult to Use: A model with a scythe may not use a second weapon or buckler in his other hand because it requires all his skill to wield it. He may carry a shield as normal though.

Two-handed: A model armed with a scythe may not use a shield, buckler, or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his Armour save against shooting.

Serpent Whip

[Lahmia Vampires and Blood Sisters only]

Range:	Close Combat
Strength:	As User
Special Rule:	Cannot Be Parried, Whipcrack, +1 Enemy Armour Save, Poisoned

Special Rules

Cannot Be Parried: The whip is a flexible weapon and the warrior use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a whip may not make parries with swords or bucklers.

Whipcrack: when the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

+1 Enemy Armour Save: An enemy wounded by a whip gains a +1 bonus to his armour save, and a 6+ armour save if he normally has none.

Poisoned: The Serpent Whip is treated as being coated with black lotus.

Sigmarite Warhammer

One of the traditional weapons of the Sisterhood, the Warhammer echoes Ghal-Maraz, the great hammer of Sigmar himself.

[Sister of Sigmar Only]

Range:	Close Combat
Strength:	As User +1
Special Rule:	*Concussion*, *Holy Weapon*

Special Rules

Concussion: Warhammers are excellent at striking people senseless. When using a Warhammer in close combat a roll of 2-4 is treated as Stunned when rolling on the Injury chart.

Holy Weapon: Each Warhammer is blessed by the High Matriarch herself before it is handed to the Sisters. The Warhammer has a +1 bonus on all to wound rolls against any Possessed or Undead models. Note that you will still need to score a 6 before any modifiers in order to cause a critical hit. Only Matriarchs and Sister Superiors may carry two Sigmarite Warhammers.

Spear

Spears range from sharpened sticks used by Goblins to the impressive cavalry spears typical of the Elves.

Range:	Close Combat
Strength:	As user
Special Rule:	Strike First, Unwieldy, Cavalry Bonus

Special Rules

Strike First: A warrior with a spear strikes first in the first turn of hand-to-hand combat.

Unwieldy: A warrior with a spear may only use a shield or a buckler in his other hand. He may not use a second weapon.

Cavalry Bonus: If using the rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

Spiked Gauntlet

The Spiked Gauntlet is a weapon commonly used in the Pit Fights. Act like a blade and a buckler

[Pit Fighters Only]

Range:	Close Combat
Strength:	As user
Special Rule:	Parry

Special Rules

Parry: Spiked Gauntlet offer an excellent balance of defence and offence. A model armed with a Spiked Gauntlet may parry blows. When his opponent rolls to hit, the model armed with a Spiked Gauntlet may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped. The model with Spiked Gauntlet may re-roll any failed parries once. (And no, your Heroes cannot learn to use it!)

Squig Prodder

[Goblins Only]

Special Rules

This item is a long pole with a trio of spikes at the end. It is used by Goblin Squig herders to keep their livestock in line. Cave Squigs will recognize a Squig prodder and automatically give the bearer more respect, as they've all been on its pointy end more than once! To represent this, a Goblin with a Squig prodder can keep all Cave Squigs within 12" from going wild, instead of the normal 6" (see the Minderz special rule under the Cave Squig entry). In addition, a Squig prodder is treated exactly like a spear in hand-to-hand combat.

Star-Blade

Of the many strange weapons the Amazons possess the Star-blade is built like an Amazonian dagger. It is usually painted exotic colours and contains magical properties that enhance the fighting prowess of the Amazons.

Range:	Close Combat
Strength:	As user
Special Rule:	+1 Enemy Armour Save, Parry

Special Rules

+1 Enemy Armour Save: Star-blades are not the best weapons to use for penetrating an enemy model's armour. An enemy wounded by a Star-blade gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally.

Parry: Star-blade offers an excellent balance of defence and offence. A model armed with a Star-blade may parry the first successful blow of any combat on a 4+. The model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped.

Star-Sword

This is an ancient and legendary sword that can cut through armour as if it were a leaf.

Range:	Close Combat
Strength:	As user +1
Special Rule:	No Save, Parry

Special Rules

No Save: The great power of the Star-sword ignores all armour saves except for ward and Dodge saves.

Parry: Star-sword offers an excellent balance of defence and offence. A model armed with a Star-sword may parry blows. When his opponent rolls to hit, the model armed with a sword may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped.

Steel Whip

Another weapon unique to the Sisterhood is the steel whip, made from barbed steel chains.

[Sister of Sigmar Only]

Range:	Close Combat
Strength:	As User
Special Rule:	Cannot Be Parried, Whipcrack

Special Rules

Cannot Be Parried: The steel whip is a flexible weapon and the Priestesses use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a steel whip may not make parries with swords or bucklers.

Whipcrack: when the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

Sword

The sword is often referred to as the 'king of weapons'. The most common sword available, the broadsword of the Empire, is a masterpiece by the standards of any smith: four full feet of gleaming steel, double-edged and razor-sharp.

Swords are much more effective weapons than crude clubs and axes, though learning to use a sword is a long and difficult process. It takes years to truly master this weapon – most warriors in Mordheim die long before they get this far!

Range:	Close Combat
Strength:	As user
Special Rule:	Parry

Special Rules

Parry: Swords offer an excellent balance of defence and offence. A model armed with a sword may parry blows. When his opponent rolls to hit, the model armed with a sword may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped.

Sword Breaker

The sword breaker is a specialist weapon wrought by only the most talented sword smiths. 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 time movement.

Range:	Close combat
Strength:	As user
Special Rule:	Parry, Trap Blade

Special Rules

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

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

Weeping Blades

The adepts of Clan Eshin use weapons called Weeping Blades, murderous swords constructed with a small amount of warpstone in their structure. A Weeping Blade constantly sweats a deadly corrosive venom.

[Skaven, Clan Eshin Only]

Range:	Close Combat
Strength:	As User
Special Rule:	Pair, Venomous, Parry

Special Rules

Pair: Weeping Blades are traditionally used in pairs, one in each hand. A warrior armed with Weeping Blades gets an additional attack.

Venomous: The venom of Weeping Blades will enter the blood of the victim and ravage his organs and muscles. These weapons count as being permanently coated in black lotus (see the Equipment section). No additional poison may be applied to Weeping Blades.

Parry: Weeping Blades are swords and can be used for parrying.

Whip

Range:	Close Combat
Strength:	As User -1
Special Rule:	Cannot Be Parried, Whipcrack, +1 Enemy Armour Save

Special Rules

Cannot Be Parried: The whip is a flexible weapon and the warrior use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a whip may not make parries with swords or bucklers.

Whipcrack: when the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

+1 Enemy Armour Save: An enemy wounded by a whip gains a +1 bonus to his armour save, and a 6+ armour save if he normally has none.

Close Combat Upgrades

Fog-enhancing Warpstone Shards

[Skaven Clan Pestilens Only]

When put inside a censer these warpstone shards have the peculiar characteristic of making the resulting clouds of pestilential fumes thicker than usual. The wielder of a censer who also have some fog-enhancing warpstone shards is a difficult target to shoot at, and other models suffer a -1 penalty to hit when targeting him with missile weapons (Clan Pestilens members use this item instead of the Elven Cloak).

Special Weapon Types

Cold Metal Weapons

Wood Elves do not use forges; they have a special smithing style known by outsides as "Cold Forging". Cold Forging is a mix of both physical and magical techniques known only to the Wood Elves. The Metal which comes from this Cold Forging technique is call Cold Metal.

Special Rules

Because Wood elves do not use forges, they do the smithing in a special, "cold", way. This gives the weapon such a special flexibility in creating; it seems to have sharper edges. It gives the weapon a +1 to hit in close combat and costs three times the price of a normal weapon of its kind.

Dark Steel Weapons

Dark Steel Weapons are forged in the city of Hag Graef, the Dark Crag. They are fashioned from Black steel, a rare form of steel found deep within the mountains around the city. Dark Steel weapons have wicked protrusions and serrated edges, which inflict serious damage on an opponent.

Special Rules

The Weapons commonly made of Dark Steel are swords, daggers or other bladed weapons. These weapons upgraded to Dark Steel retain all of their abilities (i.e. swords can parry, daggers grant an armour save of 6) also costs three times the price of a normal weapon of its kind.

Critical Damage: Dark blades inflict serious damage on their opponents, when rolling on the critical hit chart a Dark blade will add +1 to the result.

Wicked Edge: Dark blades are set with sharp protrusions and serrated edges which inflict serious damage on an opponent, a roll of 2-4 on the injury table is a *Stunned* result.

Gromril Weapons

Only a Dwarf Runesmith can forge a weapon from Gromril, a rare meteoric iron. A blade fashioned from this metal will stay keen for a thousand years.

Special Rules

A Gromril weapon has an extra -1 save modifier, and costs four times the price of a normal weapon of its kind. You may choose which type of hand-to-hand weapon is offered to you as explained in the Trading section.

Ithilmar Weapons

Elven blades are forged from priceless Ithilmar, an extremely light but strong metal, found only in the fabled Elven kingdoms. A few of these weapons are occasionally found in the Old World and these are normally spoils of war, taken by the Norse raiders who pillage the coastal settlements of the Elves.

Special Rules

An Ithilmar weapon gives its user +1 Initiative in hand-to-hand combat, and costs three times the price of a normal weapon of its kind. You may choose which hand-to-hand weapon is offered to you as explained in the Trading section.

Missile Weapons

Blowpipe

The blowpipe is a short hollow tube which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, the poison used by the Skaven can cause searing agony and eventual death. The other advantage of a blowpipe is that it is silent, and a well-hidden shooter can fire the darts undetected.

[Skaven, Forest Goblins & Lizardman Only]

Range:	8"
Strength:	1
Special Rule:	Save +1, Poison, Stealthy

Special Rules

Save +1: Allows the victim +1 to their Save, or if they have no save roll, they may roll a 6+

Poison: The needles fired by a blowpipe are coated in a venom very similar in its effects to the Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe cannot cause critical hits. This weapon has a positive armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur or the like.

Stealthy: A Skaven armed with a blowpipe can fire while hidden without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the firing Skaven. If the test is successful, the Skaven no longer counts as hidden.

Bolas

Bolas are a set of three bronze balls on strings tied together. They are thrown similar to a sling and are rotated around the head for speed. The bolas is a hunting weapon and doesn't harm the animal. It immobilizes it and allows the hunter to either subdue it or put it out with his spear.

[Lizardmen & Amazons Only]

Range:	16"
Strength:	-
Special Rule:	Dangerous, Entangle, One use only

Special Rules

Dangerous: If the to hit roll is a natural 1, the bolas brains the caster with a S3 hit.

Entangle: A model hit by a bolas isn't hurt, but is entangled and the model is unable to move and suffers a WS penalty of -2 in hand-to-hand combat. The model may still shoot and may try to free itself in the recovery phase. If he rolls 4+ on a D6 he is freed and may move and fight normally.

One use only: Once the Bolas has been thrown the Bolas cannot be used for the rest of the battle, They are automatically recovered after each battle.

Bolt Thrower

Bolt or dart throwers are large crossbow that shoots a spear-sized missile. They are so large that they mounted on their own stand, often with wheels so they can be pivoted easily.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bolt Thrower	*	-	-	-	5	3	-	-	-

Range: 36"
Strength: 5
Special Rule: Hard to Fire, Large Target, Movement, Save Modifier

Hard to Fire: Firing the Bolt Thrower requires a good crew, a maintained weapon, and technical knowledge. The Bolt Thrower can fire once every other turn with one crewman, and each turn with two. All of the normal shooting rules apply, but no Shooting skills apply to the Bolt Thrower. The Bolt Thrower may not move and fire in the same turn.

Large Target: The Bolt Thrower is still an obvious target even from far away, and can always be targeted by enemy shooting.

Movement: Even the Bolt Thrower requires a good crew to move it. A single crewmember can move the Bolt Thrower at haft his movement, two crewmembers can move it at their full movement.

Save Modifier: Bolt Thrower is even better at penetrating armour than their Strength 5 suggests. A warrior wounded by a Bolt Thrower must make his armour save with a -2 modifier.

Bow

The bow is carried by most races and used extensively in warfare. It is a compact yet powerful weapon, that is cheap to make and easy to maintain.

Range: 24"
Strength: 3
Special Rule: None

Crossbow Pistol

Crossbow pistols are masterpieces made by expert weapon-smiths. They are miniature crossbows with all the power and accuracy of the real thing. As these weapons may be easily concealed, they are the favoured weapon of assassins.

Range: 10"
Strength: 4
Special Rule: *Shoot In Hand-to-Hand Combat*

Special Rules

Shoot in hand-to-hand combat: A model armed with a crossbow pistol may shoot it in the first round of a hand-to-hand combat and this shot is always resolved first, before any blows are struck. This shot has an extra -2 to hit penalty. Use model's Ballistic Skill to see whether it hits or not. This bonus attack is in addition to any close combat weapon attacks.

Crossbow

A crossbow consists of a short, strong bow-stave mounted on a wooden or steel stock. The crossbows of the Empire are made of steel and often include a winding mechanism to draw back the string. It takes a long time to prepare a crossbow, but a bolt fired from one has a tremendous range and can penetrate armour easily. Crossbows take much longer than other bows to make, so they are expensive and relatively rare weapons. Still, they are the preferred weapon of many in Mordheim because of their power and long range.

Range: 30"
Strength: 4
Special Rule: Move or Fire

Special Rules

Move or Fire: You may not move and fire a crossbow on the same turn, other than to pivot on the spot to face your target or to stand up.

Elf Bow

Elven bows are the finest missile weapons of their kind. Constructed from Ithilmar or wood from the Elf forests, with strings woven from the hair of Elf maidens, Elven bows are far superior to any missile weapons made by other races. In the hands of an Elven archer, the Elf bow is a truly potent weapon, its long range and penetrating power making it far superior to any bow made by humans.

Range: 36"
Strength: 3
Special Rule: -1 Save Modifier

Special Rules

***-1 Save Modifier*:** An Elf bow has a -1 save modifier on armour saves against it.

Javelins

Javelins are short throwing spears specially weighted to travel quite a distance. Although they have a much reduced range when compared to an arrow they can cause quite considerable damage when thrown by a person of great strength.

Range: 8"
Strength: As User
Special Rule: Thrown Weapon

Special Rules

Thrown Weapon: Javelins are thrown weapons and the warrior suffers no penalties for moving and shooting.

Long Bow

A long bow is made of alternating layers of either yew or elm. A skilled archer can hit a chosen leaf on a tree from three hundred paces with this weapon. The long bow is favoured by experienced archers due to its great reach and accuracy.

Range: 30"
Strength: 3
Special Rule: None

Poison Wind Globes

Poisoned wind globes are fragile spheres of a caustic hellish liquid warpstone. When the globe is thrown and the gas is released and it dissolves through flesh and armour with equal ease.

[Skaven, Clan Skryre Only]

Range:	8"
Strength:	Special
Special Rule:	Thrown Weapon

Special: Place the Small Blast template within 8" and roll to hit using the Ballistic Skill. If a hit is rolled, then roll a D6 for each model under the template. On a roll of 4+, the target takes a single wound, immediately, with no Strength or Toughness roll or armour save possible. If the globe misses its intended target, roll a D3 and a scatter die.

Thrown Weapon: Poison Wind Globes are thrown weapons and the warrior suffers no penalties for moving and shooting.

(Rare 7 for any Clan Skryre Skavens)

Repeater Bolt Thrower

Profile	M	WS	BS	S	T	W	I	A	Ld
Repeater Bolt Thrower	*	-	-	-	5	3	-	-	-

Range:	36"
Strength:	5
Special Rule:	Fire Twice, Hard to Fire, Large Target, Movement, Save Modifier

[Elves Only]

Fire Twice: Repeater Bolt Thrower may choose to fire twice per turn with an extra -1 to hit penalty on both shots.

Hard to Fire: Firing the Repeater Bolt Thrower requires a good crew, a maintained weapon, and technical knowledge. The Repeater Bolt Thrower can fire once every other turn with one crewman, and each turn with two. All of the normal shooting rules apply, but no Shooting skills apply to the Repeater Bolt Thrower. The Repeater Bolt Thrower may not move and fire in the same turn.

Large Target: The Repeater Bolt Thrower is still an obvious target even from far away, and can always be targeted by enemy shooting.

Movement: Even the Repeater Bolt Thrower requires a good crew to move it. A single crewmember can move the Repeater Bolt Thrower at haft his movement, two crewmembers can move it at their full movement.

Save Modifier: Repeater Bolt Thrower are even better at penetrating armour than their Strength 5 suggests. A warrior wounded by a Repeater Bolt Thrower must make his armour save with a -2 modifier.

Repeater Crossbow

Repeater crossbows are extremely complex devices, expensive to acquire and difficult to make. While this makes them rare, they certainly have their uses: they can rain a deadly hail of bolts on enemies, and a warrior using one may move quite fast and still fire his weapon.

Range:	24"
Strength:	3
Special Rule:	Fire Twice

Special Rules

Fire Twice: A model armed with a repeater crossbow may choose to fire twice per turn with an extra -1 to hit penalty on both shots.

Short Bow

Short bows are small, short-ranged bows that are cheap and require little strength to use. Some cavalry carry a shortened bow which is easier to shoot from horseback than a larger bow. Halflings also use short bows, as they lack the strength and height required to use a long bow.

Range:	16"
Strength:	3
Special Rule:	None

Sling

Slings are rarely used, mainly because they are no more powerful than bows and have a shorter range. A sling is little more than a looped strip of cloth or leather into which a stone is placed. The sling is whirled about the slinger's head and the sling stone is then released towards the target. While this weapon is looked down upon by most archers, a skilled slinger can slay a man from a considerable distance, and the ammunition is easy to find: rocks are everywhere and free!

Range:	18"
Strength:	3
Special Rule:	Fire Twice at Half Range

Special Rules

Fire Twice at Half Range: A slinger may fire twice in the shooting phase if he does not move in the movement phase. He cannot shoot over half range (9") though, if he fires twice. If the model fires twice then each shot is at -1 to hit.

Sunstaff

The Sunstaff is a long tubular stick that is made from a strange multicoloured metal with one end hollow like a tube. Strange runes are carved along its length and a large gemstone is set into the pommel. Despite being extremely ancient (Elf Lore Masters of the White Tower of Hoeth claim to have found a similar device that they surmise is more than 20,000 years old – older than the Elven race itself!), the wielder of the Sunstaff can discharge a beam of energy akin to the rays of the sun.

Range:	24"
Strength:	4
Special Rule:	Accurate, No Save

Special Rules

Accurate: The Sunstaff does not suffer the usual -1 modifier to hit for long range.

No Save: The beam from a Sunstaff can literally cut through anything. A warrior wounded by a Sunstaff receives no armour save whatsoever.

Sun Gauntlet

This, as with all strange arcane Amazon items, is made from an unknown multicoloured metal that is impervious to damage or corrosion. It is covered in strange runes and a bright gemstone is set into the hilt. In many ways this weapon resembles a Blackpowder pistol. It can be held in one hand and when pointed at an enemy unleashes a blinding beam of energy like the Sunstaff

Range:	12"
Strength:	4
Special Rule:	Accurate, No Save, Hand-to-Hand

Special Rules

Accurate: The Sun Gauntlet does not suffer the usual -1 modifier to hit for long range.

No Save: he beam from a Sun Gauntlet can literally cut through anything. A warrior wounded by a Sun Gauntlet receives no armour save whatsoever.

Hand-to-Hand: The Sun Gauntlet can be used with another close combat weapon in hand to hand combat with Strength 4 and no armour save. Because it does not require prepared shot, this bonus attack may be used in each turn of combat.

Throwing Stars/Knives

Throwing stars are used mainly by the assassins of the sinister House of Shadows, or by street thugs who specialize in ambushing the unwary. A perfectly balanced knife thrown from behind has ended the life of many a noble and merchant in Mordheim. Throwing knives are not suitable for close combat, as their balance makes them unwieldy in close quarters.

Range:	6"
Strength:	As user
Special Rule:	Thrown Weapon

Special Rules

Thrown Weapon: Models using throwing stars or knives do not suffer penalties for range or moving as these weapons are perfectly balanced for throwing. They cannot be used in close combat.

Tufenk

This is a blowpipe that projects alchemical fire about eight feet causing burning damage.

Range:	8"
Strength:	2
Special Rule:	May fire every other turn, Causes fire damage.

Special Rules

Causes fire damage: If you hit roll a D6, on a 4+ your opponent is set on fire. They must roll a D6 each Recovery phase, on a 4+ they extinguish the fire or they immediately suffer a S4 hit and may only move. Friendly models may help in extinguishing the model that is ablaze. They must be in base-to-base contact and need to roll a 4+ on a D6. Against dry targets like Mummies they are Strength 3 and on a 2+ on 1D6 the Mummy catches fire.

Prepare Shot: The Tufenk takes a complete turn to reload, so your model may only fire every other turn.

Missile Weapon Upgrades

Black Arrow

One shot, non recoverable item. Anyone wounded by the Arrow is immediately put Out of Action regardless of remaining wounds. Strength as Bow used to fire it.

Composite / Compound

A compound or composite bow uses different materials to make a better Bow. The bow is usually only limited to the users own strength and can be considerably more effective than a normal bow.

A Bow, Short bow or Longbow may be purchased as a Compound bow. The cost is twice that of a bow's normal cost. A compound Bow shoots 50% further and can use the strength of the user instead of its normal Strength.

Fire Arrows

Fire arrows are tied with rags soaked in oil up in a tight pouch that explodes bunched up in 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. If the warrior survives the attack they must score a 4+ in the Recovery phase or suffer a Strength 4 hit each turn they are on fire and will be unable to do anything other then move. Other warriors from the same warband may help to put the flames out if they wish. They must move into base-to-base contact and score a 4+ in the Recovery phase.

Hunting Arrows

The best hunting arrows are made by the hunters of Drakwald forest. They have sharp, barbed arrowheads which cause excruciating pain when they hit their target. A skilled archer can severely injure his target with a single arrow.

A model using a short bow, bow, long bow or Elf bow may use these arrows. They add +1 to all Injury rolls.

These are available to Heroes at the time of their initial recruitment without having to roll for Rarity. If you wish to subsequently purchase this item during the Trading and Exploration stages of the game, then you would have to roll for Rarity as normal.

Blackpowder Weapons

B***lackpowder weapons are only a very recent invention in the Warhammer world. They are often unreliable and temperamental but they do hit exceedingly hard and armour offers almost no protection, as their lead bullets can penetrate even the strongest breastplate or shield.***

Most blackpowder weapons are bought from Dwarfs at great expense, though some of the forges of Nuln and Altdorf have started to experiment with making handguns.

Blunderbuss

A blunderbuss is a primitive Blackpowder weapon, which fires a hail of lead balls, rusty bolts, bent nails, and other assorted scrap metal. It is a powerful, if erratic, weapon and takes such a long time to load that most warriors discard it after the first shot.

Range:	Special
Strength:	3
Special Rule:	*Shot*, *Fire Once*

Special Rules

Shot: When your model fires the blunderbuss, draw a line 16" long and 1" wide in any direction from the firer (the line must be absolutely straight). Any and all models in its path are automatically hit by a Strength 3 hit.

Fire Once: It takes a very long time to load a blunderbuss so it may only be fired it once per battle.

Duelling Pistol

A duelling pistol is a work of art, and a gunsmith labours long and hard to produce a single example. They are often carried by Imperial nobles to solve disputes over love and honour, and many a noble has died at dawn in a duel over some grievance.

Duelling pistols are prohibitively expensive weapons and common warriors rarely have them. Even if they do manage to steal or buy one, the ammunition is prohibitively expensive.

Some of the wealthiest warriors in Mordheim carry duelling pistols as status symbols, commanding great respect, admiration and envy.

Range:	10"
Strength:	4
Special Rule:	Accuracy, Prepare Shot, Save Modifier, Hand-to-Hand

Special Rules

Accuracy: A duelling pistol is built for accuracy as a skilled duelist is able to hit a coin from twenty paces. All shots and close combat attacks from a duelling pistol have a +1 bonus to hit.

Prepare Shot: A duelling pistol takes a complete turn to reload, so your model may only fire every other turn. If he has a brace of duelling pistols he may fire every turn.

Save Modifier: Duelling pistols are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a duelling pistol must make his armour save with a -2 modifier.

Hand-to-Hand: Duelling pistols can be used in hand-to-hand combat as well as for shooting. A model armed with a duelling pistol and another close combat weapon gains +1 Attack, which is resolved at Strength 4 with a -2 save modifier. This bonus attack can be used only once per combat. If you are firing a brace of duelling pistols, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved at Strength 4 and with a -2 save modifier, regardless of the firer's Strength.

Hand-held Mortar

The explosive power of a mortar, in a small enough package to be carried by a single man, the Hand-Held Mortar enables a warrior to launch an explosive into the midst of the enemy, sowing death and disorder.

Range:	24"
Strength:	4
Special Rule:	Experimental, Explosive Radius, Move or Fire, Prepare Shot, Save Modifier, Scatter,

SPECIAL RULE

Experimental: The Hand-Held Mortar is always subject to the optional Blackpowder Weapons, even if they are not normally used in your campaign. On any result other than "BOOM!" the weapon has jammed or run out of loaded barrels and must be reloaded.

Explosive Radius: After determining the final landing spot, the explosion created by the bomb will cover a small area. Place the small blast template on the final landing spot, any models under the template will each take a single S4 hit from the blast.

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

Prepare Shot: The Hand-Held Mortar must be reloaded after firing, so may only be fired every other turn.

Save Modifier: Hand-Held Mortar are even better at penetrating armour than their Strength value of 4 suggests. A model wounded by a Hand-Held Mortar must take its armour save with a -2 modifier.

Scatter: If the warrior misses his roll to hit, the shot will land 2D6" in a random direction (determined using a Warhammer directional die, using the "clock-face method" of scattering, or whatever other method the players can agree to).

Handgun

A handgun is a simple firearm. The quality of construction varies ranging from the crude wooden 'hakbuts' of the artillery school of Nuln, to the more sophisticated Dwarf firearms that have levers and springs which hold the burning match, and triggers which release the firing mechanism and fire the gun. Handguns are not terribly reliable weapons: the gun barrel occasionally tends to explode violently or the powder fails to ignite. But the weapon has a great range and tremendous penetrating power, making a mockery of even the thickest armour. In Mordheim, handguns are rare and expensive, but a warband which can boast such a weapon will command respect from all its rivals.

Range:	24"
Strength:	4
Special Rule:	Prepare Shot, Save Modifier,

Special Rules

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

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

Save Modifier: Handguns are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a handgun must take its armour save with a -2 modifier.

Hochland Long Hunting Rifle

Hochland is a province famed for its hunters, and the preferred weapon of its nobility when they go hunting is a long-ranged rifle. They are extremely rare and precious weapons, and only the most experienced weapon smiths are capable of manufacturing them.

Range:	48"
Strength:	4
Special Rule:	Move or Fire, Prepare Shot, Pick Target, Save Modifier

Special Rules

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

Prepare Shot: A Hochland long rifle takes a complete turn to reload, so you may only fire it every other turn.

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

Save Modifier: Hochland long rifles are even better at penetrating armour than their Strength 4 suggests. A warrior wounded by a long rifle must make his armour save with a -2 modifier.

Jezzail Rifle

Jezzail are warpstone-firing rifle designed by the engineers of Clan Skryre. The blast of a Jezzail can be heard over great distances, as can the screams of the targets.

[Skaven, Clan Skryre Only]

Range:	36"
Strength:	5
Special Rule:	Heavy, Move or Fire, Multiple Impacts, Prepare Shot, Pick Target, Save Modifier,

Special Rules

Heavy: The Jezzail Rifle is a large heavy weapon and at some times needed two to carry it. If used by only one then the shooter has a -1 to movement, a -1 to hit and cannot charge. If the shooter(s) have to flee then they would drop the Jezzail Rifle. The Jezzail Rifle counts as being lost.

If the user has an Assistant, then there is no movement and no to hit penalties.

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

Multiple Impacts: the Jezzail Rifle fires a warpstone pellet at an extremely high velocity. The pellet can penetrate armour and flesh with ease. So any target hit cause by the Jezzail Rifle causes d3 wounds.

Prepare Shot: A Jezzail Rifle takes a complete turn to reload, so you may only fire it every other turn.

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

Save Modifier: Jezzail Rifles are even better at penetrating armour than their Strength 5 suggests. A warrior wounded by a Jezzail Rifle must make his armour save with a -1 modifier.

(Rare 9 for any Clan Skryre Skavens)

Nuln Shotgun

By Josh Alexander

The Nuln Shotgun is an experimental weapon that has yet to enter general service. It is essentially a blunderbuss with a shorter, even more flared barrel that has been modified to shoot premade cartridges. What it lacks in range it makes up for in accuracy, and is particularly useful in cramped city fighting.

Range:	12"
Strength:	3
Special Rule:	Armour Piercing, Blast, Prepare Shot

Special Rules

Armour Piercing: Being a black powder weapon, the Nuln Shotgun benefits from an additional -1 to the enemy's armour save.

Blast: The large spread of shot from the barrel makes it very easy to hit nearby targets, but the blast quickly disperses. The Nuln Shotgun ignores shooting penalties for cover and movement, but suffers a –2 penalty for shooting at targets at over half range.

Prepare Shot: The Nuln Shotgun must be reloaded after firing, so may only be fired every other turn.

Pistol

A pistol is a small, simple Blackpowder weapon fired by a spring mechanism. Most pistols are expensive, unreliable, and poorly constructed.

Range:	6"
Strength:	4
Special Rule:	Prepare Shot, Save Modifier, Hand-to-Hand

Special Rules

Prepare Shot: A pistol takes a whole turn to reload, so you may only fire every other turn. If you have a brace of pistols (i.e., two) you may fire every turn.

Save Modifier: Pistols are even better at penetrating armour than their Strength value of 4 suggests. A model wounded by a pistol must take its armour save with a -2 modifier.

Hand-to-Hand: Pistols can be used in hand-to-hand combat as well as for shooting. A model armed with a pistol and another close combat weapon gains +1 Attack, which is resolved at Strength 4 with a -2 save modifier. This bonus attack can be used only once per combat. If you are firing a brace of pistols, your model can fight with 2 Attacks in the first turn of close combat. These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried. Successful hits are resolved at Strength 4 and with a -2 save modifier, regardless of the firer's Strength.

Repeater Handgun

The next step in the evolution of multi-barrelled weapons, a Repeater Handgun mounts a number of handgun barrels around a rotating cylinder, each one firing in turn. Prone to misfiring or other malfunction, Repeater Handguns are still highly sought after items, as they will launch a veritable storm of lead at the enemy if they don't break down.

Range:	24"
Strength:	4
Special Rule:	Experimental, Fire Thrice, Move or Fire, Save Modifier, Slow Reload,

Special Rules

Experimental: The Repeater Handgun is always subject to the optional Blackpowder Weapons rules from the Mordheim rulebook, even if they are not normally used in your campaign. On any result other than "BOOM!" the weapon has jammed or run out of loaded barrels and must be reloaded.

Fire Thrice: The Repeater Handgun may fire up to three shots; if more than one shot is made the to hit roll is at -1. Resolve each shot individually, you may choose to shot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

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

Save Modifier: Repeater Handguns are even better at penetrating armour than their Strength value of 4 suggests. A model wounded by a Repeater Handgun must take its armour save with a -2 modifier.

Slow Reload: To reload a Repeater Handgun takes a long time and a bit of focus. The warrior must do nothing (no moving, no shooting, no fighting in close combat, etc.) for a complete turn in order to reload the weapon.

Repeater Pistol

It wasn't long after the invention of the repeater handgun that the same principle was being used on pistols. Still prone to misfiring or other malfunction, they have found a place in gunnery bands armouries. Stories of calm instructors gunning down hordes of foes within feet of themselves are legendary and in all likelihood untrue. But it just could happen....

Range:	6"
Strength:	4
Special Rule:	Experimental, Fire Thrice, Move or Fire, Not a Club, Quick Reload, Save Modifier,

Special Rules

Experimental: The Repeater Pistol is always subject to the optional Blackpowder Weapons rules from the Mordheim rulebook, even if they are not normally used in your campaign. On any result other than "BOOM!" the weapon has jammed or run out of loaded barrels and must be reloaded.

Fire Thrice: The Repeater Pistol may fire up to three shots; if more than one shot is made the to hit roll is at - 1. Resolve each shot individually, you may choose to shot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

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

Not a Club: The Repeater Pistol may be used as a normal pistol in the first round of combat. After that it doesn't count as an additional hand weapon as it is far too delicate to risk in such a crude fashion. Its owner will not willingly discard it in a fight and so must fight on without the use of an additional hand weapon.

Quick Reload: The basic design of the pistol and number of barrels allows quick reloading, the pistol will always be able to fire at least one shot. After shooting more than one shot in a single turn the model must spend a complete shooting phase without shooting and without being in combat, before firing multiple shots (see Fire Thrice, above) may be taken again.

Save Modifier: Repeater Pistols are even better at penetrating armour than their Strength value of 4 suggests. A model wounded by a Repeater Pistol must take its armour save with a -2 modifier.

Rifle

Range:	36"
Strength:	4
Special Rule:	Move or Fire, Prepare Shot, Save Modifier,

SPECIAL RULE

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

Prepare Shot: A rifle takes a whole turn to reload, so you may only fire every other turn.

Save Modifier: Rifles are even better at penetrating armour than their Strength value of 4 suggests. A model wounded by a rifle must take its armour save with a -2 modifier.

Small Cannon

While the cannon can slow the warband down somewhat, it is extremely useful against the larger creatures inhabiting the City of the Damned.

Profile	M	WS	BS	S	T	W	I	A	Ld
Small Cannon	*	-	-	-	5	3	-	-	-

Range:	8" - 36"
Strength:	5
Special Rule:	Hard to Fire, Large Target, Movement, Save Modifier

Special Rules

Hard to Fire: Firing a Small Cannon requires a good crew, a maintained weapon, and technical knowledge. The Small Cannon can fire once every other turn with one crewman, and each turn with two. All of the normal shooting rules apply, but no Shooting skills apply to the Small Cannon. The cannon may not move and fire in the same turn.

Large Target: Small Cannon is still an obvious target even from far away, and can always be targeted by enemy shooting.

Movement: Even the Small Cannon require a good crew to move it. A single crewmember can move the Small Cannon at haft his movement, two crewmembers can move it at their full movement.

Save Modifier: Small Cannon are even better at penetrating armour than their Strength 5 suggests. A warrior wounded by a Small Cannon must make his armour save with a -3 modifier.

[Thanks to Josh Alexander for the idea].

Warpfire Thrower

The Warpfire thrower has an awesome potential to sends a jet of liquid warpstone napalm that ignites in a searing magical flaming conflagration. Since its magic is supported by mechanical means, the net result is a blast more powerful than either could achieve alone.

[Skaven, Clan Skryre Only]

Range:	Special Attack (see below)
Strength:	5
Special Rule:	Cumbersome, Heavy, Move or Fire, Pick Target, Save Modifier, Special Attack, Misfire

Special Rules

Cumbersome: Because the Warpfire Thrower is so heavy, a model equipped with one may use no other weapons or equipment.

Heavy: The Warpfire Thrower is a large heavy weapon and at some times needed two to carry it. If used by only one then the shooter has a -2 to movement, a -1 to Weapon Skill and cannot charge. If the shooter(s) have to flee then they would drop the Warpfire Thrower. The Warpfire Thrower counts as being lost.

If the user has an Assistant, then there is only a -1 to movement and Weapon Skill penalty.

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

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

Save Modifier: Warpfire Thrower are even better at penetrating armour than their Strength 5 suggests. A warrior wounded by a Warpfire Thrower must make his armour save with a -2 modifier.

Special Attack: The Warpfire Thrower dose not fire like other weapons been a volatile mixture of warpstone dust, oil, & alcohol; firstly choose a target, place the Small Flame Template at the base on the model towards the target, then roll the Artillery Dice and moving the Small Flame Template by the result (in inches) towards the Target. The Target and any other model which the Small Flame Template passes over is hit automatic and causing D3 Wounds.

Misfire: The Warpfire Thrower is always subject to the optional Blackpowder Weapons rules, even if they are not normally used in your campaign. On any result other than "BOOM!" replace with the following:

Fireball: The Warpfire Thrower explodes into a conflagration of bright green flames, the Weapon, User (& Assistant) are destroyed, and any model within 2" of the User, suffer a Strength 5 hit, causing D3 wound.

Warplock Pistol

Warplock pistols are terrifying weapons, testimony to the mad genius of Clan Skryre engineers. Warplock pistols shoot ammunition made of magically treated warpstone and wounds caused by Warplock pistols are horrible to behold and often cause infections.

[Skaven Only]

Range:	8"
Strength:	5
Special Rule:	Save -3, Fire Every Other Turn

Special Rules

Save -3: Victim suffers -3 to their Save roll.

Fire Every Other Turn: May be fired once every other turn. Braces may be fired once every turn, or twice every other turn.

Blackpowder Weapons Upgrades

Bayonet

Range:	Close Combat
Strength:	As user
Special Rule:	Attachment, Strike First, Two-handed

Special Rules

Attachment: The Bayonet must be attached to a Handgun, Rifle or Hunting Rifle. The weapon mounted with a Bayonet acts like a Spear in close combat, but all Shooting attacks have a -1 to hit while the Bayonet is attached. The weapon can't fire for the turn the Bayonet in attached.

Strike First: A warrior armed with a Bayonet strikes first in the first turn of hand-to-hand combat.

Two-handed: A Bayonet requires two hands to be used and the wielder cannot use a shield, buckler or additional weapon in close combat.

Double-barrelled

Knowing Ostlanders' penchant for impressive weaponry (and ready willingness to spend excessive amounts of money) a Weaponsmith from Hochland decided to weld two barrels together on a pistol and sell it for twice the price. The Warband was so impressed with their new weapon that they asked him to do the same to their hunting rifle. Since then the Weaponsmith has been flooded with orders from some of the most powerful Warbands in Mordheim.

Special Rules

A double-barrelled weapon is a tricky piece of engineering, but it's a wonderful piece for combat. When firing such a weapon, the bearer must declare whether he is firing one or both barrels. If firing a single barrel, treat the shot as you would a normal weapon. However when firing both barrels, the method changes slightly:

To hit: Roll a single dice as you would normally. This allows for a narrow field of fire emanating from the weapon.

To wound: Roll for each shot individually, as each shot can wound on its own. Treat each shot that inflicts Critical Hits separately.

Reloading: After firing both barrels, place 2 tokens on the model. In your next shooting phase remove 1 token to represent one barrel having been reloaded. Token removal should be the last thing done in your shooting phase and you cannot shoot in the same phase as your reload.

Firing a Brace: If you fire both guns and barrels at the same time, place 4 tokens down, 2 each of different colours (one for each pistol in the brace). Remove one token of each colour every turn.

Used On: This upgrade can only be used on Pistols, Duelling Pistols, Handguns, Hochland long rifles, & Nuln Shotgun.

Heavier Ammunition

Heavier Ammunition is a special round; it may use Nickel or some other heaver metal for the shot.

Heavier Ammunition increases the strength of one rifle shot by 1. Heavy shot may only be used once.

Modified Gunsight

Gunsmiths are known for their innovative approach to battlefield invention. A modified gunsight is simply the sight from a Hochland Long rifle that has been altered to fit a standard handgun.

The result is a longer effective range due to the better aim. A Modified Gunsight increases the maximum range of a handgun to 30". Note that this does not increase the handgun's short range, and that shooting at targets further than 12" away will be subject to the usual –1 modifier.

Silver Bullets

Silver has always been rumoured to be the bane of evil creatures. Gunsmiths are able to cast ammunition from silver, for use in any black powder weapons (other than Blunderbuss or Nuln shotgun).

Firearms using silver bullets gain a +1 bonus to wound undead and Possessed, Silver Bullets can be loaded into one black powder weapon, and last for a single game.

Superior Blackpowder

The model has acquired a better quality of blackpowder than is normally available. This new batch adds +1 Strength to all blackpowder weapons that the model has. There is enough superior blackpowder to last for one game.

Armour & Clothing

When fighting in close combat, a good suit of armour may mean the difference between life and death. The finest armour in the known world is made in Dwarf forges, where the secrets of steel and fire are well understood. Hardened leather jackets are often worn by the hunters of Osterland, while city soldiers prefer mail coats and steel breastplates. The forges of the Empire have many skilled smiths capable of forging fine armour, for the humans learned this craft from Dwarf master smiths in the early days of the Empire.

In Mordheim, only the most wealthy and powerful are able to afford the luxury of owning a suit of armour (the less well-off have to make do with leather tunics and occasionally helmets and wooden shields). The richest leaders of the most successful warbands wear suits of high quality armour and a good suit of armour is just as much a symbol of wealth and power as it is protection against weapons.

Barding

Barding is armour for a horse in the same way that light and heavy armour is for a human. It covers the mount's hide and in some cases the head.

[Warhorses Only]

Special Rules

A model mounted on barded horse receives an additional +1 Armour save (+2 instead of +1 for being mounted). In addition, a mount wearing barding will only be killed on a D6 roll of a 1 if the model is taken out of action.

Bracers

Special Rules

Wearer may Parry. Does not occupy users hands. May be used in conjunction with weapons that allow to parry but not Bucklers or Shields.

Buckler

Bucklers are small, round shields designed for parrying or deflecting blows. They are usually made of steel for they need to be tremendously durable to survive the brutal blows of hand-to-hand combat. Using a buckler requires great skill, but a nimble warrior can protect himself from blows which would otherwise cripple him.

Special Rules

Parry: A model equipped with a buckler may parry the first blow in each round of hand-to-hand combat. When his opponent scores a hit, a model with a buckler may roll 1D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped.

Cathayan Silk Clothes

Some rich warband leaders like to flaunt their wealth and purchase clothes made out of silk from distant Cathay. This silk is the most expensive fabric in the known world, and wearing such clothes is a sure way to attract attention – especially thieves and assassins!

Any Mercenary warband whose leader is wearing silk clothes may re-roll the first failed Rout test. However, after each battle in which the leader is taken out of action, roll a D6. On a roll of 1-3 the clothes are ruined and must be discarded.

Cold Metal Armour

Wood Elves do not use forges; they have a special smithing style known by outsides as "Cold Forging". Cold Forging is a mix of both physical and magical techniques known only to the Wood Elves. The Metal which comes from this Cold Forging technique is call Cold Metal.

Special Rules

Save: Cold Metal Armour gives the wearer a 5+ basic save, and does not slow him down if he is also armed with a shield. The Cold Metal Armour is so light and strong that other armour giving the wear has more movement. Cold Metal Armour gives the wear a -1 to hit in Close Combat.

Dark Steel Armour

Dark Steel armour like Dark Steel Weapons are forged in the city of Hag Graef, the Dark Crag. They are fashioned from Black steel, a rare form of steel found deep within the mountains around the city.

Special Rules

Save: Dark Steel armour gives the wearer a 5+ basic save, and does not slow him down if he is also armed with a shield. The Dark Steel Armour is stronger that other armour, Dark Steel Armour gives the wear a -1 to wound in Close Combat.

Elven Cloak

Made from the hair of Elven maidens and interwoven with living tree leaves, an Elven cloak is a wonder to behold. A warrior wearing such a cloak will blend into the shadows, making it very difficult to shoot at them with missile weapons. Elven cloaks rarely come up for sale, but are sometimes recovered from dead warriors or offered by Elves as rewards to men who have served them in some way.

A warrior aiming a missile weapon at a warrior wearing an Elven cloak suffers -1 on his to hit roll.

Being from Ulthuan, Shadow Warriors have access to items that are rarely seen by other races; 75 + D6x10 GC; Availability: Rare 12

Forest Cloak

[Outlaw Heroes and Wood Elves only]
Some Outlaws use *Forest Cloaks* to camouflage themselves against being seen by their enemies. Any wearer of such a cloak would appear to blend into the surrounding forest making it almost impossible to be seen. So long as the wearer is beside a tree, bush, hedge or vegetation, any enemy using any kind of missile weapon at a warrior wearing a *Forest Cloak* is at an additional -1 BS to hit (in addition to all other modifiers). Similarly, if any spellcaster wishes to target a magical attack against an Outlaw camouflaged in this way, he can only do so by successfully rolling a 4+ on a D6. The only exception to this is if the shooting warrior or the spellcaster is already within their Initiative range in inches. *Forest Cloaks* are available to Heroes at the time of their initial recruitment without having to roll for Rarity. If you wish to subsequently purchase this item during the Trading and Exploration stages of the game, then you would have to roll for Rarity as normal.

Gromril Armour

Gromril is the rarest and strongest metal known of in the Old World. Only a very few Dwarf smiths know the secret of forging Gromril, and a suit of armour made from it fetches a huge price.

Special Rules

Save: Gromril armour gives the wearer a 4+ basic save, and does not slow him down if he is also armed with a shield.

Heavy Armour

Typical heavy armour is made from metal links and is called chain mail. Forging chain mail is a laborious and time consuming process, as the blacksmith must put together hundreds, sometimes thousands, of metal links. This makes chain mail expensive, but this type of armour provides excellent protection for anyone who can afford it.

There are other types of heavy armour as well, of which the best known are the steel breastplates and greaves worn by the foot knights of the Templar orders.

Special Rules

Save: A warrior that is wearing heavy armour has a basic D6 saving throw of 5+.

Movement: A warrior that is armed with both heavy armour and a shield suffers a -1 Movement penalty.

Helmet

From the shining steel helmets of Bretonnian knights to the leather caps of the Skaven, all sensible warriors try to protect the most vulnerable part of their body – their head. Even the most vain fighters still use a helmet, as it can be festooned with plumes, horns and other decorations. Helmets come in varying shapes and sizes, but their basic function remains the same.

Special Rules

Avoid Stun: A model that is equipped with a helmet has a special 4+ save on a D6 against being stunned. If the save is made, treat the stunned result as knocked down instead. This save is not modified by the opponent's Strength.

Ithilmar Armour

Ithilmar is a silvery metal which is as light as silk and stronger than steel. Elves are experts at fashioning weapons and armour from Ithilmar, and the Elven kingdom of Caledor is the only place in the world where this metal can be found.

Special Rules

Save: Ithilmar armour gives the wearer a 5+ basic save, and does not slow him down if he is also armed with a shield.

Light Armour

Light armour encompasses a wide variety of materials from hardened leather tunics to chain shirts forged from steel. It does not offer complete protection against arrows or swords, but it is better than having nothing at all. Light armour does not inhibit movement.

Special Rules

Save: A warrior who is wearing light armour has a basic D6 saving throw of 6.

Pavise

A pavise is a huge shield commonly used by regiments of warriors in a 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.

Reinforced Plate Armour

By Josh Alexander

Reinforced Plate is a new type of armour manufactured in the Gunnery School of Nuln. It is based on an ordinary suit of Heavy Armour, but has additional plating covering the joints and chest plate to add resistance against firearms.

Special Rules

Save: Reinforced Plate Armour gives the wearer a 5+ armour save. In addition, the extra plates negate Armour Piercing ability of black powder weapons, meaning S4 black powder weapons will only have a –1 armour save penalty.

Cumbersome: The heavy plating restricts movement and reaction time, reducing the Initiative of the wearer by one. When Reinforced Plate Armour is combined with a shield, it reduces the movement of the wearer by 1", exactly like heavy armour.

Sea Dragon Cloak

Dark Elf Corsairs use special cloaks fashioned from Sea Monsters that dwell deep in the oceans depths. These cloaks are tough and resilient and offer Dark Elves with a very good amount of protection.

[Dark Elves Only]

Special Rules

Scales: the model wearing a Sea Dragon Cloak will gain +2 to his armour saves in close combat and a 4+ armour save against all missiles attacks.

Shield

There are two types of shield common to the warriors of Mordheim: the first is made of wood, occasionally reinforced with metal plates. This basic type of shield, although strong, does tend to splinter, but this can sometimes save the user's life as his enemy's weapon can get trapped allowing him to strike back whilst his enemy struggles to free his weapon.

Metal shields are heavy and cumbersome, but last much longer and can take a battering. A typical Empire shield is either round or triangular, and carries the emblem of the province or city of its owner.

Special Rules

Save: A model with a shield has a basic save of 6 on a D6.

Toughened Leathers

Expert leatherworkers are able to turn leather coats into armour (after a fashion) and those with limited funds often favour these jackets and coats as armour is very expensive. Covered with crusted salt, alcohol and other less savoury materials, toughened leather is hard to penetrate and offers some protection in combat.

Special Rules

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

Wolfcloak

In Middenheim it is still considered to be the feat of a true man to slay a great wolf single-handed. Warriors who accomplish such a deed will command the respect of their peers, and their cloaks will be blessed by the High Priest of the Cult of Ulric, the god of winter, war and wolves.

[Middenheimers Only]

Special Rules

To acquire a Wolfcloak, a Hero must pay 10 GC (to represent the expense of travelling to Middenheim and taking part in a hunt). In addition, the Hero must roll equal to or under his Strength on a D6. If successful, the Hero finds and slays the wolf and can wear its cloak as a mark of his skill and prowess. Note that Middenheimers may buy Wolfcloaks when starting their warband without making a test for availability. A model wearing a Wolfcloak will gain +1 to his armour saves against all shooting attacks.

Miscellaneous equipment

This section covers all the strange and unusual equipment your warriors can find in the ruins or buy from the merchants and pedlars in the settlements and villages around Mordheim.
Only Heroes may buy and carry the equipment described in this section. You may not give it to Henchmen unless the rules specifically say so.

Alcohol, Drugs, Poisons & Potions

The use of poison is almost universally abhorred, but in the ruthless and brutal battles fought in Mordheim, desperate warbands often resort to the use of envenomed blades.
Poison may not be used with blackpowder weapons. When you buy a vial of poison, there is always only enough to last the duration of one battle. You can only poison a single weapon with one vial of poison.

Black Lotus

In the deepest forests of the Southlands grows a plant that is extremely poisonous. It is known as Black Lotus and is much sought after by alchemists, assassins, wizards of the Western Coast and bored wives.
[Not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar]
[Rare 7 for Skaven]
A weapon coated with the sap of the Black Lotus 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 a 6, you will cause a normal wound. Take armour saves as normal.

Blessed Water

The priests of Ulric, Sigmar, Morr and Manann hold great power over evil. Pure water from a clear fountain, blessed by one of these priests, is said to burn things of darkness and evil.
[May not be bought by Undead]
[Common for Warrior-Priests & Sisters of Sigmar]
A vial of blessed water contains enough liquid for just one use, and has a thrown range of twice the thrower's Strength in inches. Roll to hit using the model's BS. No modifiers for range or moving apply. Blessed water causes 1 wound on Undead, Daemon or Possessed models automatically. There is no armour save. Undead or Possessed models may not use blessed water.

Bugman's Ale

Of all the Dwarf brewmasters, Josef Bugman is the most famous. His ale is known throughout the Old World, and widely regarded as the best.
A warband that drinks a barrel of Bugman's before a battle will be immune to fear for the whole of the battle. Elves may not drink Bugman's ale as they are far too delicate to cope with its effects. There is only enough ale to supply the warband for one battle.

Crimson Shade

Crimson Shade is the name given by Old Worlders to the leaves of the blood oak of Estalia. It is an extremely addictive drug, but grants its users inhuman quickness and strength.
Effect: A model using Crimson Shade has his Initiative increased by +D3 points, and Movement and Strength by +1 (this effect lasts for one game). Crimson Shade has no effect on Undead such as Vampires and Zombies, or the Possessed.
Side Effects: After the battle, roll 2D6. On a roll of 2-3, the model becomes addicted and you must try to buy him a new batch of Crimson Shade before every battle from now on. If you fail to buy any, he will leave your warband. On a roll of 12 the model's Initiative is increased permanently by +1.

Dark Venom

This is a poison extracted from Heldrakes, gigantic sea serpents that plague the Western Ocean and the coast of Naggaroth. The slightest wound infected by Dark Venom causes excruciating pain, incapacitating the bravest of men.
[Not available to Witch Hunters, Warrior-Priests, or Sisters of Sigmar]
Any hit caused by a weapon coated with Dark Venom counts as having +1 Strength, so, for example, if a warrior with Strength 3 wielding a poisoned sword hits an opponent, he will cause a Strength 4 hit instead. Armour saving throws are modified to take into account the increased Strength of the attack.

Elven Wine

[Shadow Warriors Only, one use only]
High Elven wines are well known to be the best in the world, and some are even rumoured to have magical qualities. A fine Elven Wine can cast out doubt and fear and leave a general feeling of well-being in a warrior. A Shadow Warrior Warband that drinks Elven Wine before a battle will be immune to Fear for the whole of the battle.

Garlic

[May not be bought by Undead]
Garlic is a common herb grown in most gardens of the Empire. It is said to ward off Vampires and other denizens of the dark. A Vampire must pass a Leadership test or it will be unable to charge a model carrying a clove of garlic. Garlic lasts for the duration of one battle only, whether it is used or not.

Healing Herbs

Certain plants that grow on the banks of the River Stir have curative properties. Herbalists collect their roots and leaves and use them to treat the sick and wounded. A Hero with healing herbs can use them at the beginning of any of his recovery phases as long as he is not engaged in hand-to-hand combat. This restores all wounds he has previously lost during the game. Amazon Warriors are master herbalists and may buy Healing Herbs as common items, instead of rare items, for 35 GC.

Healing Potion

May be used during the battle or after
- *Effect - During Game*: Restore 1 lost wound
- *Effect - After Game:* Model ignores all results on Serious injury Chart except for Dead, Captured or Full Recovery.

Liquor Flask

May be used in the recovery phase. If used, owner is immune to fear until his next recovery phase. Two uses each game, refilled for 5 gold crowns. Available to any hero who can use equipment, doesn't work on any hero immune to poison.

Mad Cap Mushrooms

The feared cult of Goblin Fanatics of the Worlds Edge Mountains use these hallucinogenic mushrooms to drive themselves into a frenzied state.

● *Effect*: Any warrior who takes Mad Cap Mushrooms before a battle will be subject to frenzy. The Mad Cap Mushroom has no effect on Undead such as Vampires and Zombies, or the Possessed.

● *Side Effect*: After the battle, roll a D6. On a roll of a 1 the model becomes permanently stupid.

● *Orcs & Goblins Hordes*: May consider them a common item that cost 25 gold crowns if it includes one or more Goblins, as they are a necessity for someone wishing to wield a ball and chain. Fortunately for Orc warbands, Mad Cap Mushrooms are cultivated by the Night Goblins of the Worlds Edge Mountains, and they are much more willing to trade these to other Goblins. A Goblin may take his mushrooms at the start of any turn.

Mandrake Root

The man-shaped Mandrake Root grows in the rotting swamps of Sylvania. It is a noxious, deadly plant which is highly addictive and slowly kills its users, but also allows them to shrug off almost any pain.

● *Effect*: Mandrake Root makes a man almost oblivious to pain. His Toughness is increased by +1 for the duration of a battle and he treats all stunned results as knocked down instead. Mandrake Root has no effect on Undead, such as Vampires and Zombies, or on the Possessed.

● *Side Effects*: Mandrake Root is highly poisonous. At the end of the battle, roll 2D6. On a roll of 2-3 the model loses 1 point of Toughness permanently.

Potion of Strength

● *Effect*: The Potion adds +D3 to strength

● Duration: A leadership test recovery phase to see if the Potion's effects wear off.

Speed Potion

On the Turn the potion is taken roll to find out what happens:

D6	Result
1	unaffected
2 - 3	M and I increase by D3
4 - 5	I and M increase by 3, but T is at -1
6	I and WS increase by D6, BS and M by D3

● Duration: Roll a D6 each recovery phase, if equal to or less then the Toughness the effects last for another turn, when the Potion wears off he goes down for a turn, after that treat as normal.

Spider's Poison

Forest Goblins commonly jab their weapon points into the bodies of giant spiders in hopes of coating them with deadly poison. Once this poison is bought, it is applied to one weapon, and may not be traded or sold later on. The weapon in question, once poisoned, adds +1 to any injury rolls from then on.

● *Common*: Forest Goblins may consider Spider's Poison as a common item that cost 25 gold crowns.

Tears of Shallaya

[Not available to Possessed or Undead.]

Tears of Shallaya are vials of water from the holy spring in Couronne. Shallaya is the goddess of healing and mercy and it is said that this water has curative properties and is proof against any poison. A model who drinks a vial of the Tears of Shallaya at the beginning of a battle will be completely immune to all poisons for the duration of combat. Undead and Possessed warriors may not use the Tears of Shallaya. There is enough liquid in a vial of the Tears of Shallaya to last for the duration of one battle.

Vial of Pestilens

This small crystal vial contains an extremely potent and rapid disease. A single sniff is enough to melt the airways and leave the victim drowning in its own blood. It is, however, short lived and only remains dangerous for a few seconds before it is neutralised in the air.

[Skaven only]

The vial may be opened and shoved in the face of the model in base contact that just took the Skaven Out of Action. The opponent must roll equal to or under its Toughness or automatically be taken Out of Action, no save is allowed. If the opponent succumbs to the disease, he didn't manage to go through with the attack and the Skaven is only Stunned not Out of Action. The vial may be used once.

Vodka

[Kislevite Heroes Only]

Kislevites live in a harsh land under constant threat of invasion. While this has instilled a seriousness in these people, it has not diluted their love of celebration one bit. If anything their love of revelry has increased with the hardships they have had to endure, as they have learned that life is fleeting, and any excuse to enjoy what they have been given is not to be squandered. One of the products of this love of life and celebration is a strong alcoholic spirit called vodka. It is also one of the country's most famous exports, though most inhabitants of the Old World find it too harsh for their palates. Kislevites take such enjoyment in this drink and regard it as something almost magical. Mothers give vodka to their families to ward off sickness and to keep them warm in the long winter months and warriors indulge both for luck and courage. Outsiders often scoff at the reputed properties of this liquor, but it must be said that a Kislevite army that is well supplied with vodka certainly fights better and in higher spirits than one without. In game terms, vodka is a one-use item of equipment that a Kislevite Hero may give to the warband before the start of the game. Every warrior in the warband receives +1 Leadership (up to a maximum of 10) for that game. In addition because of its nullifying alcoholic effects every warband member must test against their Toughness before the start of the game – a failure resulting in -1 Initiative for the duration of the game.

Banners

Banner

Many more established warbands carry a banner or flag, not only to announce their presence but to also act as a rallying point for the warband during a battle.

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

Clan Pestilens Banner

[Skaven, Clan Pestilens Only]

A model within 12" of the standard bearer of the band, usually a Plague Monk or a Monk Initiate, may reroll once every failed All Alone test. The staff of the Clan Pestilens banner counts as a two-handed weapon. A warband may have a single Clan Pestilens banner at any one time. (Clan Pestilens members use this item instead of the normal Banner).

Standard of Nagarythe

[Shadow Warriors Only]

May only be purchased when the warband is created. While many Shadow Warrior Warbands are simply wandering, some represent groups that have been sent from Ulthuan on some special mission for the Phoenix King. Such bands are really closer to military units than loose bands of warriors. As such, they tend to retain their unit insignia and other trappings. Chief among these is the unit standard. A unit's colours can hold a lot of meaning, particularly when the warriors in that unit lack a true home. A Shadow Warrior band normally makes their standard by hand; cost and rarity represent the difficulty of finding the proper materials (fine silks and thread of gold, for example). A Standard of Nagarythe can serve as a second rallying point (the Shadow Master is the first, represented by his Leader skill) for the unit. Any members of the Shadow Warrior Warband within 6" of their standard take all Leadership tests against a Leadership value of 10. In addition, should the standard be captured by the enemy (model holding the standard is Taken Out of Action), all members of the Warband will be subject to Frenzy for the remainder of the game, and may not voluntarily Rout. Note that these effects (Leadership 10 and Frenzy) do not affect any Hired Swords in the Warband, only actual Shadow Warriors (including Shadow Warrior heroes) are affected. A model carrying a standard requires one hand free to do so, so no weapons, shields, etc. may be carried in this hand, and no double-handed weapons may be used while the standard is carried. A standard may be used in close combat as a makeshift spear (use the rules for a spear but with -1 on the to hit rolls.)

Charms & Amulets

Bear-Claw Necklace

Bears are widely regarded as sacred in Kislev, and a necklace made of their claws (or sometimes their teeth) is considered magical and reputed to have magical powers.

[Kislevite Heroes Only]

A warrior wearing a bear-claw necklace receives some of the strength and wild ferocity of the bear it came from. A warrior wearing a bear-claw necklace becomes subject to Frenzy.

Lucky Charm

These take many shapes, but the most common are symbolic hammers that a pious Sigmarite Priest has touched, or carved heads of ancient Dwarf gods. The first time a model with a lucky charm is hit in a battle they roll a D6. On a 4+ the hit is discarded and no damage is suffered. Owning two or more charms does not confer any extra benefits, the model may still only try to discard the first hit.

Rabbit's Foot

The rabbit's foot is a 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 re-roll one dice during the battle. If not used in the battle, it can be used to re-roll one dice during the Exploration phase, providing the hero is able to search through the ruins.

Red Toof Tribal Jewellery

(Greenskins Only)

Only proving one's prowess in battle can attract the attention of this cadre of warriors. Once inducted to the tribe, the warrior undertakes excessive body piercing! This cannot be removed. The model will now be subject to the rules for Frenzy as described in the rulebook.

Tarot Cards

[Not available to Witch Hunters or Sisters of Sigmar]

Though declared blasphemous and illegal by the Grand Theogonist, the Tarot of Stars is said to foretell the future for those who dare to consult it.

SPECIAL RULE

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

Warpstone Amulet

[Skaven Heroes Only]
The owner of a warpstone amulet may reroll a single die during the battle or, if not out of combat at the end of the game, a single die when looking for wyrdstone shards.

Wyrdstone Pendulum

Pendulums made of wyrdstone can reputedly be used to find even more of the magical stone.

Special Rules

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

Encampment Equipment

Barricade

A warrior defending a barricade can only be hit by his opponent on an unmodified D6 score of 6. Each section is 6" long and 1" high.

Ditch

It counts as difficult terrain, reducing movement by half. Each section is 6" long and 1" deep.

Heads on spikes

These cause Fear and may be attached to barricades or palisades (the enemy must pass a Leadership test if they wish to assault them)

Kennel

All War hounds get a +1 to their WS and a +1 to their leadership.

Beast handler: To setup the Kennel at the encampment you must first hirer a Dog Handler (Beast handler) to train your War hounds first.
Upkeep: The Kennel requires constant repairs; to show this the Kennel has an upkeep of 5 GC per battle.

Ladders

These are useful for assaulting another warband's encampment and negate the effects of barricades and palisades

Palisade

A warrior defending a palisade can only be hit by his opponent on an unmodified D6 score of 6. Each section is 6" long and 2" high.

Scout Tower

This gives the defender a high platform to shoot from (this may be as tall as 8"). The scout towers are usually made from wood and so are flammable and Counts as light cover (-1).

Upkeep: The Scout Tower require constant repairs; to show this the Scout Tower has an upkeep of 5 GC per battle, also to repair any fire damage will increase the upkeep by D6, for each time.

Stable

All horse and war-horse get a +1 to their WS and a +1 to their leadership, including the war-horse of a freelance Knight.

Beast handler: To setup the Stable at the encampment you must first hirer a Horse Master (Beast handler) to train your Horses / War horses first.
Upkeep: The Stable require constant repairs; to show this the Stable has an upkeep of 5 GC per horse plus 10 GC per War horse per battle.

Stakes

It counts as difficult terrain, reducing movement by half. In addition, those attempting to cross must roll a D6 – on a 5+ the warrior takes a Strength 3 hit with no armour saves allowed. Each section is 6" long.

Tents

Those that travel require shelter from the freezing nights and often-fierce wind and rain. The tent can offer protection from the elements. The tent normally has one entrance and can sleep up to six models. Because of the tent's narrow entrance, it is unusual for more than one model to be able to shoot from the tent or fight in hand-to-hand combat (depending on your model tent).

Damaging Tents: Tents are made of a tough, hard wearing material but can be slashed and cut open using natural claws, a dagger or other bladed weapon (but not a hammer, dogs' paws, etc). In game terms they have a Toughness of 2, 4 Wounds and count as flammable.
If a sharp weapon causes a 'wound', a hole has been opened. Place a marker to indicate where this improvised opening is. However, a successful Initiative test must be made to enter, otherwise the warrior has become tangled in the tent's fabric and can do nothing else this turn. A warrior, thus entangled, may be attacked from inside or outside the tent, and the entangled warrior is at half WS when defending himself. If reduced to 0 Wounds, the tent collapses. All inside must make a successful Initiative test to free themselves. They may do nothing else until freed, nor may they be attacked.
Tent Models: The tent models should be made with one entrance and so that no more than six models (20mm bases) can fit inside. They can be round or rectangular (rectangular is easier for game play) – both are appropriate for the setting. Make the tents such that the canvas can be lifted off to leave a floor area with some wall (about an inch or so) so that the entrance is clearly marked.

Tunnels

These allow one Henchmen group to be held in reserve at the start of the game and may be placed anywhere on the battlefield at the start of the defender's turn but no closer than within 8" of an enemy model, however model moving through a tunnel must roll a D6 on a 1 the Tunnel has collapsed in, the model now counts as been taken Out of Action.

Upkeep: The tunnels require constant repairs; to show this the tunnels has an upkeep of 10 GC per battle.

Traps

The defender may place up to three trap markers (per trap if you have more than one) anywhere within their encampment. Each marker is marked with either 'Trap' or 'Decoy' on the underside. When a model touches the marker, flip it over. If it says 'Decoy', nothing happens. If it says 'Trap' then that model takes a Strength 4 hit with no armour save

Watchtower

This gives the defender a high platform to shoot from (this may be as tall as 8") The Watchtower are usually made from stone Counts as hard cover (-2).

Upkeep: The Watchtower requires constant repairs; to show this the Watchtower has an upkeep of 15 GC per battle.

Equipment from Khemri

Bota Bag

Like a wine skin it allows the owner to carry one more water unit than normal. Each character may only take one Bota Bag.

Lamp of the Djinn

These are exceptionally rare items that date back to the time of the Sultan Jaffar. It was said that the Sultan used magic and dark ritual to bind strange daemonic entities to mundane, everyday items so that he could call upon their powers but hide their true identity. Occasionally, one of these items finds its way into the hands of those foolhardy or reckless enough to try to use the powers of the dread Djinn.

Each time a hero uses the lamp it grants him three wishes but each time you roll on the 'Light table' you must roll on the 'Dark table' and apply the results.

D6	Light
1	Gain D6 Experience points
2	Gain one skill from your skill list
3	Gain D6x10 GC
4	Gain a random item from the equipment list
5	Choose an item from the equipment list
6	Roll twice more on this chart

D6	Dark
1	Nothing happens
2	Nothing happens
3	Lose D6x10 GC
4	Lose D6 weapons
5	Lose the lamp
6	Roll once on the injury chart

Magic Carpet

These wondrous items from a forgotten age are even rarer than the lamps of the Djinn and are thought to have originated from the distant long dead Sorcerer's Isles.

A magic carpet is indeed just that – a carpet that flies! It counts as a mount and allows movement of 16" with no restrictions for terrain. You can move onto the roofs of buildings and other high places with no penalty. The carpet may carry up to three men or one large creature and a man. One of the riders must be a character. Due to its magical nature it cannot be destroyed.

Magic Gourd

The power of the gourd may be used at the end of each battle. It will supply 1D3 units of water. Once the amount of water is determined, roll an additional D6 – on a roll of 6, the gourd's magic is exhausted and it shatters.

Monkey's paw

Fashioned during the strange religious rites of the nomadic Tuareg people, this item is of similar potency to the Lamp of the Djinn. As with the fickle powers of the Djinn the, Monkey's paw is not always beneficial to its owner.

Each time a Hero uses the paw it grants three wishes but you only have to roll once on the dark side. If you roll this item you must take it. Every two games you have it and don't use it you have to roll on the dark side. You may not get rid of the paw unless you use it three times or roll lose the paw. After the third use it disappears.

D6	Light
1	Gain D6 Experience points
2	Gain one skill from your Skill list
3	Gain D6x10 GC
4	Gain an extra Hero even if it is above your maximum allowed
5	Gain an extra Henchman even if it is above your maximum allowed
6	Roll twice more on this chart

D6	Dark
1	Lose D6 Experience points
2	Lose one random skill
3	Lose D6x10 GC
4	Lose a Hero
5	Lose a Henchman
6	Lose the paw

Nehekharan Map

Maps of the Land of the Dead are rare. Accurate ones are even rarer. The shifting sands and dry riverbeds can render a map obsolete in a season.

Use the rules for the Mordheim map in the rulebook.

Nomad Robes

Woven by native desert dwellers these robes enable the wearer to suffer only half penalties from Weather Conditions.

The robes affect the following results on the Weather table:

It's Raining: The robe protects the warrior's equipment. When rolling a D6 each time that you fire a black powder weapon, the shot is only wasted on a 1.

Hot as Hades: A warrior wearing a Nomad Robe only suffers a penalty of -1 to WS and BS and he only requires the normal amount of water.

Hot: A warrior wearing a Nomad Robe suffers no penalty to WS or BS. If at least half of the warband are wearing Nomad Robes, they only require the normal amount of water.

Dust Storm: The robe has no effect – not even the Nomad Robes can protect the warrior from the ferocity of the storm. Apply rules for a Dust Storm as normal.

Scorpion Ring

At the beginning of the battle the warrior is able to call forth a single Tomb Scorpion to fight for the warband if he can pass a Leadership test. The summoned scorpion will fight for a single battle only (use Tomb Scorpion from Tomb Guardians list).

Snake Charmer's Flute

A warrior who possesses this item is able to transfix and control serpents. If the warrior does nothing for a whole turn, he may play the flute. If this happens, any serpent within 6" may not move or attack in their subsequent turn.

Venom Ring

The Venom Ring renders the wearer immune to the effects of all poisons.

Equipment from Lustria

Amulet of the Moon

Once activated, this ancient device creates a shimmering aura around the wearer that makes it harder for enemies to see them.

Any missile fire directed at a model equipped with the amulet suffers a penalty of -1 to hit. The amulet also confers a special save of 5+ against missile fire.

Cloak of Mists

Only a Hero can have this item. There is an additional -1 penalty to hit for any attacks against the wearer (close combat or missile fire). There is also a -1 penalty to Initiative when trying to spot the wearer if he is Hidden.

Enchanted Skins

The protective skins and charms that the Amazons wear have been warded with defensive magic. To represent this, any model wearing Skins and Charms receives a 6+ special save versus any wounds inflicted. In addition, the wearer of Skins and Charms is unaffected by enemy magic on a roll of 5+.

Conch Shell Horn

The Conch shell Horn is used by experienced Piranha warriors to warn the warband of approaching enemies.

[Piranha warriors only]

At the beginning of the game a Piranha warrior may use the horn to re-roll when deciding who deploys first and who goes first. Multiple models that have the horn cannot force a second re-roll.

Magic, Books & Scrolls

Book of the Dead

This is a book that contains transcripts from the Famous books of Nagash, the Great Necromancer. A Model can learn Necromantic Magic with Arcane Lore skill and this book. A Necromancer will gain a new spell permanently.

Dispel Scroll

This scroll contains a powerful counter-spell. 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.

Elven Runestones

[Shadow Weavers Only]

High Elven mages are well known as the masters of defensive magic. To aid them, they have developed several mystic runes of power. They often inscribe these runes on semiprecious stones, which can help strengthen an Elven Mage's magical defences. A mage with Elven Runestones may use them to attempt to dispel a spell that has been successfully cast against himself or another member of his warband. To dispel such a spell, the mage must roll against the spell's Difficulty (Sorcery does not help here). If he succeeds, the spell fails to work. If the roll fails, the spell works normally.

Halfling Cookbook

All Halfling chefs have their own secret recipes, and these are recorded in tomes handwritten in Mootland, the home country of the Halflings. Food prepared according to these recipes will attract warriors during these lean times.

The maximum number of warriors allowed in your warband is increased by +1 (note that neither an Undead warband nor a Carnival of Chaos warband can use this item).

Hammer of Witches

[Witch Hunters Only]

The pages in this tome describe the servants of Chaos, witches, heretics, deviants, mutants, warlocks, blasphemers, necromancers, sinners and other enemies of Sigmar in all their foulness.

Special Rules

A Hero with the Hammer of Witches will hate all Possessed, Skaven, Beastmen, Chaos, Daemons, Dark Elf, Orc & Goblins and Sigmarite Sisters.

Holy (Unholy) Relic

In this age of superstition and religious fanaticism, holy objects are an important part of life. Relics abound in the Old World: hairs of Sigmar, pieces from Ulric's hammer, teeth of Daemon Princes, all are sold to men needing encouragement before battle and as charms against sorcery.

[Rare 6 for warrior-priests and Sisters of Sigmar]

A model with a holy relic will automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before.

You can only ignore the first Leadership test in any single game – owning two or more holy relics will not allow you to ignore second and subsequent tests.

Holy Tome

Books of prayers and descriptions of the holy deeds of religious heroes like Sigmar Heldenhammer are copied by hand in the scriptoriums of Sigmar and Ulric, and given or sold to the faithful. Of these tomes, the Deus Sigmar is the most common and well known, but other texts such as the Scriptures of Sigmar are also sold to those who follow the faith. A holy man can recite his prayers from such a book, strengthening his faith and belief.

[Warrior-Priests & Sisters of Sigmar Only]

A Warrior Priest or Sister of Sigmar with a holy tome can add +1 to the score when determining whether he (or she) can recite a spell successfully or not.

Liber Bubonicus

[Skaven, Clan Pestilens Only]

If a Clan Pestilens warband includes a Pestilens Sorcerer, he may use the Liber Bubonicus to permanently learn an additional spell randomly chosen from the Horned Rat spell list. A Plague Priest may use the Liber Bubonicus to learn the Horned Rat magic if he has the Magical Aptitude skill: that means he would gain the special rule "Spellcaster: is a spellcaster and may cast spells from the Horned Rat spell list." and permanently learn a randomly chosen spell from the Horned Rat spell list. The Liber Bubonicus may be used a single time, and a warband cannot have and use more than

one Liber Bubonicus in a given campaign (Clan Pestilens members use this item instead of the Tome of Magic).

Liturgicus Infecticus

[Skaven, Pestilens Only]

A Clan Pestilens member, usually a Plague Monk, may carry with him a scroll with the holy Liturgicus Infecticus inscribed on it. This is the Clan Pestilens chant in favour of diseases and contagion. At the beginning of a turn, or just before taking a Route Test, the warband may chant the Liturgicus Infecticus, and benefit of a +1 Leadership bonus until the end of the turn. (Clan Pestilens members use this item instead of the War horn).

Magic Gugginz

[Greenskins Only]

These are odds and ends carried around by the Shaman to focus his powers. Most are bat feet, lizard lips, and the like, but still seem to provide benefits to their owner. The Shaman may re-roll a failed magic test on a D6 roll of 4+.

● *Rare*: Greenskins may consider Magic Gugginz as a Rare 9.

Mordheim Map

Some survivors of the cataclysm still remain in the many settlements around Mordheim, and make a living by preparing maps of the city from memory. Many of these maps are faked, and even real ones are often crude and inaccurate.

A map can help a warband find their way through the confusing maze of streets and into areas with rich buildings to loot. When you buy a map, roll a D6:

1	**Fake**: The map is a fake, and is completely worthless. It leads you on a fool's errand. Your opponent may automatically choose the next scenario you play.
2-3	**Vague**: Though crude, the map is generally accurate (well… parts of it are… perhaps!). You may re-roll any one dice during the next exploration phase if you wish but you must accept the result of the second roll
4	**Catacomb Map**: The map shows a way through the catacombs into the city. You may automatically choose the scenario next time you fight a battle.
5	**Accurate**: The map is recently made and very detailed. You may re-roll up to three dice during the next exploration phase if you wish. You must accept the result of the second roll.
6	**Master Map**: This is one of the twelve master maps of Mordheim made for Count von Steinhardt of Ostermark. From now on you may always re-roll one dice when rolling on the Exploration chart as long as the Hero who possesses this map was not taken out of action in the battle.

Scroll of the Rat Familiar

[Skaven Only]
The Scroll of the Rat Familiar has a spell inscribed on it, usable by a Pestilens Sorcerer as many times as he wants. If the warband includes at least a Giant Rat, the spell may be cast on it before the combat begins, transforming it in a Rat Familiar. If his Rat Familiar is within 6", the sorcerer may reroll once in a game the dice to overcome the difficulty of a spell. A sorcerer may only have one Rat Familiar at any one time, it is a henchman and it counts normally toward the maximum number of models permitted to the warband. If the sorcerer dies, his Rat Familiar turns back to Giant Rat form. (Clan Pestilens members use this item instead of the normal Familiar).

Tome of Magic

[Not available to Witch Hunters or Sisters of Sigmar]
Sometimes books of forbidden lore are offered for sale in the markets and dark alleys of the settlements around Mordheim. If a warband includes a wizard, he will gain an extra spell from the tome, permanently. He may randomly generate this new spell from his own list or the Lesser Magic list. See the Magic section for details. The benefits from each Tome of Magic apply to only one model.

Musical Instruments

A musician must have an instrument to play so he can sing songs, tell tales and make hideous noises.

Drum

[Musician only]
These are barrels with a tanned hide stretched over them to make the sound.
The mallet may be used as a club and the drum as a shield.

Flute

[Musician only]
These are made of wood or bone.
They add +1 to your leadership roll.

Horn

[Musician only]
These are brass or silver horns that can make a lot of noise when used.
They increase the range of Cacophony by 6 inches.

Lyre

[Musician only]
These are made of wood with strings strung to play tunes.
When using this with the minstrel skill it adds 1d6 to the gold earned.

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 sounded once per battle at the beginning of any of the player's turn. It allows the warband to increase its Leadership by +1. The effect will last until the start of the next turn. The war horn can be used just before a warband is about to take a Rout test.

War Horn of Nagarythe

[Shadow Warriors Only]
Similar to the Standard of Nagarythe, units of Shadow Warriors sent into Mordheim often bring with them a war horn to rally around. The rules for the War Horn of Nagarythe are the same as for a normal War Horn.

Explosives

Fire Bomb

Designed by the dwarf engineers of the Worlds Edge Mountains, fire bombs are a rare and deadly weapon. A small batch of gunpowder is sealed within an iron casting 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 (p53 Mordheim rulebook). 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" of him take 1 Strength 3 hit with saves as normal. If the throwing warrior rolls 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 and enemy charges the wielder (as an interrupt). The charger must take and 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.

Smoke Bombs

When thrown these bags of powder explode with a small bang and release a cloud of smoke that obscures vision and confuses anyone caught within the explosion.
When a smoke bomb goes off it makes a column of smoke 2" wide that blocks line of sight for one turn. Any model caught in the smoke should make an Initiative test so you see if he can move to the right direction. Otherwise use a scatter dice (or similar) to see where he moves to. At the end of each turn roll a D6.

Dissipation chart

D6	Result
1	The smoke hasn't changed. Leave it in place at the same size.
2 - 5	It shrinks half it size (when it get less than a haft inch the smoke dissipate).
6	the wind catches it and blows it away

Inside: If the smoke bomb goes off indoors (or in dwarven tunnels, Khemri tombs, etc) there wouldn't really be much breeze to blow it away and you would have to wait for it to dissipate so subtract one from all rolls on the dissipation chart.

Other Items

Caltrops

Original 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.

Lantern

A model that is in possession of a lantern may add +4" to the distance from which he is able to spot hidden enemies.

Lock Picks

A standard piece of kit for less scrupulous characters. A set of lock picks may be used by those who rely more on skill-at-arms and speed of thought than brute strength to open doors that others have secured. A model equipped with a set of lock picks may make his test to open doors on his Initiative rather than his Strength characteristic if he wishes. This is done at the end of his Movement phase as if the model were ripping the door off its hinges, though he uses his Initiative rather than Strength, there is no -1 modifier, and there is no chance that the door is too damaged to be locked again later.

Net

Steel nets, such as those used by Pit Fighters, can be used in battles. Once per game, the net may be thrown in the shooting phase instead of the model shooting a missile weapon. Treat the net as a missile weapon in all respects with a range of 8". Use the model's BS to determine whether the net hits or not – there are no movement or range penalties. If it hits, the target must immediately roll a D6. If the result is equal to, or lower than his Strength, he rips the net apart. If the result is higher, he may not move, shoot or cast spells in his next turn, although he is not otherwise affected. In either case the net is lost.

Opulent Coach

Truly successful warband leaders are quite willing to waste their money on extravagant excesses such as rare wines, jewel-encrusted weapons and armour and Cathayan spices. The height of such indulgence is an opulent coach, which the warband leader can use for driving around the settlements surrounding Mordheim. There are few things that will impress commoners, or incur the wrath and envy of other, less successful leaders, as much as an opulent coach.

Special Rules

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

Rope & Hook

A warrior using a rope & hook will find it much easier to move amongst the ruins of Mordheim.

A warrior equipped with a rope & hook may re-roll failed Initiative tests when climbing up and down.

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" each turn. Furthermore, he triples the distance at which he can spot hidden enemies.

Torch

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

Magic

There have always been those who have used magic: witches and wizards, wise women and warlocks. But as all scholars know, all magic is dangerous, for it originates from Chaos, the source of corruption and change. Indeed, during these times, sorcery is illegal and punishable by death.

Wizards have little say in whether the world of magic touches them or not. They are born with second sight and to them the world of magical energies and spells is much more real than the mundane world of normal mortals. With all the persecution, fear and hatred it is little wonder that wizards become reclusive and suspicious, and many are downright insane. Some even turn to the worship of the dark gods, and others follow the forbidden path of necromancy.

Mordheim has become home to many magic users and they roam the ruins hiding from Witch Hunters. But there are other ways of gaining power over and above that of a normal mortal man. The gods watch over their subjects and a priest of strong faith can call upon them to assist him in battle. Of these, the Priests of Sigmar are the most common, for Sigmar is the patron god of the Empire, and his following is strong during these times of strife.

Allocated spells

The chart below summarises the different kinds of magic and explains who can use what spells.

Type of Magic	Wizard
Prayers of Sigmar	Sisters of Sigmar, Warrior-Priests, Monks & Clerics
Prayers of Shallaya	Priestess of Shallaya & Clerics
Prayers of Taal	Priest of Taal & Cleric
Prayers of Ulric	Wolf Priest & Cleric
Funerary Rites	Priest of Morr
Prayers of Ranald	Priest of Ranald
Norse Runes	Norse Shaman
Shadow Warrior Magic	Shadow Weaver
Fey Magic	Spellsinger
Spells of the Djed'hi	Elf Mage
Lesser Magic	Warlocks
Charms and Hexes	Witches
Dark Elf Magic	Dark Elf Sorceresses
Necromancy	Necromancers
Chaos Rituals	Chaos Magisters, Beastmen Shamans
Nurgle Rituals	Carnival Masters
Magic of the Horned Rat	Eshin Sorcerers, Vermin Lord
Call of the Pack	Harbinger of Mutation, Vermin Lord
Prayers of Corruption	Festering Chantor, Vermin Lord
Machine Curses	Chief Engineer, Warlock engineer, Vermin Lord
Waaagh! Magic	Orc Shamans
Forest Goblin Spells	Forest Goblin Shamans
Magic of the Steppes	Hobgoblin Shamans
Lore of Light	Truthsayer
Lore of Darkness	Dark Emissary

Most wizard starts with one randomly determined spell, but may gain more. Roll a D6 and consult the appropriate chart. If you get the same spell twice, roll again or lower the spell's difficulty by 1.

Casting spells

Spells are cast in the shooting phase, and can be used even if the caster is in hand-to-hand combat. To use a spell, the wizard must roll equal to or greater than the spell's Difficulty score on 2D6. If he fails, he may not cast a spell that turn. If the test is passed the spell may be used as described overleaf. A wizard may cast one spell per turn and may not use missile weapons if he wants to cast a spell. He can however run!

A wizard may not use magic if he is wearing armour or has a shield or buckler. The only exception is the Prayers of Sigmar. Sisters of Sigmar and Warrior-Priests may wear armour and use their prayers.

Damage

Some spells cause direct damage, and are resolved the same way as damage from shooting or blows in hand-to-hand combat. Spells do not cause critical hits. Models always receive armour saves against wounds caused by spells unless noted otherwise.

Spell Lists
Prayers of Sigmar

Those with great faith in the gods can call upon their divine power. The priests of Sigmar can pray for many miracles: healing of wounds, strengthening the resolve of their comrades or the banishment of Daemonic creatures and the Undead.

The Prayers of Sigmar can be used by Witch Hunter Warrior Priests and Sigmarite Matriarchs. A warrior may use the divine power of Sigmar while wearing armour. Prayers of Sigmar are not regarded as spells, so any special protection against spells does not affect them.

D6	Result
1	**The Hammer of Sigmar** — **Difficulty 7** *This weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.* The wielder gains +2 Strength in hand-to-hand combat and all hits he inflicts cause double damage (e.g., 2 wounds instead of 1). The Priest must test each shooting phase he wants to use the Hammer.
2	**Hearts of Steel** — **Difficulty 8** *As the three words of power are spoken, waves of glory surround the servant of Sigmar. The faithful are heartened by the warrior god's presence.* Any allied warriors within 8" of the warrior become immune to Fear and All Alone tests. In addition, the whole warband gains +1 to any Rout tests they have to make. The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, i.e., the maximum bonus to Rout tests remains +1.
3	**Soulfire** — **Difficulty 9** *The wrath of Sigmar comes to earth. Purifying flames surround the Priest and wipe out those who resist the righteous fury of the God-Emperor!* All enemy models within 4" of the servant of Sigmar suffer a Strength 3 hit. No armour saves are allowed. The servants of darkness and Chaos are especially susceptible to Sigmar's holy power. Undead and Possessed models in range suffer a Strength 5 hit instead.
4	**Shield of Faith** — **Difficulty 6** *A shield of pure white light appears in front of the Priest. As long as his faith remains strong the shield will protect him.* The Priest is immune to all spells. Roll at the beginning of each turn in the recovery phase. On a roll of 1 or 2 the shield disappears.
5	**Healing Hand** — **Difficulty 5** *Laying hands upon a wounded comrade, the servant of Sigmar calls upon his Lord to heal the warrior's wounds.* Any one model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 2" are *stunned* or *knocked down*, they immediately come to their senses, stand up, and continue fighting as normal.
6	**Armour of Righteousness** — **Difficulty 9** *Impenetrable armour covers the Priest and the fiery image of a twin-tailed comet burns above his head.* The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes *fear* in his enemies and is therefore immune to *fear* himself. The power of the Armour of Righteousness lasts until the beginning of the Priest's next Shooting phase.

Prayers of Shallaya

D6	Result
1	**Regeneration** **Difficulty Auto** After the game the Priestess may Heal 1 serious Injury of any 1 Hero. Optionally, 1 Hero may reroll a 'Dead' result, ignoring Robbed, Captured, Horrible Scars, and Sold to the Pits;
2	**Heal** **Difficulty 5** Restores a single unit (including self) to full wounds, Stunned models become knocked down, Knocked Down stand up: Range: 2". **Note:** If the priestess deliberately Heals an opponent, she gains an additional experience point.
3	**Mass Heal** **Difficulty 7** Restores 1 wound to all units within 2" of the priestess including enemies except true Undead and Possessed, whom it causes a wound to. Stunned models become knocked down, Knocked Down stand up: range: 2" radius
4	**Antidote** **Difficulty 6** Nullifies all effect of any poison or drug on any one model, friendly or enemy: Range: 12"
5	**Helping Hands** **Difficulty 7** Target stunned model instantly recovers their feet and may fight as normal in the ensuing Hand-to-Hand action. Range: 12"
6	**Protection of Shayalla** **Difficulty 8** The target model (may cast on self) gains a 4+ Unmodified save against any attack that causes a wound, in addition to any other save. The effect persists, but a roll must be made for the affected model during their own recovery phase; on a 1 or a 2 the effect fizzles. Range: 6"

Prayers of Taal

Taal is the God of Nature and demands the respect of all those who enter the wild regions of the Empire. He is portrayed as a tall, broad-shouldered man with long wild hair and a thick beard. He wears a stag skull as a helm and is clothed in bison and bear skins. He is often called the Lord of Beasts. His followers include rangers, trappers and those who live in the wilds of the Empire.

Prayers of Taal work like the Prayers of Sigmar although the Taal Priest never wears armour.

D6 Result

1 Stag's Leap **Difficulty 7**

Many of Taal's priests wear a stag skull as a symbol of their devotion and the Forest Lord's power can be used to emulate the speed and beauty of this magnificent beast.

The Priest of Taal may immediately move anywhere within 9", including into base-contact with the enemy, in which case he counts as charging and gains a +1 Strength to his first round of attacks. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit at +1 Strength and then his opponent will flee again (if he survives).

2 Blessed Ale **Difficulty 5**

Like his brother Ulric, Taal has a great appetite for the strong ales of the Northern Empire. During the summer equinox each village in Ostland opens one keg of ale (at least!) in Taal's honour.

Drinking a flask of Taal-blessed ale (the priest is assumed to carry as many flasks as are needed) may heal any one model within 2" of the Priest (including himself). The warrior is restored to his full quota of Wounds. In addition, any living enemy models (not Undead or Possessed) within 2" of the Priest will be lose 1 Attack during the next round of combat due to the potent fumes of the ale.

3 Bear's Paw **Difficulty 7**

Many an armoured knight has been knocked to the ground by the surprising Strength of the followers of Taal. Although traditionally called 'Bear's Paw' this spell is sometimes referred to as 'Moose's Breath' by those Ostlander's who have felt its power.

The Priest invokes the blessing of Taal on himself or a single friendly model within 6". The target receives a bonus of +2 to his Strength until the Priest's next turn.

4 Earthshudder **Difficulty 9**

Taal's domain includes both the earth and the skies and his power can reach out even into the dark streets of Mordheim. When his name is invoked three times and the blood of an eagle is poured on the ground, the Lord of the Wild will cause thunder to rumble and the earth to shake.

The spell is cast on a single building within 4". Any enemy models touching the building will suffer a single S3 hit. In addition the building will collapse and any models on it will count as having fallen to the ground (for example a model falling 5" to the tabletop must pass two Initiative tests to avoid taking D3 S5 hits.) Remove the terrain feature from the board for the rest of the game.

5 Tanglefoot **Difficulty 8**

It is said that when Taal walked the earth, living things would spring up behind him as he passed. A portion of his power can be summoned by his followers to help regrow forests and aid in the return of the land to its natural state.

Plants, vines and even small trees burst forth from the earth, hindering all those who attempt to move through them. All models (friend as well as foe) with the exception of Ostlander Jaeger within 12" of the Priest can only move at 1/2 speed until the next shooting phase.

6 Summon Squirrels **Difficulty 7**

Taal is the master of all beasts both great and small. Those who anger him may be mauled by a mountain lion or drowned in a flood caused by an angry beaver.

With this spell the Priest invokes the wrath of the Lord of Beasts, summoning forth dozens upon dozens of enraged squirrels. The furious rodents assault one enemy within 12" of the Priest, crawling inside the warrior's clothing and armour, pelting him with nuts and causing numerous tiny bites and welts. The target suffers 2D6 Strength 1 hits. No armour saves allowed.

Prayers of Ulric

In a similar way to Sigmarite Sisters and Warrior-Priests and their prayers to Sigmar, Wolf Priest call upon their god for assistance in times of battle. Wolf Priest may use a wolf cloak and still chant these prayers. They are prayers, not spells, and thus any special protection against spells does not affect them. Wolf Priest use the rules for magic with the following prayers.

D6 Result

1 Snow Squall **Difficulty 6**

Ulric extends his protection to the Wolf Priest in the form of a localized snow squall that engulfs the model. All enemy models in Hand-to-Hand combat with the abbess are at -1 to hit due to the swirling snow and winds. The spell lasts for the duration of the Hand-to-Hand combat.

2 Hammerschlag **Difficulty 10**

The Wolf Priest calls down a hammer blow from Ulric on any model within 6". That model suffers a S4 attack from an enormous ethereal hammer, including the concussion special rule.

3 Bloodlust **Difficulty 7**

The Wolf Priest is infused with a lust for battle and attacks wildly. All attacks are at S +2, and she scores a critical hit on a 5-6. The Abbess must test, by rolling the prayer's difficulty or greater on 2d6, each turn to see if the prayer remains in effect.

4 Wolf's Hunger **Difficulty 7**

One member of the warband (abbess's choice) is thrown into a Frenzy.

5 Ulric's Howl **Difficulty 10**

The Wolf Priest's prayer is answered as an ear-shattering inhuman howl roars from him throat. For the duration of the battle, all members of the priest's warband are immune to Fear, Terror or All Alone tests as they feel the presence of their god. Additionally, all Rout tests are at +1.

6 Call of Ulric **Difficulty 10**

The Wolf Priest lets out a cry of agony as her body re-shapes itself into that of a huge, slavering wolf with the following profile:

Profile	**M**	**Ws**	**Bs**	**S**	**T**	**W**	**I**	**A**	**Ld**
Wolf Form	6	4	0	4	4	1	5	2	6

During the time that the Wolf Priest is in the form of a wolf, she may do nothing but attack as a wolf, therefore, no spell-casting or weapons use.

He still hates Sigmar's minions, however. In each shooting phase, the Wolf Priest may choose to make a Ld test (using the wolf's Ld 6) to regain her human form. If she is still in wolf form at the end of the battle, she gets one last chance to return to human form. If she does not, then she remains a wolf forever! He is still a Hire Sword, and thus entitled to XP gains and attribute increases. He may only choose skills from the Speed Table, with the exception of Scale Sheer Surfaces. The max attributes for a wolf are:

Profile	**M**	**Ws**	**Bs**	**S**	**T**	**W**	**I**	**A**	**Ld**
Wolf Form Max	7	6	0	4	4	3	7	3	7

Funerary Rites

By Todd Estabrook (legion@ennui.net)

Priests of Morr use Funerary rites to insure that the dead remain dead, that their body is sanctified and sealed and their soul departed to pass on to Morr. They are prayers, not spells, and thus any special protection against spells does not affect them.

Funerary rites work like the Prayers of Sigmar although the Priest of Morr never wears armour.

D6	Result
1	**Morr's Protection** — **Difficulty 6** *The priest of Morr calls out to his god when confronted by an abomination - and asks that he be shielded from the corrupted magics of the tainted.* Any Magical attacks (spells) made by a Necromancer or a Magister or Daemons, which would be considered a Direct Attack on the priest of Morr, will be negated if this rite is successful.
2	**Death Holds No Fear** — **Difficulty Auto** *Priests of Morr must be steadfast in their resolution and as such must, above all else, have no fear of death.* The priest of Morr is now Fearless for the remainder of the combat.
3	**Sanctity of the Fallen** — **Difficulty 7** *Those who fall shall be sanctified and their soul freed, in the name of Morr, god of death.* The priest of Morr may attempt to perform the Rite of Sanctity on a model (friend or foe) who has been taken Out of Action. The priest of Morr must be within 6" of the model in question. If successful, that model may not be raised up by a Necromancer.
4	**Hand of Morr** — **Difficulty 7** *By his hand, symbolic of the hand of Morr, the unliving shall become as dust and ashes.* The priest of Morr must be in base-to-base contact with an undead model. Before Hand-to-Hand combat occurs, the priest of Morr may attempt to use the Hand of Morr rite. If successful, Zombies, Dire Wolves and Vampires immediately go Out of Action. Furthermore, Ghouls and Possessed will immediately (instead of engaging in Hand-to-Hand) flee their full Move away from the priest of Morr.
5	**Do you know who I am?** — **Difficulty 7** *Gaze upon me, abomination, for I am a priest of Morr.* This rite has a range of 6" and must be directed at the closest Undead model first, or if no Undead are within range, at the next closest human servant of the Undead (Dregs, Ghouls, Necromancers), or finally at any model. If successful, that model is immediately Stunned. If the model cannot be Stunned, then it is Knocked Down instead.
6	**I am death!** — **Difficulty 8** *I am a priest of Morr, god of death!* It is a well known fact that the priests of Morr are not martially inclined. Their divine duties involved the dead, not the taking of life. However, there are times when a priest of Morr will be called to engage in combat and who would be more feared than a representative of the god of Death? This spell gives the priest of Morr a 6+ armour save and increases their WS by either +1 or makes it 4, whichever is greater.

Prayers of Ranald

D6	Result	
1	**Thief's speed**	**Difficulty 6**
	Calling upon Ranald, the priest moves with an almost supernatural speed.	
	The priest may immediately make a 12" move to anywhere.	
2	**Fool's Gold**	**Difficulty 9**
	With a brief mutter, a pile of gold appears on the pavements, luring the unresisting to it.	
	Nominate a spot within 8" of the caster. All members of the opposing warband that can see it must run towards it, unless they pass a Ld test. The enemy leader is always immune, as is anyone immune to psychology. This lasts for a turn	
3	**Ogre's Head**	**Difficulty 7**
	The priest's head suddenly takes the form of an ogre.	
	The priest causes fear for a turn.	
4	**Sleep**	**Difficulty 10**
	The priest causes his foes to sleep while he runs away.	
	All enemy models within 4" have to take a Ld test or they become stunned, even if they have more than one wound. Helmets won't save them.	
5	**Luck of Ranald**	**Difficulty 6**
	Ranald smiles on fools and gamblers and his blessings are upon the priest.	
	The Priest may reroll any dice-roll in the next turn.	
6	**Shadows of Ranald**	**Difficulty 6**
	The priest moves into the shadows, obscuring him from would be chargers.	
	The priest may not be charged. If in combat, move him 1" apart.	

Norse Runes

The Norse Shaman starts with two 'Runes' from the following chart. These are treated in the same way as Sigmarite Prayers and can be cast whilst wearing armour. Abilities that give saves against spells, give saves against runes.

D6	Result	
1	**Howl of the North**	**Difficulty 9**
	Icy winds sweep before the Shaman knocking missiles from their path.	
	The Shaman is immune to all missile fire. Roll a dice during the Shaman's recovery phase. On a roll of 1 or 2 the winds dissipate.	
2	**Angvar's Fury**	**Difficulty 7**
	The Shaman's howls rouses the anger of the warriors around him to a fever pitch.	
	All warriors within 8" of the Shaman gain a +1 to hit in hand-to-hand combat against the opposing warband. The spell lasts till the start of the Norse players next turn.	
3	**Elvek's Cold Spear**	**Difficulty 7**
	A razor sharp icicle flies at the Shaman's foe.	
	The icicle has a range of 18" and causes one S4 hit. It strikes the first model in its path.	
	Normal armour saves applies.	
4	**Gift of the Fates**	**Difficulty 7**
	The Shaman calls on the three Wyrd Sisters of Norse legend for a glimpse of the future.	
	The Shaman may adjust one die roll by +/-1 between a successful casting of this rune & his next recovery phase. A to wound roll adjusted to or from 6 will not cause a critical.	
5	**Kiss of Frost**	**Difficulty 6**
	The Shaman covers ground of his choosing with slick ice.	
	A single model within 12" of the Shaman must pass an Initiative test or be knocked down.	
6	**Bear's Might**	**Difficulty 9**
	The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.	
	The Shaman gains +1 Attack, +2 Strength, +2 Toughness and lose -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each turn (both your's and your opponent's). If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once per game.	

Shadow Warrior Magic

Shadow Weavers use a strange blend of magic that differs in many ways to the traditional High Magic of their cousins of the Tower of Hoeth.

Author's note: Several of the following spells mention that the target must be within a certain distance of 'a wall'. This is not literally restricted to walls, but may include any piece of terrain that could be expected to cast a man-sized shadow.

D6	Result
1	**Pool of Shadow** **Difficulty 7** *The area immediately surrounding the mage is suddenly filled with twisting shadows that make it nearly impossible to see anything inside.* This spell allows the mage and all within 6" to Hide, exactly as if there were a wall or other obstruction between them and their enemies. They may Hide even after marching. This Hiding is disrupted if any enemy enters the area of affect. In addition, all affected count as being in cover against enemy shooting. This spell lasts until the start of the Shadow Weaver's next turn.
2	**The Living Shadows** **Difficulty 7** *Shadows around the target suddenly writhe as if alive and move to strike the victim.* The Shadow Weaver may cast this spell at any enemy model within 12" of him and within 2" of a wall. The target suffers a single Strength 4 hit with no armour saves.
3	**Wings of Night** **Difficulty 6** *Wings of darkness unfurl from the Shadow Weaver's back and engulf him. He disappears, only to reappear in nearby shadow.* This spell may only be cast if the Shadow Weaver is within 2" of a wall. He is instantly moved up to 12" to a place that is also within 2" of a wall. If moved into contact with an enemy model, the Shadow Weaver counts as charging in the first round.
4	**Cloak of Darkness** **Difficulty 7** *The Shadow Weaver appears to be swallowed by shadows that even the sharpest senses cannot pierce.* The Shadow Weaver is effectively concealed from enemy sight. As long as he does not attack (cast spells, shoot, or engage in close combat) any enemy models, he may not be attacked. He may intercept as normal if the player controlling him wishes, but he does not have to do so (and if he does not, enemy warriors may charge past him of course). The spell lasts until the Shadow Weaver attacks an enemy model. Note that a model engaged in close combat with an enemy warrior may never choose to not attack.
5	**Shadowbind** **Difficulty 9** *Tendrils of darkness rise from the shadows to engulf an enemy warrior, rendering him helpless to the whims of the Shadow Weaver.* The Shadow Weaver may cast this spell at any enemy model within 24" of him and 2" of a wall. The target may not move unless it first passes a Strength test on 2D6 at the start of his turn (before the Recovery Phase). This spell lasts until the Shadow Weaver suffers a Wound or attempts to cast another spell. If attacked while affected by this spell, treat the target exactly as if he were Stunned.
6	**Shield of Shadow** **Difficulty 7** *Shadows congeal and become a solid barrier in front of the Shadow Weaver or one of his comrades, protecting the target from enemy attacks.* The Shadow Weaver may cast this spell on himself or a member of his warband within 12". The target receives an armour save of 5+ that is not modified by the attacker's Strength. The spell lasts until the start of the Shadow Weaver's next turn.

Fey Magic

Wood elf magic draws upon the raw forces of nature granting the mage the ability to wield some of its primordial power.

-	**Tree Singing**	**Difficulty 5**
	The Spellsinger encourages the spirits of the woods to make the forest shift and begin moving.	
	This spell can be cast on any woodland, tree, shrub, etc within 24" of the caster, provided there are no enemy models within. The spell makes the chosen woodland move 2D3" in a direction nominated by the caster before rolling. Any friendly model within the woodland will move with the woodland. The woodland must stop 1" away from any enemy models.	
D6	**Result**	
1	**Inner fear**	**Difficulty 6**
	The mage projects the image of primordial horrors in his target.	
	The Wood Elf Mage causes fear in her enemies for the duration of the battle.	
2	**The Green Eye**	**Difficulty 9**
	The wizard projects a bolt of mystic green energy 18" long and 1" wide that ignores terrain and obstructions. Any model who's base is even partially under this line must roll under their Initiative or suffer d3 S4 hits. Range: 18	
3	**Hunting Spear**	**Difficulty 9**
	The wizard hurls a mystical spear at any enemy model within LOS not fighting in Hand to Hand, rolling to hit using his BS. Any model struck by the spell suffers a single S6 hit that causes d3 Wounds. Normal Armour saves do not apply. Range: 24"	
4	**Thorn Call**	**Difficulty 8**
	Thick Vines sprout out of the ground tearing and ensnaring its victim.	
	This spell has a range of 12". The spell may be cast on a single enemy model entrapping the victim in constricting thorny vines. The target may test to see if he can get free at the start of his next turn by rolling equal or under his strength value if he fails he suffers a strength 4 hit as the thorns wound him as he struggles. While trapped by this spell a warrior may do nothing at all and may not fight if engaged in hand to hand combat if he is attacked this way then he is treated as been "knocked down" and if an enemy can wound him he is taken out of action.	
5	**Ariel's Blessing**	**Difficulty 7**
	Tendrils and Vines burst from the Mages arm binding and embracing a fallen warrior, filling him with life and returning him to his feet filled with the power of the forest.	
	The Mage may put any model who has been taken out of action back on their feet ready for action as if they had never been taken out. Note if the mage himself has been taken out of action he may not bring himself back to the battle. Friendly models taken out of action are left on the board where they perished and the mage may only bring them back to life if he is base to base contact.	
6	**Eagle's cry**	**Difficulty 8**
	The caster utters a melodious cry, which sounds like an great eagle. This inspires the elves so much they gain the legendary sight of Thuarindir.	
	All elves within 6" gain +1 on to hit and +1 on the critical hit table.	

Spells of the Djed'hi

D6	Result
1	**Divination of Shirath** — **Difficulty 6** *Looking into the mists of the future, the Mage divines his best move.* The Mage may re-roll all his failed dice rolls, though the second result stands. The effect lasts until the beginning of the Mage's next turn.
2	**Shimmering Shield** — **Difficulty 7** *The Mage is surrounded by a pale glow.* This spell acts as a shield to protect the Mage. It gives him an additional unmodified 5+ save against all attacks. The effect lasts until the beginning of the Mage's next turn.
3	**Statue of Light** — **Difficulty 7** *A pillar of light transfixes the Mage as another stabs down from the heavens to pin his target.* The Mage chooses a single enemy model he can see. That model may not move as long as the Mage remains both static and alive. The Mage and the target may cast spells normally, but fight in close combat at -2 WS (minimum of 1).
4	**Fleeting Shadows** — **Difficulty 8** *The Mage slips between worlds, shimmering in and out of existence and becoming hard to pinpoint exactly.* The first time the Mage is hit in close combat or shooting, the spell protects him and the hit is ignored. Move the Mage 2" from his current position in a random direction (but not off a cliff, etc). This is where he really was all along. The spell remains in play until it saves the Mage from a hit, whereupon it is dispelled. It may not be cast again whilst it is in play.
5	**Hunter's Fury** — **Difficulty 9** *The Mage gestures at the target, and glowing arrows shoot from his fingertips to fly at the foe.* The spell summons D3+1 arrows which the Mage can use to shoot against one enemy model following the rules for normal shooting. The arrows have a range of 36". Use the Mage's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. Each arrow causes one S3 hit.
6	**Silent Guardian** — **Difficulty 9** *Glowing swords appear by the Mage, leaping to his defence if he is attacked in close combat.* This spell acts as an invisible guardian that will defend the Mage. If the Mage is attacked in close combat then the guardian will fight first with WS5, S3. The guardian will make 1 attack per turn against each enemy that attacks the Mage. The guardian will not leave the Mage's side, and will only fight if the Mage himself is being attacked. The Guardian cannot be attacked in return and will only be dispelled if the Mage casts another spell or dies.

Lesser magic

Those who have not been schooled in the ways of magic can cast only relatively simple spells. Many human wizards, lacking the tradition of sorcery and the grimoires of Necromancers and Chaos Mages, have to rely on their own natural aptitude and experimentation.

Lesser Magic (or hedge magic) is used by human warlocks. It may not be as awesome as the mighty spells of Necromancers and Chaos Mages, but it is still dangerous.

D6	Result	
1	**Fires of U'Zhul**	**Difficulty 7**
	The wizard summons a fiery ball of flames and hurls it upon his enemies. The fireball has a range of 18" and causes one Strength 4 hit. It strikes the first model in its path. Armour saves are taken as normal (i.e., with -1 modifier).	
2	**Flight of Zimmeran**	**Difficulty 7**
	Calling upon the power of the winds of magic, the wizard walks on air. The wizard may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy in the close combat phase he will score 1 automatic hit and then his opponent will flee again (if he survives).	
3	**Dread of Aramar**	**Difficulty 7**
	The wizard places a sense of mind-numbing fear into the minds of his opponents. A single model within 12" of the wizard must pass a Leadership test or flee 2D6" directly away from him. If he flees, he must test at the start of each of his own movement phases and will continue to flee until he passes a test. Note that this spell does not affect Undead or any model immune to *fear*.	
4	**Silver Arrows of Arha**	**Difficulty 7**
	Silvery arrows appear from thin air and circle around the wizard, shooting out to strike his foes. Unlike other spells, this cannot be cast whilst in hand-to-hand combat. The spell summons D6+2 arrows which the wizard can use to shoot against one enemy model. The arrows have a range of 24". Use the wizard's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. The arrows cause one S3 hit each.	
5	**Luck of Shemtek**	**Difficulty 6**
	The wizard summons the fickle power of magic to manipulate chance. The wizard may re-roll all his failed dice rolls, though the second results stand. The effect lasts until the beginning of his own next turn.	
6	**Sword of Rezhebel**	**Difficulty 8**
	A flaming sword appears in the hand of the wizard, promising red ruin to all who stand in his way. The sword gives the wizard +1 Attack, +2 Strength and +2 Weapon Skill. Take a Leadership test at the beginning of each of the wizard's own turns. If the test fails, the sword disappears.	

Charms & Hexes

Charms and Hexes are the magic of Witches. They involve copious amounts of spell ingredients and painstaking incantations but they can be devastating reducing enemies to pitiful wrecks and infusing comrades with almost incomprehensible luck

D6	Result
1	**Scry** **Difficulty 6** *The Witch uses ancient diving crystals to foretell the future and influence the actions of her comrades.* For the duration of the turn one hero or henchman may re-roll D3 dice rolls and + or -1 to the result.
2	**Curse** **Difficulty 6** *The Witch bestows a powerful curse on one of her enemies that saps their confidence and resolve.* One enemy model within 12" of the Witch must re-roll all successful dice rolls for the duration of this and their next turn.
3	**Dust of the Blind** **Difficulty 9** *Casting a handful of dust into the air, the Witch blows it around her, blinding her enemies.* One enemy model within 16" of the Witch is struck instantly blind. They may not shoot, charge or run, are at half Weapon Skill and will move in a random direction at the start of their turn. The Blindness lasts until the Witch casts another spell or moves.
4	**Age of Stone** **Difficulty 8** *Whispering words of ancient power the Witch causes an enemy to age rapidly before their very eyes, making them weak and feeble!* One enemy model within 12" of the Witch will be severely debilitated and all of their characteristics are reduced by -1 for the duration of this and their next turn.
5	**Warrior's Bane** **Difficulty 7** *Muttering a dark and malicious incantation the Witch causes a warrior's grip to loosen, making it almost impossible for them to attack.* One enemy model within 18" of the Witch will be unable to use any of their weapons as they perpetually slip from their grasp. They will be unable to shoot and count as fighting with fists in hand-to-hand combat. The enchantment lasts for the duration of this and their next turn.
6	**Cure** **Difficulty 6** *A faint aura extends from the Witch's body. All who are touched by it feel warmth and vitality flowing through their veins.* All friendly models within 6" of the Witch have a single wound healed. In addition any stunned or knocked down models may immediately stand up.

Dark Elf Magic

The Dark Elves are as accomplished practitioners of magic as their arch enemies the High Elves but whereas the High Elves essentially use magic defensively and for the power of good, the Dark Elves utilise the evil powers of Dark Magic a very destructive force indeed.

D6	Result
1	**Doombolt** — **Difficulty 9** *Whispering an ancient incantation the Sorceress conjures a bolt of pure dark energy and unleashes it from her outstretched hand.* The bolt of doom may be targeted at any enemy model in line of sight. The Doombolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is also hit on a 4+, at -1 Strength than the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Each model can only be hit by a bolt once per turn. Take armour saves as normal.
2	**Word of Pain** — **Difficulty 8** *The Sorceress calls the curse of the Witch King down on his enemy reducing their willingness to fight.* The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. Lasts until the beginning of the next Dark Elf turn.
3	**Soul Stealer** — **Difficulty 9** *At the Sorceress's touch, the essence of life is drained from her enemy and absorbed into her body giving him renewed strength and vigour.* Once successfully cast, the Sorceress has to make a to hit roll against a model in base contact. If the attack is successful and her opponent is struck, he suffers a wound with no armour save possible. The Sorceress feeds on this life-force and adds one wound to her profile. Note: the Sorceress can never have more then one extra wound from the use of this spell and the extra wound is lost at the end of the battle.
4	**Flamesword** — **Difficulty 8** *Summoning Dark Magic the Sorceress engulfs a weapon in twisted black flames.* The Sorceress may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but also adds a +2 bonus to the users Strength. Hits inflicted from the weapon ignore armour saves. Lasts until the Sorceress' next shooting phase.
5	**Deathspasm** — **Difficulty 10** *The Sorceress channels Dark Magic into her enemy, causing him to writhe in excruciating pain.* The Deathspasm has a range of 6" and must be cast on the closest enemy model. The affected model must roll on the injury chart. If successfully cast, the casting Sorceress is immediately knocked down.
6	**Witch Flight** — **Difficulty 7** *The Sorceress bends the winds of magic to her will and flies through the air.* The Sorceress may immediately move anywhere within 12", and may count as charging. If she engages a fleeing enemy in the close combat phase she will score 1 automatic hit and then the opponent will flee again.

Necromancy

Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also to destroy the vitality of the living.

D6 Result

1 Lifestealer **Difficulty 10**

The Necromancer sucks out the very essence of life from his victim, stealing its vigour for himself.

You may choose a single model within 6". The target suffers a wound (no save allowed) and the Necromancer gains an extra wound for the duration of the battle. This may take the Necromancer's Wounds above his original maximum value. This spell will not affect the Possessed or any Undead models.

2 Re-Animation **Difficulty 5**

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

One Zombie that went *out of action* during the last hand-to-hand combat or Shooting phase immediately returns to the battle. Place the model within 6" of the Necromancer. The model cannot be placed straight into hand-to-hand combat with an enemy model.

3 Death vision **Difficulty 6**

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

The Necromancer causes *fear* in his enemies for the duration of the battle.

4 Spell of Doom **Difficulty 9**

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

Choose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, you may roll on the Injury table to see what happens to the unfortunate warrior.

5 Call of Vanhel **Difficulty 6**

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

A single Zombie or Dire Wolf within 6" of the Necromancer may immediately move again up to its maximum Movement distance (i.e., 9" in the case of Dire Wolves). If this moves them into base contact with an enemy model, they count as charging.

6 Spell of Awakening **Difficulty: Auto**

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

If an enemy Hero is killed (i.e., your opponent rolls 11-16 on the Serious Injury chart after the battle) then the Necromancer may raise him to fight as a Zombie in his servitude.

The dead Hero retains his characteristics and all his weapons and armour but may not use any other equipment or skills. He may no longer run, counts as a Henchman group on his own, and may not gain additional experience. This spell always succeeds (rules for Henchmen and experience are described later). The new Zombie follows all the normal Zombie rules (immune to poison, causes *fear*) except for retaining his profile, weapons and armour.

Chaos Rituals

Chaos rituals employ the raw power of the darkest magic, and are therefore supremely useful in bringing pain and suffering, as well as change and mutation.

Chaos rituals are used by Magisters of the Cult of the Possessed, and Daemons.

D6 Result

1 Vision of Torment **Difficulty 10**

The Chaos Mage summons horrible visions of the realm of Chaos, causing his enemy to recoil in utter horror.

This spell has a range of 6" and must be cast on the closest enemy model. If the Chaos Mage is in hand-to-hand combat, he must choose his target from those in base contact with him. The affected model is immediately *stunned*. If the model cannot be *stunned* it is *knocked down* instead.

2 Eye of God **Difficulty 7**

The Chaos Mage implores the Dark gods to grant a boon to their servant.

You may use the Eye of God successfully only once per battle. Choose any single model within 6", friend or foe. Roll a D6 to see what happens to the affected model.

D6	Result
1	The wrath of the gods descends upon the target. The model is taken *out of action* immediately. He does not have to roll on the Serious Injury chart after the battle though.
2-5	The model gains +1 to any one of his characteristics during this battle (chosen by the player who cast the spell).
6	The model gains +1 to all of its characteristics for the duration of the battle.

3 Dark Blood **Difficulty 8**

The Chaos Mage cuts his palm and his blood spurts out, burning flesh and armour.

This attack has a range of 8" and causes D3 S5 hits. It hits the first model in its path. After using this spell the Chaos Mage must roll on the Injury table for himself to see how dangerous the wound is, though treat the *out of action* result as *stunned* instead.

4 Lure of Chaos **Difficulty 9**

The Chaos Mage calls upon the taint of chaos which exists in the inner soul of all living beings.

The spell has a range of 12" and must be cast on the closest enemy model. Roll a D6 and add the Chaos Mage's Leadership to the score. Then roll a D6 and add the target's Leadership to the score. If the Chaos Mage beats his opponent's score he gains control of the model until the model passes a Leadership test in his own recovery phase. The model may not commit suicide, but can attack models on his own side, and will not fight warriors from the Chaos Mage's warband. If he was engaged in hand-to-hand combat with any warriors of the Chaos Mage's warband, they will immediately move 1" apart.

5 Wings of Darkness **Difficulty 7**

The Chaos Mage is lifted from the ground by two shadowy Daemons and carried wherever he wants to go.

The Chaos Mage may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit and then his opponent will flee again (if he survives).

6 Word of Pain **Difficulty 7**

Speaking the forbidden name of his dark god, the Chaos Mage causes indescribable pain to all who hear it.

All models within 3" of the Chaos Mage, friend or foe, suffer one S3 hit. No armour saves are allowed.

Nurgle Rituals

The Carnival Master uses the rituals of Nurgle to pervert and corrupt nature, inflicting hideous diseases for which there are no known cures. Roll a D6.

D6	Result	
1	**Daemonic Vigour**	**Difficulty 8**
	The Master imbues his Daemonic minions with supernatural power. Any Plague Bearers or Nurglings within 8" of the Master increase their Daemonic Aura save from 5+ to 4+ until the beginning of their next turn.	
2	**Buboes**	**Difficulty 7**
	The Master bestows the gift of pus-filled buboes upon his enemies. This spell has a range of 8" and affects a single enemy warrior. The warrior must pass a Toughness test or lose a Wound. No Armour saves are allowed.	
3	**Stench of Nurgle**	**Difficulty 8**
	The Master spews forth a foul, stinking mist that chokes his foes. This spell has a range of 6" and affects all living creatures – friend or foe. Each enemy warrior in range must pass a Toughness test or lose an Attack until their next turn.	
4	**Pestilence**	**Difficulty 10**
	The Master inflicts horrible diseases upon the unbelievers. All enemy models within 12" of the Master suffer a Strength 3 hit. No Armour saves are allowed.	
5	**Scabrous Hide**	**Difficulty 8**
	The Master's skin becomes tough and leathery like that of his patron god. The Master has an armour save of 2+ which replaces any normal Armour save. The Scabrous Hide lasts until the beginning of his next Shooting phase.	
6	**Nurgle's Rot**	**Difficulty 9**
	The Master bestows the blessing of the Plague God upon his foe. All enemy models in base contact with the Master must immediately test against their Toughness or contract Nurgle's Rot (see Nurgle's Rot opposite).	

Magic of the horned rat

This brand of sorcery is used by the Skaven of Clan Eshin. It is a sinister form of magic which calls upon the Skaven deity, a loathsome daemonic god known as the Horned Rat.

D6	Result
1	**Warpfire** — **Difficulty 8** *A green flame leaps from the outstretched paw of the Sorcerer and burns its victims with indescribable agony.* The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on its target, and one Strength 3 hit on each model within 2" of the target.
2	**Children of the Horned Rat** — **Difficulty Auto** *The Sorcerer raises his paws and calls upon the Father of the Skaven to send forth his servants.* This spell must be used before the game, and may only be used once. When cast, the spell summons D3 Giant Rats, which are placed within 6" of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats disappear after the battle. They do not count towards the maximum size of the Skaven warband.
3	**Gnawdoom** — **Difficulty 7** *The target is attacked by rats and soon is covered from head to foot in small, bleeding wounds.* The Gnawdoom causes 2D6 Strength 1 hits on a single model within 8" of the caster.
4	**Black Fury** — **Difficulty 8** *With a chittering incantation the Sorcerer turns into a monstrous rat-like creature, which attacks with an insane fury.* The Sorcerer may immediately charge any enemy model within 12" (ignoring any terrain and interposing models) and gains 2 extra Attacks and +1 Strength during this turn's hand-to-hand combat phase only.
5	**Eye of the Warp** — **Difficulty 8** *Gaze into the eye of the warp and despair!* All standing models in base contact with the Sorcerer must take an immediate Leadership test. If they fail, they each suffer a Strength 3 hit and must run 2D6" directly away from the Sorcerer, exactly as if they had lost their nerve when fighting against more than one opponent.
6	**Sorcerer's Curse** — **Difficulty 6** *The Sorcerer points a claw towards one of his enemies and curses him in the name of the Horned One.* The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven hand-to-hand phase and his own next shooting and hand-to-hand combat phases.

Call of the Pack

This brand of sorcery is used by the Skaven of Clan Moulder. It is a sinister form of magic which calls upon the Skaven deity, a loathsome daemonic god known as the Horned Rat.

D6	Result
1	**Skitterleap** **Difficulty 7** *The speed of the pack instils his flight.* This spell has a range of 3". One model within range, or the caster himself, may be placed anywhere on the battlefield. If the model enters close combat, then he counts as charging.
2	**Children of the Horned Rat** **Difficulty: Auto** *The Sorcerer raises his paws and calls upon the Father of the Skaven to send forth his servants.* This spell must be used before the game, and may only be used once. When cast, the spell summons D3 Giant Rats, which are placed within 6" of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats disappear after the battle. They do not count toward the maximum size of the Skaven warband.
3	**Gnawdoom** **Difficulty: 7** *The target is attacked by rats and soon is covered from head to foot in small, bleeding wounds.* The Gnawdoom causes 2D6 Strength 1 hits on a single model within 8" of the caster.
4	**Black Fury** **Difficulty 8** *With a chittering incantation the Sorcerer turns into a monstrous rat-like creature, which attacks with an insane fury.* The Sorcerer may immediately charge any enemy model within 12" (ignoring any terrain and interposing models) and gains 2 extra attacks and +1 Strength during this turn's hand-to-hand combat phase only.
5	**Curse of the Horned One** **Difficulty 9** *The Sorcerer causes the will of the Horned God to strike the target, creating a new Skaven warrior.* The Sorcerer casts this spell on any enemy model within 12". Both models, the target and Sorcerer, roll a D6 and add their Toughness. If the target matches or beats the score, nothing occurs. If the Sorcerer beats the score of the target, then the target becomes a Verminkin under the control of the Skaven player for the duration of the battle. The Verminkin has all of its normal statistics, but they are equipped as the model was equipped, with no penalties. At the end of the battle, the target reverts back to his normal state. If taken out of action, roll as normal for the model type.
6	**Madness** **Difficulty 8** *The Sorcerer causes the insane chattering of thousands of rats to fill the victim's mind.* The Sorcerer selects one enemy model within 24". Both models roll a D6. If the Skaven player wins, the target is stupid for that turn, and rolls on the appropriate table.

Prayers of Corruption

This brand of sorcery is used by the Skaven of Clan Pestilens. It is a sinister form of magic which calls upon the Skaven deity, a loathsome daemonic god known as the Horned Rat.

D6	Result
1	**Wither** — **Difficulty 7** *The power of pestilence suffuses the hands of the Chanter, bringing contagion and suffering to the touch.* The Chanter selects one model in base contact. This model suffers D3 Strength 6 hits, with no armour save possible.
2	**Children of the Horned Rat** — **Difficulty Auto** *The Sorcerer raises his paws and calls upon the Father of the Skaven to send forth his servants.* This spell must be used before the game, and may only be used once. When cast, the spell summons D3 Giant Rats, which are placed within 6" of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats disappear after the battle. They do not count toward the maximum size of the Skaven warband.
3	**Pestilent Breath** — **Difficulty 7** *A wave of foul disease is coughed forth from the mouth of the faithful.* The Chanter places the Breath Weapon template (see White Dwarf #242) with the tip touching the model. Any model touched by the template takes a single Strength 4 hit on a roll of 4+. Due to the nature of this attack, no armour saves are possible.
4	**Black Fury** — **Difficulty 8** *With a chittering incantation the Sorcerer turns into a monstrous rat-like creature, which attacks with an insane fury.* The Sorcerer may immediately charge any enemy model within 12" (ignoring any terrain and interposing models) and gains 2 extra attacks and +1 Strength during this turn's hand-to-hand combat phase only.
5	**Putrefy** — **Difficulty 7** *The incantation causes visions of plague to enter the mind of the victim, causing extreme terror.* One target within 24" of the caster is the subject of this spell. The model must make a Leadership test. If he passes, then he will flee in the direction opposite the caster at his full movement rate. If he passes, he suffers a –1 to hit penalty. The effects last until the next shooting phase.
6	**Sorcerer's Curse** — **Difficulty 6** *The Chanter points a claw towards one of his enemies and curses him in the name of the Horned One.* The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven hand-to-hand phase and his own next shooting and hand-to-hand combat phases.

Machine Curses

This brand of sorcery is used by the Skaven of Clan Skryre. It is a sinister form of magic which calls upon the Skaven deity, a loathsome daemonic god known as the Horned Rat.

D6	Result
1	**Warpfire** **Difficulty: 8** *A green flame leaps from the outstretched paw of the Sorcerer and burns its victims with indescribable agony.* The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on the target and one Strength 3 hit on each model within 2" of the target.
2	**Scorch** **Difficulty: 6** *The caster sends a gout of flame, endangering the model and the surrounding area.* This spell has a range of 24", and affects the first target in line. The flames conjured cause 1 wound on a roll of 6, with no armor save. If the target is in a building, then the building will burst into flames on a roll of 4+. Any models inside take a Strength 3 hit unless they are able to move outside in that turn, and any models within 2" of the walls take a Strength 2 hit from the smoke and heat unless they move farther away as well. For the rest of the game, the building itself will cause fear due to the intense flames, and anyone who wishes to enter must first pass a Fear test exactly as if they wished to charge a fear-causing enemy.
3	**Warp Lightning** **Difficulty: 8** *The power of the storms itself suffuses the Warlock, who unleashes the energy with devastating effects.* This spell has a range of 24", and the caster must have the target in line of site. When cast, this spell causes D3 Strength 5 hits, with no armour save. Cover saves do apply as normal.
4	**Poisoned Wind** **Difficulty: 9** The Warlock expels an acidic cloud that coats his enemies, melting them into nothing. The Warlock places the Breath Weapon template with the tip touching the model. Any model touched by the template takes D3 wounds on a roll of 5+, with no armour save possible.
5	**Eye of the Warp** **Difficulty: 8** *Gaze into the eye of the warp and despair!* All standing models in base contact with the Warlock must take an immediate Leadership test. If they fail, they each suffer a Strength 3 hit and must run 2D6" directly away from the Warlock, exactly as if they had lost their nerve when fighting against more than one opponent.
6	**Sorcerer's Curse** **Difficulty: 6** *The Chanter points a claw towards one of his enemies and curses him in the name of the Horned One.* The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven hand-to-hand phase and his own next shooting and hand-to-hand combat phases.

Waaagh! Magic

Waaagh! spells are used by Orc Shamans. They are rituals of a sort, howling prayers to the boisterous Orc gods Gork and Mork.

D6	Result
1	**Led'z go** **Difficulty: 9** *The Shaman's howling invigorates the ladz to fight even harder for Gork and Mork.* Any Orc or Goblin within 4" of the Shaman will automatically strike first in hand-to-hand combat regardless of other circumstances. The spell only lasts until the caster is knocked down, stunned or taken out of action.
2	**Oi! Gerroff!** **Difficulty: 7** *A huge, green ectoplasmic hand pushes an enemy away.* Range 8". Moves any enemy model within range D6" directly away from the Shaman. If the target collides with another model or a building, both suffer 1 S3 hit. **Note:** Very handy for dropping people from high buildings with. May not be cast on models in hand-to-hand combat.
3	**Zzap!** **Difficulty: 9** *A crackling green bolt of WAAAGH! energy erupts from the Shaman's forehead to strike the skull of the closest foe. This energy easily overloads the brain of a weak-willed opponent.* Range 12". Causes D3 S4 hits on the closest enemy target, with no armour saves allowed.
4	**Fooled Ya!** **Difficulty: 6** *The Shaman disappears in a green mist, confusing his enemies.* No enemy may charge the Shaman during their next turn. If the Shaman is engaged in hand-to-hand combat he may immediately move 4" away.
5	**Clubba** **Difficulty: 7** *A huge, green club appears in the hand of the Shaman.* The ectoplasmic club counts as a normal club with +2 Strength bonus and gives the Shaman +1 attack as well. This spell lasts until the Shaman suffers a wound.
6	**Fire of Gork** **Difficulty: 8** *Twin bolts of green flame shoot from the Shaman's nose to strike the nearest enemy model.* Range 12". Each of the two bolts causes D3 S3 hits; the bolts can either be fired both at the closest enemy target or split between the two closest enemy targets.

Forest Goblin Spells

D6	Result
1	**Wind of Gork** **Difficulty 6** *A blast of foul flatulence signals G'rrk's Wrath.* A blast of foul flatulence signals Gork's wrath. Range:12" The first model in its path must roll under its Toughness or take a S2 hit and be knocked down automatically.
2	**Gaze of Mork** **Difficulty 8** *The Shaman invokes the presence of the God Mork to smite his foes with lightning.* Range 12". D3 S3 hits strike the first model in their path.
3	**'Eadbanger** **Difficulty 8** *The Shaman channels pure Waaagh! energy through his body and vomits it toward the enemy.* Range 6". Fire bolts equal to the number of the Shaman's Attacks. Resolve with Strength equal to the Shaman's Toughness at the first model in their path. After the bolts effects are resolved, roll a die. On a 1 the Shaman has drawn upon too much power. The Shaman collapses and goes out of action.
4	**Leap of Waaagh!** **Difficulty 7** *The Shaman summons a giant green hand to lift any Goblin and carry him into the fray.* The Shaman or any other Goblin within 3" may be moved up to 12". If this move brings them into close combat, they count as charging in the close combat phase.
5	**Idol of Gork** **Difficulty 8** *Swirling energy crackles around the Shaman, giving him the appearance of a huge orc hero.* The Shaman gains +1 WS, +1 S, and +1 A. This enhancement lasts until the Shaman takes a wound.
6	**'Ere we go!** **Difficulty 8** *The Shaman and nearby Goblins become filled with the essence of the Waaagh!* All friendly models within 6" of the Shaman treat stunned results on the injury table as knocked down instead. The effects last until the Shaman takes a wound.

Magic of the Steppes

D6	Result
1	**Heart-seeker** **Difficulty: 7** The shaman helps the arrows of his comrades find their mark with this spell. All hobgoblins within 6" of the shaman can re-roll failed missile attacks this round.
2	**Stiff Pelt** **Difficulty: 6** The shaman casts this spell on a single wolf within 12", causing the wolf's pelt to grow thick and stiff for the spell's duration. The wolf gains a special 4+ armor save that is not modified in any way. The spell remains in effect until the wolf is wounded. The spell can be cast on multiple wolves in successive rounds.
3	**Evil Eye** **Difficulty: 8** This spell can be targeted against any model within 8" of the shaman. A successful casting blinds the opponent, making him unable to move or shoot. The model's weapon skill is reduced to 1 for the duration of the spell. The spell lasts for the remainder of the shaman's turn, and through the opponents next turn. The spell expires at the beginning of the shaman's following turn.
4	**Wolf-form** **Difficulty: 10** When cast, this spell causes the shaman to grow into a snarling and gruesome wolf-man. For the duration of the spell the shaman causes fear and adds +1 strength, +1 toughness, and +1 wound to his profile. The shaman must pass a leadership test each round to maintain wolf-form.
5	**Talons of Hobgobla Khan** **Difficulty: 7** The Talons of Hobgobla Khan are vicious barbed arrows drawn into existence when the shaman casts the spell. The arrows can then be fired by the shaman at any single opponent using his ballistic skill, but ignoring modifiers for range, movement, or cover. The arrows are strength 3, and add a +1 to injury rolls. The spell summons d3 +1 such arrows, which have a range of 24".
6	**Wings of the Eagle** **Difficulty: 7** This spell allows the shaman to cause man-sized eagle wings to sprout from the back of any member of his warband within 6". This model can use this wings to fly anywhere within 12", and if this moves them into base-to-base contact with an enemy they count as charging for that round.

Lore of Light

Only the Truthsayers know of the strange and powerful rituals of the Lore of Light and they pass this knowledge on to a few.

D6	Result	
1	**Wings of Fate**	**Difficulty 6**
	Using the powers of life itself, the Truthsayer conjures a flock of birds to sweep down and attack his enemies. The flock has a range of 18" and may attack any model within this range of the Truthsayer. The enemy model suffers D3 Strength 2 hits.	
2	**Light of Battle**	**Difficulty 6**
	The power of light infuses one of the Truthsayer's allies, encasing them in a protective barrier of pure light. This spell may be cast upon a friendly model within 12" of the caster. That model has an additional save of 5+ that can be reduced in any way against all attacks until the start of the Truthsayer's next turn.	
3	**Gift of Life**	**Difficulty 9**
	Life is at the essence of the Truthsayer's magic. Harnessing all of his power the Truthsayer restores a fallen comrade miraculously back to life! This spell may be cast upon a friendly model slain in the previous enemy turn. The model is immediately restored back to life with 1 wound remaining and should be placed as accurately as possible where they fell.	
4	**Blessing of Valour**	**Difficulty 8**
	The Truthsayer evokes a powerful blessing, which instils an ally with the courage and strength of the immortal hunter gods. This spell may be cast upon a single friendly model within 24". The model is infused with strength and courage, gaining +1 to all hit rolls in close combat for the duration of the turn.	
5	**Boon of Courage**	**Difficulty 8**
	A corona of reassuring energy surrounds the Truthsayer and envelops an ally with its power, instilling resolve and unshakeable determination. This spell affects all friendly models within 12". The models are completely immune to the effects of psychology and all alone tests until the end of the Truthsayer's next turn.	
6	**Voice of Command**	**Difficulty 9**
	The booming resonance of the voice of the Truthsayer echoes across the fens and enemies quake with indecision and doubt. This spell affects one model within 24" of the Truthsayer. That model may do nothing in its next turn other than defend itself in combat. It may not move, shoot, attack or perform any other action.	

Lore of Darkness

It is whispered amongst the wise that the Dark Master taught the Lore Of Darkness to his disciples in order to spread corruption through the world.

D6	Result
1	**Bolt of Dark Light** **Difficulty 7** *The Dark Emissary conjures a bolt of malign power to smite his enemies.* The bolt has a range of 12" and causes a single Strength 5 hit against the first model in its path.
2	**Betrayal in Death** **Difficulty 8** *Summoning all the curses of the Dark Master, the Emissary instills the vigour of the undead into a slain enemy forcing them to attack their comrades.* This spell will affect all enemy models slain in the shooting phase or close combat and lasts until the start of the caster's next turn. The enemies will reanimate as they are killed and attack their comrades. If not in combat the model will shoot if able, or charge if it has no missile weapons. If in combat the enemy will only make a single attack. After attacking the enemy will fall once more, dead.
3	**Nightmare** **Difficulty 7** *A vision of a warrior's worst nightmares manifests before him instilling inner feelings of dread.* This spell may be cast upon an enemy model within 18" of the caster. The model must take an immediate fear test as if charged by a fear-causing enemy. If failed the model flees 2D6" away from the Dark Emissary.
4	**Curse of the Dark Master** **Difficulty 8** *The Dark Emissary has the power to enfeeble his enemies, loosening their grip on their swords and debilitating their will with the cold touch of fear.* This spell can be cast upon a single model within 24" of the caster. All that model's rolls to hit for both shooting and close combat are reduced by -1 until the start of the caster's next turn.
5	**Fog of Death** **Difficulty 10** *A deep and impenetrable fog cloaks the entire battlefield, filled with the vicious embodiments of nightmares. Chaos and fear ensue.* This spell affects every model on the board except the Dark Emissary. Enemy models are affected on a roll of 4+, while friendly models are only affected on a 6+. All models attacked by the nightmare creatures suffer a strength 2 hit. The fog lasts until the start of the caster's next turn and reduces line of sight to 3D6" for all warriors present which will affect shooting, charging etc.
6	**Coils of the Serpent** **Difficulty 10** *The Emissary conjures a dark serpent of pure malign energy to ensnare and crush an unwitting adversary in its coils.* This spell may be cast upon a single enemy model within 6" of the caster. The model must take an immediate toughness test to fight off the deadly serpent. If failed the model is crushed to death and out of action. No saves of any kind will protect against this magic

Starting a Warband

Before you begin to play you must recruit a warband to take part in the battle for Mordheim. The warbands are represented by a whole range of Citadel models available as boxed sets and blister packs. The boxed sets are designed to form an ideal starting point for your collection and further models can be added as your warband grows and thrives.

In this section of the book we take a detailed look at each of the warbands and provide the information you need to recruit a warband of that type.

Use the lists that follow to recruit and equip your warband (an example warband has been included at the back of the book.) You have 500 gold crowns to spend. Each model and their equipment (if you choose to buy any) costs a set amount of money. As you make your choices, subtract the money you have "spent" from your total until you have bought all you can. Any unspent gold crowns are put into the warband's treasury and can be used later or hoarded to buy something more expensive.

To start with you must recruit at least three warriors including a leader. The weapons, armour and mutations you choose for your warriors must be represented on the models themselves. The exceptions are knives and daggers, which you may assume are tucked in boots or concealed in clothing if not represented on the model.

Skill tables and starting experience

The warband lists also include information about the starting experience of the warriors and which skills they can choose as they progress in the game. Some warbands also include separate skill lists unique to the warband.

The rules about experience and skills will be fully explained in the Campaign section, so don't worry about them for now.

Heroes and henchmen

For game purposes the warriors in your warband are classified as Heroes and Henchmen.

Heroes

These are exceptional individuals who have the potential to become legends. Heroes can be armed and equipped individually and may carry any special equipment they might pick up during the campaign.

Leader

Every warband must have a leader. He represents you, the player. He makes the decisions and leads your warriors through the dark streets of Mordheim.

Other heroes

Apart from its leader, your warband may include up to five other Heroes, who form the core of your warband. A warband may never include more Heroes of any specific type than the number given in the Warband list. This means that some warbands can only get the maximum of six Heroes by gaining experience with their Henchmen (see the Experience section).

Henchmen

Henchmen typically fall into two groups. There are Henchmen such as the Brethren of the Possessed, Skaven Verminkin and Mercenary Swordsmen. These Henchmen gain experience and become better as time goes by. They are bought in groups of one to five models.

The other type of Henchmen are those such as War hounds and Zombies. These are too dim or too primitive to gain experience.

Henchmen may never use any special equipment you acquire during their adventures (unless otherwise noted); only Heroes may do so. Henchmen can include potentially powerful warriors, but Heroes always have an edge over them with their potential to gain extra experience.

All Henchmen belong to a Henchmen group, which usually consists of between one and five individuals. Henchmen groups gain experience collectively and gain advances together.

Weapons and armour

Each warrior you recruit can be armed with up to two close combat weapons (in addition to his free dagger), up to two different missile weapons and any armour chosen from the appropriate list. For these purposes, a brace of pistols counts as a single missile weapon. Warriors may be restricted in regard to which types of weapons they can use. The warband's equipment lists tell you exactly what equipment is available. Note that you may buy rare weapons and armour when starting a warband, as indicated by the list in the warband's entry, but after playing the first game the only way to get further rare weapons and armour is to roll to see if you can locate them (see the Trading section).

You may buy additional equipment between battles, but your warriors can only use the weapons and armour listed in their warband entry. As they accumulate experience and gain skills, Heroes may learn to use weapons other than those initially available to them.

Every model in each Henchman group must be armed and armoured in the same way. This means that if your Henchman group has four warriors, and you want to buy them swords, you must buy four swords.

Warband roster

You'll need a warband roster sheet to record the details of your warband. Blank roster sheets can be found printed at the back of this book, one for Heroes and one for Henchman groups. We suggest that you photocopy or copy as many sheets as you need, so that you can keep a neat and accurate record of your warband as it changes from game to game.

When you choose a warband, take a warband roster sheet and write down the details of each Hero and Henchman group in the appropriate places. You'll notice that Heroes and Henchmen have slightly different spaces provided to reflect the different ways in which they gain experience and use weapons, armour and equipment.

It is a good idea to work out the warband on a piece of scrap paper first, as you will have to juggle the weapons and fighters to get as close to the maximum permitted value of the warband as possible. If you have any cash left after choosing your warband write this down in the space marked as 'Treasury'. At the end of the book you'll find an example warband; you can use this if you want or choose your own – it's up to you.

The warband roster is a record of your brave group of warriors and is useful to keep beside you as you play. During a battle you may wish to make notes on the sheet itself, to record details such as extra experience, equipment used, etc.
You will need to give your warband a name, and also name all your Heroes and each Henchman group. It's up to you to invent suitable names, though you'll find plenty of inspiration throughout this book.

Calculate the warband rating

Each warband has a warband rating – the higher the rating, the better the warband. The warband rating is simply the number of warriors multiplied by 5, plus their accumulated experience.
Large creatures such as Rat Ogres are worth 20 points plus the number of Experience points they have accumulated.

Ready for battle

The warband is now ready to start its fighting career!

Warbands

Mercenaries

This is a time of unremitting war, civil strife, violence and famine. A time of orphan children and wanton slaughter. For warriors these are good times! Since the discovery of wyrdstone Mordheim has become a magnet for fighting men from all over the Empire. Nobles, merchants, and the Temple of Sigmar itself offer rich rewards for shards of the mysterious stone. Foremost amongst the patrons of mercenary warriors are the three most powerful contenders for the Emperor's throne: the Grand Prince of Reikland, the Count of Middenheim, and Lady Magritta of Marienburg – favourite of the merchant guilds.

As a mercenary warband you must decide which of the three contenders for Sigmar's throne you are fighting for. Warbands from different places will vary in many respects, offering different benefits as well as having a unique appearance and character.

Reikland

Reikland lies at the heart of the Empire and its greatest city is Altdorf, home of the Grand Theogonist and seat of the Temple of Sigmar. Reiklanders are devout followers of Sigmar, the founder, first Emperor, and patron god of the Empire. The Grand Prince of Reikland (as Siegfried, the ruler of Reikland, styles himself) is supported in his claim to the throne by the Grand Theogonist and opposed most strongly by the Count of Middenheim and the Priests of Ulric.

Throughout the Empire Reiklanders are commonly supposed to embody the discipline and loyalty of the professional warrior. Brave and well-versed in the arts of war, Reiklanders disdain fashionable clothing in favour of well-made and practical wargear. In battle they often wear coloured ribbons as marks of identification or authority. They are justly proud of their dynamic and ambitious Grand Prince and contemptuous of other claimants to the throne, especially the Count of Middenheim, Mannfred Todbringer, whom they sneeringly call the 'lap-dog of Ulric'.

Special rules

Reikland Mercenaries are accustomed to the demands of military discipline and have a strongly developed loyalty between officers and men. To represent this, fighters may use their Captain's Leadership if within 12" rather than the usual 6".

A strong tradition of martial training is also responsible for the high standards of archery amongst the people of Reikland. All Marksmen therefore add +1 to their Ballistic Skill, whether they are recruited when the Warband is first formed or added later.

Alignment: the Warband's Alignment may be one of the following: Lawful / Neutral, Neutral.

Middenheim

Middenheim stands on a mountain pinnacle surrounded by dark forest in the centre of Middenland, and is also known as the City of the White Wolf after Ulric, the old god of wolves and winter. The Priesthood of Ulric is still strong in Middenheim where Ulric is venerated as the patron of the city. The tradition of rivalry between Middenheim and Reikland goes back hundreds of years, and the Count of Middenheim, Mannfred Todbringer, is one of the chief contenders for the Emperor's throne. As a result there has always been a great deal of friction between Middenheimers and the Temple of Sigmar.

Middenheimers are typically large, strongly built men with a well deserved reputation for ferocity. Many wear wolf pelts which custom decrees to be the mark of those who have slain a wolf with their own hands. These grim warriors are famously contemptuous of danger. They frequently go into battle bare-headed, scoffing at those who choose, for reasons of good sense, to wear helmets. As Middenheimers favour long hair and beards their lack of headgear makes them look especially fierce when they charge upon their enemies howling their brutal battle-cries.

Special rules

The men of Middenheim are famous for their physical prowess. To represent their advantage in size and bulk, the Champions and Captains of a Middenheim warband start with Strength 4 instead of Strength 3.

Alignment: the Warband's Alignment may be one of the following: Lawful, Lawful / Neutral, Neutral.

Marienburg

Marienburg is the largest and most prosperous trading city in the Old World. Many call it the City of Gold which alone conveys a good idea of the wealth of this sprawling cosmopolitan city. Nowhere else can be found the vast array of shops selling goods from as far away as the Elven kingdoms of Ulthuan in the west and distant Cathay in the east. The city's craftsmen represent every skill known to man, and a few others beside, so that it is said in Marienburg there is no activity that cannot be quickly turned to profit.

Many mercantile guilds have their headquarters in Marienburg, most important of all the secretive High Order of Honourable Freetraders which represents the elite amongst mercantile society. This large, rich, and ambitious body of men feel themselves shackled by the old order and are eager to seize power for themselves. Their champion for the Emperor's throne is the Lady Magritta. Thanks to the unseen influence of Freetraders throughout the Empire all the minor Electors were persuaded to support the Lady Magritta's claim. It was only the Grand Theogonist's refusal to crown her that denied Marienburg the throne driving a wedge between the City of Gold and the Temple of Sigmar.

Warbands sent to Mordheim are sumptuously dressed and armed. Though Marienburgers are often ridiculed as foppish and effete, their skill at arms and complete ruthlessness has earned them grudging respect. Their chief skills lie in duelling and in the use of poisons and other clandestine fighting methods. Richer individuals dress flamboyantly and wear jewellery. However, the bulk of most warbands are recruited from the dockland thugs, ships' crews, and stevedores who favour a simpler appearance: leather coats, bandanas and short swords that are easy to conceal.

Special rules

As natural traders with contacts in the merchant guilds Marienburg warbands receive a +1 bonus when attempting to find rare items (see the Trading section for rules).
To reflect their enormous wealth Marienburgers start off with an extra 100 gold crowns (600 in total) when fighting in a campaign. In a one-off game they are permitted an extra 20% gold crowns when recruiting a warband. For example, in a 1,000 gold crown game a Marienburger warband will have 1,200gc.
Alignment: the Warband's Alignment may be one of the following: Lawful / Neutral, Neutral, Neutral / Chaotic.

Choice of warriors

A Mercenary warband must include a minimum of three models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 15.

Captain: Each Mercenary warband must have one Captain: no more, no less!
Champions: Your warband may include up to two Champions.
Youngbloods: Your warband may include up to two Youngbloods.
Warriors: Your warband may include any number of Warriors.
Marksmen: Your warband may include no more than seven Marksmen.
Swordsmen: Your warband may include no more than five Swordsmen.

Starting experience

The **Captain** starts with 20 experience.
Champions start with 8 experience.
Youngbloods start with 0 experience.
Henchmen start with 0 experience.

Mercenary equipment lists

The following lists are used by Mercenary warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC
Morning	15 GC
Double-handed weapon	15 GC
Spear	10 GC
Halberd	10 GC

Missile Weapons

Crossbow	25 GC
Pistol	15 GC (30 for a brace)
Duelling pistol	25 GC (50 for a brace)
Bow	10 GC

Armour

Light armour	20 GC
Heavy armour	50 GC
Shield	5 GC
Buckler	5 GC
Helmet	10 GC

Marksman Equipment List

This list is for Marksmen only

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace/ Hammer	3 GC
Axe	5 GC
Sword	10 GC

Missile Weapons

Crossbow	25 GC
Pistol	15 GC (30 for a brace)
Bow	10 GC
Long bow	15 GC
Blunderbuss	30 GC
Handgun	35 GC
Hunting rifle	175 GC

Armour

Light armour	20 GC
Shield	5 GC
Helmet	10 GC

Heroes

1 Mercenary Captain

60 gold crowns to hire

A Mercenary Captain is a tough professional warrior, a man who will fight for anyone or against anything so long as the price is right. Mordheim offers such a man the chance to become rich beyond his dreams, though at great risk. But as ruthlessness and lack of mercy and pity are the hallmarks of a successful Mercenary Captain, it is no wonder that they flock to Mordheim.

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

Weapons/Armour: A Mercenary Captain may be equipped with weapons and armour chosen from the Mercenary Equipment list.
Skills: The Mercenary Captain may choose from Combat, Shooting, Academic, Strength, and Speed, when he gains a new skill.
Special Rules
Leader: Any warrior within 6" of the Mercenary Captain may use his Leadership characteristic when taking Leadership tests.

0-2 Champions

35 gold crowns to hire

In any Mercenary warband there is one warrior who is bigger, stronger (and often uglier) than his comrades. These men are called Champions (or berserkers, first swordsmen and various other names). Champions are amongst the toughest and the best fighters in the warband. They often answer challenges issued to the warband and, after the Captain, they get the pick of any equipment and loot.

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

Weapons/Armour: Champions may be equipped with weapons and armour chosen from the Mercenary Equipment list.
Skills: The Reikland Champions may choose from Combat, Shooting, &, Strength, the Middenheim Champions may choose from Combat, Strength, & Speed, & the Marienburg

Champions may choose from Combat, Shooting, & Speed, when he gains a new skill.

0-2 Youngbloods

15 gold crowns to hire

These are young fighters who are still inexperienced, but eager to win their spurs in the savage fighting in and around the ruins of Mordheim.

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

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

Skills: The Reikland & Marienburg Youngbloods may choose from Combat, Shooting, & Speed, The Middenheim Youngbloods may choose from Combat, Strength, & Speed, when he gains a new skill.

Henchmen

(Bought in groups of 1-5)

Warriors

25 gold crowns to hire

These dogs of war are grim, seasoned fighters, fearing no man as long as they have their weapons and armour. They form the core of any Mercenary warband.

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

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

0-7 Marksmen

25 gold crowns to hire

The archers and hunters of the Old World are famed for their skill, and it is said that they can hit a coin from 300 paces with a long bow. In the savage street fights of Mordheim they snipe at the enemy from the windows of ruined buildings and pick out enemy leaders with their arrows.

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

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

0-5 Swordsmen

35 gold crowns to hire

Swordsmen are professional warriors, experts at taking on and beating several opponents at once. They are much sought after by warband leaders, as their skills are ideally suited for fighting in Mordheim.

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

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

Special Rules

Expert Swordsmen: Swordsmen are so skilled with their weapons that they may re-roll any failed hits when charging. Note that this only applies when they are armed with normal swords, and not with double-handed swords or any other weapons.

Averlander

Averland lies in the south of the Empire, between the rivers Aver and Upper Reik and borders upon the Black Mountains and the huge range that is the Worlds Edge Mountains. It's a prosperous province, though it's neither one of the largest or most influential in the Empire. The Black Mountains and the World Edge Mountains harbour plenty of mines, many are in Dwarf possession. The metal ore is sold at a good profit in Averheim, the provincial capital, to merchants from Nuln, who transport it on barges down the river Aver. The mountains contain several ancient Dwarf strongholds but Night Goblins or Skaven has overrun several of them, while others have been lost in violent volcanic eruptions.

The Black Fire Pass guards an important trade route between the Borderlands and the Empire; it divides the World Edge Mountains from the Black Mountains. The route is an old Dwarf road and extends past Averheim and further north into the Empire. Goods from the Black Fire pass are usually shipped along the Aver River to Nuln. The pass is the only place to cross the mountains, as the mountainsides are extremely steep and almost impossible to pass. Not to mention that the weather is notoriously unpredictable and few dare risk being caught in a snow blizzard or avalanche. As if things weren't bad enough the mountains are home to fierce tribes of Night Goblins, Trolls, Skaven and legendary monsters. Some daring adventurers have made a living off stealing eggs from the tallest peaks and selling them to the Imperial Zoo. These beasts will be brought up to become mounts for famous generals.

Averland is a rich province and as a result exorbitant sums of money are spent on the uniforms of the state soldiers. Seasoned veterans prefer flamboyant uniforms to make them stand out compared to the peasant, but also to reflect their seniority. This tradition has seeped down through the ranks to a point where even the militia and mercenary bands strive to have as flamboyant clothing as they can afford. The Averlander army is said to employ enough tailors to supply a small city! Outsiders joke that the Averlanders are such great archers because they do not want to get up close and personal as they risk tearing or bloodying their clothes. Such remarks are hushed down in the presence of a veteran of the Black Fire Pass though, or else the jester will soon find himself in the gutter with a few missing teeth. The practice of wearing outrageous clothing has certainly appealed to the diminutive race of Halflings and tailors are constantly being asked to shorten sleeves and add a little extra width to the waist. Many Young recruits are disheartened to learn that they are disallowed from wearing the stunning uniform until they have served at least a year in the army. These 'Youngbloods' are by no means regarded as professional soldiers yet and have to make do with more simple clothing.

The Bergjaeger are a special detachment of the Black Fire Pass guard that is made up of trappers and rangers from the surrounding mountains. They are experts at moving silently through rocky terrain and are often used as scouts. The background of a ranger is as varied as there are rangers, and most of them have a story to tell. Some were gamekeepers who have lost their job or found it too uninspiring. Somewhere poachers press-ganged into the army to avoid serving prison time. Some might have been rustlers who decided to flee to the militia when the angry farmers came too close to catching him. Whatever their background they are expert marksmen and well suited to a life in the bleak mountain wilderness.

Special Rules

Alignment: the Warband's Alignment may be one of the following: Lawful / Neutral, Neutral.

Choice of Warriors

An Averlander warband must include a minimum of three models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 15.

Captain: Your warband must have one Captain, no more no less!

Sergeant: Your warband may include a single Sergeant.

Bergjaegers: Your warband may include up to two Bergjaegers.

Youngblood: Your warband may include a single Youngblood.

Mountainguards: Your warband may include any number of Mountainguards.

Marksman: Your warband may include any number of Marksmen.

Halfling Scouts: Your warband may include no more than three Halfling Scouts.

Starting Experience

The **Captain** starts with 20 experience.
The **Sergeant** starts with 8 experience.
Bergjaegers start with 4 experience.
The **Youngblood** starts with 0 experience.

Averlander equipment lists

The following lists are used by Averlander Warbands to pick their weapons:

Mountainguard Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC
Spear	10 GC
Halberd	10 GC
Double-handed weapon	15 GC
Morning star	15 GC

Missile Weapons

Pistol	15 GC (30 for a brace)
Duelling pistol	25 GC (50 for a brace)
Crossbow	25 GC
Bow	10 GC

Armour

Light armour	20 GC
Heavy armour	50 GC
Shield	5 GC

Marksman Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC

Missile Weapons

Crossbow	25 GC
Pistol	15 GC (30 for a brace)
Bow	10 GC
Longbow	15 GC
Handgun	35 GC
Blunderbuss	30 GC
Hunting rifle	175 GC

Armour

Light armour	20 GC
Buckler	5 GC
Helmet	10 GC

Scout Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC

Missile Weapons

Bow	10 GC
Longbow (Bergjaeger only)	15 GC

Armour

Light armour	20 GC
Buckler	5 GC
Helmet	10 GC

Miscellaneous

Hunting arrows (Bergjaeger only)	35 GC

Heroes

1 Captain

60 gold crowns to hire

The Captain of a mercenary warband is typically a middle-aged veteran soldier of the Imperial army, most likely he was a sergeant or other petty officer. The survival of a mercenary warband relies more on the wit and experience of its captain, than on how good a fighter he is. It's all too common that an inexperienced captain will lead his men into an ambush, or lead them on a long journey with no food or supplies. Being a successful captain means that your men will follow you to hell and back, and plenty of gold crowns and feasting. A captain that fails in his duty to keep his men alive and well fed will at best find himself deserted and worst end up with a knife in his back.

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

Weapons/Armour: A Captain may be equipped with weapons and armour chosen from the Mountainguard Equipment list.

Skills: The Averlander Captain may choose from Combat, Shooting, Academic, Strength, & Speed, when he gains a new skill.

Special Rules

Leader: Any warrior within 6" of the Captain may use his Leadership characteristic when taking Leadership test.

0-1 Sergeant

35 gold crowns to hire

Some captains are merchants or nobles that are looking for a chance at making some extra money. The brighter captains hire the service of a veteran as his sergeant, and leave all the practical decision to him. A veteran can be recognised by his many battle-scars and the cynicism that marks a soldier of the army.

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

Weapons/Armour: A Sergeant may be equipped with weapons and armour chosen from the Mountainguard Equipment list.

Skills: The Averlander Sergeant may choose from Combat, Strength, & Speed, when he gains a new skill.

0-2 Bergjaeger

35 gold crowns to hire

The Bergjaeger are trappers and rangers from the mountains that surround the Black Fire pass. They are experts at moving silently through terrain and are used as scouts. In addition they make good use of animal traps to delay or divide a group of enemies. Bergjaeger are not professional soldiers and rely more on stealth and cunning than a strong sword-arm to survive.

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

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

Skills: The Bergjaegers may choose from Shooting, & Speed, when he gains a new skill.

Special Rules

Set Traps: Bergjaeger are expert trappers and hunters and these skills can be put to great use in the ruins of Mordheim. A Bergjaeger may set a trap if he spends a turn doing nothing else (he may not set traps if he's just recovered from being Knocked Down). Place a marker in base contact with the Bergjaeger. When a model, friend or foe, moves within 2" of the marker he risks setting off the trap – roll a D6. On a score of 3+ he has triggered the trap and suffers a S4 hit (note that the Bergjaeger won't trigger his own traps). If the trap did not wound the model or it didn't trigger, the 'victim' may finish his move otherwise he is placed knocked Down or Stunned 2" from the marker. Regardless whether the trap was triggered or not, the marker is removed.

0-1 Youngblood

15 gold crowns to hire

Although Empire armies are comprised of mature men there are plenty of jobs for youths as there is always a demand for extra help in the kitchens or as fetchers. Some of these youths actually join a band of mercenaries or regiment in pursuit of a romantic dream of fame and adventure. Some are herdsmen who hoped to find an easier way of filling their belly than the hard and uncertain business of looking after animals, not to mention that its quite dull!

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

Weapons/Armour: A Youngblood may be equipped with weapons and armour chosen from the Mountainguard Equipment list.

Skills: The Averlander Youngblood may choose from Combat, Shooting, & Speed, when he gains a new skill.

Henchman

(Brought in groups of 1-5)

Mountainguard

30 gold crowns to hire

The Mountainguard is the famous garrison of the Black Fire Pass that has repelled countless greenskin invasion attempts. Their traditional uniform is yellow and black and it's a merit in the Averland army to have served a few years at the mountain-pass. The Mountain guard train both with the traditional Imperial weapons, the halberd and the sword, and with the crossbow and bow. Veterans are often employed by mercenary warbands who know that their presence will certainly boost their chances in the battles to come. Some of these veterans advance to become sergeants or even captains themselves. There are a few warbands that consists solely of Mountainguard veterans, often from the same regiment or the survivors of a great battle.

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

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

Marksmen

25 gold crowns to hire

Being a Marksmen is not as simple as picking up a bow and try to hit your enemies. A Marksman has to train for years to master his chosen weapon, Imperial enlisters often visit archery competitions to try and enlist a couple of expert archers. Some Marksmen are trained with black powder weapons instead of the traditional bow or crossbow. Marksmen often own their own weapons, as the cost of a handgun is as high as hiring the Marksman himself! Thus the Marksmen are not forced to do as much hard labour as the militia.

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

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

0-3 Halflings Scouts

20 gold crowns to hire

Averland is neighbour to the Moot, the Halfling province. In 1707 the Orc Warlord Gorbad Ironclaw invaded through the Black Fire pass and the Moot was devastated. Ever since then the Moot urge their gamekeepers to serve at least a few years in the garrison that guard the pass. If another warlord tries to invade the Moot, they will meet the fierce resistance of the Halflings in the mountain Pass.

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

Weapons/Armour: Halfling Scouts may be equipped with weapons and armour chosen from the Scout Equipment list.

Special Rules

Promotion: A Halfling that is promoted to hero through the "The lad's got talent" advance may not choose Strength skills as one of his two skill lists. Halflings are not known for their great strength!

Ostlander

'My only crime was to get in a brawl with some pig farmer outside of the Donkey's Nut Tavern and the next thing I knew a dozen of his brothers were after my blood.' Udo Verkonnen, Freesword

The Principality of Ostland is the most sparsely inhabited of all of the Empire's Electoral Provinces. Its people have more ties with the land of Kislev to the north than they do to their countrymen to the south. This is because the Forest of Shadows and the Middle Mountains form two natural barriers between Ostland and the rest of the Empire. Within the Forest of Shadows are vast amounts of wild game but also darker creatures such as Chaos Beastmen and Forest Goblins. The Middle Mountains themselves are the highest point in the Empire and their peaks are inhabited by a large number of Ogres.

Ostland's isolation has greatly shaped its inhabitants and they are a poor but hardy folk. Each small village lives barely above subsistence levels and is usually composed of one large extended family. The men of Ostland are tall and broad-shouldered while the women tend to either be tall and whippet thin or short and stout. Married men are usually dirt farmers who also gather roots, tubers and nuts in the forests, while unmarried men spend their lives as trappers and hunters. The worship of Taal, the God of Forests and Beasts, is very popular in the region although there is some worship of Taal's wife Ryha and his brother Ulric in the more westerly villages.

While not warlike by nature, Ostlanders are never opposed to a good honest drunken brawl and with their love of dark ales these sorts of scraps are not uncommon. During the Great War against Chaos, Ostlanders rallied in great numbers to wield bow and spear in defence of their Kislevite neighbours. More than any other part of the Empire, Ostland has tasted the lash of Chaos and their hatred of the evil ones knows no bounds.

Special Rules

Self-Sufficient: The men of Ostland have no desire to give their hard-earned gold to outsiders. As a result they can never hire any Mercenaries except for Ogres (who are not an uncommon sight in Ostland).

Nouveau Riche: Ostlanders are almost universally poor. Many Ostlanders never see coined money in their entire life and those that do are often overcome with giddiness at the mere sight of wealth. As a result, Ostlanders MUST sell all of their Wyrdstone (unless they have more than 8 pieces in which case they must only sell 8) after every battle and after hiring new warriors (which may be done first) at least 50% of the remaining gold MUST be spent on a single item of gear. This means that Ostlander Warbands will often be composed of a dozen men wearing muddy peasant garb with one member wearing golden-laid heavy armour and another carrying a double-barrelled hunting rifle from the finest forges of Hochland.

Alignment: the Warband's Alignment may be one of the following Lawful / Neutral, Neutral.

Choice of Warriors

An Ostlander Warband is often made up of an extended family of Ostlanders. Fathers, uncles, brothers, cousins and even the occasion tough-as-nails aunt all join together to form the Warband. The 'family' must include a minimum of 3 models and a maximum of 15. You have 500 Gold Crowns that you can use to recruit your initial warband.

Elder: Each Ostlander Warband must have one Elder, no more, no less!

Blood-Brothers: Your Warband may include up to 2 Blood-Brothers.

Priest of Taal: Your Warband may include up to 1 Priest of Taal.

Kin: You may have any number of Kin.

Ruffians: Your Warband may include up to 5 Ruffians.

Jaeger: Your Warband may include up to 7 Jaeger.

Ogre: Your Warband may include one Ogre. There isn't enough food for more than one!

Starting Experience

The **Elder** starts with 20 experience.

Blood-Brothers start with 12 experience.

Priests of Taal start with 12 experience.

All **Henchmen** start with 0 experiences

Ostlander equipment lists

The following lists are used by Ostlander Warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Club, Mace, Hammer ..... 3 GC
Axe ..... 5 GC
Sword ..... 10 GC
Double-handed Weapon ..... 15 GC
Spear ..... 5 GC

Missile Weapons

Bow ..... 10 GC
Pistol ..... 15 GC (30 for a brace)

Armour

Light armour ..... 20 GC
Heavy armour ..... 50 GC
Helmet ..... 10 GC
Shield ..... 5 GC

Ruffian Equipment List

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Club, Mace, Hammer ..... 3 GC
Axe ..... 5 GC
Sword ..... 10 GC
Double-handed weapon ..... 15 GC

Missile Weapons

None

Armour

Light armour ..... 20 GC

Jaeger Equipment List

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Axe ..... 5 GC
Sword ..... 10 GC
Spear ..... 5 GC

Missile Weapons

Pistol ..... 15 GC (30 for a brace)
Bow ..... 10 GC
Handgun ..... 35 GC
Blunderbuss ..... 30 GC
Hunting rifle ..... 175 GC
Double-Barrelled (Pistol / Handgun / Hunting Rifle) ..... 2x price

Armour

Light armour ..... 20 GC
Shield ..... 5 GC
Helmet ..... 10 GC

Ogre-Kin Equipment List

Hand-to-hand Combat Weapons

Club ..... 3 GC
Axe ..... 5 GC
Sword ..... 10 GC
Double-handed weapon ..... 15 GC

Missile Weapons

None

Armour

Light armour ..... 20 GC

Heroes

1 Elder

60 Gold Crowns to hire

In Ostland, the oldest (or more often biggest) man in the village is given the title 'Elder'. His word is greatly respected and only at his urging would the manhood of an entire village pack up and travel to Mordheim to seek their fortune.

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

Weapons/Armour: An Elder may be equipped with weapons and armour chosen from the Ostlander Equipment list.

Skills: The Elder may choose from Combat, Shooting, Strength & Speed when he gains a new skill. In addition, the Elder may choose from the Ostlander Special Skill list.

Special Rules

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

0-2 Blood-Brothers

35 Gold Crowns to hire

Ostland villages are usually composed of a single extended family. Everyone is everyone else's uncle, cousin or brother (and sometimes their own!). Rather than trying to keep all of these relations straight the most respected men in the village (aside from the Elder) are referred to simply as Blood-Brothers.

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

Weapons/Armour: Blood-Brothers may be equipped with weapons and armour chosen from the Ostlander Equipment list.

Skills: The Blood-Brothers may choose from Combat & Strength, when he gains a new skill. In addition, the Blood-Brothers may choose from the Ostlander Special Skill list.

0-1 Priest of Taal

45 Gold Crowns to hire

It is said that every priest of Taal is born during the darkest phase of the moon. Those who are accepted into the service of Taal are loners by nature and spend their time wandering the untamed forests of the Northern Empire. It is unclear why the priests of the forest have begun to join bands of Ostlanders in their delvings into the ruined city of Mordheim – for the servants of Taal keep their own counsel. Suffice to say that the Forest-God is clearly building a strong presence both in and around the darkened ruins as more and more animals begin to fill the surrounding forests...

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

Weapons/Armour: A Priest of Taal may be equipped with weapons chosen from the Ostlander Equipment list.

Skills: The Priest of Taal may choose from Combat, Academic, Strength, & Speed when he gains a new skill. In addition, the Priest of Taal may choose from the Ostlander Special Skill list.

Special Rules

Pray User: The Priest of Taal is a servant of Taal and may use the Prayers of Taal as detailed in the Magic section and the Priest of Taal start with one prays generated at random. See the Magic section for details. In addition the Priest of Taal may learn a new Pray instead on a new skill.

Strictures: Priests of Taal may never wear armour.

Henchmen

(Brought in groups of 1-5)

Kin

25 Gold Crowns to hire

Most of the warriors in an Ostlander Warband are brothers and cousins of the Elder. Many are married men with children to support and the ruins of Mordheim are a lure that few poor villagers can resist.

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

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

0-1 Ogre

160 Gold Crowns to hire

More than anywhere in the Empire Ogres are most commonplace within the hilly, pine forested landscape of Ostland. These brutish creatures are very sought after by the rough mountain men of Ostland as muscle in the Warband. An Ogre's strength is near legendary and their ability to sustain an awful lot of punishment during a fight make these the perfect shock troops of any Warband. Of course, an Ogre's appetite is nearly as well renowned as their fighting abilities and so they are rather expensive to keep.

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

Weapons/Armour: Ogre-kin may be equipped with weapons and armour chosen from the Ogre-kin Equipment list.

Special Rules

Fear: Ogre-kin are large, threatening creatures that cause Fear. See the Psychology section for details.

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

Skills: An Ogre-kin who becomes a Hero as a result of The Lad's Got Talent may choose from the Combat and Strength skills.

Slow Witted: Although Ogres are capable of earning experience and bettering themselves they are not the smartest of creatures. Ogres only gain advances at half the rate of everyone else (I.e. they must accrue twice as much experience as normal to get an advance).

0-7 Jaeger

25 Gold Crowns to hire

Some Ostlander men choose not to marry but instead to spend their times alone in the forests of the Old World. While these rangers do not share the close family bonds of a typical Ostlander Blood-kin they are well respected for their knowledge of the woods and their rugged determination. Poor Jaeger usually wield a simple home-made bow but it is every Jaeger's dream to one day own a blackpowder weapon and hunting rifle, especially double-barrelled versions, as these are a sign of great prestige amongst the hunters of the deep woods.

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

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

0-5 Ruffians

25 Gold Crowns to hire

Although every Ostlander loves his ale, a few men in every village take this love to extremes. Never sober and rarely conscious these buffoons stagger their way through the streets of Mordheim yelling slurred insults at whomever they meet, committing petty acts of vandalism and generally making a mess of things. This comic behaviour is often misconstrued into a false belief that they are harmless, a belief that many live to regret. Fuelled by vast quantities of booze these are very dangerous, unpredictable men indeed who will shove a broken bottle into your face as soon as laugh heartily and burst into song!

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

Weapons/Armour: Ruffians may be equipped with weapons and armour chosen from the Ruffians Equipment list. Ruffians never use missile weapons, as their depth perception leaves a bit to be desired, even if they gain an Advance roll which would otherwise allow them to do so.

Special Rules

Drunk: Ruffians are blasted out of their tiny minds on rotgut spirits and cheap ale. As such, they automatically pass all Leadership based tests they are required to take.

No Respect: Ruffians are objects of a strange mix of pity and abject fear for their fellows and may never become a Warband leader.

Nuln Engineers

Based on Imperial Gunnery School of Nuln from the Nemesis Crown and Nuln Engineers By Josh Alexander

The Province of Nuln is renowned throughout the Empire as a centre of commerce and knowledge, especially in the field of engineering, the home to the finest handguns and war machines, save for those constructed by the Dwarves. The Imperial Gunnery School located there trains apprentices in the intricacies of weapon design and maintenance, and is crucial to the dominance of the armies of the Empire. The relatively new science of black powder technology is relentlessly researched and tested in Nuln, borrowing theories from dwarf engineers and developing new ones through sheer human ingenuity.

Nuln produces the majority of the cannons and other artillery desired commodity used by the Empire army. In addition, most of the handguns and pistols are manufactured in the city as well. Its garrison is therefore unusually well armed, and most enemies would rather mount an expedition into the chaos wastes than an assault on Nuln.

Most of the students at the school come from the Imperial nobility, sons who show talents in mathematics or an interest in things that go boom, as well as not being immediately in line for succession. Once they graduate, students are given the choice of staying in the school for further studies (and eventually becoming a Master Gunner) or returning home. For some the prospect of yet more years of studies will send them home where they will go on to fight as an army's pistoleers or outriders, the others do attain their pinnacle and get to watch their former trainees charge across the battlefield, often to their deaths.

Mordheim presents an irresistible opportunity to the aged scholars of Nuln, as the mysterious wyrdstone is said to have many useful properties. The few shards that have found their way to Nuln have successfully been used in the creation of more efficient black powder, as well as the basis of a new alloy for gunmetal and cannonballs. However, the high cost the shards accrue on the secondary market makes them a rare and expensive commodity. Rather than entrust their interests to the mercenary rabble that wander the lands of the Empire, the Master Engineers of Nuln have sent out several Engineers to fetch as many shards of wyrdstone as they can carry. In their eyes, it is cheaper to simply replace a warband slaughtered in the ruins than to pay the extra amount for the scant wyrdstone that is available. These engineers gather together some of their students and a few city guard and depart, taking pains to bring along plenty of weapons and ammunition. While less than pleased at their new occupation, the engineers owe their very livelihood to the Master Engineers of Nuln, and grudgingly comply with their edicts.

Engineer warbands are unusual, even for the eclectic rabble that fights in the ruins. While they employ a few soldiers for their practical knowledge, most of the groups consist of academic, scholarly individuals. Many of these scientists have served in the armies of the Empire and have military training, rusty though it may be. Some leaders underestimate the danger they present, for what they lack in ferocity and strength they make up for with sheer firepower. It is usually easy to determine if a Nuln warband is fighting nearby, because the gunshots echo through the deserted ruins and can be heard even from outside the city walls.

Special Rules

Impeccable Care: Amongst one of the first things that the students are taught is to take proper care of their equipment and the right way to perform that maintenance. Once they have mastered this function, they learn to repair the same weapons should they become damaged and because of this they can buy such black powder weapons on the cheap and quickly return them to good working order. As a result they can buy these weapons at a fairly reduced price! They can ALWAYS use the reduced cost for black powder weapons listed in their starting Equipment List, and they gain an additional +2 on rare rolls to find any black powder weapons since people don't mind selling broken guns!

Properly Used: The students know the proper way to use their weapons, spending many hours on the school's shooting range. This is considered to be a good use of time between lessons and recommended by all the school's instructors, after all if the students constantly blow themselves up with their weapons, there wouldn't be many graduates. When using the optional Misfire rules, if a one is rolled, roll a second dice. On a 3+ the misfire is ignored (the shot still misses, but the weapon does NOT explode).

Proud To A Fault!: Anyone studying at the Imperial Gunnery School is very proud of this fact, as it is a great honour to be accepted. After they start using black powder weapons, students recognise the superiority of these weapons and refuse to bend their knee to the 'lesser' ranged weapons. The members of this warband NEVER use any non-black powder ranged weapons (this prohibition does NOT apply to hired swords or dramatis personae, as they are hired help and have not received proper Nuln training).

Alignment: the Warband's Alignment may be one of the following Lawful / Neutral, Neutral, Neutral / Chaotic.

Choice of Warriors

A Nuln Engineers warband must include a minimum of 3 models. You have 500 gold crowns to recruit your initial warband. The maximum number of models in your warband may not exceed 15.

Engineer: The warband must have an Engineer to lead it, no more, no less.

Instructor: The warband may include up to one Instructor, but he can only be taken instead of an Underclassmen

Senior Student: The warband may include up to one Senior Student, but he can only be taken instead of an Underclassmen

Underclassmen: The warband may include up to four Underclassmen.

Sons of the Guns: The warband may include any number of Sons of the Guns.

Riflemen: The warband may include up to seven Riflemen

Guardsmen: The warband may include up to five Guardsmen

Starting Experience

The **Engineer** starts with 20 experience.

The **Instructor** starts with 12 experience.

The **Senior Student** starts with 8 experience.

Underclassmen & **Henchmen** start with 0 experience

Nuln Engineers Equipment List

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

Marksman

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC
Double-handed Weapon**	15 GC

Missile Weapons

Pistol	15 GC (30 for a brace)
Duelling pistol	25 GC (50 for a brace)
Nuln Shotgun	25 GC
Blunderbuss	30 GC
Handgun	35 GC
Repeater Pistol	35 GC
Repeater Handgun	50 GC
Hand Held Mortar	70 GC
Rifle	70 GC
Small Cannon***	150 GC
Hunting Rifle	175 GC
Double-Barrelled (Pistol / Duelling pistol / Rifle / Handgun / Hunting Rifle)	2x price

Armour

Buckler	5 GC
Shield	5 GC
Helmet	10 GC
Light armour	20 GC
Reinforced Plate Armour*	65 GC

Miscellaneous

Heavier Ammunition	5 GC pre Shot
Modified Gun sight	20 GC
Silver Bullets	30 GC
Superior Black Powder	30 GC

Guardsman

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC
Spear	10 GC
Halberd	10 GC
Double-handed Weapon	15 GC

Missile Weapons

Pistol	15 GC (30 for a brace)
Duelling pistol	25 GC (50 for a brace)
Handgun	35 GC
Small Cannon***	150 GC

Armour

Buckler	5 GC
Shield	5 GC
Helmet	10 GC
Light armour	20 GC

* Engineer Only

** Senior Student Only

*** Only one Small Cannon maybe taken by a Nuln Engineer warband, the Small Cannon can be used by any members of the warband.

Heroes

1 Engineer

65 gold crowns to hire

Engineers oversee the training of apprentices and are always exacting and precise. They epitomize the technological innovation of Nuln, and their aim is usually as keen as their intellect. Instead of dominating their warbands with fear or brute force, Engineers earn respect through their experience and technical knowledge.

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

Weapons/Armour: An Engineer may be equipped with weapons and armour chosen from the Marksman equipment list.

Skills: The Engineer may choose from Combat, Shooting, Academic & Speed when he gains a new skill.

Special Rules

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

Precision: Engineers are trained to discern the most efficient manner to achieve their goals. When shooting, they may choose any target in range that they can see, rather than the closest target.

0-1 Instructor

45 gold crowns to hire

The gunners of Nuln are the most respected in the Old World. They are in charge of keeping up the mighty Empire war machines such as the great cannons. They are well educated and extensively trained, but not yet too battle-hardened, so these excursions give them field experience, even in the smallest things.

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

Weapons/Armour: An Instructor may be equipped with weapons and armour chosen from the Marksman equipment list.

Skills: The Instructor may choose from Shooting, Academic & Speed when he gains a new skill.

Special Rules

Expert Weaponsmith: The Instructors know every trick in the book when it comes to working with black powder weapons. While there is an Instructor in the warband all Pistol weapons receive a +3" range bonus and all other black powder weapons receive a +6" range bonus.

0-1 Senior Student

45 gold crowns to hire

The upperclassmen at the school are well acquainted with the forms of combat and mechanics used by the Empire. The years of using pistols and firing cannons has given them plenty of experience with weaponry and this is not their first excursion into the wilds of the Empire. It is likely to be their last before they graduate.

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

Weapons/Armour: A Senior Student may be equipped with weapons and armour chosen from the Marksman equipment list.

Skills: The Senior Student may choose from Combat, Shooting, Strength, & Speed when he gains a new skill.

0-4 Underclassmen

20 gold crowns to hire

This is the first excursion for these freshmen, who have had maybe only months of training and shooting. Most will see this as a chance to escape the stuffy halls of academia and go hunting for pleasure. The brighter ones will realise that this is a true test of their dedication and knowledge.

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

Weapons/Armour: Underclassmen may be equipped with weapons and armour chosen from the Marksman equipment list.

Skills: The Underclassmen may choose from Combat, Shooting, & Speed when he gains a new skill.

Henchmen

(Bought in groups of 1-5)

Sons of the Gun

25 gold crowns to hire

Orphans left on the doorsteps of the school, well cared for and trained to take care of the constructs as apprentices and assistants. Many go on to form gun crews for the cannons taken into battle and some even rise as far as commanding such crews. For the most part they remain a background element to the successful workings of any cannon or black powder weapon and have become an essential part of the school. On the excursions, sons of the guns provide a much needed set of arms to carry provisions and spare powder, as well as providing much needed additional firepower in a fight.

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

Weapons/Armour: A Son of the Gun may be equipped with weapons and armour chosen from the Guardsmen equipment list.

0-5 Guardsmen

35 gold crowns to hire

Guardsmen are the hired soldiers that form the police force of Nuln. Most are simple farmhands hardened by military service, and earn a living protecting the engineers. While not as adept at using firearms as their allies, they provide much needed support in the close quarter fighting of Mordheim.

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

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

0-7 Riflemen

35 gold crowns to hire

Most Empire generals are glad to employ regiments of Nuln Riflemen on the field of battle. These veteran troops are said to never let their rifles out of arm's reach, and are much feared due to their legendary accuracy.

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

Weapons/Armour: A Rifleman may be equipped with weapons and armour chosen from the marksman equipment list.

Special Rules

Rifle Training: Soldiers of Nuln are instructed in firearms instead of swordplay, and are more skilled with rifles than any other weapon. After a rifleman fires a black powder weapon other than a blunderbuss, roll a die. On a 4+, the gun is automatically reloaded and does not have to miss a turn before being able to fire again.

Cult of the Possessed

There is never any shortage of men willing to risk their lives for a chance of real power: men whose ambitions lie beyond the scope of their birthright, or whose sorcerous skills or physical deformities place them in constant danger of persecution. What do such men have to lose if they pledge their souls to the dark gods of Chaos! In the aftermath of the destruction of Mordheim all manner of mutants have appeared whilst many hitherto unblemished folk feel the stirring of strange powers, the first awakenings of magical gifts destined to bring them to a fiery death at the hands of the Witch Hunters.

Now a leader has appeared, a new Dark Emperor, who claims lordship of the City of the Damned. He is called the Shadowlord, Master of the Possessed, and followers of the cults of Chaos gather from all over the Empire to pledge their souls to him. Though none know whether he is man or Daemon all proclaim him their saviour and eagerly seek to do his bidding.

As all students of the dark arts know, it is by the power of magic that creatures such as Daemons and spirits are able to stalk the mortal world. The wyrdstone that proliferates in Mordheim grants unnatural life to many vile things that by all natural rights should never exist. The Possessed were once men but by surrendering themselves wholly to the dark gods they have allowed Daemons to possess their bodies. Their appearance is horrific – corrupted from within, their flesh is twisted into a new and monstrous form.

With the power of the Possessed behind them the followers of the Shadowlord have grown powerful in Mordheim. In the Massacre of Silver Street the Cult of the Possessed ambushed and destroyed a large force sent in to hunt them down. Now the streets of Mordheim belong to the Shadowlord and his servants. The contaminated air does not affect them at all or, more likely, it nourishes their inner corruption. Men who venture into Mordheim alone are hunted down and sacrificed to the dark gods. All warbands of the Possessed gather wyrdstone for the Shadowlord who remains hidden in the Pit where he is said to be guarded by titanic Possessed the size of houses. A few shards of the precious stone are kept by the warbands and used to create more of the Possessed.

The leaders of cult warbands are called Magisters and each leads a group of cultists: minions of the dark gods of Chaos. These are men whose hunger for power knows no bounds, who willingly give their bodies over to possession. All take part in the blood sacrifices, dark rituals, and worship of Daemons – nothing is too base for them! These degenerate humans are joined by other creatures as vile as they – things half-man half-beast that call themselves Gors, and which men refer to as Beastmen.

There are few sights as horrific as a cult warband. Deranged warriors smeared with blood and dirt wave jagged weapons and chant blasphemous rites as they throw themselves upon their foes. Many are hardly recognisable as human, their bodies are so scarred and disfigured. The stigmata of mutation is borne by most, but the most unsettling of all are the Possessed themselves – melded flesh made of men, beasts, and metal driven by the implacable will of a Daemon.

Special Rules

Alignment: the Warband's Alignment is always Chaotic.

Choice of warriors

A Possessed warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Magister: Each Possessed warband must have one Magister: no more, no less!

Possessed: Your warband may include up to two Possessed.

Mutants: Your warband may include up to two Mutants.

Darksouls: Your warband may include up to five Darksouls.

Brethren: Any number of models may be Brethren.

Beastmen: Your warband may include up to three Beastmen Gors.

Starting experience

A **Magister** starts with 20 experience.

Possessed start with 8 experience.

Mutants starts with 0 experience.

Henchmen start with 0 experience.

Possessed equipment lists

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

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Club, Mace, Hammer ..... 3 GC
Axe ..... 5 GC
Sword ..... 10 GC
Double-handed weapon ..... 15 GC
Spear ..... 10 GC

Missile Weapons

Bow ..... 15 GC
Short bow ..... 10 GC

Armour

Light armour ..... 20 GC
Heavy armour ..... 50 GC
Shield ..... 5 GC
Helmet ..... 10 GC

Darksouls Equipment List

(This list is for Darksouls and Beastmen only)

Hand-to-hand Combat Weapons:

Dagger ..... 1st free/2 GC
Club, Mace, Hammer ..... 3 GC
Axe ..... 5 GC
Sword ..... 10 GC
Double-handed weapon ..... 15 GC
Flail ..... 15 GC

Missile Weapons

None

Armour

Light armour ..... 20 GC
Heavy armour ..... 50 GC
Shield ..... 5 GC
Helmet ..... 10 GC

Heroes

1 Magister

70 gold crowns to hire

Magisters lead the covens of the Possessed. They have been granted magical powers by their patron gods. They are fanatical followers of the Dark gods, utterly dedicated to bringing Chaos to the world.

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

Weapons/Armour: The Magister may be equipped with weapons and armour chosen from the Possessed Equipment list.

Skills: The Magister may choose from Combat, Academic, & Speed when he gains a new skill.

Special Rules

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

Magic User: The Magister has the ability to use magic and casts spells like any other magicians, and the Magister starts with one spells generated at random from the Chaos Rituals. See the Magic section for details. In addition the Magister may learn a new Spell instead on a new skill.

0-2 The Possessed

90 gold crowns to hire (+ the cost of mutations)

The Possessed have committed the greatest of heresies: they have given their bodies to Daemons. As a result, they are nightmarish creatures, a melding of flesh, metal and black magic. Inside them lives a supernatural thing of evil, a Daemon from the dark reaches of the Realm of Chaos.

The powerful spirit of a Daemon can meld several creatures together, be they men or animals, into a multi-faceted horror. These monstrous Possessed are perhaps the most dangerous of the creatures of Mordheim, and certainly the most loathsome and dreadful.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	0	4	4	2	4	2	7

Weapons/Armour: None. The Possessed never use weapons or armour.

Skills: The Possessed may choose from Combat, Strength, & Speed when he gains a new skill.

Special Rules

Fear: The Possessed are terrifying, twisted creatures and therefore cause fear. See the Psychology section for details.

Mutations: Possessed may start the game with one or more mutations each. See the Mutations list for costs.

0-2 Mutants

25 gold crowns to hire (+ the cost of mutations)

Mutants are revered as the favoured ones of the Dark gods, their physical disfigurements marking out the vileness of their soul. They come in many shapes and sizes, each more bizarre than the next.

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

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

Skills: The Mutant may choose from Combat & Speed when he gains a new skill.

Special Rules

Mutations: Mutants must start the game with one or more mutations each. See the Mutations list for the cost.

Henchmen

(Bought in groups of 1-5)

0-5 Darksouls

35 gold crowns to hire

Darksouls are men who have been driven insane by the daemonic possession which became all too common after the destruction of Mordheim. The Daemons have left the bodies of these men, but their minds have been scarred by the horror of the experience.

Their insane strength makes Darksouls dangerous fighters. The Cultists regard them as holy men, and let them work out their unreasoning rage in battle. In their tortured minds the Darksouls believe themselves to be Daemons. They wear leering daemonic masks and garb themselves in armour and clothing resembling the scaled skin of Daemons.

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

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

Special Rules

Crazed: Darksouls have been driven insane by daemonic possession and know no fear. They automatically pass any Leadership tests they are required to take.

Brethren

25 gold crowns to hire

Brethren are the crazed human followers of the cults of the dark gods, eager to descend into damnation. Their vile deeds and unspeakable acts have driven them to the brink of insanity.

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

Weapons/Armour: The Brethren may be equipped with weapons and armour chosen from the Possessed Equipment list.

0-3 Beastmen

45 gold crowns to hire

Beastmen are mutated monstrosities that infest the forests of the Empire: massive horned creatures with an inhuman resistance to pain. The destruction of Mordheim brought many Beastmen into the ruined city to prey upon the survivors. They readily ally with the Magisters of the Possessed warbands.

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

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

The Carnival of Chaos

No one knows from whence it came, the dreaded Carnival of Chaos. Some have rumoured that it was once a gypsy caravan from the east of the Empire, wandering folk that brought their colourful fare from village to village entertaining the poor rural folk of the Empire with their lavish shows and stage plays. If this past is the truth then what it has become in the present is far more sinister and deadly. Still it wanders the rural backwaters of the Empire, in a colourful cavalcade of wagons, its folk dressed in the colourful finery of travelling players, bringing sonnet and song to excitable villagers and peasants.

Upon reaching a new settlement, these outlandish showmen erect their stage and entertain the poor rural folk with songs and plays of the dark days of the Empire. Tales such as: 'The Emperor's True Face', 'Orfeo and Pustulate', 'Papa Noigul's Festering Children' and 'A Midsummer Nightmare' wow the enraptured throng.

Strongmen perform feats of incredible prowess to the adoration of the crowd, whilst players in garish, grinning masks juggle balls, knives and flaming brands. As the crowd's numbers increase, a fool in bright jester's garb with an inflated pig's bladder on a stick leaps from one enthralled watcher to the next joking and cackling, poking and prodding.

It is only when the show reaches its blasphemous climax, as the sun begins to set, that the truth of the Carnival of Chaos is revealed in all its putrid, festering glory. For these are no mere wandering thespians and entertainers. When the players perform their final act, known as the 'Dance of Death', the enchantments covering their true visages slowly slip away revealing them to their blissfully ignorant audience for they are cavorting, cyclopean daemons with rotting flesh hanging from yellowing bones. What were originally considered intricately decorated masks and cleverly applied make-up is soon revealed as the players' true horribly mutated faces, covered in pustules and pox-ridden lesions. As the villagers' expressions turn from those of elation to abject terror at the sight of these horrific visions the slaughter begins. By now most of the folk who made up the cheering audience would have already succumbed to the virulent diseases spread by these malevolent players. The insidious Carnival Master, accompanied by his cackling fool, rounds up those unfortunate women and children that remain alive, taking a finger from each of his new brides, exclaiming "You're my wife now!". The survivors are then led away to an unknown fate and the village is left deserted, its inhabitants and livestock killed by innumerable diseases and plague.

The Carnival of Chaos is the sick joke of the Great Lord of Decay, the Chaos god known as Nurgle. Thrice cursed Nurgle is also known as the unspeakable Master of Plague and Pestilence and the players in the Carnival are his corrupt followers and worshippers. They are those who have sold their souls for a twisted form of immortality through embracing death, destruction and decay – learning to love Nurgle's many and varied gifts. It is not known how many Carnivals of Chaos there are or if the handful of reports from the lips of petrified witnesses all refer to the same warband.

The leader of the Carnival of Chaos is known as the Carnival Master and is reputed to be a sorcerer of great power, wielding the unclean magic of his lord to cause suffering and death through disease and decay. Through dark ritual and sacrifice, the Carnival Master summons forth the cackling, decaying Daemons of his patron god to take part in the twisted masquerade. His mortal followers carefully nurture their newly acquired diseases, blessings of their gregarious deity and vie for power and advancement under his watchful gaze. The most blessed of these twisted, insane creatures are those known as the Tainted Ones. These are often the right-hand 'men' of the Carnival Master and their bodies are wracked with a multitude of foul diseases and mutation. The Carnival of Chaos is justly hunted by the many bands of zealous Witch Hunters that traverse the lands but always seems to be just one step ahead of the Sigmarites and continues to follow its merry path, bringing the blessings of Nurgle to all.

Special Rules

Alignment: the Warband's Alignment is always Chaotic.

Choice of Warriors

A Carnival of Chaos warband must include a minimum of three models. You have 500 Gold Crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Carnival Master: The Carnival of Chaos must have one Master to lead it – no more, no less.

Brutes: Your warband may include up to two Brutes.

Tainted Ones: Your warband may include up to two Tainted Ones.

Plague Bearers: Your warband may include up to two Plague Bearers.

Brethren: Your warband may include any number of Brethren.

Nurglings: Your warband may include any number of Nurglings.

Starting Experience

Carnival Master starts with 20 Experience.

Brutes starts with 8 Experience.

Tainted Ones starts with 0 experience.

Henchmen starts with 0 experience.

Carnival equipment lists

The following lists are used by the Carnival of Chaos to pick their weapons:

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Club, Mace, Hammer ..... 3 GC
Axe ..... 5 GC
Sword ..... 10 GC
Double-handed Weapon ..... 15 GC
Spear ..... 10 GC
Halberd ..... 10 GC
Morning Star ..... 15 GC

Missile Weapons

Bow ..... 15 GC
Short Bow ..... 10 GC
Pistol ..... 15 GC (30 for a brace)

Armour

Light Armour ..... 20 GC
Heavy Armour ..... 50 GC
Shield ..... 5 GC
Helmet ..... 10 GC

Brute Equipment list

Dagger ..... 1st free/2 GC
Double-handed Weapon ..... 15 GC
Flail ..... 10 GC

Heroes

1 Carnival Master

70 Gold Crowns to hire

These lead the diabolical Carnivals of Chaos. They are the chosen of Nurgle and wield sorcerous powers gifted to them by their pestilential god. The Master is a power-crazed individual that leads his coven of Daemonic entertainers throughout the backwaters of the Empire, tainting villages and settlements with disease. To the backward peasantry of the Empire's rural settlements, the Master comes across as an exotic and charismatic showman bringing outlandish entertainment into their otherwise dreary lives. It is the Carnival Master's cunning and clever enchantments that help to keep his minions one step ahead of the patrols of the many Witch Hunter bands that rove the land.

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

Weapons/Armour: The Master may be equipped with weapons and armour chosen from the Carnival of Chaos Equipment list.

Skills: The Carnival Master may choose from Combat, Shooting, Academic, Strength, & Speed when he gains a new skill.

Special Rules

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

Magic User: The Carnival Master has the ability to use magic and casts spells like any other magicians, and the Carnival Master starts with one spells generated at random from the Nurgle Rituals. See the Magic section for details. In addition the Magister may learn a new Spell instead on a new skill.

0-2 Brutes

60 Gold Crowns to hire

These are a very specific type of mutant that have had their constitution bolstered by the unnatural vitality of the Lord of Decay. Nurgle's foul attention has transformed what were once men into massive, statuesque creatures rippling with diseased muscles and a supernatural vigour. Brutes are immensely strong individuals and their part in the masquerade that is the Carnival of Chaos is as strongmen performing feats of strength to entertain the crowds. They are nearly always hooded in the nature of executioners for although their bodies appear outwardly strong and healthy, their faces are often riddled with disease and are half-decayed. In battle, they wield huge hammers and flails with reckless abandon, whirling them around their heads like children's toys.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	0	4	4	1	2	2	7

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

Skills: The Brutes may choose from Combat, Strength, & Speed when he gains a new skill.

Special Rules

Unnatural Strength: Brutes start the game with the Strongman skill from the Strength skill list in the Mordheim rulebook.

0-2 Tainted Ones

25 Gold Crowns to hire (+Cost of Blessings of Nurgle)

The Tainted Ones are those that are most blessed and favoured of Father Nurgle. They hold a position of great importance within the hierarchy of the Carnival. They are often heavily robed and protected by powerful enchantments, for beneath their robes are unspeakable horrors. The bodies of the Tainted Ones are so wracked with disease and mutation that it is unsafe for even the other mortal members of the warband to touch their bare skin. Ironically, they take the most prestigious role in the Carnival – the fool. The Tainted Ones leap and prance about the audience, dressed as jesters, when the Carnival is performing, laughing and joking with the gathered throng infecting them with their multitude of horrendous maladies. These twisted creatures are exceptionally dangerous opponents in combat too, for it is said that they carry the dreaded and incurable Nurgle's Rot.

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

Weapons/Armour: Tainted Ones may be equipped with weapons and armour chosen from the Carnival of Chaos Equipment list.

Skills: The Tainted Ones may choose from Combat & Speed when he gains a new skill.

Special Rules

Nurgle's Blessings: Tainted Ones must start the game with one or more Blessings of Nurgle. See the Blessings of Nurgle.

Henchmen

(Bought in groups of 1-5)

0–2 Plague Bearers

50 Gold Crowns to hire

Plague Bearers are daemons of the Chaos god Nurgle, also known as the Lord of Decay. They can be identified by their cyclopean faces and horrifically decayed bodies. Their entrails hang from tattered holes in their grey-green, poxridden flesh and the aura of death and decay surrounds them. They are sometimes known as the Tallymen of Plagues or Maggotkin and are highly revered by the mortal members of the warband. As with all Daemons they can never be killed or destroyed for good so long as the power of their god prevails. However, their presence in the mortal world is tenuous and can only be maintained for long periods by Dark Magic and sacrifice. In the Carnival, the Plague Bearers revel in their showy roles as stage actors and players, dressing in filth encrusted but ostentatious doublet and hose.

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

Weapons/Armour: None. Plague Bearers have huge filth encrusted claws, which they use to tear and slash at their foes. They therefore neither need nor use weapons and cannot wear armour.

Special Rules

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

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

Demonic: Plague Bearers are Daemons of the lord of disease, Nurgle, and are not made of living flesh but the eternal and unchanging forces of Chaos. Therefore they never gain Experience.

Immune to Poison: Plague Bearers are the Daemonic embodiment of disease and pestilence. They are totally immune to all poisons and diseases.

Immune to Psychology: Plague Bearers are Daemons and do not know the concept of fear. They automatically pass any Leadership-based test they are required to take.

Cause Fear: Plague Bearers are horrifying supernatural creatures and therefore cause fear.

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

Daemonic Instability: Plague Bearers are bound to the world by Dark Sorcery that is highly volatile and unstable. If taken out of action a Plague Bearer is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury). In addition, if the warband routs then every Plague Bearer in the warband must take an immediate Leadership test. If this test is failed, then the Plague Bearer counts as destroyed.

Nurglings

15 Gold Crowns to hire

Nurglings are tiny Daemons of Nurgle and are viewed by other followers of the pus god as akin to his beloved children. They are like rotten boils with legs and razor sharp teeth, that pick and tear and infect their foes with filth-encrusted claws. Nurglings are generally more of a nuisance in a fight than any real threat but in sufficient numbers can overwhelm even the toughest of warriors. Nurglings are mischievous little bundles of filth and pus and take great delight in their part in the Carnival of Chaos, not only as musicians but also as fools and slapstick comedians. Nurglings often befriend the children of each village they visit, only revealing their foul identity to their terrified victims at the final stage of 'Nurgle's Great Play'.

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

Weapons/Armour: None. Nurglings do not use weapons or wear armour.

Special Rules

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

Swarm: You may summon as many Nurglings as you wish (i.e.. you may have more than five Nurglings in a Henchman group).

Daemonic: Nurglings are Daemons of the diseased Lord Nurgle and are not made of living flesh but the eternal and unchanging forces of Chaos. Therefore they never gain Experience.

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

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

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

Daemonic Instability: Nurglings are bound to the world by Dark Sorcery that is highly volatile and unstable. If taken out of action a Nurgling is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury). In addition, if the warband routs then every Nurgling in the warband must take an immediate Leadership test. If this test is failed, then Nurgling counts as destroyed.

Brethren

25 Gold Crowns to hire

Brethren are the crazed and devoted followers of Nurgle the Lord of Decay. They have totally embraced the philosophy of the great Lord of Decay and the path of damnation is the road that they have chosen. Most brethren are infected with foul diseases and some have even started to decay. Their faces are covered in warts and boils and other lesser gifts of their lord. In the Carnival, the Brethren take on all of the minor roles: stagehands, puppeteers, etc.

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

Weapons/Armour: Brethren may be equipped with weapons and armour chosen from the Carnival of Chaos Equipment list.

0–1 Plague Cart

120 Gold Crowns to hire

The Plague Cart is the embodiment of Nurgle and the core of the Carnival of Chaos. Bedecked in the colourful, garish finery of the coaches of travelling players and thespians, the Cart easily draws the eyes of the dull and bland peasantry of the villages. However, the canvas is tattered and rotten, the frame splintered and bent, the metalwork pitted and rusted and the steeds rotted and dank. Few mortals have ever seen the interior of one of these most sinister of vehicles for it is only the Carnival Master and his Daemonic minions that are permitted entry. It is rumoured that these ramshackle wagons contain a pentagram daubed with dark runes of incredible potency that actually creates a portal to the realms of Chaos and the dwelling place of great Nurgle himself.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cart	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Guardian	-	3	-	3	3	-	3	1	-

Weapons/Armour: None. The Plague Cart's Guardian does not use or need weapons but suffers no penalties for fighting unarmed. Therefore it cannot use weapons and cannot wear armour.

Special Rules

Plague Cart: The Daemonic nature of the Plague Cart fills both the Daemons and mortals of the Carnival of Chaos with vigour. The maximum number of warriors allowed in the warband is increased by +2.

In addition, the Daemonic Instability of the Daemons within the warband is slightly offset. Plague Bearers and Nurglings may re-roll Leadership tests for Instability and may +1 to their Injury tests if taken out of action.

Guardian: The Guardian comes as part of the Plague Cart. In fact, more often than not he is physically bonded to the cart in some twisted nightmare of flesh and wood. He may therefore never dismount from the cart or leave under any circumstances. In addition, as he is part of the Cart he cannot be injured unless the Cart is destroyed in which case so is he. The Guardian is considered a Daemonic creature and so never gains any Experience. Attacks from the Guardian cause Nurgle's Rot.

The Plague Cart and Guardian are considered Daemonic and don't know the concept of fear. The Plague Cart automatically passes any Leadership-based test it is required to take.

Beastmen Raiders

The Beastmen are brutish, wild and unnatural creatures that live in the deep forests. Anyone travelling through this untamed wilderness risks being attacked by these unpredictable raiders. Many of those who dwell within the forests around the outskirts of Mordheim claim that these vile creatures of Chaos outnumber mankind, though such statements are impossible to prove, for the Beastmen build no cities and do not create any structured form of society as such. Order and organisation are alien and hated by them, and they roam where they will, pillaging and killing for whatever they have need or want for. They willingly turn on each other, picking on the weakest amongst them for food and fun.

The Beastmen naturally form into roaming warbands, though whether they do so consciously or merely instinctively is unknown. A small warband is able to move swiftly through the wilderness unnoticed, and can cover hundreds of miles each season as they travel where they will. They are led by the strongest and most ferocious of their kind, and if ever one within the warband senses a weakness in their leader, they will turn on him in a brutish leadership challenge that can only result in one of the two being killed and consumed by the victor. Literally thousands of these small warbands infest the dark forests of the Old World, preying upon travellers and farmsteads.

A Beastmen warband attacks without warning, and villagers, merchants and travellers live in constant fear of ambush from these forest denizens. They try to prepare themselves for such an event, and often desperately appeal to the nobles to scour the forests with their State troops – however, at such a time of political upheaval, the nobles have far more pressing concerns than the pleas of low-born villagers. Forced to fend for themselves, terrified villagers hack down great swathes of the forest around their settlements, and sometimes hire the services of mercenaries to protect them, barricading themselves indoors when they hear rumours of a marauding band within the area. Nevertheless, purges of the forest are nearly always hopeless, for the Beastmen warbands generally move far away from an area they have struck well before organised retaliation can be mounted.

The more isolated farms and villages are most at risk from attack, being far from any aid. Frequently, travellers will discover buildings and farms burnt to the ground, cattle butchered and lying where they were cut down. Full of malevolence, Beastmen take particular delight in tearing down the carefully constructed and ordered structures of men. They smash down fences and rip buildings down to rubble, allowing them to be reclaimed by the forests. They maliciously soil and blight painstakingly planted crops, and will tear the throats from newborn lambs merely for sport.

Beastmen warbands often form temporary encampments, from which to raid the surrounding areas. These are crude things, usually little more than a place to store any plundered loot and food. They may include roughly staked out pens for their massive war hounds or for holding captives – both are taunted and starved for no other reason than it is in the Beastmens nature to behave so. Typically, a warband will remain at this encampment until it makes one sizeable raid, whereupon the Beastman chief will move his camp to another area. These encampments are often positioned nearby roads and settlements, for such areas are ripe for plunder. The Beastmen are a constant threat, and even if travellers are lucky enough not to encounter them, their presence can always be felt, watching and waiting in the twisted shadows amongst the dark trees. None can predict their movements, and many live in constant fear of their attacks.

Beastmen are brutish creatures, the Children of Chaos and Old Night. They roam the great forests of the Old World, and are amongst the most bitter enemies of Mankind. The raging power of Chaos has given them a ferocious vitality which makes them shrug off ghastly wounds and carry on fighting regardless of the consequences. Even the Orcs are comparatively vulnerable to damage compared to the awesome vitality of the Beastmen.

Beastmen are a crossbreed between men and animals, usually resulting in the horned head of a goat, though many other variations are also known to exist. The Beastmen are divided into to two distinct breeds: Ungors, who are more numerous, twisted creatures that combine the worst qualities of man and beast, and Bestigors, a giant breed of Beastmen, a mix between some powerful animal and man.

The Ungor are smaller Beastmen, who cannot compete with Bestigors in strength and power. They may have one horn or many, but these won't be recognised as those of goat.

Bray Shaman are very special Beastmen and are revered by all Beastmen, for they are the prophets and servants of Chaos Powers.

Each warband of Beastmen includes a mix of some Bestigor, Gor warriors and Ungor who are the mainstay of the tribes.

Seven great Herdstones stand hidden in the forests surrounding the city of Mordheim. From there the Beastmen warbands come to raid the city: Warherd of Thulak, Headtakers of Gorlord Zharak, the Horned Ones of Krazak Gore, and many others.

The shards of the meteorite are seen as holy objects, which can be sold to the powerful Beastlords and revered Shamans in exchange for new weapons and services of warriors.

For the tribes of Beastmen the battles fought in Mordheim are part of a great religious war, an effort to bring down the civilisation of man which offends the Chaos gods. After the taint of Man has been wiped from the face of the earth then the Beastmen shall inherit.

Appearance: Beastmen Bestigor stand some six-seven feet tall, and their heavily muscled bodies are covered with fur. Ungor are lesser Beastmen, no larger than Humans, but their tough bodies and vicious tempers easily make them a match to any Human warrior.

Beastmen wear little clothing, but often dress in the fur of their defeated rivals. They usually carry the skulls of their vanquished enemies as these are thought to bring good luck. While most Beastmen have dark brown skin and fur, black-furred or even albino Beastmen are not unknown.

Beastmen wear heavy armlets and necklaces which serve as armour as well as decoration.

Apart from the most primitive clubs and wooden shields, the Beastmen make few weapons. It is not the nature of Chaos to create, but to destroy.

Special Rules

Infighting: Beastmen are constantly sparring with each other, even in the middle of the battle. If at the start of your movement phase any Gor or Ungor does not see any enemy, make a leaderhip test on 3D6 (roll three dices and choose the two lowest rolls). If the Gor or Ungor fails the test, he moves full allowed distance directly to the nearest fellow Gor or Ungor who is not in hand-to-hand combat (if there is any). If he reaches the member, both may do nothing this turn. Heroes are unaffected by infighting.

Alignment: the Warband's Alignment is Chaotic

Choice of Warriors

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

Beastmen Chief: Each Beastmen warband must have one Chief: no more, no less!

Shaman: Your warband may include a single Beastmen Shaman.

Bestigors: Your warband may include up to two Bestigors.

Centigors: Your warband may include a single Centigor.

Gor: Your warband may include up to five Gor.

Ungor: Your warband may include any number of Ungor.

Minotaur: Your warband may include a single Minotaur.

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

Starting Experience

Beastman Chief starts with 20 Experience.

Beastman Shaman starts with 11 Experience.

Bestigors & **Centigors** start with 8 Experience.

All **Henchmen** start with 0 experience.

Beastman equipment lists

The following lists are used by Beastman warbands to pick their weapons:

Beastman Equipment List

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Club ..... 3 GC
Battle Axe ..... 5 GC
Sword ..... 10 GC
Double-handed Weapon ..... 15 GC
Halberd ..... 10 GC

Missile Weapons

None

Armour

Light Armour ..... 20 GC
Heavy Armour ..... 50 GC
Shield ..... 5 GC
Helmet ..... 10 GC

Ungor Equipment List

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Club ..... 3 GC
Battle Axe ..... 5 GC
Spear ..... 10 GC

Missile Weapons

None

Armour

Shield ..... 5 GC

Heroes

1 Beastmen Chieftain

65 Gold Crowns to hire

Beastmen chieftains have gained their position through sheer brutality. He leads the Beastmen to Mordheim to gather the Chaos Stones to his Herdstone.

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

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

Skills: The Beastmen Chieftain may choose from Combat, Strength, & Speed when he gains a new skill. In addition, the Beastmen Chieftain may choose from the Beastmen Special Skill list

Special Rules

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

0-1 Beastmen Shaman

45 Gold Crowns to hire

Beastmen Shamans are prophets of the Dark Gods, and the most respected of all the Beastmen.

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

Weapons/Armour: Beastmen Shamans may be equipped with weapons chosen from the Beastmen Equipment list except that they never wear armour.

Skills: The Beastmen Shaman may choose from Combat, & Speed when he gains a new skill. In addition, the Beastmen Shaman may choose from the Beastmen Special Skill list

Special Rules

Magic User: The Beastmen Shaman has the ability to use magic and casts spells like any other magicians, and the Beastmen Shaman starts with one spells generated at random from the Chaos Rituals. See the Magic section for details. In addition the Magister may learn a new Spell instead on a new skill.

0-1 Centigors

80 Gold Crowns to hire

A Centigor is a disturbing cross between a horse or oxen and Beastman. Being quadruped grants them great strength and speed whilst their humanoid upper torsos allow them to wield weapons. These beast centaurs are powerful creatures but they are not particularly agile or dexterous.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	3	4	4	1	2	1(2)	7

Weapons/Armour: Centigors may be armed with weapons and armour chosen from Gor Equipment list.

Skills: The Centigor may choose from Combat, & Strength when he gains a new skill. In addition, the Centigor may choose from the Beastmen Special Skill list

Special Rules

Drunken: Centigor are inclined to drink vast quantities of noxious beer and looted wine and spirits before battle, working themselves up into a drunken frenzy. Roll 1D6 at the start of each turn. On a roll of 1, they must test for stupidity that turn. On a roll of 2-5 nothing happens and on the roll of a 6 they become subject to frenzy for that turn. Whilst subject to both stupidity and frenzy they are immune to all other forms of psychology.

Woodland Dwelling: Centigors are creatures of the deep, dark forests. They suffer no movement penalties for moving through wooded areas.

Trample: As well as their weapons, Centigors use their hooves and sheer size to crush their enemies. This counts as an additional attack, which does not benefit from weapon bonuses or penalties...

0-2 Bestigors

45 Gold Crowns to hire

Bestigors are the largest type of Beastmen, the great horned warriors of the Beastmen warbands. They are massive creatures with an inhuman resistance of pain.

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

Weapons/Armour: Bestigors may be equipped with weapons chosen from the Beastmen Equipment list.

Skills: The Bestigors may choose from Combat, & Strength when he gains a new skill. In addition, the Bestigors may choose from the Beastmen Special Skill list

Henchmen

(Brought in groups of 1-5)

Ungor

25 Gold Crowns to hire

Ungor are the most numerous of the Beastmen. They are small, spiteful creatures, but dangerous in large masses.

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

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

Special Rules

Lowest of the Low: Ungor are on the lowest rung of Beastmen society and regardless of how much Experience they accrue they will never acquire a position of authority. If an Ungor rolls 'That lad's got talent' it must be re-rolled.

Warhounds of Chaos

15 Gold Crowns to hire

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

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

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

Special Rules

Animals: Chaos Hounds are animals and never gain Experience.

0-5 Gor

35 Gold Crowns to hire

Gor are nearly as numerous as Ungor but are larger and more brutish...

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

Weapons/Armour: Gor may be armed with weapons and armour chosen from Beastmen Equipment list.

0-1 Minotaur

200 Gold Crowns to hire

Minotaurs are gigantic, bull-headed Beastmen. Fearsome and powerful, any Beastmen Chief will try to recruit a Minotaur into his warband if possible.

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

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

Special Rules

Fear: Minotaurs are huge, bellowing monsters and cause fear. See Psychology section for details.

Bloodgreed: If a Minotaur puts all of its enemies out of action in hand-to-hand combat, it becomes frenzied on a D6 roll of 4+.

Animal: A Minotaur is far more bestial than its Beastmen brethren and, although it may gain Experience, it may never become a Hero.

Large: A Minotaur is a huge creature and stands out from amongst its smaller brethren. Any model may shoot at a Minotaur, even if it is not the closest target.

Shadow Warrior Warbands

Nagarythe was once one of the most prosperous and beautiful of the kingdoms of the High Elven land of Ulthuan. When the Witch King Malekith and his mother Morathi led the kingdom of Nagarythe astray into worship of the Chaos Gods, not all of their people followed. When Malekith led his people in a rebellion against the rightful Phoenix King, those who had not been converted to depravity remained loyal to the throne of Ulthuan and waged a secret war, a war of shadows, against the Witch King and his armies. When the Witch King was defeated and forced to flee with his followers, most of these 'shadow warriors' were killed, drowned by the sea as their land was torn asunder by the Witch King's foul magics.

The people of Nagarythe that survived became a nation of wanderers, moving from place to place and never really welcomed by other High Elves, for these Shadow Elves as they became known had gained a reputation for being a fierce and warlike people, full of cruelty. This reputation, while probably only partially true, sets the Shadow Elves apart from other members of their race. This, along with their grim attitude and generally dark presence, makes other High Elves feel ill at ease around them. In Ulthuan they are misfits and outcasts, and many of these proud people seek their fortunes outside Ulthuan entirely. They truly are a race 'in the shadows' between the cruel darkness of the Dark Elves, and the beautiful light of the other High Elves.

Some of the Elves of Nagarythe have been driven mad by this condition, but most have accepted their existence, and are driven on by a desire for revenge against the arch nemesis the Witch King and his perverse mother. The Shadow Elves form themselves into warbands and travel the lands of Ulthuan and the Known World, sometimes fighting Dark Elves (and other forces of Chaos) when they find them, and fighting just to survive the remainder of the time. Some still work in the service of the Phoenix king, acting as scouts and trackers for his armies. Sometimes small units of these warriors will be sent by their king to distant lands on a special mission for Ulthuan – recovery of ancient artefacts left behind when the High Elves abandoned the Old World, or sabotage of a rumoured plot of the Dark Elves. When sent on such a mission, these bands bring their military trappings with them – standards and war horns, unit insignia fiercely emblazoned on their shields – for the Shadow Elves take pride in their loyalty to the Phoenix King. Other warbands represent small groups of warriors seeking their fortune... though still loyal to Ulthuan, they may no longer feel welcome in their island home, or perhaps they represent a family pursuing a personal vendetta against a particular Dark Elf leader. Whatever the case, bands of Shadow Warriors may occasionally be seen roving the lands of the Old World to exploring the steamy jungles of Lustria.

Due to their wandering nature, it's not uncommon to see Shadow Warriors travelling the lands of the Empire, so they should fit right in your normal games of Mordheim. However, the Empire is not the only land these tireless warriors travel to in their quest to rid the world of Dark Elves. As more settings are introduced for the game, you will be able to take your Shadow Warriors to other lands, such as the jungles of Lustria as introduced in Lustria Cities of Gold. You should not feel constrained to keep the Shadow Warriors in one city, it is their nature to wander.

Special Rules

Hate Dark Elves: All warriors in a Shadow Warrior Warband (excluding any Hired Swords) have an unyielding Hatred for Dark Elves.

Excellent Sight: Elves have eyesight unmatched by mere humans. All the Elves in a Shadow Warrior Warband can spot Hidden enemies from twice as far away as other warriors (i.e. twice their Initiative in inches).

Distaste for Poison: The use of poisons and various drugs is a Dark Elf specialty. As such, it is frowned upon by Shadow Warriors, even more so than by other High Elves. Warriors in a Shadow Warrior Warband may not use poisons of any type.

Unforgiving: In addition to their hatred of their corrupt kin, the folk of Nagarythe have a long history of struggle against the forces of Chaos. In multiplayer games, a Shadow Warrior warband may never forge an alliance with any Warband of a Chaotic nature (Possessed, Skaven, Beastmen, Dark Elves, etc.).

Tolerant: Due to their outsider status with their own people, the Elves of Nagarythe have learned to stifle their distaste for 'lesser races', and have even been known to work alongside them from time to time. A Shadow Warrior Warband may hire any Hired Sword that is not of a Chaotic or evil bent (so no Skaven, Possessed, Beastmen, Dark Elves, Undead, etc.). They also shun the company of anyone specialising in the use of poison (so no Assassins).

Alignment: the Warband's Alignment is Lawful.

Choice of Warriors

A Shadow Warrior Warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. Maximum number of warriors in the warband is 12.

Shadow Master: Each Shadow Warrior Warband must have one Shadow Master: no more, no less!

Shadow Walkers: Your Warband may include up to 3 Shadow Walkers.

Shadow Weaver: Your Warband may include one Shadow Weaver.

Shadow Warriors: Any number of models may be Shadow Warriors.

Shadow Novices: Any number of models may be Shadow Novices.

Starting Experience

Shadow Master starts with 20 experience.
Shadow Walkers start with 12 experience.
Shadow Weavers start with 12 experience.
All **Henchmen** start with 0 experience.

Shadow Warrior equipment lists

The following lists are used by Shadow Warrior warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Sword	10 GC
Double-handed weapon	15 GC
Spear	10 GC
Ithilmar weapon*	2x price

Missile Weapons

Bow	10 GC
Longbow	15 GC
Elf Bow	35 GC

Armour

Helmet	10 GC
Light armour	20 GC
Shield	5 GC
Ithilmar armour*	60 GC

Miscellaneous

Standard of Nagarythe*	75 GC
War Horn of Nagarythe*	25 GC
Elven Cloak	75 GC
Elven Wine*	50 GC
Elven Runestones*	50 GC

* – Heroes only. These special prices represent the lower rarity of these items in Ulthuan; when attempting to purchase these items in Mordheim (or Lustria), Shadow Warriors pay the same prices as other Warbands, and must roll to find them as normal. No roll is necessary to find these items when first starting a Shadow Warrior Warband.

Heroes

1 Shadow Master

70 Gold Crowns to hire

Shadow Master is a very honourable title among the warriors of the Shadow Elves… it is given to one who has fought in the shadow war for so long that he rules the darkness that he fights from. Often a member of the former Nagarythe nobility, the captain of a Shadow Warrior Warband is known by the honourable title 'Shadow Master'. These proud and strong-willed warriors often gather a small band of their followers and seek a life away from the hesitant charity and distasteful stares of Ulthuan.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	3	3	1	6	1	9

Weapons/Armour: Shadow Master may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

Skills: The Shadow Master may choose from Combat, Shooting, Academic, & Speed when he gains a new skill. In addition, the Shadow Master may choose from the Shadow Warrior Special Skill list

Special Rules

Leader: Any warrior within 6" of the Shadow Master may use his Leadership characteristic when taking any Leadership tests.

0-3 Shadow Walker

45 Gold Crowns to hire

One step down from the title of Shadow Master is Shadow Walker. A walker in the shadows is considered to have made friends with the darkness, and while he does not command it, it gives him aid when asked. Shadow Walkers are seasoned veterans in the war against the Dark Elves. They are skilled trackers and hunters, and the most trusted lieutenants of the Warband's captain, the Shadow Master.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

Weapons/Armour: Shadow Walkers may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

Skills: The Shadow Walker may choose from Combat, Shooting, & Speed when he gains a new skill. In addition, the Shadow Walker may choose from the Shadow Warrior Special Skill list.

0-1 Shadow Weaver

55 Gold Crowns to hire

All High Elves have some aptitude for magic, and those with the greatest aptitude are taught how to bend the Winds of Magic to their will. Shadow Weavers are the mages of Nagarythe. Due to the nature of their unending war against the Dark Elves, the mages of Nagarythe tend to specialise in magics that use shadows to conceal their presence and confound their enemies. In fact the title Shadow Weaver comes from the nature of their magic… like a talented tailor, the Shadow Weaver takes the threads of shadow and fashions them into shapes and forms of his choosing.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: Shadow Weavers may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list, but they may not cast spells if wearing armour.

Skills: The Shadow Weaver may choose from Combat, Academic, & Speed when he gains a new skill. In addition, the Shadow Weaver may choose from the Shadow Warrior Special Skill list.

Special Rules

Magic User: The Shadow Weaver has the ability to use magic and casts spells like any other magicians, and the Shadow Weaver starts with one spells generated at random from the Shadow Magic list. See the Magic section for details. In addition the Shadow Weaver may learn a new Spell instead on a new skill.

Henchmen

(Bought in groups of 1-5)

Shadow Warriors

35 Gold Crowns to hire

Most of the warriors in the Shadow Warrior Warband are veterans of at least one battle, and all have lost loved ones to the depravity of the Dark Elves.

Profile	**M**	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Ld**
	5	4	4	3	3	1	6	1	8

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

Shadow Warrior Novices

25 Gold Crowns to hire

These are untested Shadow Elves, newly inducted into the warband. Often these warriors are younger cousins who are setting out from Ulthuan for the first time. Due to their hard existence, it is often a quick progression from Novice to full Warrior, however.

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

Weapons/Armour: Shadow Novices may be equipped with weapons and armour chosen from the Shadow Warrior Equipment list.

Forest-Walker Warbands

Once elves were a common sight in the Old World. After the War of The Beard they decided to leave the Old World and travel back to Ulthuan but some elves stayed back and settled in the big forests of Bretonnia. Most famous is the wood elf kingdom of Athel Loren ruled by Orion and Ariel. But the wood elves do not only live in Athel Loren and there are small communities in most of the large forests of the Empire. On the rare occasions that the Wood Elves willingly enter into discourse with other races while in search of extremely rare herbs or to check the integrity of magical seals designed to keep intruders from finding secrets best kept from the prying eyes of the lesser races. But, ever since the appearance event known among men as the Hammer of Sigmar, (the twin-tailed comet) there have been an increasing number of disturbing rumours that there is a group of Shadow Dryads in the blasphemous city of Mordheim. Are they the work of Cyanathair, do they belong to the fallen kin of Coethil or is there a more sinister truth behind these rumours?

Forest of Athel Loren

The forest of Athel Loren is typically isolationists, they are ruled by the demi-gods Orion and Ariel, the King and Queen of the Woods. Ariel has great sorcerous power and wisdom beyond mortal ken. With the falling of the comet known among men as the Hammer of Sigmar, she felt the approach of a great and evil power; a fallen Chaos lord cast out of the dark Realms by the other Gods whom it had tried and failed to destroy. Known to man as Malal, this evil power was now incarnate on the physical plane and not subject to the instability that keeps other powers of Chaos somewhat in check. Ariel saw in her wisdom that the coming of the Lord of Shadows to the Old World would be a harbinger of dark times and the beginning of a blight upon the land. It was clear to her that Malal must be destroyed early or he would grow in power and spread his poison across the lands. By the time the Shadowlord turned his eye to Athel Loren he would be too powerful to stop. Therefore a call went out and the bravest Wood Elves of the glades of Athel Loren volunteered to make the dangerous journey across the lands of the men of the Empire and search out the evil that is Malal and destroy it.

Special rules

Recruitment: Wood Elves are fewer in number than most of the other groups staking their claims in Mordheim. To represent this, it is harder for them to recruit replacements than other warbands. When a Wood Elven warband wishes to employ new members, the gold coin cost is paid for all reinforcements is paid, but the warriors don't show up immediately; the new recruits must make the journey from Athel Loren to Mordheim. Therefore the entire group of reinforcements will arrive after 1d3 games have passed.

Rare items: The Forest-Walker warbands from forest of Athel Loren receive a bonus of +2 when finding rare items.

Alignment: the Warband's Alignment may be one of the following: Lawful, Lawful / Neutral, Neutral.

Forest of Shadows

Before the twin-tailed comet devastated Mordheim the Forest of Shadows was the home of a magnificent elven settlement but with the fall of Mordheim horrible beasts and horrors began to pour out of the city and infiltrate the forest corrupting the sacred glades. The rumor of the magical abilities of the Starstone (or wyrdstone as men named it) spread and the wood elf mages believed that with this power they could once more restore the balance of the forest and save the sacred glades that had been corrupted. Thus it was decided by the elders to send small bands of warriors to Mordheim to retrieve shards of Starstone.

Special rules

Beast-Hunters: All the Forest-Walker warbands from the Forest of Shadows **Hate** Beastmen.

Rare items: The Forest-Walker warbands from the Forest of Shadows receive a bonus of +1 when finding rare items.

Alignment: the Warband's Alignment may be one of the following: Lawful, Lawful / Neutral, Neutral.

The Great Forest

It is Said that hidden deep inside the Great Forest of the Empire, high amount the trees you might find the hidden village of Wood Elves, they have been hiding ever sines the War of The Beard. It is also said that some are from an ancient city which was destroyed by the Dwarves. From the ruins of this city, the now City of Mordheim stands. It is not known why, but the Wood Elves of the Great Forest are on the move. Maybe there is an ancient treasure hidden in the old Elven Ruins or maybe something even Darker hidden away down there!

Special rules

Waywatchers: Forest-Walker warbands from the Great Forest may have an addition Waywatcher, but would lose the Wardancer.

Rare items: The Forest-Walker warbands from the Great Forest receive a bonus of +1 when finding rare items.

Alignment: the Warband's Alignment may be one of the following: Lawful, Lawful / Neutral, Neutral.

Wood Elves Special Rules

Dark Enemies: Forest-Walker warbands may never ally with Neutral / Chaotic or Chaotic warbands (see the 'Multiplayer Rules for more details on warband alliances). If ally with any Dwarven warbands (not Hired swords) then both parties will count as having distrusted alliance even if both Parties have the same alliance type.

Excellent Sight: Elves have eyesight unmatched by mere humans. All the Elves in a Forest-Walker Warband can spot Hidden enemies from twice as far away as other warriors (i.e. twice their Initiative in inches).

Forest Folks: The Wood Elves spend their entire lives in the confines of their forest, to represent this all Wood Elves have the following:

* Wood Elves gain a +1 to Leadership bonus, while in woodland terrain. (This bonus will not take the Leadership characteristic above 10)
* Wood Elves can move through woodland terrain without penalty
* Wood Elves that deploy behind a tree or shrub (or similar cover) may declare to be *hidden* from the start of the battle.

Tolerant: Due to their outsider status with their own people, the Wood Elves have learned to stifle their distaste for 'lesser races', and have even been known to work alongside them from time to time. A Forest-Walker Warband may hire any Hired Sword that is not of a Chaotic or evil bent (so no Skaven, Possessed, Beastmen, Dark Elves, Undead, etc.). They also shun the company of anyone specialising in the use of poison (so no Assassins) or Black power weapons. Also Forest-Walker Warband will not hire any Dwarven Hired Swords.

Wood Elf Archery: When using normal Longbows, an extra 6" range and an additional -1 Armour save. Therefore a standard Longbow has a 36" range and-1 armour saves vs. normal armour.

Forest Spirits: The following rules apply to all creatures with the Forest Spirit special rule:

* All Forest Spirits are Immune to Psychology.
* All Forest Spirits are Immune to Poison.
* All Forest Spirits Cause Fear.
* All Forest Spirits do not gain experience.
* All Forest Spirits treat all stunned as knock down.
* All Forest Spirits have a special save against all attacks, (3+ for a Great Oak, 4+ for a Tree-kin, & 5+ for Dryads).
* All Forest Spirits are Flammable and will take an addition S5 hit if they are hit with a flammable weapon.

Choice of warriors

A Forest-Walker warband must include a minimum of three models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 15.

War-leader: Each Forest-Walker warband must have one War-leader, no more, no less!

Spellsinger: Your warband may include up to one Spellsinger, but he can only be taken instead of a Youngling.

Waywatcher: Your warband may include up to one Waywatcher, but he can only be taken instead of a Youngling.

Wardancer: Your warband may include up to one Wardancer, but he can only be taken instead of a Youngling.

Younglings: Your warband may include up to four Younglings.

Archers: Your warband may include no more than five Archers.

Eternal Guards: Your warband may include no more than three Eternal Guards.

Glade Guards: Your warband may include any number of Glade Guards.

Dryads: Your warband may include no more than three Dryads.

Tree-Kin: Your warband may include no more than three Tree-Kin.

Starting experience

The **War-leader** starts with 20 experience.
The **Waywatcher** start with 16 experience
The **Spellsinger** & the **Wardancer** start with 12 experience.
Younglings & **Henchmen** start with 0 experience.

Forest-Walker equipment lists

The following lists are used by Mercenary warbands to pick their weapons:

Hand-to-hand Combat Weapons
Dagger ..... 1st free/2 GC
Club/Staff ..... 3 GC
Axe ..... 5 GC
Sword ..... 10 GC
Spear ..... 10 GC
Double-handed weapon* ..... 15 GC
Saerath*** ..... 20 GC
Cold Metal Weapon* ..... 2x price
Ithilmar Weapon* ..... 3x price

Missile Weapons
Bow ..... 10 GC
Long Bow ..... 15 GC
Sling ..... 2 GC
Throwing knife ..... 15 GC
Javelins ..... 10 GC

Armour
Helmet ..... 10 GC
Tanned Hide (Toughened leathers) ..... 5 GC
Light armour** ..... 20 GC
Shield ..... 5 GC
Cold Metal Armour* ..... 50 GC
Ithilmar Armour* ..... 70 GC

Miscellaneous Equipment
Forest Cloak ..... 50 GC
Healing Herbs ..... 25 GC
Hunting Arrows* ..... 30 GC

SCOUT EQUIPMENT LIST

This list is for Waywatcher and Archers only

Hand-to-hand Combat Weapons
Dagger ..... 1st free/2 GC
Club/Staff ..... 3 GC
Axe ..... 5 GC
Sword ..... 10 GC
Cold Metal Weapon* ..... 2x price
Ithilmar Weapon* ..... 3x price

Missile Weapons
Bow ..... 10 GC
Long bow ..... 15 GC
Throwing knife* ..... 15 GC

Armour
Tanned Hide (Toughened leathers) ..... 5 GC
Light armour* ..... 20 GC
Cold Metal Armour* ..... 50 GC
Ithilmar Armour* ..... 70 GC

Miscellaneous Equipment
Elven Cloak ..... 50 GC
Healing Herbs ..... 25 GC
Hunting Arrows* ..... 30 GC

WARDANCER EQUIPMENT LIST

This list is for Wardancer only

Hand-to-hand Combat Weapons
Dagger ..... 1st free/2 GC
Sword ..... 10 GC
Double-handed weapon ..... 15 GC
Cold Metal Weapon ..... 2x price
Ithilmar Weapon ..... 3x price

Missile Weapons
Throwing knife ..... 15 GC

Armour
None

Miscellaneous Equipment

* Heroes Only
** Heroes & Eternal Guards Only
*** War-leader & Eternal Guards Only

Heroes

1 War-leader

90 gold crowns to hire

The War-leader is an experienced Wood Elven hero, who been Proven themselves in countless combats. The War-leader has been appointed by the elders to lead the warband.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	4	3	1	6	1	8

Weapons/Armour: A War-leader may be equipped with weapons and armour chosen from the Forest-Walker Equipment list.

Skills: The War-leader may choose from Combat, Shooting, Academic, Strength, and Speed, when he gains a new skill. In addition, the War-leader may choose from the Wood Elf Special Skill list.

Special Rules Excellent Sight, Forest Folks, Wood Elf Archery,

Leader: Any warrior within 6" of the War-leader may use his Leadership characteristic when taking Leadership tests.

0-1 Waywatcher

55 gold crowns to hire

The Waywatcher is an experienced Elven warrior of great skill and acumen. Incredibly stealthy and with senses honed to a razors sharpness he provides a formidable presence to any Wood Elf band, the Waywatcher move through human lands to find out more about those who would threaten the sanctity of their Forest Realm. Their ability to blend into their surroundings makes them difficult to target.

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

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

Skills: The Waywatcher may choose from Shooting, and Speed, when he gains a new skill. In addition, the Waywatcher may choose from the Wood Elf Special Skill list.

Special Rules Excellent Sight, Forest Folks, Wood Elf Archery, Infiltration, Loner

Infiltration: The Waywatcher starts with the skill Infiltration from the Wood Elf Special Skill.

Loner: The Waywatcher is Immune to All Alone tests.

0-1 Spellsinger

60 gold crowns to hire

Wood Elven Spellsinger are specialist wizards in the ways of the powers of nature and the unchecked force of the Wild Hunt. They specialize in what humans call Jade and Amber magic. Jade being protective and drawn from the earth whilst Amber is more offensive and destructive being drawn from the very air and power resonating from the Wood Elves spirit. All their spells are fed from the earth's energy. They sing their incantations softly and them the forces of nature react. Even in remote or desolate places they find their energy…

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

Weapons/Armour: Spellsinger may be equipped with weapons and armour chosen from the Forest-Walker Equipment list.

Skills: The Spellsinger may choose from Shooting, Academic, and Speed, when he gains a new skill. In addition, the Spellsinger may choose from the Wood Elf Special Skill list.

Special Rules Excellent Sight, Forest Folks, Wood Elf Archery,

Magic User: The Spellsinger has the ability to use magic and casts spells like any other magicians, and the Spellsinger starts with one spells generated at random from the Fey Magic list as well as tree-sing. See the Magic section for details. In addition the Spellsinger may learn a new Spell instead on a new skill.

0-1 Wardancer

75 gold crowns to hire

Wardancers are perhaps the greatest and are certainly the most unusual of the Wood Elven warriors, possessing incredible acrobatic abilities and a strange fighting style designed to resemble a dance.

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

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

Skills: The Wardancer may choose from Combat, Strength, and Speed, when he gains a new skill. In addition, the Wardancer may choose from the Wood Elf Special Skill list and the Wardancer skill list.

Special Rules Excellent Sight, Forest Folks, Wood Elf Archery, Leap, Agile, Immune to Psychology

Combat Style: The combat style used by the Wood Elves' Wardancers look more like dance moves then Combat moves. These attacks are much stronger than normal attacks. The Wardancers can only use one attack at a time, but dance attacks can only be used ever other turn. There are four of these Dance Attacks used by the Wardancers as listed below:

Shadow Coil: The Wardancer forgoes all of his attacks to nullify the attacks of a single opponent in base to base contact for that hand to hand phase.

Storm of Blades: The Wardancer may reroll any failed roll to wound in that hand to hand phase.

Whirling Death: the Wardancer gains a +1 A & +1 I, but has a -1 to hit in hand to hand combat.

Woven Mist: the enemies must past a leadership test or only hit on 6

Leap: The Wardancer start with the Skill Leap from the Speed Skills

Agile: The Wardancer have a special 6+ Unmodifiable save vs. any physical attack

Talismanic Tattoos: 6+ Ward save and Magic Resistance 1

0-4 Younglings

25 gold crowns to hire

All Younglings form small war-parties at an early age to patrol the forest and to defend their home from invaders, the elder warriors teach the youngest the nuances of stealth and ambushes. With the impatience of youth the young elves are eager to show their skills. Many Younglings fight in hand-to-hand combat with swords and daggers while others prefer to train only with the traditional longbow.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	2	2	3	3	1	4	1	6

Weapons/Armour: Younglings may be equipped with weapons and armour chosen from the Forest-Walker Equipment list.

Skills: Younglings may choose from Combat, Shooting, and Speed, when he gains a new skill. In addition, the Younglings may choose from the Wood Elf Special Skill list.

Special Rules Excellent Sight, Forest Folks, Wood Elf Archery,

Henchmen

(Bought in groups of 1-5)

Glade Guards

30 gold crowns to hire

The Glade Guards are all seasoned warriors and regularly take part in the Forest-Walkers to fulfil their vows to defend their home land, they otherwise follow other occupations such as artisans. They are no strangers to warfare and a Highborn can rely on the Glade Guards in his domain to deter almost all small armies of intruders. With their experience they try to calm the Younglings rashness, but they also know that the young of the wild must learn their hard lessons first hand, there is no respite in the wild – eat or be eaten.

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

Weapons/Armour: Glade Guards may be equipped with weapons and armour chosen from the Forest-Walker Equipment list.

Special Rules: Excellent Sight, Forest Folks, Wood Elf Archery

0-3 Eternal Guards

45 gold crowns to hire

Through the long winter mouths, the forests are at its lowest ebb, made dormant and Vulnerable through the cycle of the seasons. During this time, guardianship of the most sacred of places falls to the Eternal Guard; sons and daughters of noble houses.

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

Weapons/Armour: Eternal Guards may be equipped with weapons and armour chosen from the Forest-Walker Equipment list.

Special Rules: Excellent Sight, Forest Folks, Wood Elf Archery, Eternal Style

Eternal Style: The Eternal Guards has a fighting style unto them self. On the first round of combat the Eternal Guards may re-roll any to hit dice, and always count as having a +1 to Armour Save.

0-5 Archers

35 gold crowns to hire

Wood Elf Archers are renowned throughout the Old World as the finest archers. This reputation is rightly deserved. The Longbow is the first weapon a Wood Elf is taught to use and the skill of archery is practiced every day.

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

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

Special Rules: Excellent Sight, Forest Folks, Wood Elf Archery, Crossfire

Crossfire: If more the one Archer shoots at the same target, they get +1 on the injury roll.

0-3 Dryads

55 gold crowns to hire

Creatures of the forests, the Dryads are dangerous foes when angered. They fight with their Elven allies to prevent harm coming to their lands. Some few were moved to assist the Shadow-Hunters in their task.

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

Weapons/Armour: Razor Sharp Talons (Counts as being armed with two swords)

Special Rules: Forest Spirits, Rating

Rating: For Each Dryad in the Warband will add +5 to the Warband rating.

0-1 Tree-kin

125 gold crowns to hire

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

Weapons/Armour: Branchlike limes (Counts as being armed with two clubs).

Special Rules: Forest Spirits, Large Target, Rating

Large Target: The Tree-kin are large and so count as a large target.

Rating: The Tree-kin in the Warband will add +35 to the Warband rating.

Witch Hunters

The Order of the Templars of Sigmar, universally known as the Witch Hunters, is an organisation dedicated to the eradication of heretics, be they warlocks, witches, sorcerers, fortune-tellers, necromancers, worshippers of the dark gods, deviants, mutants, blasphemers, sinners, utterers of profanities, servants of Daemons, or composers of corrupting music. Indeed, there are few who altogether escape the suspicions of the Witch Hunters with the possible exception of other Witch Hunters.

It is wise to remember that the practice of magic in all its forms is deemed a most heinous crime in the Empire. Death by fire is the proscribed punishment for this particular heresy. Many of the Witch Hunters' victims treacherously avoid their fate by perishing under torture before making a full confession. In these troubled times the Witch Hunters are kept busy as more and more men turn to the dark arts. The most dangerous of all these heretics are the followers of the Chaos gods. These depraved individuals practise Daemon worship and (it is claimed) even offer human sacrifices in the name of their vile masters. Of all the enemies of Sigmar they are the most abhorrent!

The destruction of Mordheim has fired the Witch Hunters with a new and irresistible sense of purpose. In the light of events the Grand Theogonist has proclaimed Sigmar's punishment on the City of the Damned. The Witch Hunters rejoice that their crusade against widespread corruption has been vindicated. Now they are ready to complete Sigmar's holy purpose by destroying his enemies within the ruins of the city itself. The Grand Theogonist has commanded the Witch Hunters to go unto that place and recover the wyrdstone for Sigmar's temple. Their crusade also pits them into the same arena as their old enemies the so-called Sisters of Sigmar – those loathsome Daemon-worshipping she-heretics whose very existence is a vile affront to the majesty of Sigmar.

Witch Hunters are charismatic rabble-rousers who can soon turn a crowd to their own ends. They are universally dreaded, for everyone has something or someone to hide, and there are countless individuals who would willingly and enthusiastically hunt down and burn their own kin were a Witch Hunter to command them to do so. Bands of Witch Hunters are often accompanied by zealous citizens, Flagellants, and even holy Priests of Sigmar as well as the huge vicious war hounds which the Witch Hunters employ to track and bring down fugitives.

As men accustomed to fighting Witch Hunters are well-armed and sturdy individuals. They favour hooded cloaks and headgear which conceal their appearance from the overly curious. Some wear chains about their throats to remind them of fallen comrades and old rivalries and also, so it is said, so that the iron might serve as protection against witchcraft.

The followers of the Witch Hunters, the rabble that accompany them to Mordheim, are a far more dire sight indeed – crazed and self-mutilated men who have lost or surrendered all their worldly goods and, most likely, their reason as well.

Special Rules

Alignment: The Warband's Alignment is Lawful.

Choice of Warriors

A Witch Hunter warband must include a minimum of three 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 12.

Witch Hunter Captain: Each Witch Hunter warband must have one Witch Hunter Captain.

Warrior-Priest: Your warband may include a single Warrior-Priest.

Witch Hunters: Your warband may include up to three Witch Hunters.

Zealots: Any number of models may be Zealots.

Flagellants: Your warband may include up to five Flagellants.

War hounds: Your warband may include up to five War hounds.

Starting experience

A **Witch Hunter Captain** starts with 20 experience.

Witch Hunters start with 8 experience.

A **Warrior-Priest** starts with 12 experience.

Henchmen start with 0 experience.

Witch hunter equipment lists

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

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Mace, Hammer ..... 3 GC
Axe ..... 5 GC
Sword ..... 10 GC
Double-handed weapon ..... 15 GC

Missile Weapons

Crossbow ..... 25 GC
Pistol ..... 15 GC (30 for a brace)
Crossbow pistol ..... 35 GC

Armour

Light armour ..... 20 GC
Heavy armour ..... 50 GC
Shield ..... 5 GC
Buckler ..... 5 GC
Helmet ..... 10 GC

Flagellant Equipment List

(This list is for Flagellants only)

Hand-to-hand Combat Weapons

Flail ..... 15 GC
Morning star ..... 15 GC
Double-handed weapon ..... 15 GC

Missile Weapons

None

Armour

None

Zealot Equipment List

(This list is for Zealots only)

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Club, Mace, Hammer ..... 3 GC
Axe ..... 5 GC
Sword ..... 10 GC
Double-handed weapon ..... 15 GC
Spear ..... 10 GC

Missile Weapons

Bow ..... 10 GC
Short bow ..... 5 GC

Armour

Light armour ..... 20 GC
Shield ..... 5 GC
Helmet ..... 10 GC

Heroes

1 Witch Hunter Captain

60 gold crowns to hire

Driven by fanaticism, Witch Hunter Captains are obsessed with cleansing Mordheim and bringing the justice of Sigmar to all. Carrying the edict of the Grand Theogonist himself, they have the divine right to judge and execute warlocks, witches, Chaos worshippers… in fact all who dare to oppose them.

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

Weapons/Armour: A Witch Hunter Captain may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

Skills: The Witch Hunter Captain may choose from Combat, Shooting, Academic, Strength, & Speed when he gains a new skill.

Special Rules

Leader: Any warrior within 6" of the Witch Hunter Captain may use his Leadership value when taking Leadership tests.

Burn the Witch!: A Witch Hunter Captain hates all models who can cast spells.

0-3 Witch Hunters

25 gold crowns to hire

Witch Hunters are members of the grim Order of Witch Hunters, dedicated to eradicating Chaos and all its minions. Usually they prowl the Old World individually trying and executing the enemies of Sigmar, but the situation in Mordheim requires them to band together.

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

Weapons/Armour: Witch Hunters may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

Skills: The Witch Hunters may choose from Combat, Shooting, Academic, & Speed when he gains a new skill.

Special Rules

Burn the Witch!: Witch Hunters hate all models who can cast spells.

0-1 Warrior-priest

40 gold crowns to hire

Many powerful fighting men have come from the ranks of the faithful. The Priests of Sigmar are no exception, and the military wing of the cult is feared and respected throughout the Empire.

The Grand Theogonist himself has granted the Warrior-Priests an edict to cleanse Mordheim of Chaos filth. With fire burning in their eyes, the Warrior-Priests stride into battle, chanting aloud the Deus Sigmar, the praise of the patron god of the Empire.

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

Weapons/Armour: A Warrior-Priest may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

Skills: The Warrior-priest may choose from Combat, Academic, & Strength when he gains a new skill.

Special Rules

Pray User: The Warrior-Priest is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic section and the Warrior-Priest start with one prays generated at random. See the Magic section for details. In addition the Warrior-Priest may learn a new Pray instead on a new skill.

Henchmen

(Bought in groups of 1-5)

Zealots

20 gold crowns to hire

When a man loses his family, home and all he cared for, religion is often the last refuge left to him. Such men become wandering pilgrims, bitter and dangerous fanatics who are prepared to avenge their loss at any cost. These men are called Zealots.

Zealots have forsaken their former lives and exist only to destroy evil and the minions of Chaos. Whilst they might have been peasants and craftsmen before, and thus may not be as dangerous in a fight as seasoned mercenaries, their determination and fanaticism should not be underestimated. Witch Hunters find ready allies in their ranks, and many a band of Zealots is led by Witch Hunters.

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

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

0-5 War hounds

15 gold crowns to buy

Witch Hunters often keep packs of ferocious hunting dogs. With their huge jaws and powerful bite, they are perfect for hunting down (and tearing apart) any heretics, mutants, deviants and witches.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons/Armour: Jaws and brutality! War hounds never use or need weapons and armour.

Special Rules

Animals: War hounds are animals and thus do not gain experience.

0-5 Flagellants

40 gold crowns to hire

Flagellants are fanatics and madmen obsessed with the end of the world. They are often men who have lost their families to war or the ravages of nature, and have also lost their minds. With insane persistence, they travel the length and breadth of the Empire, preaching their view of the end of the world. With their rousing speeches, Witch Hunters can muster these dangerous lunatics to fight in the streets of Mordheim, where no sane man dares tread.

Flagellants are extremely dangerous opponents in close combat, for they have the strength of madmen, and their bodies have become inured to pain because of self-mutilation.

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

Weapons/Armour: Flagellants may be equipped with weapons and armour chosen from the Flagellant Equipment list. Flagellants never use missile weapons, even if they gain an Advance roll which would otherwise allow them to do so.

Special Rules

Fanatical: Flagellants are convinced that the end of the world is nigh, and nothing in this world holds any terror for them. Flagellants automatically pass all Leadership-based tests they are required to take. A Flagellant may never become a warband leader.

Sisters of Sigmar

For centuries the nobility of the Empire has sent its wayward or troublesome daughters to the Holy Convent of the Order of Merciful Sisters of Sigmar in Mordheim to be initiated into the only order of priestesses dedicated to the Empire's patron god. The Sisters of Sigmar, as they are commonly called, have traditionally travelled the Empire administering to the sick and poor, tending to the needs of orphans, curing the diseased and mending broken bodies. As well as the healing arts, which they practise with expert knowledge of herb-lore and prayer, their advice is frequently sought by those about to make an important decision, for the Sisters of Sigmar are famed for their ability to predict the fickle course of fate.

Though once much loved by the common people, the Sisters have seen their popularity wane in recent years. Rabble-rousing Witch Hunters have denounced them as witches and heretics, so that even in the countryside they are attacked and driven away by the very peasants they seek to help. Many of Sigmar's priests wish to disband the order altogether, claiming that women have no right to teach the holy word of Sigmar. Even the Grand Theogonist, ostensibly the chief authority over the order, has cooled towards the sisterhood, denying the throne to Magritta of Marienburg who was brought up by the Sisters and said to be sympathetic to their cause. These days the Sisters of Sigmar have retreated to their convent situated high on the craggy island of Sigmar's Rock in the river Stir in Mordheim.

Of all the inhabitants of Mordheim only the Sisters of Sigmar were prepared for its destruction. Seeress Cassandora foretold of the disaster and at their nightly vigil the Maidens of Sigmar heard the voice of Sigmar speaking in their dreaming minds. Thus they knew that they would be safe in their fortress high above the city, raised as it is above the polluted vapours, if only they were prepared to survive the fire of Sigmar's Fury.

While the rest of Mordheim fell under a spell of madness the Sisters of Sigmar offered prayer after prayer, scourging themselves to drive out all thoughts of sin, fervently accepting a punishing penitential regime to harden their minds against the wantonness running rampant outside their walls. When the blow finally came the Sisters gathered beneath the great temple dome of their convent which, well built and fortified as it was by the prayers of the Sisters, protected them from the fire and heat of their master's ire.

The Sisters believe they have a holy mission, a task that they have been set by Sigmar himself and to which they must submit themselves body and soul. Their sacred duty is to gather up the shards of wyrdstone and hide it deep beneath Sigmar's Rock in the vaults of their convent where, shielded by a great depth of solid granite and guarded by the eternal prayers of the sisterhood, it will cause no harm to Sigmar's people. It is a nigh hopeless task, for there are few Sisters and countless shards of stone. Worse still, there are many who want the stone for themselves, to take it from Mordheim and spread its contagion amongst the cities of the Empire.

The warbands of the sisterhood are led by tough Matriarchs, each accompanied by a body of warrior sisters. The training and harsh discipline of the convent includes mastery of martial as well as ecclesiastic skills, for mastery of the body is but the first step towards the mastery of the soul. Their favoured weapon is the warhammer, the instrument of Sigmar, seen as his holy symbol, alongside the twin-tailed comet.

Special Rules

Alignment: the Warband's Alignment is Lawful.

Choice of warriors

A Sisters of Sigmar warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Sigmarite Matriarch: Each Sisters of Sigmar warband must have one Matriarch to lead it: no more, no less.

Sister Superior: Your warband may include up to 3 Sister Superiors.

Augur: Your warband may include a single Augur.

Novices: Your warband may include up to 10 Novices.

Sisters: Any number of models may be Sisters.

Starting experience

A **Matriarch** starts with 20 experience.

Sisters Superiors start with 8 experience.

An **Augur** starts with 0 experience.

Henchmen start with 0 experience.

Sisters of Sigmar equipment lists

The following lists are used by the Sisters of Sigmar to pick their equipment.

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Mace, Hammer	3 GC
Sigmarite warhammer	15 GC
Flail	15 GC
Steel whip	10 GC
Double-handed weapon	15 GC

Missile Weapons

Sling	2 GC

Armour

Light armour	20 GC
Heavy armour	50 GC
Shield	5 GC
Buckler	5 GC
Helmet	10 GC

Miscellaneous Equipment

Holy tome (Heroines only)	120 GC
Blessed water (Heroines only)	10 GC
Holy relic (Heroines only)	15 GC

Heroines

1 Sigmarite matriarch

70 gold crowns (dowry to the temple)

The Sigmarite Matriarchs, of whom there is an inner circle of twelve, are answerable to the High Matriarch of the temple. Each must lead a warband of Sisters in frequent searches of the city in order to purge the ruins. Matriarchs are driven by a zealous devotion to the Cult of Sigmar and a relentless determination to redeem the Sisterhood in His eyes.

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

Weapons/Armour: The Sigmarite Matriarch may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

Skills: The Matriarch may choose from Combat, Academic, Strength, & Speed when he gains a new skill. In addition, the Matriarch may choose from the Sisters of Sigmar Special Skill list.

Special Rules

Leader: Any warband member within 6" of the Sigmarite Matriarch may use her Leadership characteristic when taking any Leadership tests.

Pray User: The Sigmarite Matriarch is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic section and the Sigmarite Matriarchs start with one prays generated at random. See the Magic section for details. In addition the Sigmarite Matriarchs may learn a new Pray instead on a new skill.

0-1 Augur

25 gold crowns (dowry to the temple)

The blind Augurs of the Sisterhood are blessed beyond their comrades. By giving up their sight they have gained something far more, second sight – a gift from their patron god. Only a very few are marked this way, and they are greatly revered by the Sisterhood. Unlike the rest of the priestesses, they shave their heads, save for a single long braid.

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

Weapons/Armour: The Augurs may be equipped with weapons chosen from the Sisters of Sigmar Equipment list. They never wear armour.

Skills: The Augur may choose from Combat, Academic, & Speed when he gains a new skill. In addition, the Augur may choose from the Sisters of Sigmar Special Skill list.

Special Rules

Blessed Sight: An Augur can re-roll any failed characteristic tests (climbing, resisting spells or any other reason), and any rolls to hit in close combat or shooting. You must accept the second result.

In addition, an Augur can use her Blessed Sight to help the Sisterhood when they are searching the city for wyrdstone. If the Augur is not put out of action in the battle, you may roll two dice for her in the exploration phase and pick either dice as the result.

0-3 Sister superior

35 gold crowns (dowry to the temple)

Each of the Sisters Superior is a long-serving priestess of the Cult of Sigmar, well versed in the rituals of the temple and an example to the younger Sisters and Novices. The Sisters Superior are entrusted with maintaining the faith and fervour of the order. Any peril or foe that may lurk in the ruins of Mordheim is as nothing compared to the wrath of a Sister Superior.

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

Weapons/Armour: A Sister Superior may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

Skills: The Sister Superiors may choose from Combat, Academic, Strength, & Speed when he gains a new skill. In addition, the Sister Superiors may choose from the Sisters of Sigmar Special Skill list.

Henchwomen

(Bought in groups of 1-5)

Sigmarite Sister

25 gold crowns (dowry to the temple)

Sigmarite Sisters know that their entire order is shamed in the eyes of their Lord Sigmar. Every one of them is sworn upon His altar to pacify the city and thereby redeem themselves. Whatever the perils and horrors that stand in their way, they will be overcome!

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

Weapons/Armour: The Sigmarite Sisters may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

0-10 Novices

15 gold crowns (dowry to the temple)

By tradition, the Sisters draw their recruits only from the most noble houses of the Empire, and families consider it a great honour to have their daughter accepted into the order. Only maidens of noble lineage can be relied upon to have the devotion to duty and innate sense of honour. Few though the recruits may be, they must endure several years as Novices during which time their devotion will be tested to the full. All are eager to prove themselves worthy to be the handmaidens of Sigmar.

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

Weapons/Armour: The Novices may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

Bretonnia Crusades

By Sir Tomaso De Merrigan

This is a time when the Empire is being torn apart from within. A time when there is no Emperor and the lands are increasingly divided, as individual cities look to their own lords and mercantile Burgomeisters gain in power through gold. Where corruption flows like effluent down the River Reik and conspiracy is rife throughout the land. By contrast, happy is the land of Bretonnia where chivalry reigns, honour is upheld and the Lady of the Lake still bestows her favour on those deemed worthy. To the knights of Bretonnia Mordheim is a vile place where virtue and order have been discarded. Where a proud city once stood nightmarish creatures now wander the streets and mix with men in dens of corruption and squalor. It is therefore considered extremely virtuous for a knight to embark on a spiritual quest to Mordheim, seeking to achieve honour in battle and perhaps earn the favour of the Lady of the Lake herself. In Mordheim a knight's courage and valour will be thoroughly tested, but so much the better, because with hardship come honour.

A Questing Knight will relinquish his castle and domain to set out on such a journey. He becomes free from any obligation to defend a domain and will now seek a road leading to new adventures. A Questing Knight has put all worldly ambitions aside and is accorded a rank far greater then even the most powerful dukes of the land. Such a gesture is considered particularly noble, and it is not uncommon for other knights and common folk to flock to the Questing Knights aid. Knights Errant in particular are eager for adventure and a chance to win honour by a feat of arms, so will often join a Questing Knight on his journey. By the time the Questing Knight leaves the fair lands of Bretonnia he will have a sizable retinue following him, ready to fight for the honour of Bretonnia and the Lady of the Lake.

Once on a quest a Knight will be spurred on by dreams and visions often visited upon him by the Lady of the Lake. This leads him ever onwards and inspires and encourages him on his quest. In time he hopes that through his deeds and valour he will earn the favour of the Lady of the Lake and she will let him drink from the Grail of Life. This is the final reward for a knight, and on finding the Grail he will return to Bretonnia to protect its people. Until that time though, he is bound to fight the enemies of virtue and order and to endure incalculable hardships.

Special Rules

Before heading into battle Bretonnian Knights kneel and pray to the Lady of the Lake, avowing to fight to the death for honour and justice. Before playing a game of Mordheim make a Leadership test against the Leadership characteristic of the warbands leader. If the test is successful the Lady of the Lake has bestowed her blessing on the warband. The blessing takes the form of a powerful curse upon the enemies of chivalry, and in particular upon those that make use of the foul and dishonourable weapons of mass destruction. Any model in the opposing warband who wishes to fire a black powder weapon must roll a D6 and score 4+ to overcome the curse, otherwise they may not fire the weapon. The opposing player must test each time they wish to fire such a weapon. Models armed with other shooting weapons, such as bows and crossbows, do not have to test unless they dare raise their weapons against the gallant Knights of Bretonnia. If any enemy model wishes to shoot at a Bretonnian Knight (Questing Knights and Errants only), then they must first roll a 4+ on a D6 to overcome the curse.

Alignment: the Warband's Alignment is Lawful.

Choice of Warriors

A Questing Knight's warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Questing Knight: Each Questing Knight's warband must have one Questing Knight: no more, no less!

Knight Errant: Your warband may include up to two Knight Errant.

Squires: Your warband may include up to three squires. You may not have more squires in the warband then you have Knights.

Men-at-arms: Your warband may include any number of Men-at-Arms.

Bowmen: Your warband may include any number of Bowmen.

Starting Experience

The **Questing Knight** starts with 20 experience.

Knights Errant starts with 8 experience.

Squires & all **Henchmen** start with 0 experience.

Bretonnian equipment lists

The following lists are used by Bretonnian warbands to pick their weapons:

Knights Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Mace	3 GC
Sword	5 GC
Double-handed weapon	15 GC
Morning Star	15 GC
Lance	20 GC

Missile Weapons

None

Armour

Light armour	20 GC
Heavy armour	50 GC
Shield	5 GC
Helmet	10 GC
Warhorse	80 GC
Barding	30 GC

Men-at-Arms Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Hammer	3 GC
Sword	5 GC
Axe	5 GC
Spear	10 GC
Halberd	10 GC
Double-handed weapon	15 GC

Armour

Light armour	20 GC
Shield	5 GC
Helmet	10 GC

Squires Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Hammer	3 GC
Sword	5 GC
Axe	5 GC
Spear	10 GC

Missile Weapons

Bow	10 GC
Longbow	15 GC

Armour

Light armour	20 GC
Shield	5 GC
Helmet	10 GC
Buckler	5 GC
Horse	40 GC

Bowmen Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Sword	5 GC
Axe	5 GC

Missile Weapons

Bow	10 GC
Longbow	15 GC

Armour

Light armour	20 GC
Helmet	10 GC

Heroes

1 Questing Knight

80 gold crowns to hire

A Questing Knight is an extremely tough and virtuous individual, who fights to uphold the traditions of honour and to serve the Lady of the Lake. Injustice and the persecution of the weak are his enemies, whilst courage and valour are his companions. It is no wonder then that many a Questing Knight will journey to Mordheim.

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

Weapons/Armour: A Questing Knight may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list.

Skills: The Questing Knight may choose from Combat, Strength & Speed when he gains a new skill. In addition, the Questing Knight may choose from the Bretonnian Special Skills Special Skill list.

Special Rules

Leader: Any warrior within 6" of the Questing Knight may use his Leadership characteristic when taking Leadership tests.

Knights Virtue: A Questing Knight is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

0-2 Knights Errant

50 gold crowns to hire

Knight Errant are the sons of nobles, eager to prove their mettle by feats of arms, and earn their place amongst the Knights of the Realm of Bretonnia. To do this they must perform valorous deed, so they will often accompany a Questing Knight on his spiritual journey in the hope of adventure and honour.

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

Weapons/Armour: A Knight Errant may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list. A Knight Errant may not ride a warhorse unless the Questing Knight also rides one.

Skills: The Knights Errant may choose from Combat & Speed when he gains a new skill. In addition, the Knights Errant may choose from the Bretonnian Special Skills Special Skill list.

Special Rules

Knights Virtue: A Knight Errant is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

0-3 Squires

15 gold crowns to hire

Knights are served by their Squires, commoners who ride to the hunt with their master, and who accompany him to war. They are chosen from the fittest and youngest of a Knight's retinue, and they are trained and schooled by the knight himself. If a squire performs some great deed or service to his master he may even be raised to the ranks of knighthood!

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

Weapons/Armour: Squires may be equipped with weapons and armour chosen from the Squires section of the Bretonnian Equipment list. A Squire may not ride a horse unless the Questing Knight and any Knight Errant in the warband are riding warhorses.

Skills: The Squires may choose from Combat & Strength when he gains a new skill. In addition, the Squires may choose from the Bretonnian Special Skills Special Skill list.

Henchmen

(Bought in groups of 1-5)

0-8 Men-at-Arms

25 gold crowns to hire

Men-at-arms are the soldiery of Bretonnia. Every Knight maintains a retinue when he is a lord of a domain, and upon embarking on a quest, this retinue may join him on his journey. Men-at-arms are determined warriors, ready to fight for honour and justice as much as the Questing Knight they follow.

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

Weapons/Armour: Men-at-arms may have weapons and equipment chosen from the Men-at-arms section of the Bretonnian Equipment list.

Bowmen

20 gold crowns to hire

Bowmen are common folk who regularly practice archery at the village butts so as to be ready to repel raiders from their humble cottages, fields and vineyards. When a Knight sets off on a quest it is not uncommon for a handful of bowmen to be inspired to bravery and join the Knight on his journey.

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

Weapons/Armour: Bowmen may be equipped with weapons chosen from the Bowmen section of the Bretonnian Equipment list.

Kislevite Warband

The land of Kislev lies to the north and east of the Empire. The further east one travels the dense forests give way to open steppes stretching to the foothills of the Worlds Edge Mountains. The winters of Kislev are harsh and cruelly long and for months the land is gripped by snow blizzards and ice. The townships of Kislev are mainly built of timber for stone is rare and only the most important of the cities have stone buildings and walls. In the ancient capital city of Kislev the massive white buildings are topped by vast gilded domes and decorated with golden statues and gargoyles. It has been said that Kislev is a poor country filled with rich people. It is certainly true that the people that live in this beleaguered land have an outlook on life that strangers often find surprisingly positive. For Kislev is a country under constant threat of invasion. Armies of savage Norse often venture into Kislev, raiding and pillaging, and to make matters worse Kislev lies right on the border of the Chaos Wastes, so that any Chaos incursion passes through the land (and its people) first.

To aid them in their struggle against these murderous foes, the Tzars of Kislev have forged strong ties with the Empire. This alliance benefits both countries, as the rulers of the Empire have long understood the benefit of a northern bulwark against the tides of Chaos. Both countries have a tradition of sending troops to aid the other in times of need, and in fact the Gryphon Legion, pride of the Kislevite nobility, was formed as a symbol of the unity between the two countries. This knightly order is made up entirely of Kislevite nobles, but is garrisoned and trained in the Empire.

Despite the constant threat of invading armies, the people of Kislev sing and dance and play as much as or perhaps more than the people of any other country in the Old World. Some say that their relative happiness derives from their love of strong drink. Whether this is true or not, Kislevites certainly do enjoy their spirits, and in fact many of their people attribute almost magical qualities to that most famous of Kislevite drinks – vodka.

A Kislevite warband represents a group of individuals from this unique northern realm. Kislevites tend to be quiet in the face of strangers, but they hold much joy in their hearts. In fact they are loud and boisterous when amongst their own people. Kislevites are known to be extremely brave warriors, and they hold a loathing for Chaos that is much stronger than most of the peoples of the Old World. While many citizens of the Empire may remain ignorant to the initial signs of a Chaos cult, Kislevite citizens will immediately seek out any signs of depravity and cleanse the infected individuals with sword and flame. Keep these things in mind when you play a Kislev warband. Most citizens of Kislev have lost homes or loved ones to the warriors of Chaos, and they realise that anything less than constant vigilance could lead to their downfall. They are therefore unrelenting in their resolve against their ancient enemies. Give the forces of Chaos no quarter, and expect none in return.

Special Rules

Ancient Enemies: Kislevite warbands may never ally with Neutral / Chaotic or Chaotic warbands (see the 'Multiplayer Rules for more details on warband alliances).

Alignment: the Warband's Alignment may be one of the following: Lawful / Neutral, Neutral.

Choice of Warriors

A Kislevite 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, though some buildings in the warband's encampment may increase this.

Druzhina Captain: Each Kislevite warband must have one Druzhina Captain, no more, no less!

Bear Tamer: Your warband may include a single Bear Tamer.

Esaul: Your warband may include a single Esaul.

Youths: Your warband may include up to 2 Youths.

Warriors: Your warband may include any number of Warriors.

Cossacks: Your warband may include any number of Cossacks.

Streltsi: Your warband may include up to 3 Streltsi.

Trained Bear: Your warband may include up to 1 Trained Bear. Note however that a Kislevite warband may not include a Trained Bear if it does not first include a Bear Tamer!

Starting Experience

Druzhina Captain starts with 20 experience.

Bear Tamer starts with 10 experience.

Esaul starts with 8 experience.

All Henchmen start with 0 experience.

Kislevite Equipment List

The following lists are used by Kislevite warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC
Morning Star	15 GC
Double-handed weapon	15 GC
Halberd	10 GC
Spear	10 GC

Missile Weapons

Throwing Knives	15 GC
Short bow	5 GC
Bow	10 GC
Crossbow	25 GC
Pistol	15 GC (30 for a brace)
Duelling Pistol	25 GC (50 for a brace)

Armour

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

Streltsi Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC
Morning Star	15 GC
Double-handed weapon	15 GC
Halberd	10 GC
Spear	10 GC

Missile Weapons

Bow	10 GC
Crossbow	25 GC
Pistol	15 GC (30 for a brace)
Duelling Pistol	25 GC (50 for a brace)
Handgun	35 GC

Armour

Shield	5 GC
Helmet	10 GC
Light Armour	20 GC

Heroes

1 Druzhina Captain

80 gold crowns to hire

Druzhina are the minor nobles of Kislev. During times of war these nobles form their own regiments in a Kislevite army, and they look most impressive with their ancient armour and weapons, as most of these prized artefacts are handed down from father to son. Druzhina are rich enough to afford their own horse and battlegear, and they must be ready to fight for the Tzar when called upon. In return for this they are allowed to own land and are given a break on their annual taxes.

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

Weapons/Armour: A Druzhina Captain may be equipped with weapons and armour chosen from the Kislevite Warrior equipment list.

Skills: The Druzhina Captain may choose from Combat, Shooting, Academic, Strength & Speed when he gains a new skill.

Special Rules

Leader: Any warrior within 6" of the Druzhina Captain may use his Leadership characteristic when taking any Leadership tests.

Inheritance: When the Kislevite warband is first created, the Druzhina Captain is allowed to purchase one item from the Kislevite Warrior equipment list at half the normal cost. This item represents a treasured family heirloom that has been passed down through the generations. Losing an ancestral item is considered very disrespectful and if the item is ever lost (e.g. from a Robbed result on the Serious Injury chart), the Captain MUST replace it with a finely-made substitute as quickly as possible or risk being haunted by the angry spirits of his ancestors. To replace an ancestral item, the Captain must purchase the same item of equipment at 150% of its normal price. This higher cost represents the fine detail and valuable materials used in the item's manufacture. Until the item is replaced, the Captain suffers a -1 penalty to all tests and rolls to hit.

0-1 Esaul

35 gold crowns to hire

Esaul is an ancient Cossack term that means 'Best Warrior', and was traditionally given to the most powerful fighter in the tribe. The word has survived the generations, and today it is an honorary title given by a chieftain to his personal champion, though it is also used by Gospodar warriors as a more familiar term for an experienced veteran. Most Kislevite cities contain at least one grizzled veteran amongst the ranks of their professional soldiery who has been affectionately labelled 'Esaul' by his men.

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

Weapons/Armour: An Esaul may be equipped with weapons chosen from the Kislevite Warrior Equipment list.

Skills: The Esaul may choose from Combat, Shooting, & Speed when he gains a new skill.

0-1 Bear Tamer

35 gold crowns to hire

Since ancient times, bears have featured in Kislevite myths and legends. Kislevites have a deep respect for these mighty beasts, and gather to see the trained specimens that accompany travelling circuses. The powerful men that train these bears are known simply as Bear Tamers, and the best of them are widely renowned amongst the people of Kislev. Bears can be trained for martial purposes as well, and Bear Tamers are often recruited into the armies of Kislev, where they enjoy a special status among the soldiery.

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

Weapons/Armour: A Bear Tamer may be armed with weapons chosen from Kislevite Warrior equipment list.

Skills: The Bear Tamer may choose from Combat, Strength & Speed when he gains a new skill.

Special Rules

Bear Handler: A Kislevite Warband that includes a Bear Tamer is allowed to purchase a Bear as a henchman. This bear has been trained to follow the Tamer's commands, and so will automatically pass its Stupidity tests when within 6" of the Bear Tamer (even if the Tamer has been Knocked Down or Stunned).

0-2 Youths

15 gold crowns to hire

Strong, strapping lads from the countryside often join a band of daring adventurers to make their fortune.

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

Weapons/Armour: Youths may be equipped with weapons chosen from the Kislevite Warrior Equipment list.

Skills: The Youth may choose from Combat, Shooting, Strength & Speed when he gains a new skill.

Henchmen

(Bought in groups of 1-5)

Warriors

25 gold crowns to hire

The Gospodar tribe make up the bulk of the people of Kislev, and they are generally considered the most civilised of the peoples of this harsh realm. Gospodars are people of large stature with blonde or red hair. Their women are well known throughout the Old World for their fair-skinned beauty. Gospodar women have the same rights as men, and are allowed to rise to positions of power; in fact the most powerful of the legendary Ice Mages of Kislev are all female!

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

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

Cossacks

30 gold crowns to hire

Cossacks are nomadic tribesmen who live in the far north of Kislev. They are always the first to encounter any Chaos invaders from the north, and so have long fostered a bitter enmity with the servants of Chaos. Cossacks are renowned for their riding skills, and their favoured weapons are the scimitar (sword) and spear.

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

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

Special Rules

Hate Chaos: Years of bitter struggle against the forces of Chaos have left their mark on the Cossack people. Cossacks are subject to Hatred against all forces of Chaos (e.g. members of any warband the players would apply the Ancient Enemies special rule to).

0-3 Streltsi

25 gold crowns to hire

Firearms were first introduced to Kislev by Prince Boydinov of Erengrad. Though very popular among his people, the prince was considered quite eccentric (it was he that invented the mad game called Kislevite Roulette). Despite initial superstition as time past handguns have been accepted as essential weapons of war. In his legacy the prince had a large portion of his wealth set aside for the establishment and upkeep of a regiment of handgunners. The regiment continues to this day and its members are known as Streltsi. Soldiers from other cities in Kislev, most notably the capital, are sent here to train in the use of firearms with the Streltsi. In addition to their knowledge of handguns Streltsi are also trained to use a small halberd called the berdiche. In fact the berdiche and handgun are the most widely recognised symbols of the Streltsi. In combat Streltsi are able to use their berdiches as rests for their handguns, increasing their accuracy and making for a deadly weapon combination.

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

Weapons/Armour: Streltsi may be armed with weapons and armour chosen from the Streltsi equipment list. Note that Streltsi are the only Kislevite Warriors trained in the use of handguns.

Special Rules

Gun-Rest: A Streltsi warrior armed with both halberd and handgun may use the halberd as a gun-rest. The warrior receives a +1 on his 'to hit' roll with the handgun, as long as he did not move that turn (this applies even if the warrior has a skill that allows him to move and shoot with his handgun – he must not move if he is to rest the gun).

0-1 Trained Bear

145 gold crowns to hire

Bear Tamers often bring one of their sacred bears with them when they prepare to enter battle. These great beasts respect little, and it takes years for a human to win their trust and obedience. The effort to train one of these creatures is well worth it however, as one cannot hope for a more loyal friend or useful ally when things turn bad.

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

Weapons/Armour: None, other than their claws and teeth!

Special Rules

Trained: A bear doesn't care about the warband's mission or enmity for other warbands – it's just following the orders of its trainer. Sometimes it gets bored waiting for orders; for this reason Trained Bears are subject to the rules for Stupidity. If given 'special attention' by its trainer, it will mind a bit better, so a bear is not required to take these Stupidity tests if the warband's Bear Tamer is within 6". In fact this is the only member of the warband the bear will listen to; a Trained Bear will never use the warband leader's Leadership for any tests it is required to take. It may use the Bear Tamer's leadership if within 6" of him however. Note that the warband cannot control the bear without a Bear Tamer. The Trained Bear may not be used in any game in which the warband's Bear Tamer does not take part (and this means that if the warband does not include a Bear Tamer at all, the warband must keep the bear staked back at camp until they hire a new one!).

Fearsome: A charging bear is a very scary sight indeed! A Trained Bear causes Fear.

Bear Hug: If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single 'Bear Hug' attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

Fiercely Loyal: Such dedication is built into the relationship between Bear Tamer and bear that if his trainer is injured, a bear will often stand over the body to protect it, or even drag the trainer's body to safety. As long as his bear is not taken Out of Action during a game, a Bear Tamer ignores the following results on the Serious Injury table: 'Sold to the Pits', 'Robbed', and 'Captured' (and ignore equivalent results in settings such as Lustria that have their own special Serious Injury table). If any of these results are rolled for the Bear Tamer, treat the result as a 'Full Recovery' instead.

Animal: Trained Bears are animals and do not gain experience.

Dwarf Treasure Hunters

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

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

Special Rules

All Dwarfs are subject to the following special rules:

Hard to Kill: Dwarfs are tough, resilient individuals who can only be taken out of action on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

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

Armour: Dwarfs never suffer movement penalties for wearing armour.

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

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

Incomparable Miners: Dwarfs spend much of their lives underground searching for precious minerals, and they are the best in the world at this kind of work. In the city of Mordheim they apply similar skills to the search for wyrdstone. When checking for wyrdstone at the end of a game, add +1 to the number of pieces found for a Dwarf warband.

Alignment: the Warband's Alignment may be one of the following: Lawful / Neutral, Neutral

Choice of warriors

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

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

Engineer: Your warband may include up to 1 Engineer.

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

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

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

Beardlings: Your warband may include any number of Beardlings.

Starting experience

A **Noble** starts with 20 experience.

An **Engineer** starts with 10 experience.

Troll Slayers start with 8 experience.

All **Henchmen** start with 0 experience.

Dwarf equipment lists

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

Dwarf Warrior Equipment List

Hand-to-hand Combat Weapons

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

Missile Weapons

Pistol	15 GC

Armour

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

Thunderer Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC

Missile Weapons

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

Armour

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

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

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

Heroes

1 Dwarf Noble

85 gold crowns to hire

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

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

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

Skills: The Noble may choose from Combat, Shooting & Strength when he gains a new skill. In addition, the Noble may choose from the Dwarf Special Skill list.

Special Rules

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

0-1 Dwarf Engineer

50 gold crowns to hire

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

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

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

Skills: The Engineer may choose from Combat & Shooting when he gains a new skill. In addition, the Engineer may choose from the Dwarf Special Skill list.

Special Rules

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

0-2 Dwarf Troll Slayers

50 gold crowns to hire

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

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

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

Skills: The Troll Slayer may choose from Combat & Strength, when he gains a new skill. In addition, the Troll Slayer may choose from the Dwarf Special Skill list or the Troll Slayer Skill list.

Special Rules

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

Henchmen

(Bought in groups of 1-5)

Dwarf Clansmen

40 gold crowns to hire

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

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

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

0-5 Dwarf Thunderers

40 gold crowns to hire

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

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

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

Beardlings

25 gold crowns to hire

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

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

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

Dwarf Rangers

From the Nemesis Crown

'Old' Borin was respected and revered amongst his contemporaries as he had outlived the majority of them and grown the beard to prove it. He was used to reverence. Yet there was more to it than simple age, even in Dwarf Society where that carried a great deal of respect. He was also a member of the Order of Runesmiths, it's rites and rituals secretive and powerful.

Now, as he struck the axe blade, forging another ancient rune into its surface, uttering the words of power that would enhance the potency of the weapon, Borin knew that each new runic item produced by him and his peers was another step in repairing the mistakes of the past.

Staring at the finished axe, the Runesmith felt a surge of pride, but fought it back. Yes the weapon was complete and empowered, but it was no better than any produced now. Not compared to the great weapons forged in the Old Times and wielded in the hands of the greatest heroes of his people. Only by locating the fabled weapons of the past and studying their runes could his people usher in a new Golden Age. He and his fellow Runesmiths would not repeat the mistakes of the past…the new items of power that would be produced would be powerful, and without flaw.

Special Rules

Hard to Kill: Dwarfs are tough, resilient individuals who can only be taken out of action on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

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

Armour: Dwarfs never suffer movement penalties for wearing armour.

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

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

Incomparable Miners: Dwarfs spend much of their lives underground searching for precious minerals, and they are the best in the world at this kind of work. In the city of Mordheim they apply similar skills to the search for wyrdstone. When checking for wyrdstone at the end of a game, add +1 to the number of pieces found for a Dwarf warband.

Don't Trust 'Em: While Ranger Warbands are free to ally with other Dwarf warbands in multi-player games, their point of view is so different that they do not trust them fully. Members of a Dwarf Rangers warband are never considered 'friendly models' to other dwarfs and vice versa.

This means that members of one warband WILL stop members of the other from running, they won't keep each other from taking All Alone tests, etc. They don't count as enemy models and may split any treasure found at the end of the game as normal, but the two bands are not friends, make no mistake!

Alignment: the Warband's Alignment may be one of the following: Lawful / Neutral, Neutral

Choice of Warriors

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

Runesmith: Each Dwarf Rangers warband must have one Runesmith: no more, no less!

Apprentice Runesmith: Your warband may include up to 1 Apprentice Runesmith.

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

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

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

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

Beardlings: Your warband may include any number of Beardlings.

Starting experience

Runesmith starts with 20 experience
Apprentice Runesmith starts with 0 experience
Troll Slayers start with 8 experience
All **Henchmen** start with 0 experience

Dwarf Ranger Equipment list

Dwarf Warrior Equipment List

Hand-to-hand Combat Weapons

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

Missile Weapons

Pistol	15 GC

Armour

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

Crossbowmen Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC

Missile Weapons

Crossbow	25 GC

Armour

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

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

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

Heroes

1 Runesmith

85 gold crowns to hire

Dwarf Runesmiths are champions of the old ways. 'If it was good enough for my ancestors, it's good enough for me!' is a popular saying. Fresh out of their decades-long apprenticeships, these Runesmiths are normally on a quest to prove this saying and so will gather together a party of like-minded individuals to seek out lost treasures of their ancestors to confirm this adherence to the traditional ways. The quest for an item like the Nemesis Crown is a dream come true for a young Runesmith (not to mention many of a more advanced age!).

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

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

Skills: The Dwarf Runesmith may choose from Combat, Shooting, Academic & Strength when he gains a new skill. In addition, the Dwarf Runesmith may choose from the Dwarf Special Skill list.

Special Rules

Leader: Any warrior within 6" of the Dwarf Runesmith may use his leadership characteristic when taking any Leadership tests.

Inscribe Runes: A Runesmith knows one minor rune (see list at the end of this warband list), determined randomly when the warband is first created. He may inscribe the rune on an item carried by one of the warriors of his warband, and (if successful, see below) the item will gain a bonus from the rune for that game. When a Runesmith advances and rolls a skill on the Hero Advance table, he may choose to learn a new rune instead of learning a skill (exactly like a spell caster advancing and learning a new spell).

0-1 Apprentice Runesmith

40 gold crowns to hire

An Apprentice Runesmith follows his master wherever he goes and is normally just as anxious to prove that the old ways are best. For if they aren't, he is wasting a good portion of his life…

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

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

Skills: The Apprentice Runesmith may choose from Combat, Academic & Strength when he gains a new skill. In addition, the Apprentice Runesmith may choose from the Dwarf Special Skill list.

Special Rules

Extra Set of Hands: An Apprentice Runesmith helps his master fashion runic items, doing all the boring grunge-work that makes his master more efficient in his efforts. An Apprentice Runesmith in the warband allows a Master Runesmith to inscribe on two items before each game, instead of only one.

0-2 Troll Slayer

50 gold crowns to hire

While it may seem that Troll Slayers shouldn't fit in with the rest of a Ranger warband, make no mistake – they are strict adherents to tradition and the old ways! Indeed they usually find it easier to get along with the more traditional minded Dwarfs than other dwarfs, who Slayers feel lack determination and the insight to see what the true problems are with their race. Besides, on a perilous quest such as this, the opportunities to achieve a death of legendary fame and fulfil the Slayer Oath are too great to ignore.

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

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

Skills: The Troll Slayer may choose from Combat & Strength, when he gains a new skill. In addition, the Troll Slayer may choose from the Dwarf Special Skill list or the Troll Slayer Skill list.

Special Rules

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

Henchmen

(Bought in groups of 1-5)

Dwarf Clansman

40 gold crowns to hire

There are many Dwarfs who see the 'wisdom' in reliance on the old ways, and believe that they are the path to follow in order to recapture past glory for the Dwarf people. Most of these Dwarf warriors venerate Runesmiths and are honoured to be chosen as part of an expedition including one.

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

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

0-5 Dwarf Ranger

40 gold crowns to hire

Dwarf Rangers are the hunters and trailblazers of Dwarf society. Often seen as "a bit odd" by their people due to their inclination for wide-open spaces, Rangers are the perfect candidates to participate in a mission such as this.

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

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

Beardling

25 gold crowns to hire

Many of the proponents of the old ways are older members of Dwarf community. However there are still youngsters who believe and they often accompany a Runic warband to lend a hand as needed to the respected oldsters. More spry than their fellows, they are often used as scouts, roaming ahead with the Rangers to spy the land and observe enemy activity.

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

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

0-5 Dwarf Longbeards

50 gold crowns to hire

Tested Dwarf veterans who've fought in hundreds of battle over their long lives, Longbeards are typically more than willing to support an expedition to prove what they've said all along – the old ways are best!

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

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

Special Rules

Stubborn: Dwarf Longbeards have seen just about everything in their long careers and they know it. They are used to fighting by themselves against impossible odds and it hasn't killed them yet. On top of all this they are just generally more set in their ways than other Dwarfs and they're not about to let a bunch of weedy goblins drive them off! A Dwarf Longbeard may reroll any failed Leadership test he is required to take. Remember that you can never reroll a reroll, so the result of this second roll must always be accepted.

Dwarf Runes

Runesmiths harness the magic of the Warhammer world by inscribing magical runes on items, imbuing them with a variety of wondrous abilities. When a Runesmith graduates from his long apprenticeship he has knowledge of one or two minor runes taught to him by his master. These runes are less powerful than normal Dwarf runes, in that they can only utilise magic for a short time. As the Runesmith practises and studies on his own, he gains the knowledge required to inscribe the more powerful permanent runes on to items.

Before each game, the Runesmith may attempt to inscribe the rune on an item one of the warriors in his warband is carrying. To do so he must roll 2D6. If he rolls a number equal to or greater than the Difficulty Level of the rune, the item gains the appropriate bonus FOR THAT GAME. If he rolls a '2' on the 2D6, he has fumbled the inscription, fractured the blade of the weapon or shattered the breastplate of the armour, etc. The item is destroyed and must be removed from the warrior's list of items, though it may be replaced before the game if the warband has sufficient gold crowns. Any other failure simply means the Runesmith failed to inscribe the rune correctly and the warrior gains no bonus.

The leader of a Dwarf Rangers warband represents a younger Runesmith that has recently left the tutelage of his master. He knows one of the following minor runes:

D6	Result	
1	**Rune of Stone** +1 to Armour Save.	Difficulty 8.
2	**Rune of Sharpness** -1 Armour Save modifier to weapon.	Difficulty 6.
3	**Rune of Speed** Initiative doubled on weapon	Difficulty 7.
4	**Rune of Warding** Special 4+ save Vs. Spells affecting target (placed on belt, armband, etc. Cost to replace: 1 GC).	Difficulty 8.
5	**Rune of Accuracy** +1 to hit on weapon.	Difficulty 9.
6	**Rune of Striding** +1 Movement (placed on boots, belt, etc. Cost to replace: 1 GC).	Difficulty 8.

The Jealousy of Runes: Bonuses from Runes are not cumulative with magical bonuses from other items. In other words, a warrior may not combine a Rune of Stone on his shield and a Rune of Shield on his armour for a total bonus to his Armour Save of +2. Similarly the warrior could not combine the Rune of Stone on his shield with some suit of magic elven armour (for example) that added +1 to the warrior's Armour Save.

Von Carstein Warband

Count Vlad von Carstein and his wife Isabella have ruled the province of Sylvania for as long as anyone can remember – peasants whisper of some dark secret, Witch Hunters revile them, and the Priests of Sigmar shun their court. Indeed, Sylvania has the most dire reputation of all the provinces of the Empire. Few men sent to spy on the rulers of Sylvania have ever returned from those dark Sylvanian forests, and then rarely with their sanity intact.

In the dimly-lit chamber of the Drakenhof castle, on a throne of black obsidian, sits Vlad von Carstein, the ruler of Sylvania. He waits in shadows, having set himself apart from the politics and bickering of the Empire. For he holds a terrible secret: he, and all the ruling aristocracy of his province are Vampires, undying monsters from beyond the grave. Here he patiently waits, drinking the blood of maidens from gold goblets.

For many long years Vlad has gathered his strength and mustered his Undead legions in secrecy. One day soon he will march from the forests of Sylvania at the head of an army of restless dead. The pieces of magic stone that lie scattered among the ruins of Mordheim can give the Count the power to challenge the nobles of the Empire and enslave the men of the Old World.

Wyrdstone holds enough captured magical energy to unleash a great spell of doom to rival that of Nagash the Black. If the Count is successful, he will raise all the dead between the Worlds Edge Mountains and the borders of Stirland, and go to war against the divided rulers of the Empire. His plans laid out, Vlad sends his thralls, the immortal Vampires, to do his bidding.

During dark, moonless nights, black coaches arrive at the gates of Mordheim carrying coffins. Ghouls scuttle from their hiding places to greet them, and corpses are stirred by a command which the living cannot hear. Following the commands of the Vampire, they hunt for shards of wyrdstone.

The night belongs to the Undead, and in Mordheim it is always night.

Special Rules

Habituation: Vampires' human servants rapidly have to become accustomed to the uncanny nature of their Master (or Mistresses) and their undead minions. The human members of a Von Carstein warband are immune to fear caused by types of undead in their own warband, ie: skeletons, wights, vampires, etc. Other types of undead cause fear as normal.

Alignment: the Warband's Alignment may be one of the following: Neutral / Chaotic or Chaotic.

Choice of warriors

An Undead warband must include a minimum of three models. You have 500 gold crowns to recruit your warband. The maximum number of warriors in the warband may never exceed 15.

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

Necromancer: Your warband may include a single Necromancer if you wish.

Dregs: Your warband may include up to three Dregs.

Zombies: Your warband may include any number of Zombies.

Ghouls: Your warband may include any number of Ghouls.

Dire Wolves: Your warband may include up to five Dire Wolves.

Undead Troll: Your warband may include up to one Undead Troll provided it includes a Necromancer in it.

Starting experience

A **Vampire** starts with 20 experience.

A **Necromancer** starts with 8 experience.

Dregs start with 0 experience.

All **Henchmen** start with 0 experience.

Undead equipment lists

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

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC
Double-handed weapon	15 GC
Spear	10 GC
Halberd	10 GC

Missile Weapons

Bow	10 GC
Short bow	5 GC

Armour

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

Heroes

1 Vampire

110 gold crowns to hire

Vampires lead the Undead in their search for the magical stones that will give their master the power to conquer the Empire.

Although but pale shadows when compared to the dread Vampire Lords, the immortal servants of Vlad are still some of the most powerful creatures who fight in Mordheim. Most of them serve the undying count of Sylvania, but some have found the city to their liking, and have become independent.

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

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

Skills: The Vampire may choose from Combat, Academic, Strength & Speed when he gains a new skill. In addition, the Vampire may choose from the Von Carstein Skill list.

Special Rules

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

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

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

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

No Pain: Vampires treat a 'stunned' result on the Injury chart as 'knocked down'.

0-1 Necromancer

35 gold crowns to hire

Necromancers are evil wizards, studying the corrupt art of Necromancy. Many of them are acolytes and servants of Vlad von Carstein, and follow the agents of their master to the city of the Damned. Others are recruited from amongst wizards and warlocks who have come under the suspicion of the various agents of Sigmar and have fled to Mordheim to avoid persecution.

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

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

Skills: The Necromancer may choose from Academic, & Speed when he gains a new skill.

Special Rules

Magic User: The Necromancer has the ability to use magic and casts spells like any other magicians, and the Necromancer starts with one spells generated at random from the Necromantic Magic list. See the Magic section for details. In addition the Necromancer may learn a new Spell instead on a new skill.

0-3 Dregs

20 gold crowns to hire

Dregs are the most miserable human survivors of the demise of Mordheim. They are deformed and rejected individuals, shunned even by the other men and women who still live in the ruins and catacombs of the city.

Vampires often recruit Dregs as their servants and treat them with surprising kindness. As a result, Dregs are often fanatically loyal to their Undead overlords and will do anything to protect and serve them.

Dregs are very useful to their masters as they can be sent to buy equipment, weapons and supplies from the settlements around Mordheim which would often not welcome Necromancers or where Vampires would fall under the suspicion of the Witch Hunters. They can also do the bidding of their vampiric master during daylight, when the Vampires must rest in their coffins.

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

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

Skills: The Dreg may choose from Combat & Strength when he gains a new skill.

Henchmen

(Bought in groups of 1-5)

Zombies

15 gold crowns to hire

Zombies are the most common of the Undead: creatures animated by the will of their Necromantic masters.

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

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

Special Rules

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

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

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

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

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

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

0-1 Undead Troll

150 gold crowns to hire

The Undead Troll is a construct created by a necromancer using both Dark magic and arcane science. The Necromancer then applies his knowledge of science and magic to bring this creature to a state of semi-life. This is a long and drawn out process, which involves a fair amount of maintenance, so the Necromancer may only maintain one Undead Troll at a time.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	3	3	1	2	5

Weapons/Armour: Undead Troll does not require weapons to fight but often carry a big club.

Special Rules

Bound Creature: The Undead Troll is a creation of the necromancer and is completely bound to his will. The Undead Troll never uses the leadership of the Vampire, but instead recognizes the Necromancer as his master, and may use the necromancer's leadership if he is within 6".

Cause Fear: Undead Troll is terrifying Undead creatures and therefore cause fear.

Immune to Psychology: Undead Troll is not affected by psychology and never leave combat.

Immune to Poison: Undead Troll is not affected by any poison.

May not run: Undead Troll is slow undead creatures and may not run (but may charge normally).

No Pain: Undead Troll treat a stunned result on the Injury chart as knocked down.

No Brain: Undead Troll never gains experiences. They do not learn from their mistakes. What did you expect?

Upkeep: The Undead Troll is always in need of repair after battle and so the Undead Troll has an upkeep of 15 GC, or the Undead Troll simply fall to pieces.

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 the cold flesh with their bare teeth and claws.

The destruction of Mordheim attracted many Ghoul clans from the north, and now they have taken up permanent residence in the crypts and cemeteries of the ruined city.

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

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

Special Rules

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

0-5 Dire wolves

50 gold crowns to hire

Dire Wolves are slavering Undead hounds, the animated remains of the giant wolves of the Worlds Edge Mountains. Their chilling howls can strike fear into the hearts of even the bravest warriors or most ruthless Dwarf mercenaries. They prowl the streets of Mordheim like shadows, and many men have died with the cold jaws of a Dire Wolf around their neck.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	4	3	1	2	1	4

Weapons/Armour: None.

Special Rules

Charge: Dire Wolves are slavering creatures that overpower their opponents when they charge. Dire Wolves fight with 2 attacks instead of 1 during the turn they charge.

May not Run: Dire Wolves are slow to react and may not run (but may charge normally).

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

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

Immune to Poison: Dire Wolves are not affected by any poison.

Unliving: Dire Wolves do not gain experience. You can't teach an old dog new tricks!

No Pain: Dire Wolves treat a 'stunned' result on the Injury chart as 'knocked down'.

Blood Dragon Knights

By Natascha Chrobok

Special Rules

Habituation: Vampires' human servants rapidly have to become accustomed to the uncanny nature of their Masters and their undead minions. The human members of an Blood Dragon Knight warband are immune to fear caused by types of undead in their own warband, i.e.: skeletons, wights, vampires, etc. Other types of undead cause fear as normal.
Alignment: the Warband's Alignment is Neutral / Chaotic.

Choice of Warriors

A Blood Dragon Knight's warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.
Blood Dragon Knight: A Blood Dragon warband must include one Blood Dragon Knight, no more, no less.
Wights: A Blood Dragon warband may include up to two Wights.
Bondsman: A Blood Dragon warband my include up to three Bondsmen.
Skeleton Warriors: A Blood Dragon warband may include any number of Skeleton Warriors.
Skeleton Bowmen: A Blood Dragon Warband may include up to Skeleton Bowmen.
Grave Guards: A Blood Dragon Warband may include up to five Grave Guards.
Hellhounds: A Blood Dragon Warband may include up to five Hellhounds.

Starting Experience

The **Blood Dragon Knight** starts with 20 Experience.
Wights starts with 8 Experience.
Bondsmen & all **henchmen** start with 0 Experience.

Blood Dragon Equipment List

The following lists are used by Blood Dragon Knight Warbands to pick their weapons:

Blood Dragon Equipment List

Close Combat Weapons

Dagger	1st free/2 GC
Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC
Spear	10 GC
Halberd	10 GC
Two-handed Weapon	15 GC
Morning Star	15 GC
Lance	20 GC

Armour

Shield	5 GC
Helmet	10 GC
Light Armour	20 GC
Heavy Armour	50 GC
Barding	30 GC

Mounts

Nightmare	95 GC
Skeleton Steed	65 GC

Undead Warrior Equipment List

Close Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Halberd	10 GC
Spear	10 GC
Two-handed Weapon	15 GC

Missile Weapons

Short Bow	5 CG
Bow	10 CG
Long Bow	15 GC

Armour

Shield	5 GC
Helmet	10 GC
Light Armour	20 GC

Heroes

1 Blood Dragon Knight

110 gold crowns to hire

Vampires of the Blood dragons are all descendants of Abhorash and belong to the most capable warriors in the Old World. They use their Vampiric abilities to become superior fighters, always seeking new challenges. Most of them are members of the Order of the Dragon-Templars, an ancient knightly order based in the Empire or other unholy Orders. Unlike their von Carstein cousins, they have not much love for Magic and intrigues. They prefer using their combat abilities rather than using dark magic.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	4	2	5	2	9

Weapons/Armour: Blood Dragon Knight may be equipped from the Blood Dragon equipment list

Skills: The Blood Dragon Knight may choose from Combat, Academic, Strength, and Speed, when he gains a new skill. In addition, the Blood Dragon Knight may choose from the Blood Dragon Bloodline list.

Special Rules

Leader: Any warrior within 6" of the Blood Dragon Knight may use his Leadership characteristic when taking Leadership tests.

Cause Fear: Blood Dragon Knight are terrifying Undead creatures and therefore cause fear.

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

Immune to Poison: Blood Dragon Knight are not affected by any poison.

No Pain: Blood Dragon Knight treat a 'stunned' result on the Injury chart as 'knocked down'.

0-2 Wights

80 gold crowns to hire

Wights are long dead heroes who are tied to the land of the living by magic. In ages past, the men of the Old World buried their dead beneath mounds of earth and stone, together with their battle gear and worldly wealth. Although their bodies have decayed, Wights are held together by evil magic so strong that it can last for many centuries. They wear ancient armour of bronze and black iron, corroded by time and dusty with the years. They carry iron weapons inlaid with evil runes, an accursed parody of once powerful magical blades. Some Vampires rule over entire regiments of Wights, warriors who dared challenge them in life and now serve them in death.

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

Weapons/Armour: Wights may be equipped from the Blood Dragon equipment list

Skills: The Wights may choose from Combat and Strength, when he gains a new skill.

Special Rules

Killing Blow: A natural rolled 6 on the to-hit roll wounds automatically, the strike might not be parried, but armour and saving throws are allowed.

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

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

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

No Pain: Wights treat a 'stunned' result on the Injury chart as 'knocked down'.

0-3 Bondsman

20 gold crowns to hire

Bondsmen are pitiable beings, who are somehow in dept with their undead master. Often they are crippled hunchbacks, outcasts of society because of their strange appearance. Although they are not really evil, they often have an unimaginable hate for human society. Vampires use them as servants and as they treat them very well, the Bondsmen are loyal to death to their undead master.

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

Weapons/Armour: Bondsmen may be armed with weapons and armour chosen from the Undead Warrior Equipment list.

Skills: The Bondsmen may choose from Combat, Shooting, and Strength, when he gains a new skill.

Special Rules

Living: Bondsmen are living beings and therefore gain all benefits and drawbacks from being alive. Thus they can run as normal, get experience but they also have to make All-alone tests etc.

Henchmen

(Bought in groups of 1-5)

Skeleton Warriors

20 gold crowns to hire

The battlefields of the Old World are strewn with the graves of many nameless warriors who have fallen in combat and been consigned to a hasty resting place, or left upon the ground amidst the carnage. Even in death there is no rest for the fallen warriors, for they can be summoned back to the world of the living by black sorcery. All that these once-dead fighters can recall of their mortal life are faint memories of battles fought long ago. All that they feel is the compulsion to fight and to obey their masters as they did when they were alive. A mortal who dares fight against an army of Skeletons is confronted by a ghastly apparition, for who could remain unafraid when faced with the remains of long-dead warriors lurching towards him?

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

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

Special Rules

Fear: A skeleton causes Fear in his opponents

Immune to Psychology: A skeleton is immune to all forms of psychology and needs not to roll all-alone tests.

Immune to Poisons: A skeleton is immune to all forms of poison

No Pain: In combat treat "Stunned" results as "Knocked Down"

Slow: Consisting just of old bones, skeletons are moving very slow. Therefore they might not run, although they are allowed to charge normally.

No Brain: Do you really think that a pile of bones can learn? Skeletons never gain experience!

0-5 Skeleton Bowmen

25 gold crowns to hire

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

Weapons/Armour: Skeleton Bowmen may be equipped with weapons and armour chosen from the Undead Warrior equipment list.

Special Rules

Fear: A skeleton causes Fear in his opponents

Immune to Psychology: A skeleton is immune to all forms of psychology and needs not to roll all-alone tests.

Immune to Poisons: A skeleton is immune to all forms of poison

No Pain: In combat treat "Stunned" results as "Knocked Down"

Slow: Consisting just of old bones, skeletons are moving very slow. Therefore they might not run, although they are allowed to charge normally.

No Brain: Do you really think that a pile of bones can learn? Skeletons never gain experience!

0-5 Grave Guard

35 gold crowns to hire

Grave Guards are undead warriors, raised by the vampire to serve him as guards. Although they look very similar to ordinary skeletons, they are driven by an eternal hate for all living beings which can be seen in the green fire which burns within their empty eye sockets.

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

Weapons/Armour: Grave Guard may be equipped with weapons and armour chosen from the Blood Dragon equipment list.

Special Rules

Fear: A Grave Guard causes Fear in his opponents

Immune to Psychology: Grave Guard is immune to all forms of psychology and needs not to roll all-alone tests.

Immune to Poisons: A Grave Guard is immune to all forms of poison

No Pain: In combat treat "Stunned" results as "Knocked Down"

Slow: Grave Guards are very slow when walking in their rusty armours. They may not run, although they are allowed to charge normally.

No Brain: Grave Guards are nothing more than a pile of bones and rusty metal. They never can learn from mistakes and can get no experience.

0-5 Hell Hounds

25 gold crowns to hire

Hell Hounds are monstrous undead wardogs raised to undead life by the powers of the Vampire.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	4	3	1	2	1	5

Weapons/Armour: Hell Hounds are animals and cannot use Weapons or Armour.

Special Rules

Fear: A Hell Hound causes Fear in his opponents

Immune to Psychology: Hell Hound is immune to all forms of psychology and needs not to roll all-alone tests.

Immune to Poisons: A Hell Hound is immune to all forms of poison

No Pain: In combat treat "Stunned" results as "Knocked Down"

Animal: You can't teach a dead dog, new tricks. The Hell Hound never gains experience

Lahmian Warband

This warband was based on one created by the Khemri guys, http://grafixgibs.tripod.com/Khemri/index.htm.
Long ago, the nobles of Lahmia stole the secret of the elixir of eternal life from the Great Necromancer, Nagash, during the war in which he was expelled from the land of Nehekhara. Over time, corrupted by the secret they had stolen, they became the first true vampires and were themselves driven out. Banished from their ancestral home, the Lahmians became mistresses of seduction and cunning, indulging their hedonistic appetites through manipulation of lesser wills. Of all the great vampire bloodlines, the Lahmians above all have become most adept at exploiting that great weakness of humanity, the desire for love, power and an escape from death. Their poor, deluded followers do their bidding by night and protect them by day. Their interest in humanity (if interest is the right word to use of what are, after all, merely instruments and playthings) has made them strong. Now, centuries after they were dispossessed, Nehekhara is once again a land of the dead, and the Lahmian vampires have returned from the Northlands to reclaim their own. In the North, they have learned how to bend humans to their will. In their ancestral home they have older, more faithful servants who, dormant through the centuries, have awaited their return.

Special Rules

Blood Successor: Unlike the Vampire warband, Lahmia warbands may not recruit a new vampire if the warband contains a Blood Sister. Instead, if the Lahmia is slain then the Blood Sister may transform into a Vampire during the post-battle experience phase. Until that happens the surviving human henchmen with highest leadership (or, in the case of a tie, the most experience) will assume leadership of the warband until the Blood Sister transforms. If the warband does not contain a Blood Sister then leadership is allocated as above and a new vampire may be recruited after the next battle. If during the post-battle phase the warband contains neither a vampire nor a necromancer either because they have been killed or never recruited, then any skeletons and wight henchmen in the warband are lost as the magic which sustains them is dispelled.
Habituation: Vampires' human servants rapidly have to become accustomed to the uncanny nature of their Mistresses and their undead minions. The human members of an Lahmia warband are immune to fear caused by types of undead in their own warband, i.e: skeletons, wights, vampires, etc. Other types of undead cause fear as normal.
Alignment: the Warband's Alignment is Neutral / Chaotic.

Choice of Warriors

A Lahmian warband must consist of at least three models. You have 500gc to recruit and equip your initial warband. The maximum number of warriors in the warband may never exceed 15.
Lahmia Vampire: Each Lahmian Warband must have one Lahmia Vampire no more, no less!
Necromancer: Your warband may have up to one Necromancer.
Thrall: Your warband may have up to three Thrall.
Blood Sister: Your warband may include up to one Blood Sister, but he can only be taken instead of a Thrall.
Beloved: Your warband may include up to one Beloved, but he can only be taken instead of a Thrall.
Skeletons: Your warband may include any number of Skeletons.
Blood Slaves: Your warband may have up to five Blood Slaves.
Dire Wolves: Your warband may have up to five Dire Wolves.

Starting Experience

The **Lahmia Vampire** starts with 20 Experience.
Necromancer starts with 8 Experience.
Blood sister, Thrall & all **henchmen** start with 0 Experience.
For the starting Experience of the **Beloved**, see the Beloved Entre Below for details.

Lahmian Equipment List

The following lists are used by Lahmian Warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Mace, Hammer, Club, Staff	3 GC
Axe	5 GC
Sword	10 GC
Spear	10 GC
Double-handed Weapon	15 GC
Serpent Whip*	25 GC

Missile Weapons

Sling	2 GC
Short bow	5 GC
Bow	10 GC

Armour

Buckler	5 GC
Shield	5 GC
Toughened leathers	5 GC
Helmet	10 GC
Light armour	20 GC

* Lahmia Vampire or Blood Sister only

Heroes

1 Lahmia Vampire

110 gold crowns to hire

Beautiful yet deadly, these seductive mistresses of undeath stalk the halls of their long-lost homes, searching for who knows what? Perhaps some far-off recollection of their long-vanished years walking in the sunlight and the joy of life...

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

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

Skills: The Lahmia Vampire may choose from Combat, Academic, Strength & Speed when she gains a new skill. In addition, the Lahmia Vampire may choose from the Lahmia Special Skill list.

Special Rules

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

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

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

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

No Pain: Vampires treat a 'stunned' result on the Injury chart as 'knocked down'.

Local Knowledge: The Lahmias have long memories of their ancestral homeland, Khemrian. While is Khemri setting the Lahmia vampire of a Lahmia warband may reroll one dice in the exploration phase.

0-1 Necromancer

35 gold crowns to hire

These peddlers of undeath are not greatly liked by the hedonistic Lahmians - they are ugly and morbid - but they have their uses...

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

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

Skills: The Necromancer may choose from Academic, & Speed when he gains a new skill.

Special Rules

Magic User: The Necromancers has the ability to use magic and casts spells like any other magicians, and the Necromancers starts with one spells generated at random from the Necromantic Magic list. See the Magic section for details. In addition the Necromancers may learn a new Spell instead on a new skill.

0-3 Thrall

20 gold crowns to hire

Lahmian vampires are nobility, and all nobility require servants. Fanatically loyal, these humans are blindly in love with their dark mistress...

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

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

Skills: The Dreg may choose from Combat, Strength & Speed when he gains a new skill.

Special Rules

Devoted: The Thralls is completely enraptured by the Lahmia. If she is knocked down in close combat (i.e: rolls a stunned or knocked down result on the injuries chart) the Thralls will become frenzied and immediately take the most direct route to her aid, attacking any model within 2" either side of a direct line to the Lahmia. If the vampire is taken out of action, the Beloved will immediately hate the model who did the damage and attempt to kill them at the earliest opportunity. The beloved will remain frenzied until the hated enemy is slain.

Favoured: If the Lahmia's Beloved is killed, she may choose one of her Thralls to replace him by granting him the Blood Kiss at his next advance. If this option is taken the Thralls' leadership is increased to 8 if not already so and he takes the place of the Beloved in the warband's roster. The Thrall's elevation to Beloved counts instead of any advance he may be entitled to. A new Thrall may be recruited after the warband's next battle.

0-1 Blood Sister

40 gold crowns to hire

Lahmian vampires are solitary creatures, but the preservation of the bloodline is a priority for them. Young maidens are carefully selected by Lahmians to receive the gift of eternal youth and trained in the ways of the Lahmia, ready to take their mistress' place if she should be destroyed. These girls stand on the boundary of life and death. Not fully undead, but no longer wholly human...

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

Weapons/Armour: Blood Sisters may be armed with weapons and armour chosen from the Lahmia Equipment list.

Skills: The Blood Sisters may choose from Combat, Academic, Strength & Speed when she gains a new skill. In addition, the Blood Sisters may choose from the Lahmia Special Skill list.

Special Rules:

Hardened: Blood Sisters are accustomed to the ways of undead. Hence they are immune to fear and never test for being all alone.

Demi-Vampires: If the warband's Lahmia is killed, the Blood Sister may take her place. At her next advance she will become a vampire on a roll of 4+ on a d6. This counts instead of the advance. The blood Sister retains her existing skills and experience but the usual rules for undead apply immediately and her maximum stats become those of a vampire. If the Blood Sister fails to transform, roll again at her next and all subsequent advances. Once a Blood Sister has become a vampire a new Blood Sister may be recruited into the warband after the next game.

0-1 Beloved

Lahmians are attracted to mortals of strong will and strong body. Their seduction gives the vampires a special pleasure, and their martial skills are evermore devoted to the will of their dark mistress. Until, that is, she grows tired of them or finds a more interesting lover...

Beloved: The Beloved maybe chosen from any hero in a human warband other then Middenheim, Witch Hunters, Sisters of Sigmar, Possessed, Carnival of Chaos and any hero that uses prays. The Beloved will keep the same cost, profile, skill list, special rules and starting Experience. Weapons & Armour will be chosen from his Wargear list and the skill leader is lost, as if hired by his normal warband.

Special Rules:

Devoted: the beloved is completely enraptured by the Lahmia. If she is knocked down in close combat (i.e: rolls a stunned or knocked down result on the injuries chart) the Beloved will become frenzied and immediately take the most direct route to her aid, attacking any model within 2" either side of a direct line to the Lahmia. If the vampire is taken out of action, the Beloved will immediately hate the model who did the damage and attempt to kill them at the earliest opportunity. The beloved will remain frenzied until the hated enemy is slain.

Henchmen

(Bought in groups of 1-5)

Skeletons

15 gold crowns to hire

Unsubtle, uncomplicated, unattractive. But sometimes useful, and prettier than zombies. Those Carsteins and Blood Dragons, no aesthetic sense at all...

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

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

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 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 Dire wolves

50 gold crowns to hire

Dire Wolves are slavering Undead hounds, the animated remains of the giant wolves of the Worlds Edge Mountains. Their chilling howls can strike fear into the hearts of even the bravest warriors or most ruthless Dwarf mercenaries. They prowl the streets of Mordheim like shadows, and many men have died with the cold jaws of a Dire Wolf around their neck.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	4	3	1	2	1	4

Weapons/Armour: None.

Special Rules

Charge: Dire Wolves are slavering creatures that overpower their opponents when they charge. Dire Wolves fight with 2 attacks instead of 1 during the turn they charge.

May not Run: Dire Wolves are slow to react and may not run (but may charge normally).

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

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

Immune to Poison: Dire Wolves are not affected by any poison.

Unliving: Dire Wolves do not gain experience. You can't teach an old dog new tricks!

No Pain: Dire Wolves treat a 'stunned' result on the Injury chart as 'knocked down'.

0-5 Blood Slaves

25 gold crowns to hire

Many mortals have fallen under the spell of the Lahmia. All have their uses. Some are tasty...

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

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

Tilean Warband

The land of Tilea is home to some of the most wealthy and aloof people in the Old World. A land that is divided by its own competition of trade and separated by personal feuds and warring city-states. It is civic pride and a desire for financial status that drives each and every Tilean. To this end, the Tileans have become proficient sailors and explorers. They set sail for all ports in the Old World and drop anchor off the shores of far distant lands in search of gold and precious artefacts that can often bring a hefty price in any market of the world.

Tilean warbands are often hired to explore the steamy jungles, hot deserts or even the ruined city like Mordheim either by their patron city-state or by wealthy merchants or guilds. There are many city-states in Tilea to base a warband's history on although only the most prominent three will be dealt with here. You can create a pirate warband hailing from Sartosa or a warband of acolytes of the patron god Lucan from Luccini if you so desire. Whatever warband suites your fancy you'll find that the land of Tilea is rich with history to base it upon. You'll also find a Tilean warband to be structured much like the mercenary warbands but there are subtle differences that reflect the rich Tilean history.

Miragleans

The Miragleans are deadly accurate with the city's official weapon, the crossbow. Therefore Miraglean Heroes have a +1 to hit when using crossbows only. Marksmen get a +1 to hit with any missile weapon they use (this is included in the marksmen's profile). All Miragleans have a deep-seated hatred toward Skaven. This dates back to the red pox outbreak of 1812 when three quarters of the population of the city perished. When fighting Skaven a Miraglean warband will be affected by the rules for Hatred towards them. Hired swords are not affected by the Hatred rule.

Hired Swords: Miragleans warband cannot have Skaven Hired Swords.

Alignment: the Warband's Alignment may be one of the following: Lawful / Neutral, Neutral, Neutral / Chaotic.

Remasens

In 1487 a fleet of Dark Elf warships invaded the coastal city of Remas and ever since the people of that city have a deep dislike of the Druchii. A warband from Remas will fight to the death against any Dark Elf warband they encounter. To represent this, the Remasen player is allowed to re-roll any rout test one time and must abide by the second roll. This only applies when fighting Dark Elves. Remasen officers are steadfast individuals whose years of training have afforded them excellent leadership. The leadership value of a Remasen captain, champion and young blood are always one point higher regardless of whom they are fighting.

Hired Swords: Remasens warband cannot have Dark Elf Hired Swords.

Alignment: the Warband's Alignment may be one of the following: Lawful / Neutral, Neutral, Neutral / Chaotic.

Trantios

A warband hailing from Trantio will be the best-equipped and most experienced human warband in Lustria. To represent this a Trantio war band will always start a one-off match with an extra 100 GC and in a Lustrian campaign they will start with an extra 20% GC added to their total.

Alignment: the Warband's Alignment may be one of the following: Lawful / Neutral, Neutral, Neutral / Chaotic.

Choice of Warriors

Your warband must include a minimum of 3 models to a maximum of 15 models. You have 500 points to assemble your warband with. The maximum characteristics for each type will be the same as any Mordheim mercenary warband.

Captain: Each Tilean Warband must have one Captain to lead it – no more, no less.

Champion: Your Warband may include up to two Champions.

Youngbloods: Your Warband may include up to two Youngbloods.

Warriors: Your Warband may include any number of Warriors.

Duellists: Your Warband may include up to five Duellists.

Marksmen: Your Warband may include up to seven Marksmen.

Starting Experience

A **Captain** starts with 20 experience.

Champions start with 8 experience.

Youngbloods start with 0 experience.

Henchmen start with 0 experience.

Tilean equipment lists

The following lists are used by Tilean warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC
Spear	10 GC
Halberd	10 GC
Pike	12 GC
Double-handed weapon	15 GC
Morning Star	15 GC
Rapier	15 GC

Missile Weapons

Pistol	15 GC (30 for brace)
Duelling Pistol	25 GC (50 for brace)
Bow	10 GC
Crossbow	25 GC

Armour

Helmet	10 GC
Light armour	20 GC
Shield	5 GC
Buckler	5 GC

Marksmen Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC

Missile Weapons

Pistol	15 GC (30 for brace)
Duelling Pistol	25 GC (50 for brace)
Long Bow	15 GC
Crossbow	25 GC
Handgun	35 GC
Hunting Rifle	175 GC

Armour

Helmet	10 GC
Light armour	20 GC

Heroes

1 Captain

60 Gold Crowns to hire

A Tilean Captain is a tough professional soldier and has more often than not fought for years in the regular inter city-state conflicts of his homeland. These men are used to the carnage and suffering of the battlefield and seek to claim riches in the new world.

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

Weapons/Armour: The Captain can be armed with weapons and armour chosen from the Tilean Equipment list.

Skills: The Tilean Captain may choose from Combat, Shooting, Academic, Strength, and Speed, when he gains a new skill.

Special Rules

Leader: Any models in the Warband within 6" of the Captain may use his Leadership instead of their own.

0-2 Champions

35 Gold Crowns to hire

Champions are often the trusted sergeants of the warband captain and are entrusted with ensuring the iron-hard discipline necessary to keep a warband together in a foreign land.

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

Weapons/Armour: Champions can be armed with weapons chosen from the Tilean Equipment list.

Skills: The Miraglean & Trantios Champions may choose from Combat, Shooting, &, Speed, the Remasens Champions may choose from Combat, Academic & Strength when he gains a new skill.

0-2 Youngbloods

15 Gold Crowns to hire

These are young fighters who are still inexperienced but eager for the untold riches that Lustria has to offer.

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

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

Skills: The Miraglean & Trantios Youngbloods may choose from Combat, Shooting, & Strength, The Remasens Youngbloods may choose from Combat, Academic & Strength when he gains a new skill.

Henchmen

(Bought in groups of 1-5)

Warriors

25 Gold Crowns to hire

These are the grim, veteran soldiers that usually make up the mercenary armies of the warring Dukes of the Tilean City States.

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

Weapons/Armour: Warriors can be armed with weapons and armour chosen from the Tilean Equipment list.

0-7 Marksmen

25 Gold Crowns to hire

Tileans are renowned as experts with the crossbow and these soldiers are the missile backbone of the warband. In a savage and merciless world it pays well to be able to despatch your foe from a distance.

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

Weapons/Armour: Marksmen can be armed with weapons and armour chosen from the Marksmen Equipment list.

0-5 Duellists

35 Gold Crowns to hire

Tilea is famous for its many vendettas from the rich noble houses down to even the poorest families. The notorious cloak and dagger duellists of the darkened alleys of Tilea find their way to the remotest parts of the world selling their unique killing abilities to the mercenary companies.

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

Weapons/Armour: Duellists can be armed with weapons and armour chosen from the Tilean Equipment list.

Special Rules

Cloak & Dagger: Duellists are adept at fighting using their billowing cloaks to swirl at an enemy distracting him and warding off blows. The Duellist counts as using a shield in close combat.

Outlaw Warband

To the north of the River Stir lies the Great Forest, a vast expanse of woodland that fills the very heart of the Empire. Bounded along its southern edge by the river, this, the largest forest of the known world, extends league upon league as far as any man can see. Just at its southernmost, the River Stir separates a small part of the forest from the main bulk of the woodland and this smaller area of forest is known locally as Stirwood. Small though Stirwood may be – indeed, this part of the forest is not even on the same scale as the sacred Forest of Loren, but, as many say, size isn't everything – Stirwood Forest is nevertheless still large enough to get lost in, and many have done so, some by accident and some by design.

Stirwood lies just north of the noble city of Nuln and to the west of Wurtbad, where law and order are strictly enforced, at least they are strictly enforced once the City Guards have finally managed to catch up with those who break the Count's law. The Elector Count of Stirland was well known as a man that one should not cross. Those that did so were inevitably declared as 'outlaws' and were pursued from the cities. Even the most petty of criminals, some still quite young, could be declared 'outlaw' and had little option but to flee to the countryside. Many perished, both young and old, but some made it to Stirwood where they could lay low.

During their time in Stirwood, some would band together and become groups of outlaws, rather than just attempting to survive on their own. The forest was a perfect training ground to develop their skills, particularly in archery, where even the hunting of the wild deer, the Count's deer, was a crime in itself. Illicit deer-hunting was not their only past-time as many an unwary traveller, passing unsuspectingly through the forest, would find themselves ambushed and relieved of their goods.

Monks also lived in these parts, holy men who spent their time in devotion to the blessed Sigmar. Usually they dwelt alone in contemplation, but were often trusted by the local groups of outlaws that they came into contact with and attended to their spiritual needs, and, when the occasion arose, also attended to their wounds.

In the years that followed the sighting of the twin-tailed star in the sky, it was inevitable that tales of Mordheim would have travelled down the waters of the River Stir. Tales of strange sights and great riches would easily have reached the inhabitants of Stirwood Forest. Temptations of this enormous wealth that was rumoured to be in the shattered city would have been hard for any group of outlaws to resist.

Special Rules

All warriors in an Outlaws warband may be equipped with only one missile weapon at any time. All warriors must carry a type of bow, but not crossbows, as part of their equipment. So, even if an Outlaw acquires skills that allow him to use additional ballistic weaponry, he cannot do so. The only exception to this is the Monk who may choose to carry a bow, but is not compelled to do so.

Alignment: the Warband's Alignment is Neutral.

Choice of Warriors

An Outlaw warband must include a minimum of three models. You have 500 gold crowns that you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Bandit Leader: Each Outlaw warband must have one Bandit Leader: no more, no less!

Champion: Your warband may include up to two Champions.

Petty Thieves: Your warband may include up to two Petty Thieves.

Monk: Your warband may include up to one Monk, but he can only be taken instead of either a Champion or a Petty Thief.

Marksmen: Your warband may include up to a maximum of seven Marksmen.

Outlaws: Your warband may include any number of Outlaws.

Starting Experience

The **Bandit Leader** starts with 20 experience.
Champions & a **Monk** start with 8 experience.
Petty Thieves start with 0 experience.
All **Henchmen** start with 0 experience.

Outlaws equipment lists

The following lists are used by Outlaws warbands to pick their weapons:

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Staff	3 GC
Axe	5 GC
Sword	10 GC
Spear	10 GC
Double-handed weapon	30 GC

Missile Weapons

Short bow	5 GC
Bow	10 GC
Longbow*	15 GC

Armour

Light armour*	20 GC
Helmet	10 GC
Shield	5 GC

Special Equipment

Forest cloak*	50 GC
Hunting arrows*	30 GC

* Available to Heroes and Marksmen only

Hunting Arrows: These are available to Heroes at the time of their initial recruitment without having to roll for Rarity. If you wish to subsequently purchase this item during the Trading and Exploration stages of the game, then you would have to roll for Rarity as normal.

Heroes

1 Bandit Leader

60 Gold Crowns to hire

A Bandit Leader is a professional cutthroat, a hardened criminal. His presence along the shadowy forest tracks of Stirwood has often meant the untimely demise of many a passing traveller. Other Outlaws will follow him, inspired as much by his ruthlessness as by his prowess.

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

Weapons/Armour: The Bandit Leader may be equipped with weapons chosen from the Outlaws equipment list.

Skills: The Bandit Leader may choose from Combat, Shooting, Academic, Strength, & Speed when he gains a new skill.

Special Rules

Leader: Any models in the warband within 6" of the Bandit Leader may use her Leadership instead of their own.

0-2 Champions

35 Gold Crowns to hire

All groups of Outlaws will often have a few who are more experienced than others. Loyal to their Leader they are usually rewarded with the choicest pickings of any loot.

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

Weapons/Armour: Champions may be equipped with weapons chosen from the Outlaws equipment lists.

Skills: The Champions may choose from Combat, Shooting, & Strength when he gains a new skill.

0-1 Monk

35 Gold Crowns to hire

A Monk would usually spend most of his time alone in the forest in contemplation of his devotion to Sigmar. However, some will see that Sigmar's work can also be achieved by the purging of all that is corrupt from the Empire. Many will, therefore, willingly join in the activities of groups of outlaws. Their knowledge of healing is often valued by other members.

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

Weapons/Armour: Can be chosen from the Outlaws equipment list. As Prayers are not considered to be Spells, a Monk may wear armour, if he wishes.

Skills: The Monk may choose from Academic when he gains a new skill.

Special Rules

Pray User: The Monk has devoted his life in the constant service to Sigmar and may use the Prayers of Sigmar as detailed in the Magic section and the Monk start with one prays generated at random. See the Magic section for details. In addition the Monk may learn a new Pray instead on a new skill. The monk may learn neither Sorcery nor Arcane Lore.

0-2 Petty Thieves

20 Gold Crowns to hire

Many youths who are caught by the City Guards in the act of thieving are compelled to flee the city and take up a place among the trees of Stirwood Forest. Although young, they are still keen enough to prove their worth to their fellow outlaws.

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

Weapons/Armour: Petty Thieves may be equipped with weapons chosen from the Outlaws equipment list.

Skills: The Petty Thieves may choose from Combat, Shooting, & Speed when he gains a new skill.

Henchmen

(Bought in groups of 1-5)

0-7 Marksmen

25 Gold Crowns to hire

These are the best archers in the group and their skill with the bow is legendary. They are more than capable of picking off any enemy before they get too close.

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

Weapons/Armour: Marksmen can be armed with weapons and armour chosen from the Outlaws Equipment list.

Outlaws

25 Gold Crowns to hire

These warriors form the basis of any group of bandits. Ruthless to the core, any of these would be more than happy to slip a sharp knife between somebody's ribs for the promise of just a few groats.

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

Weapons/Armour: Outlaws can be armed with weapons and armour chosen from the Outlaws Equipment list.

Pit Fighter Warband

All across the world you can find gladiatorial pit fights, here you can find hardy fighters taking up arms against each other. From the vicious pits of Cutthroat's Haven to the Black Pits surrounding Mordheim there can be heard the clash of steel. In most places local law itself bans these fights, but the culture itself remains a haven for ex-mercenaries, escaped convicts and itinerant conmen and bribes to local officials ensures that this brutal sport continues unabated.

There are as many different type of fight as there are venues, from small fistfights in an old barn or a back alley to huge conflicts with many heavily armed combatants. Most fighters are slaves who work for the so-called 'circuit'. They try to earn their freedom by paying off their owners with a large cut of the winnings. Most successful Pit Fighters live for the sport (and of course often die for it also!) because they know of little else.

The men in this Warband consist solely of professional Pit Fighters who were either able to buy their freedom or have escaped. Now they roam the streets of Mordheim in search for the Wyrdstone that would bring them wealth faster than anyone can imagine.

The Pit Fighters are used to fighting in streets and small corridors and this makes them a much-feared opponent. The Pit King is the most skilled and cunning Pit Fighter of them all who leads his band with an iron fist.

Appearance: Pit Fighters are grizzled veteran warriors covered with many scars of battle, they are armed with special Pit Weapons and Armour, their bodies well developed and muscular. They wear little clothing and only partial armour known as Pit Armour.

Special Rules

All Pit Fighters have the Pit Fighter skill as described in the Strength Skill List except the Pit Fighter Initiates. (Pit Fighter Skill: +1 WS, +1 A when fighting in ruins, buildings and The Pit.)

Free the Slaves!: Pit Fighters hate all Slavers. The Pit Fighters will never sell their captured opponents to the slavers.

In the Pit!: Pit Fighters who capture an opponent may decide to let him fight in the infamous fighting pits of Cutthroat's Haven.

The Pit Fighter Warband may decide to send in one or more of their own fighters to fight the captive, if the Pit Fighter wins he gains +2 Experience, the Warband gets all the Captive's armour and weapons +50gc, if the Pit Fighter loses then roll to see whether he is dead or injured as normal (ignore all following results: Robbed, Captured, Hardened, Sold to the Pits and Survives Against the Odds), he will not lose his armour or weapons, the Captive will get the 50 GC and the +2 Experience when he wins. If the Captive wins the audience decides whether he gains his freedom. Roll a D6 on a 4+ the audience raise their thumbs and he is free. A 1-3 means he remains the Pit Fighters Captive and may be fielded in the pits after future games

Alignment: the Warband's Alignment may be one of the following: Lawful / Neutral, Neutral, Neutral / Chaotic.

Choice of Warriors

A Pit Fighter Warband must include a minimum of 3 models. You have 500 Gold Crowns that you can use to recruit your initial Warband. The maximum number of warriors in the Warband is 15.

Pit King: Each Pit Fighter Warband must have one Pit King: no more, no less!

Pit Fighter Veterans: Your Warband may include up to two Veterans.

Pit Fighter Initiates: Your Warband may include up to two Initiates.

Pit Fighter Troll Slayer: Your warband may include up to one Pit Fighter Troll Slayer, but he can only be taken instead of either a Veteran or an Initiate

Ogre Pit Fighter: Your Warband may include a single Ogre Pit Fighter.

Pursuers: Your Warband may include up to seven Pursuers.

Pit Fighters: Your Warband may include any number of Pit Fighters.

Starting Experience

A **Pit King** starts with 20 experience.

Pit Fighter Veterans start with 8 experience.

A **Pit Fighter Troll Slayer** starts with 8 experience.

Initiates start with 0 experience

Henchmen start with 0 experience

Pit Fighter Equipment List

The following lists are used by Pit Fighter warbands to pick their weapons:

Pit Fighters Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Dwarf Axe*	15 GC
Sword	10 GC
Morning Star	15 GC
Double-handed weapon	15 GC
Halberd	10 GC
Spear	10 GC
Flail	15 GC
War Chain	20 GC
Fist Spike	15 GC
Brass Knuckles	20 GC
Gromril Weapon*	3x Price

Armour

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

*Only Available to the Dwarf Troll Slayer

Pursuer Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club, Mace, Hammer	3 GC
Axe	5 GC
Sword	10 GC
Spear	10 GC
Trident	15 GC

Missile Weapons

Throwing Knives	15 GC
Javelin	10 GC
Net	5 GC

Armour

Hardened Leather	10 GC
Light armour	20 GC
Helmet	10 GC
Shield	5 GC
Buckler	5 GC

Heroes

1 Pit King

80 gold crowns to hire

A Pit King is the leader of the Warband. A Pit King is a very renowned warrior; a spectacular fighter used to pleasing the baying crowd with his martial display and bloody triumphs. He has managed to buy or free enough fellow Pit Fighters to start a Warband of his own, He's the smartest and toughest Pit Fighter around and will fight anybody who puts his position in danger. He is held in a mixture of awe an fear by his fellows and his loyalty to his men is

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

Weapons/Armour: A Pit King may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

Skills: The Pit King may choose from Combat, Academic, Strength, & Speed when he gains a new skill. In addition, the Pit King may choose from the Pit Fighter Skill list.

Special Rules

Leader: Any models in the Warband within 6" of the King may use his leadership instead of their own.

Pit Fighter: See Strength Skill section.

0-2 Pit Fighter Veterans

35 gold crowns to hire

Pit Fighter Veterans are experienced fighters who carry out the orders of the Pit King with ruthless efficiency. These men ensure that the Warband is held together with iron-hard discipline.

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

Weapons/Armour: A Pit Fighter Veteran may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

Skills: The Veterans may choose from Combat & Strength when he gains a new skill. In addition, the Veterans may choose from the Pit Fighter Skill list.

Special Rules

Pit Fighter: See Strength Skill section.

0-2 Pit Fighter Initiates

15 gold crowns to hire

Pit Fighter Initiates, are young men have just picked up their arms in the Pit, and they will have to prove themselves in the heat of the battle.

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

Weapons/Armour: A Pit Fighter Initiate may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

Skills: The Initiates may choose from Combat & Strength when he gains a new skill. In addition, the Initiates may choose from the Pit Fighter Skill list.

0-1 Dwarf Troll Slayer

50 gold crowns to hire

Troll Slayers are members of the morbid Dwarf cult obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in some way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarf kind. Troll Slayers are insanely dangerous individuals, psychopathic and violent. There are, however, few better fighters in the Known World, so which place would be more fitting for them than the dangerous fighting pits then! Battling against the most hardened veterans and monsters known in the Old World, it seems that they have found themselves a second place, to call home.

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

Weapons/Armour: A Troll Slayer may be equipped with weapons and armour chosen from the Pit Fighter Equipment list. Slayers may never carry or use missile weapons or any form of armour.

Skills: The Troll Slayer may choose from Combat, Academic, Strength & Speed when he gains a new skill. In addition, the Troll Slayer may choose from the Pit Fighter Skill or the Troll Slayer Skill list.

Special Rules

Pit Fighter: See Strength Skill section.

Hard to Kill: Dwarfs are tough, resilient individuals who can only be taken out of action on a roll of 6 instead of 5-6 when rolling on the injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

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

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

Grudgebearers: Dwarfs hold an ancient grudge against Elves from the days when the two races fought for the supremacy of the Old World. If the Pit Fighters ever hire any kind of Elven Hired Sword he will leave the Warband immediately, he refuses to fight alongside these pansy Elves!

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

Henchmen

(Bought in groups of 1-5)

Pit Fighters

35 gold crowns to hire

Pit Fighters are the Close Combat specialists of the Warband, armed with a variety of weapons and armour.

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

Weapons/Armour: A Pit Fighter may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

Special Rules

Pit Fighter: See Strength Skill section.

Arms master: See Pit Fighter Skill section

0-7 Pursuers

25 gold crowns to hire

Pursuers are a special martial type of pit fighter often used for 'warm-up fights' before the main show. These men are usually lightly armed with tridents, nets, javelins or war chains with which they pursue and harry their enemies in a hit and run style of warfare. This style of fighting dates back to ancient times in Tilea when gladiators, as they were known in the Tilean tongue, would fight in massive stone arenas.

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

Weapons/Armour: A Pit Fighter Pursuer may be equipped with weapons and armour chosen from the Pit Fighter Pursuer Equipment list.

Special Rules

Pit Fighter: See Strength Skill section.

0-1 Ogre Pit Fighter

165 gold crowns to hire

The Ogre Pit Fighter is one of the most brutal and feared of all Pit Fighters. These massive, savage fighters are often called upon to fight such fearsome beasts as captured Trolls in some of the most incredible bouts held at the pits.

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

Weapons/Armour: An Ogre Pit Fighter may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

Special Rules

Pit Fighter: See Strength Skill section.

Fear: Ogre Pit Fighters are large, threatening creatures that cause Fear. See the Psychology section for details.

Large: Ogre Pit Fighters are huge, lumbering creatures and therefore make tempting targets for archers. Any model may shoot at the Ogre Pit Fighter, even if he is not the closest target.

Skills: An Ogre Pit Fighter who becomes a Hero as a result of The Lad's Got Talent may choose from the Combat, Strength and Pit Fighter Special Skills.

Slow Witted: Although Ogres are capable of earning experience and bettering themselves they are not the smartest creatures. Ogres only gain advances at half the rate of everyone else (I.e. they must accrue twice as much experience as normal to get an advance).

Norse Warband

O' Sigmar preserve us from the wrath of the Norsemen'

The land of Norsca lies to the far north of the Empire across the stormy sea of Claws. This is a harsh land of snow and ice with mountains of Frost and Dusk that reach unto the heavens themselves and march right down to the sea. The humans that live here are powerfully built, with large, well muscled frames and long limbs. The Norse are a bloodthirsty people whose society is based entirely around war and fighting. They make or produce very little in their inhospitable homeland and their attitude is to take whatever they need from the lands of others. Many a time their dreaded longships have brought terror and destruction to the lands of men and the other races. The Norse people live in marauder tribes or clans much like the Unberogens who were, centuries earlier, the founders of the Empire. It is for these reasons that the Norse are seen as a very primitive and uncivilised race by others and indeed many Norse tribes openly worship the dark gods of Chaos as their own.

All Norse warriors are trained in the art of war at a very young age and become skilled in the use of sword, axe and shield for their's is a brutal society where only the strongest survive. Probably because of their well founded fearsome reputation the Norsemen have few allegiances apart from to their clan and their ancestors and so make excellent mercenaries.

Despite their brutish behaviour the Norse make superb natural sailors rivalling even the High Elves and it was indeed the Norse who were the first humans to discover Lustria and the South Lands. In their longships, the Norse sailed from the Old World to Lustria, establishing the first colony, Skeggi. The Norse plague the coast of Lustria raiding many coastal settlements but it is their desire for riches and saga that have driven them further inland to pillage the temples of the Slann.

Special Rules

All Norse Warriors are subject to the following special rules:

Seamen: The Norse are a sea faring people and spend much of their time rowing boats. To represent this, all Norse warriors get +2 to Strength when trying to row a boat.

Alignment: the Warband's Alignment may be one of the following: Neutral, Neutral / Chaotic.

Choice of Warriors

A Norse Warband must include a minimum of three models. You have 500 gold crowns to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 15.

Jarl: Each Norse Warband must have one Jarl to lead it – no more, no less.

Berserker: Your Warband may include up to two Berserkers.

Bondsmen: Your Warband may include up to two Bondsmen.

Wulfen: Your Warband may include up to one Wulfen, but he can only be taken instead of either a Berserker or a Bondsmen.

Marauders: Your Warband may include any number of Marauders.

Hunters: Your Warband may include up to five Hunters.

Wolves: Your Warband may include up to five Wolves provided it includes a Wulfen in it.

Starting Experience

A **Jarl** starts with 20 experience.

Berserkers & the **Wulfen** start with 11 experience.

Bondsmen start with 0 experience.

Henchmen start with 0 experience.

Norse equipment lists

The following lists are used by Norse warbands to pick their weapons:

Hero Equipment List

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Hammer ..... 3 GC
Axe ..... 5 GC
Sword ..... 10 GC
Double-handed weapon ..... 15 GC
Flail ..... 15 GC

Missile Weapons

Throwing Axes (same as knives) ..... 15 GC

Armour

Helmet ..... 10 GC
Light armour ..... 20 GC
Shield ..... 5 GC

Henchmen Equipment List

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Hammer ..... 3 GC
Axe ..... 5 GC
Sword ..... 10 GC
Spear ..... 10 GC
Double-handed weapon ..... 15 GC

Missile Weapons

Throwing Axes (same as knives) ..... 15 GC

Armour

Helmet ..... 10 GC
Light armour ..... 20 GC
Shield ..... 5 GC

Hunters Equipment List

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Hammer ..... 3 GC
Axe ..... 5 GC
Sword ..... 10 GC
Spear ..... 10 GC
Double-handed weapon ..... 15 GC

Missile Weapons

Javelins ..... 5 GC
Bow ..... 10 GC

Armour

Helmet ..... 10 GC
Shield ..... 5 GC

Heroes

1 Jarl

70 Gold Crowns to hire

The Jarl of a Norse Warband is the most battle hardened veteran of his group and often a lesser clan chieftain of his tribe. He has seen many battles and is used to the bloodshed. While some Jarls choose to command their forces with strategy, most just run into the fray with the rest of the warriors. However the Jarl decides to run his Warband, all of the other warriors respect him and look up to him.

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

Weapons/Armour: A Jarl can be armed with weapons and armour chosen from the Heroes Equipment list.

Skills: The Jarl may choose from Combat, Strength & Speed when he gains a new skill. In addition, the Jarl may choose from the Norse Special Skill list.

Special Rules

Leader: Any models in the Warband within 6" of the Jarl may use his Leadership instead of their own.

0-2 Berserkers

50 Gold Crowns to hire

Berserkers are some of the most ferocious warriors in any Norse Warband. They have proven their worth over countless battles and have learned that death is nothing to be feared. They charge into battle without any regard for their own safety and are really quite demented.

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

Weapons/Armour: Berserkers can be armed with weapons chosen from the Heroes Equipment list but they may never wear armour.

Skills: The Berserker may choose from Combat & Strength when he gains a new skill. In addition, the Berserker may choose from the Norse Special Skill list.

Special Rules

Berserkers: Berserkers are subject to Frenzy as detailed in the Psychology section of the Mordheim rulebook.

0-1 Wulfen

90 Gold Crowns to hire

Wulfen are Berserkers with a very rare mutation. When there is a full moon, or when blood starts flowing on the battlefield, the mysterious and deadly Wulfen turn into blood hungry beasts, part man part wolf or bear. These creatures are known and greatly feared as werewolves to most Old Worlders. These monstrous beasts tear through flesh and armour with ease with their huge claws and massive fangs as they rampage through the melee.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	4	1	4	2	7

Weapons/Armour: A Wulfen is a ravening beast of teeth and claws and may never use weapons or armour although suffers no penalty for being unarmed.

Skills: The Wulfen may choose from Combat, Strength & Speed when he gains a new skill. In addition, the Wulfen may choose from the Norse Special Skill list.

Special Rules

Fear: Wulfen are terrifying creatures to behold and cause Fear.

Bestial: Wulfen are ravenous beasts and therefore immune to psychology. Also despite being greatly revered by their barbarian fellows Wulfen are too feral and uncontrolled to become the leader of the warband.

0-2 Bondsmen

15 Gold Crowns to hire

These are young fighters who are still inexperienced and they are 'bonded' to the Jarl by the oath of servitude.

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

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

Skills: The Bondsmen may choose from Combat, Strength & Speed when he gains a new skill. In addition, the Bondsmen may choose from the Norse Special Skill list.

Henchmen

(Bought in groups of 1-5)

Marauders

25 Gold Crowns to hire

Marauders are the standard warrior to any Norse Warband. They have had their share of bloodshed and have been trained since they were children. They are referred to as Marauders as they are pirates and raiders.

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

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

0-5 Hunters

25 Gold Crowns to hire

Hunters are the most skilled in hunting wild game in Norse society. They are experts the bow as well as all of the other weapons common to the Norse. They often follow champions on voyages to offer ranged attacks as well as additional hunting skills.

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

Weapons/Armour: Hunters can be armed with weapons and armour chosen from the Henchman Equipment list.

0-5 Wolves

15 Gold Crowns to hire

The harsh lands of Norsca are inhabit by a great many ferocious beasts: massive wholly mammoths, vicious polar bears and wolves far larger than those encountered elsewhere in the world. Norse hunters make use of these beasts when trained and they are formidable foes.

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

Weapons/Armour: Wolves don't need and cannot use weapons.

Special Rules

Animals: Wolves are animals and thus do not gain experience.

Pack Leader: Wolves are feral pack animals that only respond to the strongest in their pack – the Wulfen. In the event that there are no Wulfen in the warband due to death or injury the wolves cannot be used until he is replaced.

Dark Elf Warband

Dark Ones of Naggaroth Many dare not speak of the High Elves' evil kin, the Druchii, or the Dark Elves as they are better known. They are a race for whom pain and pleasure have been pushed to the ultimate extreme. They leave destruction and despair in their wake and are more greatly feared than the barbaric Orcs and no less so than the tainted forces of Chaos and Undeath. To the victims of the Dark Elves it is the fortunate to whom a quick death is gifted for this twisted folk roam the Known World in search of slaves. The slaves of the Dark Elves are either worked to death in their mines, ripped apart on the altars to Khaine, their dark God, or tortured mercilessly by the Brides of Khaine, the Witch Elves. Dark Elves take a perverse delight in inflicting pain upon others just to see their victims suffer.

Despite their dire reputation for cruelty they are only rivalled as explorers and adventurers by their High Elven cousins. It is the lure of the precious, arcane artefacts of the Slann that bring these foul creatures to Lustria, travelling stealthily in their Black Arks and penetrating deep into the jungle. Dark Elves are adept at stealth and ambush and are well suited to the overgrown realm of the Lizardmen – most warbands don't even know they're being attacked until it is too late.

Special Rules

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between these two races have been very long and bloody affairs. Dark Elves Hate any High Elf warriors including High Elf Hired Swords.

Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot Hidden enemies from twice as far away than normal warriors. (i.e. twice their Initiative value in inches)

Black Powder Weapons: Dark Elves may never use black powder weapons as they find them too crude, noisy and unreliable.

Alignment: the Warband's Alignment is Neutral / Chaotic.

Choice of Warriors

A Dark Elf warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

High Born: Each Dark Elf warband must have one High Born to lead it – no more, no less.

Beastmaster: Your warband may include one Beastmaster.

Fellblades: Your warband may include up to two Fellblades.

Sorceress: Your warband may include one Sorceress.

Corsairs: Your warband may include any number of Corsairs.

Shades: Your warband may include up to five Shades.

Cold One Hounds: Your warband may include up to two hounds if it also includes a Beastmaster.

Starting Experience

High Born starts with 20 experience.

Fellblades and **Sorceress** starts with 12 experience.

Beastmaster starts with 8 experience.

Henchmen starts with 0 experience.

Dark Elf equipment lists

The following lists are used by Dark Elf warbands to pick their weapons:

Dark Elf Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Axe	5 GC
Sword	10 GC
Double-handed weapon	15 GC
Halberd	10 GC
Spear	10 GC
Beastlash	10 GC
Dark Steel Weapon*	2x price

Missile Weapons

Repeater Crossbow	35 GC
Crossbow Pistol	35 GC

Armour

Buckler	5 GC
Shield	5 GC
Helmet	10 GC
Light armour	20 GC
Dark Steel Armour*	95 GC

Special Equipment

Dark Venom*	15 GC
Sea Dragon Cloak**	50 GC

* May be taken by Heroes only.

** May be taken by Heroes and Corsairs only.

Shades Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Axe	5 GC
Sword	10 GC

Missile Weapons

Repeater Crossbow	35 GC

Armour

Helmet	10 GC
Light armour	20 GC

Heroes

1 High Born

70 Gold Crowns to hire

Dark Elf Leaders are typically drawn from the Dark Elf nobility and lead the warband in search of gold, slaves and arcane artefacts to bring home to Naggaroth. They are cold and ruthless killers and they command the respect of their troops through assassination and terror. They have attained their position of leadership by eliminating rival nobles who stand in their way and through their remarkable cunning, they are dangerous foes who embody the merciless traits of the Druchii race.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	9

Weapons/Armour: A High Born may be armed with weapons and armour chosen from the Dark Elf Equipment list.

Skills: The High Born may choose from Combat, Shooting, Academic & Speed when he gains a new skill. In addition, the High Born may choose from the Dark Elf Special Skill list.

Special Rules

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

0-2 Fellblades

40 Gold Crowns to hire

The Fellblades are elite warriors of the Dark Elf armies and are often linked to the household of a particular Noble family. Fellblades live a life of strict martial training, each specialises in a particular weapon and fighting style. Killing is a way of life for these warriors. Enemies can expect no mercy from them. Fellblades accompany raiding parties to Lustria as paid guards or to further hone their killing skills.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

Weapons/Armour: Fellblades may be armed with weapons and armour chosen from the Dark Elf Equipment list.

Skills: The Fellblade may choose from Combat & Speed when he gains a new skill. In addition, the Fellblade may choose from the Dark Elf Special Skill list.

Special Rules

Melee Specialists: Fellblades live by a strict code of close quarter fighting. Fellblades may not use missile weapons of any sort.

0-1 Beastmaster

45 Gold Crowns to hire

Whereas the High Elves have a great affinity with Dragons and Griffons and other noble creatures their malevolent kin have infamous Beastmasters, Dark Elves of particularly cruel renown who breed many vicious beasts and lead them into contact. Unlike the High Elves who treat their beasts as companions, the Dark Elf Beastmasters are very spiteful masters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: A Beastmaster may be armed with weapons and armour chosen from the Dark Elf Equipment list.

Skills: The Beastmaster may choose from Combat & Speed when he gains a new skill. In addition, the Beastmaster may choose from the Dark Elf Special Skill list.

Special Rules

Cold One Beasthound: The Beastmaster may be accompanied by up to two Cold One Beasthounds, these are bought as henchmen and follow all rules for listed for them.

0-1 Dark Elf Sorceress

55 Gold Crowns to hire

Dark Elves are strange in that apart from the fell Witch King there are no other male sorcerers, all the other practitioners of magic in the Dark Elf race are female. It is rumoured that any males who do develop an affinity for magic amongst the Dark Elves are immediately put to death to fulfil some dark prophecy. Dark Elf Sorceresses are mysterious, raven haired beauties who are grudgingly respected even from the powerful High Born and their services are high in demand.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: The Sorceress may be armed with weapons and armour chosen from the Dark Elf Equipment list but they may not cast spells if wearing armour.

Skills: The Sorceress may choose from Academic & Speed when he gains a new skill. In addition, the Sorceress may choose from the Dark Elf Special Skill list.

Special Rules

Magic User: The Dark Elf Sorceress has the ability to use magic and casts spells like any other magicians, and the Dark Elf Sorceress starts with one spells generated at random from the Dark Elf Magic list. See the Magic section for details. In addition the Dark Elf Sorceress may learn a new Spell instead on a new skill.

Henchmen

(Bought in groups of 1-5)

Corsairs

35 Gold Crowns to hire

The Dark Elves are cruel and fierce fighters. This is especially true of the Corsairs – the Black Ark Raiders. They are skilled with sword and axe, as well as the repeater crossbow, the distinct missile weapon of the Dark Elves. Whenever a Black Ark explores the coast of Lustria the Corsairs are the first to launch raiding parties.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: Corsairs may be armed with weapons and armour chosen from the Dark Elf Equipment list, in addition they may wear Sea Dragon Cloaks even though they are not heroes.

0-5 Shades

30 Gold Crowns to hire

The stealthy Dark Elf Scouts rely on their repeater crossbows to harass and snipe at the enemy, rather than engaging them head on as ambush is the preferred style of fighting. Shades are young and inexperienced scouts that see the expeditions to Lustria as a valuable training opportunity.

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

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

Special Rules

Natural Stealth: The first thing that Dark Elf Scouts master is the art of moving without being seen or heard. If a Dark Elf is Hiding, enemy models suffer -1 to their Initiative value for determining if they can detect him.

0-2 Cold One Beasthounds

30 Gold Crowns to hire

The Dark Elves capture and breed many exotic creatures to fight for them and fights between pets are often staged as a form of entertainment amongst the Dark Elves. One such animal was discovered in Lustria. Distantly related to Cold Ones, the Cold One Beasthound lives in swamps and bogs. Cold One Beasthounds are larger than war dogs and of similar build but are in all other respects reptilian. Rows of sharp teeth fill its maw, and when provoked, the Cold One Beasthound is a very aggressive beast. The Dark Elves capture and train these creatures to fight in battles all over the Warhammer world.

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

Weapons/Armour: Cold One Beasthounds are animals and do not need any weapons save their claws and massive jaws.

Special Rules

Animals: Cold One Beasthounds are animals and all animal rules apply to them, they never gain experience.

Beastmaster: Cold One Beasthounds are nasty viscous brutes that are barely kept under control. If the Beastmaster dies the beasts will immediately escape from the warband and they are removed from the warband roster. If the Beastmaster is unable to participate in a battle, then neither will the beasts.

Stupidity: Cold One Beasthounds may use the basic Leadership of the Beastmaster if they are within 6" of him. They may never use the Leadership of the warband leader, nor may they benefit from the Beastmaster's increased Leadership if he is within 6" of the leader.

Scaly Skin: Cold One Beasthounds have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of 'no save' on the injury chart will negate the unmodified 6+ save.

Fear: Cold One Beasthounds cause Fear.

Cult of Khaine

This warband was based from the Cult of Khaine by Julian Hellstrom.

Special Rules

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between these two races have been very long and bloody affairs. Dark Elves Hate any High Elf warriors including High Elf Hired Swords.

Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot Hidden enemies from twice as far away than normal warriors. (i.e. twice their Initiative value in inches)

Black Powder Weapons: Dark Elves may never use black powder weapons as they find them too crude, noisy and unreliable.

Devotees of Khaine: The Cult of Khaine is bloodthirsty to the extreme. In situations where a warband can either sacrifice those that they find or use them for other reasons, the Cult of Khaine can choose to sacrifice them.

Alignment: the Warband's Alignment may be one of the following: Neutral / Chaotic, Chaotic.

Choice of Warriors

A Cult of Khaine warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Witch Hag: Each Cult of Khaine warband must have one Witch Hag to lead it – no more, no less.

Executioner: Your warband must include up to one three Executioners

Assassin: Your warband must include up to one Assassin.

Witch Elves: Your warband may include any number of Witch Elves.

Shades: Your warband may include up to five Shades.

Starting Experience

The **Witch Hag** & **Assassin** Starts with 20 experience
The **Executioner** starts with 12 experience.
All henchmen starts with 0 experience.

Cult of Khaine Equipment List

Witch Elves Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Axe	5 GC
Sword	10 GC
Double-handed weapon	15 GC
Halberd	10 GC
Dark Steel Weapon*	2x price

Armour

Shield	5 GC
Buckler	5 GC
Helmet	10 GC
Light armour	20 GC
Heavy Armour*	50 GC
Dark Steel Armour*	95 GC

Special Equipment

Dark Venom*	15 GC
Black Lotus**	5 GC

Shades Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Axe	5 GC
Sword	10 GC
Dark Steel Weapon*	2x price

Missile Weapons

Throwing Knives	15 GC
Crossbow Pistol*	35 GC
Repeater Crossbow	35 GC

Armour

Helmet	10 GC
Light armour	20 GC

* May be taken by Heroes only.
** May be taken by Witch Hag & Witch Elves only

Heroes

1 Witch Hag

85 Gold Crowns to hire

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	3	3	3	1	7	1	9

Weapons/Armour: Witch Hag may be armed with weapons chosen from the Witch Elves Equipment list, note that Witch Hag don't uses missile weapons or wear armour.

Skills: The Witch Hag may choose from Combat, Academic, & Speed when she gains a new skill. In addition, the Witch Hag may choose from the Dark Elves Special Skill list.

Special Rules

Leader: Any models in the warband within 6" of the Witch Hag may use her Leadership instead of their own.

Frenzy: Witch hag is affected by the rules for *frenzy*. While *frenzied*, Witch hag still *hates* High Elves, although normally immune to psychology.

0-3 Executioner

60 Gold Crowns to hire

The city of Har Ganeth holds the Cult of Khaine in the highest esteem. Here, they devote themselves to Khaine in his aspect of executioner. Chosen for their calm yet vicious demeanours, the deadly Executioners are sent to foray into Mordheim in the name of Khaine.

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

Weapons/Armour: An Executioner may be equipped with weapons and armour chosen from the Witch Elves equipment list.

Skills: The Executioner may choose from Combat, & Speed when he gains a new skill. In addition, the Executioner may choose from the Dark Elves Special Skill list.

0-1 Assassin

70 Gold Crowns to hire

All Assassins follow one of the aspects of Khaine, the thousand-faced god of murder. The Assassins chosen to venture into the cursed city of Mordheim are those that the leaders of the Cult felt could use a bit more real-world experience before serving the Witch King in his glorious armies.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	3	9

Weapons/Armour: An Assassin may be equipped with weapons and armour chosen from the Shards equipment list.

Skills: The Assassin may choose from Combat, Shooting, Academic, & Speed when he gains a new skill. In addition, the Assassin may choose from the Dark Elves Special Skill list or the Assassin Special Skill List.

Special Rules

Perfect Killer: An Assassin always has an extra -1 modifier to any armour save the enemy has to take against wounds they inflict, both with shooting and close combat weapons.

Loner: Assassins are not great leaders, but are ruthless and highly disciplined warriors. The warband may never use the Assassin's Leadership score for the purposes of Rout tests. In addition, the Assassin is immune to All Alone tests

Henchmen

Witch Elves

35 Gold Crowns to hire

Witch Elves are the maiden-elves who are wedded to Khaine, the Lord of Murder, in midnight rites of blood sacrifice and magic. They imbibe a concoction of blood and drugs which fills them with supernatural bloodlust and rage. The Witch Elves scour Mordheim looking for sacrifices for the glory of Khaine.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	3	3	1	6	1	8

Weapons/Armour: Witch Elves may be armed with weapons chosen from the Witch Elves Equipment list, note that Witch Elves don't uses missile weapons or wear armour.

Special Rules

Frenzy: Witch Elves are affected by the rules for *frenzy*. While *frenzied*, Witch Elves still *hate* High Elves, although normally immune to psychology.

0-5 Shards

30 Gold Crowns to hire

The stealthy Dark Elf Scouts rely on their repeater crossbows to harass and snipe at the enemy, rather than engaging them head on as ambush is the preferred style of fighting. Shades are young and inexperienced scouts that see the expeditions to Lustria as a valuable training opportunity.

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

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

Special Rules

Natural Stealth: The first thing that Dark Elf Scouts master is the art of moving without being seen or heard. If a Dark Elf is Hiding, enemy models suffer -1 to their Initiative value for determining if they can detect him.

Clan Eshin

Unbeknownst to man, for thousands of years he has shared his world with another and altogether different race. There have always been signs for those who cared to see them: a scurrying black shadow, an inhuman scream from the sewer, scuttling shapes at the back of the cellar. All these years these creatures have worked away in secret, burrowing beneath the world of man, undermining his great cities, infiltrating his sewers and cellars, and joining all up into a vast world spanning labyrinth of tunnels and nests. These creatures call themselves Skaven and they are ratmen, the mutant spawn of an older age of chaos and mutation.

Doubtless one day the Skaven will be ready to emerge from their tunnels and wage open war upon mankind. For centuries they have been content to feed upon his ruins, to seed plague in his cities, and spread contagion amongst his lands. At least they were content to wait and watch, for now everything has suddenly changed. Now the destruction of Mordheim has created new opportunities in the secret war against mankind.

Since ancient times the Skaven have searched the world for the stones of power that men in their ignorance call wyrdstone but which Skaven have long since known as warpstone, blackstone, or seerstone. It was as a result of gnawing upon this magic stone in ages past that commonplace rats began the slow process of mutation that spawned the Skaven race. Wyrdstone is quite literally in their blood, for they feed upon it and make use of it in their foul sorceries. Until now the ratmen's search for wyrdstone has been difficult and time-consuming as the stone has grown increasingly rare, but now a new and abundant source has appeared – a dark blessing from the skies!

For the Skaven of Clan Eshin, this is an especially opportune time for such a thing to happen, for, just as the Empire is divided, so the Skaven race is divided amongst itself. Clan fights clan the world over, each struggling for domination of the Council of Thirteen whose masters rule the Skaven race. Mordheim's secret is not yet revealed to all the clans, or else the City of the Damned would already be overrun with ratmen. The Nightmaster of Clan Eshin is keen to guard this secret, and for this reason has not sent his multitudinous armies into Mordheim. Instead, he has sent small warbands of Skaven skittering through secret tunnels into the city to gather up the shining stones and bring them back to the clan nests.

The Skaven of Clan Eshin are supremely adapted to their task. Masters of the art of bringing silent death to their foes, they are skilled in the use of poison and trained in the thousand secrets of the assassin. Since birth Skaven warriors practise martial crafts in the ruinous temples of the Horned Rat, their ever hungering and hideous god. There are none better amongst their verminous kind to gather up the treasure of Mordheim, but they must be silent, swift and efficient. Were rival Skaven clans to discover the secret of Mordheim there would come not hundreds, not thousands, but millions upon millions to contend for the wyrdstone in the City of the Damned.

Special Rules

Alignment: the Warband's Alignment may be one of the following: Neutral / Chaotic or Chaotic.

Choice of warriors

A Clan Eshin warband must include a minimum of three models. You have 500 gold crowns (representing your resources) which you can use to recruit and equip your initial warband. The maximum number of warriors in the warband may never exceed 20.

Assassin Adept: Each Clan Eshin warband must have one Assassin Adept: no more, no less!

Eshin Sorcerer: Your warband may include a single Eshin Sorcerer, but he can only be taken instead of either a Black Skaven or a Night Runner.

Black Skaven: Your warband may include up to two Black Skaven.

Night Runners: Your warband may include up to two Night Runners.

Verminkin: Your warband may include any number of Verminkin.

Giant Rats: Your warband may include any number of Giant Rats.

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

Starting experience

An **Assassin Adept** starts with 20 experience.

Eshin Sorcerers and **Black Skaven** start with 8 experience.

Night Runners and all **Henchmen** start with 0 experience.

Clan Eshin Equipment Lists

The following lists are used by the Skaven of Clan Eshin to pick their equipment.

Hero's Equipment List

Dagger ..... 1st free/2 GC
Sword ..... 10 GC
Flail ..... 15 GC
Spear ..... 10 GC
Halberd ..... 10 GC
Weeping Blades ..... 50 GC
Fighting Claws ..... 35 GC

Missile Weapons

Sling ..... 2 GC
Throwing stars ..... 15 GC
Blowpipe ..... 25 GC
Warplock pistol ..... 35 GC (70 for a brace)

Armour

Light armour ..... 20 GC
Buckler ..... 5 GC
Helmet ..... 10 GC

Hand-to-hand Combat Weapons

Henchmen Equipment List

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Club ..... 3 GC
Sword ..... 10 GC
Spear ..... 10 GC

Missile Weapons

Sling ..... 2 GC

Armour

Light armour ..... 20 GC
Shield ..... 5 GC
Helmet ..... 10 GC

Heroes

1 Assassin adept

60 gold crowns to hire

The Nightmaster of Clan Eshin has sent the Assassin to collect precious wyrdstone. Success means many breeders, wealth and a better position amongst the clan. Failure, on the other hand, is best not contemplated…

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

Weapons/Armour: An Assassin Adept may be armed with weapons and armour chosen from the Skaven Hero's Equipment list.

Skills: The Assassin Adept may choose from Combat, Shooting, Academic, Strength & Speed when he gains a new skill. In addition, the Assassin Adept may choose from the Clan Eshin Special Skill list.

Special Rules

Leader: Any warrior within 6" of the Assassin Adept may use his Leadership instead of his own.

Perfect Killer: An Assassin Adept always has an extra -1 modifier to any armour save the enemy has to take against wounds they inflicted (both with shooting and close combat weapons).

0-2 Black Skaven

40 gold crowns to hire

Black Skaven are the most powerful fighters of Clan Eshin: black-furred killers trained in the martial arts of their clan. In Mordheim they excel at ambushing and assassinating man-things.

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

Weapons/Armour: A Black Skaven may be armed with weapons and armour chosen from the Skaven Hero's Equipment list.

Skills: The Black Skaven may choose from Combat, Shooting, Strength, & Speed when he gains a new skill. In addition, the Black Skaven may choose from the Clan Eshin Special Skill list.

0-1 Eshin sorcerer

45 gold crowns to hire

The Sorcerers of Clan Eshin are black magicians who manufacture the enchanted weapons of the Assassins. Though their power is slight compared to the Warlocks of Clan Skryre or the mighty Grey Seer, their black sorcery is still potent.

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

Weapons/Armour: A Skaven Eshin Sorcerer may be armed with weapons and armour chosen from the Skaven Hero's Equipment list.

Skills: The Eshin Sorcerer may choose from Academic & Speed when he gains a new skill. In addition, the Eshin Sorcerer may choose from the Clan Eshin Special Skill list.

Special Rules

Magic User: The Eshin Sorcerer has the ability to use magic and casts spells like any other magicians, and the Eshin Sorcerer starts with one spells generated at random from the Magic of the Horned Rat. See the Magic section for details. In addition the Eshin Sorcerer may learn a new Spell instead on a new skill.

0-2 Night runners

20 gold crowns to hire

Night Runners are the young apprentices of Clan Eshin. Recently initiated into the secrets of the clan, they make up for their lack of knowledge with their ambition and energy.

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

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

Skills: The Night Runners may choose from Combat & Shooting when he gains a new skill. In addition, the Night Runners may choose from the Clan Eshin Special Skill list.

Henchmen

(Bought in groups of 1-5)

Verminkin

20 gold crowns to hire

Verminkin are the Clanrats of Clan Eshin. The strongest amongst them are initiated into the secrets of the clans and begin their training to become Assassins, the most feared warriors of the Skaven warbands. All the Clanrats of Clan Eshin dream of rising to the status of an Assassin one day.

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

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

Giant rats

15 gold crowns to buy

Giant Rats are the creation of the Clan Moulder trainees. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering their opponents by sheer weight of numbers.

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

Weapons/Armour: None. Giant Rats never use any armour or weapons.

Pack Size: You mar recruit as many Giant Rats as you wish. For each Giant Rat beyond the first two, each model counts as only half a model towards the total size of the warband. For example, a pack of six Giant Rats would only count as four towards the total number of models in the warband.

Experience: Giant Rats are animals and do not gain experience.

0-1 Rat ogre

210 gold crowns to buy

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

Profile	M	WS	BS	S	T	W	I	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 Target: Rat Ogres are Large Targets as defined in the shooting rules.

Clan Moulder

This warband was based from the Skaven Warbands by Michael Hulsander

To the north, in the blasted wasteland known as the Troll Country, lie the infernal breeding pits of Clan Moulder. Their stronghold is burrowed into the walls and floor of a ragged chasm in a snowy mountainside in the northern spur of the Worlds Edge Mountains. Volcanic pools at the bottom of the chasm raise a greyish plume of steam and vapours over it and mix the stink of sulphur with the stench of matted fur and excrement carried on the wind. Worse than the stench is the dreadful cacophony of howls, squawks, screams, snarls and shrieks which clamour out of the frozen chasm like the wailing, lost souls of a thousand different races. It is not without good reason that this place is known as the Hell Pit.

Clan Moulder is constantly seeking new, stable breeds of fighting beasts that they can sell or hire to the other clans. Small bands of Packmasters scour the lands around Hell Pit for creatures to capture for their diabolic experimentation. Chaos monsters from the Northern Wastes are the most dangerous but also the most valuable by far. Huge and monstrous creatures always offer the best chance to create a new breed of fighting beasts. Clan Moulder hunters will trail a Manticore or Hydra for months waiting for an opportunity to strike. Captured beasts are hauled away into Hell Pit in great iron cages. Once in the pit they are exposed to Warpstone and fed on carefully measured amounts of it until the desired mutations start to form. Rumours abound of the crossbred monstrosities they have created of which the fearsome Rat Ogre is undoubtedly the most infamous. Rat-like wolves have also been seen prowling in Kislev, along with curious furred breeds of troll and huge, seldom-seen burrowing creatures. Some of the beasts the Packmasters catch are simply trained and sold to other clans. Clan Moulder Packmasters are experts in training wild and vicious monsters. Truculent beasts are broken so that they obey and passive creatures goaded until they become killers. The bottom of Hell Pit is filled with the detritus of the clan's failed experiments: pale twisted monstrosities that shamble or flop across the floor of the chasm and feed on one another. Clan Moulder is the clan with the most experience and knowledge about the effects of Warpstone, possible with the exception of the Order of Grey Seers.

Special Rules

Alignment: the Warband's Alignment may be one of the following: Neutral / Chaotic or Chaotic.

Choice of Warriors

A Clan Moulder warband must include a minimum of three models. You have 500 gold crowns (representing your resources) which you can use to recruit and equip your initial warband. The maximum number of warriors in the warband may never exceed 20.

Master Moulder: Each Clan Moulder warband must have one Master Moulder: no more, no less!

Harbinger of Mutation: Your warband may include a single Harbinger of Mutation, but he can only be taken instead of either a Pack Master or a Mutant Skaven.

Pack Master: Your warband may include up to two Pack Master.

Mutant Skaven: Your warband may include up to two Mutant Skaven.

Pack Servants: Your warband may include any number of Pack Servants

Giant Rats: Your warband may include any number of Giant rats

Wolf Rats: Your warband may include up to five Wolf Rats

Clan Moulder Rat Ogre: Your warband may include up to one Clan Moulder Rat Ogre

Starting Experience

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

Harbinger of Mutation and **Pack Master** start with 8 experience.

Mutant Skaven and all **Henchmen** start with 0 experience.

Clan Moulder Equipment List

The following lists are used by the Skaven of Clan Moulder to pick their equipment.

Hero's Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Sword	10 GC
Spear	10 GC
Halberd	10 GC
Flail	15 GC
Punisher Whip	15 GC

Missile Weapons

Sling	2 GC
Short Bow	5 GC

Armour

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

Henchmen Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Sword	10 GC
Spear	10 GC
Halberd	10 GC
Flail	15 GC

Missile Weapons

Sling	2 GC

Armour

Shield	5 GC
Helmet	10 GC
Light Armour	20 GC

Heroes

1 Master Moulder

60 gold crowns to hire

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

Weapons/Armour: The Master Moulder may be equipped with weapons and armour chosen from the Hero's equipment list.

Skills: The Master Moulder may choose from Combat, Shooting, Academic, Strength, & Speed when he gains a new skill. In addition, the Master Moulder may choose from the Clan Moulder Special Skill list.

Special Rules

Leader: Any warrior within 6" of the Master Moulder may use his Leadership instead of his own.

Feared Leader: Skaven Pack Masters may re-roll any failed Leadership roll, including Rout Tests, as long as he is not *knocked down, stunned,* or *out of action.*

0-1 Harbinger of Mutation

45 gold crowns to hire

The Sorcerers of Clan Moulder use their magic to shape and warp the beasts and men of the clan's design, creating the mutants, ogres, and beasts seen on the battlefield.

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

Weapons/Armour: The Harbinger of Mutation may be equipped with weapons and armour chosen from the Hero's equipment list.

Skills: The Harbinger of Mutation may choose from Academic, & Speed when he gains a new skill. In addition, the Harbinger of Mutation may choose from the Clan Moulder Special Skill list.

Special Rules

Magic User: The Harbinger of Mutation has the ability to use magic and casts spells like any other magicians, and the Harbinger of Mutation starts with one spells generated at random from the Call of the Pack Magic list. See the Magic section for details. In addition the Harbinger of Mutation may learn a new Spell instead on a new skill.

0-2 Pack Master

40 gold crowns to hire

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

Weapons/Armour: A Pack Master may be equipped with weapons and armour chosen from the Hero's equipment list.

Skills: The Pack Master may choose from Combat, Shooting, Strength, & Speed when he gains a new skill. In addition, the Pack Master may choose from the Clan Moulder Special Skill list.

0-2 Mutant Skaven

20 gold crowns to hire (+ the cost of mutations)

Insane breeders, thankfully rare, turn their attention to their brethren, creating genetic deviants of the normal Skaven. These beings are fearsome in combat, and hideous to look upon.

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

Weapons/Armour: A Mutant Skaven may be equipped with weapons and armour chosen from the Henchmen equipment list.

Skills: The Mutant Skaven may choose from Combat, Shooting, & Strength when he gains a new skill. In addition, the Mutant Skaven may choose from the Clan Moulder Special Skill list.

Special Rules

Mutations: Each Mutant Skaven must select one mutation when purchased. Only one mutation may ever be purchased for the mutant.

Henchmen

Pack Servants

20 gold crowns to hire

Pack Servants are the Clanrats of Clan Moulder. The strongest among them are initiated into the secrets of magical breeding and begin their training to become Pack Masters. All the Clanrats aspire to those lofty positions of power within the clan.

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

Weapons/Armour: The Pack Servants may be equipped with weapons and armour chosen from the Henchmen equipment list.

0-5 Wolf Rats

55 gold crowns to hire

Though Clan Moulder often claim to create rats the size of wolves, it is rare indeed for them to supple other clan with the largest and strongest of this relatively stable breed. Wolf Rats are canines mutated by Clan Moulder into hunting beasts, they combine the cunning of a rat with the ferocity and brute strength of a canine. The Wolf Rats are the same size and build as a wolf but with hairless legs that end in rat like claws, a rat's head and a rat tail. In addition they often have hideous mutations such as an extra head, abnormal bone growth or insect like tails. Those that truly lupines are kept in spiked cages and fed on their own dead, so that when they are finally unleashed into the outside world they attack anything in their path in a blood rage.

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

Weapons/Armour: None. The Wolf Rat attacks with claws and fangs. The Wolf Rats never use any armour or weapons.

Special Rules

Experience: Wolf Rats are animals and do not gain experience.

Frenzy: Wolf Rats is affected by the rules for *frenzy*.

Giant rats

15 gold crowns to buy

Giant Rats are the creation of the Clan Moulder trainees. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering their opponents by sheer weight of numbers.

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

Weapons/Armour: None. Giant Rats never use any armour or weapons.

Pack Size: You mar recruit as many Giant Rats as you wish. For each Giant Rat beyond the first two, each model counts as only half a model towards the total size of the warband. For example, a pack of six Giant Rats would only count as four towards the total number of models in the warband.

Experience: Giant Rats are animals and do not gain experience.

0-1 Clan Moulder Rat Ogre

175 gold crowns to hire (+ the cost of mutations

It is in every Moulder's nature to improve upon something that is already success and occasionally they even succeed. The Cream of the Rat Ogre Creations in Moulder's Possession sport extra limbs and heads, some even have had troll blood transfusion.

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

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

Special Rules

Fear: Clan Moulder Rat Ogres are so frightening they cause fear.

Large Target: Clan Moulder Rat Ogres are Large Targets as defined in the shooting rules.

Experience: Clan Moulder Rat Ogres do not gain experience.

Mutations: Clan Moulder Rat Ogre must select one or more mutations when purchased. The Clan Moulder Rat Ogre May have up to four mutants.

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

Clan Pestilens

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

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

In the Old World sickness and plague are a fact of life and many people blame rats for spreading contagion. They are more right than they know.

Clan Pestilens exist to spread plague and pestilence through their foul rites and experiments. They have been chosen by the Horned Rat himself as his Disciples of Decay and are responsible for more deaths than any other clan, mainly due to the plagues and diseases they have unleashed on the cities and empires in the Old World. The main strongholds of Clan Pestilens consist of captured Slann temple-cities in the humid jungles of Lustria and a mighty stronghold in the southlands. They also have their own quarter in Skavenblight, maintaining their position as one of the most powerful clans in the Skaven Under-Empire.

Plague Monks favour knives and staffs while the higher ranked members carry heavier weapons and even warplock pistols. The knives are long and serrated and are often rusty or smeared in rotten corpses to ensure that the any non-lethal wound becomes infected. The Clan members do not need to wear armour since their bodies are hardened by the diseases they carry they feel little pain, they rely on their thick fur to protect them. The robes themselves offer protection equal to soft leather and will be considered as light armour when combined with the scattered pieces of chain mail or plate that some plague monks do wear underneath their putrid robes.

Special Rules

Alignment: the Warband's Alignment may be one of the following: Neutral / Chaotic or Chaotic.

Starting Experience

Plague Priest starts with 20 experience.

Festering Chantor and **Plague Monks** starts with 8 experience.

Monk Initiates and **Plague Novices** start with 0 experience.

Choice of Warriors

A Clan Pestilens band must include a minimum of 3 models. You start with 500 warp tokens to form your warband with. The warband can have a maximum of 20 models.

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

Plague Monks: The warband may include up to two Plague Monks.

Monk Initiates: The warband may include up to two Monk Initiates.

Festering Chantor: The warband may include a single Festering Chantor, but he can only be taken instead of either a Plague Monk or a Monk Initiates.

Plague Novices: The warband may include any number of Plague Novices.

Giant Rats: The warband may include any number of Giant Rats.

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

Clan Pestilens equipment lists

The following lists are used by the Skaven of Clan Pestilens to pick their equipment.

Hero's Equipment List

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Club ..... 3 GC
Sword ..... 10 GC
Flail ..... 15 GC
Spear ..... 10 GC
Halberd ..... 10 GC
Disease Dagger ..... 15 GC
Censer ..... 40 GC
Plague Sword ..... 40 GC

Missile Weapons

Sling ..... 2 GC

Armour

Light armour ..... 20 GC
Shield ..... 5 GC
Helmet ..... 10 GC

Henchmen Equipment List

Hand-to-hand Combat Weapons

Dagger ..... 1st free/2 GC
Club ..... 3 GC
Sword ..... 10 GC
Flail ..... 15 GC
Spear ..... 10 GC

Missile Weapons

Sling ..... 2 GC

Armour

Light armour ..... 20 GC
Shield ..... 5 GC
Helmet ..... 10 GC

Heroes

1 Plague Priest

85 gold crowns to hire

The Plague Priest is one of the most disgusting disciples of the corrupted Clan Pestilens brotherhood. As leader of a small band of devoted to the Clan, the contagion and the wide spreading of diseases are his main goals in the streets of Mordheim.

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

Weapons/Armour: The Plague Priest may be equipped as desired from the Clan Pestilens equipment list.

Skills: The Plague Priest may choose from Combat, Shooting, Academic, Strength & Speed when he gains a new skill. In addition, the Plague Priest may choose from the Clan Pestilens Special Skill list.

Special Rules

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

0-2 Plague Monks

45 gold crowns to hire

The Plague Monks are among the most fanatic and dangerous members of Clan Pestilens, to them is usually given the honour to chant the Liturgicus Infecticus in combat.

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

Weapons/Armour: Plague Monks may be equipped as desired from the Clan Pestilens equipment list.

Skills: The Plague Monks may choose from Combat, Shooting, Strength & Speed when he gains a new skill. In addition, the Plague Monks may choose from the Clan Pestilens Special Skill list.

0-2 Monk Initiates

20 gold crowns to hire

The Monk Initiates are young skavens devoted to the Clan Pestilens discipline, waiting to be promoted as true Plague Monks.

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

Weapons/Armour: Monk Initiates may be equipped as desired from the Clan Pestilens equipment list.

Skills: The Monk Initiates may choose from Combat, Shooting & Speed when he gains a new skill. In addition, the Monk Initiates may choose from the Clan Pestilens Special Skill list.

0-1 Festering Chantor

45 gold crowns to hire

The Festering Chantor is a twisted alchemist, always looking for new and more terrible forms of contagion, under the vigilant supervision of his dreadful master, the Horned Rat.

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

Weapons/Armour: The Festering Chantor may be equipped as desired from the Clan Pestilens equipment list.

Skills: The Festering Chantor may choose from Academic & Speed when he gains a new skill. In addition, the Festering Chantor may choose from the Clan Pestilens Special Skill list.

Special Rules

Magic User: The Festering Chantor has the ability to use magic and casts spells like any other magicians, and the Festering Chantor starts with one spells generated at random from the Magic of the Horned Rat. See the Magic section for details. In addition the Festering Chantor may learn a new Spell instead on a new skill.

Henchmen

(Brought in groups of 1-5)

Plague Novices

20 gold crowns to hire

They are the lower rank of Clan Pestilens. They infest the Mordheim streets, coming just before the terrible Plague Monks and their clouds of pestilential fumes. Dream of every Plague Novice is to be chosen someday to be a Monk, and to be given the privilege of chanting the Liturgicus Infecticus.

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

Weapons/Armour: Plague Novices may be equipped as desired from the Henchmen equipment list.

Giant rats

15 gold crowns to buy

Giant Rats are the creation of the Clan Moulder trainees. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering their opponents by sheer weight of numbers.

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

Weapons/Armour: None. Giant Rats never use any armour or weapons.

Pack Size: You mar recruit as many Giant Rats as you wish. For each Giant Rat beyond the first two, each model counts as only half a model towards the total size of the warband. For example, a pack of six Giant Rats would only count as four towards the total number of models in the warband.

Experience: Giant Rats are animals and do not gain experience.

0-1 Rat Ogre

210 gold crowns to hire

These terrible monsters are often chosen as personal bodyguards by Skaven of higher ranks

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

Weapons/Armour: Claws and ferocity.

Special Rules

Fear: The Rat Ogre causes fear.

Stupidity: The Rat Ogre is subject to the Stupidity rules, unless within 6" of an allied Skaven hero.

No Experience: The Rat Ogre couldn't gain any experience.

Large Target: You can always target a Rat Ogre with missile weapons, even if it's not the closest target, and you get +1 to hit it.

Clan Skryre

This warband was based from the Skaven Warbands by Michael Hulsander and the Skryre Warband by Chris Haak

After the Eshin Clan had their coffers bolstered by the warpstone collected from Mordheim clan Skryre became suspicious. Ikit Klaw sent out his spies and found that Mordheim offered a source of warpstone far easier to acquire than mining. It would also be a great testing ground for their new weapons of destruction.

The warped genius of the Skaven engineers is concentrated in the work of Clan Skryre. They are the most technologically advanced, using warpstone technology to create formidable combat teams able to survive the City of Evil, and return with hoards of warpstone for their warlock engineers.

Jezzail rifles, poisoned wind globes, and Warpfire throwers are all the creations of Clan Skryre, the engineers. These skaven are more intelligent than most, and design the war machines used by skaven in massed warfare. When turned upon the streets of Mordheim, the effects of these weapons can be devastating.

Clan Skryre Warbands have great technological knowledge and prefer Magic and Technology to combat.

Special Rules

Alignment: the Warband's Alignment may be one of the following: Neutral / Chaotic or Chaotic.

Choice of Warriors

A Clan Skryre warband must include a minimum of three models. You have 500 gold crowns (representing your resources) which you can use to recruit and equip your initial warband. The maximum number of warriors in the warband may never exceed 20.

Chief Engineer: Each Clan Skryre warband must have one Chief Engineer: no more, no less!

Warlock Engineer: Your warband may include a single Warlock Engineer, but he can only be taken instead of either a Journeyman or an Apprentice.

Journeymen: Your warband may include up to two Journeymen

Apprentices: Your warband may include up to two Apprentices

Thralls: Your warband may include any number of Thralls

Machinists: Your warband may include up to five Machinists

Giant Rats: Your warband may include any number of Giant Rats

Clan Skryre Rat Ogre: Your warband may include up to one Clan Skryre Rat Ogre

Starting Experience

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

Warlock Engineer and **Journeymen** start with 8 experience.

Apprentices and all **Henchmen** start with 0 experience.

Clan Skryre Equipment List

The following lists are used by the Skaven of Clan Skryre to pick their equipment.

Hero's Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Halberd	10 GC
Pick	10 GC
Sword	10 GC
Spear	10 GC
Flail	15 GC
Two-Handed Weapon	15 GC

Missile Weapons

Pistol	20 GC (40 for a brace)
Handgun	55 GC
Blunderbuss	60 GC
Warplock Pistol	35 GC (70 for a brace)
Poison Wind Globes	25 GC

Armour

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

Henchmen Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 GC
Club	3 GC
Sword	10 GC
Spear	10 GC

Missile Weapons

Sling	2 GC
Pistol (brace not available for henchmen)	20 GC
Handgun	55 GC

Armour

Shield	5 GC
Helmet	10 GC
Light Armour	20 GC

Machinist Equipment List

Special Weapons

Poison Wind Globes	25 GC
Jezzail Rifle	175 GC
Warpfire Thrower	300 GC

Heroes

1 Chief Engineer

70 gold crowns to hire

The Chief Engineer is a ravening mad psychotic twisted from his over consumption of warpstone. He has been sent by Ikit Klaw to lead the scientific expeditions into the heart of the City, looking for the precious warpstone to power their mad machines.

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

Weapons/Armour: The Chief Engineer may be equipped with weapons and armour chosen from the Hero's equipment list.

Skills: The Chief Engineer may choose from Combat, Shooting, Academic, Strength & Speed when he gains a new skill. In addition, the Chief Engineer may choose from the Clan Skryre Special Skill list.

Special Rules

Leader: Any warrior within 6" of the Chief Engineer may use his Leadership instead of his own.

Magic User: The Chief Engineer has the ability to use magic and casts spells like any other magicians, and the Chief Engineer starts with one spells generated at random from the Machine Curses Magic list. See the Magic section for details. In addition the Chief Engineer may learn a new Spell instead on a new skill.

0-2 Journeymen

40 gold crowns to hire

Journeymen are the marksmen and protectors of the secrets of Clan Skryre. These evil beings are equipped to make a difference in local population.

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

Weapons/Armour: A Journeyman may be equipped with weapons and armour chosen from the Hero's and the Machinist equipment lists.

Skills: The Journeymen may choose from Combat, Shooting, Academic, & Speed when he gains a new skill. In addition, the Journeymen may choose from the Clan Skryre Special Skill list.

0-1 Warlock Engineer

45 gold crowns to hire

Warlock Engineers are intelligent Skaven that have trained for years in the use of seerstone, and have gained a fantastic command of magic from their exposure. They have all the makings of a leader but have yet to prove their worth or claw a position of power among the Engineers.

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

Weapons/Armour: The Warlock Engineer may be equipped with weapons and armour chosen from the Hero's equipment list.

Skills: The Warlock Engineer may choose from Academic, & Speed when he gains a new skill. In addition, the Warlock Engineer may choose from the Clan Skryre Special Skill list.

Special Rules

Magic User: The Warlock Engineer has the ability to use magic and casts spells like any other magicians, and the Warlock Engineer starts with one spells generated at random from the Machine Curses Magic list. See the Magic section for details. In addition the Warlock Engineer may learn a new Spell instead on a new skill.

0-2 Apprentices

20 gold crowns to hire

The most junior members of the engineering discipline are called Apprentices. They are vicious and devious fighters, and enjoy a good hunt as often as they can.

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

Weapons/Armour: An Apprentice may be equipped with weapons and armour chosen from the Henchmen equipment list.

Skills: The Apprentice may choose from Combat, Shooting, & Speed when he gains a new skill. In addition, the Apprentice may choose from the Clan Skryre Special Skill list.

Henchmen

Thralls

20 gold crowns to hire

Thralls are the Clan Skryre Clanrats. They are the hewers of wood and drawers of water, freeing the Engineers to do their work.

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

Weapons/Armour: Thrall may be equipped with weapons and armour chosen from the Henchmen equipment list.

Special Rules

Assistant: The Thrall can be assigned to a Machinist or Journeymen to aid them in carrying and using the Jezzail rifles or Warpfire Throwers, the Thrall must stay in base to base contact to perform his duties, if the shooter(s) have to flee then they would drop the Jezzail Rifle or Warpfire Thrower. The Weapon counts as being lost.

0-5 Machinists

30 gold crowns to hire

Machinists are Verminkin with a greater knowledge of the Machines of clan Skryre. They act as Attendants and hope to learn the black ways that make Skaven powerful.

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

Weapons/Armour: Machinist may be equipped with weapons and armour chosen from the Henchmen and the Machinist equipment lists.

Giant rats

15 gold crowns to buy

Giant Rats are the creation of the Clan Moulder trainees. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering their opponents by sheer weight of numbers.

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

Weapons/Armour: None. Giant Rats never use any armour or weapons.

Pack Size: You mar recruit as many Giant Rats as you wish. For each Giant Rat beyond the first two, each model counts as only half a model towards the total size of the warband. For example, a pack of six Giant Rats would only count as four towards the total number of models in the warband.

Experience: Giant Rats are animals and do not gain experience.

0-1 Clan Skryre Rat Ogre

300 gold crowns to hire

The warlock engineers of Clan Skryre are renowned for their fiendish inventions which utilize a blend of foul magic and arcane machinery. The Clan Skryre Rat Ogre is the pinnacle of their devilish engineering, utilizing the corpse of a Rat Ogre combined with a mechanical exoskeleton and powered by refined wyrdstone. Clan Skryre has sent out the handful that it has made to further test them in combat. In battle it is a terrifying if somewhat unreliable beast.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	5	5	3	1	3	10

Weapons/Armour: Jaws, claws, and a miniature Warpfire thrower on its mechanical left arm.

Special Rules

Bio Machinery: The Clan Skryre Rat Ogre is not alive as such, being a monstrous combination of dead flesh, arcane Skaven technology and dark sorcery. The Clan Skryre Rat Ogre is immune to psychology and never leaves combat.

Experience: The Clan Skryre Rat Ogres never gains experiences.

Fear: The Clan Skryre Rat Ogre is a fearsome, monstrous beast that causes *fear*.

Immune to Poison: The Clan Skryre Rat Ogre is not affected by any poisons.

Large: The Clan Skryre Rat Ogre is a huge creature that towers above the heads of its fellow Skaven and men alike. Any warrior may shoot at a Rat Ogre, even if it is not the closet target.

May Not Run: The Clan Skryre Rat Ogre is a huge lumbering monster-machine that lacks the sheer animal speed of a living Rat Ogre. It may not run but may charge.

Metallic Body: These give Clan Skryre Rat Ogre a 4+ armour save.

Unreliable: The technology of biomechanics is still pretty much in its infancy and as with most Clan Skryre experiments is neither safe nor entirely reliable! At the beginning of each turn, the Skaven player should roll a D6 to activate and work the Rat Ogre. On a roll of 2-6 everything is fine and the Rat Ogre may be moved normally. On the roll of a 1, something has gone drastically wrong — roll again on the Malfunction table.

Upkeep: The Clan Skryre Rat Ogres is always in need of repair after battle and so the Clan Skryre Rat Ogres has an upkeep of 35 GC, or the Clan Skryre Rat Ogres stops working.

Malfunction table

D6	Result
1	**Explodes:** Something has gone horribly wrong with the Rat Ogre's warpstone generator and it has overloaded, exploding in a bright green flash! All models within 6" of the Rat Ogre receive a single Strength 5 hit. The Rat Ogre is completely destroyed. Do not roll for injuries after the game.
2	**Goes Berserk!** From now until the end of the game, the Rat Ogre is out of control. At the start of each of the Skaven player's turns, the Rat Ogre will move randomly (use the Artillery Scatter dice from Warhammer to determine the distance and direction moved) — if there are any warriors within charge range (of either side) it will charge them, otherwise it will move full pace towards the nearest warrior.
3	**Shuts Down:** The warpstone generator fizzles out and the Rat Ogre comes to a halt for the rest of the battle. It is hit automatically if engaged in close combat.
4	**Temporary Loss of Control:** The Rat Ogre moves in a random direction and if it comes into contact with any warriors (of either side) it attacks and counts as charging. If it does not move into contact with any warriors but there are warriors within range of its Warpfire thrower, it will fire this at them instead.
5-6	**Freezes:** The Rat Ogre just freezes on the spot for this turn. It is hit automatically if engaged in close combat.

Orc Mob

Orcs enjoy fighting and looting more than anything else. Because of this, an Orc's life is spent in constant battle – either with his fellow Orcs or some other enemy. With its wealth of opponents and loot ready for the taking, Mordheim offers the perfect opportunity for an aspiring Orc Warboss to prove himself. What follows are complete rules, written by Mark Havener, for Orc & Goblin warbands.

Among the races of the Warhammer world, none enjoy the prospect of a good looting more than Orcs and Goblins. For this reason many Orc warbands have been drawn to the city of Mordheim and the wyrdstone that lies hidden there. Of course, Orcs would much rather ambush other warbands and take their wyrdstone than collect it themselves, but their goals are the same as any other warband – collect as much treasure as possible! These traits are reflected in the following special rules:

Special Rules

Animosity. Orcs and Goblins enjoy nothing more than a good scrap, unfortunately they're not always very discerning about who they scrap with! To represent this, at the start of the Orc player's turn, roll a D6 for each Henchman who is either an Orc or a Goblin. A roll of 1 means that the warrior has taken offense to something one of his mates has done or said. Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!). To find out just how offended the model is, roll another D6 and consult the following chart to see what happens:

D6 Result:

1 "I 'Erd Dat!" The warrior decides that the nearest friendly Orc or Goblin Henchman has insulted his lineage or personal hygiene and must pay the price! If there is a friendly Orc or Goblin Henchman or Hired Sword within charge reach (if there are multiple targets within reach, choose the one nearest to the mad model), the offended warrior will immediately charge and fight a round of hand-to-hand combat against the source of his ire. At the end of this round of combat, the models will immediately move 1" apart and no longer count as being in close combat (unless one of them fails another Animosity test and rolls this result again). If there are no friendly Orc or Goblin Henchmen or Hired Swords within charge reach, and the warrior is armed with a missile weapon, he immediately takes a shot at the nearest friendly Orc or Goblin Henchman or Hired Sword. If none of the above applies, or if the nearest friendly model is an Orc Hero, the warrior behaves as if a 2-5 had been rolled on this chart. In any case, the warrior in question may take no other action this turn, though he may defend himself if attacked in hand-to-hand combat.

2-5 "Wud Yoo Say?" The warrior is fairly certain he heard an offensive sound from the nearest friendly Orc or Goblin, but he's not quite sure. He spends the turn hurling insults at his mate. He may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.

6. "I'll Show Yer!" The warrior imagines that his mates are laughing about him behind his back and calling him silly names. To show them up he decides that he'll be the first one to the scrap! This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Orc or Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Orc or Goblin warrior within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.

Alignment: the Warband's Alignment may be one of the following: Neutral / Chaotic or Chaotic.

Choice of Warriors

An Orc warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

Boss: Each Orc warband must have one Boss: no more, no less!

Shaman: Your warband may include up to one Shaman.

Big 'Uns: Your warband may include up to three Big 'Uns.

Orc Boyz: Your warband may include any number of Orc Boyz.

Goblin Warriors: Your warband may include any number of Goblin Warriors, though it may not have more than two Goblins for each Orc in the warband (including Orc Heroes).

Cave Squigs: Your warband may include up to five Cave Squigs. You may never have more Cave Squigs in your warband than you have Goblin Warriors.

Troll: Your warband may include up to one Troll.

Starting experience

A **Boss** starts with 20 Experience.

A **Shaman** starts with 10 Experience.

Big 'Uns start with 15 Experience.

All **Henchmen** start with 0 Experience.

Orc equipment lists

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

Orc equipment list

Hand-to-hand combat weapons

Dagger	1st free/2 GC
Battle axe	5 GC
Morning star	15 GC
Sword	10 GC
Double-handed weapon	10 GC
Halberd	10 GC

Missile weapons

Crossbow	25 GC
Bow	10 GC

Armour

Light armour	20 GC
Shield	5 GC
Helmet	10 GC

Goblin equipment list

Hand-to-hand combat weapons

Dagger	1st free/2 GC
Club	3 GC
Sword	10 GC
Spear	10 GC

Missile weapons

Short bow	5 GC

Armour

Shield	5 GC
Helmet	10 GC

Miscellaneous

Squig Prodder	15 GC
Ball & Chain	15 GC
Mad Cap Mushrooms	25 GC

Heroes

1 Orc Boss

80 gold crowns to hire

An Orc Boss is a tough and brutal warrior, who will throw his lads into any fight that he thinks he can profit from. He is the strongest, toughest and most barbaric member of the warband and if any of his Boyz think otherwise, the band may soon find itself with one less member!

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

Weapons/Armour: An Orc Boss may be equipped with weapons and armour chosen from the Orc equipment list.

Skills: The Orc Boss may choose from Combat, Shooting, Strength & Speed when he gains a new skill. In addition, the Orc Boss may choose from the Orc Special Skill list.

Special Rules

Leader: Any warrior within 6" of the Orc Boss may use his Leadership characteristic when taking Leadership tests.

0-1 Orc Shaman

40 gold crowns to hire

Orc Shamans are outcasts from Orc society. They are gifted by the Orc gods Gork and Mork with powers they can neither understand nor completely control. Many join roaming Orc warbands where they are no longer shunned for their abilities, but respected for them.

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

Weapons/Armour: An Orc Shaman may be armed with weapons chosen from the Orc equipment list. An Orc Shaman may never wear armour.

Skills: The Orc Shaman may choose from Strength when he gains a new skill. In addition, the Orc Shaman may choose from the Orc Special Skill list.

Special Rules

Magic User: The Orc Shaman has the ability to use magic and casts spells like any other magicians, and the Orc Shaman starts with one spells generated at random from the Waaagh! Magic list. See the Magic section for details. In addition the Orc Shaman may learn a new Spell instead on a new skill.

0-3 Orc Big 'Uns

40 gold crowns to hire

Orc society is a savage hierarchy where only the toughest survive and rise through the ranks (often atop the bodies of other challengers). Big 'Uns are such rising stars, and they carry out the orders of the Orc Boss. If the Boss ever falls, it is up to the Big 'Uns to decide on a new leader (usually through personal combat).

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

Weapons/Armour: Big 'Uns may be equipped with weapons and armour chosen from the Orc equipment list.

Skills: The Orc Big 'Uns may choose from Combat, Shooting & Strength when he gains a new skill. In addition, the Orc Big 'Uns may choose from the Orc Special Skill list.

Henchmen

(Bought in groups of 1-5)

Goblin Warriors

15 gold crowns to hire

Goblins are often used as cannon fodder (as well as a food source in lean times!) by their larger Orc cousins. They are usually not as well equipped as Orc Boyz, having to make do with whatever the Orcs do not want or cannot use.

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

Weapons/Armour: Goblins may be armed with weapons and armour chosen from Goblin equipment list.

Special Rules

Animosity: Goblin Warriors are subject to the rules for Animosity (see Special Rules for details). Note: A Goblin Warrior who fails his Animosity test and rolls a 1 for the result will never charge an Orc Henchman, though he will still use any missile weapons to attack as normal. Goblins are far too afraid of Orcs to challenge them individually.

Not Orcs: Orcs don't expect much from non-Orcs, and are therefore not unsettled if Goblins or Cave Squigs break or get cut down in battle. In fact, they expect as much from these weaklings! Therefore, when testing to see if an Orc Warband needs to take a Rout test, each Goblin Warrior or Cave Squig taken out of action only 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 Goblins, or some combination thereof).

Runts: Goblins may gain experience but if they happen to roll 'That Lad's got talent' they are immediately killed by their Orc overlords for becoming too 'mouthy' (remove the Gobbo from the roster).

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	W	I	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 with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

Minderz: Each Cave Squig must always remain within 6" of a Goblin Warrior, 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 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 Orc & Goblin player's control until the end of the game.

Not Orcs: See Goblin Warriors entry for rules.

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

Orc Boyz

25 gold crowns to hire

Orc Boyz are savage and tough. They fear nothing that they can get their bare hands on, though they are even more ignorant and superstitious than most other beings in the Warhammer world. They form the core of any Orc warband.

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

Weapons/Armour: Boyz may be equipped with weapons and armour chosen from the Orc equipment list.

Special Rules

Animosity: Orc Boyz are subject to the rules for Animosity (see Special Rules for details).

0-1 Troll

200 gold crowns to hire

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

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

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

Special Rules

Fear: Trolls are frightening monsters which cause fear.

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

Regeneration: Trolls have a unique physiology that allow 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 Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

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

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

Black Orc Mob

From the Nemesis Crown

Smarter, stronger, more vicious and better equipped than the normal Orc (and that's saying something when you're talking about Orcs), Black Orcs are amongst some of the worst foes anyone can face in single combat…and a band of them is certainly something to put the fear into the hearts of men! They do appear more built than born and it is little wonder that there are many rumours regarding their origins.

Since the Storm of Chaos there are many, many more of these monsters now wandering the Empire, having followed Grimgor Ironhide in his Waaagh! Where once the forces of the Empire could have tracked down warbands of these creatures in a matter of weeks, now there is no means or enough men to perform such a task and thus the Black Orcs roam freely.

What aims do the Black Orcs have? What is the point of a tornado? It is meaningless to ponder such matters because all the Orcs want is to fight and that means attacking whomever crosses their path. What they gain from such battling is not completely understood, but it seems to be nothing more complicated than the chance to fight. There is no logic from them nor can any be expected.

Special Rules

Animosity. Orcs and Goblins enjoy nothing more than a good scrap, unfortunately they're not always very discerning about who they scrap with! To represent this, at the start of the Orc player's turn, roll a D6 for each Henchman who is either an Orc or a Goblin. A roll of 1 means that the warrior has taken offense to something one of his mates has done or said. Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!). To find out just how offended the model is, roll another D6 and consult the following chart to see what happens:

D6 Result:

1 "I 'Erd Dat!" The warrior decides that the nearest friendly Orc or Goblin Henchman has insulted his lineage or personal hygiene and must pay the price! If there is a friendly Orc or Goblin Henchman or Hired Sword within charge reach (if there are multiple targets within reach, choose the one nearest to the mad model), the offended warrior will immediately charge and fight a round of hand-to-hand combat against the source of his ire. At the end of this round of combat, the models will immediately move 1" apart and no longer count as being in close combat (unless one of them fails another Animosity test and rolls this result again). If there are no friendly Orc or Goblin Henchmen or Hired Swords within charge reach, and the warrior is armed with a missile weapon, he immediately takes a shot at the nearest friendly Orc or Goblin Henchman or Hired Sword. If none of the above applies, or if the nearest friendly model is an Orc Hero, the warrior behaves as if a 2-5 had been rolled on this chart. In any case, the warrior in question may take no other action this turn, though he may defend himself if attacked in hand-to-hand combat.

2-5 "Wud Yoo Say?" The warrior is fairly certain he heard an offensive sound from the nearest friendly Orc or Goblin, but he's not quite sure. He spends the turn hurling insults at his mate. He may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.

6. "I'll Show Yer!" The warrior imagines that his mates are laughing about him behind his back and calling him silly names. To show them up he decides that he'll be the first one to the scrap! This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Orc or Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Orc or Goblin warrior within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.

Let the goons do the work: Black Orcs rely on themselves to do the killing and do not ride mounts of any kind. Only normal Orcs may ride a boar or other such mount.

Da Boss is Dead!: If the Boss should be killed a Black Orc will always assume leadership of the warband before any other type, irrespective of relative experience. The replacement will automatically acquire the "Oi Behave!" skill.

Alignment: The Warband's Alignment may be one of the following: Neutral / Chaotic or Chaotic.

Choice of Warriors

A Black Orc warband must include a minimum of three models. You have 500 Gold Crowns with which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Black Orc Boss: Each Black Orc warband must have one Black Orc Boss.

Black Orcs: Your warband may include up to 2 Black Orcs

Young'uns: Your warband can include up to 2 Young'uns.

Orc Boys: Any number of models may be Orc Boys

Orc Shootaz: May only have as many Shootaz as the warband has Boyz.

Savage Orcs: Your warband may include up to 4 Savage Orcs

Troll: You may include a single Troll in the warband.

Starting experience

A **Black Orc Boss** starts with 20 experience.

Black Orcs start with 8 experience

Young'uns and All **Henchmen** start with 0 experience

Black Orc Equipment List

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

Hand-to-hand combat weapons

Dagger ..... 1st free/2 GC
Axe ..... 5 GC
Sword ..... 10 GC
Choppa (count as a Morning star) ..... 11 GC
Spear ..... 10 GC
Double-handed weapon ..... 15 GC

Missile weapons

Bow ..... 10 GC
Crossbow ..... 25 GC

Armour

Buckler ..... 5 GC
Shield ..... 5 GC
Helmet ..... 10 GC
Light armour ..... 20 GC
Heavy Armour ..... 50 GC

Henchmen

Hand-to-hand combat weapons

Dagger ..... 1st free/2 GC
Axe ..... 5 GC
Sword ..... 10 GC
Choppa (count as a Morning star) ..... 11 GC
Spear (Boyz only) ..... 10 GC
Double-handed weapon (Boyz & Savage Orcs only) ..... 15 GC

Missile weapons

Bow ..... 10 GC
Crossbow (Shootaz only) ..... 25 GC

Armour

Shield ..... 5 GC
Helmet ..... 10 GC
Light armour ..... 20 GC

Heroes

1 Black Orc Boss

90 gold crowns to hire

Amongst some of the toughest of the tough, a Black Orc Boss has fought in numerous battles and proven to the gods just how truly powerful they can become. Taking a warband is the start of their ambitions as they will seek victories to meld the Boyz into larger and larger warbands until they have a Horde at their beck and call.

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

Weapons/Armour: A Black Orc Boss may be equipped with weapons and armour chosen from the Black Orc equipment list.

Skills: The Black Orc Boss may choose from Combat, Shooting, Strength & Speed when he gains a new skill. In addition, the Black Orc Boss may choose from the Orc Special Skill list.

Special Rules

Leader: Any warrior within 6" of the Boss may use his Leadership characteristic when taking Leadership tests.

Black Orc: Model starts with a natural 6+ Armour Save. This save may be combined with other equipment to improve it.

Oi Behave!: If any Henchman fails his Animosity test within 6" of the Boss, the player may opt to have the boss stamp his authority (and clenched fist) on the situation.

The misbehaving Henchman will receive an automatic hit at the strength of the Orc player's choosing. If the Henchman is still on his feet after his slap, he may add a number equal to the strength of the slap to his subsequent roll to determine the effects of Animosity.

e.g. The player decides that the Boss will hit a misbehaving Henchman with a S2 slap. If the slap fails to Knock Down, Stun or Out of Action the Henchman, then he adds +2 to the Animosity Effect roll.

0-2 Black Orc

60 gold crowns to hire

In it for the mayhem and maybe a little loyalty to the Boss of the warband, these Black Orcs lead the charge at every turn, knowing that killing is only at arm's reach all the time and they don't care what the target is. Whether it is some Imperial peasant, a herd of Beastmen or even the Boyz in the warband, the Black Orcs just don't care as long as they get to crump something!

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

Weapons/Armour: A Black Orc may be equipped with weapons and armour chosen from the Black Orc equipment list.

Skills: The Black Orc may choose from Combat, Shooting, Strength & Speed when he gains a new skill. In addition, the Black Orc may choose from the Orc Special Skill list.

Special Rules

Black Orc: Model starts with a 6+ Armour Save. This may be improved upon by other equipment.

0-2 Young'uns

25 gold crowns to hire

Keen eager and, above all, green recruits to any warband, these lads haven't seen anywhere near as much action as the others in the warband and they're plenty keen to get in there and do some damage. Of course one day, they know it'll be their warband.

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

Weapons/Armour: A Young'uns may be equipped with weapons and armour chosen from the Henchmen equipment list.

Skills: The Young'uns may choose from Combat & Shooting when he gains a new skill. In addition, the Young'uns may choose from the Orc Special Skill list.

Special Rules

Black Orc Blood: One Young'un may be upgraded to a Black Orc Young'un for 10GCs. This upgrade allows him to take the 'Proven Warrior' skill upgrade, thus making him a fully fledged Black Orc Warrior.

Henchmen

(Bought in groups of 1-5)

Orc Boyz

25 gold crowns to hire

No warband would be complete without the warm bodies to makeup the number and thus the Boyz are essential, purely because the Black Orcs need someone to kick around when they can't find anything else to do it too.

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

Weapons/Armour: The Boyz may be equipped with weapons and armour chosen from the Henchmen equipment list.

Special Rules

Animosity: Orc Boyz are subject to the rules for Animosity (see Special Rules for details).

0-1 Troll

200 gold crowns to hire

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

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

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

Special Rules

Fear: Trolls are frightening monsters which cause fear.

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

Regeneration: Trolls have a unique physiology that allow 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 Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 15 gold crowns after every game in order to keep the Troll. If this fee is not paid the Troll gets hungry and wanders off in search of food.

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

Orc Shootaz

25 gold crowns to hire

Not all Orcs enjoy getting into a fight straight away. Some are hunters, tracking prey and shooting it down from a distance; others recognise that sometimes you need to soften up a really tough foe from a distance before moving in to finish them off. This is the closest Orcs come to outright cowardice.

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

Weapons/Armour: Shootaz may be equipped with weapons and armour chosen from the Henchmen equipment list.

Special Rules

Animosity: Shootaz are subject to the rules for Animosity (see Special Rules for details).

Uncommon: A warband may not hire more Shootaz than they have Boyz. If a boy dies and the Shootaz outnumber the Boyz, the next hire must be a boy so that the balance is restored.

0-4 Savage Orcs

40 gold crowns to hire

Savage Orcs persist in their primitive ways to this day. Even by Orcish standards, they are a complete bunch of primitives. They use mostly stone or bone weapons and go around half-naked, or worse. Many live in their own tribes and have their own ways of fighting that make them easily distinguishable.

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

Weapons/Armour: A Savage Orc may be equipped with weapons and armour chosen from the Henchmen equipment list.

Special Rules

Unstable: These Orcs are not quite all there. They do not suffer from Animosity but instead have a host of their own issues to deal with.

Crazy: Savage Orcs always pass any Leadership-based Tests they have to take. A side effect of this is that their primitive minds and they may never learn Academic Skills should they become a Hero on an Advance Roll.

Savage: Savage Orcs are subject to Frenzy as detailed in the Psychology section of the Mordheim rulebook. They must always run or charge towards the nearest opponent they can see. If no enemy is visible they are moved under the player's control. They can never use any form of armour or ranged weapons. Savage Orcs are also so primitive for other Boyz and can never have the Leader ability or use their Ld stat for rout tests, unless they are the only models from the warband left on the board.

Forest Goblin Mob

From the Nemesis Crown

Forest Goblin tribes dwell deep within The Great Forest. They have completely adapted to their surroundings, learning stealth and camouflage to evade their neighbours.

Gold motivates the Forest Goblins as it does any warband, albeit for different reasons. It is worthless to them as currency but as a metallic resource, it is valuable nonetheless. Instead of using gold to buy weapons and armour, Forest Goblins actually coat their stone equipment with the metal. This has led unscrupulous leaders to send their henchmen into certain ambush, only to arrive later to collect the arrowheads and spear points from the remains of their former employees

Forest Goblins are able to create poisons with a precision surpassing even the Dark Elves. Their natural surroundings harbour any number of poisonous creatures, including the gigantic spiders they are rumoured to prod into combat with their enemies. Coating their weapons with deadly venom, the Goblins are capable of felling any foe, no matter their size. Led by their Chieftain (usually the Goblin with the loudest voice), the Forest Goblins appear from nowhere and strike with feral ferocity before receding into the trees, leaving injuries as the only proof they were ever there.

Special Rules

Natives: Used to poking through the underbrush, Forest Goblins suffer no movement penalties from moving through any wooded terrain.

Animosity: Goblins enjoy nothing more than a good scrap, unfortunately they're not always very discerning about who they scrap with! To represent this, at the start of the Goblin player's turn, roll a D6 for each Henchman who is either an Orc or Goblin. A roll of 1 means that the warrior has taken offense to something one of his mates has done or said. Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!). To find out just how offended the model is, roll another D6 and consult the following chart to see what happens:

D6 Result

1 "I 'Erd Dat!" The warrior decides that the nearest friendly Goblin Henchman has insulted his lineage or personal hygiene and must pay the price! If there is a friendly Orc or Goblin Henchman or Hired Sword within charge reach (if there are multiple targets within reach, choose the one nearest to the mad model), the offended warrior will immediately charge and fight a round of hand-to-hand combat against the source of his ire. At the end of this round of combat, the models will immediately move 1" apart and no longer count as being in close combat (unless one of them fails another Animosity test and rolls this result again). If there are no friendly Orc or Goblin Henchmen or Hired Swords within charge reach, and the warrior is armed with a missile weapon, he immediately takes a shot at the nearest friendly Orc or Goblin Henchman or Hired Sword. If none of the above applies, or if the nearest friendly model is an Goblin Hero, the warrior behaves as if a 2-5 had been rolled on this chart. In any case, the warrior in question may take no other action this turn, though he may defend himself if attacked in hand-to-hand combat.

2-5 "Wud Yoo Say?" The warrior is fairly certain he heard an offensive sound from the nearest friendly Goblin, but he's not quite sure. He spends the turn hurling insults at his mate. He may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.

6. "I'll Show Yer!" The warrior imagines that his mates are laughing about him behind his back and calling him silly names. To show them up he decides that he'll be the first one to the scrap! This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Goblin may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Goblin within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.

Giant Spider Mount: If you are using the optional rules for mounts, then your warband's heroes may ride giant spiders. The rider's armor save increased by +1, exactly as if mounted on an ordinary horse. The rider need not dismount to climb terrain (including building exteriors) and the spider's natural climbing abilities allow the rider to re-roll any failed climbing attempts. The Giant Spider count as Rare 5 and Cost 45Gold Crown for Forest Goblins Mobs.

Alignment: The Warband's Alignment may be one of the following: Neutral / Chaotic or Chaotic.

Choice of Warriors

A Forest Goblin warband must include a minimum of three 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 20.

Chieftain: Each Forest Goblin warband must have one Chieftain.

Braves: Your warband may include up to four Braves.

Shaman: Your warband may include one Shaman, but he can only be taken instead of a Brave.

Forest Goblins: Any number of models may be Forest Goblins.

Red Toof Boyz: Your warband may include up to five Red Toof Boyz.

Sluggas: Your warband may include up to five Sluggas.

Gigantic Spider: Your warband may include one Gigantic Spider.

Starting Experience

A **Chieftain** starts with 17 experience.

A **Brave** and **Shaman** starts with 6 experience.

Henchmen start with 0 experience.

Forest Goblin equipment lists

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

Heroes

Hand-to-hand combat weapons
Dagger ..... 1st free/2 GC
Club ..... 3 GC
Axe ..... 5 GC
Spear ..... 5 GC
Sword ..... 10 GC
Halberd ..... 10 GC
Double-handed weapon ..... 15 GC
Boss Pole ..... 20 GC

Missile weapons
Short bow ..... 5 GC
Blowpipe ..... 25 GC

Armour
Shield ..... 5 GC
Light Armour ..... 20 CG

Miscellaneous
Spider Poison ..... 25 GC
Red Toof Tribal Jewellery ..... 40 GC
Giant Spider Mount ..... 45 GC
Magic Gubbinz ..... 50 GC

Henchmen

Hand-to-hand combat weapons
Dagger ..... 1st free/2 GC
Club ..... 3 GC
Spear ..... 5 GC
Sword ..... 10 GC

Missile weapons
Short bow ..... 5 GC
Throwing Weapons ..... 15 GC
Blowpipe ..... 25 GC

Armour
Shield ..... 5 GC

Miscellaneous
Spider Poison ..... 25 GC

Heroes

1 Chieftain

50 gold crowns to hire

Forest Goblins are usually led by the biggest, strongest, and most cunning Goblin in the band. This Chieftain routinely comes up with ways to drive off the Old World invaders, and collect gold for Mork and Gork

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

Weapons/Armour: A Chieftain may be equipped with weapons and armour chosen from the Hero equipment list.

Skills: The Chieftain may choose from Combat, Shooting, Academic, & Speed when he gains a new skill.

Special Rules

Leader: Any warrior within 6" of the Chieftain may use his Leadership value when taking Leadership tests.

0-4 Braves

20 gold crowns to hire

Forest Goblin Braves are just a tad more intelligent than their peers, and aid the Chieftain in directing them in battle. This does not improve their temperament, however, since they are as prone to infighting as their henchmen.

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

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

Skills: The Braves may choose from Combat, Shooting, & Speed when he gains a new skill. In addition, the Braves may choose to remove his Animosity instead of choosing a skill, should they earn one.

Special Rules

Animosity: Braves are subject to the rules for Animosity.

0-1 Shaman

20 gold crowns to hire

Shamans use the power of the Waaagh to direct the might of G'rrk and M'rrk against their foes. Usually found scrounging up mysterious animal parts instead of gold, most other Goblins agree that 'dey is odd'.

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

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

Skills: The Shaman may choose from Academic, & Speed when he gains a new skill.

Special Rules

Magic User: The Shaman has the ability to use magic and casts spells like any other magicians, and the Shaman starts with one spells generated at random from the Forest Goblin Spell list. See the Magic section for details. In addition the Shaman may learn a new Spell instead on a new skill.

Henchmen

(Bought in groups of 1-5)

Forest Goblins

15 gold crowns to hire

Forest Goblin warriors form the rank and file of a Goblin warband. They use their natural talents to harass their enemies while keeping out of sight in the dense foliage.

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

Weapons/Armour: A Forest Goblin may be equipped with weapons and armour chosen from the Henchmen equipment list.

Special Rules

Animosity: Forest Goblins are subject to the rules for Animosity.

0-5 Red Toof Boyz

25 gold crowns to hire

Of all the various factions that comprise the Forest Goblins, the infamous Red Toof tribe is the most feared. They are elite shock troops, valued by Chieftains for their berserk rage in battle.

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

Weapons/Armour: Red Toof Boyz may be equipped with weapons and armour chosen from the Henchmen equipment list.

Special Rules

Animosity: Red Toof Boyz are subject to the rules for Animosity.

Berserkers: Forest Goblins of the Red Toof tribe allow themselves to be bitten by all sorts of poisonous wildlife before entering battle. The mingling venom drives them into frothing convulsions, making them extremely ferocious. Red Toof Boyz are affected by the rules for Frenzy as described in the Mordheim rulebook. In addition, if they begin their turn within charge range of an enemy, they are immune to animosity for that turn.

0-5 Sluggas

20 gold crowns to hire

Sluggas practice the art of throwing various objects until they can hurl several projectiles in a split second. This makes them useful for distracting enemies with a hail of heavy stones.

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

Weapons/Armour: Sluggas may be equipped with weapons and armour chosen from the Henchmen equipment list.

Special Rules

Animosity: are subject to the rules for Animosity.

Sluggas: In the shooting phase, the Sluggas may throw thrown weapons up to three times. This may not be combined with Quick Shot if they should be promoted to hero status.

0-1 Gigantic Spider

200 gold crowns to hire

Gigantic Spiders are best avoided when encountered in the wild, due to their deadly poison and huge size. When urged into fighting by Forest Goblin beastmasters, they become doubly dangerous and much harder to evade.

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

Weapons/Armour: A Gigantic Spider never needs or uses weapons or armour.

Special Rules

Fear: Gigantic Spiders cause fear as described in the Mordheim Rulebook.

Large Monster: Gigantic Spiders are large targets, and may always be shot at regardless if they are closest or not.

Poisonous: The Gigantic Spider's maw drips with vile poisons. When it wounds an enemy and a roll is made on the injury table, 1= knocked down, 2-4= stunned, and 5-6= Out of Action.

Native: Negotiating woodlands is no trouble for spiders. They move through any wooded terrain without penalty.

Non-sentient: Spiders are affected by the stupidity rules in the Mordheim rulebook. In addition, they never gain experience, as they are animals. Note however that they may climb as normal.

May Ride: The Forest Goblin Chieftain, may ride the Gigantic Spider, if you are using the optional rules for mounts. The chieftain gains +1 armour save, and shall move at the Gigantic Spider's rate of 6. Shooting attacks hit the Chieftain on a die roll of 1-2, and the Gigantic Spider on a 3-6. In close combat, the opponent may choose which to hit. The Gigantic Spider no longer has to check for stupidity if it is being ridden, as the Chieftain is directing its actions.

Hobgoblins Wolf Rider Mob

Based on Hobgoblin Raiders by the unnamed author and Hob Goblins Warband by Brian Coggin & James S. Mackay.

The acrid smell of wolf musk precedes them as they drift silently through the ruins. You know they're somewhere, but still you don't see them. The sharp twangs of their bowstrings echoing through the city send you diving for cover, but it isn't until the deadly barbed arrows strike that you see your opponents. As you muster the warband, your cunning opposition is already moving back into the shadows to circle for another guerrilla strike. The treacherous hobgoblins have arrived!

Background

Khans and their hobgoblin wolf riders have always plunged deep into any territory where their swift swords and sure arrows could bring them wealth, and Hogada Khan and his Keregit raiders are no different. When human captives revealed to Hogada the rumors of the untold riches available in Mordheim, the opportunistic leader immediately abandoned his orders from the Ka-Khan and steered his wolf riders towards the City of the Dammed.

The Keregit raiders keep their camp on a constant move, and few have discovered the motley collection of yurts and lived to tell the tale. Years of constant warfare has taught Hogada Khan that mobility and secrecy are his two greatest allies. Certainly more reliable than most of his treacherous warriors. Only a swift sword delivering death to those who oppose his rule has kept this group together. Although the wealth the hobgoblins are earning in Mordheim helps with loyalty, as it far exceeds what they're used to finding on the warpath.

Soon after arriving Hogada began raiding the city with large groups of wolf riders, but the clever git quickly realized two things. First, Mordheim is not the steppe, and large parties cannot move through the ruins with the stealth and agility a hobgoblin must have to survive. Secondly, the Khan discovered that wolves were not the best form of transportation through the rubble, as his warriors were constantly dismounting to traverse small caverns, pass through doorways, and climb to upper levels of buildings. Now Hogada sends his Ilkhans, or subordinate khans, into the city with small and stealthy raiding parties to gather the precious wyrdstone. Although some of these groups still have wolves as steeds, the majority of the raiders have retrained their wolves to fight without riders.

The new system works well for the hobgoblins, and they've seen a great deal of success since arriving on the scene. The stealthy hobgoblins are deadly with their bows, and the slavering wolves provide the raiders with an excellent fast attack squad. As long as the treacherous warriors remain disciplined, the hobgoblins are warbands to be reckoned with.

Special Rules

Treacherous Gits: Hobgoblins are notorious for their treachery in all things, including combat. For all henchmen not already in hand to hand combat roll a d6 at the beginning of each turn. If they roll a 1 on that d6 then roll another and reference the following chart:

1	– The treacherous git switches sides, and can now be controlled by the opposing team for the rest of the battle. If there are multiple opponents the hobgoblin will attach himself the warband with the highest rating. Note that this hobgoblin must still take treachery tests, and therefore could end up back on his original team
2-5	– The hobgoblin is too interested in saving his own skin that he will refuse to shoot or charge this turn, but may perform other actions.
6	– The henchman is infused with fresh determination and loyalty, and doesn't need to roll further treachery tests for the rest of the game

Giant Wolves: The warband may include a number of Giant Wolves as detailed below. These must be ridden into battle. You may nominate either heroes or henchmen to ride these wolves and the rules for mounted models in the Mordheim book apply, however the riders will not dismount for any reason during a battle, so it is generally a bad idea to have an entire warband mounted. If the model is taken out of action roll for both the rider and the wolf on the serious injury table. You may switch riders between battles if you like. While mounted models are unable to enter buildings in above-ground scenarios they may still be ridden in tomb raider scenarios, however due to their bulk and the nature of the tombs mounted models may not run while inside of tombs, and will only charge their normal move distance (a charge must still be declared as normal, however, and you cannot simply 'move' into hand to hand combat.)

Alignment: the Warband's Alignment may be one of the following: Neutral / Chaotic or Chaotic.

Choice of Warriors

A Hobgoblin Wolf Riders must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Ilkhan: Each Hobgoblin Wolf Riders warband must have one **Ilkhan** no more, no less!

Shaman: Your warband may include up to one **Shaman**.

'Ard Gits: Your warband may include up to three **'Ard Gits**.

Gits: Your warband may include any number of **Gits**.

Shooty Gits: Your warband may include up to five **Shooty Gits**

Giant Wolves: Your warband may include up to five **Giant Wolves**

Starting experience

The **Ilkhan** starts with 20 Experience.
Shaman and **'Ard Gits** starts with 8 Experience.
All **Henchmen** start with 0 Experience.

Hobgoblin equipment lists

The following lists are used by Hobgoblin Wolf Riders to pick their equipment.

Hand-to-hand combat weapons

Dagger	1st free/2 GC
Club	3 GC
Axe	5 GC
Sword	10 GC
Spear	10 GC
Scimitar	15 GC
Barbed Spear	15 GC

Missile Weapons

Slings	2 GC
Short Bow	5 GC
Bow	10 GC

Armour

Buckler	5 GC
Shield	5 GC
Toughened leathers	5 GC
Helmet	10 GC
Light Armour	20 GC

Heroes

1 Ilkhan

50 gold crowns to hire

The Ilkhan is the meanest and fiercest warrior of the warband. He rules with an iron fist and none will (openly) dispute his power.

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

Weapons/Armour: The Ilkhan may be equipped with weapons and armour chosen from the Hobgoblin equipment list.

Skills: The Ilkhan may choose from Combat, Shooting, Strength & Speed when he gains a new skill. In addition, the Ilkhan may choose from the Hobgoblin Special Skill list.

Special Rules

Leader: Any warrior within 6" of the Ilkhan may use his Leadership characteristic when taking Leadership tests.

0-1 Shaman

35 gold crowns to hire

Often Hobgoblin raiding forces include one of their Shamans, gifted with the ability to wield magic these are fearsome opponents

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

Weapons/Armour: A Shaman may be equipped with weapons and armour chosen from the Hobgoblin equipment list.

Skills: The Shaman may choose from Shooting, Academic & Speed when he gains a new skill. In addition, the Shaman may choose from the Hobgoblin Special Skill list.

Special Rules

Magic User: The Shaman has the ability to use magic and casts spells like any other magicians, and the Shaman starts with one spell generated at random from the Magic of the Steppes Magic list. See the Magic section for details. In addition the Shaman may learn a new Spell instead on a new skill.

0-3 'Ard Gits

40 gold crowns to hire

The Biggest and Baddest of the Gitz, 'Ard Gits run with the Ilkhan and are entitled to the best loot (after the Ilkhan of course).

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

Weapons/Armour: An 'Ard Gits may be equipped with weapons and armour chosen from the Hobgoblin equipment list.

Skills: The 'Ard Gits may choose from Combat, Shooting, Strength & Speed when he gains a new skill. In addition, the 'Ard Gits may choose from the Hobgoblin Special Skill list.

Henchmen

(Bought in groups of 1-5)

Gits

20 gold crowns to hire

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

Weapons/Armour: A Hobgoblin Git may be equipped with weapons and armour chosen from the Hobgoblin equipment list.

0-5 Shooty Gits

35 gold crowns to hire

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

Weapons/Armour: A Hobgoblin Shooty Gits may be equipped with weapons and armour chosen from the Hobgoblin equipment list.

Special Rules

Ded shooty: The Hobgoblin Shooty Gits start with the skill Ded shooty, see the Hobgoblin Special Skill list for details.

0-5 Giant Wolves

25 gold crowns to hire

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

Weapons/Armour: Giant Wolves do not use any kind of weapons or armour

Special Rules

Experience: Giant wolves are animals and do not gain experience.

Campaigns

Warbands travel to the City of the Damned from all over the Old World. They come from many races and for many reasons but ultimately they must all face the dangers of the dim alleys and twisting, winding streets of Mordheim.

Although it is great fun to fight individual battles, part of the challenge of Mordheim is to build your warband into a force to be reckoned with. A campaign gives your warband the chance to gain experience and new skills, as well as the opportunity to hire extra warriors as its fame and fortune increases.

Starting a campaign

To start a campaign you'll need at least two players, preferably three or more. Players may have more than one warband, but most people prefer to run one at a time, as this allows them to devote more of their attention to painting, modelling and playing with their favourite warband.

You can start a campaign as soon as two players have recruited their warbands. New players can join the campaign any time after that. Although the new warbands will be less experienced they will soon learn new skills. Fighting other, more powerful, warbands will allow them to develop more quickly.

Playing a campaign game

To start the campaign, the two players select one of the scenarios to fight (see the Scenarios section). At the end of each game the players work out how much experience their warriors have earned and how much wyrdstone the warband has collected before returning to its encampment.

Experience is expressed as Experience points which Heroes and Henchmen groups receive for surviving each game. This is covered later in the Experience section. When a Hero or a group of Henchmen has sufficient Experience points they receive an *advance.* An advance might improve a warrior's characteristics profile, adding to his WS, BS, S etc, or he might gain a special skill such as *Mighty Blow* or *Acrobat.*

After each game the warriors collect wyrdstone. This is recorded on the warband's roster sheet, and can later be sold for gold, used for trading, etc. You can recruit more warriors or buy new weapons from traders. All this is explained in the Income and Trading sections, later.

Warband rating

Each warband has a *warband rating* – the higher the rating the better the warband. The warband rating is simply the number of warriors in it multiplied by 5, plus their accumulated experience.

Large creatures such as Rat Ogres are worth 20 points plus the number of Experience points they have accumulated.

The warband's rating changes after each game, because surviving warriors will gain extra experience, warriors may have been killed, new ones added, etc. Hopefully your warband rating will go up, signifying your increase in power!

Post battle sequence

After the battle is over, both players work their way through the following sequence. You do not have to work through it all at once (try to do the first three parts straight after the battle – you may wish to consider further purchases later) but any dice rolls must be seen by both players or a neutral third party.

1 Injuries. Determine the extent of injuries for each warrior who is *out of action* at the end of the game. See the Serious Injuries, on page 118.

2 Allocate experience. Heroes and Henchmen groups gain experience for surviving battles. See the Experience and Scenarios sections for details.

3 Roll on the Exploration chart. See the Income section for details.

4 Sell Wyrdstone. This can only be done once per post battle sequence.

5 Check available veterans. Roll to see how much Experience worth of veterans is available for hire. You don't have to commit to hiring any at this point.

6 Make rarity rolls and buy rare items. Make rolls for any rare items you intend to buy and pay for them. These items go into the warband's stash.

7 Look for Dramatis Personae. If you want to hire any.

8 Hire new recruits & buy common items. New recruits come equipped with their free dagger and may be bought common items. This is done in any order and may be done several times. Note that newly hired recruits cannot buy rare items. They can, however, be equipped with rare items if there are any in the warband's stash in stage 9.

9 Reallocate equipment. Swap equipment between models as desired (provided they are eligible to use it).

10 Update your warband rating. You are now ready to fight again.

Disbanding warbands

You may disband your old warband at the end of any game and start again with a new one. All the warriors in the original warband and any equipment and other benefits they acquired are lost. You can also dismiss any warrior in your warband at any time.

Death of a Warrior

When a warrior is killed (Hero or Henchman) all his weapons and equipment are lost. This is very important, so be clear about it from the start. It is not possible to reallocate a warrior's weapons or equipment once he is dead.

Death of a Leader

If the leader of the warband is slain, the Hero with the next highest Leadership value takes command. He then gains the Leader ability (although he must continue to use his original Skill list) and can use the Equipment list available to the leader. If there is more than one Hero eligible to assume command, the warrior with the most Experience points becomes the leader. In the case of a tie roll a D6 to decide the new leader. Note that you may **not** hire a new leader for your warband.

In the case of Undead warbands, the death of the Vampire means that the warband's Necromancer must take over. If the warband doesn't include one, the spells that hold the restless dead together unravel, and the warband collapses into a pile of bones. You **can** buy a Vampire after the next game, at which point the Necromancer will step down (whether he wants to or not) and lose the Leader skill.

If the leader of a Sisters of Sigmar, Possessed or Carnival of Chaos warband dies then their successor will be entitled to learn to use magic in their stead. The new leader may roll for a prayer / spell from the appropriate list, instead of rolling on the Advance table, the first time they are eligible for an advance. After this they are considered to be a Magic / Pray User as appropriate for their warband and use the Advance table as normal.

Buying new equipment between games

As explained in the Trading section, warriors may purchase new equipment and armaments using the warband's treasury. Warriors can also swap equipment between themselves. Alternatively, old equipment can be hoarded and re-used at a later date.

Weapons and armour purchased, swapped or taken from storage for your warband must be of an appropriate type for the warrior, as indicated by the warband lists. Record any changes to the warrior's equipment on the roster sheet.

Serious injuries

During a game some warriors will be taken *out of action* and removed from play. At that time it doesn't matter whether the warrior is dead, unconscious, injured or just playing dead – in game terms he is no longer capable of fighting in the battle which is all that matters.

When you are playing a campaign it matters a great deal what happens to warriors who are taken *out of action*! They might recover completely and be ready to fight in the next battle, or they might have sustained injuries. Worst of all they might die, or be so badly injured that they have to retire.

When a Henchman receives a serious injury this is treated differently than if a Hero received one (this is to represent the greater effect that losing a Hero would have on your warband). Working out the extent of a Henchman's injuries is very simple. You will need to roll on the chart opposite to determine what has happened to your Hero. The chart covers a whole range of injuries and random things that might befall your warrior. Bear in mind that only Heroes who are taken *out of action* are obliged to roll on this chart.

Henchman with Serious Injuries

Henchmen who are *out of action* at the end of the battle are removed permanently from the roster sheet on a D6 roll of 1-2. They have either suffered severe injuries, died of their wounds, or decided to quit the warband. On a roll of 3-6 they can fight in the next battle as normal.

Heroes with Serious Injuries

After a battle some of your Heroes may be taken *out of action*. You will need to determine the extent of their injuries before the next game.

To use the Heroes' Serious Injuries chart opposite, roll two D6. The first dice roll represents 'tens' and the second 'units', so that a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, etc. This type of dice roll is referred to as a 'D66 roll'.

Heroes' serious injuries chart (roll D66)

11-15 DEAD
The warrior is dead and his body is abandoned in the dark alleys of Mordheim, never to be found again. All the weapons and equipment he carried are lost. Remove him from the warband's roster.

16-21 MULTIPLE INJURIES
The warrior is not dead but has suffered a lot of wounds. Roll D6 times on this table. Re-roll any 'Dead', 'Captured' and further 'Multiple Injuries' results.

22 LEG WOUND
The warrior's leg is broken. He suffers a -1 Movement characteristic penalty from now on.

23 ARM WOUND
Roll again: 1 = Severe arm wound. The arm must be amputated. The warrior may only use a single one handed weapon from now on. 2-6 = Light wound. The warrior must miss the next game.

24 MADNESS
Roll a D6. On a 1-3 the warrior suffers from *stupidity;* on 4-6 the warrior suffers from *frenzy* from now on (see the Psychology section for details).

25 SMASHED LEG
Roll again: 1 = The warrior may not run any more but he may still charge. 2-6 = The warrior misses the next game.

26 CHEST WOUND
The warrior has been badly wounded in the chest. He recovers but is weakened by the injury so his Toughness is reduced by -1.

31 BLINDED IN ONE EYE
The warrior survives but loses the sight in one eye; randomly determine which. A character that loses an eye has his Ballistic Skill reduced by -1. If the warrior is subsequently blinded in his remaining good eye he must retire from the warband.

32 OLD BATTLE WOUND
The warrior survives, but his wound will prevent him from fighting if you roll a 1 on a D6 at the start of any battle. Roll at the start of each battle from now on.

33 NERVOUS CONDITION
The warrior's nervous system has been damaged. His Initiative is permanently reduced by -1.

34 HAND INJURY
The warrior's hand is badly injured. His Weapon Skill is permanently reduced by -1.

35 DEEP WOUND
The warrior has suffered a serious wound and must miss the next D3 games while he is recovering. He may do nothing at all while recovering.

36 ROBBED
The warrior manages to escape, but all his weapons, armour and equipment are lost.

41-55 FULL RECOVERY
The warrior has been knocked unconscious, or suffers a light wound from which he makes a full recovery.

56 BITTER ENMITY
The warrior makes a full physical recovery, but is psychologically scarred by his experience. From now on the warrior *hates* the following (roll a D6):

D6	Result
1-3	The individual who caused the injury. If it was a Henchman, he hates the enemy leader instead.
4	The leader of the warband that caused the injury.
5	The entire warband of the warrior responsible for the injury.
6	All warbands of that type.

61 CAPTURED
The warrior regains consciousness and finds himself held captive by the other warband.
He may be ransomed at a price set by the captor or exchanged for one of their warband who is being held captive.
Captives may be sold to slavers at a price of D6x5 GC.
Undead may kill their captive and gain a new Zombie.
The Possessed may sacrifice the prisoner. The leader of the warband will gain +1 Experience if they do so.
Captives who are exchanged or ransomed retain all their weapons, armour and equipment; if captives are sold, killed or turned to Zombies, their weaponry, etc, is retained by their captors.

62-63 HARDENED
The warrior survives and becomes inured to the horrors of Mordheim. From now on he is immune to *fear*.

64 HORRIBLE SCARS
The warrior causes *fear* from now on.

65 SOLD TO THE PITS
The warrior wakes up in the infamous fighting pits of Cutthroat's Haven and must fight against a Pit Fighter. See the Hired Swords section for full rules for Pit Fighters.
Roll to see which side charges, and fight the battle as normal. If the warrior loses, roll to see whether he is dead or injured (i.e., a D66 roll of 11-35). If he is not dead, he is thrown out of the fighting pits without his armour and weapons and may re-join his warband.
If the warrior wins he gains 50 GC, +2 Experience and is free to rejoin his warband with all his weapons and equipment.

66 SURVIVES AGAINST THE ODDS
The warrior survives and rejoins his warband. He gains +1 Experience.

Experience

As warriors take part in battles, those who survive become more experienced, and improve their battle skills. This is represented in campaigns by Experience points.

Warriors earn Experience points when they take part in a battle. Once a warrior has enough points he gains an advance. This takes the form of an increased characteristic or a new skill. Warriors who survive long enough may progress to become great Heroes, with many skills that they have picked up during their long and glorious fighting career.

When warriors are recruited, some of them already have some experience. The warband lists detail how many Experience points different warriors begin with. Record these on your warband roster sheet by ticking the right number of boxes. No extra advances are gained for this experience. It simply represents the experience the warriors have accumulated before the warband is formed.

Earning experience

The Experience points warriors earn depend on the scenario. Different scenarios have different objectives and consequently warriors can earn experience in slightly different ways.

Extra Experience points are always added to the fighter's total after the game is over, though it is a good idea to keep a record of the opponents your warrior puts out of action during the battle, as this often affects the experience they gain.

If you look through the scenarios you will notice that warriors always earn +1 Experience point for surviving a battle. They earn this even if they are injured – so long as they live to fight again!

The Scenarios section includes details of how many Experience points are earned for each scenario.

Experience advances

As warriors earn more Experience points they are entitled to make Advance rolls. The warband roster sheet shows how much experience a Hero or a Henchman group must accumulate before making a further roll. When the accumulated experience reaches a box that has thick borders, the warrior may make an Advance roll. The roll(s) must be taken immediately after the game in which the advance was earned, while both players are present to witness the result. Note that Henchmen gain experience as a group, and consequently all the warriors in one group gain the same advance.

Underdogs

When a warband fights against an enemy warband with a higher rating, its warriors earn extra Experience points as shown on the table below. The higher the opposing warband's rating the more points the underdog earns.

Difference in Warband rating	Experience Bonus
0 - 50	None
51 - 75	+1
76 - 100	+2
101 - 150	+3
151 - 300	+4
301+	+5

Advance rolls

Make Advance rolls straight after the battle so both players can witness the result. Roll 2D6 and consult the appropriate tables below.

Heroes

2D6	Result
2 - 5	New Skill. Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill. See the Magic section.
6	Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attack.
7	Characteristic Increase. Choose either +1 WS or +1 BS.
8	Characteristic Increase. Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
9	Characteristic Increase. Roll again: 1-3 = +1 Wound; 4-6 = +1 Toughness.
10 - 12	New Skill. Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill.

Henchmen

Henchmen never add more than +1 point to any of their initial characteristics. If the dice roll indicates an increase in a characteristic which has already been increased (or is at its racial maximum), roll again until an unincreased characteristic is rolled. All warriors in the group gain the same advance.

2D6	Result
2 - 4	Advance +1 Initiative.
5	Advance +1 Strength.
6 - 7	Advance Choose either +1 BS or +1WS.
8	Advance +1 Attack.
9	Advance +1 Leadership.
10 - 12	The lad's got talent. One model in the group becomes a Hero. If you already have the maximum number of Heroes, roll again. The new Hero remains the same Henchman type (e.g., a Ghoul stays as a Ghoul) and starts with the same experience the Henchman had, with all his characteristic increases intact. You may choose two skill lists available to Heroes in your warband. These are the skill types your new Hero can choose from when he gains new skills. He can immediately make one roll on the Heroes Advance table. The remaining members of the Henchmen group, if any, roll again for the advance that they have earned, re-rolling any results of 10-12.

New skills

There are several types of skill and each has a separate list. You may not choose the same skill twice for the same warrior. The skills a Hero may have are restricted by the warband he belongs to and what type of Hero he is.

To select a new skill for a Hero, pick the type of skill you want from those available, then choose which skill has been learned.

Characteristic increase

Characteristics for certain warriors may not be increased beyond the maximum limits shown on the following profiles. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their racial maximum, you may increase any other (that is not already at its racial maximum) by +1 instead. Note that this is the only way to gain the maximum Movement for some races. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9
Elf	5	7	7	4	4	3	9	4	10
Dwarf	3	7	6	4	5	3	5	4	10
Ogre	6	5	4	6	6	4	5	4	7
Halfling	4	5	7	3	3	3	9	4	10
Gor	4	7	6	4	5	4	6	4	9
Bestigors	5	7	6	4	5	4	6	4	9
Centigors	9	7	6	4	5	4	6	4	9
Possessed	6	8	0	6	6	4	7	5	10
Vampire	6	8	6	7	6	4	9	4	10
Ghoul	5	5	2	4	5	3	5	5	7
Wight	4	4	5	4	4	3	4	4	7
Skaven	6	6	6	4	4	3	7	4	7
Skaven Clan Pestilens	5	6	6	4	5	3	7	4	7
Orc	4	6	6	4	5	3	5	4	9
Black Orc	4	7	6	5	5	3	5	4	10
Goblin Hero	4	5	6	4	4	3	6	4	7

Skills & Abilities Lists

The Skill lists are used to pick skills earned as advances. Your warrior is restricted to specific Skill lists depending upon his warband type and what kind of warrior he is. Each warband entry includes a list of skills available to the Heroes of that particular warband.
All warbands have their own strengths and weaknesses which relate to the skills available to them. For example, the Possessed are good fighters and very strong, but they are not very academically minded.
Some warbands also have access to a unique Skill list, which is clearly indicated in their entry.

Common Skills

The common skills are available to any Hero, Henchmen & Hired Sword who wishers for these Skills.

Animal\Beast Handler (e.g. War hound)**:** 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.

Beast Companion: A Hero or Warrior with this skill may buy an attack animal, the attack animal must be set up with the owning model within 3". But free to move around once started. The attack animal may use the owner Leadership if within 6". The attack animal does not count towards the maximum number of warriors allowed in your warband. If the owner is stunned or knocked down, the attack animal will move to it owner and guard him\her until the Owner get up or the games ends. If the owner dies the attack animal is lost.

Dirty Fighter: Warriors with this skill can choose skills from the Dirty Tricks Skills list.

Far-sight: The warrior has become gifted with extra sensory powers. Some are able to look into the future, others more widely in the now. Some see multiple possible paths which can be manipulated, others only one inalterable path. For time outside of memory leaders have valued the ability to know more than their enemies.

Warrior with this skill can choose skills from the Special Far-sight Ability. Only one model per warband may have this skill, this skill cannot be taken by Sisters of Sigmar, Dwarves, and Witch Hunters warbands or hired swords unless noted. Each far-sight ability is treated exactly like magical spells in every respect.

Mark of Chaos (Heroes only)**:** Not all who goes to Mordheim goes with good intensions, some see what happen as a sign that the Greater Chaos Powers are on the move, so they went to meet them.

Heroes from a Neutral / Chaotic or Chaotic warbands (other than Skaven and undead) may bare one Mark of Chaos. Each mark increases the warband's rating by +10 points. If the leader has any other mark then Undivided all heroes must have the same mark. The hero may choose from the Marks of Chaos list.

Medical Knowledge: If you have a warrior in your warband with this skill you may re-roll a result on the Serious Injury table. If the model with this skill is not taken out of action.

Musician: Musicians are important to a warband both during and after a battle. They can sing and tell tales to raise extra income, sing songs of valour during battle to embolden the troops, and rally the troops when things look bad.

Warrior with this skill can choose skills from the Musicians Skills list. Only one model per warband may have this skill, this skill cannot be taken by the leader or hired swords unless noted.

Mob Mentality (Heroes only)**:** If a model with this skill is within 3" of at least three other models from his warband, then he gives all of the models in that area, including himself, immunity to fear and +1 Initiative. If the model, with Mob Mentality, is taken out of action while giving bonuses, then all models who are benefiting from the effects will automatically fail an "All alone check" and move accordingly.

Money Maker (Heroes only)**:** The model with this skill utilizes his talents and wares to try and make extra money after the adventure. If the model is not taken out of action, they may roll an additional die during the exploration phase and choose which one they want.

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. Warriors with this skill can choose skills from the Cavalry Skills list

Sewer Fighter: Warriors with this skill can choose skills from the Sewer Fighter Skills list. This skill cannot be given to ogres.

Sneaky: All enemy models halve their Initiative range when trying to detect this model while he is Hidden.

Combat Skills

Strike to Injure: The warrior can land his blows with uncanny accuracy. Add +1 to all injury rolls caused by the model in hand-to-hand combat.

Combat Master: The warrior is able to take on several opponents at once. If he fights against more than one enemy at a time, he gains an extra Attack in each hand-to-hand combat phase as long as he is fighting two or more enemy models. In addition, the warrior is immune to 'All Alone' tests.

Weapons Training: A warrior with this skill is adept at using many different weapons. He may use any hand-to-hand combat weapon he comes across, not just those in his equipment options.

Web of Steel: Few can match the ability of this warrior. He fights with great skill, weaving a web of steel around him. The model gains +1 to all his rolls on Critical Hit tables in hand-to-hand combat.

Expert Swordsman: This warrior has been expertly taught in the art of swordsmanship. He may re-roll all missed attacks if he is using a sword in the hand-to-hand phase of the turn that he charges. Note that this only applies when they are armed with normal swords or weeping blades, and not with double-handed swords or any other weapons.

Step Aside: The warrior has a natural ability to avoid injury in combat. Each time he suffers a wound in close combat he may make an additional saving throw of 5+. This save is never modified and is taken after all other armour saves.

Axe Master: The warrior may parry with normal axes as per normal parrying rules.

Disarm: The warrior may opt to forego his normal attacks and attempt to disarm a single opponent. To disarm the opponent, the warrior must declare what weapon he is disarming and then roll to hit the foe at a -2 WS for a single handed weapon and a -3 WS for a 2 handed weapon. If successful the opponent must fight without the designated weapon until he recovers it. The foe recovers his weapon in the first Recovery Phase out of Hand-to-Hand. Not vs. natural weaponry.

Expert Axeman: Re-roll all failed hits with an Axe when being charging.

Finishing Move: The warrior may opt to forgo his usual number of attacks and make a single attack at an additional +2 Strength to its normal strength. This can be used in conjunction with Mighty Blow, Weapon Bonuses, and any other Strength enhancing abilities. The blow is resolved last AFTER 2 Handed Weapons. Useful for taking out Knocked Down models with high Toughness.

Follow Thru: In any Hand-to-Hand combat where all of the warrior's foes are knocked down, stunned, or taken out of action the warrior may opt to make a follow thru move of up to 2 inches in any direction. This move can bring him into base contact with another model, and he will fight in the next Hand-to-Hand phase, but neither model counts as charging. This move is executed at the very end of the Hand-to-Hand phase after everyone has finished striking. If multiple models have this skill, then they move in Initiative order. Simultaneous movers from opposing forces within range automatically move to intercept one another.

Pugilist: The warrior may fight barehanded with no penalty one or two handed. The model always gets an extra attack for having 2 weapons when fighting barehanded or with one weapon and no shield or buckler. Fight barehanded w/o penalty, +1 Attack

Shield Smash: The warrior has trained to integrate his shield into his fighting style. When using a Shield or Buckler in Hand-to-Hand he may make a single additional attack resolved at the warriors Strength. The Shield Smash cannot cause critical hits. +1 Attack

Sweeping Blow: The warrior may opt to make a single sweep attack against all the models in base to base contact with him instead of making his normal attacks. Rather than rolling to hit, each foe rolls under their Initiative to avoid the blow. Each model failing their Initiative roll is hit, and the warrior rolls to wound each enemy independently as normal. This maneuver can only be executed with a two-handed weapon (including halberds and flails, etc.), but no Strength bonuses granted by the weapons themselves are included.

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. [Based on the Adventurer's Whip Rules by Jo-Herman Haugholt from the Mordheim Khemri Discussion Group.]

Shooting Skills

Quick Shot: The warrior may shoot twice per turn with a bow or crossbow (but not a crossbow pistol).

Pistolier: The warrior is an expert at using all kinds of pistols. If he is equipped with a brace of pistols of any type (including crossbow pistols), he may fire twice in the Shooting phase (though note that normal reloading rules apply). If he has a single pistol then he may fire it in the same turn it was reloaded.

Eagle Eyes: The warrior's sight is exceptionally keen. He adds +6" to the range of any missile weapon he is using.

Weapons Expert: The warrior has been trained to use some of the more unusual weapons of the known world. He may use any missile weapon he comes across, not just the weapons available from his warband's list.

Nimble: The warrior may move and fire with weapons that are normally only used if the firer has not moved. Note that this skill cannot be combined with the Quick Shot skill.

Trick Shooter: The warrior can shoot through the tiniest gap without it affecting his aim. He ignores all modifiers for cover when using missile weapons.

Hunter: The warrior is an expert at getting his weapon loaded and ready. He may fire each turn with a handgun or Hochland long rifle.

Knife-Fighter: The warrior is an unrivalled expert at using throwing knives and throwing stars. He can throw a maximum of three of these missiles in his shooting phase and may divide his shots between any targets within range as he wishes. Note that this skill cannot be combined with the Quick Shot skill.

Vitals Shot: The warrior is adept at shooting where it hurts the most. He adds +1 to rolls on the Critical Wound effect chart when using ranged attacks.

Fletcher: The warrior makes his own arrows. When shooting a bow, his arrows are +1 to rolls on the Injury Chart.

Heavy Pull: The warrior has trained to use a bow with a heavier draw. All attacks made by the warrior with a bow are at +1 Strength.

Academic Skills

Battle Tongue: This skill may only be chosen by a leader. The warrior has drilled his warband to follow short barked commands. This increases the range of his Leader ability by 6". Note that Undead leaders may not use this skill.

Sorcery: This skill may only be taken by Heroes that is a Magic User. A warrior with this skill gains +1 to his rolls to see whether he can cast spells successfully or not. Note that Pray Users may not use this skill.

Streetwise: A warrior with this skill has good contacts and knows where to purchase rare items. He may add +2 to the roll that determines his chances of finding such items (see the *Trading* section).

Haggle: The warrior knows all the tricks of bargaining and haggling. He may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence.

Arcane Lore: Witch Hunters, Sisters of Sigmar and Warrior-Priests may not have this skill. Any warrior with this skill may learn Lesser Magic if he owns a Tome of Magic.

Wyrdstone Hunter: The warrior has an uncanny ability to find hidden shards of wyrdstone. If a Hero with this skill is searching the ruins in the exploration phase you may re-roll one dice when rolling on the Exploration chart. The second result stands.

Warrior Wizard: This skill may only be taken by Magic / Pray Users. The mental powers of the wizard allow him to wear armour and cast spells.

Scribe: The warrior is a natural adept at writing and making scrolls. Any warrior with the ability to cast spells or use prayers may take this skill. It allows them to make a scroll before the battle and inscribe a single spell or prayer upon it that they are versed in. The scroll may be used just before they are about to cast the spell or prayer and allows the caster +2 to his difficulty roll. Once used the scroll will crumble to dust and is useless. Scrolls may not be saved up from battle to battle if they are not used.

Mind Focus: The warrior possesses a great strength of mind which allows him to concentrate beyond the levels of most normal men. This skill may only be taken by a be taken by Magic / Pray Users. 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 Magic User. It may not be used by pray-users. 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.

Trap Expert: This Hero is able to detect traps in the tombs with relative ease. A character who possesses this skill will never set off traps himself (but may be subject to their effects if he is too close to one if it goes off). He can attempt to disarm any traps he comes across. He must stop at the trap during his Movement phase, and may do nothing else that turn. To disarm a Simple trap, he must roll 6+ on 2D6. To disarm a Complex trap, he must roll 8+ on 2D6. If unsuccessful, he must test against his Initiative. A failed test means he has inadvertently set off the trap himself!

He is also able to restore dud traps or previously de-activated traps back into active traps. To determine what a Dud trap becomes, roll a D6: 1-4: Simple, 5-6: Complex. Obviously a previously disarmed trap will revert back to what it was. If restoring a Simple trap, he must roll a 6+ on 2D6. If restoring a Complex trap, he must roll an 8+. Failure will mean that the trap has failed to activate.

Drive Chariot: Chariots are very difficult to control and a warrior must have this skill to drive a chariot effectively in combat. A charioteer without this skill cannot charge.

Strength Skills

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

Pit Fighter: The warrior has learned how to fight in enclosed spaces from his time in the dangerous fighting pits of the Empire. He is an expert at fighting in confined areas and adds +1 to his WS and +1 to his Attacks if he is fighting inside buildings or ruins. It's a good idea to define which bits of your terrain collection count as 'buildings or ruins' at the start of a battle to avoid confusion later.

Resilient: The warrior is covered in battle scars. Deduct -1 Strength from all hits against him in close combat. This does not affect armour save modifiers.

Fearsome: Such is the reputation and physique of the model that he causes fear in opposing models.

Strongman: The warrior is capable of great feats of strength. He may use a double-handed weapon without the usual penalty of always striking last. Work out order of battle as you would with other weapons.

Unstoppable Charge: When he charges, the warrior is almost impossible to halt. He adds +1 to his Weapon Skill when charging.

Bell Ringer: 1 Attack Only, +1 to hit, +1 S, no Weapon Bonuses, foe Stunned on a 2-5 on Injury Chart.

Untiring: When wielding Flails and Morning Stars, the Hero may use the Strength Bonuses every Hand-to-Hand phase of the game, not just the first round of a Hand-to-Hand engagement. (Created by Jester.)

Strong Legs: The Hero may use Heavy Armour and a Shield without suffering Movement penalties.

Speed Skills

Leap: The warrior may leap D6" in the movement phase in addition to his normal movement. He may move and leap, run and leap, or charge and leap, but he can only leap once per turn.
A leaping warrior may jump over opposing man-sized models, including enemies, and obstacles 1" high, without penalty.
The leap may also be used to leap over gaps, but in this case you must commit the warrior to making the leap before rolling the dice to see how far he jumps. If he fails to make it all the way across, he falls through the gap (see page 6).
Sprint: The warrior may triple his Movement rate when he runs or charges, rather than doubling it as normal.
Acrobat: The warrior is incredibly supple and agile. He may fall or jump from a height of up to 12" without taking any damage if he passes a single Initiative test, and can re-roll failed Diving Charge rolls. He can still only make a diving charge from a height of up to 6".
Lightning Reflexes: If the warrior is charged he will 'strike first' against those that charged that turn. As the charger(s) will also normally 'strike first' (for charging), the order of attack between the charger(s) and the warrior with this skill will be determined by comparing Initiative values.
Jump Up: The warrior can regain his footing in an instant, springing to his feet immediately if he is Knocked Down. The warrior may ignore Knocked Down results when rolling for injuries, unless he is Knocked Down because of a successful save from wearing a helmet or because he has the No Pain special rule.
Dodge: A warrior with this skill is nimble and as fast as quicksilver. He can avoid any hits from a missile weapon on a D6 roll of 5+. Note that this roll is taken against missiles as soon as a hit is scored to see whether the warrior dodges it or not, before rolling to wound, and before any effects from other skills or equipment (such as lucky charms).
Scale Sheer Surfaces: A warrior with this skill can scale even the highest wall or fence with ease. He can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.
Fast Strike: The warrior may choose to make a single Fast Strike in Hand-to-Hand instead of his normal complement of Attacks. The warrior picks which weapon he is striking with and adds a d6 to his Initiative to determine at what order the strike is resolved, max of 10. Not usable with any weapon that requires 2 Hands to use.
Roll Dodge: The warrior can ignore the 2" Interception rule when charging in to Hand-to-Hand combat.
Fleet Footed: The warrior gains +1 to his base Movement.
Flee: If the Hero breaks and runs while in Hand-to-Hand combat, his opponents do not get an automatic hit upon him. Rather, they hit on a 4+. Additionally, the Hero's player may roll 3d6 instead of the normal 2d6 and pick which 2 dice he prefers to determine the number of inches the Hero flees.

Alchemy Ability

By Ed Hastings (killershrike@home.com)

Roll a D6 and consult the appropriate chart. If you get the same Alchemy Ability twice, roll again or increase amount by 1 Dice, i.e. D3 becomes 2D3, D6 becomes 2D6, etc

D6	Alchemy Ability
1	**Make Firebomb**: The Alchemist may prepare 1D3 Firebombs for this battle. Unused Fire bombs may be sold for 25 GC each after the game is over.
2	**Make Fire Arrows**: The Alchemist prepares enough fire arrows (bolts) for uses with his Crossbow Pistol. If not use during the game they may be sold for 15 GC after the game.
3	**Make Flash Powder:** The Alchemist may prepare D3 uses of Flash Powder for use. Unused Flash Powder uses may be sold for 15 gold each after the game.
4	**Make Glue Bombs**: The Alchemist prepares D6 Glue Bombs for use. Treat Glue Bombs exactly as Nets. Unused Glue Bombs may be sold for 3 GC each after the game.
5	**Make Sleep Powder**: The Alchemist prepares D3 uses of Sleep Powder. Sleep Powder is used exactly as Blessed Water (Thrown Sx2, no move or range penalty), may also be used in Hand-to-Hand in which case WS is used to hit. If hit the target must roll under their Toughness or become Stunned. Unused sacks of Sleep Powder may be sold for 15 GC each after the game.
6	**Make Potion of Healing**: The Alchemist prepares D6 vials of Healing Potion. It is used as Blessed Water. If hit the target regains a single wound and if Stunned becomes Knocked Down. May also be used on self or on friendly models in Base-to-Base without needing to roll to hit. Unused vials of Healing Potion may be sold for 5 GC each after the game.

Assassin Special Skills

Backstabber: The Assassin specializes in attacking his targets when their back is turned. The Assassin may charge an opponent he cannot see (he knows you're there!) as long as the target model is within his charge reach. If he does this, he surprises his opponent and receives a +1 to hit him with all attacks and any rolls on the Serious Injuries chart are at +1. This bonus lasts for the first round of combat only, as his opponent will swiftly recover his wits if he survives the initial assault.

Silent Strike: As masters of camouflage the character is allowed to charge out of hiding and strike silently at his opponent and then he disappears into the shadows again. Roll a D6 on a 5+ the character is allowed to charge and attack. The opponent(s) may strike back. If uninjured, the character disappears to his original hiding place again. The distance from hiding place and back into hiding, may not exceed the characters maximum movement (2xM, or 3xM with sprint, thus if more them half of the movement is spent to charge, no hiding is possible anymore). If he fails the die roll he charges out and it is treated like a normal charge.

Ultimate Kill: The assassin goes for the kill-spot, which is almost an assured one way trip to the grave yard. The character in hand to hand combat forgoes all extra Hand-to-Hand-attacks and concentrates on one very well placed attack. The attack will be +1 to hit, +1 to wound, +1 on the injury roll. This skill can only be used if the character has 2 or more attacks on his profile. Does not work together with Ultimate specialist or strike to injure. Does not work with black powder weapons.

Master of Poisons: The assassin is a master in brewing up different poisons. If the hero does not search for rare items, he has the time to brew up 3D-1 portions of dark venom or black lotus. He can come up empty, but those are the hazards of trying these intricate things on the move. The portions are large enough for one weapon and need to be used for the next battle as they are less stable then normally purchased poisons.

Shadow Defence: As it is considered bad form to get injured on an assignment there are special defensive moves that make an assassin even better in surviving. The character is allowed to parry, with re-roll, with any weapon he uses. If the weapon already has the ability to parry, it is allowed to parry with an equal or higher dice roll, which can also be re-rolled.

Hide in Shadows: The Assassin can blend into the shadows so that his opponents will not see him. As long as he is within 1" of a wall or other linear obstacle (hedge, fence, well, etc), opposing models must pass an Initiative test in order to charge or shoot at him.

Ultimate Specialist: These characters are so highly trained that they can use hand-to-hand weapons in a very efficient way. They gain +1WS and +1 on the injury roll. Does not work together with Ultimate Kill or Strike to Injure.

Infiltration: The Assassin with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Beastmen Raiders Special Skills

Shaggy Hide: The Beastman's massively shaggy hide acts as armour, deflecting sword strokes and protecting him from harm. The model gains a 6+ Armour Save that can be combined with other armour as normal.

Mutant: The Beastman may buy one mutation.

Fearless: Immune to Fear and All Alone tests.

Horned One: The Beastman has mighty horns, and can make an additional Attack with its basic Strength on a turn it charges

Bellowing Roar: Only the Beastman Chief may have this skill. He may re-roll any failed Rout tests.

Manhater: Will be affected by the rules of Hatred when fighting any Human warbands.

Blessings of Nurgle

Those that worship at the fetid altar of the Lord of Decay suffer from terrible diseases and decay, which are known as Blessings of Nurgle.

Blessings of Nurgle may be bought for Tainted Ones only when they are recruited; you may not buy new Blessings for a model after recruitment. Any Tainted may have one or more Blessings. The first Blessing is bought at the price indicated, but second and subsequent Blessings cost double.

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

Cost: 25 Gold Crowns

Nurgle's Rot: The Tainted One is infected with the deadly pestilence of its lord – Nurgle's Rot. In addition, the Tainted One is immune to all poisons. Nurgle's Rot is a deadly contagion for which there is no known cure. This virulent disease can be passed on in hand-to-hand combat. If the Tainted One makes a successful to hit roll of 6 this will result in the target model contracting the Rot (note: Nurgle's Rot only affects the living, so Undead, Daemons and the Possessed are unaffected). Once a warrior has contracted the Rot, mark this on the warband roster. Rather than killing the victim immediately, the Rot can take some time to set in. From now on, before the start of each battle, the warrior must pass a Toughness test. If successful, his constitution has managed to stave off the Rot's effects. If unsuccessful, the warrior loses one point of Toughness permanently (if he reaches zero, he has succumbed to the Rot and died, remove him from the roster). In addition, if a 6 is rolled for the Toughness test then he has unwittingly passed the Rot on to another member of the warband (randomly allocate a warband member and mark this on the roster).

Cost: 50 Gold Crowns

Cloud of Flies: The Tainted One is surrounded by a cloud of flies, which buzz around him and his combat opponent. They do not affect the Tainted One but distract foes by buzzing into eyes, nostrils and mouths. The Tainted One's close combat opponent suffers a -1 to hit modifier on all attacks.

Cost: 25 Gold Crowns

Bloated Foulness: The Tainted One is a huge, disgusting mass of diseased, flabby folds. It gains +1 Wound and +1 Toughness but has its Movement reduced by -1.

Cost: 40 Gold Crowns

Mark of Nurgle: The Tainted One is burned with the great mark of Nurgle, the three spheres, that weep foul pus constantly. It gains +1 Wound and is immune to all poisons.

Cost: 35 Gold Crowns

Hideous: The Tainted One is so disgusting that its flesh hangs in tatters from its body and its entrails are rotten and exposed. It causes Fear.

Cost: 40 Gold Crowns

Blood Dragon's Bloodline Abilities

By Natascha Chrobok

Red Fury: The vampire falls in a horrible blood-rage, unstoppable for his enemies. He gains one additional Attack to his profile.

Killing Blow: The vampire is an expert fighter and every time he rolls a natural 6 on the to-hit roll, he automatically wounds his opponent. No parries are allowed, although the opponent may make armour or saving throws.

Master Strike: 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.

Curse Of The Undead: The vampire is one of the ever-living and is extraordinarily difficult to kill. The vampire has 5+ ward save in addition to all his armour-rolls and parries.

Strength of the Dragon: The vampire is extremely strong. He gains a +1 Strength bonus and gets no movement penalties for wearing heavy armour and shield.

Gift of Abhorash: The vampire is a very imposing leader and permanently raises the maximum number of Members in the warband by D3.

Bretonnian Knights Special Skills

Virtue of Purity: Any spell cast against the Knight will be dispelled on the D6 roll of a 4+.

Virtue of Valour: The Knight may re-roll any missed to hit rolls against an enemy with a higher strength.

Virtue of Discipline: Once per game, if the Knight is not Out Of Action, Stunned or Knocked Down, you may re-roll a failed Rout Test

Virtue of Noble Disdain: The Knight is subject to Hatred of all enemies armed with shooting weapons.

Virtue of the Impetuous: The Knight gains an additional +D3" to his move when charging. Roll the dice each time you wish to charge and before moving the model.

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.

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 unmounted 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.

Clan Eshin Special Skills

Black Hunger: The Skaven can draw upon the dreaded Black Hunger, the fighting frenzy which gives him unnatural strength and speed but can ravage him from inside. The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.

Tail Fighting: The Skaven may wield a shield, knife or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

Wall Runner: The Skaven does not need to take an Initiative test when climbing up walls and other sheer surfaces. Suggested Changes: May run or charge up walls, always striking last when charging in this manner.

Infiltration: A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Art of Silent Death: The Skaven has patiently mastered the deadly art of open-hand fighting, as taught by the mystics of Cathay in the temples of the far East. In hand-to-hand combat, the Skaven can fight with his bare paws without any penalties and counts as having two weapons (i.e., +1 attack). In addition, a Skaven Hero with this skill will cause a critical hit on a To Wound roll of 5-6 instead of just 6. This skill may be used in conjunction with the Eshin Fighting Claws (+2 Attacks instead of +1).

Play Dead: Sometimes strange things happen when people have the misfortune of running into Skaven. A clearly dead corpse is not there anymore after the fight is over, or dropped weapons or treasures have disappeared. As well as being taught to roll with the blows, these characters are taught to feign death. When avoiding the full effects of a potentially lethal blow they play dead so they can escape undetected later. The character may re-roll a result on the serious injury table.

Clan Moulder Special Skill

Black Hunger: The Skaven can draw upon the dreaded Black Hunger, the fighting frenzy which gives him unnatural strength and speed but can ravage him from inside. The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.

Tail Fighting: The Skaven may wield a shield, knife or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

Wall Runner: The Skaven does not need to take an Initiative test when climbing up walls and other sheer surfaces. Suggested Changes: May run or charge up walls, always striking last when charging in this manner.

Infiltration: A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Beast Master: Any animals (giant rats, rat wolves, and rat ogres) in the same warband as the Skaven with this skill are treated as having a +1 bonus to their Leadership.

Clan Moulder Mutation

Corrosive Blood: If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting, corrosive blood.
Cost: 30 gold crowns.

Extra Arm: The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or buckler in the extra arm.
Cost: 40 gold crowns.

Great Claw: One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons with this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.
Cost: 50 gold crowns.

Hidden Quills: Any models in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase from the porcupine quills concealed in the Skaven's fur. Quills will never cause critical hits.
Cost: 35 gold crowns.

Hideous: The mutant's visage is so terrible he causes fear. See the Psychology section of the Mordheim rulebook for details.
Cost: 40 gold crowns.

Long Legs: The mutant gains +1 Movement.
Cost: 40 gold crowns.

Poisoned Barb: The mutant has a long, poisoned stinger at the end of its tail. This allows him to make an extra Strength 5 attack in each hand-to-hand combat phase. If the model hit is immune to poison, the Strength of the hit is reduced to 2.
Cost: 40 gold crowns.

Prehensile Tail: The mutant's tail has been lengthened and strengthened until is a frightening addition to his physical makeup. He may grapple his opponent in close combat to reduce his attacks by –1, down to a minimum of 1. The mutant may decide which attack his opponent loses.
Cost: 35 gold crowns.

Clan Pestilens Special Skills

Black Hunger: The Skaven can draw upon the dreaded Black Hunger, the fighting frenzy which gives him unnatural strength and speed but can ravage him from inside. The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.

Censer Bearer: Only a Clan Pestilens member with the Black Hunger special skill may choose the Censer Bearer special skill. A Clan Pestilens member with this skill is called Censer Bearer. He gains the special rule Frenzy and the only weapon he may use in close combat is a censer.

Contagious: Only a Clan Pestilens member with the Rotten Body special skill may choose the Contagious special skill. A model who inflicts an injury in close combat that send the contagious member of the Clan Pestilens out of combat must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound. A result of 6 always inflicts a wound. Models of undead and possessed never take this test.

Diseased Visage: The follower of the Plagued Ones with this attribute has obtained a body and face covered in oozing sores and legions so horrible, that the model causes fear.

Ignore Pain: Only a Clan Pestilens member with the Resilient strength skill may choose the Ignore Pain special skill. A Clan Pestilens member with this skill treats "Stunned" injuries as "Knocked Down".

Rotten Body: A Clan Pestilens member with this skill has grown accustomed to poisons, diseases and the fog of death emanated by censers. He is now immune to poisons and diseases and, if taken out of combat because of a failed test for wielding a censer, he will not have to roll for injuries at the end of the battle, recovering automatically.

Unholy Chant: Once per battle, the model with this skill may start an Unholy Chant. This chant causes all Skaven in the warband to immediately pass all Leadership-based tests in the turn the chant is uttered, including Rout tests.

Clan Skryre Special Skills

Black Hunger: The Skaven can draw upon the dreaded Black Hunger, the fighting frenzy which gives him unnatural strength and speed but can ravage him from inside. The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.

Tail Fighting: The Skaven may wield a shield, knife or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

Wall Runner: The Skaven does not need to take an Initiative test when climbing up walls and other sheer surfaces. Suggested Changes: May run or charge up walls, always striking last when charging in this manner.

Infiltration: A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Excellent Engineer: The Skryre Engineer with this skill is constantly working on the black powder and Warplock weapons of the warband. Any black powder or Warplock weapons owned by the Skaven in the warband have their range increased by +6".

Warp Magic (magic user only**):** The Skaven may now uses magic from the any Skaven magic list or Lesser Magic List.

Dark Elf Special Skills

Draich Master: The hero has chosen the aspect of the Executioner as his primary focus. The hero can wield a double-handed sword without the usual penalty of striking last, and is allowed to wear Heavy or Ithilmar armour (note that he may **not** wear Gromril armour; what kind of Elf would wear Dwarf-made armour, anyways?). [Skill by Julian Hellstrom]

Fey Quickness: Few can ever hope to match an Elf 's inhuman quickness and agility. An Elf with Fey Quickness can avoid melee or missile attacks on a roll of 6. If the Elf also has Step Aside or Dodge this will increase to a 4+ in the relevant area. For example, an Elf with Fey Quickness and Step Aside avoids melee attacks on a 4+ and missile attacks on a 6.

Fury of Khaine: The Dark Elf is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Dark Elf may make a 4" follow up move if he takes all of his opponents Out Of Action. If he comes into contact with another enemy this starts a new combat. This new combat takes place in the following turn and the model counts as charging. May not follow up in the opponent's turn.

Infiltration: The Dark Elf with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Lethal Strike: This Dark Elf has come far in his training, and is a skilled practitioner of torture; the Hero knows exactly where to hit his foes to cause maximum damage. He can cause a Critical Hit on a to wound roll of 5-6, instead of only 6. If he needs a 6 to wound the target, he can still cause a Critical Hit on a to wound roll of 6. [Skill by Julian Hellstrom]

Master of Poisons: The Dark Elf is proficient in concocting different poisons. If the Hero doesn't search for rare items, he may make D3-1 doses of Dark Venom instead. There is a chance of getting none, as the hero doesn't have access to a stable workplace. The poison must be used in the next battle and cannot be sold or traded to other warbands as the Dark Elves guard their secrets very carefully.

Powerful Build: The warrior is strongly built for an Elf and is capable of feats of strength. A warrior with this skill may choose skills from the Strength table. The Sorceress may never take this skill and no more than two warriors in the warband may take this skill at any one time.

Dirty Tricks Special Skills

By Archeonicus (Harrald.Faessen@dsm-group.com)

Battle... two groups who are fighting each other for a reason. More times, then not, people tend to do things to win, which a lot of other people would consider cheating. Either by non-spoken rules, official rules, or even taboos. In war those examples are manifold, were kicking somebody in the groin would be one of the least offences. Warbands will go, or maybe can go, very far in this. So what does this all leads to?

Kick in the family jewels: (Now I'm getting in uncharted territory here, but someone once said to that this is painful for women too, not just that devastating in the long run). Instead of making your normal attacks, you are allowed ONE kick between your opponents spread legs. Use the WS. You get +1 to hit, if this attack is not used this battle before. Treat knockdown results as stunned. This affects everyone except zombies, sexless beings and people in Heavy armour. (yes, now you know the place to stun a vampire).

Biting: (this ought to make up something for the vampire :-) Instead of your attacks you may try to bite your CC-opponent. Jawmuscles tend to be very powerful, so watch your teeth. People who bite tend to find unarmored places. This is a S3 attack with no armour save allowed. A successful hit means that the victim suffers the next round a S2 autohit and following turn a S1 hit. This is due to blood (or other fluid) loss.

Sand in the eyes: When you are knocked down, instead of using your attacks on the round you stand up, you may try to throw sand in your opponent's eyes. Use BS, on a successful hit opponent is hitting/shooting at –1. This is treated in initiative sequence and not like normal: attack last. Opponent with sand in his eyes may roll D6 to see if it is rubbed out. First consecutive round roll 4+ D6 to see normally. Every next round add +1 to the roll.

Dwarf Special Skills

Master of Blades: This Dwarf's martial skills surpass those of a normal warrior; he has fought unscathed against hordes of Orcs and Goblins. When using a weapon that has a Parry special rule, this hero parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry two attacks (if his two dice match or beat the two highest Attack dice against him) instead of the normal maximum of one. Note that if this Dwarf has two Dwarf axes (as detailed above) he can re-roll any failed parries.

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

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

True Grit: Dwarfs are hardy individuals and this Hero is hardy even for a Dwarf! When rolling on the Injury table for this Hero, a roll of 1-3 is treated as Knocked Down, 4-5 as Stunned, and 6 as Out Of Action.

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

Far-sight Ability

By Ed Hastings (killershrike@home.com)

Roll a D6 and consult the appropriate chart. If you get the same Far-sight Ability twice, roll again or lower the Far-sight Ability's difficulty by 1.

D6	Far-sight Ability	
1	**Flash of Insight:** Up to D3 models of the warband may be positioned anywhere on the board outside of the enemies sight and detection ranges after all opponents have set up.	Difficulty: Auto
2	**Sixth Sense:** 4+ Unmodified save vs. any Hostile effect. Lasts for the duration of the game after cast.	Difficulty: 9
3	**Prescient:** If rolling for a scenario, the Seers warband may choose whether to be Attacker of Defender regardless of warband ratings. Should an opposing warband have a simialar ability, roll a die and add the I of each warbands leader. High roll picks.	Difficulty: Auto
4	**Clairsentient:** The Seer may see anywhere on the board; he auto-detects all models on the board and can point them out to fellow band members within 6" of him. Hidden models no longer count as hidden until they can legally regain that status later.	Difficulty: 7
5	**Dire Warning:** One Hero or Warrior (including hirelings) has been warned to beware of death. Having taken due precaution, one Hero may reroll his first Serious Injury result OR 1 Henchman or Hireling may reroll to see if he leaves the band. In both cases the second roll stands.	Difficulty: Auto
6	**Foretold:** The Seer may foretell an enemies misfortune. A chosen enemy on the board must reroll every successful die roll for the remainder of the game including Serious Injury rolls between 41 and 56.	Difficulty 11

Halfling Special Skills

Quiet as a Mouse: The Halfling as adept at staying as quiet as a mouse whilst hiding. Enemy warriors must use half their initiative value in inches (rounded down) when trying to detect this hidden Halfling.

Crude Belch: Having eaten a meal or six, this Halfling may release a withering belch to distract his enemies. During the first round of hand to hand combat the Halfling can release his noxious fumes upon all enemies within base contact. All enemies affected must take a leadership test. If the leadership test is failed then the putrid odour has severely affected the warrior's fighting ability and he must miss his first attack (regardless of whether he has only one attack or not).

Skilled Huntsman: The Halfling has been hunting things ever since he was young (the more food he has, the better!) and has become well adapted to firing as silently and discreetly as possible. To represent this a Halfling may try and fire a ranged weapon and remain hidden. When shooting from hiding roll D6. On a 3+ the Halfling has managed to keep his actions inconspicuous to the eye of the enemy and may remain hidden that turn. Note this skill may not be combined with black powder weapons, they are just too noisy!

Layers of Fat: The Halfling has gained mountains of flab during his vast experience of eating fine foods and his thick bulk could swallow a sword whole! The Halfling always has a basic saving throw of 6 regardless of the enemy warrior's strength and on top of any armour he already wears.

Shifty: The Halfling has long-been skirting in the shadows, avoiding unwanted attention. So nimble is he that he may surprise even those who believe they've got them dead-to-rights. The Halfling gains a bonus attack when charged that strikes first.

Wily Thief: If the Halfling takes any enemy out of action and doesn't go out of action himself, the warband gains an extra piece of Wyrdstone (in addition to his Cutpurse piece. See Halfling thief)

Stealthy: The Halfling can hide even after running, and can run while within 8" of the enemy.

Hobgoblin Special Skills

Charge Stoppa: A hobgoblin with this skill can deliver a huge surprise to a charging opponent. When an opponent charges the hobgoblin he can immediately make a free attack with a missile weapon. If the hobgoblin's strike causes him an injury, the attacker is stopped halfway through his charge. For example, if the charge would have been 8", the hobgoblin's strike would stop the attacker at 4 inches. Unfortunately for the hobgoblin, if his assailant does succeed in his charge, the hobgoblin cannot use hand-to-hand combat weapons during that round. He can use his fist however.

Ded Shooty: Hobgoblins are famed masters of the bow, and their steady aim allows them to fire with uncanny accuracy while on the move. This skill allows a hobgoblin to ignore movement penalties when shooting. Hobgoblins riding giant wolves can use this skill as well, suffering no penalties to movement while firing from wolfback.

Ded Sneaky: These sneaky hobgoblins have been trained as scouts, sneaking up close to the enemy to deliver a deadly strike or observe the enemy positions for their leaders. A hobgoblin with this skill is placed after all other models have been placed. He can be placed anywhere on the table, as long as he's at least 12" from any opponent's models.

Backstabba: The hobgoblins are a tricky breed, and take advantage of any opportunity in combat. A hobgoblin with this skill can make a surprise attack on his opponent from a direction he isn't expecting. The attack is in addition to the hobgoblin's normal attacks, but cannot be parried.

Kislev Ranger Skills

Animal Call: If hidden, the Ranger may use animal calls to confound the enemies. Any enemy model that is within 18" of the Ranger and does not declare a charge in its movement phase must take a Leadership test (determine which models these are after charges are declared but before they are moved). Those that fail the Ranger may move in any direction she wishes instead of their normal move.

Herb Lore: The Ranger has learned basic herb lore to cure injuries. Any friendly model in base-to-base contact with her may have 1 wound restored on a roll of 4+ in the recovery phase. The ranger may also heal herself. If any healing is successful, the ranger may not move this turn, but may shoot as normal. The ranger may not heal if she is in close combat.

Lahmia Special Skills

By the Khemri guys http://grafixgibs.tripod.com/Khemri/index.htm

Swift: when moving the vampire may run but counts as having moved normally for all purposes.

Transfix: at the start of the combat phase, one enemy model in base contact must test against Leadership. If the test is failed, the model may not attack that turn and all attacks against it gain an additional +1 to hit. Ineffective against models immune to psychology.

Quickblood: the vampire's lightning reflexes give it an unmodifiable 6+ save against all wounds. This save is in addition to and taken before normal armour saves. Note that in the case of critical hits this save is taken before rolling to see if multiple wounds are taken. If the vampire acquires Dodge or Step Aside, those skills supercede this one and cannot be combined to produce a 4+ save. Hence, a vampire with Quickblood and Dodge has a 5+ save against missiles and 6+ against close combat.

Innocence Lost: the vampire's ability to appear virginal and innocent temporarily disarms her opponent. The vampire always attacks first in close combat. If an enemy model also has the ability to attack first, then decide in order of initiative. In case of equal initiative, the highest score on 1d6 goes first. This skill is ineffective against models immune to psychology.

Seduction: The vampire must test against Leadership at the start of the combat phase. If successful, one enemy model in base contact must also save against Leadership. If failed, the model is controlled by the vampire player. The model's original owner may attempt to regain control in each subsequent turn by testing again in his recovery phase. If the vampire chooses to attack the controlled model, control is lost immediately. If the model ends the game under vampire control, they count as out of action. A maximum of one model may be so controlled. Ineffective against models immune to psychology.

Night Creature: the vampire blends effortlessly into the background. Models wishing to charge, shoot or cast spells at the vampire must roll 4+ to do so, or choose another target. This skill is only effective if the vampire did not move in its previous movement phase.

Marks of Chaos

Mark of Chaos Undivided: For the Model bearing this mark may add +1 to his leadership tests, a 1 will always fail.
Mark of Khorne: For the Model bearing this mark are *Frenzy* and a have natural 5 +save against all magic. If taken by a magic user model, the model will lose the ability to cast spells.
Mark of Nurgle: For the Model bearing this mark may increase the toughness (T) and wounds (W) maximum by 1. All attacks are poisoned (as black lotus)
Mark of Slaanesh: For the Model bearing this mark all enemies must past a leadership test to charge. All the enemies' attacks suffer a -1 to hit in close combat.
Mark of Tzeentch: For the Model bearing this mark may have one spell from the Chaos Rituals or the Lesser Magic list (may cast spells while wearing armour). The model counts as a magic user.

Musicians Skills

By Steven (Grafix) Gibbs

Minstrel: The musician is a masterful taleteller and gains extra income for the warband. Add 2d6 gold to coffers between battles.
Fighting Songs: The musician has in his selection of songs many a fighting ballad. These ballads dispel fear. Any musician with this ability sings in battle emboldening the troops. Any friendly troop within 12" does not suffer from fear or all alone tests.
Charisma: A musician with this ability attracts others to the warband. He also is able to rally the troops when they might flee. You may add 1 warrior to your warband and may reroll any failed rout test. The second test stands.
Cacophony: The musician is able to create awful noises with his instrument or voice causing anyone within 6" to run in fear. (including those immune to psychology)
Lore: The musician knows the lore of the area and may +/- 1 from one die roll when searching.
Master of Lore: The musician knows the lore of the area very well and may add one die when searching. The musician may only gain this skill if he has Lore.

Mutations

Those who dwell in Mordheim soon develop horrible mutations, and the Cult of the Possessed seem to be especially susceptible. In addition, Mordheim attracts mutants from all over the Empire, who are always quick to join the Chaos covens. Most mutations are simply inconvenient or hideous, but some make their bearers extremely dangerous in combat.
Mutations may be bought for a Mutant or a Possessed warrior only when they are recruited; you may not buy new mutations for a model after recruitment. Any Mutant or Possessed may have one or more mutations. The first mutation is bought at the price indicated, but second and subsequent mutations bought for the same model cost double.
Daemon soul: A Daemon lives within the mutant's soul. This gives him a 4+ save against the effects of spells or prayers.
Cost: 20 gold crowns.
Great claw: One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.
Cost: 50 gold crowns.
Cloven hoofs: The warrior gains +1 Movement.
Cost: 40 gold crowns
Tentacle: One of the mutant's arms ends in a tentacle. He may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.
Cost: 35 gold crowns
Blackblood: If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.
Cost: 30 gold crowns
Spines: Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.
Cost: 35 gold crowns
Scorpion tail: The mutant has a long barbed tail with a venomed tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase. If the model hit by the tail is immune to poison, the Strength of the hit is reduced to 2.
Cost: 40 gold crowns
Extra arm: The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or a buckler in the extra arm. If a Possessed chooses to do this, he gains an extra attack but still cannot carry a weapon.
Cost: 40 gold crowns
Hideous: The mutant causes *fear*. See the Psychology section for details.
Cost: 40 gold crowns

Norse Special Skill

Shield Master: Norse warriors begin training with shields when they are still children. Some warriors become so skilled with these weapons that they can block almost any blow against them. When this hero is armed with a shield he may parry with it in addition to getting a 6+ save.

Berserk Charge: The Norse are very skilled with weapons that many other races see as primitive and savage. When this hero is armed with an axe or double handed weapon, he may re-roll all failed to hit rolls when he charges.

Crushing Blow: Norse warriors train in almost all of their spare time. They are expert fighters and learn to put all of their strength into very powerful attacks. No enemy may parry an attack made by this hero because it strikes with such power that it pushes right threw a buckler or sword.

Battle Tongue: Only a hero with the leader skill may gain this skill. It allows models within 12" of him use his leadership, rather than the normal 6".

Barbarian Courage: As Norse warriors strive to die bravely in battle, they learn to fear nothing and embrace hardship. This hero never needs to take all alone tests and may re-roll failed fear tests.

Orcs Special Skills

'ard ead: The warrior has a thick skull even for an Orc. He has a special 3+ save on a D6 to avoid being Stunned. If the save is made, treat a Stunned result as Knocked Down instead. If the Orc also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal helmet special rule).

Waaagh!: Orcs are aggressive creatures and some are experts at bulldozing charges. The warrior may add +D3" to his charge range.

'ere we go!: Orcs often charge even the most fearsome opponents. The model may ignore Fear and Terror tests when charging.

da cunnin' plan: Only the Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not Out Of Action.

well 'ard (Greenskin warband only)**:** The Orc has a thick, dark-green skin, possibly indicating Black Orc blood. Such is the toughness of the Orc that he may add +1 to any armour saves.

Proven Warrior (Black Orc Warband only)**:** This young warrior has proven himself worthy of his Black Orc heritage. This skill may only be taken by a Young'un with the Black Orc blood ability and 25 experience. Once he gains this skill, the model is now considered a full Black Orc Warrior (yet still retains the title of Young'un). He follows all the rules for Black Orcs and uses their equipment list and has access to the same skill lists as a Black Orc.

'eadbasher: Orcs have massive physical strength and some of them even learn to aim their blows at the heads of their opponents, with obvious results. Any Knocked Down results which the Orc causes in hand-to-hand count as Stunned results instead.

Ostlanders Special Skills

Bull Rush: This warrior is huge, even by Ostlander standards, and can use his massive girth to overpower his opponents. When he charges, this Hero may attempt to knock down his opponent rather than making his normal attacks. Roll to hit once with a +1 to hit modifier, though no 'to wound' roll is necessary. Instead, if the warrior hits with this attack, the opposing model is Knocked Down. (Models with the Bull Rush skill should have a suitably large beer-belly modeled out of putty whenever possible.)

Foul Odor: Ostlanders are one and all prodigious drinkers and none too hygienic! This warrior rises head and shoulders above the rest. After a lifetime of drinking, liquor has little effect on him any more... not that this stops him from consuming massive quantities! His unwashed clothes and sweat reek of alcohol and all living enemies (not Undead or Possessed) are at -1 to hit him in hand-to-hand combat. In addition, the warrior cannot carry any open flames (torch, lantern, etc.) and fire attacks made against him are resolved at +1 Strength as his beer soaked clothing burns readily.

Taunt: After years of baiting opponents into drunken brawls the Ostlander has learned some of most vile insults in the Empire. During the shooting phase the warrior may choose to taunt one enemy instead of shooting with a missile weapon or casting a spell. The warrior must be able to see the enemy and taunting follows all the LOS rules for shooting (you must taunt the nearest opponent, etc.). The player should insult the enemy model in some manner whenever possible (perhaps his hat looks like a strangled parrot or his mother was a Bretonnian.). The enemy then takes a Leadership test. If he passes, nothing happens but if he fails he must spend his next movement phase trying to get into close combat with the warrior who taunted him.

Animal Friendship: Having grown up amidst the animals of the forest this warrior exudes a certain charm to all 'normal' animals (i.e. warhorses, Warhounds, etc.). Animals will never attack him and up to two War dogs (see Mordheim book, page 54) that the warrior owns do not count against the maximum number of models in the Warband.

Blood Oath: The leader of an Ostlander Warband sometimes takes a Blood Oath never to leave any of his fallen 'family' members behind. Such is his determination to protect his fallen Blood-kin that it is extremely difficult to cause him to Rout from the field. Only a Warband's leader may have this skill, which allows him to re-roll a single Rout test once per game.

Pit Fighters Special Skills

Bulging Biceps: The Pit Fighter may ignore the entire 'heavy' weapons special rule penalty. The Strength bonus will now apply to all rounds in CC. So a Morning Star will give +1 Strength in all turns not only the first one.

Force of Will: When the Pit Fighter loses his last wound and is taken OOA, he must roll a D6 equal or under his Toughness, each following round he has to roll again on his toughness but then with a -1 modifier for each subsequent round. If he succeeds he gets up and may continue to fight, when he gets taken Out -of-Action a second time he'll be removed as normal.

Arms master: The Pit Fighter may now ignore all 'difficult to use' rules for all weapons, this enables him to combine certain types of weapons, he can combine a Morning Star with buckler, or even a Morning Star with a Morning Star.

Body Slam: Instead of making a normal charge the Pit Fighter may attempt to slam his opponent to the ground, he burrows his shoulder deep into his opponent's stomach. Instead of making his normal attacks the Pit fighter may make a single attack resolved as following: +1Str, +1 to Hit, no weapon bonuses or abilities. Critical hit on a 5+.

Grizzled Veteran: The Pit Fighter is used to fighting fearsome monsters and being cornered in the Pit when there's no escape. He has been close to death so many times that he has made his peace and the thought of Death no longer bothers him. The Pit Fighter is immune to all psychology.

Sewer Fighter Special Skills

By Christian Ellegaard

Agile: The Hero may run over wooden planks without having to take Initiative tests to see if he crashes through.

Brave Eye: The Hero's eyes rarely disappoint, and thus he may re-roll any initial Line of Sight rolls if he is not satisfied with the first result. However, he must accept the latter result regardless if it is worse than the first.

Control: The Hero has gotten used to the special conditions in the sewers, and he has understood to ignore things that would scare others to death. Therefore the Hero may use his standard Leadership without any penalties.

Nerves of steel: The Henchmen have gotten tougher, and more than slightly dripping water must cause them to run away. Thus a Henchman group with the Nerves of Steel skill may re-roll any failed Leadership rolls to see if they may move.

Night sight: After hours of wandering about in the darkness of the sewers, the Hero has developed a slight night sight. He may add +D6 to his initial Line of Sight.

Sure feet: The warriors have learned how to run over the rotten planks without crashing through. A warrior with the Sure Feet skill may re-roll a failed Initiative test when running over wooden planks.

Sisters of Sigmar Special Skills

Sign of Sigmar: The Sister is favoured by the great god Sigmar. Possessed or Undead opponents lose their first attack against the Priestess in the first round of hand-to-hand combat (down to a minimum of 1).

Protection of Sigmar: The Sister has been blessed by the High Matriarch. Any spell which would affect her is nullified on a D6 roll of 4+. Note that if the spell is nullified it will not affect any other models either.

Utter Determination: Only the Matriarch may have this skill, which allows her to re-roll any failed Rout tests.

Righteous Fury: The Sister feels cold fury and utter contempt towards any evil that pollutes the soil of the holy Empire with its presence. The model hates all Skaven, Undead or Possessed warbands and all models in them.

Absolute Faith: The Sister puts her faith in Sigmar, and faces dangers unflinchingly. She may re-roll any Fear tests and does not have to test if she is fighting alone against several opponents.

Shadow Warrior Special Skills

Infiltration: A Shadow Warrior with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

See in Shadows: The warrior's senses have become especially keen from years spent walking the shadows. As long as he has movement to reach them, the warrior may always roll to charge opponents he cannot see (instead of the normal 4").

Hide in Shadows: Over time Shadow Warriors have learned how to freeze in place and remain undetected, even from the heightened senses of their Dark Elf cousins. An enemy warrior attempting to detect this warrior when he is Hidden must halve his Initiative before measuring the distance.

Sniper: Long years of guerrilla warfare against the Dark Elves have taught Shadow Warriors how to strike from the shadows without being seen. If Hidden, a warrior with this skill may shoot or cast spells and still remain Hidden.

Powerful Build: The warrior is strongly built for an Elf, and is capable of feats of strength not often seen among the people of Ulthuan. A warrior with this skill may choose skills from the Strength skills table from now on. This skill may not be taken by Shadow Weavers. There may never be more than two Elves with this skill in the warband at any one time.

Master of Runes: The Shadow Weaver has learned to harness the power of the High Elven runes of power (see Elven Runestones, below) to a degree few mages attain. When using Elven Runestones, the mage is +1 to his dispel roll. In addition, the mage can inscribe the weapons and armour of one of his fellow warriors with Elven runes. One member of the Warband may re-roll a single failed armour save or Parry roll once per battle. After a single battle, the runes lose their glamour and must be redone. This skill may only be taken by Shadow Weavers.

Troll Slayer Special Skills

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

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

Berserker: The Slayer may add +1 to his close combat to hit rolls during the turn which he charges. (may not be used with Ferocious Charge).

Sweeping strike: The slayer may make get an extra attack for each enemy model in base contact, if he is engaged by more than 1 model, up to a total of ten attacks.

Tattoos of Grimnir: The Slayer is tattooed by one of the Priests of Grimnir the Brave, the God of Slayers. The model now has a 6+ ward save. You may take this skill again increased to 5+ and so on, up to 3+. (The Slayer is then covered in tattoos!).

Fated: The Slayer is destined not to die easily. You may re-roll any result on the Serious Injury table. The second result stands, even if it is worse than the first one.

Von Carstein Special Skills

Transfixing Glare: The Vampire is able to hypnotize a victim using his glowing red eyes, the victim will remain passive and wait for the Vampire to close. The Glare may be used on any living model in base contact that is not Immune to Psychology. The victim must pass a Leadership test on a 2D6 or be transfixed. A transfixed model may not attack in close combat and is treated as being Knocked Down for purpose of being attacked. Roll for the Glare at the start of the combat phase.

Mist Form: A Vampire's human form is only one of many and a few can transform into a thin mist in the recovery phase. While in this state the Vampire has a move of 2D6" per turn. He may not attack in close combat, shoot with a missile weapon or cast spells and he gains no protection from armour. All to hit rolls against the Vampire need a natural '6' to hit and all to wound rolls need a natural '6 '. Note that this may not be modified by any bonuses as it represents the protection of a non-physical form. The Vampire may reduce the injury roll by -2. If the Vampire is Knocked Down he immediately reverts to his physical form. The Vampire may change back to Vampire form in any subsequent recovery phase by choice.

Ratswarm Form: Some Vampires hold a sway over nature and they can transform into animals such as a wolf, a swarm of rats or a giant bat. A Vampire can change form in the recovery phase regardless of whether the Vampire is Knocked Down or Stunned but he suffers all penalties for standing up for example. The Vampire may change back to Vampire form at the start of any subsequent recovery phase.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ratswarm Form	6	3	0	3	3	*	*	4	*

While in Ratswarm form the Vampire may not use weapons and does not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon. The Vampire should be represented by a Ratswarm base but treat the Vampire as being the size of a single rat for moving through alleys or similar small spaces. The Vampire may move through small holes and gaps that would allow a single rat-sized creature to pass through and can thus move through walls as most have a small holes in them.

Bat Form: Many Vampires can transform into giant bats. A Vampire can change form in exactly the same manner as detailed above.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bat Form	8	3	0	3	2	*	*	1	*

Whilst in Bat form the Vampire may fly and ignores movement penalties, he cannot run as such but may move double distance and a charge move is also doubled. The Vampire may not use weapons and does not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon.

Wolf Form: Many Vampires can transform into Giant Wolves. A Vampire can change form in exactly the same manner as described above.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf Form	9	4	0	4	3	*	*	2	*

Whilst in Wolf form the Vampire may not use weapons and does not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon.

Note: In Ratswarm, Bat or Wolf Form for the * Use the same characteristics as the Vampire

Wardancer Skill List

Aerial Fury: Instead of making a normal charge the Wardancer may use the Aerial Fury skill. If the Wardancer passes an initiative test he may jump into combat with the same effects as a diving charge. This attack can be made from ground level and does not have to be made from a higher position as per normal diving charge as the Wardancer simply leap up and brings death to his foes from above.

Blade Master: The Wardancer is a master of the dance and his skill with his twin blades is legendary. This allows the Wardancer to use his second blade to re-roll his parry attempt in the same way as a buckler though still gaining a +1 attack bonus.

I Shall Fight: Who I Please - With this ability the Wardancer may charge any enemy within range and line of sight regardless of models intercepting. Opponent's clumsy attempts to intercept the Wardancer are easily dodged or even leapt over.

Ritual Trance: The Warrior puts himself into a ritual chance before the battle begins. The warrior is utterly fearless and has an undying lust for combat. The warrior is immune to all psychology.

Wood Elf Special Skills

Luck. The Wood Elf is blessed by Lileath, the Elven goddess of luck. Once per game he may re-roll any dice roll he makes (but not one made by other members of the warband).

Unerring Accuracy: The warrior is a deadly archer and is famous for his uncanny skill to target eye-sockets or other vulnerable parts of his enemies body. When the Wood Elf uses a bow (of any kind) he or she causes a Critical Hit on the roll of 5+, instead of a 6 (but not if the roll To Wound is exactly 5+, just as with a normal Critical Hit though on 6+).

Fey protection: The flow of the forest of Athel Loren is a bit stronger in this warrior and offer a degree of protection against the winds of magic. The Elven warrior receives a Save of 4+ against the effect of any magic that affects him or her.

Fey Quickness: Few mortal beings can ever hope it match an Elf´s quickness and agility. An Elven warrior with this skill can avoid hand-to-hand combat or missile attacks on a roll of 6. If the warrior also has the *Step Aside* or *Dodge* skill this will increase the special save to 4+ in the relevant area (IE a warrior with Step Aside avoids hand-to-hand combat attacks on 4+ and missile attacks on 6+).

Seeker: Being an expert Tracker, the Wood Elf is able to spot even hidden treasures. He may modify the result of one exploration die by +/- 1. Only one Wood Elf Hero may possess this skill!

Powerful Built: The warrior is strongly built for an Wood Elf, and is capable of feats of strength not often seen among the Wood Elf. A warrior with this skill may choose skills from the Strength skill table from now on, in addition to his other skill tables. There may bever be more than two Wood Elf with this skill in the warband at any one time.

Infiltration: A Wood Elf with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" from any enemy model. The Scout may set up *hidden* if you wish. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Asrai Archery: The Wood Elf dose not suffer -1 penalty for moving and shooting

Sniper: Centuries of stalking the intruders of Athel Loren has taught the Wood Elf to strike from cover without being seen. If *Hidden* a Wood Elf with this skill may shoot or cast spells and still remain *Hidden.*

One with the Target: The Wood Elf has trained himself to enter a trance like state when firing a bow. If he does not move in the movement phase he may automatically hit one target within range with a single shot.

Set Traps: Wood Elves are expert trappers and hunters and these skills can be put to great use in the ruins of Mordheim. A Wood Elf may set a trap if he spends a turn doing nothing else (he may not set traps if he's just recovered from being *Knocked Down*). Place a marker in base contact with the Wood Elf. When a model, friend or foe, moves within 2" of the marker he risks setting of the trap – roll a D6. On a score of 3+ he has triggered the trap and suffers a S4 hit (note that the Wood Elf won't trigger his own traps). If the trap did not wound the model or it didn't trigger, the "victim" may finish his move otherwise he is placed *Knocked Down* or *Stunned* 2" from the marker. Regardless whether the trap was triggered or not, the marker is removed.

Hide in Shadow: enemy attempting to detect a Wood Elf with this skill must halve his inniative

Hunters Eye - The Wood Elf's keen eyesight and mastery of the bow allow him to pinpoint weak points on opponents body when shooting conferring a +1 mod. On injury rolls after a successful wound caused by shooting.

Starting the game

Pre-battle sequence

Although you can simply decide with your opponent which scenario you want to play, most players prefer to generate their scenarios randomly. To do this, work your way through the following sequence before the battle.

1 The player with the lowest warband rating rolls on the Scenario table to determine which scenario is played. In the scenarios where there is an attacker and a defender, the same player may choose which he is.

2 Roll for warriors with old battle wounds to see whether they can take part or not.

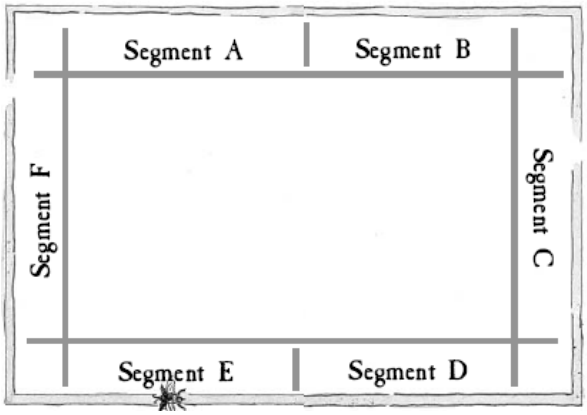
3 Set up the terrain and warbands according to the rules for the scenario you are playing. The more buildings the better, so you should place all the terrain you have.

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.



When it is his turn to set up his warband, each player must choose one segment of table edge (see the diagram above 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.

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.

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.

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!

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

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

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

To form an alliance, a player must declare that he is doing so at the start of his turn. He must declare (to all players) which

warband(s) he wants to ally with and if they agree, the alliance is formed. There is no limit to the number of warbands a player can ally with. The following special rules apply to a warband and its allies:

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

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

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

Creating a Scenario Table

To create a Scenario table, firstly each players will choose a Scenario they wish to play then roll 2D6 for it place on the Table (This can be used for both Two Player or Multiplayer games) repeat this until all the spaces are filled. If the Place Roll is already fill, then +1/-1 the result, if that does not work then re-roll.

Scenario table

2D6	Result
2	The player with the lower warband rating may choose which scenario is played.
3	Play Scenario: 6
4	Play Scenario: 9
5	Play Scenario: 4
6	Play Scenario: 2 or 11
7	Play Scenario: 7
8	Play Scenario: 3 or 12
9	Play Scenario: 10
10	Play Scenario: 5
11	Play Scenario: 8
12	The player with the lowest warband rating may choose which scenario is played.

Two Player Scenarios

Scenario: Defend the find

Often a warband finds a building with a hoard of wyrdstone or other treasure inside, only to be challenged by a rival warband. This usually leads to conflict as it is unlikely that either side will be willing to give up the wealth easily.

Terrain

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

Warbands

The warband with the lowest number of warriors in it is automatically the defender. If both sides are equal, roll to decide.

The defender is deployed first inside or within 6" of the objective building. The attacking warband is deployed within 6" of any table edge. Note that you can split the warband to enter from different edges if you wish.

Starting the game

The attacker has the first turn.

Ending the game

If at the end of the defender's turn the attacker has more standing models within 6" of the objective than the defender, the attacker wins. Alternatively, when one of the warbands fails its Rout test the game ends.

Experience

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

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

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

Wyrdstone

One shard of wyrdstone for each Hero of either warband who is inside the objective building at the end of the game (up to a maximum of three shards per warband).

Scenario: Skirmish

In the vastness of the Mordheim ruins there is always the risk of running into a rival warband. While two groups sometimes pass each other without a fight, more often than not there is a vicious battle amongst the ruins. If a warband can drive their rivals away, they will have a larger area in which to search for wyrdstone.

Terrain

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

Warbands

Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge.

Starting the game

Both players roll a D6. The higher scoring player takes the first turn.

Ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

Experience

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

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

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

Scenario: Wyrdstone hunt

Scattered in the ruins of Mordheim are innumerable tiny shards of priceless wyrdstone. It often happens that two warbands come upon the same area and only a battle can determine who will pick the spoils.

In this scenario, warbands encounter each other while scavenging in the same ruined warehouse, vault, temple or other such potentially rich building.

Terrain

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

Special rules

Once you have placed the terrain, put some Wyrdstone counters on the tabletop to represent where the shards are. There will be D3+1 counters in total.

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. The counters must be placed more than 10" from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from, so it is a good idea to put counters towards the middle of the table. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of 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 on the table where he fell.

Warbands

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of the table edge of his choice. His opponent then sets up within 8" of the opposite edge.

Starting the game

Both players roll a D6. The highest scoring player takes the first turn.

Ending the game

He game ends when one warband fails its Rout test. The routers automatically lose.

Experience

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

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

+1 per 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 each 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: Breakthrough

When news of a huge deposit of wyrdstone starts circulating, warbands will mount expeditions to unearth the wealth. However, their rivals often try to block them, eager to claim all the wyrdstone for themselves.

Terrain

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

Warbands

Each player rolls a dice. Whoever scores higher decides which table edge the attacker sets up on.

The attacker sets up first, within 8" of his table edge. The defender sets up anywhere on the table as long as all his warriors are at least 14" away from any attacker.

Starting the game

The attacker has the first turn.

Ending the game

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses.

If the attacker manages to move two or more standing warriors to within 2" of the defender's table edge, they have broken through and he wins the game.

Experience

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

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

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

+1 Breaking Through. Any warrior earns +1 Experience for breaking through enemy lines. If the warrior is a Henchman, then the whole group gains +1 Experience.

Scenario: Street fight

Often two warbands will come face to face with each other in the narrow streets of Mordheim. Sometimes they pass each other without incident but more often the meeting ends in bloodshed.

Terrain

Set up all the buildings into a single street, with no gaps along the sides. Behind the buildings are impassable ruins, although the buildings themselves are still accessible. The only way out is along the street. The street may be as winding as you like and should not be too narrow to fight in, but can have narrow bottlenecks at some points. We suggest that the terrain is set up within an area roughly 4' x 4'.

Set-up

Both players roll a D6 to see who sets up first. Whoever rolls highest chooses whether to deploy first or second. The warbands are deployed within 6" of opposite ends of the street.

Special rules

Neither warband can backtrack down the street to leave the battlefield via their own edge.

Starting the game

Roll a D6 to see who has the first turn.

Ending the game

When one of the warbands manages to move all its remaining warriors out of the street via the opposing edge, the game ends and that player is victorious.

Alternatively a warband which fails a Rout test loses the game.

Experience

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

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

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

+1 Escaping. The first Hero from either side (not both!) who exits via the opposing table edge gains +1 Experience.

Scenario: Chance encounter

Both warbands have completed their daily search of the ruins and are on their way back to their encampment when they run into each other. Neither side was expecting a fight, and the warband that reacts the quickest has the advantage.

Terrain

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

Set-up

1. Each player rolls a D6. The player with the higher score can choose to deploy first or second.

2. The first player to deploy sets up his entire warband in one quarter of the table. The quarter of the table which the first warband deploy in is nominated as deployment zone A.

3. The second warband can then be set up in the opposite quarter of the table. The quarter of the table which the second warband deploy in is nominated as deployment zone B, but no model may be set up within 14" of any enemy model.

Starting the game

Each player rolls a D6 and adds the normal Initiative of their leader. The player with the higher score goes first.

Special rules

Each warband is carrying D3 shards of wyrdstone at the beginning of the battle. Mark down the number each warband has.

Ending the game

The battle ends when one warband fails a Rout test. The routing warband loses.

Experience

+1 Survives. If a Hero or a Henchman group survives the battle then 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*.

Wyrdstone

Both warbands gain all the wyrdstone they were carrying at the beginning of the battle, minus the number of their own Heroes that were taken *out of action* during the game, down to a minimum of zero. In addition, they gain one extra shard of wyrdstone for each enemy Hero they take *out of action*, up to the maximum number of shards the opposing warband was carrying at the beginning of the battle.

Scenario: Hidden treasure

There is a rumour that one of the ruined buildings has a concealed cellar with a treasure chest hidden in it. Two rival warbands have heard about the cellar and are now searching the area. Who knows what they will find?

Terrain

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

Set-up

Both players roll a D6 and whoever rolls highest chooses which warband sets up first. This warband is deployed within 8" of any table edge the player chooses. His opponent sets up within 8" of the opposite side.

Special rules

All the warriors (not animals!) in each warband know roughly what they are looking for and must inspect the buildings to find the treasure. Each time a warrior enters a building which has not been previously searched by either side roll 2D6. On a score of 12, he has found the treasure. Buildings in the deployment zones are not searched (since they have already been thoroughly ransacked) and each building may only be searched once.

If you have not scored 12 with any roll when there is only one building left to search, the treasure will automatically be found there. After finding the treasure chest, the warrior must then take it to safety via his own table edge. Carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You may use the treasure chest model to represent the chest. If the carrier is put *out of action*, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it.

Whoever recovers the chest may roll on the following chart after the game to see what the chest contains. Note that you roll for each item separately, apart from the gold crowns, which are always automatically found. For example, roll to see if you find any wyrdstone – you need a 5+ to find it. Then roll to see if you find the armour, and so on. This can make the chest a very valuable acquisition – however, it could also mean that your warband has risked death for only three gold crowns!

ITEMS	D6 ROLL REQUIRED
3D6 GC	Automatic
D3 pieces of wyrdstone	5+
Suit of light armour	4+
Sword	3+
D3 gems worth 10 GC each	5+

Starting the game

Roll a D6. The player rolling highest has the first turn.

Ending the game

When one warband gets the treasure to safety, or a warband fails a Rout test, the game ends. The victorious warband then gains the treasure chest.

Experience

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

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

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

+2 For Finding the Chest. If a Hero finds the treasure chest he earns +2 Experience.

Scenario: Occupy

This scenario takes place in a part of Mordheim where the buildings are bursting with shards of wyrdstone and other wealth. Taking and holding these buildings means that your warband gains rich pickings. Unfortunately, your opponent has the same idea.

Terrain

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

Warbands

Each player rolls a D6. The player with the highest score decides which warband sets up first. The first player chooses the table edge he wants to set up on, and places all his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge.

Starting the game

Both players roll a D6. The player with the higher score takes the first turn.

Special rules

The objective is to capture D3+2 of the buildings on the tabletop. Mark these buildings, starting with the one closest to the centre of the table, working your way outwards to the next nearest building. A building is occupied if at least one of your standing models is inside and no enemy models are inside the building.

Ending the game

There is no need to take any Rout tests – as the game lasts for a maximum of eight turns. If one warband voluntarily routs, the game ends and the winning warband is considered to occupy all of the buildings on the table.

Experience

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

+1 Winning Leader. The leader of the warband who controls the highest number of buildings at the end of the battle gains +1 Experience.

If both sides occupy the same number of buildings, then the battle is considered to be a draw and neither leader gains this bonus.

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

Scenario: Surprise attack

One warband is out searching the ruins of Mordheim for loot when it is attacked by an enemy warband. The defenders are spread thinly and must muster a defence quickly to drive off their attackers.

Terrain

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

Set-up

1. The defending player rolls a D6 for each Hero and Henchman group in his warband, in any order he chooses. On a 1-3, they are elsewhere in the ruins and turn up later as reinforcements. On a 4-6 they are deployed at the start of the game.

Note that at least one Hero or Henchmen group will be present at the start. If all roll 1-3, the last Hero or Henchmen group will automatically be deployed at the start of the battle.

2. The defender deploys his available Heroes and Henchmen on the table. No model may be closer than 8" to another model, as the warband is spread out wide to search the ruins. No model may be deployed closer than 8" to a table edge.

3. The attacker deploys his whole warband within 8" of a random table edge, as shown below. He may choose which edge to nominate as '1' before rolling to see where he deploys.

Starting the game

The attacker always gets the first turn.

Special rules

The defender, at the start of his second and subsequent turns, may roll a D6 for each of his Henchmen groups or Heroes not yet on the table. On a 4+ they move on in the movement phase from a random table edge, roll a D6 (Starting at the table edge to nominate as '1' and going clockwise for edges 2, 3 & 4. On a roll of a 5 the defending player may freely choose which edge they will deploy from, but on a roll of a 6 the attacking player may choose which edge they will deploy from) All reinforcements for that turn arrive from the same edge and may charge on the turn in which they arrive.

Ending the game

The game ends when one warband fails a Rout test. The routing warband loses.

Experience

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

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

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

Scenario: The Rescue

By Pete Rejowski

There are times when your most experienced Heroes are slain, and you mourn them greatly; however, it is often worse for them to be captured by the enemy, as not only will it be likely that you cannot get them back, but your enemy will also greatly profit from it. As the basic number of scenarios in the Mordheim rulebook does not include a Rescue mission, negotiations are the only way to go, and, to put it simply, there are too many reasons for negotiations to fail (the leader wants to sacrifice the Hero and gain experience, too much money to pay for the equipment, the player doesn't ever want to fight that Hero again, etc). This scenario addresses that flaw and allows a warband to attempt to regain their lost companion.

If such a situation arises, the warband that had a Hero captured may opt to play the next scenario as a Rescue Mission; this cannot be superseded by anything, nor can the warband who captured the Hero deny the Rescue Mission. But if the mission is failed, the attacking warband cannot play another Rescue Mission immediately after, even if the option to choose the scenario comes up in the game after (or even if he had a different Hero captured!). A warband with the Mordheim map that allows it to "automatically choose the next scenario" may instead choose the scenario played after the Rescue Mission (that is, an attempted rescue does not ruin the potential gain of the Mordheim map for either player).

Notes: This scenario plays like a combination of Defend the Find and Surprise Attack combined with the Rescue Mission from Necromunda. It borrows certain elements from the Necromunda scenario (namely the movement of the sentries, as seen below), but plays out a bit differently due to the altered spotting rules and the lack of loud firearms. Those who have access to the Necromunda version can easily draw comparisons between the two, but a few things have changed to keep it more in line with standard Mordheim scenarios.

Terrain

Each player takes a turn to place a piece of terrain, either a ruined building, tower, or other similar item. It is suggested that the terrain is set up within an area roughly 4' x 4'. The first building should be placed in the centre of the table, as the objective of the scenario (the captured Hero and his gear) will be placed within.

Set-up

The prisoner and his gear are set up in the central building as described above. The prisoner may not act until he is freed. The defender is not allowed to attack or "execute" his prisoner, but must attempt to drive off the rescuers. Once the captive is freed, however, he is fair game.

A prisoner is free to move and fight once cut free by a friendly fighter. The friend moves into base contact with him and spends the rest of the turn cutting him free; he may not shoot, cast spells, and fight in hand-to-hand or anything else at all. Once freed, the prisoner may move and attack normally. Note that the captive has no weapons or other equipment until he reclaims his own (or if the friendly fighter gives him something).

The attacking warband can reclaim the captive's gear by moving into base contact with the chest. As above, it takes an entire turn to open the chest. If the model who opens the chest later comes in contact with the prisoner, he may give him all of his old gear; however, the prisoner may not put on any armour, as a quick escape is desired (he may use a shield as normal).

Warbands

The warband that captured the Hero is automatically the defender, and sets up his warband as follows:

1) The defending player rolls a D6 for each Hero and Henchman group in his warband in any order that he chooses. On a 1-3, they are elsewhere (patrolling a wider perimeter), and may turn up if the alarm is sounded (as detailed below). On a 4-6 they are deployed at the start of the game. Note that at least one Hero or Henchmen group will be present at the start. If all roll 1-3, the last Hero or Henchmen group will automatically be deployed at the start of the battle.

2) The defender deploys his available troops on the table. No model may be closer than 6" to another model, as the warband is spread out to keep a careful lookout. No model may be deployed closer than 8" to a table edge. The defender also places the captured model anywhere in the center building, and also places a treasure chest (representing his gear) in the same building. Note that the defender cannot use any special set-up rules, such as Infiltration.

3) The attacker deploys his whole warband within 8" of a random table edge, as shown in the diagram for the Surprise Attack scenario. He may choose which edge to nominate as "1" before rolling to see where he deploys. The attacker can use special set-up rules (such as Infiltration) as normal. However, the attacker cannot use any mounted figures in this battle, as they are far too noisy; the mounts will be left at their encampment.

Starting the game

The attacker always gets the first turn.

Special rules

Sentries: Until the alarm is sounded (see below), the defender's models are moving about in a somewhat random pattern, keeping a look out. Each sentry moves d6-3 inches per turn; roll separately for each model. If the distance is negative, then the attacking player is allowed to move that model. After moving each sentry, roll the Scatter dice and turn the model to face the direction indicated. Models with Stupidity move like this until the alarm is sounded (effectively ignoring their Stupidity for now).

Sounding the alarm: Until the alarm is sounded, sentries move as described above. In addition, their Weapon Skill is halved (rounding fractions up), and they may not shoot or cast spells. After the alarm is sounded, the sentries may move and attack freely. In addition, the defender may be able to bring on reinforcements as described below. The alarm can be sounded in a number of ways:

Spotting: Roll 2d6 at the end of the defender's turn; this, plus an individual model's detection range (the range used to detect Hidden models; usually their Initiative value), is the distance at which a model can try to spot the enemy. They must be within the front 90° arc of the model. This represents that the swirling fog and lingering smoke that fills Mordheim is somewhat distracting when an enemy does not clearly present itself; as well, it shows that the attacker is attempting to move more stealthily than normal.

Attackers in the open will be spotted on a d6 roll of 2+.

Attackers in cover will be spotted on a d6 roll of 4+.

Attackers out of sight of a sentry and not in their frontal arc, but within the detection range of the sentry will be "spotted" (more like heard) on a roll of 6.
Sentries will spot any attacker within their detection range and their front arc on a 4+, whether the attacker is visible or not; if such an attacker is visible at all (including if in cover), this chance increases to a 2+.
Raiders are also spotted if they move within sight of a sentry during their own turn. The spotting range is as rolled in the defender's turn, and the same dice rolls are required. Remember, sentries can only see within their frontal arc until the alarm is sounded.
If a sentry spots a raider, he sounds the alarm. However, he can only give the alarm if he survives the attacker's turn. If he is taken Out of Action, then he cannot sound the alarm.
Shooting: If an attacker shoots a black powder weapon, roll d6 and add the weapon's Strength to the score. If the result is over 8, the alarm is sounded. Note that firing a black powder weapon can sound the alarm even if there are no sentries left.
Fighting: A sentry who is attacked in hand-to-hand combat will sound the alarm if he survives the turn (even if Knocked Down or Stunned). Remember that the sentry's Weapon skill is halved until the alarm is sounded. If the raider shoots a black powder weapon in hand-to-hand, then you must roll as described above to see whether the shots sound the alarm even if the enemy is killed.
In addition, the noise of fighting may cause the alarm to be sounded even if the sentry doesn't survive to do so himself. The attacker rolls a d6; if the score is not more than the number of attackers fighting in the hand-to-hand combat, then the noise of the scuffle has been noticed and the alarm is sounded. For example, if three attackers slaughter a single sentry, then you must roll 4 or more on the d6 for this to go unnoticed.

Reinforcements

Once the alarm has been sounded, the defender may attempt to bring on the rest of his warband. For each Hero or Henchmen group not on the table, roll a d6, and on a 4+, they move on in the movement phase from a random table edge as shown in the diagram for Surprise Attack. All reinforcements for that turn arrive from the same edge and may charge on the turn in which they arrive.

Ending the game

The game ends if the captive is freed and makes his escape by moving off any table edge. The game also ends if all the attackers are taken Out of Action. Due to the high tension and stress of the situation, neither warband is forced to take Rout Tests until they have lost half of their warband (instead of the usual 25%).

Experience

+1 Survives. If a Hero or a Henchmen group survives the battle they gain +1 Experience.
+1 per enemy Out of Action. A hero earns +1 Experience for each enemy he puts Out of Action.
+1 Escapes. The captured model gains +1 Experience if he successfully exits the board.
+1 Winning Leader (Attacker). The leader of the attacking warband gains +1 Experience if victorious.
+2 Winning Leader (Defender). The leader of the defending warband gains +2 Experience if victorious.

Finial Notes

Note that even if a Rescue Mission is failed, the attacker can still attempt to negotiate for the release of his Hero. However, given the fact that he just attacked the rival warband, this will undoubtedly drive up the price! Of course, it is quite possible that the attacker could have Captured one of the defender's models, making a trade viable; also, the attacker will likely have a bit more money to offer, as he gets a second game worth of exploration (assuming any of his Heroes survived).

Scenario: Stake-Out

By Gavin Thorpe

While leading his men on a territory-claiming mission, the warband's Leader becomes the target of an assassination attempt by a band of stealthy attackers.

Terrain

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

Set-up

Firstly the defender sets up his warband in his deployment zone, His leader must be the furthest model away from any table edge. He must be at least 12" away from any table edge. After the defender has setup, the attacker will sets up his warband anywhere on the table, except that a model cannot be set-up within its charge reach of an enemy.

Starting the game

The scenario attacker goes first.

Special rules

1. The scenario defenders are taken completely by surprise. At the start of the defenders' first turn, each model must pass an Initiative test or do nothing for the first turn.
2. Defending models can escape by moving off any table edge, but they may not return.

Ending the Game: The game ends when one side fails its Rout Test, the defending leader is killed or manages to escape from the table. If the defending leader is killed, the scenario attackers win. If he escapes, the scenario defenders win. The winners gain +1 shard of wyrdstone.

Experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.
+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.
+1 Target Survived. If the defender's leader escapes he earns +1 Experience (as well as +1 for "winning leader").
+1 Target Stopped. Whoever puts the defender's leader Out of Action will earns +1 Experience (if by a Henchman then entire group benefit).

Scenario: Race to the Stash

By Jace Proctor

In the aftermath of the comet's fall, Mordheim has become a labyrinth of ruined buildings, decaying streets, abandoned catacombs, and treacherous alleyways. Some even say that the city itself is alive, and has the power to reorder its chaotic innards in order to confuse or destroy the imposing warbands who plunder the city for precious wyrdstone. It is not uncommon for a warband to find a safe haven or a stash of treasure only to find it completely vanished the next day, replaced by a completely different structure. It is for this reason that warbands will often assail a place of worth as quickly as possible, to ensure that they can plunder its riches before it is never seen again. Sometimes two or more warbands will hear of the same location at the same time, and in these situations a deadly race can ensue through the streets of Mordheim, with the victor claiming lordship over the area and defending it from any attackers.

Through your network of informants and spies, you have learned of a large stash of treasure deep within the city's rich quarter, which once housed the affluent and often corrupt upper class of citizens. According to your informant, this find has only just been discovered, and the riches are ripe for the taking! Finds like this are rare, but a find in the rich quarter is almost unheard of, as this area of the city is trafficked often by the warbands seeking wyrdstone and riches. Immediately gathering your warriors and gear, you quickly embark towards the location of the rumoured find. As you quietly make your way across the remaining bridge and through the streets of Mordheim, you catch sight of an opposing warband who is travelling in the same direction as you. A row of ruined, but still standing buildings separate you from your rivals, who have also spotted you. The both of you quicken your pace, and suddenly you hear the crack of a crossbow bolt whizzing through the air and striking a wall behind you. Your warband returns fire in kind, still racing through the mottled, uneven streets of the former rich quarter. Through the gaps in the buildings you exchange shots, speeding through the twists and turns of the city, approaching the stash of treasure at breakneck speed. Whoever is to reach the horde first will have a marked advantage, as they will be able to take covered positions and defend the find against the attackers.

This Scenario can be used for both Two Player and Multiplayer Games.

Terrain

Set up the terrain so that there are two lanes or streets, one for each warband, with both lanes eventually leading to a building or other structure that represents the treasure horde. The lanes should be segregated by a row of buildings or other such terrain that is impassable on foot, but can be shot through. These lanes should be as similar as possible with respect to length and distance from the goal, but do not have to be perfectly straight or symmetrical. A slightly longer table or playing area than normal is recommended for this scenario; something roughly 5' x 2' or larger would do nicely.

Set-up

Roll a D6 for each player. The player with the highest score can choose which lane he or she wants to set up in. The opposing player must set up in the other lane. All models must be deployed within 6" of the closest table edge and inside the lanes. Because the warbands are racing toward the goal as fast as possible, no models may be deployed on high ground at the start of the game.

Starting the game

Each player rolls a D6 and adds the normal Initiative value of their leader. The player with the highest total result goes first.

Special rules

Breakneck Speed: The warbands in this scenario are navigating their way through the city as fast as possible, and will not stop until they can see the horde of treasure they are searching for. All models in this scenario must run the maximum distance allowed every turn until they are within line of sight of the goal, at which point they will slow down. However the warbands are aware of their competition, and will occasionally shoot toward each other in a desperate attempt to slow the other band down. Because of this, models armed with a shooting weapon may shoot while running, with a -1 "to hit" penalty conferred for doing so. This penalty is added to any other penalties as normal, such as over half distance or being behind cover. This penalty will also replace any "move or shoot" rules that a weapon would normally be subject to: for example, a model armed with a handgun may shoot his handgun while moving during this scenario, but will suffer a -1 to hit for doing so. Reloading rules apply as normal.

If a model moving at breakneck speed is brought into base-to-base contact with another model, the model will not count as charging for purposes of striking first, or gain +1 attack; the combat will be played out normally using initiative value. This is to represent the model's reckless speed, which is not the same as a well-planned charge into combat, which would allow them to strike first and gain +1 attack.

Models are considered to be moving at breakneck speed only while they are approaching the goal. Once they have line of sight to the goal they will not be compelled to move as quickly or fire as recklessly, and as such the rules for movement, shooting, etc. will return to normal on their next turn.

Ending the game

The battle ends when one warband fails a Rout test.

Experience

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

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

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

+1 Race Winners. All heroes in the warband that reaches the stash of treasure first gain +1 Experience

Rewards

The winning warband may plunder the treasure horde after the battle, keeping anything it finds. Roll a D6 for each item on the following table, with the exception of the gold crowns, which the warband always finds.

D6	Result
1	4D6 + 10 gold crowns.
2	A plain brown chest containing D3 helmets.
3	A small, unmarked, black chest containing D3 vials of poison. You may choose whichever poison you wish, and may choose more than one type of poison. Each vial is enough for one application.
4	A worn, well-traveled wooden shipping crate filled with weapons from far off lands. Roll a D3. On a roll of 1, you have found a dwarf axe. On a roll of 2, you have found a Hochland long rifle. On a roll of 3, you have found an elf bow. Note that you may need the weapons training skill to use these weapons, but you may sell them for the normal price (half their retail value).
5	A gallantly decorated military crate, locked and branded with the royal seal of Bretonnia. Inside you find a knight's lance, and on a roll of 5+, a suit of gromril armor.
6	An ornately carved and decorated armoire, inside which hangs a randomly generated magical artifact. Roll on the magical artefact's table, re-rolling for any artifacts that have already been discovered during this campaign.

Scenario: Camp Assault

By Ben Brissenden

After a successful day's hunting, one Warband returns to their camp on the outside of Mordheim to revel in the spoils of their victories - and drink themselves senseless. However, another, less-successful Warband has followed them, and when the moon is hidden and the fires dying, they make their move to distribute the wealth more equally…

Terrain

The set-up should consist of a few ruined buildings representing the outskirts of Mordheim. The camp, consisting of perhaps more ruins, tents and importantly 2-3 campfires, should be set up around 24" away from the ruins. The ground between Mordheim and the camp should be littered with ample cover, such as broken carts, rubble, and long-dead trees.

Warbands

Each player rolls a dice. The highest scorer can choose between being the attackers or the – I'll call them defenders, since 'Campers' doesn't quite seem right. The defenders must split their Warband into two halves.

Special rules

Half of the Warband, including the leader, sit round the fires in the camp eating/drinking/kicking the gobbos/re-animating the zombies/whatever it is your Warband does in its free time. Importantly, there are 6 Wyrdstone counters in possession of the attackers. Each counter must be assigned to a model, who is carrying it. If there are not enough models to carry the counters, then spare Wyrdstone is left by the campfires, and can be collected by anyone when the alarm is raised. The other half are stationed as guards (who got the short straw!) around the camp, at least 8" away from their drunken companions, and at least 5" away from another guard. At the start of the game, only the guards in the defender's Warband can move, and cannot stray more than 10" from the campfires. As soon as one of the attackers moves within 8" of a guard, make an initiative test for the guard. If passed, he spots the attackers, shouting a warning and rousing his comrades – the rest of the defenders can now act. If failed, he simply shakes his head, probably thinking something along the lines of, "I knew I shouldn't have drunk the wine when eating that cheese", and must test again next turn (providing the attacker is still within 8").

The attackers are aiming to steal as many shards of Wyrdstone as possible! Each time an attacker takes a defender out of action who is carrying a Wyrdstone counter, the attacker collects the counter. However, the attacker must then get to the outskirts of Mordheim (where a hidden chest/helper is waiting). There s/he will deposit the Wyrdstone, and can head back into the fray!

Starting the game

The attackers have the first turn.

Ending the game

The game ends when either:

a) The attackers have been routed.

b) The attackers have stolen at least 4 Wyrdstone shards and got them back to the outskirts of Mordheim.

Experience

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

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

+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: Happy Harpy Hunting Grounds

By Chris

The ruined buildings of Mordheim are home to many strange and fantastical creatures, a number of which are the subjects of rumours about hidden riches. Occasionally warbands will attempt to discover whether these rumours are true. Most of the time these adventurers are never seen again, but often enough they return laden with treasures; often enough, that is, to convince the rest that it's worth a try…

A group of three Harpies have nested in one of the tall buildings in the edge of the ruined city, and their scavenging and attacks on unfortunate warbands has ensured a sizeable stash of valuables. In fact, the Harpies have been nesting on some rather sizeable shards of wyrdstone closely resembling eggs of a sort. Partially due to their maternal instinct and probably due to the corrupting influence of the wyrdstone the Harpies have grown extremely protective of their nest and will guard it to the death if need be.

Terrain

Start by set one of the taller building (6" or taller) in the centre of the playing area (The top of this is where the Harpies have built their nest), then each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. Ladders may be placed in nearby buildings, but none in the building occupied by the Harpies.

Set-up

The scenario is for two warbands and a third player whom would control the three Harpies.

Special rules

Will not rout: The Harpies have mistaken the wyrdstone in their nest for Harpy eggs and will fight to the death to protect them.

Warbands

Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge. If more warbands are used then uses the Players use the normal warband setup rules (see 'Setting up the warbands') also the amount of harpies will increase by D3 per warband.

Starting the game

The Harpies go first before any of the warbands.

Ending the game

A warband wins if all three Harpies have been taken out of action and the other warband has routed, or the Harpies win if both of the warbands rout before the Harpies have all been taken out of action.

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.

Wyrdstone

Roll a D3 to determine how many wyrdstone shards are included. The nest is also full of various items. The winning warband may roll on the chart provided to determine what is contained in the nest.

Harpy Nest Contents

Besides the wyrdstone the following items may be in the Harpy nest. Roll 1D6 per line. On the number shown, or better, the item is present.

D6	Item
5+	2D6gc
3+	Jewelled dagger
5+	Heavy armour
6+	Ithilmir sword
3+	Gems worth 30gc
6+	Wolf cloak
5+	Straggler*
3+	Lucky charm
4+	D3 shields
5+	D3 helmets
6+	D3 swords

* Somehow this unfortunate sod was whisked away to the Harpy nest. What they had planned for him is unknown, but he may aid you in your Exploration phase either this game or next (see pg 217).

Multiplayer Scenarios

Scenario: Treasure hunt

By Michael Havener

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' x 6'.

Special rules

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

Warbands

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

Starting the game

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

Ending the game

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

Experience

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

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

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

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

Wyrdstone

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

Scenario: Street brawl

By Michael Havener

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

Terrain

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

Warbands

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

Starting the game

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

Ending the game

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

Experience

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

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

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

Scenario: The Lost Prince

By Michael Havener

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' x 6'.

Special rules

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

Warbands

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

Starting the game

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

Ending the game

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

Experience

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

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

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

The Reward

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

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

Scenario: The Pool

By Michael Havener

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

Terrain

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

Special Rules

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

Warbands

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

Starting the game

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

Ending the game

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

Experience

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

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

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

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

Scenario: Ambush!

By Michael Havener

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' x 6'.

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: Monster Hunt

By Michael Havener

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

Warbands

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

Special rules

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

Starting the game

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

Ending the game

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

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.

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+

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. If a monster is desired, the players should either choose what type of Monster they are hunting from the Beasts, Monsters & Townsfolk section of the Rulebook.

Scenario: The Writing on the Wall

By James Burkhouse

The warbands have each heard rumours of a map drawn on an alley wall on Tyler Street that leads to great treasure! This alley is in the Poor Quarter, a cluttered and twisting section of the city. Whoever can decipher the map and keep this precious knowledge from their enemies will gain a great advantage in the hunt for a fantastic treasure!

TERRAIN

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

WARBANDS

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

SPECIAL RULES

The map on the alley wall was written by a madman, and the warriors in Mordheim will have a tough time puzzling it out in the middle of a fight! In order to understand the map, a hero must be moved into the middle of the alley, and must spend two full turns doing nothing but studying the writing. Heroes who have taken at least one Academic skill may decipher the writing in one turn rather than two.

Once a warband has no further use for the map, they may ruin the wall so other warbands can't follow the directions to the treasure! The wall has 1 Wound, and a Toughness of 7. Attacks against the wall automatically hit, and any wound ruins the map. Anyone attacking the wall must be in the alley (they cannot ruin the map from the other side of the wall).

The map doesn't lead to a specific treasure; rather it marks out good routes through the Poor Quarter. Warbands who have deciphered the map may add one of a kind in the next exploration phase, after rolling the dice. For example a player who rolled 1, 3, 3, 4, 5, and 6 could choose to add another 3 in order to find Prisoners (the result for a triple 3) rather than a corpse (the result for a double 3). Alternatively, the player could opt for an extra 5 or 6 in order to find something else entirely. This addition does not affect how many Wyrdstone shards the warband recovers.

STARTING THE GAME

The player with the lower warband rating has first turn.

ENDING THE GAME

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

If both warbands manage to decipher the writing, then the scenario ends in a draw. If one warband deciphers the writing and then routs, the game ends in a draw. If the writing is somehow ruined before it can be deciphered by either warband, the scenario ends in a draw.

Alternatively, if one side routs, the other wins. The winners are assumed to decipher and orient the writing at their leisure.

EXPERIENCE

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

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

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

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

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

Scenario: Spawn Hunting

By Thrasher Kitch

"Over there men! After it! 50 Crowns to the man who brings that chaos beast down!" shouted Captain Alkazar to his men, as they chased the twisted Chaos Spawn through the ruined streets of what was once a productive farming village. In the time after the comet fell, the streets of Mordheim were tainted by the touch of the foul gods, and the effects visible in many areas. Men and women bore twisted visages of their former selves, and much, much worse was to be found. The touch of Chaos was laid heavily on the land. Many priests of the righteous gods were trying to do what they could, but some of the more physical threats required a less spiritual touch, and more of a physical beating.

In this case, a Chaos Spawn has been tracked down, and is terrorizing its way through the remains of the city, and your warband is chasing it, and trying to bring it down. Or maybe you're trying to subdue it and bring it under your control, and then use it to make it your loyal servant. Such a creature would be very, very powerful to have under your control. However, you've run into a snag.

Another warband has spotted you, and is closing in to intercept you and stop the spawn themselves. What is their motive? Why are they here? Such questions are not to be answered here.

Set Up

The setup is for two or more warbands. The warband with a highest rating should be set up within 10" of one corner of the board, as they are the warband hunting the spawn. Place the spawn 16" from them, directly between them and the centre of the board (always place it on ground level.) Place opposing bands on the table edges opposing that player, and within 6" of the edge. The player may pick which of the two sides he starts on.

Note: If the warbands taking part in this campaign are highly rated, you may be better off using multiple spawns instead of one. So once you hit around 250, try 2, or at 375-400 try 3. Etc. Alternatively, for multiple warbands, you could also do it as “Number of Warbands -1” to determine how many spawn you need.

Terrain

This scenario can take place in any locale. This could easily be happening in the country side for Empire in Flames, or in the ruined streets of Mordheim.

Starting the Game

The Spawn gets the first turn, and immediately make a move, away from the band pursuing them. Then the hunting band goes second, and roll a D6 for all other warbands taking place in this scenario, with the highest going first.

This means the Spawn have their own turn, in addition to the players, so here's the rundown of turn order:

Turn 1: Spawn

Turn 2: Pursuing Band (Highest Rated)

Turn 3-?: The remaining warbands, dice off for turn order.

Special Rules

Wyrdstone Necklace: Make note of which warrior(s) deliver the killing blow to each of the spawn on the table. After the fight, roll a D6 for each warrior who took a spawn OOA. Whichever rolls the highest, he found a mysterious Wyrdstone pendant around the neck of the spawn. He can either wear it or sell the pendant to a wandering wizard for 10D6 GC. Should the warrior choose to put it on, consult the following table for the result. (If the warrior in question is a henchman, remove him from his existing group and place him in his own group, which may never be added to again.).

Roll D6 after the game

1 The green stone drains the warrior of his vitality. Roll on the henchman advance table, for rolls of 1-9 reduce the stat indicated by 1 and for rolls of 10-12 the warrior mutates. All bands except chaos bands kill a mutating warrior as they start to change, chaos bands (possessed, carnival of chaos, beastmen and skaven) may roll a random mutation.

2 No effect beyond dark and troubled dreams.

3-6 Roll on the henchman advance table, for rolls of 1-9 increase the stat indicated by 1 and for rolls of 10-12 the player may choose any stat to increase by 1. The stone is not powerful enough to increase a stat above a racial maximum, if this is indicated roll again.

Ending the Game

The game ends only after the Spawn have been taken OOA and only a single band is remaining on the table. Warbands may voluntarily rout, following the normal instructions for such in the Mordheim rulebook.

Experience

+1 Survival: Any Hero or Henchman group which survives the battle gains +1 experience.

+1 Winning Leader: The Leader (or acting leader) of the band gains +1 experience for winning the scenario.

+1 per Enemy out of action: A hero earns an additional +1 experience for each enemy they put out of action.

+1 Spawn Wound: A Hero or Henchmen group earns an additional +1 experience for each wound they do to one of the Spawn. (A henchman group may not gain more than +1 experience in this way.)

Scenario: The West Gatehouse

By Andy Tabor

There are many a vile warband that resides at Cut Throat's Den. Cut Throat's Den is known to house unscrupulous warbands who are some of the foulest scum to visit Mordheim. Warbands such as the Righteous Sisters, Witch Hunters and other do-gooders would shun such a decadent area.

The main path from Cut Throat's Den to The City of the Damned is by the West Gatehouse. Normally, most would think nothing of going to Mordheim via the West Gatehouse but danger lurks at every corner of Mordheim and this area is not different. The West Gatehouse remains guarded by a dark and sinister tree beast, and to enter the city from this direction adventurer must first brave passing by this monstrosity. Skeletons hang from its branches and who knows how many skulls are entwined within its blackened roots. Warbands tend to scale the walls or have found tunnels into the city from the West side in order to avoid The Giant Oak that lurks at the West Gatehouse.

The Great Oak that once stood near the ornate gates of the garden uprooted itself and began a rampage of death and destruction. A huge one hundred foot tall monster, it smashed through the perimeter wall of the gardens and began to make its way to the West Gatehouse where crowds had gathered in a desperate attempt to flee the disaster.

With evil eyes glowing red, the instrument of the Shadowlord stomped through the crowd sending broken bodies hurtling through the air as its huge branches lashed out at the throng. Few managed to escape the Northwester Quarter of the city during the disaster, as the monster had rooted itself at the gateway slaughtering all that dared to pass.

Many warbands have disappeared when they have ventured through the West Gatehouse. There are rumours The Giant Tree guards not only the West Gatehouse but treasure. The treasure horde has been rumoured to include wyrdstone, jewels, armour, weapons, precious and rare items.

Many warbands have decided to go after the Giant Tree together to split the riches but many have died by the hands of The Great Oak or my each other as truces only last as long as a warband wants.

Terrain

This is another great opportunity to use your Warhammer Fortress set to use as a gatehouse and a surrounding wall section. There should be terrain but not too much to block the movement of The Great Oak. Each player takes it in turn to place a piece of terrain, a ruined building, tower, wall, or similar piece of terrain. We suggest the terrain is set up within an area of 4' x 4' or 4' x 6' if you want to use more warbands or just like more space. Leave a 6” x 6” square in the middle of the board for the Great Oak.

Set-up

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

Special rules

The Giant Oak will be placed in the middle of the board. Each warband will roll a D3 for the amount of Dark Dryad that will be placed on the board. The Dark Dryad will be placed on the board before players roll for sides and will be placed 8 inches within the Giant Oak. The Giant Oak and Dark Dryad will always be the last “player” go move or take its turn.

The profiles of the Giant Oak and Dark Dryad can be found in the Beasts, Monsters & Townsfolk section of the Rulebook.

Warbands

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

Starting the game

Each player rolls a D6 after the terrain has been placed. The player rolling the highest roll has the first turn, and order proceed clockwise around the table (based on where players placed their warbands). The Giant Oak and evil arbours will be considered the last warband in order of play. I would suggest that players take turns playing the Evil arbours.

Ending the game

The game ends when all warbands but one has failed their Rout Test. If two or more warbands are left they may ally together to end the game but they must agree on how to split the hoard (if Great Oak and minions are OOA). If an agreement cannot be worked out then they will fight it out until a “gentlemen's” agreement is reached.

Experience

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

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

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

+1 For wounding the Shadow Dryad. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Shadow Dryad.

+1 For wounding the Giant Oak. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Giant Oak.

+2 For taking the Giant Oak *out of action*. The Hero or Henchman that puts the Giant Oak *out of action* gets a bonus +2 experience.

Scenario: The Raven Barracks

By Andy Tabor

The Raven Barracks, located North West side of Mordheim, housed the military arm of Count Steinhardht. The Empire was deeply embroiled in a bitter civil war. During this turmoil, Count Steinhardt refused to commit his forces to any of the three warring factions. The Count had the finest uniforms made for his soldiers. As the Empire went to war, expending valuable resources on arms and soldiers Mordheim grew rich in selling arms and supplies at extortionate prices to any side. The weapons were for top quality and craftsmanship.

After the great disaster the barracks are empty of soldiers. The soldiers have perished or left the city as fast as they could. Now many warbands are attempting to get to the Raven Barracks to stock up on supplies for themselves or to sell them at a profit. The City of the Damned is a dark and deadly place. The route to the barracks is dangerous and leaving alive from the barracks might be more difficult than the warbands think.

(Ideas taken from Town Cryer 23/25: Space McQuirk, Nick Jakos, and Mark Havener)

Terrain

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

Special rules

Once you have placed the terrain, place D3 +1 crate for each warband involved in the game on the tabletop to represent where the crates are. The crates should be 10" inches away from the table edge and 6" inches away from each other. Once a model is in base contact with a crate they must wait till the next turn to move with it. No warband may use catacombs or other like skills as information provided only gave a vague area of the barracks.

When a model First touches a crate roll a D6. If the result is a 1 then a trap has been activated. D3 Arrows are fired at that model at Strength 3. Only one trap per crate.

There are many options of supplies to have in the crates. Feel free to change them to your gaming groups needs.

Supplies The supplies are in crates. Each crate can be carried by a single model at normal movement rate (no running allowed). Two models may carry a crate, in which case they may run. While carrying a crate, the model may not fire any missile weapons or use any spells. If attacked, the crate will be dropped, ready to be carried by anyone coming into contact with it. Once a model escapes off the board with the crate, the model and crate cannot return to the board. Each crate in the possession of a warband at the end of the game earns them a roll on the Crate table.

Warbands

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

Starting the game

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

Ending the game

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

Experience

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

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

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

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

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

CRATE TABLE

4D6	Result
4	Gems worth 100gc. Sold for half the value or worn adds +1 to rarity finds and a pack of Tarot Cards and 1 Rabbits Foot.
5	Blunderbuss and shot.
6	Medicine chest, can be used as D6 does of Healing Herbs or as one off to allow a reroll on the Hero Serious Injury Table (unless the result was pit fight or captured. Adjust to your gaming style.
7	Suit of Heavy Armour.
8	Elven Cloak.
9	D3 shield and swords.
10-11	Beer, worth 2D6 per crate. On a D6 roll of a 6 there is one dose of Bugman's ale. Food worth 2D6 per crate, on a D6 roll of a 6, that warbands food costs are halved at the end of the game.
12-16	4D6 Gold.
17-18	Clothing, worth 2D6gc per crate including D3 sets of toughened leathers. On a D6 roll of a 6 you leader has found a fancy hat that will increase his leadership range by 2".
19	Luxury goods, worth 4D6gc per crate hidden inside (1-3) a Wyrdstone Pendulum (4-6) a set of Cathayan Silks.
20	Blackpowder, worth 5D6gcs per crate, contains one pack of Superior Blackpowder.
21	D3 Crossbows each with Hunting Bolts (same as hunting arrows) for one game.
22	D3 Suits of light armour.
23	Hunting Rifle.
24	One suit of Gromril Amour.

Scenario: The Wizard's Mansion

By Michael Havener

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

Terrain

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

Warbands

One player is the defender, determined as normal (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*.

The Wizard's Treasure

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

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.

Scenario: The Gaol

By Nick Kyme and Andy Hall

The battle in the Gaol grounds is a Skirmish. Both Warbands have happened upon the area at the same time and are fighting it out for control, so they can loot it. Little do they realise the presence of the dreaded 'Warden'…

Terrain

Choose any one neutral table edge of a 4'x4' area and place a large ruined building on the chosen table edge just on the table. This represents a part of the Gaol. The rest of the gaming area represents the Gaol grounds and terrain should be set up in a mutually agreeable manner.

Set-up

Each player rolls a D6. The player with the highest score decides which warband sets up first. In the case of a tie, the warband with the lowest rating decides. The first player chooses the table edge he wants to set up on, and places all of his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge. Players cannot choose the table edge that has the Gaol building on or the edge opposite the Gaol.

Warbands

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

Starting the game

Both players roll a D6. The player with the highest score takes the first turn. The Warden and the Inmates (see below) take a turn after both players have had their turn and are effectively a third player ie, after the last player has finished his turn, the Warden and the Inmates get their first turn. Play then continues as normal.

Special rules

The Warden and his Lackeys: Hidden within the dark recesses of the Gaol is a thing known by local scavengers and warbands as 'The Warden'. No one knows what it once was; some say it was a large guard dog, others that it is a bonded and mutated group of prison guards. Whatever its true origins, the Warden now wanders the ruins of the Gaol feeding off any foolish enough to enter its realm. The Warden is served by a group of 'Inmates' – surviving convicts of the cataclysm since driven mad. They will attack and capture any in their wake so their master may feed.

The Inmates have the same stats as a Dreg, you can also use Dreg models to represent Inmates on the tabletop. There are three Inmates in the scenario; they will work together as a mob and must stay within 2" of each other at all times. They will move towards – and charge, if in range – the nearest warrior. If the Inmates manage to injure a warrior then ignore the out of action result on the Injury table, instead the warrior will be treated as stunned for D3 turns. Whilst a warrior is stunned the Inmates will carry the warrior towards the Warden (unless impeded by being charged, etc) at a rate of 4" (they cannot charge or run whilst carrying the warrior). Note that two Inmates can carry the warrior without reduction in their movement, however, if reduced to one Inmate then the remaining Inmate can only move 2" a turn. If they reach the Warden in time, the stunned warrior is consumed. The warrior is taken out of action and is considered dead for the purposes of the campaign.

The Warden has the same statistics and abilities as a Possessed with two random mutations (players should decide the randomisation method for themselves). You can also use a Possessed model or any Chaos Spawn miniature to represent the Warden on the tabletop (*we used a Chaos Troll – Ed*) The Warden will move towards – and charge, if in range – the nearest warrior. If it wins a combat it will move towards the next nearest warrior.

NOTE: *Both the Warden and the Inmates all start the game within the Gaol and move out of this building towards the warriors that are closest to it at first and then the warrior that is closest to them, as described in the rules above.*

If a Hero enters the Gaol and remains there until the end of the game he will gain +1 dice for Exploration (even if an enemy warrior is present).

Ending the game

When one of the warbands fails its Rout test, the game ends. The routing Warband loses and their opponents win.

Experience

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

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

+1 Per Enemy Out of Action. A Hero gains +1 Experience for each enemy he puts out of action (this includes the Inmates).

+2 Slaying the Warden. Should a Hero or Henchman group put the Warden out of action they gain +2 Experience.

Scenario: Executioner's Square

By Nick Kyme and Andy Hall

One of the oldest places in Mordheim, Executioner's Square was named for obvious reasons, the daily executions were a crowd puller making the area busy and surrounding businesses successful. Now the gallows and chopping block stand deserted amongst the rubble. Since Mordheim's downfall the many victims of Executioner's square – the guilty and innocent alike - have returned as restless spirits eager to scream their anger at all who pass or linger.

Both warbands have come to Executioner's Square with one purpose – to fight. Such places are often the arena for so-called 'pitched battles', open, bloody and vicious. Little do they realise of the latent spirits, yearning to vent their anger against them.

Terrain

This scenario is played on a 4' x 4' playing area as normal. No buildings can be placed in a central 2' x 2' area although they can be placed along this boundary as this represents the square. Rubble pieces and other such flotsam can be placed in around the square as normal. In the centre of the square, place a piece of terrain to represent the gallows and/or chopping block. Place terrain in the remaining gaming area as normal. The scenario works best if this is particularly dense.

Set-up

Each player rolls a D6. The player with the highest score decides which warband sets up first. In the case of a tie, the warband with the lowest rating may choose. The first player chooses the table edge he wants to set up on, and places all of his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge.

Warbands

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

Starting the game

Both players roll a D6. The player with highest score takes the first turn. If the result is a tie the player with the smaller warband, in terms of actual models, may choose to go first or second.

Special rules

Anger of the Damned: The restless spirits of Executioner's Square vent their eternal anger at any who roam in or close to the square. They manifest as concentrated and violent gusts of wind; the howling is their screams of rage. At the beginning of each players turn roll a D6. On a roll of 1 the spirits stay silent and nothing happens this turn. If the result is a 2 or more a spirit attacks. If the number is even (2, 4, 6) then the player whose turn it is must choose one of his warriors to be attacked. If the number is odd (3, 5) then his opponent must choose one of the controlling player's warriors to be attacked. Note it is always the player whose turn it is that is attacked by spirits, the only difference is whether or not he or his opponent chooses the affected model.

An attacked warrior is automatically hit by a Strength 2 attack (no armour modifiers) and is blown directly backwards D6". If an attacked warrior is in an elevated position such as a gantry or an upper floor of a building then there is a good chance he may be blown off and if this is the case treat the model as falling. If a model is blown into a piece of terrain (such as a mound of rubble or the wall of a building) or blown into another warrior, friend or foe, then the warrior (or both warriors if it hits another model) is knocked down but may get up at the start of his next turn should he survive.

Ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

Experience

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

+1 Wining Leader. The Leader of the winning Warband gains +1 Experience.

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

+1 Trophy from the Square. If a Hero manages to stay on the gallows (or the piece of terrain representing the gallows) at the centre of the square for one complete turn then he gains +1 Experience.

Scenario: The Great Library

By Andy Tabor

The North-East Quarter of Mordheim was renowned for trade and learning. When Mordheim was a living city, the crowded labyrinth of streets and market plazas were called the Merchant's Quarter, more commonly known as the District of the Flying Horse. Mordheim became known as the finest market of the city in the Empire, rivalling even the busiest ports as Marienburg. There were many traders who would claim that for the right price they could locate any object for you so desired in a day.

Another notable aspect of the North-Eastern Quarter was the Great Library. During the rule of the extravagant Count Ignatius Steinhardt, the library grew extensively to become the largest building in the entire city. The Count was particularly fond of collecting mystical and religious tomes. Of course, unwittingly, The Great Library managed to collect on of the largest deposits of Daemonic and Necromantic lore in the Empire.

Now after the disaster struck Mordheim Library was engulfed by flames from the comet. Only the bravest ever consider going anywhere near the ruins but the lure of ancient tomes is enough to persuade mages from across the Empire to hire warbands to retrieve any books that they can find. For enough gold, fools can find enough bravery to risk even this dark place.

(Credit given to TC 25 Space McQuirk and Nick Jakos.)

Terrain

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

Special Rules & Set Up

Players should then place D3 +1 Tomes for each warband involved in the game on the tabletop to represent where the Tomes are. Each player takes it in turn to place a Tome counter. The counters must be placed more than 10" away from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from. A warrior can carry any amount of Tomes without any penalty. Warriors cannot transfer their Tomes to another warrior. If a warrior is put OOA then the Tome is placed next to where the model was taken OOA. The Tomes cause FEAR. You must take a FEAR test to pick one up, unless you are immune to FEAR. This is to represent the great unknown on whether or not the Tomes are Evil. To represent the chaotic nature of the disaster and the many magic tomes that are scattered in the area warbands will roll on the Random Happenings.

Warbands will begin rolling on the Random Happenings chart when the first model touches a tome and will continue then at the beginning of each warbands turn. Yes, the first warband that touches a Tome will roll on the Random Happenings chart even though it will already be in the middle of their turn. Please exempt rolls of 11, 45, 54, and 65 from the D66, just roll again.

Warbands

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

Starting the game

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

Ending the game

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

Experience

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

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

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

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

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

Ill Gotten Gains…

You can sell the Tomes for 25 +1D6 or choose to keep the scroll. If you keep a scroll then roll on the chart below (1D6). Rolling on the chart below will represent that the Hero has decided to open the scroll and is trying to decipher its abilities. Please nominate which Hero will be opening the scroll.

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

Scenario: The Middle Bridge

By Andy Tabor

The Middle Bridge is the main crossing point for the City of the Damned. Whoever holds the bridge controls all aspects of movement in Mordheim. The bridge is rumoured to have piles of Wyrdstone or Treasure around it but are said to be guarded by massive Trolls, who have a strange affinity for bridges.

Terrain

The gaming table can be as big as 4' x 4' or small as 2' x 2'. You can easily make a bridge and river out of coloured paper or plastic.

Special Rules

Place D3 +1 Trolls for each warband in the water and within 6" inches of the bridge. Place 1 Troll for each warband in the middle of the bridge and the remainder Trolls should be placed in the water. I would suggest that this scenario be limited to one to two warbands. You can have one warband go at a time to secure the bridge or have two warbands attempt capture and control the bridge, while fighting off the Trolls. In addition to the normal rules for Trolls, please use the special rules below if you like.

Fog. The area will be affected by fog. Movement and shooting distance will be halved. You may charge as normal.

Dumb Creatures of Habit. The Trolls under the bridge have become so practiced and cunning at taking out travellers what when a Troll is within 6" inches of the bridge it is allowed to take Stupidity tests at double their normal leadership (all the way up to 8). The Trolls will stay within 6" inches of the bridge at all times.

Massive Troll. The Wyrdstone collected by the Trolls have made them stronger. Their wounds and attacks are now 4 versus 3.

All Alone. Trolls are used to being all alone and will ignore this rule.

Route Tests. Trolls will ignore all route tests.

River Trolls. Enemies attempting HTH with the Troll suffer a -1 to hit. A roll of a 6 will always hit.

Warbands

All players roll a D6 to see who deploys first, with the player rolling the highest choosing the table edge.

Starting the game

Players each roll a D6 to determine who goes first. Play proceeds clockwise around the table from there. The Troll will always go last.

Ending the game

The game ends when all but one warband has failed their route test. The routers will automatically lose.

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.

+2 per Troll out of Action. Any Hero earns +2 Experiences for each Troll he puts out of action.

Winning Warband Rewards

The winning warband may gain a onetime 5D6 gold. This will represent collecting tolls from other warbands and merchants who peddle their wares and will be able to choose the next scenario they play by hearing rumours from travellers passing through.

Optional Rules

If you are playing a structured map based campaign this is an excellent scenario to gain control over parts of Mordheim. There are many more additions you can make to this scenario. You can tie it into the Encampment Rules. Another option could a continued revenue generator throughout the campaign, thus allowing the warband who controls the bridge some revenue generated weekly or monthly. All this can easily be decided by your gaming group. Your gaming group can also change the type of monsters that live at the bridge. If someone chooses to stand off and shoot at the Trolls from a distance and keeping the Trolls within 6" inches of the bridge shall punished with a Chaos Spawn coming onto the playing table from their deployment and moving as fast as possible towards that warband to engage in HTH with that warband. You can be creative in this endeavour and punish those warbands who have no backbone.

Scenario: The Cemetery of St. Voller

By Nick Kyme and Andy Hall

A grim and foreboding place, the Cemetery of St Voller had a dire reputation even before the comet struck and changed Mordheim forever. Now, the cemetery is a haunted place, where the dead do not rest easy. Indeed, many of the graves are open and the numerous tombs and mausoleums of the city's more opulent patrons, cracked like rotting wounds. Though whether this is from the attentions of ambitious grave robbers or the stirrings of the unquiet dead, who knows…

One warband is out searching the cemetery's grounds for loot, in part at their Priest's behest and to pilfer what remains on the corpses of the rich and influential. The cemetery, though, is vast and the warband spread thin. In the shadows of a vast statue, depicting the cemetery's patron they are set upon by another warband, lying in wait…

Terrain

Starting with the attacker, each player takes it in turn to place a piece of terrain. As the warbands are battling in a cemetery, there should be a large number of graves, mausoleums, tombs etc. Some of these can be erected on mounds and some should be open. In the centre of the battlefield should be a large statue – the image representing St. Voller. We suggest that the terrain is set up in an area roughly 4' x 4'.

Set-up

1. The defending player rolls a D6 for each Hero and Henchman group in his warband, in any order he chooses. On a 1-3, they are elsewhere in the ruins and turn up later as reinforcements. On a 4-6 they are deployed at the start of the game.

Note that at least one Hero or Henchmen group will be present at the start. If all roll 1-3, the last Hero or Henchmen group will automatically be deployed at the start of the battle.

2. The defender deploys his available Heroes and Henchmen on the table. No model may be closer than 8" to another model, as the warband is spread out wide to search the ruins. No model may be deployed closer than 8" to a table edge.

3. The attacker deploys his whole warband within 8" of a random table edge, as shown below. He may choose which edge to nominate as '1' before rolling to see where he deploys.

Starting the game

The attacker always gets the first turn. However, if the warband has a Priest of Morr, they will automatically get the first turn instead. Note if both warbands have this Priest of Morr, then the attacker goes first.

Special rules

Reinforcements: The defender, at the start of his second and subsequent turns, may roll a D6 for each of his Henchmen groups or Heroes not yet on the table. On a 4+ they move on in the movement phase from a random table edge, roll a D6 (Starting at the table edge to nominate as '1' and going clockwise for edges 2, 3 & 4. On a roll of a 5 the defending player may freely choose which edge they will deploy from, but on a roll of a 6 the attacking player may choose which edge they will deploy from) All reinforcements for that turn arrive from the same edge and may charge on the turn in which they arrive.

Open graves: Open graves are treated like being on the edge of a ledge for warriors within 1" of them. If a model falls into an open grave they suffer a Strength 2 hit and must climb 2" to get out next turn.

The Unquiet Dead: After each player has taken a turn and always rolling at the start player's turn who went first, roll a D6. On a roll of 1 or 2, D3+1 zombies (these are the same as the Undead warband Henchmen on page 89 of the Mordheim rulebook) emerge from the graves. These models are be placed by the player with the lowest warband rating within 1" of any grave. The zombies don't move and attack until the end of the second player's turn. They will always move towards the nearest model, choosing a living one, if they are equidistant, and charging if possible. Note, they will even attack other Undead models but not if they are also the Unquiet Dead.

The Statue of St. Voller: Though Mordheim is lost and a wholly depraved place, the spirit of St. Voller still exerts some guardianship over the cemetery. Any of the Unquiet Dead that rise from the graves may not move within 3" of the statue as its holy aura repels them.

Ending the game

The game ends when one warband fails a Rout test. The routing warband loses.

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. A Hero gains +1 Experience for each enemy (and Unquiet Dead) he puts out of action.

Scenario: The Merchant Square

By Andy Tabor

The once thriving Market Square, more commonly known as the District of the Flying Horse has become a deserted plaza. Only the exceptionally brave or downright foolhardy dare cross the open cobbles, where once thousands of merchants sole their wares. To venture into the Market Square is to expose oneself to all those who keep a close watch from the surrounding shadow. Many eyes peer from the dark alleys and ruined buildings, in search of a fresh opportunity to make a quick killing. There is still a vast quantity of precious and exotic goods lying in the broken cellars of merchant's houses for the taking.

It is said that a few of the Pegasi escaped the destruction and their cages and have made their lairs around this area. Some have mutated horribly and are twisted diabolic parodies of their former selves. The infamous of these creatures is said to be a huge Black Pegasus with several additional horribly mutated heads, that of a serpent and a ram. Hunger gnaws at the stomachs of these beasts and they will face many times their number if they catch the scent of prey.

In a terrible twist of fate, the Merchants Quarter remains the most opulent region of the accursed city. Should any adventurous soul wish to visit the ruined library or take a chance and stroll through the market place, it is highly likely that they may discover some rare goods that have survived the fall. Leaving the quarter with your life is a different matter though, for the District of the Flying Horse is also rich pickings for those who seek to spill blood.

Terrain

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

Warbands

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

Special rules

Warbands will begin searching the buildings for common items. Each warband will roll 1D6 for each searchable building. If they roll a 4+ they found a common item. In the Merchant's Square, will be D3 crates per warband. The crates will be placed in the middle of the Merchant's Square. When a warband touches a crate they must roll a D6. Only one roll per crate. On a roll of a 1 on a D6, the Black Pegasus will appear. The Black Pegasus will appear 8” inches in on a Random Table edge. The Black Pegasus will go in the last turn and will attempt to fly down on the models in the Merchant's Square. The Black Pegasus will target the closest model in the Merchant's Square. Merchant's Square is the 12” x 12” area in the middle of the table as the streets and alleys would be too narrow for the Pegasus to fly into.

The profile of the Black Pegasus can be found in the Beasts, Monsters & Townsfolk section of the Rulebook.

Starting the game

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

Ending the game

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

Experience

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

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

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

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

Items

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

Item	D6 Result Needed
D3 Morning Star	1
D3 Spears	2
D3 Bows	3
D3 Crossbow	4
1 Suit of Heavy Armour	5
D3 Nets	6

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

Item	D6 Result Needed
D3 Repeater Crossbow	1
D3 Handgun	2
D3 Healing Herbs	3
1 Gromril Weapon	4
1 Dose Bugman's Ale	5
1 Eleven Cloak	6

Income

At the end of each battle, a warband may roll on the Exploration chart. This is done as soon as a game is over so that players can witness each other's dice rolls. As you can see from the chart, a warband that is just starting out has little chance of finding the more obscure places in Mordheim. However, a warband will make more discoveries as it goes along thanks to its better equipment and accumulated skills.

Roll a D6 for each Hero in your warband who survives without going *out of action*. This represents the warband's efforts to unearth wyrdstone. Do not roll for any Heroes who went *out of action* during the battle; they are taken back to the warband's encampment to recuperate instead. So, for example, if your warband includes four Heroes who all survived the last battle, you can roll four dice. If you won your last game, you may roll one extra dice. Add the results of the dice together and consult the Exploration chart to see how many shards of wyrdstone your warband has found.

Do not roll for Henchmen. This does not mean that they don't search the ruins, but instead represents the efforts of the Heroes in coordinating the search parties. In addition, some Henchmen like Zombies or Warhounds (for obvious reasons) are not particularly useful when it comes to looking for wyrdstone.

Rolling multiples

As well as finding shards of wyrdstone, the warband can come across unusual places or encounter inhabitants of the ruined city. If you roll two or more of the same number while searching, you have found an unusual building or encountered something out of ordinary. Consult the chart and refer to the appropriate entry in the Exploration results.

For example, you might roll two 3's or three 5's, in which case you should refer to the chart. Choose the most numerous multiples if you score more than one set of multiples. So, if you rolled a double 3 and a triple 5, only look up the triple 5 on the Exploration chart. In the case of two doubles or triples look up the highest result. For example, if you rolled double 1 and double 3, look up the double 3 result.

Any money or loot you find in these locations is added straight to the warband's treasury. Any shards of wyrdstone you find can be sold as normal.

Exploration procedure

1. Roll 1D6 for each of your Heroes who survived the battle and one extra dice if you won, plus any extra dice allowed by skills or equipment. Note, however, that you must pick a maximum of six dice out of all the dice you roll, even if you are allowed to roll seven dice or more.

2. Some things, such as skills and equipment, (like the Mordheim Map) may allow you to re-roll dice. If your warband includes an Elf Ranger, you may modify one dice by +1 or -1.

3. If you rolled any doubles, triples, etc, you have found an unusual location in Mordheim. Consult the Exploration chart on the next page to see what you find. Refer to the appropriate entry on the following pages and follow the instructions given there.

4. Add the results together and consult the chart on the next page to see how many shards of wyrdstone you have found. Mark down the amount of wyrdstone on your warband's roster sheet.

NUMBER OF WYRDSTONE SHARDS FOUND	
Dice Result	Shards Found
1-5	1
6-11	2
12-17	3
18-24	4
25-30	5
31-35	6
36+	7

Exploration chart

DOUBLES	
11	Well
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Doubles

(11) Well

The public wells, of which there were several in Mordheim, were covered by rooves raised up on pillars and adorned with carvings and fountains. The city was proud of its water system. Unfortunately, like all the other wells, this one is in a parlous state and undoubtedly polluted with wyrdstone.

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

(22) Shop

The Merchants Guild shop has been thoroughly ransacked. Even so, there are still items scattered around the single, long room, mingled in with the rubble. Some are useful, such as cast iron pots and pans and rolls of fine cloth. All manner of smaller items are lying about – the sort of frippery which no longer has a use in a devastated city with few inhabitants.

After a thorough search you find loot worth D6 GC.

If you roll a 1 you will also find a Lucky Charm (see the Equipment section, page 53).

(33) 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

(44) Straggler

Your warband encounters one of the survivors of Mordheim, who has lost his sanity along with all his worldly possessions.

Skaven warbands can sell the straggler to agents of Clan Eshin (who will use the man for food or slavery) and gain 2D6 GC.

Possessed warbands can sacrifice the unfortunate individual for the glory of the Chaos gods. The leader of the warband will gain +1 Experience.

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

Any other warband can interrogate the man and gain insight into the city. Next time you roll on the Exploration chart, roll one dice more than is usually allowed, and discard any one dice. (For example, if you have three Heroes, roll four dice and pick any three).

(55) Overturned Cart

Stuck in a ruined gateway is an overturned wagon – the covered type that nobles travel in from the city to their estates in the country. Since anyone important fled a long time ago, what is it doing here? The horses have broken their traces, or did someone cut them free?

Roll a D6 to see what you find:

D6	Result
1-2	Mordheim Map (see *Miscellaneous Equipment*)
3-4	A purse with 2D6 GC
5-6	Jewelled sword and dagger. These can be kept or sold at twice the value of a normal sword and dagger, but note that the normal selling price is half the actual cost (see the Trading section for rules on selling items), so the jewelled sword will sell for 10 GC, for instance.

(66) Ruined Hovels

The street consists of ruined hovels, which are leaning over at alarming angles. Not much worth looting here.

You find loot worth D6 GC amidst the ruins.

Triples

(111) Tavern
The ruin of a tavern is recognisable by its sign still hanging on the wall. The upper part of the building is ruined, but the cellars are cut into rock and are still full of barrels. There are broken flagons and tankards everywhere.
You could easily sell the barrels for a good price. Unfortunately your men are also interested in the contents! The warband's leader must take a Leadership test. If he passes, the warband gains 4D6 GC worth of wines and ales which can be sold immediately.
If he fails, the men drink most of the alcohol despite their leader's threats and curses. You have D6 GC worth of alcohol left when the warband reaches their encampment.
Undead, Witch Hunter and Sisters of Sigmar warbands automatically pass this test, as they are not tempted by such worldly things as alcohol.

(222) Smithy
The furnace and toppled anvil make it obvious what work was done here. Most of the iron and the tools have been looted long ago. Coal and slag litter the floor but there may still be weapons to be found among the debris.
Roll a D6 to determine what you find inside:

D6	Result
1	Sword
2	Double-handed weapon
3	Flail
4	D3 Halberds
5	Lance
6	2D6 GC worth of metal (add the value to your treasury).

(333) Prisoners
A muffled sound comes from one of the buildings. Inside you find a group of finely dressed people who have been locked in a cellar. Perhaps they are prisoners taken by cultists, ready to be sacrificed during Geheimnisnacht.
Possessed warbands can sacrifice the victims (undoubtedly finishing the job of the captors). They gain D3 Experience which is distributed amongst the Heroes of the warband.
Undead warbands can callously kill the prisoners and gain D3 Zombies at no cost.
Skaven can sell the prisoners into slavery for 3D6 GC.
Other warbands can escort the prisoners out of the city. For their trouble, they are rewarded with 2D6 GC. In addition, one of the prisoners decides he wishes to join the warband. If you can afford to equip the new recruit with weapons and armour, you may add a new Henchman to any of your human Henchman groups (with the same stats as the rest of the group, even if they have already accumulated experience).

(444) Fletcher
This hovel was once the workshop of a fletcher – a maker of bows and arrows. There are bundles of yew staves and willow rods everywhere.
Roll a D6 to see what you find:

D6	Result
1-2	D3 Short bows
3	D3 Bows
4	D3 Long bows
5	Quiver of hunting arrows
6	D3 Crossbows

(555) Market Hall
The market hall was raised up on pillars, with the timbered corn exchange above the open market place. The upper storey has been badly damaged, but the covered market still offers a good deal of shelter. The remains of the last market day are still lying around on the cobbles. Most of this is broken pottery and iron pots.
You find several items worth 2D6 GC in total.

(666) Returning a Favour
As you are returning to your encampment, you meet one of your old acquaintances. He has come to repay an old favour or debt.
You gain the services of any one Hired Sword (choose from those available to your warband) for the duration of the next battle, free of charge. After the battle he will depart, or you may continue to pay for his upkeep as normal. See the Hired Swords section on page 219.

Four of a kind

(1111) Gunsmith

You find the workshop of a Dwarf gunsmith. Its doors have been broken down and the rooms raided, but some of the iron strongboxes have survived intact.

Roll a D6 to see what you find:

D6	Result
1	Blunderbuss
2	Brace of pistols
3	Brace of duelling pistols
4	D3 Handguns
5	D3 Flasks of superior blackpowder
6	Hochland long rifle

(2222) Shrine

Your warband stumbles across a ruined shrine, which is so badly damaged that it is difficult to tell which god was once worshipped within its walls. A few images remain on the painted plaster walls but they have been defaced by heretics. Fragments of smashed statues lie among the ruins. Some items appear to be covered in gold leaf, most of which has been torn off.

Your warband may strip the shrine and gain 3D6 GC worth of loot.

Sisters of Sigmar or Witch Hunter warbands may save some of the shrine's holy relics. They will gain 3D6 GC from their patrons, and a blessing from the gods. One of their weapons (chosen by the player) will now be blessed and will always wound any Undead or Possessed model on a to wound roll of 2+.

(3333) Townhouse

This three-storey house was once part of a tenement block overlooking a narrow alleyway. The street is now in ruins, but this house remains largely intact. Exploring it you find that the garret leans over so far that you can step out of the window into the attic of the house opposite.

Your warband finds 3D6 GC worth of loot.

(4444) Armourer

A breastplate hanging from a pole drew your attention to this place, obviously too high up to be easily looted. The workshop is ruined and the forge has been smashed. Rooting about in the soot, you find various half-finished items of armour.

Roll a D6 to see what you find:

D6	Result
1-2	D3 Shields or bucklers (choose which)
3	D3 Helmets
4	D3 Suits of light armour
5	D3 Suits of heavy armour
6	Suit of Ithilmar armour

(5555) Graveyard

You find an old graveyard, crammed with sepulchres that are overgrown with ivy. The monuments to the dead are grotesque and decorated with sculpted gargoyles. The ironwork has been ripped from some of the tombs, and stones have toppled off. It looks as if some of the crypts have already been broken into by tomb robbers.

Any warband apart from Witch Hunters and Sisters of Sigmar may loot the crypts and graves and gains D6x10 GC worth of loot.

If you loot the graveyard, the next time you play against Sisters of Sigmar or Witch Hunters, the entire enemy warband will *hate* all the models in your warband. Make a note of this on your warband roster sheet.

Witch Hunters and Sisters of Sigmar may seal the graves. They will be rewarded for their piety by D6 Experience points distributed amongst the Heroes of the warband.

(6666) Catacombs

You find an entrance to the catacombs and tunnels below Mordheim.

You can use the new tunnels you found in the next battle you play. Position up to three fighters (not Rat Ogres or the Possessed) anywhere on the battlefield at ground level. They are set up at the end of the player's first turn and cannot be placed within 8" of any enemy models.

This represents the warriors making their way through the tunnels, infiltrating enemy lines and emerging suddenly from below ground.

Five of a kind

(11111) Moneylender's House
A grand mansion, that is strongly built from stone, has survived the cataclysm remarkably well. A carved coat of arms adorns the lintel above the doorway although it has been defaced by raiders and the symbols are now unrecognisable. The door itself, has been smashed open with axes and hangs open on its hinges.
Inside, hidden amongst the debris, you find D6x10 GC to add to your treasury.

(22222) Alchemist's Laboratory
A narrow stairway leads down into a crypt-like dwelling which was once an alchemist's workshop. The sign still hangs from one hinge above the entrance. It looks as if this was a very old building which has remained in use for centuries although it did not survive the comet's destruction too well. The stone floor has strange symbols on it and there are charts and astrological symbols painted onto the walls.
In the ruins you find loot worth 3D6 GC and a battered old notebook. One of your Heroes may study the Alchemist's notebook, and the extra wisdom he gains will enable him to choose from Academic skills whenever he gains a new skill in addition to those skills normally available to him.

(33333) Jewelsmith
The houses in the jewellers' quarter have all been well and truly looted long ago. Even the rubble has been picked over many times for fragments of gold and gems. But still, some small but valuable items may have been overlooked.
Roll a D6 to see what you find:

D6	Result
1-2	Quartz stones worth D6x5 GC
3-4	Amethyst worth 20 GC
5	Necklace worth 50 GC
6	A ruby worth D6x15 GC

If your warband does not sell the gems, one of your Heroes may keep them and displays them proudly. He will gain +1 to the rolls for locating rare items as merchants flock to such an obviously wealthy warrior.

(44444) Merchant's House
The merchant's house stands by the waterfront. It has a vaulted stone undercroft which is still stacked with barrels and bales of cloth. The foodstuffs have been looted or eaten long ago and huge rats infest the rotting bales. Up the stairs are the dwelling quarters, solidly built of timber, although badly damaged you think you can still get up to them but you'll need to tread with care!
Inside you find several valuable objects which can be sold for 2D6x5 GC. If you roll a double, instead of finding money you find the symbol of the Order of Freetraders. A Hero in possession of this gains the Haggle skill.

(55555) Shattered Building
The comet destroyed this building almost completely, making it unsafe for all but the most daring to explore. But places such as this are the best for searching for wyrdstone shards.
You find D3 shards of wyrdstone amongst the ruins. In addition take a Leadership test against the warband leader's Leadership value. If passed a war dog that was guarding the building joins the warband.

(66666) Entrance to the Catacombs
You find a well-hidden entrance to the dark catacombs which extend for miles beneath the city of Mordheim. Although the entrance looks foreboding the tunnels will take hours off your searches of the city.
You can use these tunnels to explore Mordheim more efficiently. From now on, you may re-roll one dice when you roll on the Exploration chart. Make a note of this in your warband's roster sheet. Second and subsequent catacomb entrances you find do not grant you any additional re-rolls, although you may find further re-rolls from other sources.

Six of a kind

(111111) The Pit

You have come within sight of the Pit, the huge crater created by the comet. A black cloud still rises from it but you can see glowing wyrdstone everywhere. This is the domain of the Shadow Lord, the lord of the Possessed, and no-one is welcome here – even his own followers!

If you wish, you can send one of your Heroes to search for any wyrdstone hidden here. Roll a D6. On a roll of 1 the Hero is devoured by the guardians of the Pit and never seen again. On a roll of 2 or more he returns with D6+1 shards of wyrdstone.

(222222) Hidden Treasure

In the depths of Mordheim, you come across a hidden chest, bearing the coat-of-arms of one of the noble families of the town.

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

Items	D6 Result Needed
D3 Pieces of wyrdstone	4+
5D6x5 GC	Auto
Holy relic	5+
Suit of heavy armour	5+
D3 Gems worth 10 GC each	4+
Elven cloak	5+
Holy tome	5+
Magical artefact	5+

(333333) Dwarf Smithy

You find a solidly built stone workshop. A runic inscription indicates that this may have been a Dwarf smithy.

Roll a D6 to see what you find:

D6	Result
1	D3 Double-handed axes
2	D3 Suits of heavy armour
3	Gromril axe
4	Gromril hammer
5	Double-handed gromril axe
6	Gromril armour

(444444) Slaughtered Warband

You find the remains of an entire warband. Broken bodies lay scattered among the ruins, torn apart by some monstrous creature. You see a huge shape, which looks like an immense Possessed creature, shambling away.

After giving the dead their final rites (Sisters of Sigmar or Witch Hunters), eating them (Skaven or Undead) or looting them (anyone else!) you find the following items. Roll for every item separately (apart from the gold coins and daggers) to see if you find it. For example, on a roll of 4+ you will find the suits of light armour.

Item	D6 Result Needed
3D6x5 GC	Auto
D3 Suits of light armour	4+
Suit of heavy armour	5+
D6 Daggers	Auto
Mordheim Map	4+
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Bows	4+
D3 Helmets	2+

(555555) Fighting Arena

During better times, Mordheim was famous for its duellists and pit fighters. You have found one of the areas used to train these warriors. The place is filled with training equipment and practice weapons.

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

(666666) Noble's Villa

You find a fine house which is partially ruined. It has been thoroughly ransacked and all the furniture has been stripped of its fine fabrics. Shards of broken pottery of the finest quality are scattered over the floor.

Roll a D6. If you roll 1-2, you find D6x10 GC worth of items and money to add to your treasury. On a roll of 3-4, you find D6 vials of Crimson Shade. On a roll of 5-6 you find a hidden magical artefact carefully concealed in a hidden cellar or behind a secret door. Roll on the Magical Artefacts table.

Magical 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 magical artefact. In a campaign none of these items can appear more than once, so if you find a magic item which is already in someone else's possession roll again – even if the warrior carrying it has been killed.

1 The Boots and Rope of Pieter

Pieter, the master thief of the Guild of Shadows, was the most famous of all the cat burglars of Mordheim. He earned the nickname 'Spider' for his daring robberies. The secret of his success was a pair of enchanted boots and a magical rope which he had acquired from far-off Araby.

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 The Count of Ventimiglia's Misericordia

This dagger was used by the notorious Tilean gentleman-pirate known as the 'Black Corsair'. It is claimed that he found it in ancient Elven ruins and legend also has it that the dagger's blade cannot be damaged in any way.

The dagger is treated as a sword. Opponents wounded by it 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.

Att'la's Plate Mail is a 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 can move through solid objects, like walls (this does not mean that he can see through them).

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

4 Bow of Seeking

This bow was a gift to Count Steinhardt from the Elf lords of the Forest of Shadows.

Any arrow shot using this magic bow will pursue the target and hit it even if the target is behind cover. Treat this as an Elven bow that always hits on a 2+, regardless of any to hit modifier. Such is its deadly precision that all the arrows shot with this weapon count as Hunting Arrows (+1 on all Injury rolls).

Pick any enemy model in range, not just the closest, but the shooter must be able to see the target (even the tip of a target's weapon is enough – as long as the shooter is aware of the presence and position of the target, he can shoot). In addition, if any Dwarf is an eligible target, the arrows will always deviate from their intended target and try to hit the Dwarf instead. For obvious reasons this bow cannot be used to shoot at Elves.

5 Executioner's Hood

Recovered from a shipwrecked Dark Elf vessel, this hood carries evil glowing runes which fill the wearer with unreasoning rage.

A warrior wearing this 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 combat under any circumstances, and will always 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-to-hand combat until one of the warriors is taken out of action.

6 All-Seeing Eye of Numas

This jewel was recovered from the ruins of Numas far in the south. It gives its wielder horrific nightmares that predict his future.

The bearer of the All-Seeing Eye 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 an additional 6+ save (which is not modified by Strength or weapon modifiers) against all shooting attacks and strikes in close combat, as he can sense the attacks before they are made.

All animals (such as War dogs, horses, etc) will be affected by frenzy when fighting against the bearer of the All-Seeing Eye.

Selling wyrdstone

Wyrdstone is tremendously valuable and is in constant demand by Imperial nobles. This means that finding buyers for your warband's wyrdstone is not difficult. You do not have to sell all your wyrdstone immediately after the battle – you may want to hoard it and sell it later, as selling wyrdstone in smaller quantities will increase demand and raise the price. Unfortunately, the demands of running a warband often mean that you will have to sell most of your wyrdstone as soon as you find it.

The warband must spend a large portion of its income on basic necessities such as food, drink, repair of weapons, and new arrows and ammunition, as well as celebrating! A warband leader is also expected to share any profits made by selling wyrdstone between his men which means that the more money the warband makes from such sales, the bigger the share for the men.

The more models there are in the warband, the more it costs to maintain and the higher the level of any profits made that must be shared between the men. The number indicated on the following chart is the profit in gold crowns earned after deducting the warband's maintenance costs. The profit is added to warband's treasury.

	Number of Warriors in Warband					
No. of Shards Sold	1-3	4-6	7-9	10-12	13-15	16+
1	45	40	35	30	30	25
2	60	55	50	45	40	35
3	75	70	65	60	55	50
4	90	80	70	65	60	55
5	110	100	90	80	70	65
6	120	110	100	90	80	70
7	145	130	120	110	100	90
8+	155	140	130	120	110	100

Sisters of Sigmar and income

Worldly possessions mean little to the Sisters, but their holy mission to purify Mordheim of the influence of Chaos requires supplies and weaponry, and these are much in demand. Thus the warbands of the Sisterhood compete with each other to gain the best weapons and equipment from the temple's armoury.

To measure their success, the more wyrdstone the Sisters bring to be kept under lock and key in the Vault of Vindication in the temple at Sigmar's Rock, the more aid they will receive from the temple.

Thus all gold crowns in the possession of a Sisters of Sigmar warband represent the resources that the High Matriarch will put at their disposal. It does not represent money in a literal sense, so you may like to think of it as faith, piety, dedication, etc.

Skaven and Undead

Neither of these warbands puts much value on gold, but they send all the wyrdstone they find to their superiors and receive aid and resources in return. Skaven use their own currency for trading, while the Undead are somewhat beyond petty concepts of wealth. For Skaven, the gold crowns in the warband's treasury represent the warp tokens which the Skaven use for currency, while for the Undead it represents the favour they enjoy in the eyes of their master, Vlad von Carstein of Sylvania.

Spending income

You can spend any accumulated money on weapons, armour, hiring new warriors, buying new equipment or simply save the money for a bigger purchase. See the *Trading* section for details.

Trading

Every Settlement around the city of Mordheim has at least one trading post, shop or merchant's guildhouse where the local traders sell their wares and buy wyrdstone and other items that have been scavenged from the ruins. In a large village such a place might cover a substantial area with many traders and merchants offering their goods and services. Small settlements are served by travelling traders.

All warbands are able to get new equipment one way or another. The most unscrupulous merchants actively trade with the Possessed Cultists, and creatures such as the Skaven have their own network of contacts, while Vampires can send the Dregs that serve them into the less salubrious settlements around Mordheim, such as Cutthroats' Haven.

Spending cash

After every game, a warband can collect income from exploration, etc, and sell any wyrdstone and treasures they have acquired. Cash can be spent on recruiting new warriors, or on new equipment for the warband.

The price of wyrdstone varies according to current demand. See the Income section for details.

New recruits

New warriors are recruited in the same way as the original warband with the notable exception of equipment. After the start of a campaign, a new hireling can only buy Common items from his warband's equipment chart freely. He may only be given Rare items from his warband's equipment chart if the warband can obtain them via the normal trading rules.

Warbands may recruit whatever type of warriors the player wishes, but the usual restrictions apply regarding the number of Heroes, Henchmen, wizards, etc. For example, no warband may recruit a second leader, and no Mercenary warband can have more than two Champions.

Recruiting hired swords

Players may hire mercenary warriors known as 'Hired Swords' for the warband if they wish. See the Hired Swords section starting on page 229.

New recruits and existing henchmen groups

You may add new recruits to existing Henchman groups. If the group is relatively inexperienced, you will have no difficulty in finding raw recruits to add to their numbers. But more experienced gnarled veterans are not so keen on letting novice warriors join them – and quite rightly so! Between each battle, roll 2D6: this represents the experience of the warriors currently available for hire. You can hire as many warriors as you wish, as long as their combined Experience does not exceed your dice roll. For example, if you rolled 7, you could add a single warrior to a Henchman group with 7 Experience points, or two warriors to a Henchman group with 3 Experience points, or any combination thereof. Disregard any excess Experience points.

As with other new Henchmen, you must pay for all their weapons and armour, and in addition you must add 2 gold crowns to their cost for each extra Experience point they add to the warband's total. New Henchmen must be armed and equipped in the same way as existing members of the group.

Weapons

If a player wants to buy new weapons or other equipment for existing warriors, refer to the Price chart that follows. The chart lists all the equipment available in Mordheim, not just the common weapons included in the Recruitment charts. Rare items and weapons are not always available and vary in price. Remember that your warriors lack the skill to use any weapons other than the ones listed in the Recruitment charts. You may still want to buy rare items offered to you, as your warriors may be able to use them as they gain in experience.

Players should preferably complete any recruiting and trading after the battle is over, making the appropriate dice rolls whilst both players are present.

However, some players may prefer to wait until the heat of battle has cooled and they are able to consider purchases more carefully. Determine which rare items are offered for sale while both players are together. The players can work out what they will buy later.

Trading

Trade items are divided into two sections: *common* and *rare* items. Common items can be bought quite readily in any of the numerous trading posts and settlements around Mordheim. Players may purchase as many of these items as they want. The price of common items is fixed, so players always pay the same rate for them.

Rare items are hard or even impossible to come by. Only occasionally do such items turn up for sale and the price asked is often way above the true value. These items are often offered only to the most famous warbands, or those with the most money.

Availability

The Price chart has a column marked 'Availability'. Common items are always available, and can be bought in any quantity. Items marked 'rare' are more difficult to find. A rare item's availability is indicated by a number, for example 'Rare 9'.

Whenever a Hero wants to buy a rare item, roll 2D6 and compare the result to the number stated. If the roll is equal or greater, the item is available. For example, you need to roll 9 or more to acquire an item marked 'Rare 9'. You can only buy one rare item for each successful roll. You may also only make one roll for each Hero looking for rare items. For example, if your warband has four Heroes, you may make four rolls to locate rare items. Warriors taken *out of action* during the last battle may not look for rare items.

Selling

A player may trade in weapons and equipment at the same time he buys new ones. After all, as warbands become more powerful they often abandon their earlier armament in favour of something better. However, the second-hand value of equipment is not high due to the considerable wear and tear inflicted on it by your warriors.

Warriors can automatically sell equipment for half its listed price. In the case of rare equipment and weapons which have a variable price, the warband receives half of the basic cost only (merchants are far better at haggling than your warriors). Alternatively, weapons, armour and equipment may be hoarded for future use (make a note on the warband roster) or swapped around the warband from one fighter to another (though not between warbands). As a weapon's value is low compared to the cost of equipping any new recruits you may get, a warband can usually find a use for its cast-off armaments.

Price chart

The following chart indicates the cost of items available for sale at trading posts. The cost of rare items is included, but such items cannot be bought unless they are available, as already described. In some cases the price is variable, and includes a basic cost plus a variable extra amount, for example 20+3D6 gold crowns. For these items the extra variable cost reflects the rarity of the item – the premium which must be paid to buy it.

Close Combat Weapons

Item	Cost	Availability
Axe	5 GC	Common
Ball and Chain	15 GC	Common
Barbed Spear	15 GC	Rare 5
Beastlash	10+D6 GC	Rare 8
Boss Pole	20 GC	Common
Brazier Iron	35 GC	Rare 7
Censer	40 GC	Rare 9
Claw of the Old Ones	30 GC	Rare 12
Dagger	1st free/2 GC	Common
Disease Dagger	15 GC	Rare 8
Double-Handed Weapon	15 GC	Common
Dwarf Axe	15 GC	Rare 8
Fighting Claws	5 GC per pair	Rare 7
Flail	15 GC	Common
Halberd	10 GC	Common
Hammer, staff, mace, club	3 GC	Common
Horseman's Hammer	12 GC	Rare 10
Katar	15 GC	Rare 7
Lance	40 GC	Rare 8
Morning Star	15 GC	Common
Pike	12 GC	Rare 7
Plague Sword	40 GC	Rare 11
Punisher Whip	15 GC	Rare 8
Rapier	15 GC	Rare 5
Saerath	20 GC	Rare 8
Scythe	35 GC	Common
Serpent Whip	25 GC	Rare 8
Sigmarite Warhammer	15 GC	Common
Spear	10 GC	Common
Spiked Gauntlet	15 GC	Rare 7
Squig Prodder	15 GC	Common
Star-blade	35 GC	Rare 10
Star-sword	50 GC	Rare 12
Steel Whip	10 GC	Common
Sword	10 GC	Common
Sword Breaker	30 GC	Rare 8
Weeping Blades	50 GC per pair	Rare 9
Whip	15 GC	Rare 5

Close Combat Upgrades

Item	Cost	Availability
Fog-enhancing Warpstone Shards	100+D6x10 GC	Rare 9

Special Weapon Types

Item	Cost	Availability
Cold Metal Weapons	3x Price	Rare 10
Dark Steel Weapons	3x Price	Rare 10
Gromril Weapons	4x Price	Rare 11
Ithilmar Weapons	3x Price	Rare 9

Missile Weapons

Item	Cost	Availability
Blowpipe	25 GC	Rare 7
Bolas	5 GC	Common
Bolt Thrower	115 GC	Rare 9
Bow	10 GC	Common
Crossbow Pistol	35 GC	Rare 9
Crossbow	25 GC	Common
Elf Bow	35+3D6 GC	Rare 12
Javelins	5 GC	Common
Long Bow	15 GC	Common
Poison Wind Globes	25 GC	Rare 11
Repeater Bolt Thrower	150 GC	Rare 11
Repeater Crossbow	40 GC	Rare 8
Short Bow	5 GC	Common
Sling	2 GC	Common
Sunstaff	50 GC	Rare 12
Sun Gauntlet	40 GC	Rare 12
Throwing Stars/Knives	15 GC	Rare 5
Tufenk	30 GC	Rare 11

Missile Weapon Upgrades

Item	Cost	Availability
Black Arrow	25+2D6 GC	Rare 9
Composite / Compound	2x Price	Rare 6
Fire Arrows	30+D6 GC	Rare 9
Hunting Arrows	25+D6 GC	Rare 8

Blackpowder Weapons

Item	Cost	Availability
Blunderbuss	30 GC	Rare 9
Duelling Pistol	30 GC	Rare 10
Hand-held Mortar	80+2D6 GC	Rare 12
Handgun	35 GC	Rare 8
Hochland Long Hunting Rifle	175 GC	Rare 11
Jezzail Rifle	165 GC	Rare 11
Nuln Shotgun	40 GC	Rare 9
Pistol	15 GC	Rare 8
Repeater Handgun	60+2D6 GC	Rare 11
Repeater Pistol	30+2D6 GC	Rare 9
Rifle	75 GC	Rare 9
Small Cannon	150 GC	Rare 11
Warpfire Thrower	300 GC	Rare 10
Warplock Pistol	35 GC	Rare 11

Blackpowder Weapons Upgrades

Item	Cost	Availability
Bayonet	10 GC	Rare 7
Brace of Pistol	2x Price	
Double-barrelled	2x Price	Rare 11
Heavier Ammunition	5 GC per shot	Rare 8
Modified Gunsight	15 GC	Rare 9
Silver Bullets	30 GC	Rare 10
Superior Blackpowder	30 GC	Rare 11

Armour & Clothing

Item	Cost	Availability
Barding	30 GC	Rare 11
Bracers	20 GC	Rare 8
Buckler	5 GC	Common
Cathayan Silk Clothes	50+2D6 GC	Rare 9
Cold Metal Armour	85 GC	Rare 10
Dark Steel Armour	95 GC	Rare 11
Elven Cloak	100+D6x10 GC	Rare 12
Forest Cloak	50 GC	Rare 10
Gromril Armour	150 GC	Rare 11
Heavy Armour	50 GC	Common
Helmet	10 GC	Common
Ithilmar Armour	90 GC	Rare 11
Light Armour	20 GC	Common
Pavise	25 GC	Rare 8
Reinforced Plate Armour	95 GC	Rare 9
Sea Dragon Cloak	50+2D6 GC	Rare 10
Shield	5 GC	Common
Toughened Leathers	5 GC	Common
Wolfcloak	10 GC	Special

Miscellaneous equipment

Alcohol, Drugs, Poisons & Potions	Cost	Availability
Black Lotus	10+D6 GC	Rare 9
Blessed Water	10+3D6 GC	Rare 6
Bugman's Ale	50+3D6 GC	Rare 9
Crimson Shade	35+D6 GC	Rare 8
Dark Venom	30+2D6 GC	Rare 8
Elven Wine	50+3D6 GC	Rare 10
Garlic	1 GC	Common
Healing Herbs	20+2D6 GC	Rare 8
Healing Potion	30+D6 GC	Rare 5
Liquor Flask	30+D6 GC	Rare 7
Mad Cap Mushrooms	30+3D6 GC	Rare 9
Mandrake Root	25+D6 GC	Rare 8
Potion of Strength	30+D6 GC	Rare 6
Speed Potion	40+D6 GC	Rare 10
Spider's Poison	25+2D6 GC	Rare 8
Tears of Shallaya	10+2D6 GC	Rare 7
Vial of Pestilens	25+2D6 GC	Rare 9
Vodka	35+2D6 GC	Rare 8

Banners	Cost	Availability
Banner	10 GC	Rare 5
Clan Pestilens Banner	10 GC	Rare 5
Standard of Nagarythe	75+3D6 GC	Rare 9

Charms & Amulets	Cost	Availability
Bear-Claw Necklace	75+3D6 GC	Rare 9
Lucky Charm	10 GC	Rare 6
Rabbit's Foot	10 GC	Rare 5
Red Toof Tribal Jewellery	40 GC	Rare 9
Tarot Cards	50 GC	Rare 7
Warpstone Amulet	10 GC	Rare 5
Wyrdstone Pendulum	25+3D6 GC	Rare 9

Encampment Equipment	Cost	Availability
Barricade	10 GC	Common
Ditch	5 GC	Common
Heads on spikes	5 GC	Common
Kennel	15 GC	Rare 6
Ladders	5 GC	Common
Palisade	15 GC	Common
Scout Tower	15 GC	Common
Stable	30 GC	Rare 9
Stakes	10 GC	Common
Tents	10+2D6 GC	Common
Tunnels	15 GC	Common
Traps	30 GC	Rare 6
Watchtower	25 GC	Common

Equipment from Khemri	Cost	Availability
Bota Bag	5 GC	Common
Lamp of the Djinn	75+2D6 GC	Rare 12
Magic Carpet	70+4D6 GC	Rare 12
Magic Gourd	10 GC	Rare 7
Monkey's paw	75+D6 GC	Rare 11
Nehekharan Map	20+4D6 GC	Rare 10
Nomad Robes	25 GC	Rare 10
Scorpion Ring	10+D6 GC	Rare 11
Snake Charmer's Flute	10+D6 GC	Rare 9
Venom Ring	20+2D6 GC	Rare 10

Equipment from Lustria	Cost	Availability
Amulet of the Moon	50 GC	Rare 12
Cloak of Mists	75+5D6 GC	Rare 12
Enchanted Skins	35 GC	Rare 9
Conch Shell Horn	45 GC	Rare 10

Magic, Books & Scrolls	Cost	Availability
Book of the Dead	200+D6x25 GC	Rare 12
Dispel Scroll	25+2D6 GC	Rare 10
Elven Runestones	50+2D6 GC	Rare 11
Halfling Cookbook	30+3D6 GC	Rare 7
Hammer of Witches	100 GC	Rare 10
Holy (Unholy) Relic	15+3D6 GC	Rare 8
Holy Tome	100+D6x10 GC	Rare 8
Liber Bubonicus	200+D6x25 GC	Rare 12
Liturgicus Infecticus	30+2D6 GC	Rare 8
Magic Gugginz	50 GC	Rare 9
Mordheim Map	20+4D6 GC	Rare 9
Scroll of the Rat Familiar	25+1D6 GC	Rare 8
Tome of Magic	200+D6x25 GC	Rare 12

Musical Instruments	Cost	Availability
Drum	10 GC	Common
Flute	5 GC	Rare 5
Horn	10 GC	Rare 9
Lyre	5 GC	Rare 9
War Horn	30+2D6 GC	Rare 8
War Horn of Nagarythe	25+1D6 GC	Rare 6

Explosive Item	Cost	Availability
Fire Bomb	35+2D6 GC	Rare 9
Flash Powder	25+2D6 GC	Rare 8
Smoke Bombs	5 GC	Rare 5

Other Item	Cost	Availability
Caltrops	15+2D6 GC	Rare 6
Lantern	10 GC	Common
Lock Picks	15 GC	Rare 8
Net	5 GC	Common
Opulent Coach (without draft animals)	250 GC	Rare 10
Rope & Hook	5 GC	Common
Telescope	75+3D6 GC	Rare 10
Torch	2 GC	Common
Wagon / Stage Coach (without draft animals)	100 GC	Rare 7

Beasts	Cost	Availability
Bear	125+2D6 GC	Rare 8
Cave Squig	15+2D6 GC	Rare 7
Chaos Hound	25+2D6 GC	Common
Chaos Steed	90 GC	Rare 11
Cold One	100 GC	Rare 11
Cold One Beast-hound	30+2D6 GC	Rare 9
Eagle	30+2D6 GC	Rare 10
Elven Steed	90 GC	Rare 10
Falcon	30+2D6 GC	Rare 9
Familiar	20+1D6 GC	Rare 8
Giant Spider	100 GC	Rare 11
Giant Wolf	85 GC	Rare 10
Hawk	30+2D6 GC	Rare 9
Horse (Riding)	40 GC	Rare 8
Kite	30+2D6 GC	Rare 9
Leopard	85+2D6 GC	Rare 9
Lion	115+2D6 GC	Rare 9
Mule	30 GC	Rare 7
Nightmare	95 GC	Rare 11
Owl	50+2D6 GC	Rare 10
Panther	80+2D6 GC	Rare 9
Skeletal Steed	65 GC	Rare 8
Snotling	8+D6 GC	Common
Tiger	75+2D6 GC	Rare 9
Tuckgor	85 GC	Rare 8
War Boar	90 GC	Rare 11
War Horse	80 GC	Rare 11
War Hound	25+2D6 GC	Rare 10
Wild Hog	30+2D6 GC	Rare 6
Wolf	30+2D6 GC	Rare 7

Hired Swords

Recruiting hired swords

This section introduces Hired Swords – professional mercenaries – to Mordheim campaign games. Taverns in the settlements and shanty towns around Mordheim are good recruitment centres for warriors who do not belong to any particular warband or retinue, but instead hire out their services to the highest bidder.

A player can recruit Hired Swords when he creates his warband, or during the campaign phase after a game. Hired Swords do not count towards the maximum number of warriors or Heroes a warband may have on its roster and don't affect your income from selling wyrdstone. However, Hired Swords do count as part of the warband for purposes of Rout tests, etc whilst in battle. A player can buy extra weapons or equipment for a Hired Sword, however once a weapon or piece of equipment is given to a Hired Sword it cannot be taken back and he cannot sell the Hired Sword's weapons or equipment. To reflect their rarity, you can only have one of each type of Hired Sword in your warband. You may not use the Leadership of any of the Hired Swords for Rout tests.

Hire fee

When a warband recruits a Hired Sword, you must pay his hire fee. Subsequently, after each battle he fights, including the first, you must pay his upkeep fee if you want him to remain with the warband. If the Hired Sword is killed, or you no longer require his services, you don't have to pay any upkeep! These costs are indicated in the entries for each Hired Sword.

The money paid to Hired Swords comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors. If you don't have enough gold to pay for the Hired Sword, or want to spend it on other things, he leaves the warband. Any experience he has gained will be lost, even if you hire a new Henchman of the same type.

Injuries

If a Hired Sword goes out of action during the game, roll for his injuries as you would roll for a Hero after a battle.

Hired swords and experience

Hired Swords gain experience in exactly the same way as a Hero. Refer to the scenarios to find out how much experience Hired Swords gain after each game. Write the name and profile of a Hired Sword on your roster sheet in one of the Hero slots. Once the Hired Sword gains enough experience for an advance, roll on the Heroes Advancement table (as opposed to Henchmen) to determine which advance he gains. Skills available to the Hired Swords are listed under their entries.

Hired Sword List
Arabian Merchant

By Nick Kyme

From the lands of eternal desert they come, crossing the sea to reach the Empire, in search of the city spoken of in frightened whispers and imagined in childhood nightmares; Mordheim – City of the Damned.

Not all hirelings are warriors and the merchants of Araby are not known for their martial prowess. Rather they are advisers, treasure seekers and collectors of the arcane. Found within the shady bazaars of seldom trodden streets and darkened taverns, they have an uncanny knack of finding the best equipment for the best price, tapping into the vein-like underworld network of black markets and foreign traders providing for any would-be adventurers.

Experts in treasure and antiques, they seek their own fortune in the forgotten artefacts buried deep beneath the city but require a warband's protection. Reciprocal then is this relationship. Although keen to avoid conflict, their employers' keep them close at hand, as a smooth talking merchant is not to be trusted when treasure and glory is at stake…

20 Gold Crowns +10 Gold Crowns upkeep

May be Hired: The Arabian Merchant may be hired by Lawful, Lawful / Neutral and Neutral warbands.

Rating: An Arabian Merchant increases a warband's rating by 10 points plus 1 point for each Experience point the Arabian Merchant has.

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

Weapons/Armour: Scimitar (counts as a sword).

Skills: A Merchant may choose from Academic skills when he gains a new skill (he also has his own special skill that he can choose – see below).

Special Rules

Haggle: As in the Academic skill in the rulebook.

Pawnbroker: The Merchant is skilled in finding the best price for sold items and as such gains an extra 2D6 gold per item that the warband sells (up to its full value) if he was not taken out of action in the battle.

Marketeer: The Merchant has many useful contacts in the black market underworld and foreign traders to locate many special items. After each battle (if he wasn't taken out of action) the Merchant can visit one of three markets: the Black Market, Foreign Wares and the Fencer, in search of items for the warband. Roll a D6 on the relevant table to see what items are on offer.

Black Market

A den of thieves and underworld brigands the black markets of Mordheim sell and procure all manner of illicit substances and are regularly frequented by the infamous members of the Assassins guild…

D6	Items
1	Nothing available.
2	Dark Venom or Black Lotus (D3 doses)
3	Crimson Shade (D3 doses)
4	Mandrake Root or Madcap Mushrooms (D3 doses)
5	Stiletto Blade (need 'Weapons Training' to use) +1 attack per turn at -1 strength.
6	Blow Pipe (need 'Weapons Training' to use)

Foreign Wares

Traders from across the seas can be found in the shady taverns and street corners on the outskirts of Mordheim. They have many exotic and wondrous items for sale, but at a hefty price…

D6	Items
1	Nothing available.
2	Venom Ring
3	Lamp of the Djinn or Monkey's Paw
4	Magic Carpet or Tufenk
5	Elven Cloak
6	Cathayan Silks

Fencer

Fencers have an eclectic range of items 'procured' from sources best left unspoken. Offered at incredible prices, traders should be wary for their word is not their bond and such items are often 'flawed'…

D6	Items
1	Halfling Cook Book
2	Ithilmar Weapon
3	Gromril Weapon
4	Tome of Magic
5	Hunting Rifle or Elven Bow
6	Brace of Duelling Pistols

All the items purchased through the Merchant's market contacts are at their base price (i.e., do not add the random gold modifier for items). All items bought from the Fencer are also at half price but after the item is used once roll a D6. On a roll of 1, the item breaks and is useless – an elaborate fake!

Merchant Skills

Stone Cutter: The Merchant has the skill to refine wyrdstone shards to increase their value. Whenever a warband sells its wyrdstone the Merchant may try to refine the source. Roll a D6 to discover how much additional gold the wyrdstone is worth.

D6	Gold
1-2	Lose 2D6 gold crowns.
3-5	Gain 2D6 gold crowns.
6	Gain 3D6 gold crowns.

Guardian: The Merchant has 'acquired' a bodyguard to protecting from harm in the coming battles. The bodyguard will only protect the Merchant and cannot fulfil warband objectives or search, loot or any function other than protecting the Merchant and as such will remain within 1" of the Merchant at all times. The bodyguard doesn't gain experience and isn't paid (it is assumed he has been 'gifted' to the Merchant as a favour from one of his contacts).

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

Equipment: Sword, light armour, shield and helmet.

Special Rules

Intercept: the bodyguard will intercept any model shooting at or charging the Merchant. Any attacks will be directed at him and if charged place the bodyguard in front of the Merchant to protect him. The bodyguard will not charge unless the Merchant also charges and cannot intercept an attack if already engaged in combat.

Barbarian

The Barbarians are massive men who are bred for battle from birth and use their training to inflict pain and suffering on the enemies that they consider to be weak and their prey, as well as rival tribes.

50 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Barbarian may be hired by any Lawful / Neutral, Neutral, Neutral / Chaotic, and Chaotic warbands except for Skaven, Greenskins and Beastmen.

Rating: The Barbarian increases a warband's rating by 15 points plus 1 point for each Experience point the Barbarian has.

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

Weapons/Armour: the Barbarian is armed with a dagger, two-handed sword and wears a fur cloak (Act the same as a wolfcloak)

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

Special Rules

Strongman: the barbarian starts with Strongman skill. See the Strength Skills section of the rulebook for more details.

Bard

By Nick Kyme

In the dark and depressing streets of Mordheim a rousing tune foretelling the warband's victory can lift even the lowliest of spirits. A Bard may seem out of place in the City of the Damned but there are those who are willing to sing out their battle chorus for the highest bidder. These men are often warriors too, for only the bravest of songsters would consider looking for an audience in Mordheim.

20 Gold Crowns +10 Gold Crowns upkeep

May be Hired: The Bard may be hired by any Lawful, Lawful / Neutral, and Neutral warbands.

Rating: A Bard increases a warband's rating by 8 points plus 1 point for each Experience point the Bard has.

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

Weapons/Armour: Sword, dagger and light armour.

Skills: The Bard may choose from Academic, Speed and Musician when he gains a new skill.

Special Rules

Musician: The Bard starts with Musician skill. See the common skills section of the rulebook for more details.

Songster: A Bard's rousing war songs steel the hearts of all those around him. Any friendly model within 6" of a Bard may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

Beggar

By Daniel Logee

The streets of Mordheim crawl with the poor and destitute. They scratch an existence by digging through the wreckage of this black city for any meager supply of food. As such, these poor humans will do just about anything for gold.

10 Gold Crowns +5 Gold Crowns upkeep

May be Hired: The Beggar may be hired by any warbands, Though Neutral / Chaotic, and Chaotic warbands will have to pay 15 gold crowns for their initial hire, as the Beggar knows he may not survive the company long.

Rating: A Beggar increases a warband's rating by 8 points plus 1 point for each Experience point Beggar has.

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

Weapons/Armour: Club

Skills: The Beggar may choose from Speed when he gains a new skill.

Special Rules

Scrounge: Such is the Beggar's skill at scrounging through the ruins of Mordheim, at the end of each battle that the Beggar was not put out of action, he adds an extra die of exploration to your pool.

Not a Threat: as a Beggar proves hardly a threat to any true warrior, warbands may ignore Beggar for purposes of shooting at the nearest target and charging another enemy within 2” of the Beggar.

Black Orc

From the Nemesis Crown

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 and 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 skill is much admired. A few however wander alone and will sell themselves for the opportunity to fight.

60 Gold Crowns +25 Gold Crowns upkeep

May be Hired: The Black Orc may be hired by any Neutral / Chaotic, Chaotic warbands except for undead.

Rating: The Black Orc increases a warband's rating by 15 points plus 1 point for each Experience point the Black Orc has.

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

Weapons/Armour: The Black Orc wears Heavy armour and has helmet. He may choose between two axes or a great Axe.

Skills: The Black Orc may choose from Combat & Strength when he gains a new skill. In addition, the Black Orc may choose from the Orc Special Skill list.

Special Rules

I said 'shut it'! (Only applicable for greenskin)**:** 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.

Who's Da Boss!: If any 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 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.

Whose Da Man? (Only applicable for greenskin)**:** A Black Orc counts as a second leader in any warband he joins, and relays orders (much nastier) to the other warriors. Warriors within 6" of him may test off of their true leader's Leadership minus 1 if the leader is still on the table, or at the Black Orc's Leadership if he is not or if the Black Orc's Leadership is higher than their leader's Leadership-1.

Independent: The Black Orc is fierce independence means that they do not have to take All Alone tests.

Bounty Hunter

By Nick Kyme

Villains and outlaws are rife in the Old World. In Mordheim they are as ubiquitous as the ruins that litter the streets. It is the false perception of some outlaws that the depravity and chaos within the city's walls can offer some anonymity from those men who would seek to bring them to justice and claim the price on their heads. Not so, for Bounty Hunters are determined and resourceful men who will often hire themselves out as mercenaries to roaming warbands in the hope of getting closer to their mark. Their mission is to capture at all costs and a little thing like a cursed city isn't even going to slow their stride...

40 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Bounty Hunter may be hired by any Lawful, Lawful / Neutral and Neutral warbands.

Rating: A Bounty Hunter increases a warband's rating by 20 points plus 1 point for each Experience point the Bounty Hunter has.

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

Weapons/Armour: Sword, dagger, pistol, crossbow, heavy armour, helmet, rope hook and lantern.

Skills: The Bounty Hunter may choose from Combat, Shooting, Strength and Speed when he gains a new skill.

Special Rules

Capture: The Bounty Hunter will always be on the lookout for the outlaw he is pursuing. Such contracts are numerous, especially in Mordheim so at the start of each battle nominate one of your opponent's heroes as the Bounty Hunter's mark. The Bounty Hunter gets a +1 to hit this model and must always move towards them (if he can see them), unless he can shoot (in which case choose). If the Bounty Hunter successfully takes the hero 'out of action' he gains the hero's gold value as payment (of which he gives the warband half) +D3 experience if he survives the game and the Bounty Hunter's side wins. After the battle do not roll on the serious injury table for the hero, he simply counts as captured.

Chaos Warrior

The dark warriors who dedicate themselves to Chaos are right at home in the dark streets of Mordheim, and some might be found in the company of the Possessed up to some foul ends.

70 Gold Crowns +35 Gold Crowns upkeep

May be Hired: The Chaos Warrior may be hired by any Neutral / Chaotic and Chaotic warbands except for Undead.

Rating: The Chaos Warrior increases a warband's rating by 25 points plus 1 point for each Experience point the Chaos Warrior has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Chaos Warrior	4	6	6	4	4	1	6	2	9

Weapons/Armour: The Chaos Warrior is armed with a dagger, an axe, sword or double-handed weapon, and a shield, the Chaos Warrior wears heavy armour, and a helmet.

Mark of Chaos: The Chaos Warrior has a Mark of Chaos. Choose one Mark of Chaos found in the Skills & Abilities section.

Skills: The Chaos Warrior may choose from Combat and Strength when he gains a new skill.

Special Rules

Fearsome: The Chaos Warrior causes fear

Massive Strength: The Chaos Warrior is titanic in size and may use a double-handed weapon in one hand. This means he can use his shield while wielding his mighty double-handed Battle Axe one handed. Also, the Chaos Warrior gains no movement penalty for using heavy Armour with a shield.

Upkeep: The warband leader may choose to pay the Chaos Warrior with 3 wyrdstone shards instead of Gold.

[Thank to Ed Hastings & Natascha Chrobok for the idea.]

Clan Eshin Assassin

This black clad Skaven is a silent and deadly infiltrator belonging to Clan Eshin. It's not uncommon for an Assassin to accept assignments that will pit them against their own clan, they are after all businessmen and see an opportunity to make more Warp tokens by hiring out their services to the other Lords.

30 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Clan Eshin Assassin may be hired by any Neutral / Chaotic and Chaotic warbands.

Rating: The Clan Eshin Assassin increases a warband's rating by 25 points plus 1 point for each Experience point the Clan Eshin Assassin has.

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

Weapons/Armour: The Clan Eshin Assassin is armed with throwing stars, a sling, a dagger and a sword. He wears light armour and a helmet.

Skills: The Clan Eshin Assassin may choose from Combat, Shooting and Speed when he gains a new skill. In addition, the Clan Eshin Assassin may choose from the Clan Eshin Special Skill list.

Special Rules

Expert Killer: All attacks made by the Assassin, wether this is shooting or close combat, have an extra -1 save modifier to represent his skill in striking at non-armoured spots.

Skaven: The Clan Eshin Assassin like all Skavens, only lookout for himself and so they would stab (or shoot) you in the back if the need arose. The Clan Eshin Assassin will shoot in to combat with on care for the safely of others. For each shot roll a D6 on a 1-3 the shot hits a friendly model.

[Thanks to Tommy Punk for the idea.]

Clan Moulder Packmaster

Clan Moulder Packmasters are experts in training wild and vicious monsters. Truculent beasts are broken so that they obey and passive creatures goaded until they become killers. The Packmasters herd monstrous creatures and rats to the battle in order to overwhelm the defenders.

40 Gold Crowns +25 Gold Crowns upkeep

May be Hired: The Clan Moulder Packmaster may be hired by any Neutral / Chaotic and Chaotic warbands.

Rating: The Clan Moulder Packmaster increases a warband's rating by 25 points plus 1 point for each Experience point the Clan Moulder Packmaster has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Packmaster	5	3	3	3	3	1	4	1	6
Giant Rat	6	2	0	3	3	1	4	1	4

Weapons/Armour: The Packmaster is armed with a whip, a sword and a sling. In addition he will bring three Giant Rats with him to the warband.

Skills: The Clan Moulder Packmaster may choose from Combat and Speed when he gains a new skill. In addition, the Clan Moulder Packmaster may choose from the Clan Moulder Special Skill list.

Special Rules

Animals: The Giant Rats are animals and follow all rules for animals and never gain experience.

Animal\Beast Handler (Giant Rat): The Clan Moulder Packmaster starts with Animal\Beast Handler. See the Common Skills section of the rulebook for more details.

Skaven: The Clan Moulder Packmaster like all Skavens, only lookout for himself and so they would stab (or shoot) you in the back if the need arose. The Clan Moulder Packmaster will shoot in to combat with on care for the safely of others. For each shot roll a D6 on a 1-3 the shot hits a friendly model.

[Thanks to Tommy Punk for the idea.]

Clan Moulder Rat Ogre Bodyguard

A part of Clan Moulder's wealth comes from breeding Rat Ogres and other monsters and selling these as bodyguards or fighting beasts to the other clans. The Rat Ogre is a mix between an Ogre and a rat and is an old breed of Clan Moulder.

210 Gold Crowns +35 Gold Crowns upkeep

May be Hired: The Rat ogre Bodyguard may be hired by any Neutral / Chaotic or Chaotic warbands.

Rating: A Rat ogre Bodyguard increases a warband's rating by 25 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rat ogre Bodyguard	6	3	3	5	5	3	4	3	4

Weapons/Armour: Jaws, claws and brute force!

Special Rules

Fear: Rat Ogres are so frightening they cause fear.

Experience: Rat Ogres do not gain experience.

Large Target: Rat Ogres are Large Targets as defined in the shooting rules.

Stupidity: A Rat Ogre is subject to stupidity unless the assigned Hero is within 6" of it.

[Thanks to Tommy Punk for the idea.]

Clan Skryre Poisoned Wind Globadier

Poisoned Wind Globadiers are armed with glass balls full of acidic compounds that they lob into their opponents, melting them where they stand. Armour offers no protection from the corrosive liquid they carry.

35 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Poisoned Wind Globadier may be hired by any Neutral / Chaotic and Chaotic warbands.

Rating: The Poisoned Wind Globadier increases a warband's rating by 15 points plus 1 point for each Experience point the Poisoned Wind Globadier has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Poisoned Wind Globadier	5	3	3	3	3	1	4	1	5

Weapons/Armour: The Poisoned Wind Globadier is armed with a Sword, 6 Poison Wind Globes a Gas Mask and light armour.

Skills: The Poisoned Wind Globadier may choose from Speed when he gains a new skill. In addition, the Poisoned Wind Globadier may choose from the Clan Skryre Special Skill list.

Special Rules

Gas Mask: The Poisoned Wind Globadier wears a gas mask which counts as a helmet and if he is caught up in his known attack he will only be hit on a roll of 6, due to this specialized equipment.

Skaven: The Poisoned Wind Globadier like all Skavens, only lookout for himself and so they would stab (or shoot) you in the back if the need arose. The Poisoned Wind Globadier will shoot in to combat with on care for the safely of others.

[Thanks to Tommy Punk for the idea.]

Clan Skryre Sniper

There are many deadly warriors that have come to Mordheim, one of these are the Skaven snipers of Clan Skryre, armed with the clan's Jezzail rifle which can shoot of the winds of a dragonfly at over twelve hundreds paces.

50 Gold Crowns +20 Gold Crowns upkeep

May be Hired: The Clan Skryre Sniper may be hired by any Neutral / Chaotic and Chaotic warbands.

Rating: The Clan Skryre Sniper increases a warband's rating by 20 points plus 1 point for each Experience point the Clan Skryre Sniper has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Clan Skryre Sniper	5	3	3	3	3	1	4	1	5

Weapons/Armour: The Clan Skryre Sniper is armed with a dagger and a Jezzail rifle.

Skills: The Clan Skryre Sniper may choose from Shooting and Speed when he gains a new skill. In addition, the Clan Skryre Sniper may choose from the Clan Skryre Special Skill list.

Special Rules

Sniper: The Clan Skryre Sniper is not deployed at the beginning of the game. He is deployed at the beginning of the second turn of play within 16" of the player's table edge. He is considered Hidden after deployment. This represents the Clan Skryre Sniper spending the entire first turn looking for a good sniping position.

Skaven: The Clan Skryre Sniper like all Skavens, only lookout for himself and so they would stab (or shoot) you in the back if the need arose. The Clan Skryre Sniper will shoot in to combat with on care for the safely of others. For each shot roll a D6 on a 1-3 the shot hits a friendly model.

Cleric

55 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Cleric may be hired by any Lawful, Lawful / Neutral and Neutral warbands. Warbands which include magic users (including Hired Swords) may hire Cleric, but must pay 30 gold crowns after each battle instead of 15.

Rating: The Cleric increases a warband's rating by 20 points plus 1 point for each Experience point the Cleric has.

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

Weapons/Armour: The Cleric is armed with a dagger, a sword and\or a mace and a shield. The Cleric wears light armour.

Skills: The Cleric may choose from Combat, Academic and Strength when he gains a new skill.

Special Rules

Magic: Unlike the other Warrior-Priest, the Cleric will work alongside of magic users.

Pray User: The Cleric is a serves as a Priest for many faiths and may use the Prayers of Sigmar, Shallaya, Taal and Ulric as detailed in the Magic section and the Cleric start with two prays generated at random. See the Magic section for details. In addition the Cleric may learn a new Pray instead on a new skill.

Dark Elf Assassin

Few are better than the silent, black garbed killers of the Dark Elves, even the Skaven Clan Eshin quail at their expertise. It is not unusual for young apprentice assassins, when learning their dark trade, to be sent off to faraway places to further hone their skills by selling their unique abilities.

70 Gold Crowns +25 Gold Crowns upkeep

May be Hired: The Dark Elf Assassin may be hired by any Neutral / Chaotic and Chaotic warbands.

Rating: A Dark Elf Assassin increases a warband's rating by 25 points plus 1 point for each Experience point the Dark Elf Assassin has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dark Elf Assassin	5	5	5	4	4	1	7	1	8

Weapons/Armour: Dark Elf Blade, dagger, repeating crossbow, Dark Venom, Light Armour and Dark Cloak (counts as Elven cloak).

Skills: The Dark Elf Assassin may choose from Combat, Shooting, Academic, Strength, Speed when he gains a new skill. In addition, the Dark Elf Assassin may choose from the Dark Elf Special Skill list or the Assassin Special Skill list.

Special Rules

Kindred Hatred: All Dark Elves suffer Hatred towards their High Elven kin.

Perfect Killer: All attacks made by the Assassin, whether in shooting or close combat, have an extra -1 save modifier to represent his skill in striking at unarmoured spots.

Dark Elf Sorceress

The Dark Elf Sorceress is a mysterious, raven haired beauty who are grudgingly respected even from the powerful of enemies.

65 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Dark Elf Sorceress may be hired by any Neutral, Neutral / Chaotic and Chaotic warbands except Dwarven, Elf and Kislevite warbands. Warbands which include Dwarfs may hire Dark Elf Sorceress, but must pay 30 gold crowns after each battle instead of 15.

Rating: The Dark Elf Sorceress increases a warband's rating by 15 points plus 1 point for each Experience point the Dark Elf Sorceresses has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dark Elf Sorceress	5	4	4	3	3	1	6	1	8

Weapons/Armour: The Dark Elf Sorceress is armed with Sword, dagger and either a crossbow pistol or a repeater crossbow

Skills: The Dark Elf Sorceress may choose from Academic and Speed when she gains a new skill. In addition, the Dark Elf Sorceress may choose from the Dark Elf Special Skill list.

Special Rules

Outcast: For some reason or another has been cast out by her known people.

Excellent sight: Elves have eyesight unmatched by mere humans. The Dark Elf Sorceress can spot hidden enemies from two times as far away as other warriors. (i.e. Twice their initiative value in inches).

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The war between the two races has been very long and bloody affairs. Darks Elves Hate Any High Elves warriors including High Elf hired swords.

Tolerant: Due to the outsider status with their own people, the Dark elf Sorceress has learned to stifle their distaste for 'lesser races', and have even work alongside them from time to time.

Magic User: The Dark Elf Sorceress has the ability to use magic and casts spells like any other magicians, and the Dark Elf Sorceress starts with two spells generated at random from the Dark Elf Magic list. See the Magic section for details. In addition the Dark Elf Sorceress may learn a new Spell instead on a new skill.

Duellist

By Nick Kyme

Duellists are men of the shadows, their reputations dark and bloodthirsty. They are men of iron nerve who stare unflinchingly into the face of death every time they draw their pistols. As well as expert pistoliers, dualists are master swordsmen, their close quarter fighting deadly and brief for their opponents. Those who seek the services of a duellist must frequent dark avenues and taverns to locate them, for they are enigmatic and elusive figures. However any warband who secures their skills will reap great benefit.

35 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Duellist may be hired by any Lawful, Lawful / Neutral, Neutral and Neutral / Chaotic warbands.

Rating: A Duellist increases a warband's rating by 18 points plus 1 point for each Experience point the Duellist has.

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

Weapons/Armour: pistol, sword, dagger and cloak. The cloak counts as a buckler.

Skills: The Duellist may choose from Combat and Shooting when he gains a new skill.

Special Rules

Darting Steel: A Duellist is like a blur in hand-to-hand combat, turning blades aside with seemingly little effort or concern. The Duellist may parry using his sword and buckler if he can roll under his weapon skill and not more than his opponent's highest hit roll as per the normal rules.

Dwarf Runesmith Journeyman

From the Nemesis Crown

Having finished his apprenticeship it is usual for a Runesmith to spend several years seeking to increase his knowledge of the art. For some this may mean moving to another forge or hold and working with a different master. Some however are fired to discover things lost in the past and travel to old holds, looking for secrets that have passed out of knowledge. Recovery of ancient Runes is seen by most as a worthy exercise, unlike the pursuit of new knowledge. For this reason a journeyman will accompany parties seeking to right grudges and maintain their equipment in return for protection on his expedition.

30 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Runesmith Journeyman may be hired by any Lawful, Lawful / Neutral, Neutral warbands except for Elven Warbands. Warbands that include Elven hired swords may hire Runesmith Journeyman, but must pay 30 gold crowns after each battle instead of 15 gold crowns. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

Rating: A Runesmith Journeyman increases a warband's rating by 15 points plus 1 point for each Experience point Runesmith Journeyman has.

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

Weapons/Armour: A Runesmith Journeyman is equipped with a gromril hammer and heavy armour.

Skills: The Runesmith Journeyman may choose from Combat & Strength when he gains a new skill. In addition, the Runesmith Journeyman may choose from the Dwarven Special Skill list.

Special Rules

Runesmith: A Runesmith Journeyman may inscribe runes as detailed below. In addition the Runesmith Journeyman may learn a new rune instead on a new skill.

Armour: Dwarfs never suffer movement penalties for wearing armour.

Armourer: A Runesmith can repair and make weapons and armour. The warband may purchase one item per post game trading session from the following: axes, hammers, swords, two handed weapons, helmets, shields, light and heavy armour at a 2d6GC discount to a minimum price of 1GC. This applies only if the Runesmith did not go OOA.

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

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

Hard to Kill: Dwarfs are tough, resilient individuals who can only be taken out of action on a D6 roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 5 as stunned.

RUNE USE

A Runesmith may inscribe Runes before a battle; they start knowing one Rune but may learn more as spell casters learn spells. These Runes are only temporary due to the haste of the Runesmith but may not be dispelled during the game. Runes may be inscribed on axes, hammers, swords, two handed weapons, helmets, shields, light and heavy armour.

The runes are:

Rune	Effect	Effective on	Difficulty
Iron	6+ ward	Armour	6
Stone	+1 armour save	Armour	6
Fury	+1 A	Weapon	7
Striking	+1 WS	Weapon	6
Speed	+1 I	Weapon	5
Cleaving	+1 S	Weapon	8

Before the battle the Runesmith may attempt to inscribe every Rune he knows, but once only. No Rune may be inscribed on an item with a Rune already on it. If he passes the difficulty roll he has succeeded and the Rune will affect the weapon/armour for the coming battle.

If he rolls a natural 2 the process has highlighted shoddy (and hence non dwarf) manufacturing and the item being inscribed on is broken, remove it from your roster.

A gromril item (including dwarf axes) may reroll a result of 2 but a second 2 stands. If he rolls a natural 12 the rune is "durable" and will last beyond one battle else it fades after the game.

Durable: If a Rune becomes durable roll a d6 after each battle, but not the first, on a roll of 1 or 2 it fades and ceases to be effective, otherwise it will be effective in the next battle.

Dwarf Sapper

By Todd Luikart

Dwarf sappers are legendary in the Old World for their mining and demolition abilities. Stern warriors and careful tacticians, they are always professionals. On occasion they will hire themselves out to the Umgi. As long as they see the gold upfront, that is.

75 Gold Crowns

May be Hired: The Dwarf Sapper may be hired by any Lawful, Lawful / Neutral and Neutral warbands, except for Elven Warbands.

Rating: The Dwarf Sapper increases a warband's rating by 25 points.

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

Weapons/Armour: The Dwarf Sapper is armed with 2-Handed Pick Axe and either a handgun or a brace of pistols, the Dwarf Sapper also wears Heavy Armour. The Dwarf Sapper always has superior black powder for firearms.

Special Rules

Demolition Expert: Dwarf Sappers are legendary for their ability to remove obstacles (for the right price). Secretly nominate a piece of terrain before the battle, and write it down. The Sapper can light the fuse from anywhere on the battlefield at the start of either player's shooting phase. Roll a D6 on the following chart:

D6		Result
1	=	Fuse goes out near the target; Sapper must get within 8" to re-light.
2	=	Fuse goes out, try again next turn.
3-5	=	Like clockwork, blows at the start of the next shooting phase.
6	=	Fast fuse. Building blows this turn.

When the building blows the terrain piece is levelled. Remove it or replace it with craters and corner ruins. All models on or inside the piece must pass an initiative test to dive out of the way or suffer a D3 S5 hits. Models on the second level or above must also take a falling test

Wanderer: The Dwarf Sapper is a wanderer, and will only stay with a warband for the duration of a single battle. A warband who used a Dwarf Sapper in their last battle may not seek out another until they have fought at least one battle without one.

Dwarf Slayer Pirate

By Tom Gabel

In the ancient Dwarf stronghold of Barak-Varr is a great trade center, and many Dwarf merchant ships make port in its harbors. The crew of these ships are some of the most cunning and skilled sailors in the old world. It is their charge not only to man the ships but also to protect the precious cargo of those ships, often rare Dwarven ales and treasures.

Should one of these shipments be lost, whether captured, wrecked, or lost to the depths of the sea, a great dishonour is placed on both captain and crew of the ship. This shame is often too much to bear, and occasionally such a Dwarf seaman will undertake the Slayer Oath, but will retain his old habits and combat preferences to those of the traditional Troll Slayers.

The Slayer Pirate "hired guns" will often turn to the city of the damned to seek out an honourable death in combat.

30 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Dwarf Slayer Pirate may be hired by any Lawful, Lawful / Neutral, or Neutral warbands except for Elven Warbands. Warbands that include Elven hired swords may hire Slayer Pirate, but must pay 20 gold crowns after each battle instead of 15 gold crowns. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

Rating: A Dwarf Slayer Pirate increases a warband's rating by 14 points plus 1 point for each Experience point Dwarf Slayer Pirate has.

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

Weapons/Armour: A sword, superior black powder, and many, many pistols.

Skills: The Dwarf Slayer Pirate may choose from Combat & Shooting when he gains a new skill. In addition, the Dwarf Slayer Pirate may choose from the Dwarven or troll slayer Special Skill lists.

Special Rules

Deathwish. Dwarf Slayer Pirates seek an honourable death in combat. They are completely immune to all psychology and will never need to test if they are fighting alone.

Hard Head. Dwarf Slayer Pirates ignore the special rules for maces, clubs etc. They are not very easy individuals to knock out!

Hard to Kill. Dwarf Slayer Pirates are tough, resilient individuals who can only be taken out of action on a D6 roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 5 as stunned.

Festooned with Pistols: Dwarf Slayer Pirates carry so many pistols into battle that they never have to reload, they always have a new pistol primed and ready to fire. The only exception is hand-to-hand combat. The Slayer Pirate will not have time to draw a new pistol every round of hand-to-hand combat, he may only use pistols in the first round. In subsequent rounds of hand-to-hand combat the pistol should be counted as a club. He may draw another pistol once he is out of combat or all of his opponents are knocked down or stunned.

Raging Drunk: The combination of being a Dwarf and spending the better part of life on the sea means Slayer Pirates usually know where to acquire some fine Dwarven Ale. A warband including a Slayer Pirate treats Bugman's Ale as Rare 6, but must pay an extra 2D6 gold crowns to compensate for the copious amounts of ale that the Slayer Pirate will consume.

Dwarf Treasure Hunter

By Jake Thornton

Dwarfs are famed for their love of gold, ale, and adventure, not necessarily in that order. Since the disaster at Mordheim they have come to the ruins in ever-increasing numbers, some seeking riches, but many just after a good fight. They're well known as tough warriors and are very much sought after as hired muscle by other warbands, but the Treasure Hunters have other benefits too. Dwarf Treasure Hunters are specialists in finding riches that other people have tried to hide and, as such, can add considerably to a warband's purse.

55 Gold Crowns +30 Gold Crowns upkeep

May be Hired: The Dwarf Treasure Hunter may be hired by any Lawful, Lawful / Neutral, or Neutral warbands except for Elven or Dwarf Treasure Hunter Warbands. Warbands that include Elven hired swords may hire Slayers, but must pay 40 gold crowns after each battle instead of 30 gold crowns. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

Rating: A Dwarf Treasure Hunter increases a warband's rating by 24 points plus 1 point for each Experience point Dwarf Treasure Hunter has.

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

Weapons/Armour: Gromril armour, helmet, mining pick (great weapon), dagger, hammer, treasure maps, and lantern.

Skills: The Dwarf Treasure Hunter may choose from Combat, & Strength when he gains a new skill. In addition, the Dwarf Treasure Hunter may choose from the Dwarf Special Skill list.

Special Rules

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

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

Hard to Kill: Dwarfs are tough, resilient individuals who can only be taken out of action on a D6 roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 5 as stunned.

Treasure Maps: Over his time in the ruins, the Treasure Hunter has acquired a number of treasure maps. Call it greed if you must, professional interest if you're more polite. Some of these are obvious fakes, but there are many that seem promising. At least, on first glance. Each battle the Dwarf Treasure Hunter will choose one map and see where it leads.

Roll a D6 at the end of each battle which the Dwarf Treasure Hunter survives without going out of action.

1. **Ambush!:** The Dwarf Treasure Hunter is ambushed by D3 brigands who planted the fake map to lure the unwary to their doom. Immediately fight a close combat between the brigands and the Treasure Hunter with the brigands going first and counting as charging. The Brigands have the stats of a Human Mercenary Warrior and are armed with a club and dagger.
2. **Poor Fake:** It quickly becomes obvious that this is a feeble forgery and is utterly worthless. The Treasure Hunter uses it to light his pipe.
3. **Looted Hoard:** It was a good map, but someone beat you to it! Mind you, there's enough left to add +1 to the number of shards collected by your warband this game.
4. **Cellar:** When Dwarfs say "treasure", they don't always mean gold. This map leads to a forgotten cellar of a ruined pub and contains a small barrel of Bugman's finest ale – treasure indeed! This works like the one in the rules, but there's only enough to give to D6 warriors. Decide when you want them to drink it and roll to see how many it'll go round. The first warrior to drink from the barrel must be the Dwarf Treasure Hunter himself. The barrel cannot be sold, and if the Treasure Hunter is not retained he'll manage to take this with him when he goes.
5. **Real Treasure Map:** Roll one extra Exploration dice.
6. **Jackpot!:** You get one extra Exploration dice. However, do not roll this along with the rest of them. Instead, roll the Exploration dice you'd normally be entitled to first. Then choose the result of the extra dice instead of rolling it (potentially making doubles into triples, etc). Once you've done this, resolve the results of the exploration as normal. Note that these results are not cumulative. The Treasure Hunter consults a different map each battle, and so the results only apply to that battle (or, more accurately, to the actions between that battle and the next).

Dwarf Troll Slayer

Troll Slayers are members of the morbid Dwarf cult whose followers are obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in an irredeemable way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind.

Troll Slayers are insanely dangerous individuals, psychopathic and violent. However, there are few better fighters, so they are much sought after when warriors are needed.

Known as 'Hired Axes', Troll Slayers who come to Mordheim find plenty of opportunity to indulge their deathwish.

25 Gold Crowns +10 Gold Crowns upkeep

May be Hired: The Dwarf Troll Slayer may be hired by any Lawful, Lawful / Neutral, and Neutral warbands except for Elven Warbands. Warbands that include Elven hired swords may hire Slayers, but must pay 20 gold crowns after each battle instead of 10 gold crowns. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

Rating: A Dwarf troll slayer increases a warband's rating by 12 points plus 1 point for each Experience point the Dwarf troll slayer has.

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

Weapons/Armour: Two axes or a double-handed axe (the hiring player may choose).

Skills: The Dwarf troll slayer may choose from Combat and Strength when he gains a new skill. In addition, the Dwarf troll slayer may choose from the Dwarven or troll slayer Special Skill lists.

Special Rules

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

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

Hard to Kill. Troll Slayers are tough, resilient individuals who can only be taken out of action on a D6 roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 5 as stunned.

Elf Mage

By Jake Thornton

Unlike the staid and traditionally insular archmages of the Tower of Saphery, devotees of the smaller Djed'hi temple are wanderers. After a brief few decades study at the temple on Ulthuan, they leave to seek enlightenment in the true ways of magic by studying the ways of the world. There is no single path to this enlightenment, indeed there are said to be more paths than there are those that tread them.

The Djed'hi are not merely students of the academic arts. Their wanderings are perilous and inevitably lead them into dangerous lands where they must defend themselves. Thus, most of their magics are means to enable them to survive to explore the world another day.

Few of the Djed'hi own much in the way of possessions, and this saves them from some of the less savoury folk they encounter. However, although robbing them is generally not worth the effort, the mere fact that they are Elves is enough to attract bigots and small-minded fools to attack them. All this just underlines the natural feelings of superiority of the wanderers, which in turn makes their enlightenment all the more distant.

45 Gold Crowns

May be Hired: The Elf Mage may be hired by any Lawful, Lawful / Neutral and Neutral, warbands except for Dwarven, Witch Hunters and Sisters of Sigmar warbands.

Rating: An Elf Mage increases a warband's rating by 23 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Elf Mage	5	4	3	3	3	2	6	1	8

Weapons/Armour: Staff, Elven cloak.

Skills: An Elf Mage is a wanderer and will not stay long enough with a warband to learn new skills.

Special Rules

Fey: Hostile magic spells will not affect the Elf on a D6 roll of a 4+.

Sorcery: The Elf Mage Counts as having the skill Sorcery See the Academic Skills section of the rulebook for more details.

Wanderer: An Elf Mage is a wanderer, and will only stay with a warband for the duration of a single battle. A warband who used an Elf Mage in their last battle may not seek out another until they have fought at least one battle without one.

Magic User: The Elf Mages has the ability to use magic and casts spells like any other magicians, and the Elf Mages starts with three spells generated at random from the Spells of the Djed'hi list. See the Magic section for details.

Expert Marksman

By Mark Havener

The Empire is not the only place that breeds mercenaries. The constant warring among the city-states of Tilea provides many opportunities for a man who knows how to use a weapon. Still, sometimes the fighting dies down in Tilea and many of these mercenaries are forced to seek employment in other lands. Many of these temporarily unemployed mercenaries have heard of the trouble brewing in Mordheim and have come seeking a new patron.

30 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Expert Marksman may be hired by any warbands except for Beastmen, Greenskins, Skaven or Undead warbands.

Rating: An Expert Marksman increases a warband's rating by 16 points plus 1 point for each Experience point the Expert Marksman has.

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

Weapons/Armour: Light armour, sword, dagger and crossbow.

Skills: The Expert Marksman may choose from Shooting when he gains a new skill.

Special Rules

Dead Eye Shot: The Expert Marksman has the eyes of an eagle and can hit the smallest target. He ignores 'to hit' modifiers for cover when shooting his crossbow.

Steady Hands: The Expert Marksman's aim never wavers. He ignores 'to hit' modifiers for long range when shooting his crossbow.

Freelancer

Just as warriors of the lower social orders can become mercenaries, squires or nobles may offer their skills for hire by becoming a Freelancer or 'robber knight'. Freelancers are often the younger sons of nobles, who have inherited little but their weapons, horse and armour. Having become disillusioned with their lot in life they have taken the only road available to them: that of a Hired Sword. Financial considerations take precedence over the dictates of honour and chivalry. Many Freelancers have drifted to the shanty towns surrounding Mordheim, and offer their considerable strength to the highest bidders.

50 Gold Crowns +20 Gold Crowns upkeep

May be Hired: The Freelancer may be hired by any Lawful, Lawful / Neutral, and Neutral warbands.

Rating: A Freelancer increases a warband's rating by 21 points plus 1 point for each Experience point the Freelancer has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Freelancer	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Heavy armour, shield, lance and sword. If you are using the optional rules for mounted models, a Freelancer rides a warhorse. When mounted, the Freelancer has an armour saving throw of 3+, on foot his save is 4+.

Skills: The Freelancer may choose from Combat, Strength and Cavalry when he gains a new skill.

Special Rules

Ride (Warhorse): See the Common Skills section of the rulebook for more details.

Goblin Lantern Bearer

By Dennis Montera

It's tough being a goblin, especially if you feel you have talent. The orcs don't take you seriously, the other goblins are always starting fights, and there is the continual threat of being fed to the trolls. Occasionally, a smart goblin will go off and try to earn a living. If he is lucky, he might actually survive for a while. Freelance goblins have found many jobs around Mordheim. Of most use to the many warbands of Mordheim are goblin lantern bearers. For a very small fee, the hired goblin will carry a lantern around the ruins of Mordheim and try to find those pesky hidden enemies.

15 Gold Crowns +5 Gold Crowns upkeep

May be Hired: The Goblin Lantern Bearer may be hired by Lawful / Neutral, Neutral, Neutral / Chaotic, Chaotic warbands except for Dwarven, Elven & Greenskins.

Rating: The Goblin Lantern Bearer increases a warband's rating by 5 points plus 1 point for each Experience point the Goblin Lantern Bearer has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Goblin Lantern Bearer	4	2	3	3	3	1	4	1	5

Weapons/Armour: The Goblin Lantern Bearer is armed with Dagger and Lantern

Skills: The Goblin Lantern Bearer may choose from Speed when he gains a new skill.

Special Rules

Smart (for a goblin): The Goblin Lantern Bearer has survived partially on his brains. Being one of the smarter from the litter, he does not suffer from animosity as most goblins do.

Very Lucky: The Goblin Lantern Bearer has survived for some time by his luck. If the goblin is taken out of action during the game, roll for his injuries with the following results: 1 – Lost, 2-6 – Survives.

Small Size: Due to their small size, Goblin Lantern Bearers can fit into very small spaces. If the goblin is not taken out of action during the fight, then they can help in the search for wyrdstone. When rolling for wyrdstone, roll dice as normal for the warband. The Goblin Lantern Bearer adds +3 to the total dice roll when determining the number of shards found (i.e. if the dice total is 15, then add +3 for a total of 18, and thus 4 shards found instead of 3).

Halfling Scout

Halflings are diminutive creatures, generally more concerned with the timing of their next meal (or two) than with military pursuits. They range from three to four feet tall, and are neither very strong nor tough, but are naturally good shots and steadfast in the face of danger. Some Halflings are more adventurous than others, however, and these bold spirits are much sought after by mercenary bands, for they are splendid archers, and excellent cooks to boot.

15 Gold Crowns +5 Gold Crowns upkeep

May be Hired: The Halfling Scout may be hired by any Lawful, Lawful / Neutral and Neutral warbands.

Rating: A Halfling Scout increases a warband's rating by 5 points plus 1 point for each Experience point the Halfling Scout has.

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

Weapons/Armour: Bow, dagger and a cooking pot (counts as a helmet).

Skills: The Halfling Scout may choose from Shooting and Speed when he gains a new skill. In addition, the Halfling Scout may choose from the Halfling Special Skill list.

Special Rules

Cook: Halflings are renowned for their cooking skills. A warband with a Halfling Scout may increase its maximum size by +1, as warriors from all around are attracted by the smell of great food! Note that this does not increase the maximum number of Heroes you may have.

Halfling Thief

By Mark Havenor

Halflings are well known for their nimble feet and even nimbler fingers. While many follow their fathers and turn their dexterous skills to works of craft such as basket making, cobbling, and cooking (in fact, a lot of cooking), many also find themselves drawn towards the danger and excitement of stealing. Of course, Halflings never take anything too valuable (except by accident), as that would not be nice to the person who previously owned the item. Nonetheless, it is surprising the number of things that go 'missing' when a Halfling is about. The poor little chaps don't know they're doing it half the time, they just seem to acquire rings, boxes of matches, and small pets as they go about their normal business.

25 Gold Crowns + Special upkeep

May be Hired: The Halfling Thief may be hired by any Lawful / Neutral, or Neutral warbands.

Rating: A Halfling Thief increases a warband's rating by 14 points plus 1 point for each Experience point Halfling Thief has.

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

Weapons/Armour: Sword, dagger, throwing knives, rope and hook, and lock picks.

Skills: The Halfling Thief may choose from Shooting, & Speed when he gains a new skill. In addition, the Halfling Thief may choose from the Halfling Special Skill list.

Special Rules

Infiltrator: The Thief may be placed on the battlefield after the opposing warbands so long as he is out of sight and 12" from all enemies. If multiple models may infiltrate, roll off to see who places first.

Cutpurse: If the thief took part in the game and was not taken out of action, the warband may collect an extra Wyrdstone.

Uneasy Ally: At the end of the game roll a D6.

D6	Result
1	Stop Thief! Unimpressed with his employment, the Thief leaves the warband immediately, taking all the warband's previously hoarded Wyrdstone, gold, and items from the stash. However, exploration for this battle may proceed as normal.
2-5	Tax Time: The Thief costs 15 gc upkeep.
6	Ignorance is Bliss: The Thief costs no upkeep as he has helped himself. On the bright side, whatever it is he's filched the warband never knew it had.

Highwayman

Roaming the woods and secluded byways of the Empire, highwaymen prey on the many coaches and wagons foolish or desperate enough to travel there. These are dark and dangerous men, often employed for their knowledge of cargo charters and skill at ambush. Oft they appear to the naked eye, bereft of their blackened garb, as foppish, charming characters, but that ruse is a genteel masquerade as their cruelty and viciousness will testify. Deadly pistoliers and expert riders, they are an asset to any warband but watch your back, for they are untrustworthy, self-serving men.

35 Gold Crowns +20 Gold Crowns upkeep

May be Hired: The Highwayman may be hired by any Neutral, Neutral / Chaotic, and Chaotic warbands. A Highwayman will never join a warband that also contains a Road warden.

Rating: A Highwayman increases a warband's rating by 20 points plus 1 point for each Experience point the Highwayman has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Highwayman	4	3	4	3	3	1	3	1	7
Horse	8	0	0	3	3	1	3	0	5

Weapons/Armour: Dagger, Brace of pistols, rapier and a cloak (acts as a buckler in close combat). If you are using the optional rules for mounted models then the Highwayman also rides a horse. When the Highwayman is mounted, he has a save of 6+, on foot he has no Armour save.

Skills: The Highwayman may choose from Combat, Shooting, Speed and Cavalry when he gains a new skill.

Special Rules

Ride (Horse): See the Common Skills section of the rulebook for more details.

Expert Pistolier: A Highwayman's skill with a brace of pistols is unrivalled and as such he combines the effects of the skills Pistolier and Trick Shooter.

Expert Rider: A Highwayman is a superb rider and as such while he is mounted he counts as being stationary for the purposes of shooting (i.e.. no -1 modifier to hit) and he also benefits from the skill as he can reload quickly whilst on horseback.

Unscrupulous: A Highwayman, despite all his skill and bravado, is not to be trusted. At the end of each battle roll a D6, on a roll of a 1 the warband receives 1 less piece of Treasure than they would normally as the Highwayman has stolen it for himself (this Treasure is not spent on the Highwayman, it is lost!). Obviously, if this keeps happening it will be up to warband leader to keep the Highwayman in his employ or not…

Stagecoaches: Both Highwaymen and Road wardens are particularly suited to battles involving stagecoaches, wagons, etc. To represent this, in any scenario in which one or both sides have a stagecoach or a wagon, any Highwayman or Road warden in either warband may re-roll a single dice roll once per turn. This special bonus lasts until the re-rolled dice comes up as a 1 as it is designed to represent their ability to predict and perform at their peak in familiar and well-practiced territory.

Hochland Huntsmaster

By Philip Greig

Hunters in the lands of Hochland are renowned for their skills. Coupled with their deadly long rifles, they can shoot down targets at up to 300 feet. Hochland Huntsmasters are experienced veterans that have come to Mordheim to hunt the best prey of all, humans, and whatever strange monsters that are brewing in the Pit.

70 Gold Crowns +30 Gold Crowns upkeep

May be Hired: The Hochland Huntsmaster may be hired by any Lawful, Lawful / Neutral and Neutral warbands.

Rating: The Hochland Huntsmaster increases a warband's rating by 25 points plus 1 point for each Experience point the Hochland Huntsmaster has.

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

Weapons/Armour: the Hochland Huntsmaster is armed with Hochland long rifle and a hunting knife that counts as a Sword.

Skills: The Hochland Huntsmaster may choose from Shooting and Speed when he gains a new skill.

Special Rules

Excellent Sight: Trained to spot the stealthiest of prey, the Hochland Huntsmaster spots Hidden enemies from two times as far as other warriors (i.e., twice his Initiative value in inches).

Independent: Hochland Hunters work alone and their fierce independence means that they do not have to take All Alone tests.

Sniper: A Hochland Huntsmaster is not deployed at the beginning of the game. He is deployed at the beginning of the second turn of play within 16" of the player's table edge. He is considered Hidden after deployment. This represents the Huntsmaster spending the entire first turn looking for a good sniping position.

Imperial Assassin

By Mark Havener

Politics is a dangerous game and not all dangers are found on the battlefield. The Assassin specializes in removing 'obstacles' with discretion. He will hire himself out to the highest bidder and satisfaction is guaranteed. The Assassin calmly dispatches his rather distasteful duties with fastidiousness and finesse. In between jobs, such a man will often join a wandering warband in order to hone his skills; assassination is not a profession for the slow or dull-witted!

40 Gold Crowns +20 Gold Crowns upkeep

May be Hired: The Imperial Assassin may be hired by any Lawful / Neutral, Neutral, Neutral / Chaotic, and Chaotic warbands except for Dwarven, Elven, Greenskins and Skaven warbands.

Rating: An Imperial Assassin increases a warband's rating by 22 points plus 1 point for each Experience point the Imperial Assassin has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Imperial Assassin	4	4	4	3	3	1	5	2	8

Weapons/Armour: Sword, dagger, throwing daggers and a crossbow pistol.

Skills: The Imperial Assassin may choose from Combat, Shooting Speed and Unstoppable Charge from the Strength skills when he gains a new skill. In addition, the Imperial Assassin may choose from the Assassin Special Skill list.

Special Rules

Poisoner: Assassins specialize in the use of poisons. The Assassin starts each game with his weapons poisoned with either Black Lotus or Dark Venom. The controlling player decides which poison the Assassin is armed with before the game starts, and this poison does not need to be traded for. And no, the Assassin cannot poison other warband members' weapons, nor will he loan his out!

Weapons Master: The Assassin is a master of weapons and may use any weapon he finds. You may purchase weapons for the Assassin just as you would for any other member of your warband. However, unlike other members of your warband, any weapon you give an Assassin is his to keep – he will not give it to another warband member later. In addition, although he knows how to use them, an Assassin will never use a blackpowder weapon as such devices are far too conspicuous in their use for someone in his profession.

Imperial Tactician

By Daniel Logee

The Empire is famed for its superior generals and expert field commanders. When not in war, these same tacticians can be found all across the Empire, honing their skill through skirmish, border patrols, and even leading, or aiding warbands in the ruins of Mordheim.

40 Gold Crowns +20 Gold Crowns upkeep

May be Hired: The Imperial Tactician may be hired by any Lawful / Neutral, or Neutral warbands

Rating: An Imperial Tactician increases a warband's rating by 16 points plus 1 point for each Experience point Imperial Tactician has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Imperial Tactician	4(3)	4	3	3	3	1	5	1	9

Weapons/Armour: Two-hand sword, plate armour (4+ save, -1M), helmet, and dagger.

Skills: The Imperial Tactician may choose from Combat & Strength, when he gains a new skill. In addition, an Imperial Tactician may also choose from the following skills below.

Special Rules

Expert Tactician: at the start of the game, after all warbands have been deployed, the Imperial Tactician may then recommend up to D3+1 changes to your deployment (IE, you may change the starting position of up to D3+1 of your warriors.)

Read the Battle: as the Imperial Tactician has an eye for reading how any battle is going, he knows when a cause is lost or not. As long as the Imperial Tactician is not out of action, the hiring warband automatically passes the first rout test they are required to make.

Imperial Tactician Skills

Organized Search Party: The warband may re-roll one exploration die.

Send False Signals: by misleading the opposing warband(s), an Imperial Tactician can make them deploy their forces in a way beneficial to his own warband. Thus, after all warbands have deployed (but before the hiring player has used the Expert Tactician ability), the player controlling the Imperial Tactician may move 1 member from each opposing warband D6" in any direction. This move may not move a warband member off the board, nor may it place a member of the warband in direct harm (you can't force a warrior to jump off a building!).

Kislev Ranger

By Nick Kyme

Kislev is a wild and untamed land; a place of endless horizons, rocky steppes, and icy tundra, its plains stretch as far as the eye can see. It is here that the rangers are in their element. Capable of great endurance, traveling on foot for days at a time, they negotiate this hostile land, patrolling its borders, ever watchful for dark forces.

As Mordheim, the City of the Damned, draws sell-swords and fortune-hunters from across the Old World it is no surprise to find Kislevite Rangers there too. Adept at exploring through the ruins, finding forgotten loot or lending their deadly aim to a captain's ambition, warbands frequently hire these wild warriors.

Perhaps most peculiar of all is that most of the rangers are women. The men folk of the northern lands are committed to its protection from the ravaging armies of the Kurgan marauder hordes and the other servants of Chaos. It is the women then, often those shunned by their families or banished for some misdeed, that range out from their homes, perhaps hoping to redeem themselves or even make their own fortunes in the perilous lands beyond.

30 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Kislev Ranger may be hired by any Lawful, Lawful / Neutral, Neutral warbands except for Shadow Warrior Warbands.

Rating: The Kislev Ranger increases a warband's rating by 15 points plus 1 point for each Experience point the Kislev Ranger has.

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

Weapons/Armour: The Kislev Ranger is armed with a bow, a sword, and a Hunter's cloak.

Skills: The Kislev Ranger may choose from Combat, Shooting, Academic, Strength, and Speed when he gains a new skill. In addition, the Kislev Ranger may choose from the Kislev Ranger Special Skill list.

Special Rules

Heart Strike: When shooting at a large target, if the Ranger rolls 6 to hit followed by 5+ to wound, the target is automatically out of action, regardless of wounds, with no save whatsoever.

Hunter's Cloak: The Ranger's cloak allows her to shoot while hidden. The target may try to spot the hidden Ranger with an Initiative test if it survives.

Loner: Ranger's are immune to All Alone tests.

Seeker: If the Ranger did not go out of action, she may modify one Exploration die by +/-1.

Mule Skinner

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.

35 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Mule Skinner may be hired by any Lawful, Lawful / Neutral or Neutral, Neutral / Chaotic warbands except for Skaven.

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

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

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

Skills: The Mule Skinner may choose from Combat, Strength when he gains a new skill. In addition, the Mule Skinner may learn **Streetwise** and **Haggle** (both academic skills).

Special Rules

Animal Handler: The Mule Skinner starts with Animal\Beast Handler (player's choice of which animal). See the Common Skills section of the rulebook for more details.

Whip Master: The Mule Skinner starts with the Whip Master Skill. See the Combat Skills section of the rulebook for more details.

Norse Shaman

Even mighty warriors fear the seers of the great Norse tribes. It is said that these seers are mighty soothsayers and can tell when a warrior will meet his death in combat, a knowledge that any warrior dreads to know.

45 Gold Crowns +25 Gold Crowns upkeep

May be Hired: The Norse Shaman may be hired by any Lawful / Neutral, Neutral, Neutral / Chaotic, Chaotic warbands except for Beastmen, Dwarves, Elves, Skaven, Greenskins and Undead.

Rating: A Norse Shaman increases a warband's rating by 25 points plus 1 point for each Experience point the Norse Shaman has.

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

Weapons/Armour: The Shaman carries a rune staff and either a sword or an axe.

Skills: The Norse Shaman may choose from Combat and Academic when he gains a new skill. In addition, the Norse Shaman may choose from the Norse Special Skill list. In lieu of a skill, they may roll for an additional Rune from the Norse Runes Spell List.

Special Rules

Pray User: The Norse Shaman uses the Norse Runes as detailed in the Magic section and the Norse Shaman start with two Runes generated at random. See the Magic section for details. In addition the Norse Shaman may learn a new Rune instead on a new skill.

Ogre Bodyguard

Ogres are large, brutish creatures, standing some ten feet tall, and all of it bone and muscle. For this reason they are much in demand as bodyguards and mercenaries, despite their lack of brains. A warband backed up by an Ogre makes a fearsome enemy, since Ogres are extremely dangerous fighters and a terrifying sight to behold when enraged. They happily accept any employer, as they are notoriously unbothered about who they fight for.

80 Gold Crowns +30 Gold Crowns upkeep

May be Hired: The Ogre bodyguard may be hired by any warbands except for Skaven.

Rating: An Ogre bodyguard increases a warband's rating by 25 points plus 1 point for each Experience point the Ogre bodyguard has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre bodyguard	6	3	2	4	4	3	3	2	7

Weapons/Armour: Either two swords, axes or clubs (or any mix of them), or a double-handed weapon (you may choose which). Ogres wear light armour

Skills: The Ogre bodyguard may choose from Combat and Strength when he gains a new skill.

Special Rules

Fear: Ogres are large, threatening creatures that cause fear. See the Psychology section for details.

Large Target: Ogres are Large Targets as defined in the shooting rules.

Ogre Slave Master

By Ross Franks

As of men, Ogre's too have fallen to the dark and corrupt ways of evil. Certain ruthless Ogre's have been recruited by the darker, sinister warbands lurking around Mordheim. They have one purpose, to capture others and force them to fight in their warbands. It's a cheaper alternative to forking out the hard earned gold coins for a low life hireling, and with scarce volunteers joining up with the evil warbands, who wouldn't hire an Ogre Slave Master?

90 Gold Crowns +35 Gold Crowns upkeep

May be Hired: The Ogre Slave Master may be hired by any chaotic warbands.

Rating: The Ogre Slave Master increases a warband's rating by 40 points plus 1 point for each Experience point the Ogre Slave Master has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre Slave Master	6	3	2	4	4	3	4	2	7

Weapons/Armour: The Ogre Slave Master is armed with an axe, a club, and light armour.

Skills: The Ogre Slave Master may choose from Combat and Strength when he gains a new skill.

Special Rules

Capture: The Slave Master will always be on the lookout for new slaves for him to capture. Such contracts are numerous, especially in Mordheim so at the start of each battle nominate one of your opponent's heroes as the Slave Master 's mark. The Slave Master gets a +1 to hit this model and must always move towards them (if he can see them. If the Slave Master successfully takes the hero 'out of action' he gains +D3 experience if he survives the game and the Slave Master 's side wins. After the battle do not roll on the serious injury table for the hero, he simply counts as captured.

If the Slave Master is taken OOA in a battle and none of the Slave Master's warband members are within 8" of the "mark", then the "mark" will automatically run for the nearest safe area (whether that's off the board, in which case it disappears forever, or towards its original warband). If the mark ever comes within 8" of its original warband, then it automatically is controlled by the original owner of the "mark".

If the Slave Master is taken OOA in a battle and the mark is within 8" of another figure from the Slave Master's warband, the "mark" will charge this closest model of that warband automatically in rage (treat as having hatred).

Fear: Ogres are large, threatening creatures that cause fear. See the Psychology section for details.

Large Target: Ogres are Large Targets as defined in the shooting rules.

Pit Fighter

Pit Fighters are dangerous men who make their living in the illegal fighting pits of the Empire. Many of them are slaves and prisoners but some are free men who earn their living from savage pit fights in settlements like Cutthroat's Haven or Black Pit. Even though pit fights are banned in many provinces, they are very popular and a great deal of money is wagered on the outcome. Thus many authorities turn a blind eye to these bloodsports.

When not in the pits, Pit Fighters offer their services to the highest bidders, and they readily find employment in warbands intent on exploring the ruins of Mordheim. Pit Fighters are powerful and dangerous fighters, and their unique weaponry gives them an advantage against almost any opponent.

30 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Pit Fighter may be hired by any warbands except for Skaven and Undead.

Rating: A Pit Fighter increases a warband's rating by 22 points plus 1 point for each Experience point the Pit Fighter has.

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

Weapons/Armour: Morning star, spiked gauntlet and helmet.

Skills: The Pit Fighter may choose from Combat, Strength and Speed when he gains a new skill. In addition, the Pit Fighter may choose from the Pit Fighters Special Skill list.

Priest of Morr

By Todd Estabrook (legion@ennui.net)

"Although we offer blessings upon a departing soul, that Morr may allow it passage through the realm of death, the soul is not our concern. The soul belongs to Morr. Our concern is the body. Our rituals insure that the body remains just as it is; that it is properly sealed and sanctified, lest something enter into the cadaver's shell and corrupt it... or worse."

Morr is the name given to the God of Death, and his priests are representatives of a greater power just as are Warrior Priests and Matriarchs of Sigmar. The priests of Morr are concerned with the care of the dead and the calming of restless souls. They are great enemies of Undead, and dont seek to bring people to a premature end. Some have been drawn to Mordheim by the spiritual disturbance caused by so many deaths in one place at one time when the Hammer of Sigmar struck. They desire to travel into the city to lay restless souls to ease and to investigate rumors of Undead activity. They often join larger groups of humans adventuring into the city, trading thier influence with thier god for mutual protection. Thier cost and upkeep reflects supplies used by the priest for the proper burial of the dead. The priests of Morr are able to call upon the favor of thier god in the form of prayers like the Sigmarite priests and priestesses. Thier abilities do not count as magic, and any protections against magic do not apply versus them.

Dressed in the plain black robes of their faith, the priests of Morr have come to Mordheim to insure the souls of those who have died safe passage and, more importantly, that the dead remain as such.

20 Gold Crowns +10 Gold Crowns upkeep

May be Hired: The Priest of Morr may be hired by any Lawful, Lawful / Neutral, Neutral warbands except for Bretonnia, Dwarven and Elven Warbands.

Rating: The Priest of Morr increases a warband's rating by 10 points plus 1 point for each Experience point the Priest of Morr has.

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

Weapons/Armour: the Priest of Morr is armed with a dagger and a Scythe.

Skills: The Priest of Morr may choose from Academic and Speed when he gains a new skill. In addition, the Priest of Morr may choose randomly determine a new pray from the Funerary Rite spell list.

Special Rules

Loner: Few people care to spend any length of time in the company of a Priest of Morr – even when it is their duty to do so. As such, a Priest of Morr is used to being alone and probably prefers it that way. Priests of Morr do not take all alone tests.

Pray User: The Priest of Morr is a servant of Morr and may use the Funerary Rites as detailed in the Magic section and the Priest of Morr start with two prays generated at random. See the Magic section for details. In addition the Priest of Morr may learn a new Pray instead on a new skill.

Save the Dead: The Priest hates all models that can cast necromantic magic. Furthermore, he will not require upkeep after a battle against warbands containing any undead.

[The idea was by Todd Estabrook & Ed Hastings]

Priest of Ranald

By Peter Long (wanderingblade@hotmail.com)

Ranald is the god of thieves, gamblers and non-violent criminals. To Ranald, violence is the fools option, the last option. Like all gods in the Empire, Ranald has his clergy, who being representatives of a higher power, have the same ability to call upon prayers to manifest and help them. The priesthood of Ranald has heard about the tragedy of Mordheim, and feel they need more information. They have sent wandering priests to look for information, under the pretext of recovering relics. While there, to supplement their income, they often hire themselves out to warbands; dispite their dislike of violence, they are never the less handy individuals.

40 Gold Crowns + 20 Gold Crowns upkeep

May be Hired: The Priest of Ranald may be hired by any Neutral warbands Lawful, Lawful / Neutral, Neutral warbands except for Dwarven and Elven Warbands. Warbands which include magic users (including Hired Swords) may hire Priest of Ranald, but must pay 40 gold crowns after each battle instead of 20.

Rating: A Priest of Ranald increases a warband's rating by 20 points plus 1 point for each Experience point Priest of Ranald has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Priest of Ranald	4	2	3	3	3	1	5	1	7

Weapons/Armour: Dagger, Rope & Hook, Throwing daggers

Skills: The Priest of Ranald may choose from, Academic, & Speed when he gains a new skill.

Special Rules

Deific Rivalry: If a Warband already has a priest, he may not be included. Likewise, another priest may not be hired while he is in the warband.

Getting Out of Here: A Priest of Ranald may always run.

Pray User: The Priest of Ranald is a servant of Ranald and may use the Prayers of Ranald as detailed in the Magic section and the Priest of Ranald start with two prays generated at random. See the Magic section for details. In addition the Priest of Ranald may learn a new Pray instead on a new skill.

Priestess of Shallaya

Priestesses of Shallaya are pacifistic healers.

30 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Priestess of Shallaya may be hired by any Lawful, Lawful / Neutral, and Neutral warbands Lawful, Lawful / Neutral, Neutral warbands except for Bretonnia, Dwarven and Elven Warbands.

Rating: The Priestess of Shallaya increases a warband's rating by 15 points plus 1 point for each Experience point the Priestess of Shallaya has.

Profile	**M**	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Ld**
Priestess of Shallaya	4	2	2	3	3	1	4	1	8

Weapons/Armour: The Priestess of Shallaya is armed with a dagger and a staff; she always carries 1 use each of healing herds & Tears of Shallaya per game.

Skills: The Priestess of Shallaya may choose from Academic and Speed when she gains a new skill.

Special Rules

Pray User: The Priestess of Shallaya is a servant of Shallaya and may use the Prayers of Shallaya as detailed in the Magic section and the Priestess of Shallaya start with two prays generated at random. See the Magic section for details. In addition the Priestess of Shallaya may learn a new Pray instead on a new skill.

Reluctant: Whilst she is happy to use her Prays to aid the warband, the Priestess of Shallaya is reluctant to enter the fray herself. As such the Priestess of Shallaya will never charge (although if charged she will defend herself).

[The idea was by Ed Hastings: killershrike@home.com]

Road Warden

Patrolling the fraught and dangerous highways of the Empire, Road wardens are dour men of the sternest courage. Solitary figures, they range far and wide, often with little food and in all weathers. They are hardened and brutal fighters, uncompromising and without any martial code, they give no quarter as they expect none to be given in return. Their skill lies with the crossbow, with which they are excellent hunters and deadly marksmen. Highwaymen, deviants and bandits are their common quarry, safety of the roadways their charge and they execute both with deliberate and unswerving severity.

40 Gold Crowns +20 Gold Crowns upkeep

May be Hired: The Road warden may be hired by any Lawful, Lawful / Neutral or Neutral warbands. A Road warden will never join a warband that also contains a Highwayman

Rating: A Road warden increases a warband's rating by 22 points plus 1 point for each Experience point the Road warden has.

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

Weapons/Armour: Crossbow, horseman's hammer, dagger, heavy armour and three torches. If you are using the optional rules for mounted models then the Road warden also rides a horse. The Road warden's save is 4+ whilst mounted and 5+ whilst on foot.

Skills: The Road warden may choose from Combat, Shooting, Strength and Cavalry when he gains a new skill.

Special Rules

Ride (Horse): See the Common Skills section of the rulebook for more details.

Expert Rider: A highly skilled horseman, a Road warden counts as having the Nimble skill whilst on horseback and suffers no modifiers for moving and shooting.

Lethal Marksman: A master with the crossbow, a Road warden combines the skills of Trick Shooter and Eagle Eyes.

Stern: Working alone and in the dark for the majority of his profession the Road warden is made of strong stuff indeed. He may re-roll any failed Leadership test for panic, fear, and is immune to the rules for being All Alone.

Stagecoaches: Both Highwaymen and Road wardens are particularly suited to battles involving stagecoaches, wagons, etc. To represent this, in any scenario in which one or both sides have a stagecoach or a wagon, any Highwayman or Road warden in either warband may re-roll a single dice roll once per turn. This special bonus lasts until the re-rolled dice comes up as a 1 as it is designed to represent their ability to predict and perform at their peak in familiar and well-practiced territory.

Shadow Warrior

Shadow Warriors are High Elves from the desolate war-ravaged land of Nagarythe, where the Witch King once held court. This leads their kin to mistrust and ostracise them. These angry lost souls are often used as scouts and skirmishers for High Elf forces, as well as wandering sell-swords looking to quench their bitter hatred of the Dark Elves. Though not as skilled a scout as the Ranger, the Shadow Warrior is as deadly with his bow and sword as any Elf.

35 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Shadow Warrior may be hired by any Lawful, Lawful / Neutral warbands except for Dwarven, and Pit fighter warbands. Warbands which include Dwarfs may hire Shadow Warrior, but must pay 30 gold crowns after each battle instead of 15.

Rating: A Shadow Warrior increases a warband's rating by 12 points plus 1 point for each Experience point the Shadow Warrior has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Shadow Warrior	5	4	4	3	3	1	6	1	8

Weapons/Armour: A Shadow Warrior carries a sword, longbow, dagger, shield, and wears Light Armour.

Skills: The Shadow Warrior may choose from Combat and Shooting, when he gains a new skill. In addition, the Shadow Warrior may choose from the Shadow Warrior Special Skill list.

Special Rules

Bitter Enemies: If the last fight was against Dark Elves or a warband containing a Dark Elf Hired Sword, the upkeep cost is waived for that game.

Excellent Sight: Elves have eyesight unmatched by mere humans. The Shadow Warrior spots Hidden enemies from twice his Initiative value in inches away.

Hates Dark Elves: Shadow Warriors seethe with bitterness when facing Dark Elves and follow the rules for Hatred

Infiltration: A Shadow Warrior can infiltrate. See the Skaven special skill of the same name.

Thief

The Thieves guilds of the Old World aren't a patch on the brutally efficient and highly organised guilds of Araby. So skilled are the thieves of Araby it is said that they can steal the treasures of the gods themselves.

30 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Thief may be hired by any Lawful / Neutral, Neutral, Neutral / Chaotic, and Chaotic warbands except for Undead.

Rating: A Thief increases a warband's rating by 22 points plus 1 point for each Experience point the Thief has.

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

Weapons/Armour: Two daggers, Thief's cloak

Skills: The Thief may choose from Combat and Speed when he gains a new skill.

Special Rules

Thief's Cloak: Thieves wear cloaks that help them blend in with their surroundings and can disguise them very well in both the desert and the towns. A warrior firing a missile weapon at a warrior wearing a Thief 's cloak suffers -1 on his roll to hit. Also the distance required to spot a thief when Hidden is doubled.

Tea-Leaf!: Naturally thieves are most adept at stealing items! A Thief may attempt to steal one item during the Trading phase. Choose any item, if it is a common item the Thief successfully steals it on a 2+ on a D6. A Rare item is successfully stolen by rolling higher than the availability number on 2D6. Any items stolen may be used in exactly the same way as one that was bought. If the Thief fails to steal the item roll a D6. On a score of 1-5 the thief is chased out of the trading post and escapes. On the score of a 6 the Thief is captured by whatever authorities there may be and is hung (remove him from the warband roster).

Warlock

Wizards, shamans, mystics, all these and more are associated with men who can wield the power of magic. All magic is potentially dangerous and originates from Chaos, so those blessed (or cursed) with the power of sorcery are hated and feared. Still, it is not difficult to find employment if you are a wizard, for many are willing to take the risk of persecution. But hiring a Warlock does not only mean that you lose your gold – if the teachings of the Cult of Sigmar are to be believed, your soul is at risk as well...

30 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Warlock may be hired by any warbands.

Rating: A Warlock increases a warband's rating by 16 points plus 1 point for each Experience point the Warlock has.

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

Weapons/Armour: A Warlock carries a staff.

Skills: The Warlock may choose from Academic when he gains a new skill. In addition, the Warlock may choose randomly determine a new spell from the Lesser Magic spell list.

Special Rules

Magic User: The Warlocks has the ability to use magic and casts spells like any other magicians, and the Warlocks starts with two spells generated at random from the Lesser Magic list. See the Magic section for details. In addition the Warlocks may learn a new Spell instead on a new skill.

Warrior Priest of Sigmar

In the centre of Sigmarhaven is a wooden Temple of Sigmar and this attracts many fledgling warrior priests. To test their mettle against the horrors of the Cursed City, the priesthood hire out their acolytes and make careful observance of their faith, resilience and fervour.

40 Gold Crowns +20 Gold Crowns upkeep

May be Hired: The Warrior Priest may be hired by any Lawful, Lawful / Neutral, Neutral warbands except for Witch Hunters, Middenheim Mercenaries, and Norse Warbands.

Rating: A Warrior Priest increases a warband's rating by 16 points plus 1 point for each Experience point the Warrior Priest has.

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

Weapons/Armour: Hammer of Sigmar, light armour and shield.

Skills: The Warrior Priest may choose from Academic when he gains a new skill. In addition, the Warrior Priest may choose randomly determine a new pray from the Prayers of Sigmar spell list.

Special Rules

Magic: The Warrior-Priest will not work alongside a magic user.

Hatred: The Warrior-Priest **hates** all Magic users.

Pray User: The Warrior-Priest is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic section and the Warrior-Priest start with two prays generated at random. See the Magic section for details. In addition the Warrior-Priest may learn a new Pray instead on a new skill.

Witch

By Nick Kyme

There are those practitioners of magic that dwell permanently within the depraved ruins of Mordheim. They are unable to find a place in society and live as hermits, conjuring their magicks in utter solitude. These creatures are witches and are often seen in the broken down houses and ruined shacks that litter the City of the Damned, stooped over bubbling cauldrons, sheltering from the rain. They are ancient and individual practitioners of magic, using many old spells, and methods that are older still. It is a lucky warband that can find and employ the services of a witch for they are reclusive and solitary individuals but can be swayed when the price or purpose suits them.

30 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Witch may be hired by any Lawful / Neutral, Neutral, Neutral / Chaotic and Chaotic warbands.

Rating: A Witch increases a warband's rating by 14 points plus 1 point for each Experience point the Witch has.

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

Weapons/Armour: Staff

Skills: The Witch may choose from Academic when she gains a new skill. In addition, the Witch may choose randomly determine a new spell from the Charms & Hexes spell list.

Special Rules

Magic User: The Witch has the ability to use magic and casts spells like any other magicians, and the Witch starts with two spells generated at random from the Charms & Hexes spell list. See the Magic section for details. In addition the Witch may learn a new Spell instead on a new skill.

Potions: The Witch is an expert as brewing all manner of curious concoctions. A single hero in the warband who have hired the Witch may partake of such a potion before the battle. Roll a D6 to discover the draught's effect.

1	**Debilitating:** The potion is simply too potent for the hero and weakens them. They are at -1 Toughness for the whole of the next battle until they can roll a 6 on a D6 in the recovery phase to shrug off the ill effects.
2-3	**Strength:** The hero is infused with strength as he quaffs the potion. He is at +1 Strength until he rolls a 1 on a D6 in the recovery phase.
4-5	**Resilience:** An inner resilience passes through the hero. He is at +1 to Toughness until he rolls a 1 on a D6 in the recovery phase.
6	**Fortitude:** The hero's constitution is increased and he feels ready to take anyone on. He gains an extra wound for the whole battle. However, once lost the wound cannot be restored.

Recluse: Witches are very reclusive individuals and therefore difficult to employ. Even when they are found they may be reluctant to aid the warband no matter how much gold they offer. When attempting to hire a Witch the warband leader must roll a D6. If he or she can score a 4+ the Witch can be hired, otherwise the Witch shuns them and they will have to try again after their next battle.

Reluctant: Whilst she is happy to use her magic to aid the warband, the Witch is reluctant to enter the fray herself. As such the Witch will never charge (although if charged she will defend herself) and will always try to stay at least 8" away from enemy models and must move away if she finds herself within this distance.

Witch Hunter

From the Nemesis Crown

Witch Hunters are driven men who make it their job to free the Empire of the taint of chaos. Although these troubled times have often meant witch hunters operating in small groups or by requisitioning support from local authorities many still prefer to work alone. Some of course have other reasons, their excessive zeal can lead to other hunters shunning them or even their expulsion from the order, in a few cases they themselves have darker secrets they don't want their brothers in arms investigating. These solitary witch hunters are not above joining roving bands if it suits their aims, providing they are reimbursed for the skills they bring. They care little for the morals of such groups providing that they are a human band and not tainted in any way by chaos. The threat of chaos is so great that they have even put aside their prejudices against followers of Ulric to better fight chaos.

30 Gold Crowns +15 Gold Crowns upkeep

May be Hired: The Witch Hunter may be hired by any Lawful, Lawful / Neutral, Neutral, warbands, but will not stay with a Witch Hunter band for more than one battle.

Rating: A Witch Hunter increases a warband's rating by 15 points plus 1 point for each Experience point Witch Hunter has.

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

Weapons/Armour: Duelling or Crossbow Pistol, sword and dagger. The Witch Hunter starts every game with a vial of Holy water and garlic.

Skills: The Witch Hunter may choose from Combat, Shooting, Academic, Strength, & Speed when he gains a new skill.

Special Rules

Burn the Witch: The Witch hunter hates all enemy magic users. He will not work for a band with a magic users, but will work with a pray user.

In Sigmar's name: The Witch hunter can call on his faith in Sigmar, he is allowed to reroll all failed fear tests.

Sigmar's reward: Doing Sigmar's work is reward enough at times. If the band take the leader of a chaos or undead band out of action the Witch Hunter waives part of his fee, at the end of the battle he only charges 5gc upkeep. Chaotic bands only includes bands truly chaotic, not merely nonhuman, e.g. not skaven, dark elves etc.

Wolf Priest of Ulric

The Wolf Priests of Ulric hail from Middenheim, the city of the White Wolf, build on a plateau that according to legend was created by a mighty blow from Ulric's fist. Ulric, the White Wolf, is the god of winter and a violent god, and his priests see the hammer-like blow of the comet on Mordheim as Ulric's judgment on the decadent Sigmarites.

75 Gold Crowns +30 Gold Crowns upkeep

May be Hired: The Wolf Priest of Ulric may be hired by any Middenheim or Lawful / Neutral, and Neutral, warbands except for dwarves and pit fighters. The Wolf Priest of Ulric will never join a warband that also contains a Warrior Priest of Sigmar.

Rating: The Wolf Priest of Ulric increases a warband's rating by 25 points plus 1 point for each Experience point the Wolf Priest of Ulric has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf Priest of Ulric	4	3	2	3	3	1	3	1	8
Wolf Companion	6	4	0	4	4	1	4	2	5

Weapons/Armour: The Wolf Priest of Ulric is armed with a dagger, a two-handed hammer and a wolfcloak.

Skills: The Wolf Priest of Ulric may choose from Combat, Academic, Strength and Speed when he gains a new skill. In addition, the Wolf Priest of Ulric may choose randomly determine a new pray from the Prayers of Ulric spell list.

Special Rules

Hatred: The Wolf Priests see Witch Hunters (Templars of Sigmar), Warrior-Priest, Sigmarite Matriarch and Sisters Superior as agents of an opposing cult, and thus they HATE these models. That hatred does not extend to other model in those warbands, as the Wolf Priest see them simply as misguided followers of an errant cult.

Pray User: The Wolf Priest is a servant of Ulric and may use the Prayers of Ulric as detailed in the Magic section and the Wolf Priest start with two prays generated at random. See the Magic section for details. In addition the Wolf Priest may learn a new Pray instead on a new skill.

Wolf Companion: The Wolf Priest may be accompanied by a huge wolf. The Wolf Companion will attack with fangs and claws, and counts as have a wolfcloak. The Wolf Companion does not gain experience, and can use the Wolf Priests leadership if in within 6" of the Wolf Priests. If the Wolf Companion is killed it will cost 25 GC to replace.

Wood Elf Ranger

Elves are a wondrous race: lithe, tall, beautiful, long lived and magical. For the most part they are feared and distrusted by humans, though some live in the cities amongst men and offer their services as minstrels and archers in return for a high fee. Though Elves become rarer in the Old World each year, there are still some roaming on the trackless paths of the Drakwald Forest and the Forest of Shadows.

Elves sensibly tend to avoid the ruins of Mordheim, for in the City of the Damned there is little to attract that fey and strange race, but sometimes they are hired by treasure hunters, for few can match their skill with a bow, or their inhuman quickness and agility. The senses of an Elf are much keener than any human's, and they make excellent scouts.

40 Gold Crowns +20 Gold Crowns upkeep

May be Hired: The Wood Elf Ranger may be hired by any Lawful, Lawful / Neutral and Neutral, warbands except for Dwarven Warbands. Warbands which include Dwarves may hire Wood Elf Rangers, but must pay 40 gold crowns after each battle instead of 20.

Rating: A Wood Elf Ranger increases a warband's rating by 12 points plus 1 point for each Experience point the Wood Elf Ranger has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wood Elf Ranger	5	4	5	3	3	1	6	1	8

Weapons/Armour: Elf bow, sword and Elven cloak.

Skills: The Wood Elf Ranger may choose from Shooting and Speed when he gains a new skill. In addition, the Wood Elf Ranger may choose from the Wood Elf Special Skill list.

Special Rules

Excellent Sight. Elves have eyesight unmatched by mere humans. The Wood Elf Ranger spots Hidden enemies from two times as far away as other warriors (i.e., twice his Initiative value in inches).

Seeker. When rolling on the Exploration chart, the Wood Elf Ranger allows you to modify one dice roll by -1/+1.

Dramatis Personae

This section details some of the strangest and most famous (or infamous) characters to be found in Mordheim and the outlying settlements. Occasionally, these warriors join forces with a warband (usually demanding wyrdstone or a bag of gold in payment).

The following characters (known as 'special characters') are hard to find and expensive to hire – you must be lucky and wealthy to attract their attention.

This list does not, by any means, include all the famous warriors and cold-hearted killers you could encounter in Mordheim. There are famous Dwarf gold hunters, Burgomeisters of the Merchants' Guild, Theodor, the marksman of Hochland, and many others. In fact we hope that the characters detailed here will inspire players to invent special characters of their own. You can only ever have one of a particular special character in your warband. A warband may employ as many special characters as it likes – if it can afford them!

Looking for special characters

After a battle, you can send any number of your

Heroes to look for a special character. Only Heroes can look (Henchmen are rarely trustworthy enough). Heroes who went out of action in the last battle are unable to join the search because they are recovering from their wounds.

Heroes who are looking for a special character cannot look for rare items. Decide which special character you are seeking, and how many Heroes have been sent to look for him. Roll a D6 for each searcher. If any of the searchers rolls under his Initiative he has located the special character. You can, of course, only find one of a particular special character, no matter how many searchers roll under their Initiative.

Hire fee

The warband must pay the hire fee for the special character when he is recruited, and after each battle he fights, including the first, you must pay an upkeep fee. These fees are indicated in the entries. This money comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors. If you don't have enough gold to pay for the special character he leaves the warband.

Experience, injuries and equipment

Special characters have their own equipment. Only they may use this equipment; it can't be given to other warriors. Furthermore, you cannot buy extra weapons or equipment for a special character.

Special characters do not earn Experience points, although they suffer serious injuries, just like Heroes, if they are taken out of action.

Each special character's description tells you how much to add to your warband's rating for including them (taking into account their experience and abilities).

Aenur, the sword of twilight

Many famous swordsmen have come to Mordheim to make their fortune, but few can match the terrifying reputation of the Elf swordsman Aenur. This mighty warrior was responsible for slaying the entire Possessed warband of Karl Zimmeran, and single-handedly cleansed the Rat Hole, a settlement that had been overrun by Beastmen.

Rumours about Aenur's origin abound. Elves usually avoid human settlements, and Mordheim in particular, but for some reason the tall, pale swordsman has stayed in the proximity of the ruined city for months.

Some say Aenur comes from beyond the Great Ocean, from the fabled Elven kingdoms, and that he is the captain of the legendary Order of Swordmasters. Others claim that he is a Wood Elf prince in exile. Aenur himself says little about his past and those who are wise do not question him.

Whenever a warband prepares an expedition to explore the inner city, there is a chance they may hear a sharp rap at the gate of their encampment – their unexpected visitor will be Aenur, offering his services to their leader.

If, indeed, Aenur seeks something in the grim ruins of Mordheim, no-one knows what this might be. Some say that he wishes to explore the Pit itself, and slay the enigmatic Shadow Lord, though such a task must surely be above even this mighty warrior.

Aenur is tall even for an Elf, and beneath his finely woven Elven cloak he wears armour of gleaming ithilmar. He carries a sword of immense size which is rumoured to have arcane properties. Certainly no one who has been struck by it has ever lived to tell the tale.

Hire Fee: 150 gold crowns to hire.

May be Hired: Aenur may be hired by any Lawful, Lawful / Neutral or Neutral warbands except for Dwarven Warbands.

Rating: Aenur increases the warband's rating by +100 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Aenur	5	8	4	4	3	2	7	3	8

Weapons/Armour: Aenur wears ithilmar armour, an Elven cloak and carries an enormous sword known as *Ienh-Khain*.

Skills: Aenur has the following skills: *Strike to Injure, Expert Swordsman, Step Aside, Sprint, Lightning Reflexes, Dodge* and *Mighty Blow*.

SPECIAL RULES

Invincible Swordsman. Aenur always hits his opponents on a roll of 2+ in hand-to-hand combat.

Wanderer. Aenur only ever stays with a warband for the duration of the battle. A warband who used Aenur in their last battle may not seek him out until they have fought at least one battle without him.

Ienh-Khain (the Hand of Khaine). Ienh-Khain is an incredibly long single edged sword, which Aenur uses with consummate skill. This sword allows Aenur to parry, adds +1 to his Strength and causes a critical hit on a roll of 5-6 when rolling to wound.

Johann the knife

"G*et your hands off me, brute! Let go of me, and I'll tell you what I know. So, you seek Johann the Knife! Take my advice, friend, do not speak his name out loud. He does not like people talking about him in the street. What do you seek him for anyway? So, you've got a job for him! Well, why didn't you say so before? I cannot say where you might find him, because I do not know myself. Who does? Anyway, no matter. When he hears word, he will find you soon enough! Ha! ha! It will cost you though, for he likes gold, does Johann. He knows this city – what's left of it – like the back of his hand. If he can't find someone, no-one can. He is like a shadow, he can go in and out of anywhere, unseen. He can also fight his way out of anywhere. No one can catch him. As quick as lightning with a knife, he is! No traces, all very neat and tidy. All I need from you is the gold, and the name. Johann will do the rest."*

Conversation overheard in Mordheim

Of the many cutthroats and assassins for hire that infest the settlements around Mordheim, Johann the Knife is the most famous. He exhibits his vocation as hired knife-fighter and assassin extraordinaire by the various lethal-looking daggers hanging from his belt, and the mean glint of his eyes. Johann wears dark leather gear, slightly out of fashion, which has never been washed (or so the barmaids say). His long face bears the scars of many a fight, and his unkempt hair is lank and greasy.

Johann's purse is always heavy with gold, and he takes no trouble to hide it, since only a fool would try to steal it from him. Many have tried, and all have died… very quickly. The craftsmanship and quality of Johann's daggers is beyond compare, as he has taken them from the bodies of the many wealthy, but unskilful, opponents he has despatched in vicious duels.

Hire Fee: 70 gold crowns to hire; +30 gold crowns upkeep cost. Johann is addicted to Crimson Shade, so you may hire him for one portion of Crimson Shade if you wish.

May be Hired: Johann may be hired by any Lawful, Lawful / Neutral or Neutral warbands.

Rating: Johann the Knife increases a warband's rating by +60 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Johann	4	3	6	4	3	2	6	1	7

Weapons/Armour: Johann is armed with countless throwing knives and several long daggers (he always counts as having two swords in close combat). His weapons are always coated with Black Lotus and he may take Crimson Shade before a battle if you want him to.

Skills: Johann has the following skills: *Dodge, Scale Sheer Surfaces, Quick Shot, Eagle Eyes* and *Knife Fighter*.

SPECIAL RULES

Knife Fighter Extraordinaire: Johann has a deserved reputation for being the greatest knifefighter in whole of the Empire. Unlike normal warriors, he can combine the *Knife Fighter* and *Quick Shot* skills (yes, he can throw six throwing knives in one turn if he does not move!).

Bertha Bestraufrung, High Matriarch of the Sisterhood

Years ago, Bertha sought refuge in the strict discipline and devotions of the Sisters of Sigmar. Only the warrior god of the Empire was worthy of her esteem. Only He was constant and faithful. And had not holy Sigmar, in truth, chosen her to be one of his handmaidens?

The pure blood of the Unberogens runs in Bertha's veins, as evinced by her long golden plaits and fierce blue eyes, which can freeze a Goblin at twenty paces with an icy glare. Even her voice commands authority, turning strong, hairy-thewed men into trembling wretches.

The Sisters look up to Bertha as an example of holy womanhood. She rose rapidly through the ranks of the Sisterhood, and on her deathbed the revered Matriarch Cassandra named Bertha her successor, new High Matriarch, and Abedissa of Sigmar's Rock.

Sometimes, as Bertha straps on her Gromril armour in the light of dawn, she reflects on the lost innocence of her youth. Then, angrily, she tightens the studded leather straps tightly over her iron-hard limbs and strides outside to spend hours practising with her great warhammers, preparing herself, as a bride of Sigmar should, for the day of battle.

Extract from the Tome of Heroes

Hire Fee: None. Bertha will come to the aid of any Sisters of Sigmar warband if they send one or more of their Heroines to look for her in the normal manner, rolling under their Initiative (representing their efforts to gain audience with the High Matriarch). If she does grant an audience, she might decide that her personal help is needed in the forthcoming battle. She will only come to the aid of a Sisters of Sigmar warband if their enemy has a higher warband rating. Consult the table below, and roll a D6 to see whether Bertha will aid the warband. A request for Bertha to aid the warband must be made for each battle you wish her to help the warband.

Difference in Rating	Dice roll required
0-49	Nil
50-99	6+
100-149	5+
150-199	4+
200+	3+

May be Hired: Bertha Bestraufrung will only join Sisters of Sigmar warbands.

Rating: Bertha increases a warband's rating by +105 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bertha	4	5	3	4	4	2	4	3	10

Weapons/Armour: Bertha is armed with two Sigmarite Warhammers, wears gromril armour, and carries a vial of blessed water and a holy relic.

Skills: Bertha has the following skills: *Mighty Blow, Unstoppable Charge* and *Righteous Fury*.

SPECIAL RULES

High Matriarch. As the High Matriarch of the Sisters of Sigmar's Mercy, Bertha will automatically be the leader of any warband she joins.

Pray User: Bertha is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic section and she knows all six prays. See the Magic section for details.

Sigmar's Handmaiden. Bertha is favoured above all other Sisters in the eyes of Sigmar. She gains +2 to all her rolls to see whether her Prayers of Sigmar are granted.

Veskit, high executioner of Clan Eshin

"I*t killed us all! We couldn't stop it, our weapons broke against its body... It was black, like a shadow, and it was moving so fast, cutting men to shreds left and right. We fought, yes we fought hard, and old Marcus even tried his trick with the oil flask. It was engulfed by flames and for a moment we thought we'd stopped it. No way, it came out of the fire, still ablaze. It was as if it didn't care! That was too much and those left of us ran for it. Still it followed us, on and on, relentless and merciless. There was no escaping, no hiding, its red eye could always spot you. Oh that eye... that eye..."*
Last words of Fritz Huber at the Inn of the Red Moon,

Veskit was already a talented clan Eshin Assassin when he was entrusted with his most difficult mission. He was hired by Clan Skryre to free one of their oldest and most experienced Warlocks who was being held hostage by a rival clan.
Veskit managed to take the prisoner back, fighting his way through the guards, but at a very high cost. He suffered terrible wounds and would have certainly died, but the Nightmaster of Clan Eshin made a pact with the Warlock Engineers. The Skaven scientist-sorcerers replaced various parts of Veskit's body with their part technological, part magical implants and made him into a walking arsenal of deadly weapons. Veskit is now more a machine than a living thing, and his thirst for killing has become almost uncontrollable.
When news of the wyrdstone came to the hidden fortress of Clan Eshin, the Nightmaster sent Veskit to Mordheim to deter the man-things from exploring the city, which rightfully belonged to the Skaven. From that day on, many adventurers have met their end in the dark allies of Mordheim. Veskit's unblinking eye misses nothing, and those he hunts on the streets of Mordheim never return to the Gargoyle Gate.

Hire Fee: 80 gold crowns to hire; +35 gold crowns upkeep cost.
May be Hired: Veskit may only be hired by Skaven warbands.
Rating: Veskit increases the warband's rating by +70 points.

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

Weapons/Armour: Eshin Fighting Claws (the extra attack is included in his profile). Each Fighting Claw incorporates an in-built warplock pistol, so Veskit can shoot in every turn, and he fights in close combat with Strength 5 and a save modifier of -3 (note that he can still parry twice with his claws!).

SPECIAL RULES

Unfeeling. Veskit is a cold, calculating killing machine, and feels few of the emotions that living things do. He is therefore immune to all psychology.
No Pain. Veskit ignores *knocked down* and *stunned* results on the Injury chart. He must lose his last wound and be taken *out of action* before he is removed from battle.
Unblinking Eye. Thanks to the sorcerous devices built by the Warlock Engineers of Clan Skryre, Veskit can spot hidden enemies within twice his Initiative value in inches.
Metallic Body. These give Veskit his high Toughness and a 3+ armour save.
Skaven: Veskit like all Skaven, only lookout for themself and so they would stab (or shoot) you in the back if the need arose. Veskit will shoot in to combat with on care for the safely of others. For each shot roll a D6 on a 1-3 the shot hits a friendly model.

Ulli & Marquand

Never in the history of the Empire have there been such a villainous pair of rogues as Marquand Volker and Ulli Leitpold. Once brigands in a mercenary regiment responsible for a long list of crimes, they were caught by bounty hunters and enlisted into the slave army of the Count of Stirland. The pair escaped their captors on the outskirts of Mordheim, City of the Damned, a ruinous place where death and glory could be found in equal measure. The infamous bandits instantly recognised it as home.

Ulli and Marquand quickly developed a strong rapport with the scum of Mordheim, a place Inhabited by the corrupt and immoral outcasts of society. Their martial prowess and ruthless guile soon earned the nefarious partners in crime a high degree of notoriety. As a result, the less noble traders and prospectors of the accursed city eagerly sought out the services of these talented scoundrels.

But their assistance did not come without a high price. Whilst the pair would consider any task thrown their way for a mere handful of gold coin, their loyalty was as fickle as the winds of Chaos. They built up a reputation of betraying employers and stabbing them in the back for the sake of a single crown. They were certainly not beyond using foul and despicable tricks to save their own worthless hides or line their own pockets.

What became of the despicable pair, none can say but legends of their deeds can to this day be heard in taverns throughout the Old World. Each story is more outlandish than the next but few ever doubt the truth behind these fantastic tales.

May be Hired: Ulli and Marquand may be hired by any Lawful / Neutral, Neutral, Neutral / Chaotic or Chaotic warbands.

Hire Fee: 30 Gold Crowns to hire as a pair.

Rating: Ulli and Marquand increase the warband rating by +60 points.

Marquand Volker

Reputedly the son of wealthy Marienburg merchants, what made Marquand embark on a career as a gambler and then a mercenary and assassin is unknown. What is known about this apparent 'fop' is that his appearance belies his true nature for he is quite deadly and entirely devoid of any morals. Marquand personifies Mordheim 'The City of the Damned' for he is corrupt and rotten to the core – just like that place he calls his 'home'. An expert swordsman and master of the throwing knife, there are few who have crossed him and lived. In the darkened corners of taverns, tales are told in nervous whispers about this cold-hearted killer's reputation: that he killed his first victim before he was ten; that he cut the heart out of the Duke of Suddenland while the Duke's wife slept on beside him. His deadliest foe is the Witch Hunter captain Gottlieb, 'The Flayer', whose face Marquand horribly disfigured whilst the erstwhile servant of Sigmar was attempting to redeem Marquand of his sins.

Profile	M	WS	BS	S	T	W	I	A	Ld
Marquand	4	5	4	3	3	2	5	2	8

Weapons/Armour: Sword, Light armour, throwing knives.

Skills: *Step aside, Knife Fighter, Lightning Reflexes.*

Ulli Leitpold

Marquand's sidekick and partner in crime. Little is known about this huge framed Middenheimer, apart from it is unwise to be caught anywhere near the business end of his massive warhammer! The tales tell that Ulli Leitpold started out as a mercenary soldier, often in the service of the armies of the Count of Stirland, and that he was present at the slaughter that ensued at the third siege of Nuln. Life as a mercenary is presumably where he derives his unthinking greed and cold nature, no doubt. Ulli spent some time as a bandit and thief and teamed up with Marquand when they were captured by bounty hunters and sentenced to live out their days in the penal battalions of the Count of Stirland. Neither as subtle or as flash as his Marienburg colleague, Ulli prefers to use a combination of brute force and low cunning to achieve his goals.

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

Weapons/Armour: Two-handed warhammer, Light armour.

Skills: *Strongman, Unstoppable charge, Combat master.*

SPECIAL RULES

These special rules apply to both Ulli and Marquand.

Wanderer: Ulli and Marquand only ever stays with a warband for the duration of the battle. A warband who used Ulli and Marquand in their last battle may not seek him out until they have fought at least one battle without him.

A Fistful of Crowns: These guys will do literally anything for money / Wyrdstone and have been known to change sides and stab their former employers in the back for just a few crowns. To represent this, opposing player(s) may attempt to bribe the pair into betraying their employers and changing sides. At the start of the game, any player(s) wishing to do this must secretly write down how much he is willing to bribe them by (this must of course be more than the pair's starting hire fee!). The controlling/employing player is advised to secretly write down a counter bid at the start of the game also. The bribing player may then choose at the start of any of his turns to attempt to bribe them (even if they are in close combat!). If he does so he must reveal the amount he has written down and if this is more than the hire fee plus the amount the controlling player has for his counter-bid, then he gains control of the pair until the end of the game. Only the player who has control of the pair is forced to pay the additional amount so that if the original controlling player loses control of them through a bribe he doesn't have to pay the counter-bid.

This bribing business can of course get quite interesting in multi-player games with different players attempting to bribe at different times.

Whichever player succeeds in bribing, or if the controlling player maintains control, they must pay this extra amount.

Where's the Money? These guys are not likely to accept any poor excuses if a warband cannot afford their extra pay. In the event that a player cannot pay the extra either in crowns or Wyrdstone (The warband should sell any Wyrdstone necessary in order to pay the hire or bribe) the pair will deprive the warband of an equal amount in equipment (based on market price). Failing this, they will take out their anger on the warband leader – immediately play a close combat with the pair versus the warband leader on his own and to the death!

Inseparable: These guys are like brothers (very nasty, unpleasant brothers!) and are totally inseparable. They must be hired as a pair and must remain within 8" of each other. In the event that one is taken *Out of Action,* the other will attempt to drag him off of the battlefield and to safety.

In a campaign, if one member of the partnership retires then the other will retire.

Nicodemus, the cursed pilgrim

By Alessio Cavatore

Nicodemus was a promising apprentice to the mighty wizard Ganthrandir. During one of his master's many absences, Nicodemus felt an irresistible call from one of the ancient artefacts stored in the wizard's laboratory: an exotic magic lantern. Created when the world was but young, this mighty artefact imprisoned the essence of a powerful Daemon. Many times Nicodemus' master had warned him not to touch the dangerous lantern, but the voice in the young wizard's mind was more convincing than even his mentor's: "Free me" it was saying "and I will grant you your heart's desire – anything you want will be yours! Mine is the power to make it so! Free me…" Nicodemus knew something of dealing with these denizens from the Realm of Chaos and immediately asked: "Do you swear it on the name of the Power you serve?" After a moment of silence, the voice answered: "I swear it in the name of my Master!" So the ambitious but naive young wizard was hooked and proceeded to break the runic seals of the lantern.

"Free at last!" boomed the voice of the Daemon as it emerged from its prison in a billowing, many-hued cloud. The smoke then seemed to coalesce into the vague shape of a huge humanoid creature, with a bird-like head atop a long thin neck and vast wings seemingly made of iridescent light. The Daemon looked down on the human, and Nicodemus, controlling his fear, shouted: "The wish! You must grant me the wish as you swore it!" The mighty Chaos being smiled enigmatically and asked: "What is your wish then, manling?"

Fighting hard against all the instincts telling him to flee as far as he could from this unearthly abomination, Nicodemus revealed his wish: "I want to become the greatest wizard known to Mankind!"

A few long heartbeats later the fiery gaze of the Daemon left the wizard: "Granted!" whispered the Daemon and with one last evil chuckle disappeared back to the netherworld from whence it came.

Nicodemus did not perceive any immediate change and wondered how long it would take for the wish to come true. Only one thing was clear, he could not stay there anymore, because his master would certainly not be pleased by his actions. So Nicodemus picked up his things and fled, beginning his wanderings across the Old World.

Only a few weeks after that fateful day did Nicodemus realise the Daemon's trickery. His body was growing abnormally quickly – he was now an inch taller than the previous week and his body was getting proportionally bigger. The greatest wizard! The cunning Daemon had taken his wish too literally! Nicodemus had been taught to be extremely careful with the wording of anything related to wish-magic, but the sheer terror generated by the Daemon had overcome his training… Now he was doomed to live with his mistake.

From that day on, the life of Nicodemus has been an uninterrupted quest, a desperate search for a way to negate the curse of unstoppable growth. The only remedy he has stumbled upon is a powerful potion concocted by a wise hermit he met in the World's Edge Mountains. The potion's ability to delay the effects of the Daemon's powers has become a lifeline for the sizeable wizard. Unfortunately for Nicodemus he requires regular infusions of wyrdstone for the potion to take effect. Thus Nicodemus has been drawn to the greatest concentration of this wondrous mineral – Mordheim, City of the Damned.

Nicodemus's skills have greatly developed during his time in the dark streets of Mordheim and he is now something of a legend among the many warbands vying for supremacy in the city. Who knows where he will appear next and who will he join in his never ending search for the precious magic stones…

May be Hired: The Nicodemus may be hired by any Lawful, Lawful / Neutral or Neutral warbands.

Rating: Nicodemus increases a warband's rating by 85 points

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

Weapons/Armour: Nicodemus carries an enormous Wizard's Staff (see Special Rules).

Skills: Nicodemus has the following skills: *Sorcery* and *Fearsome*.

SPECIAL RULES

Magic User: Nicodemus has the ability to use magic and casts spells like any other magicians, and he knows all six spells from the Lesser Magic list. See the Magic section for details.

Cursed: Nicodemus is not interested in money, he desperately needs fragments of wyrdstone to delay his abnormal growth. When he joins the warband and after each battle he fights, including the first, you must pay him with a Wyrdstone shard. If you don't have a shard or if you don't want to give it to Nicodemus and prefer to sell it, the cursed pilgrim will leave the warband, never to return.

Wizard's Staff. Nicodemus can use his staff in close combat in two different ways: he can use the staff with both hands, in which case the staff counts as a club, but also allows Nicodemus to parry as if he was armed with a buckler; alternatively Nicodemus can use the staff in his left hand as a normal club while he's wielding the *Sword of Rezhebel* (see Lesser Magic spells) in his right hand.

Note: the Sword of Rezhebel is a spell and not a normal sword, therefore it **cannot** be used to parry.

The Dark Jester

By Nicodemus Kyme

The day upon which the travelling players of Papa Noigal's troupe visited the sleepy village of Markus Schnapp will be one forever etched in memory. They swept into the village square full of the promise of death-defying stunts, heart wrenching tales of daring do, star-crossed lovers and fallen heroes wracked by ambition. What they delivered was quite different…

Markus had been sent to work in the fields, a punishment forshirking his chores, a boy of only sixteen he was oft lost in his imaginings of becoming a great hero of the Empire, desperate to be respected by his kin. Alas, destiny thought otherwise…

Little did Markus realise then as he headed off far into the outlying barley and corn of his home, grumbling at his rough treatment that such an act would both save and damn him.

Hours he toiled in bright summer sunshine that threatened to wither the crop such was its strength, a curious stench of over-ripening fruit ever present upon the waning breeze. Weary and in foul mood Markus returned to a scene of horror the likes of which no theatre could ever hope to contrive; his family, friends and fellows all slain. A disease ran through the entire village, homes burned and bodies rotted with frighteningly accelerated decomposition. Fruit sagged from sickened black boughs like deflated intestine, livestock lay dead infested with flies, maggots and other putrescence.

For long moments Markus stumbled from corpse to corpse recognising people he had known, that he had loved. Curiously no woman or child could be found amongst the decaying carnage and yet there was something amidst the horror that drew him. Where the hastily erected stage had been Markus noticed a face smeared in thick mud made slick by whatever devilry had been at work there. He pulled it, dazedly, from the mire. It was a mask, fashioned from a deep green lustreless wood.

Without knowing why and powerless to stop himself, Markus turned the mask around. For a moment all else was forgotten; his feeling of loss ebbed, the notion of standing amidst the chaos faded and all that was left was Markus and the mask and the seeming promise of all his unconscious desires, all for the taking within the mask.

As he placed it upon his face it seared his skin, foul boils and pustules erupting immediately upon his flesh conjoining, horribly, mask and boy as one. For the mask held the spirit of a powerful daemon, bound within, that had now merged with a fresh host. The boy, Markus Schnapp was no more, the daemon that possessed him a trickster, it warped his form into that of a terrible Jester, a dark, mocking figure that sought only malice and suffering through his macabre humour. Markus has been driven mad by the daemon and wanders the forests and villages of the Empire occasionally in the company of those that destroyed his former life such is the dark irony of Chaos, harbouring the daemon, waiting for it to fill him utterly and gorge itself in a flurry of bloodshed and violence…

75 gold crowns and +30 gold crowns upkeep cost.

May be Hired: Only Carnival of Chaos and Possessed warbands may hire the Dark Jester anybody else just doesn't have the right sense of humour!

Rating: The Dark Jester increases a warband's rating by +55 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Jester	4	3	3	3	3	2	6	2	7

Weapons/Armour: The Dark Jester has a skeleton 'hobby horse' (counts as a club) and a sack of spikes (counts as a morning star) which he wields in humorous fashion in combat.

Skills: The Dark Jester has the following skills: *Leap, Acrobat, Lightning Reflexes, Jump Up and Dodge.*

Special Rules:

Loner: The Dark Jester is used to walking the lone path, content with the schizophrenic comforts on the daemon he harbours. As such he never has to test for being 'All-alone'.

Confound and Confuse: In combat the Dark Jester uses a series of distraction and confounding 'tricks' to gain the upper-hand on his hapless adversaries. At the start of each combat turn (his and his opponents) he may select one of the 'tricks' below to use in that round.

Sidestepper The Dark Jester weaves and bobs in combat as he were a puppet hung from preternatural, prescient strings. In hand-to-hand combat the Dark Jester has a special dodge save of 4+ that cannot be modified by the strength of the attack.

Babbling banter The Dark Jester babbles inanely and taunts his opponents distracting them and opening up their defences as they recklessly try to silence him. All enemy models in base-to-base contact with the Dark Jester are at -1 to hit in hand-to-hand combat and their opponents are at +1 to hit those affected.

Trip The Dark Jester lures his opponent toward him with a few cutting taunts and then deftly steps aside their fatal swipe to upend them into the dirt. The Dark Jester may forgo rolling to 'wound' after a single attack and may instead elect to 'trip' his opponent. The Dark Jester rolls a D6. On a roll of 2+ his opponent is tripped and counts as 'knocked down'.

THE DAEMON WITHIN…

The daemon that Markus harbours within the mask is a malicious creature that yearns for cruelty and carnage. When battle is joined on the blood-soaked streets it takes little provocation for the beast to surface to the misery of all… At the start of each of the Dark Jester's turn before movement roll a D6. On a roll of 1 the daemon has emerged to possess the Dark Jester's form, imbuing him with rage and near invulnerability! Whilst possessed by the daemon the Dark Jester's strength increases by +2, he is frenzied and may re-roll all missed hits in close combat. Furthermore he is immune to psychology but must always move towards the nearest enemy at +D6" move and cannot perform any Jester tricks.

Whilst in daemon form the Dark Jester is impervious to pain and ignores all injuries but still roll to wound as normal.

At the start of each subsequent turn roll a D6 on a roll of 6 the Dark Jester returns to normal and suffers any wounds and must make injury rolls for any attacks that take him to zero wounds and beyond whilst he was possessed all at once! This may of course result in the Dark Jester being 'out of action' but such is the fickle nature of chaos…

Countess Marianna Chevaux, Vampire Assassin

By Nicodemus Kyme

Once an assassin-thief, Marianna's ambitions outreached her. In a daring expedition to Araby, she came into contact with the ancient Vampiress Serutat. Marianna succeeded in her mission, stealing the gem, the Noctu, from Serutat's crypt but the Vampiress caught up with her, tainting her with the curse of Vampirism before the resourceful assassin could escape.

In a moment Marianna had become a thing of the night and yet she was not completely damned, a half-vampire. Sating her bloodlust on the numerous courtesans, captains and suitors that came her way, Marianna fled the bitter vengeance of the Lahmian Vampire, Serutat, to Mordheim. With the City of the Damned her relative anonymity would be assured.

Marianna is a pragmatist, neutral in her persona, serving only her own means, hiring her skills out as an assassin, taking care to conceal her secret. Wary of witch hunters and the other devout servants of Sigmar, Marianna is a creature of the shadows, her vampiric powers enhancing her abilities immeasurably. And yet the flight to Mordheim serves an ulterior motive. Vampire turned Vampire Hunter and as such an exile in the dark Undead underworld, Marianna tracks the night-stalkers of Mordheim, torturing them for information; the whereabouts of Serutat and the true nature of the Noctu, the black jewel stolen from her crypt. Marianna's efforts have borne dark fruit, a word of power and the stone will create a veil of shadow to cloak the bearer, drifting like a black ether. Marianna means to seek out Serutat in her lair when she is vulnerable, exacting her own vengeance for damning her to darkness, her 'interrogations' warning her that the Vampire has travelled to the Empire to settle the score and retrieve the Noctu. A plethora of aliases have kept Marianna hidden so far but occasionally, during a battle in the deepest recesses of the city, minions of Serutat will appear out of the night to exact their mistress's vengeance, much to the surprise of the vying warbands. Marianna walks a dagger-thin line but thus far she has yet to slip…

Hire Fee: 150 gold crowns to hire; 75 gold crowns upkeep (varies see below).

May Be Hired: Countess Marianna Chevaux may be hired by any Lawful / Neutral, Neutral or Neutral / Chaotic warbands except for Dwarven, Elven, Undead warbands or any warband with a Warrior-Priest or Witch Hunter.

Rating: Marianna increases the warband's rating by +90 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Marianna	6	6	6	4	4	2	9	3	9

Weapons/Armour: Marianna carries a rapier, dagger and has a set of throwing knives and a crossbow pistol concealed about her person. Her crossbow bolts and rapier are coated in essence of garlic, which acts as Black Lotus when used against Vampires. She also has quite an extensive wardrobe of very expensive Bretonnian silk dresses!

Skills: Marianna has the following skills: *Combat Master, Step Aside, Leap, Acrobat, Lightning Reflexes, Dodge, Jump Up* and *Scale Sheer Surface.*

SPECIAL RULES

Immune to Psychology: As a Vampire, Marianna is completely immune to the effects of psychology and will never leave combat.

Immune to Poison: As a Vampire, Marianna is completely immune to the effects of poison.

No Pain: Marianna treats a *stunned* result on the Injury chart as *knocked down* instead (note that with her *Jump Up* ability Marianna cannot be *knocked down* either so the only way to stop her is to take her *out of action*!).

Cause Fear: Marianna is a terrifying creature, although more through reputation than her being a Vampire as she is contriving to keep her identity a secret.

'You can never escape your past…': On the last turn of the game in which Marianna is still standing or as soon as a warband routs, ending the game, roll a D6:

1-3 Marianna has discovered that Serutat is getting close and will leave the warband's service after the game.

4-5 Marianna has discovered a useful lead that she must pursue in this area and will stay for another game if the warband can afford her upkeep.

6 A group of Serutat's minions have caught up with her! Fight D3 more turns as if the losing warband hadn't routed (in the confusion the balance is reset). A randomly determined group of minions 'appear' within 2D6" of Marianna, the opposing player chooses where. Marianna takes the first turn and then the minions, after which the turn sequence returns to normal with the minions counted as a an extra player. The minions only attack Marianna and must move towards her as fast as possible but will attack anyone else in their way. If her warband fight to help her (by taking at least one minion *out of action*) and she survives, Marianna will fight the next battle for free, otherwise she will leave.

Roll D6	Minions
1-2	D3+1 Zombies
3-4	D3+1 Ghouls
5-6	Vampire (Sword & light armour) +2 Ghouls

Fighting Undead: Due to her vocation as a Vampire Assassin turned Vampire Hunter, all Vampires *Hate* Marianna.

The Noctu: The gemstone stolen from Serutat's lair has powerful cloaking properties. The veil of shadow it creates reduces all shooting to hit rolls against Marianna by -1.

A Struggle for Power

By Nicodemus Kyme

Of all the mysteries of Albion perhaps the greatest is the purpose of the enigmatic figures known as Dark Emissaries and Truthsayers. These ancient wizards are erstwhile enemies and their secret battle hints at a greater struggle yet to pass. Dark Emissaries, servants of the Dark Master, a powerful and enigmatic figure are potentates of evil. They ally themselves with evil forces and seek to harness the power of the Ogham Stones for all manner of unknown and nefarious practices. Truthsayers, the druidic warrior-wizards, the benevolent protectors of the Ogham magic grant their aid and wisdom to the followers of Sigmar and his allies, their only purpose to thwart the Dark Master and his lackeys.

The Dark Calling has even reach as far as the isle of Albion, with the struggle for power between the Dark Emissaries and the Truthsayers has ending in a stalemate. To solve this, the Dark Master has sent this Dark Emissaries to the city on Mordheim to collect as much Wyrdstone as they can. The Truthsayers have found out about this and followed them to Mordheim.

Dark Emissary

2 Wyrdstone Shards + 2 Shards upkeep

May be Hired: The Dark Emissary may be hired by any Neutral, Neutral / Chaotic or Chaotic warbands. The Dark Emissary will never join a warband that also contains a Truthsayer.

Rating: The Dark Emissary increases a warband's rating by 80 points.

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

Weapons/Armour: Staff of Darkness, The Spiral

SPECIAL RULES

Magic User: The Dark Emissary has the ability to use magic and casts spells like any other magicians, and the Dark Emissary starts with four spells generated at random from the Lore of Darkness Magic list. See the Magic section for details.

Staff of Darkness: works like a normal staff, but gives the Dark Emissary +1 to his casting roll.

The Spiral: A symbol of the Dark Master. It is a potent icon that protects the wearer from harm. It grants the Dark Emissary a 5+ save that cannot be reduced by anything.

Truthsayer

3 Wyrdstone Shards + 1 Shard upkeep

May be Hired: The Truthsayer may be hired by any Lawful, Lawful / Neutral or Neutral warbands. The Truthsayer will never join a warband that also contains a Dark Emissary.

Rating: The Truthsayer increases a warband's rating by 80 points.

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

Weapons/Armour: Staff of Light, The Triskele

SPECIAL RULES

Magic User: The Truthsayers has the ability to use magic and casts spells like any other magicians, and the Truthsayers starts with three spells generated at random from the Lore of Light Magic list. See the Magic section for details.

Staff of Light: The staff can dispel a single enemy spell per turn on a roll of 4+. The staff also counts as a halberd.

The Triskele: The symbol of the Truthsayer's office this icon protects them from harm with its benevolent energies granting the Truthsayer a 4+ save, which cannot be reduced by anything.

Dijin Katal, The Renegade Assassin

How many years have I walked the earth?
How many plains have I seen that stretch to the horizon? How many cities are there that are crammed with the filth and dregs of this world? And how many dark places have been my refuges? Yet I still miss that dreaded place Clar Karond... my home. I wonder what is happening amongst my kin what devious politics abound. Oh, how I miss the intrigue of a true civilisation. These are strange times. I never desired to travel to this hot insect infested land of Lustria but now I am here it has a strange hold on me. I have delivered many to the grace of Khaine within this jungle. This jungle seems to cry out for blood. Although my murderous instincts have grown the animal inside is now in sated. What has become of me?
Still, my blades run with the blood of my enemies the only thing that brings me comfort. I have the murderous instinct, which my people have practised for thousands of years and the addiction is strong. That night when I saw the broken bodies of my own kin on the floor in the carnival of horrors I knew that killing was my sole purpose. I also knew that it didn't matter who would be my prey – friend or foe it makes to difference to the unquenchable thirst within. And now my comrades hunt me. Although my thirst for another murder is great in good time soon it shall be quenched. My life is for Khaine.
My goal? To find some meaning to this mundane existence...
Known as 'The Hunter in the Shadows', 'The Thrice Cursed Renegade', 'He who Thirsts' and 'Kinslayer', among other things, Dijin Katal as greatly feared and loathed and that's just by his own people. The covens of the Druchii have a price on Katal's head and demand that he be captured alive for the Hag Queen's pleasure. Few know this Druchii's chequered past when they hire him in fact most are not even aware that he is Druchii, such is their ignorance.

Hire fee: 85 gold crowns: 40 gold crowns upkeep.
May be Hired: Dijin Katal may be hired by any Lawful / Neutral, Neutral, Neutral / Chaotic or Chaotic warbands except for Dwarves and Elves warbands or any warband that includes and type of Elven or Dwarven hired swords.
Rating: Dijin Katal increases the warbands rating by 70 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dijin Katal	5	7	5	4	3	2	7	2	8

Weapons/Armour: Dijin Katal wears a Druchii Assassin's cloak and wields two swords coated with Dark venom and a repeater crossbow.
Skills: Dijin katal has the following skills: *Strike to injure, Quick shot, Dodge, Lightning reflexes* and *Trick shooter.*
Special Rules
Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between the two races have been very long and bloody affairs. The Dark Elves are very bitter since they have been exiled from Ulthuan and thus they hate any High Elf warriors including High Elf Hired Swords.
Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot hidden enemies from twice as far away than normal warriors (i.e. twice their Initiative value in inches).
Shadows Embrace: The Dark Elf has mastered the art of making the best use of shadows to hide, this is the legendary ability of the Dark Elf Scouts and the Assassins. If the Dark Elf is in cover and a model attempts to charge him, he can only charge the Elf using a charge move equal to his initiative in inches. In addition, missile weapons suffer an additional -1 penalty to hit on top of the penalty for cover.
Perfect Killer: All attacks made by the Assassin, whether in shooting or close combat, have an extra -1 save modifier to represent his skill in striking at unarmoured spots.
Renegade: Dijin is a kinslayer and therefore a renegade in Druchii eyes. Any Dark Elves that Dijin is fighting against will suffer *Hatred* towards him.
Wanderer: Dijin Katal only ever stays with a warband for the duration of the battle. A warband who used Dijin Katal in their last battle may not seek him out until they have fought at least one battle without him.

Drenok Johansen, Wielder of the great axe

The great sagas of the Norse tribes tell of a mighty warrior known as the Wielder of the Great Axe. Long ago in the icy, inhospitable tundra of the Norse land a young clansman with fire in his eyes and passion in his heart left his clan in search of his father's fate. His father was Johan warrior-prime, Chieftain of the Clan Icefang, possessed by a demon of Khorne. His father had disappeared rumoured to have travelled across the seas. Leaving the clan in a self-imposed exile he was never seen again in the lands of his birth.
After many a long year within the realms of the Old World Drenok took ship to the New World in search of his father. Weeks dragged on into months and months into years until finally the day came when the two mortals finally crossed paths. Only then did Drenok truly know fear. For when Drenok looked into the face of his father he saw the Daemon within. A titanic struggle ensued between father and son. The battle was fierce and long, lasting for many hours. With each wound Drenok inflicted upon this demon, his father, anguish and rage consumed his soul. Finally his father fell and the battle was won. But this was no true victory this was a day of mourning. For Drenok had now lost a part of his soul he could never reclaim. He gazed upon the great axe, which lay at the feet of his father's corpse and realised it to be the legendary axe of the Icefang, his clan. Lifting the mighty axe above his head, his hair braids blowing in the wind he roared in defiance of world. His quest would be to bring honour to the death of his father.

Hire fee: 70 gold crowns to hire: +30 gold crowns upkeep.
Maybe Hired: Norse and human warbands may hire Drenok.
Rating: Drenok increases the warbands rating by 70 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Drenok Johansen	4	6	3	4	4	2	4	2	8

Weapons/Armour: Drenok wields the great axe of the Icefang and he wears Sabertooth Tiger Hide.
SKILLS: *Fearsome, Strongman, Combat master* and *Step aside.*
Special Rules
Berserker: If Drenok is reduced to zero wounds roll 1D6. On a score of 4+ he stands fighting until the end of the turn. You must roll every turn or he will be Out of Action.
Ice fang Axe: A massive double-handed axe, this weapon has been handed down through the ancestors of Ice fang throughout the generations. It is said that a revered ancestor used the axe and slew a great White Dragon many centuries ago.
The axe is the same as a double-handed weapon but it can also *Parry* and has a +1 modifier to injury rolls.
Sabertooth Tiger Hide: Gives Drenok a 6 save in close combat and 5+ against missile fire.

The Emissary of the Horned Rat, The Vermin Lord

By Paul H

They are great, powerful creatures surrounded by an aura of creeping decay and inscrutable knowledge. Their heads are bedecked with the spiralling horns and sloughing flesh of the Horned Rat himself. Warpstone amulets and torcs decorate the Vermin Load's leprous form, along with chunks of raw warpstone hammered into it flesh. Vermin Lords have often seen armed with a huge, wicked-looking glaives that are twice the height of a man but their chisel-teeth and Sharp claws are easily capable to tearing a creature to pieces. These fearsome creatures are made of the very stuff of Chaos, and are extremely difficult to kill.

Hire Fee: 200 gold crowns to hire, 55 gold crowns upkeep cost.
May be Hired: The Vermin Lord may only be hired by Skaven warbands. The warband must have one Skaven Magic User in it.
Rating: The Vermin Lord increases the warband's rating by +125 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Vermin Lord	6	4	0	5	4	2	4	3	7

Weapons/Armour: Doom Glaive

Special Rules

Doom Glaive: The Doom Glaive is heavily ensorcelled with death magic. A hit from the Doom Glaive allows no Armour Save.
Immune to Psychology: The Vermin Lord is not affected by psychology (such as fear) and never leave combat.
Large: Vermin Lords are huge creatures and therefore make tempting targets for archers. Any model may shoot at a Vermin Lord, even if it is not the closest target.
True Demon: Vermin Lords are true demons, summoned from the outer planes of existence. As such, they cause *fear.* In addition to this, their demonic nature gives them a natural 4+ save against any and all spells cast at them, which may never be modified in any way. Finally, the Vermin Lords are affected as any other demon by *blessed water.*
Magic User: The Vermin Lord has the ability to use magic and casts spells like any other magicians, and the Vermin Lord knows starts all six spells generated from the Magic list of the Skaven Magic User who summon it. See the Magic section for details.

The Salesman

By Natascha Chrobok, This Dramatis Personae was inspired by "Tales of the ten Tailed cat" in Inferno no. 29

"Waiter, an ale please. Actually, I'm simply glad to be alive! Really. You see, I visited this inn, up by the market place. A little like this establishment... the ale was no quite as good as this, but close. Well, I saw something you wouldn't believe...

The inn was full of real low-lifes. Not like the fine fellows you've got here; I mean REAL SCUM!

Anyway, I'm sitting there and in walks the biggest salesman I have ever seen! Big as ships. Like the ones here at the docks. The salesman fellow walks right up to the bar. He's carrying a big case, and he sits it down beside him as though it were his trusted hound. So this fellow orders a drink and starts talking to the innkeeper, to the customers, those unsavoury characters I mentioned, and he says something that upsets them. Something like... like: "half now, half on delivery. Whatever it was angered those people something terrible. They started bulling knives, swords, crossbows, starting some trouble.

So the salesman leaps from the bar, snatches up his case and he dives in! Just dives right in! I don't know what he did down there, but he came back up with the biggest hand bow I have ever seen. It was judgement day in there! I was frozen stiff! All I could do was watch while this, this thing took the inn apart! Nobody was alive when the salesman had finished his bloody work...

I heard, he's coming this way..."

Nobody exactly knows his name or where he came from. Some say that he was once an estalian Nobleman, tricked by a Marienburger merchant. He lost his title and all his possessions to that merchant and since that time the Salesman is looking for the merchant. He hunted him throughout the whole old world, leaving a bloody trail on his way. There are rumours that the Salesman has been seen in the Twisted Goat inn...

Hire Fee: It costs 90 GC to hire

May be Hired: The Salesman may be hired by any Lawful, Lawful / Neutral or Neutral warbands.

Rating: The Salesman increases the warband's rating by +60

Profile	M	WS	BS	S	T	W	I	A	Ld
The Salesman	4	4	6	4	4	3	5	3	9

Weapons/Armour: The Salesman is armed with two Crossbow pistols, a Blunderbuss, a dagger, a Sword, throwing knives and a large case

Skills: the Salesman has the following skills: Dodge, Eagle Eyes, Jump up, Lightning Reflexes, Nimble, Pisolier, Quickshot,

Special Rules

Bad Reputation: The "Salesman" has a bad reputation and even the bravest warriors get calk-white faces when they hear of him. He therefore causes Fear in his enemies.

Pistolier extraordinaire: The "Salesman" is able to fire and reload his crossbow pistols so fast that he is allowed to fire them 6 times per round.

Case: The "Salesman" uses his large case in which he stores his weapons as cover. For game purposes he always counts as being behind light cover.

Wanderer: The "Salesman" never stays longer than one battle with a warband. You must fight another one without him until you are allowed to hire him again.

Beasts, Monsters & Townsfolk

This covers the some of the rest that's does not fall into Warbands, Hired Swords or Dramatis personae.

Townsfolk

Alchemist

Alchemists craft potions, poultices, salves, balms, powders, and other ephemeral magical items using the Laws of Similarity, Contagion, Symbology, and Relativity; which basically state that like equals like and can effect like, even if symbolic, and will remain alike irrelevant of exact relation or location. They can be very dangerous vicariously, thru the lethality of their creations.

Rating: The Alchemist increases a warband's rating by 20 points plus 1 point for each Experience point the Alchemist has.

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

Weapons/Armour: The Alchemist a Staff, a Dagger and a Crossbow Pistol.

Skills: The Alchemist may choose from Academic when he gains a new skill. In addition, the Alchemist may choose from the alchemy ability list.

Special Rules

Alchemy: The Alchemist starts with one ability from the alchemy ability list.

Beast Handler

A Beast Handler takes care of the animals. He re-shoes and feeds the horses, feeds the dogs, trains them and cleans up after them.

Rating: The Beast Handler increases a warband's rating by 10 points plus 1 point for each Experience point the Beast Handler has.

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

Weapons/Armour: The Beast Handler is armed with Whip, Hammer and Dagger

Skills: The Beast Handler may choose from Combat and Speed when he gains a new skill.

Special Rules

Animal\Beast Handler: The Beast Handler starts with Animal\Beast Handler skill. See the common skills section of the rulebook for more details.

Beast Finder: A beast master takes care of the animals. He re-shoes and feeds the horses, feeds the dogs, trains them and cleans up after them. He reduces the difficulty of finding animals by adding a +1 to your dice roll on the trading chart.

Multiples: Your warband may have multiple Beast handles, but each must be for a defend animal type (i.e. Dogs, Horses, etc,).

Blacksmith

Blacksmiths have one of the most essential jobs in most communities. They fix wagon wheels, repair farming implements and make swords and armour for their town's defence.

Rating: The Blacksmith increases a warband's rating by 20 points plus 1 point for each Experience point the Blacksmith has.

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

Weapons/Armour: The Blacksmith is armed with a dagger and a blacksmith's hammer, the Blacksmith wears light armour and carries a shield.

Skills: The Blacksmith may choose from Combat and Strength when he gains a new skill.

Special Rules

Metal Worker: If the Blacksmith is not *taken out of action*, all normal, metal "hand to hand" weapons and armour may be purchased (and sold) at 75% of the base cost. This ability may not be used if the Blacksmith is *taken out of action* as he is recuperating.

Cartographer

The Cartographer is a map maker they can be found all around the settlements of Mordheim selling their maps.

Rating: The Cartographer increases a warband's rating by 10 points plus 1 point for each Experience point the Cartographer has.

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

Weapons/Armour: The Cartographer is armed with Map Tubes (Club), Staff and Dagger

Skills: The Cartographer may choose from Academic, when he gains a new skill.

Special Rules

Exploration: A cartographer will help the band with their exploration. He allows the band one reroll per exploration. However, you may not reroll a die that has been rerolled for some other reason. This ability may not be used if the Cartographer is *taken out of action* as he is recuperating.

Farmer

Strong in both muscle and will, Farmers will fight to protect their homes and land. Farmers prefer to use implements of their trade such as pitchforks and sickles.

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

Weapons/Armour: The Farmers armed with an assortment of farming tools. Each model counts as being armed with a club and or dagger.

Fletcher

Like the Blacksmith, the Fletcher is an essential part of the community. He makes and repairs arrows and bows for his fellow citizens.

Rating: The Fletcher increases a warband's rating by 15 points plus 1 point for each Experience point the Fletcher has.

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

Weapons/Armour: The Fletcher is armed with a dagger, longbow and hunting arrows, the Fletcher wears light armour.

Skills: The Fletcher may choose from Shooting and Speed when he gains a new skill.

Special Rules

Bow Maker: If the Fletcher is not *taken out of action* thereafter, all bows and arrows may be purchased (and sold) at 75% of the base cost. This ability may not be used if the Fletcher is *taken out of action* as he is recuperating.

Gunsmith

Rating: The Gunsmith increases a warband's rating by 15 points plus 1 point for each Experience point the Gunsmith has.

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

Weapons/Armour: The Gunsmith is armed with a dagger, a pistol, a handgun and superior blackpowder the Gunsmith wears light armour.

Skills: The Gunsmith may choose from Shooting, and Speed when he gains a new skill.

Special Rules

Gun Maker: If the Gunsmith is not *taken out of action* thereafter, all bows and arrows may be purchased (and sold) at 75% of the base cost. This ability may not be used if the Gunsmith is *taken out of action* as he is recuperating.

Merchant

Rating: The Merchant increases a warband's rating by 20 points plus 1 point for each Experience point the Gunsmith has.

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

Weapons/Armour: The Merchant is armed with a dagger, sword, and a brace of pistols.

Skills: The Merchant may choose from Combat, Academic and Speed when he gains a new skill.

Special Rules

Sales: Allows your warband to sell equipment for 3/4 the initial cost of the item and you have a +1 to find rare items.

Sigmarhaven Watch

They always have an uncanny way of showing up whenever there is trouble in Sigmarhaven. They may not be hired and they will call in another detachment if needed.

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

Patrol: The size of a Sigmarhaven Watch patrol is one Captain, four Swordsmen and two Marksmen.

Weapons/Armour: They are all armed with swords & Dagger, wear light armour and carry shields. The Marksmen are also armed with bows.

Skills: Swordsmen count as having the skill Expert swordsmen.

Street Urchins

Street Urchins are young adults that live by trickery, thieving and begging. They are generally are hard to catch for any of their crimes that they commit and always have an escape plan. Those that live on the street need to be extra tough and careful, surviving day by day by their wits alone.

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

Weapons/Armour: The Street Urchin normally carries a dagger; some have been known to have used throwing knives as well.

Town Cryer

The town cryers are an usually breed of man, who would walk the streets call out the news of the day.

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

Weapons/Armour: The Town Cryer normally carries a Bell (Counts as a Club), a dagger and a sword, the Town Cryer wears light Armour.

Townsfolk

Townsfolk are just that…the merchants, commoners, shop owners and those that are destitute,

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

Weapons/Armour: The Townsfolk are armed with an assortment of makeshift weapons. Each model counts as being armed with a club and or dagger.

Attack Animals

The most common attack animal in the Old World is the faithful war house, especially favoured by Witch Hunters. Other warbands have their favoured attack animals – Giant Rats for Skaven, Dire Wolves for Vampires, Cold One Beast-hounds for the Druchii. 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.

Special Rules

Model: If you purchase an Attack Animal, it will fight exactly like a member of your warband, though it is treated as part of the equipment of the Hero who bought it. You will need a model to represent it on a battlefield.

Experience: Attack Animals never gain experience, and if they are put out of action they have exactly the same chance of recovering as Henchmen (i.e., 1-2: Dead; 3-6: Alive). Attack Animal count towards the maximum number of warriors allowed in your warband.

Bear

Bears are large animals often found in the forests of the Old World. Normally they are peaceful creatures but when they feel threatened they rip into their opponents with sharp deadly claws. Their strong arms can wrap around a Warrior and slowly squeeze the life out of him.

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Bear	5	3	-	4	4	2	4	2	4
Grizzly Bear	5	3	-	5	5	2	3	3	4

Special Rules

Animal Companion: The Black Bear may be an Animal Companion to a warrior

Bear Hug: If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single 'Bear Hug' attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

Experience

+1 For taking the Attack Animal *out of action*. The Hero or Henchman that puts the Bear *out of action* gets a bonus +1 experience.

Birds of Prey

Falcons and other birds of prey are much sort after by beast masters as they are very useful for catching game and hindering opponents by attacking weak spots such as the face and groin of enemy models.

Profile	M	WS	BS	S	T	W	I	A	Ld
Eagle	12	4	-	3	3	1	4	1	6
Falcon	16	3	-	3	2	1	5	1	7
Hawk	12	3	-	4	3	1	4	1	6
Kite	20	3	-	2	2	1	5	1	7
Owl	12	5	-	4	3	1	5	1	6

Special Rules

Animal Companion: All Birds of Prey may be an Animal Companion to a warrior

Movement: A Bird of Prey can fight up to its Movement away from it owner and will return before the end of the turn. A Bird of Prey is never pinned in combat and may return without having to break combat.

Experience

+1 For taking the Attack Animal *out of action*. The Hero or Henchman that puts the Bird of Prey *out of action* gets a bonus +1 experience.

Cave Squig

Part fungus and part flesh, these strange ferocious creatures are almost all teeth, easily able to take a man's leg off with a single bite.
[Greenskins Only]

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

Special Rules

Animal Companion: The Cave Squig may be an Animal Companion to a warrior

May Ride: A Goblin may ride the Cave Squig, if you are using the optional rules for mounts. The Goblin gains +1 armour save, and shall move at the Cave Squig's rate of 6". Shooting attacks hit the Goblin on a die roll of 1-2, and the Cave Squig on a 3-6. In close combat, the opponent may choose which to hit. The Cave Squig no longer has to follow the 'Minderz' rule (see below) if it is being ridden, as the owning model is directing its actions.

Minderz: Each Cave Squig must always remain within 6" of it owning model, who keeps the creature in line. If a Cave Squig finds itself without the owning model 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 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 player's control until the end of the game.

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

Experience

+1 For taking the Attack Animal *out of action*. The Hero or Henchman that puts the Cave Squig *out of action* gets a bonus +1 experience.

Chaos Hound

Some Warriors of Chaos control packs of snarling, vicious war dogs. These creatures have been cruelly mutated by their exposure to Chaos, and bear barbed tails, skeletal faces and sometimes extra heads and limbs.

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

Special Rules

Animal Companion: The Chaos Hound may be an Animal Companion to a warrior

Experience

+1 For taking the Attack Animal *out of action*. The Hero or Henchman that puts the Chaos Hound *out of action* gets a bonus +1 experience.

Cold One Beast-hound

(Dark Elves only)

The Dark Elves capture and breed many exotic creatures to fight for them and fights between pets are often staged as a form of entertainment amongst the Dark Elves. One such animal was discovered in Lustria. Distantly related to Cold Ones, the Cold One Beast-hound lives in swamps and bogs. Cold One Beast-hounds are larger than war dogs and of similar build but are in all other respects reptilian. Rows of sharp teeth fill its maw, and when provoked, the Cold One Beast-hound is a very aggressive beast. The Dark Elves capture and train these creatures to fight in battles all over the Warhammer world.

Profile	M	WS	BS	S	T	W	I	A	Ld
Beast-hound	6	3	0	4	4	1	1	1	4

Special Rules

Stupidity: Cold One Beast-hounds may use the basic Leadership of it Master if they are within 6" of him.

Scaly Skin: Cold One Beast-hounds have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of 'no save' on the injury chart will negate the unmodified 6+ save.

Fear: Cold One Beast-hounds cause Fear.

Experience

+1 For taking the Attack Animal *out of action*. The Hero or Henchman that puts the Cold One Beasthound *out of action* gets a bonus +1 experience.

Familiar

Wizards are often solitary, usually shunned by those who can barely conceive of, much less understand, the power these individuals wield. As such, they often share their lives with animal companions, rather than more 'sentient' beings. Sometimes a magical link will develop between one of these animals and the wizard, to the extent that the wizard begins to see through the animal's eyes, and hear its thoughts. Wizards in different lands favour different types of familiars, depending on their environment: Shadow Weavers tend to favour darkly-coloured animals that can blend into the shadows with them easily- ravens or darkly-coloured cats are most common. Regardless of their form, familiars are actually not normal members of their kind at all, but rather creatures that have somehow become attuned to the Winds of Magic.

Familiars cannot actually be purchased as normal equipment. The cost to 'purchase' a familiar actually represents the cost of materials to cast the ritual to summon a familiar and form a magical bond with it; the Rarity level represents the chances of the ritual actually working. As such, the cost of the familiar must always be paid if the rarity roll is attempted, regardless of the success of the roll. Also, only Magic User can attempt to 'find' a familiar. If a familiar is found, it should be modelled on the Magic User as with any other piece of equipment. A familiar may be placed on a separate base (in fact many of the familiars that GW sells come this way), but if this is done the familiar must always remain within 6" of the Magic User, may and it may attack enemy models or be attacked itself, other than the effect below.

Profile	M	WS	BS	S	T	W	I	A	Ld
Familiar	6	4	0	4	3	1	4	1	5

Options: The Familiar can be upgraded to one of the following; Combat Familiar (+35 GC), Power Familiar (+45 GC) or Spell Familiar (+65 GC).

Special Rules

Animal Companion: The Familiars may be an Animal Companion to a Magic User.

Re-roll: As long as the Familiar is within 1" of the Magic User, the Magic User may re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails.

Combat Familiar: As long as the Combat Familiar is within 1" of the Magic User, the Magic User's Weapon Skill and Attacks increases by 1. This may take the Magic User over the Maximum.

Power Familiar: As long as the Power Familiar is within 1" of the Magic User, the range of all Magic User Spell increased by D6", roll for each spell when casted.

Spell Familiar: As long as the Spell Familiar is within 1" of the Magic User, the Magic User may cast an extra Spell pre turn.

Experience

+1 For taking the Attack Animal *out of action*. The Hero or Henchman that puts the Familiar *out of action* gets a bonus +1 experience.

Hunting Cats

Hunting Cats are ferocious beasts capable of tearing a man to pieces though they themselves are vulnerable to damage.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tiger	9	4	-	4	4	1	6	2	4
Panther	9	4	-	4	3	1	6	2	3
Leopard	9	4	-	4	4	1	6	2	3
Lion	9	4	-	5	4	1	6	2	4

Special Rules

Animal Companion: All Hunting Cats may be an Animal Companion to a warrior

Experience

+1 For taking the Attack Animal *out of action*. The Hero or Henchman that puts the Hunting Cat *out of action* gets a bonus +1 experience.

Rat Familiar

The Rat Familiar is a Giant Rat enchanted with the Scroll of the Rat Familiar.

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

SPECIAL RULES

Enchanted Animal: The Rat Familiar earns experience as a henchman. A result of 10 - 12 on the henchmen advancement table, instead of the promotion to hero status gives as a result "Improved spell casting: if the sorcerer is within 6" of the Rat Familiar, he gain a +1 bonus when rolling dice to overcome the difficulty of a spell. This ability is cumulative."

Snotling

Snotlings are the smallest of the green-skinned races. They are not very intelligent and behave very much like extremely enthusiastic and uncontrollable puppies. They can fetch and carry for other Goblin or Orc races, and do other rather limited tasks, but they are little use for any real work.

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

Weapons/Armour: Snotling may be equipped with Club, Blow pipe or Spear.

Special Rules

Animal Companion: A Snotling may be an Animal Companion to a warrior.

Experience

+1 For taking the Attack Animal *out of action*. The Hero or Henchman that puts the Snotling *out of action* gets a bonus +1 experience.

War Hound

[Not available to Skaven]

The men of the Empire have always been experts at raising ferocious bloodhounds to guard their cattle and holdings against roaming Goblins and Beastmen. A highly trained War hound is a dangerous opponent and worth its weight in gold in Mordheim.

Profile	M	WS	BS	S	T	W	I	A	Ld
War Hound	6	4	0	4	3	1	4	1	5

Special Rules

Animal Companion: The War Hound may be an Animal Companion to a warrior.

Experience

+1 For taking the Attack Animal *out of action*. The Hero or Henchman that puts the War Hound *out of action* gets a bonus +1 experience.

Wild Hog

Wild Hogs are useful beasts in the streets of Mordheim as they trample down the street squealing and knocking people out of their way. They also have a terrible odour that often makes it an unfavourable animal to have around the camp

Profile	M	WS	BS	S	T	W	I	A	Ld
Wild Hog	6	3	-	3	4	2	3	1	3

Special Rules

Animal Companion: The Wild Hog may be an Animal Companion to a warrior

Mindless Charge: The Hog receives +1 Strength bonus when he charges to signify his powerful and destructive charge and his lack of care for his own safety.

Experience

+1 For taking the Attack Animal *out of action*. The Hero or Henchman that puts the Wild Hog *out of action* gets a bonus +1 experience.

Wolf

Wolves prowl the lands of the Old World, hunting other weaker animals for prey. Occasionally, they will become very bloodthirsty and attack adventurers instead, especially if they are hungry and are travelling in a large group.

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

Special Rules

Animal Companion: The wolf may be an Animal Companion to a warrior.

Feed: Some wolves will feed on the bodies of the killed after a battle. If a wolf *stuns / knock down* a warrior, the wolf may start to feed on him, roll a D6, On a 1 the wolf takes the warrior *out of action* and for the next turn the wolf will not move or charge because he has started to eat at body of the warrior, but will defend himself. Warriors that are taker *out of action* this way do not roll on the injuries chart as normal, Henchmen automatically counts as being dead, Heroes & Hired Swords must roll twice on the Heroes' serious injuries chart.

Frenzy: When the Wolf Charges it becomes *Frenzy*. The Wolf is affected by the rules for *frenzy*.

Experience

+1 For taking the Attack Animal *out of action*. The Hero or Henchman that puts the Wolf *out of action* gets a bonus +1 experience.

Ridden Animals

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

Cave Squig

See Attack Animals above.

Chaos Steed

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

[Possessed & Carnival of Chaos Warbands Only]

Profile	M	WS	BS	S	T	W	I	A	Ld
Chaos Steed	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.

Experience

+1 For taking the Mount *out of action*. The Hero or Henchman that puts the Chaos Steed *out of action* gets a bonus +1 experience.

Cold One

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

[Dark Elves, Saurus & Skinks Only]

Profile	M	WS	BS	S	T	W	I	A	Ld
Cold One	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).

Experience

+1 For taking the Mount *out of action*. The Hero or Henchman that puts the Cold Ones *out of action* gets a bonus +1 experience.

Elven Steed

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.

[Elves Only]

Profile	M	WS	BS	S	T	W	I	A	Ld
Elven Steed	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 reroll is allowed per test.

Experience

+1 For taking the Mount *out of action*. The Hero or Henchman that puts the Elven Steed *out of action* gets a bonus +1 experience.

Giant Spider

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

[Goblin Only]

Profile	M	WS	BS	S	T	W	I	A	Ld
Giant Spider	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.

Experience

+1 For taking the Mount *out of action*. The Hero or Henchman that puts the Giant Spider *out of action* gets a bonus +1 experience.

Giant Wolf

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.

[Goblin Only]

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

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

Experience

+1 For taking the Mount *out of action*. The Hero or Henchman that puts the Giant Wolf *out of action* gets a bonus +1 experience.

Mule

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
Mule	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.

Experience

+1 For taking the Mount *out of action*. The Hero or Henchman that puts the Mule *out of action* gets a bonus +1 experience.

Nightmare

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?

[Vampires & Necromancers Only]

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

Experience

+1 For taking the Mount *out of action*. The Hero or Henchman that puts the Nightmare *out of action* gets a bonus +1 experience.

Riding Horse

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.

[Humans Only]

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

Experience

+1 For taking the Mount *out of action*. The Hero or Henchman that puts the Horse *out of action* gets a bonus +1 experience.

Skeletal Steed

Skeletal Steeds are ghastly creatures. They were once normal horses, but when they died their flesh decomposed. When all that was left of them was their bones, evil Necromancers raised them from the dead.

[Undead Only]

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

Special Rules

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

Immune to Poison: Skeletal Steed are not affected by poison.

Immune to Psychology: As an Undead creature, Skeletal Steed 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.

Experience

+1 For taking the Mount *out of action*. The Hero or Henchman that puts the Skeletal Steed *out of action* gets a bonus +1 experience.

Tuckgor

Tuskgors are a cross between a boar and a ram. Their bodies are covered in thick brown fur and they have a large bony crest with sharp horns on their forehead.

[Beastmen Only]

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

Special Rules

Head-butt: If the Tuckgor charge attack hits but fails to wound, the target must make an Initiative test or be knocked down.

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

Experience

+1 For taking the Mount *out of action*. The Hero or Henchman that puts the Tuckgor *out of action* gets a bonus +1 experience.

War Boar

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.

[Orc Only]

Profile	M	WS	BS	S	T	W	I	A	Ld
War Boar	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).

Experience

+1 For taking the Mount *out of action*. The Hero or Henchman that puts the War Boar *out of action* gets a bonus +1 experience.

War horse

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

[Humans Only]

Profile	M	WS	BS	S	T	W	I	A	Ld
War house	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.

Experience

+1 For taking the Mount *out of action*. The Hero or Henchman that puts the War house *out of action* gets a bonus +1 experience.

Beasts

Cockatrices

If it was not for the petrified bodies of its foes that surround it, the Cockatrice would be a comical beast. It looks rather like a gigantic and somewhat ragged cockerel. Its body is covered with a haphazard mix of scales and feathers whilst its wings are leathery and bat-like. The head that sits atop this bizarre combination is a grotesque caricature of a proud bantam, with brilliant blood-red wattles and a fearsomely sharp beak.

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

Weapons/Armour: Claws

Special Rules

Cause Fear: The Cockatrice is a fearsome creature which cause fear in it enemy.

Flying: The Cockatrices has mighty wings, which allow them to fly.

Petrify: The bleak gaze of the Cockatrice can turn its foes to stone. Treat this as a shooting attack with a range of 8". It hits automatically, but the victim may be able to tune aside at the last moment and avoid its fate. Make an Initiative test for the victim. If pasted there is no effect, but if it is failed the victim is tuned to stone. Naturally, this is fatal regardless of the number of wounds the model has. Armour will not protect the victim, although Ward saves work as normal.

Scaly Skin: The Cockatrices have scaly Skin. (5+ Armour Save).

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Cockatrice.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Cockatrice *out of action* gets a bonus +1 experience.

Chaos Spawn

Chaos Spawn are followers of chaos who have failed to pleases their gods. They have been mutated into a hideous mass of limbs, appendages and all manner of mutations. Their minds are gone, leaving nothing but a seething mass of bone and flesh.

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

Special Rules

Fear: Despite its size, the Chaos Spawn is still a fearsome opponent. It causes fear.

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

Move: To move a spawn, roll a Scatter die and move it 2D6" in that direction, moving around obstacles as necessary. Should the Scatter die come up with a 'hit' the Spawn moves directly towards the nearest visible enemy model on the table.

Skull of Steel: The Spawn are virtually immune to pain, as normal people feel it. In any turn in which the spawn rolls an injury result of "Knocked Down" or "Stunned", ignore the result, instead reduce the monster's attacks to a D3 result, instead of the D6+1 given in the profile. This hindrance will continue until the Spawn's next turn, then it is removed.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Chaos Spawn.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Chaos Spawn *out of action* gets a bonus +1 experience.

Drake

The Drake is a small dragon-like beast spews fire from it's maw and is itself is immune to fire. An effective offensive creature, it can fly into and out of battle in a blink.

Profile	M	WS	BS	S	T	W	I	A	Ld
Drake	6	5	0	3	3	2	3	2	7

Special Rules

Breath Weapon: The Drake has a flame breath attack like a red dragon, with a strength of 3.

Causes Fear: Being huge and frightening monsters, the Drakes cause fear.

Flying: The Drakes may fly up to 16"

Immune to fire: The Drake is immune to fire based attacks and fire based magic.

Hit and Run: The drakes are much small and agile then there larger cousins and so they may those to fly in 8" attack with flame breath and fly out the remain 8"

Scaly skin: The scales that cover a Drake's hide is extremely hard, acting like armour that protects them from attack. This gives a drake an armour saving throw of 5+, regardless of the strength of the attack.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Drake

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Drake *out of action* gets a bonus +1 experience.

Fenbeasts

Wrought by magical rituals from the souls of those slain in the marshes of Albion, the Fen beasts are unliving creatures formed from the earth itself. These Beasts are bought across to Mordheim by the Dark Emissary & Truthsayer and some have been drawn by other powers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fenbeast	6	3	0	5	5	4	2	3	10

Special Rules

Fen-walker: Fenbeasts may traverse fenland, quagmires and any other difficult terrain as open ground.

Fear: Fenbeasts are horrifying creatures and cause *Fear*.

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

Regenerate: When a Fenbeast is in any form of swampy terrain such as fenland or a quagmire they will regenerate one lost wound in the recovery phase on a roll of 4+.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Fenbeast.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Fenbeast *out of action* gets a bonus +1 experience.

Forest Spirits

Forest Spirits inhabit the trees of the forests of the Old World. In their solid form, they resemble a miniature version of a Treeman, with soft, damp woody flesh. They are very violent if threatened and will use their branch like arms with claws of sharp thorns and twigs to their best advantage.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dryad	5	4	0	4	4	2	6	2	8
Tree-kin	5	4	0	5	5	3	3	3	8
Shadow Dryad	5	3	0	3	4	2	4	2	8
Shadow Tree-kin	5	3	0	4	5	3	3	3	8

Weapons/Armour: The Dryad and Shadow Dryad has Razor Sharp Talons (Counts as being armed with two swords), the Tree-Kin and Shadow Tree-Kin has Branchlike limes (Counts as being armed with two clubs).

Special Rules

Forest Spirits: The following rules apply to all creatures with are Forest Spirits:

* All Forest Spirits are Immune to Psychology.
* All Forest Spirits are Immune to Poison.
* All Forest Spirits Cause Fear.
* All Forest Spirits treat all stunned as knock down.
* All Forest Spirits have a special save against all attacks, (4+ for a Tree-kin / Shadow Tree-kin, & 5+ for Dryads / Shadow Dryads).
* All Forest Spirits are Flammable and will take an addition S5 hit if they are hit with a flammable weapon.

Large Target: The Tree-kin and Shadow Tree-kin are large and so count as a large target.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the any Forest Spirit.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Dryads or Shadow Dryads *out of action* gets a bonus +1 experience.

+2 For taking the Beast *out of action*. The Hero or Henchman that puts the Tree-kin or Shadow Tree-kin, *out of action* gets a bonus +2 experience.

Giant Bats, Scorpions, Spiders

The presence of the wyrdstone has mutated these common household pests into a monster of titanic proportions!

Profile	M	WS	BS	S	T	W	I	A	Ld
Giant Bat	1	3	0	3	3	2	3	2	7
Giant Scorpion	6	4	0	4(5)	4	3	3	3	7
Giant Spider	6	3	0	4(5)	4	3	2	2	7

Weapons/Armour: Bite

Special Rules:

Fly: The Giant Bats may fly up to 12". After the Movement phase the model is assumed to have landed and may be charged.

Cause Fear: All three are fearsome creatures which cause fear in it enemy.

Chitinous Hide: The rigid exoskeleton of the Giant Scorpion & Giant Spider acts just like armour, giving the Giant Scorpion a 4+ armour save and the Giant Spider a 5+ armour save.

Poisoned Attack: Giant Scorpion & Giant Spider attacks are poisoned – attacks are considered as strength 5, but this will not modify any armour saves.

Wall Walk: Giant Spider 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.

Web Spit: Giant Spiders attempt to ensnare their prey in a web, so that they can finish it off at their leisure. Each turn a Spider may attempt to web a Model as many times as it has Attacks. If the Spider hits the Model he has been caught in its web - place a counter next to the Model. While webbed a Model may not do anything and may be hit automatically. The Spider's webs hit on a 5+. At the start of the recovery phase roll 1D6 for each Model that has been webbed, if the roll less than the model's strength, then the model has pull himself free from the sticky strands and may act normally this turn. Other models may also attempt to remove the web from an adjacent Warrior's body. Hits on 5+, Range: 6".

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Giant Bats, Scorpions or Spiders.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Giant Bats, Scorpions or Spiders *out of action* gets a bonus +1 experience.

Gorgon

The Gorgon is a horrifying snake-headed monster with long thin claws and sharp teeth through which the creature hisses like a serpent. Like a Cockatrice the gaze of a Gorgon is magical and can turn a victim to stone. Gorgons sometimes carry weapons which they clutch awkwardly in their misshapen hands, and they dress in robes pulled from battle corpses.

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

Special Rules:

Petrify: The bleak gaze of the Gorgon can turn its foes to stone. Treat this as a shooting attack with a range of 8". It hits automatically, but the victim may be able to tune aside at the last moment and avoid its fate. Make an Initiative test for the victim. If pasted there is no effect, but if it is failed the victim is tuned to stone. Naturally, this is fatal regardless of the number of wounds the model has. Armour will not protect the victim, although Ward saves work as normal.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Gorgon.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Gorgon *out of action* gets a bonus +1 experience.

Harpies

The Harpies are jealously protective of the wyrdstone in their nest. If any model approaches within their charge range then they will charge. The Harpies will try and coordinate their attacks so at least one stays back and protects the nest. Therefore, a Harpy may disengage from a fallen enemy model if there is an opportunity for one of its companions to charge another model.

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

Special Rules:

Talons: A Harpy has talons and is accustomed to fighting unarmed so does not suffer a penalty for doing so.

Fly: A Harpy may fly up to 12". After the Movement phase the model is assumed to have landed and may be charged. If on the ground, a Harpy may make a full move and then use its wings.

Drop Attack: If a Harpy is successful with both attacks in the first round of combat then the Harpy has successfully grabbed on to her enemy and swoops back up in the air to drop the model allowing gravity to do the work instead. The attacks themselves do not wound, but the person controlling the Harpy immediately rolls a D6 and a Scatter dice. That is the distance and direction from the place where the attack took place that the model will rest. Next the player controlling the Harpy rolls another D6. This is the distance from which the model has been dropped. The result is the Strength of hit (Strength 1 to Strength 6). Normal falling rules apply. If a model falls into a building than count the fall to where they land and then determine if the model falls again if it is within 1" of the edge of the floor. Any model that is struck by the dropped model will suffer a S3 hit. Large targets may only be dropped D3 inches since their size and weight make them more difficult to pick up. Once its opponent is dropped the Harpy may continue flying and return to the nest, preparing for another attack. Models that are stunned or knocked down will not be charged as it is too difficult for the Harpy to fly that close to the ground and do a drop attack.

Experience

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Harpy *out of action* gets a bonus +1 experience.

Minotaur

Minotaurs are large creatures, and have the torso of a hugely-muscled human, but the horned head of a wild bull. Their immense faces are broad, squat and evil, with beady eyes, jutting fangs and snorting, flared nostrils.

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

Weapons/Armour: Any variation of Axes, Clubs, and Swords totalling to 2 weapons, or a 2 Handed Weapon

Special Rules

Fear: Minotaurs are huge, bellowing monsters and cause fear. See Psychology section for details.

Bloodgreed: If a Minotaur puts all of its enemies out of action in hand-to-hand combat, it becomes frenzied on a D6 roll of 4+.

Large: A Minotaur is a huge creature and stands out from amongst its smaller brethren. Any model may shoot at a Minotaur, even if it is not the closest target.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Minotaur.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Minotaur *out of action* gets a bonus +1 experience.

Ogres

Ogres stand twice as tall as a man, with massive muscles, jutting jaws and thick bony foreheads. Once an Ogre decides to act it is all but unstoppable.

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

Weapons/Armour: Either two swords, axes or clubs (or any mix of them), or a double-handed weapon (you may choose which). Ogres may wear light armour

Special Rules

Fear: Ogres are large, threatening creatures that cause fear.

Large Target: Ogres are Large Targets as defined in the shooting rules.

Mutations: Each Chaos Ogre may have one or more mutations. See the Chaos Mutations list (of from the Optional Rules; Power of the Stones, roll on the Random Mutation Table).

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Ogre.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Ogre *out of action* gets a bonus +1 experience.

Trolls

Trolls are large and foul creatures, with gangling limbs and cold, damp hides. Renowned for their strength and unthinking ferocity, Trolls can rip a man apart with their bare hands. Trolls are able to regenerate damaged flesh, and so are all but impossible to kill. Not only that, they have the ability to vomit the corrosive contents over their victim, melting armour, flesh and bone with ease. One particularly vicious form of Troll is the Stone Troll, whose hide is as tough as rock. They have the strange ability of sucking the very power of magic out of the surrounding area. River Trolls live in the marshlands or swamps near the banks of rivers. Their flesh exhumes a vile slime which chokes anyone nearby.

Profile	M	WS	BS	S	T	W	I	A	Ld
Troll	6	3	1	5	4	3	1	3	4
Chaos Troll	6	4	1	5	4	3	1	3	4
River Troll	6	3	1	5	4	3	1	3	4
Stone Troll	6	3	1	5	5	3	1	4	4

Weapons/Armour: Trolls often carry a big club.

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 allow 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.

Vomit Attack: Instead of his normal attacks, a Trolls and Chaos Trolls can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

Slime: The River Trolls skin exhumes poisonous fumes which make the Warriors choke. When standing adjacent to the River Troll any Warrior is at -1 To Hit.

Aquatic: River Trolls may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Troll.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Troll *out of action* gets a bonus +1 experience.

Tunnel Dweller

By Donato Ranzato

I cannot begin to describe to appearance of these horrible creatures. Only that they come in a multitude of forms, each more insane then the last. To look upon them is to see madness and insanity given living form. To look upon them means death...

The Tunnel dwellers are creatures which live deep under the City of Mordheim in it Catacombs. No one truly knows what or who these creatures are.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tunnel dweller	5	4	0	4	3	2	3	2	6
Tunnel dweller (a)	+1	-1	-	-1	+1	-	+1	-1	-
Tunnel dweller (b)	-1	+1	-	+1	-1	-	-1	+1	-

Special Rules

Cause Fear: The Tunnel Dwellers is a fearsome creatures which cause fear in it enemy.

Characteristics: The profile of the Tunnel Dweller change between them. For each Tunnel Dweller roll D6, on a 1 modify the Tunnel Dweller profile with Tunnel Dweller (a) and on a 6 modify the Tunnel Dweller profile with Tunnel Dweller (b).

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Tunnel dweller.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Tunnel dweller *out of action* gets a bonus +1 experience.

Wild Boar

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
Boar	7	3	0	3	4	1	3	1	3

A boar has an Armour Save of 5+.

Special Rules

Ferocious Charge: Wild 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). If an Orc Hero (not Henchmen) comes in contact with a boar he may roll 2D6 to try and tame it. On a 10 or higher the boar can be tamed and the boar will discharge D3 wyrdstone for the Orc Hero. Sounds nasty, but Orcs don't really care about the smell. Anyway the Orc would make a Goblin or Snotling clean off the wyrdstone for him.

Optional Rules

For each wyrdstone shard the wild boar eats may bring on a mutation, Roll a D6 for each shard eaten, on a 5+ the wild boar begin to mutate Roll on the table below for the mutation each boar gets. Not on the forth mutation roll a D6 on a 1 – 2 the Boar will die and on a 3+ the Boar will became a chaos spawn.

D6 Mutation

1 Tentacle: A tentacle emerges from the boar's body. It may use this to grapple its opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The boar may choose which attack is lost.

2 Blackblood: If the boar loses a wound in close combat, anyone in base contact with it suffers a S3 hit (that will not cause a critical) from the spurting corrosive blood.

3 Spines: Any model in base contact with the boar suffers an automatic S1 hit at the beginning of each Close Combat phase. Spines will never cause critical hits.

4 Scorpion tail: The boar's tail changes and grows a poisoned barb. It gets +1A per turn in close combat. This attack is at S5 (or S2 if the target is immune to poison).

5 Hideous: The boar causes *fear*.

6 Scales: Armour Save increases to 3+.

Experience

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Wild Boar *out of action* gets a bonus +1 experience.

Daemons

Daemon Special Rules

All daemons have the same basic rules that they follow:

Daemonic Aura: All Daemons have a 5+ Unmodified Save unless noted otherwise.

Fear: Daemons are dark and dangerous creatures, All Daemons cause fear.

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

Limitation: All Daemons never gains experience and never gets any better.

Daemonic Instability: daemons are bound to the world by Dark Sorcery that is highly volatile and unstable. If taken out of action the daemon is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury). In addition any other daemon (of the same Chaos God) must take an immediate Leadership test. If this test is failed, then the daemon (of the same Chaos God) counts as destroyed.

Immune to Poison: Daemons are created from who know what, and so all daemons are totally immune to all poisons and diseases.

Chaos Furies

Profile	M	WS	BS	S	T	W	I	A	Ld
Chaos Fury	4	4	0	4	3	2	4	1	8

Weapons/Armour:

Special rules:

Fly: Furies have wings and can fly up to 12", ignoring difficult terrain

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Chaos Fury.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Chaos Fury *out of action* gets a bonus +1 experience.

Khorne

Khorne is the Blood God, the god of battle. He sits upon a mighty throne of brass upon a sea of skulls. He is a god of warriors and he shows favour to those who fight to become mighty champions of chaos. Khorne is the most powerful of all the Chaos Gods.

Bloodletter of Khorne

Bloodletters have red scaly hide and shiny black claws. These daemonic creatures are furious fighters with strong arms and murderous talons, but their most fearsome weapons are their Hellblades. These weapons glow with deadly enchantment, and cause terrible wounds that can slay the mightiest hero.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bloodletter of Khorne	4	6	0	4	3	2	6	2+	8

Weapons/Armour: The Bloodletters carry a Hellblade and wear Hell-Forged Brass Armour (4+ Armour Save).

Special Rules

Hellblade: The Bloodletter is armed with a Hellblade which will automatically cause a critical hit if a 4+ is rolled to hit.

Attacks: The Bloodletter has a number of Attacks equal to the number of opponents it is fighting (down to a minimum of 2 Attacks). It will split its attacks amongst the opponents, and no matter how many warriors are involved it may roll to hit each one at least once. It will also prevent an opponent from taking any other warrior *out of action* in the massed combat, as they will be too concerned with the Daemon to finish off their other enemy!

Combat: As if drawn by the sounds of clash of steel, The Bloodletter will seek out the nearest close combat and join in. If there are no ongoing close combats within range, it will charge the model with the highest Weapon Skill in order to do battle with a worthy opponent. If there are no enemies within charge range, the Daemon will run towards the nearest warrior, eager to do battle.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Bloodletter of Khorne.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Bloodletter of Khorne *out of action* gets a bonus +1 experience.

Flash Hound of Khorne

Flesh Hounds are the hunting beasts of Khorne. They are daemonic hounds with heads both reptilian and canine. They have a thick hide to protect them from harm and wear special collars to nullify the effects of magic against them.

Profile	M	WS	BS	S	T	W	I	A	Ld
Flash Hound of Khorne	10	5	0	5	4	2	6	1	8

Special Rules

Collar of Khorne: Immune to all magic targeted directly at them or with an area of effect that would envelop them.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Flash Hound of Khorne.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Flash Hound of Khorne *out of action* gets a bonus +1 experience.

Nurgle

Nurgle is the Great Lord of Decay who loves disease and putrefaction. For his amusement he devises foul sicknesses and plagues which he inflicts upon the world.

Plaguebearer on Nurgle

Plaguebearers are created from all the poor mortal creatures who have died of the dreaded disease Nurgle's Rot, a terrible and incurable contagion and one of Nurgle's finest concoctions. Plaguebearers have green, putrid skin, split and rancid like that of Nurgle himself. They have a single eye and one horn which sticks straight out of their foreheads.

Profile	M	WS	BS	S	T	W	I	A	Ld
Plaguebearer of Nurgle	4	4	3	4	4	2	4	2	8

Weapons/Armour: None. Plague Bearers have huge filth encrusted claws, which they use to tear and slash at their foes. They therefore neither need nor use weapons and cannot wear armour.

Special Rules

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

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

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Plaguebearer of Nurgle.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Plaguebearer of Nurgle *out of action* gets a bonus +1 experience.

Nurglings of Nurgle

Nurglings feed upon the pus and slime that dribble from the sores of a Great Unclean One. They are minute images of Nurgle himself with green skin covered with boils and sores. Although Nurglings are tiny there are many of them and they move together in a huge, writhing mass. They have sharp teeth and can overwhelm an enemy by sheer numbers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Nurglings of Nurgle	4	3	0	3	2	1	3	1	8

Weapons/Armour: None. Nurglings do not use weapons or wear armour.

Special Rules

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

Swarm: Nurglings commonly move around in small groups. If more than two Nurglings attack the same model then the Nurglings have a +1 to hit.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Nurglings of Nurgle.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Nurglings of Nurgle *out of action* gets a bonus +1 experience.

Beast of Nurgle

The Beasts of Nurgle are gigantic and slug-like. Their heads are topped by a fringe of fat tentacles that ooze a paralysing slime. These loathsome creatures also leave a slimy, corrosive trail behind them as they move, like that of a snail or slug, and carry all manner of disfiguring and fatal diseases.

Profile	M	WS	BS	S	T	W	I	A	Ld
Beast of Nurgle	3	3	0	3	5	3	3	D6	6

Special Rules

Slime Trail: Any model charging the Beast from the side or rear takes an automatic S3 hit with no armour saves.

Tentacles: The Beast has many tentacles, from which it derives its variable d6 attacks per phase. Additionally, no armour save is allowed.

Unstoppable: The Beast moves d6+2" directly forward in the Recovery Phase. If this brings him Base-to-Base with an enemy, he is considered to have charged. This is in addition to his normal move.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Beast of Nurgle.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Beast of Nurgle *out of action* gets a bonus +1 experience.

Slaanesh

Slaanesh is the youngest of the Chaos Gods and is known as the Prince of Chaos. Slaanesh is seductive and beguiling, drawn to mortals possessed by beauty and charm. He offers temptations to his followers that only a God can offer, and no one can resists his lure.

Daemonettes of Slaanesh

The Daemonettes are the most numerous of all Slaanesh's daemons. They have a perverse beauty, unnatural and disturbing, but at the same time are undeniably potent.

Profile	M	WS	BS	S	T	W	I	A	Ld
Daemonette of Slaanesh	5	4	0	4	3	1	5	2	8

Weapons/Armour:

Special Rules

Soporific Musk: All opponents in Base-to-Base suffer -1 to hit. (This has no effect on Undead or other Daemons.)

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Daemonette of Slaanesh.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Daemonette of Slaanesh *out of action* gets a bonus +1 experience.

Fiends of Slaanesh

The Fiend of Slaanesh is a bizarre daemon, a mixture of scorpion, reptile and human. With its long barbed tail, the Fiend can strike directly over its head to stab its opponents.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fiend of Slaanesh	6	3	0	3	3	2	3	2-1	8

Special Rules

Scorpion Tail: The Fiend gains +1 attack (included on profile) from its wickedly spiked tail. If this attack hits and applicable saves are failed it automatically wounds. (This has no effect on model which are Immune to Poison.)

Soporific Musk: All opponents in Base-to-Base suffer -1 to hit. (This has no effect on Undead or other Daemons.)

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Fiend of Slaanesh.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Fiend of Slaanesh *out of action* gets a bonus +1 experience.

Tzeentch

Tzeentch is the Great Sorcerer, the god of magic. He is known as the Changer of Ways because he directs the fate of the Universe. He shows favour to those who use intelligence, especially wizards and magical creatures. He prefers manipulation and intrigue over violence. Tzeentch is almost as powerful as Khorne but his power is that of magic, not war.

Horrors of Tzeentch

Horrors of Tzeentch are wild creatures made from raw magic. They are full of boundless energy and spin like tops as they whirl around the dungeon.

Profile	M	WS	BS	S	T	W	I	A	Ld
Horror of Tzeentch	4	2	0	3	3	2	3	1	8

Weapons/Armour:

Special Rules

Unstable: The body of a horror is created from an unstable mass which changes the body around, whenever the Horror losses it last wound roll a D6; on a 5+ the Horror will reform and continue to fight. The horror counts as having 1 wound left.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Horror of Tzeentch.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Horror of Tzeentch *out of action* gets a bonus +1 experience.

Flamers of Tzeentch

Flamers are amongst the strangest of all daemons. Their lower portions resemble inverted mushrooms with two flexible arms each spitting magical flames. A Flamer has no head as such, but its eyes and gaping maw lie between its swaying arms.

Profile	M	WS	BS	S	T	W	I	A	Ld
Flamer of Tzeentch	9	3	5	5	4	2	4	2	8

Special Rules

Bounding: Flamers may leap obstacles of up to 2" high

Flamer: Ranged: 6", no Range penalties, D6 S3 hits single target. In Hand-to-Hand it Causes D3 wounds instead of 1 Wound

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Flamer of Tzeentch.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Flamer of Tzeentch *out of action* gets a bonus +1 experience.

Undead

Undead Special Rules

All undead have the same basic rules that they follow:

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

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

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

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

Banshee

A Banshee is a powerful Wraith, who wails constantly in battle. Her wail brings only death and despair to those who hear it.

Profile	M	WS	BS	S	T	W	I	A	Ld
Banshee	8	3	0	3	4	2	3	2	8

Weapons/Armour: None

Special rules:

Body: Once the Banshee's wound is Reduced to 0 it is automatically out of action.

Ethereal: Can pass through any object on a successful Ld-roll. Is immune to poison. Ignores Knocked Down and Stunned result on the injury roll. Can only be hurt by CC-weapons, at -1 to hit. Missile weapons pass right through the ethereal model. Magic weapons hit as normal. The ghost can also travel vertically, but must always come to rest on a horizontal surface at the end of its move. The ghost cannot run when passing through an object, and if it charges through an object it can only move its M, not the double distance. Also when moving horizontally it cannot double its move.

Ghostly Howl: A Banshee is capable of emitting an eerie howl that brings death to mortals. Even the distant shriek of a banshee is enough to strike horror into the hearts of the bravest man, but anyone hearing the constant wail of a Banshee will almost certainly die of sheer fright.

The Ghostly Howl of a Banshee is used in the Shooting phase. A Banshee may use it even if engaged in hand to hand combat, but only against the model(s) it is fighting. The attack has a range of 8". The Banshee can target any model within range and does not need line of sight to the model. Roll 2D6+2 and deduct the Leadership value of the model. For each point by which the roll beats the target's leadership, the target suffers one wound.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Ghost.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Ghost *out of action* gets a bonus +1 experience.

Ghosts

Made by McAber (Mats Carlsson), with input from the Mordheim E-group list, especially David Stillberg.

Mordheim has many ghosts. Several that died with unfinished business now roam the desolate streets in futile attempts to find peace for their restless souls. Most of them are bound to specific locations in the city, haunting burnt out buildings and ruins. Many of the ghosts cannot do more than moan, groan and cause dread in general. Even the more active ghosts most of the time pose no great threat to the living. The ghost can emit a shriek that pierces the ears and souls of the living. It will force fainthearted to run in terror from the ghost, and make the more hardened warriors to shield their ears and stumble away. The ghost also can draw the life-force from a victim by touching them, but this is a fairly slow process. These attacks are mostly non-lethal, sometimes a victim can stumble over a ledge when fleeing from a shrieking ghost and fall to their death, but most of the time it is enough to get away from the haunted building to be safe.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ghost	5	3	0	0	3	2	1	2	7

Weapons: Shriek, Cold touch, Cannot use any equipment.

Special rules

Haunt: Must be deployed within a building or ruin anywhere on the playing field not occupied by an enemy model. Cannot venture further than 5" from any building or ruin. (So it can move between buildings if they are not more than 10" apart.)

Ethereal: Can pass through any object on a successful Ld-roll. Is immune to poison. Ignores Knocked Down and Stunned result on the injury roll. Can only be hurt by CC-weapons, at -1 to hit. Missile weapons pass right through the ethereal model. Magic weapons hit as normal. The ghost can also travel vertically, but must always come to rest on a horizontal surface at the end of its move. The ghost cannot run when passing through an object, and if it charges through an object it can only move its M, not the double distance. Also when moving horizontally it cannot double its move.

Shriek: The ghost emits a soul (and ear) piercing shriek affecting all living models (for example ghouls, dregs and necromancers) in a 3" radius. They have to take a Ld test. If the result is equal to or lower than the model's T, it is unaffected altogether. If it is higher than the models T, but not higher than it's Ld, the model staggers d3" directly from the Ghost, clasping it's hand to it's ears. If the result is higher than the model's Ld, it breaks and flees, just as if it failed a Fear test. Models immune to Psychology don't break, but staggers 1d6" instead. Only one Shriek can be made per turn, but every extra attack spent shrieking gives +1 on the Ld roll.

Cold touch: The ghost reaches inside the enemy and touches his inner being (it can be the soul, life-force or whatever is in there). The ghost uses Ld instead of S to wound, and the victim uses Ld instead of T to withstand the hit. The victim has no armour save. Instead of causing a wound it lowers the Toughness by 1 for the rest of the battle (accumulative). If T reaches 0 roll on the injury table with +2 on the roll.

Experience

+1 For wounding the Beast. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Ghost.

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Ghost *out of action* gets a bonus +1 experience.

Skeletons

Skeleton Warriors claw themselves out of the earth to attack the living. They wield rusty swords and axes, and mouldering remnants of armour still cling to their frame.

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

Weapons/Armour: The Skeleton has a Dagger and Roll a D6 for a weapon: [1-2] bow, [3-4] spear, [5-6] sword. Roll a D6 for armour [1] roll for a second weapon, [2] light armour, [3-4] none, [5] shield, [6] light armour and shield.

Special rules

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

Wyrdstone: When the Skeleton is taken out of action Roll D6; on a 6 the Skeleton counts as having a shard of Wyrdstone. This is recovered by the one who took the Skeleton out of action.

Experience

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Skeleton *out of action* gets a bonus +1 experience.

Zombies

Zombies are fresh corpses brought back to life by foul necromancy. Being more recently dead than Skeletons they retain more of their intellect and are more like living humans, although they are totally under the will of the Necromancer whose conjurations created them. Although rejuvenated by magic they continue to decay. Their flesh is rank and tattered and caked with blood.

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

Special rules:

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

Wyrdstone: When the Zombie is taken out of action Roll D6; on a 6 the Zombie counts as having a shard of Wyrdstone. This is recovered by the one who took the Zombie out of action.

Experience

+1 For taking the Beast *out of action*. The Hero or Henchman that puts the Zombie *out of action* gets a bonus +1 experience.

Monsters

Black Pegasus

It is said that a few of the Pegasi escaped the destruction and their cages and have made their lairs around this area. Some have mutated horribly and are twisted diabolic parodies of their former selves. The infamous of these creatures is said to be a huge Black Pegasus with several additional horribly mutated heads, that of a serpent and a ram. Hunger gnaws at the stomachs of these beasts and they will face many times their number if they catch the scent of prey.

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Pegasus	3	3	-	4	4	5	3	5	8

Fear: A Black Pegasus with three heads will cause Fear in most people.

Flying: The Black Pegasus can fly or charge up to 12”inches with no terrain penalties. Just like the old saying “As the Crow flies.” The 12” inches is the furthest the Black Pegasus can flying, no charging or running to increase distance.

Walking: The Black Pegasus can only walk three inches on the ground and cannot charge or run.

Save: The Black Pegasus has a 5+ save that is not modified by strength of attacks against it.

Immune to Psychology: Same stuff that is printed in the rule book.

Skull of Iron: The Pegasus's skull is much too thick for normal blows to penetrate. It is immune to the effects of being stunned. Treat any results from the Injury Table as knocked down results.

Experience

+1 For wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Black Pegasus.

+2 For taking the Monster *out of action*. The Hero or Henchman that puts the Black Pegasus *out of action* gets a bonus +2 experience.

Enormous Worm

These are enormous carnivores that burrow straight through solid ground in search of small (adventurer sized) morsels.

Profile	M	WS	BS	S	T	W	I	A	Ld
Enormous Worm	10	4	0	5	4	3	*	5	8

Weapons/Armour: Rows upon rows of sharp teeth

Special Rules

Large Target: The Enormous Worm is a towering creature larger than the height of a man. It is a Large Target

Night Eyes: The Enormous Worm cannot see so well in the day light, this is why the Enormous Worm has D3+2 initiative. If the Enormous Worm is fighting at night in counts as having an initiative 6.

Poisoned Attack: The Enormous Worm attacks are poisoned – attacks are considered as strength 6, but this will not modify any armour saves.

Scaly Skin: The Enormous Worm has scaly Skin. (4+ Armour Save)

Cause Fear: The Enormous Worm is a fearsome creature which cause fear in it enemy.

Experience

+1 For wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Enormous Worm.

+2 For taking the Monster *out of action*. The Hero or Henchman that puts the Enormous Worm *out of action* gets a bonus +2 experience.

Treeman (Giant Oak)

Treemen have the appearance of huge trees, many times the height of a human. They are often mistaken for trees in the forest as their clawed feet look like roots, and their legs look like the trunk of the tree.

Profile	M	WS	BS	S	T	W	I	A	Ld
Treeman	6	5	3	5	5	6	5	5	9

Special Rules:

Forest Spirits: The following rules apply to all creatures with are Forest Spirits:

* All Forest Spirits are Immune to Psychology.
* All Forest Spirits are Immune to Poison.
* All Forest Spirits Cause Fear.
* All Forest Spirits treat all stunned as knock down.
* All Forest Spirits have a special save against all attacks, (3+ for a Treeman).
* All Forest Spirits are Flammable and will take an addition S5 hit if they are hit with a flammable weapon.

Large Target: The Treeman count as a large target.

Experience

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

+2 For taking the Monster *out of action*. The Hero or Henchman that puts the Treeman *out of action* gets a bonus +2 experience.

Young Giants

Giants are said to be forged from the earth itself. They are powerful creatures given to rage easily and often rampage throughout the land to deter would be adventurer. Most of the larger Giants slumber in caves and are seldom ever seen by the eyes of man. Some of the younger, more naive beasts are given to sleeping in the open however, prey to monster hunters and thieves, which is of course if the young Giant does not wake.

Profile	M	WS	BS	S	T	W	I	A	Ld
Young Giant	6	3	0	5	5	4	2	3	8

SPECIAL RULES

Slumbering Brute: The Young Giant is initially sleeping. In each player's recovery phase roll a D6, on a roll of 6 the Young Giant awakes (add +1 to the roll for each model within 2" of the beast, it instantly awakens if attacked). The Giant's turn is always before the player's who woke it. It will always move towards the nearest model, charging if possible but will not attack a Truthsayer or Dark Emissary due to their close affiliation.

Fear: Huge and obese the Young Giant causes *Fear*.

Enraged: Waking from its slumber the Young Giant is very mad and will therefore not Rout for any reason.

Thick-headed: The Young Giant's skull is as thick as a rock and as such it can never be stunned, treat any stunned results as knocked down instead.

Ungainly: If a Young Giant is knocked down roll a scatter dice to determine the direction it falls in, then place the model on its back. Any model underneath the Giant must pass an Immediate initiative test or suffer a strength 5 hit as the brute crushes them. The Young Giant automatically picks itself up next turn.

Rampage: When the Young Giant attacks it is a rampage of varied assaults. Roll a D6 to determine what it does.

1-2 Swipe. Attacks as normal.

3-4 Stomp. Makes a single attack at Strength 7 inflicting double wounds.

5-6 Shout and Bawl. All models within 4" of the brute must pass an immediate Strength test or be knocked down.

Experience

+1 For wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Young Giant.

+2 For taking the Monster *out of action*. The Hero or Henchman that puts the Young Giant *out of action* gets a bonus +2 experience.

Young Hydra

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

Special Rules

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 unregenerated) Wounds, it would have 2 attacks remaining and the Strength of its breath weapon would be reduced to 2.

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

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

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

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

Experience

+1 For wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Young Hydra.

+2 For taking the Monster *out of action*. The Hero or Henchman that puts the Young Hydra *out of action* gets a bonus +2 experience.

Young Dragon

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

Special Rules

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.

Experience

+1 For wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Young Dragon.

+2 For taking the Monster *out of action*. The Hero or Henchman that puts the Young Dragon *out of action* gets a bonus +2 experience.

Young Wyvern

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

Special Rules

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 (e.g., 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).

Experience

+1 For wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Young Wyvern.

+2 For taking the Monster *out of action*. The Hero or Henchman that puts the Young Wyvern *out of action* gets a bonus +2 experience.

Young Griffon

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

Special Rules

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.

Experience

+1 For wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Young Griffon.

+2 For taking the Monster *out of action*. The Hero or Henchman that puts the Young Griffon *out of action* gets a bonus +2 experience.

Young Hippogriff

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

Special Rules

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.

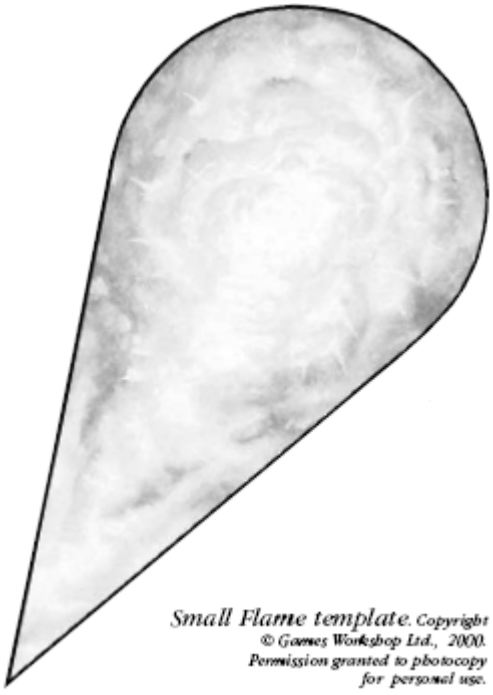
Skull of Iron: The Hippogriff 's skull is much too thick for normal blows to penetrate. It is immune to the effects of being stunned. Treat any stunned results from the Injury table as a knocked down result instead (see below).

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.

Experience

+1 For wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Young Hippogriff.

+2 For taking the Monster *out of action*. The Hero or Henchman that puts the Young Hippogriff *out of action* gets a bonus +2 experience.



Young Chimera

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

Special Rules

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.

Experience

+1 For wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the Young Chimera.

+2 For taking the Monster *out of action*. The Hero or Henchman that puts the Young Chimera *out of action* gets a bonus +2 experience.

Optional Rules

This section includes a variety of rules that add an extra dimension to your battles in Mordheim. As they are additions to the basic rules they are not an essential part of the game, and you should agree with your opponent beforehand whether you are going to use any of them.

We recommend that new players ignore this section to begin with, at least until you are familiar with the way the game works. If you consider yourself to be an experienced gamer then you'll have no problem incorporating these elements. Some of these additional rules alter the game quite dramatically, and you are under no obligation to use any of them. They have simply been included for players who want to explore different aspects of the game.

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New critical hit charts

Depending on what weapon your warrior is using, you may roll on one of the following Critical Hit charts. For example, if your warrior is using a sword, roll on the Bladed Weapons chart. All the rules governing critical hits given in the main rules also apply to these tables.

Missile weapons

(Bows, crossbows, blackpowder weapons, throwing knives etc.)

1-2 Hits a Weak Spot. The missile penetrates its target's armour. Ignore all armour saves.

3-4 Ricochet. If there are any other models within 6", the closest enemy model is also hit. Roll to wound and take any saves as normal for both targets.

5-6 Master Shot. The missile hits an eye, the throat, or some other vulnerable part. The target suffers 2 wounds instead of 1. There is no armour save.

Unarmed combat

(War dogs, warhorses, Zombies, Possessed, animals etc.)

1-2 Body Blow. Your opponent staggers, allowing you to seize the initiative and make an additional attack. Immediately roll to hit and to wound. Any saves are taken as normal.

3-4 Crushing Blow. The blow lands with tremendous force. You gain +1 to the Injury roll if your opponent fails his save.

5-6 Mighty Blow. With a mighty punch or flying kick, you send your opponent sprawling to the ground. The attack ignores armour saves and you gain +2 to any Injury rolls.

Bludgeoning weapons

(Clubs, maces, hammers, flails, double-handed hammers etc.)

1-2 Hammered. The target is knocked off balance. Your opponent may not fight this turn if he hasn't already fought.

3-4 Clubbed. The hit ignores armour saves and saves from helmets.

5 Wild Sweep. Your opponent's weapon is knocked from his hand. If he is carrying two weapons, roll to see which one he loses. He must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to wound and take armour saves as normal.

6 Bludgeoned. The victim automatically goes out of action if he fails his armour save. Even if he has several wounds remaining, he will be taken out of action by this attack.

Thrusting weapons

(Spears, halberds, lances etc.)

1-2 Stab. With a quick strike, you penetrate your opponent's defences. You gain +1 to any Injury rolls. Armour saves are taken as normal.

3-4 Thrust. The thrust lands with great force and the target is knocked down. Take armour saves as normal and see whether the model suffers a wound.

5-6 Kebab! The thrust knocks the target back with titanic force, ripping apart armour and puncturing flesh. The attack ignores armour saves and you gain +2 to any Injury rolls. The victim is knocked backwards D6" and the attacker follows, staying in base contact. Any other models involved in the combat are separated and only the model which struck the blow and his target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.

Bladed weapons

(Swords, axes, double-handed swords etc.)

1-2 Flesh Wound. This attack hits an unprotected area, so there is no armour save.

3-4 Bladestorm. The warrior unleashes a virtual hail of blows. The attack causes 2 wounds instead of 1. Take armour saves separately for each wound. Remember that, as with other critical hits, if an attack causes multiple wounds for other reasons as well, you choose the highest number of wounds.

5-6 Sliced! The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.

Escaping from combat

Warriors that are engaged in hand-to-hand combat at the start of their own turn may try to escape from combat during their movement phase. Such fighters are assumed to have realised that the odds are against them and decided that it is just too dangerous for them to continue.

Declare which of your warriors will try to escape from combat at the start of your movement phase, at the same time as you declare charges. Turn the models around to show this.

Take a Leadership test for each warrior trying to escape from combat. This represents his efforts to find the right time to escape. If he passes, the warrior can move up to double his normal Movement rate away from combat and the enemy he was fighting, in any direction.

If he fails, his opponent is allowed to make 1 automatic hit against the warrior who is trying to escape, and the fleeing warrior (provided he survives) will run 2D6" directly away from combat. He will have to take a Leadership test at the beginning of his next turn.

If successful he will stop, but may not do anything else during that turn. If the test is failed, he will continue to run 2D6" towards the closest table edge and must test again the following turn if he is still on the table.

If a warrior is charged whilst he is fleeing, the charger is moved into base contact with him as normal, but the fleeing warrior will then immediately run a further 2D6" towards the table edge, before any blows can be struck.

Rewards of the Shadowlord

When a Magister or Mutant from a Possessed warband has accumulated enough experience, instead of picking a skill, he may roll on the Rewards table below. This represents the pilgrimage of the Mutant or Magister to the Pit, where he can beseech a favour from the Shadowlord himself. Roll 2D6.

2 **Wrath of the Shadowlord!** The warrior is mutated beyond recognition and vanishes into the ruins, joining the many other horrors that roam Mordheim.

3-6 **Nothing Happens.** The capricious Shadowlord ignores the pleas of his servant.

7-8 **Mutation.** The warrior develops a severe mutation. Roll a D6. On a roll of 1 you lose a single point from one of your warrior's characteristics (chosen by you), due to atrophy, or some such degrading mutation. On a roll of 2 or more you may choose which one of the mutations listed in the Cult of the Possessed Warbands section your warrior has been rewarded with.

9-10 **Chaos Armour.** The warrior's body becomes encrusted with an arcane, all enveloping suit of armour. This confers a basic 4+ save, but does not affect the model's ability to cast spells or move in any way.

11 **Daemon Weapon.** The warrior receives a weapon with a bound Daemon inside it. This weapon adds +1 to his Strength in close combat, grants a +1 bonus on all to hit rolls using it. The user may choose the weapon's form (a sword, an axe, etc), though it will not have any of the special abilities normally associated with common weapons of that type. An axe with a bound Daemon, for example, will not benefit from the usual extra save modifier.

12 **Possessed!** A Daemon takes over the soul and body of the warrior. He immediately gains +1 Weapon Skill, +1 Strength, +1 Attacks and +1 Wounds. These increases do not count towards his maximum characteristics. The warrior loses D3 of his skills (chosen by the player) and may no longer use weapons or armour, except for Chaos Armour or Daemon weapons.

Mounted Warriors

By Robert J. Walker and Roger Latham

Horses are rare and expensive in Mordheim, but they do allow warriors to move quickly, so as long as the steed stays on the streets and does not venture into the ruined buildings, where it could easily stumble and fall. By using the following rules, you can include mounted Heroes in your games.

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 miniature and a model on foot. It is advised not to glue the rider on but to use 'blue-tack' or something similar so that he may be removed when on foot and his mount is unridden.

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.

Mounted models in Mordheim

A warrior and his horse are treated in all respects as a single model. Should the rider be taken out of action, then the entire model is removed from the battle.

Mounted warriors use the rider's Leadership value for all Leadership-based tests. When the warrior is attacked, use the rider's Toughness and Wounds.

In close combat, a warhorse can make 1 attack, but a normal horse has no Attacks characteristic and therefore does not attack in close combat.

Armour, called barding, may be purchased for a warhorse, (refer to the Trading chart). It adds a further +1 bonus to the model's armour save, but subtracts one from its Movement. A normal horse may not wear barding. A barded warhorse is only killed on a serious injury roll of '1' if the model goes out of action.

Special Rules

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 Cavalry 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 Cavalry 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.

Two Weapon Fighting: Mounted warriors may not fight with two weapons, although a shield or buckler may be used as normal. Two-handed weapons are not permitted. The use of a pistol in the first round of hand-to-hand combat replaces the model's usual weapon.

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 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.

Stunned Riders: Stunned riders will fall from their mounts as indicated on the **Whoa Boy! Table**. Mounts which subsequently bolt may be remounted should the warrior make base contact with the horse before it leaves the table. Note that whether the mount leaves the table or not, it will be recovered unscathed after the battle.

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.

Jumping: A horse or warhorse may jump over an obstacle up to 2" in height with no movement penalty.

Shooting at mounted warriors: Because of the size of a mounted warrior, any shooter may always pick one as a target, even if there are enemies closer.

Targeting Mounted Warriors: Enemies may not target a ridden horse, whether by missiles or in hand-to-hand combat. The rider will always be seen as the greater threat. Due to their prominence, any mounted warrior may always be

chosen as a target by a shooter even if there are enemies closer. However the shooters do NOT gain +1 to hit - the rider is still the same size as before.

Mounts and campaigns: If a mounted warrior is taken out of action, roll a D6 after the battle. On a 1-2, the mount is killed and removed from the warband roster.

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.

Vehicles of the Empire

From The Empire in Flames

There are three principal modes of transport in the Empire: travel by boat, by riding animals, such as horses and mules, and travel by wagon or coach. Riding animals have already been covered above. Here we will cover the rules for travel via boat and wagon.

Wagons

This covers carts, stagecoaches and all two- and four-wheeled forms of transport commonly found in the Empire.

Movement

A wagon's movement is determined by how laden it is with passengers and cargo. Therefore throughout a game, a wagon's move may alter due to unloading or loading up of more passengers and cargo. Consult the table below to determine movement. Wagons cannot charge, climb, hide, run or flee.

Turns

Wagons, regardless of size, may make a single turn of up to 45 degrees at the end of its movement. It may then apply the lash if desired. Make turns by pivoting the vehicle from its mid-point.

Applying the Lash!

There are many reasons why a wagon driver would want to urge his beasts to go faster – if he is being pursued by bandits or mutants, for example! By applying the lash to his draft beasts, the driver of a wagon can attempt to gain some extra movement. After the wagon has moved normally, the player may roll a D6. On the score of 2+ this indicates how many extra inches the wagon may move ahead in a straight line. On the roll of a 1 something drastic has happened. Roll on the table below:

D6	Result
1-2	**Steeds Tiring** – The draft animals are growing tired – if the driver applies the lash next turn you must halve the score rounding fractions up.
3-4	**Driver Shaken** – Due to the wagon's speed the driver is thrown all over the place and may not apply the lash next turn as he recovers his composure.
5-6	**Out of control** – Make a roll on the Out of Control

Wagon Movement

No. of passengers / cargo quota	Standard Movement	Applying the lash!
1 (driver – compulsory)	10	+D6
2-3	8	+D6
4-6	6	+D6

Terrain

Difficult Ground: If a wagon enters difficult ground roll a D6. On a score of a 1 immediately make a roll on the Out of Control table, otherwise the wagon is fine.

Very Difficult Ground: If a wagon enters very difficult ground immediately make a roll on the Out of Control table with a modifier of +1.

Walls/Obstacles: If a wagon collides with a wall or other solid obstacle it comes to an immediate halt. The wagon suffers D3 hits at a Strength of 7 (see below).

Impassable Ground: If a wagon moves onto impassable ground it is immediately destroyed and each crew member/draft animal must make an Injury roll. Remove the wagon and place any surviving crew within 3" of the crash site.

Collisions

If a wagon collides with another wagon both suffer D3 Strength 7 hits (roll location and damage as normal below). In the case that either attackers or defenders block the way of a wagon and it cannot move around them then the wagon will move through the models, even if they are from the defending warband. All of the models touched by a wagon that is forced to move through them must roll lower or equal to their Initiative or suffer a S4 hit with all of the consequences. Warriors that are out of action cannot get out of the way of a wagon and are therefore automatically hit. Whenever a wagon collides with anything roll a D6, on a score of a 1 make an Out of Control test.

Transport

For the sake of simplicity all wagons and coaches may transport up to six human-sized warriors or smaller (let's be having no Ogre wagoneers now!) or the equivalent in cargo (this will be covered in greater detail in the Scenarios section). One crewman must be allocated as the driver and one may 'ride shotgun' with him. The driver may do nothing else but drive whilst the wagon is moving as he is too busy controlling the reins. In the event that the driver is knocked down, stunned or taken out of action a crew member riding shotgun may take over the reins and become the new driver.

Mounting/Dismounting

A friendly warrior may board a stationary wagon by simply moving into contact with it (wagons are only considered stationary if they didn't move in their last turn). Place the model either on the wagon or move it with the wagon in base contact to simulate it being transported. Similarly, a warrior may dismount from a stationary wagon by moving away from contact. Warriors may attempt to mount or dismount from a moving wagon by passing an Initiative test. If they fail, they take falling damage of D3 automatic hits at a Strength equal to half the vehicle's speed. Warriors may attempt to board a moving wagon from either another moving wagon or from a moving mount with a modifier of -1 to their Initiative test – this counts as a charge.

Losing Control of the Draft Animals

Apart from if a wagon becomes a runaway, control may also be lost by attackers attempting to wrestle away the control of the draft animals from the driver. Apart from eliminating the driver and taking control of the reins, the easiest way to control the draft animals is for a warrior to leap onto the back of one and ride it. A warrior can successfully leap onto a draft animal by passing an Initiative test (the warrior may add +1 if they have the Ride skill). If the test is failed then the warrior takes falling damage as usual. The warrior must pass a Leadership test to control the beast and therefore control the direction and speed of the wagon. The driver can only wrestle back control of the wagon by eliminating the warrior (any injury will suffice). If a warrior has successfully mounted a draft animal he may attempt to cut it free from the team on a 4+ although he will lose control of the wagon itself in doing so.

Shooting

Shooting from a wagon: Crew may fire from aboard a wagon and have a 360 degree arc of fire. Shooters suffer a penalty of -1 to hit for firing from a moving surface.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Horse	6	-	-	3	3	1	2	-	-

Shooting at a wagon: Warriors may shoot at a vehicle and gain a +1 to hit because it is a large target. If a hit is scored against a wagon then a roll must be made on the Location table opposite to decide what part of the vehicle has been hit.

Loss of a Draft Creature

Any time a steed is hit, regardless of whether or not it is injured, make a roll on the Out of Control table. If a steed is stunned or knocked down it will be dragged along by its associates until it recovers – next turn reduce speed by 1/2 (with a draft of two animals) or 1/4 (with a draft of four animals) and the driver may not apply the lash. If the steed is taken out of action then permanently reduce the speed by the previous amount until the driver can cut the animal free on the roll of a 5+. If the last steed is stunned, knocked down or taken out of action then the wagon comes to a halt and cannot move unless the steed recovers – make an Out of Control roll with +2 to the result.

Out of Control

D6	Result
1-3	**Swerve** – The driver temporarily loses control and the wagon veers wildly off course. Roll a D6: 1-3 – Swerves 45 degrees to the left. 4-6 – Swerves 45 degrees to the right. The wagon then moves another 6" in the predetermined direction.
4-5	**Runaway** – The steeds bolt and the driver loses control of them. Each turn randomly determine the direction that the wagon goes in. Roll a D6: 1-2 – Swerves 45 degrees to the left. 3-4 – Swerves 45 degrees to the right. 5-6 – moves straight ahead. The wagon will always move at full speed and roll for applying the lash discounting the effects of a 1 all the time it is a runaway. Each turn the driver may attempt to take control of the steeds. The driver must pass a Leadership test to regain control of the beasts. The crew may not fire missile weapons all the time the wagon is a runaway as they are trying to hold on for dear life.
6	**Loss of control** – The wagon goes wildly out of control. Roll a D6: 1 – The wagon swerves to the right (see above). 2 – The wagon swerves to the left (see above). 3-4 – The wagon comes to an immediate halt. 5 – The wagon's yoke pole snaps and the draft animals gallop off. The vehicle moves 6" straight ahead and then comes to a halt. The vehicle may no longer move. 6 – The wagon either jack-knifes or hits a rock or a depression in the road and goes into a roll! The wagon moves D6" in a random direction determined by the Artillery Scatter dice. Any warriors/beasts it collides with take the usual collision damage. All the crew and draft animals take D3 Strength 4 hits. The wagon is now wrecked.

Wagon Location

D6	Result
1-2	**Draft creature** – Roll to wound and injure as normal – see loss of draft creature below for effects.
3	**Crew**– Randomly select a crew member and roll to wound and injure as normal – see Loss of Driver overleaf if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the wagon and must test for falling damage.
4-5	**Chassis** – Roll to damage the vehicle using the stat line below.
6	**Wheel** – Roll to damage the wheel using the stat-line below.

Wheel Damage

D6 Result

1-4 Wheel damaged – The wagon's speed is permanently reduced by -2".

5-6 Wheel flies off! – The wagon immediately swerves (see the swerve result on the Out of Control table above) and then comes to a halt. The wagon is now immobile. Roll a D6, on the score of 5-6 the wagon goes into a roll (see the roll result on the Out of Control table above).

Wheel Damage: If a wheel is damaged this is potentially disastrous. Randomly determine which wheel has been damaged and roll on the table above adding +1 to the result if the wheel has been damaged before.

Chassis Damage: When the wagon loses its final point of damage/wound it is destroyed, comes to an immediate halt and each crew member/draft animal must make an Injury roll.

Combat

Warriors may strike a stationary wagon in close combat by charging and striking against the part they are in contact with (draft creatures / crew / wheel / chassis).

Chassis/wheels: Attacks hit automatically – just resolve damage.

Crew: Crew on board a stationary wagon are counted as defending an obstacle and a 6 is required to hit them regardless of Weapon Skill. If a crew member is taken out of action an attacker may enter/board the wagon in his next turn.

Draft Animals: The draft animals may be attacked in the usual manner although an attacker may choose to cut the draft animals free instead which requires a 2+ on a D6 to be successful. Draft animals that are cut free count as un-led beasts (see above).

Warriors may attempt to attack a moving wagon by charging it in the normal way. Note: Charging a moving wagon does not bring it to a halt – the combat round is played out and then the wagon is free to move in its next Movement phase – if it is a runaway then it is compelled to move. Warriors are advised to attack to the side and rear because if they attack to the front they are liable to be run down in the wagon's next turn! Because attacking a moving wagon is a haphazard affair the attacker must determine the location struck first by rolling on the Location table above. Both the chassis and wheels are hit automatically just resolve damage. The draft animals are attacked in the normal manner although an attacker may not attempt to cut the reins on moving draft animals. The crew are difficult to strike and therefore a 6 is require to hit them regardless of Weapon Skill.

If the attackers manage to successfully board the wagon either when it was stationary or by leaping aboard it as it was moving they may engage the crew in combat in the usual manner without any penalties or modifiers. Note: Attackers or defenders that are injured fighting aboard a wagon must pass an Initiative test or fall off.

Boats

This covers small rowing boats through to large river barges. Note that these are very basic rules to cover small skirmishes on the rivers of the Empire, a more inclusive set of rules to cover ocean-going ships is currently in development.

Movement

Boats move 6" when moving with the current of a river (the direction of the river flow must be established before the start of the game). Boats may move 4" when travelling against the current. Boats must move at least half of their movement allowance unless they have been anchored or tethered to the shore.

Turns

Boats, regardless of size, may make a single turn of up to 45 degrees at the end of their movement.

Terrain

A boat can encounter natural terrain such as rocks or manmade obstacles such as logjams specifically placed to obstruct its movement. Both the aforementioned terrain types are impassable to boats and they will suffer D3 Strength 7 hits should they move into them and also come to an immediate halt.

Collision

If a boat collides with another boat both suffer D3 Strength 7 hits (roll location and damage as normal below). In the case that either attackers or defenders block the way of a boat and it cannot move around them then the boat will move through the models, even if they are from the defending warband. All of the models touched by a boat that is forced to move through them must roll lower or equal to their Initiative or suffer a S4 hit with all of the consequences. Warriors that are out of action cannot get out of the way of a wagon and are therefore automatically hit. Whenever a boat collides with anything roll a D6, on a score of a 1 make an Out of Control test.

Transport

All the above rules for wagons apply. In addition, because boats are considerably bigger than wagons, they can therefore transport a lot more.

A rowboat can transport up to six human-sized warriors or smaller, or the equivalent in cargo.

A river boat can transport up to eight human-sized warriors or smaller, or the equivalent in cargo.

A barge can transport up to twelve human-sized warriors or smaller, or the equivalent in cargo.

Mounting/Dismounting

See above for wagons, except warriors that fail an Initiative test for attempting to board a moving boat do not suffer damage but fall into the water – see the rules for swimming.

Shooting

Shooting from a wagon: Crew may fire from aboard a boat and have a 360 degree arc of fire. Shooters suffer a penalty of -1 to hit for firing from a moving surface.

Shooting at a wagon: Warriors may shoot at a vehicle and gain a +1 to hit because it is a large target. If a hit is scored against a boat then a roll must be made on the Location table opposite to decide what part of the vehicle has been hit.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rowboat	-	-	-	-	5	3	-	-	-
Riverboat	-	-	-	-	8	4	-	-	-
Barge	-	-	-	-	8	8	-	-	-

Boat Location

D6	Result
1	**Propulsion** – Roll to damage the boat using the stat-line above – if damaged roll again on the Propulsion table.
2	**Rudder** – Roll to damage the rudder using the stat-line above – if damaged the boat may only turn from now on after coming to a complete halt by using a combination of oars/boat-hooks.
3-4	**Crew** – Randomly select a crew member and roll to wound and injure as normal – see loss of driver above if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the boat.
5-6	**Hull** – Roll to damage the boat using the stat-line above.

Propulsion Damage

Propulsion Damage: Either the oars or the mast and rigging have been damaged. Roll a D6 and consult the table.

D6	Result
1-2	**Sail damaged/oars splintered** – The boat's speed is permanently reduced by -1".
4-5	**Rigging damaged/oars splintered** – The boat's speed is permanently reduced by -2".
6	**Mast falls!** – With the loss of the mast (or all of the oars in the case of an oared vessel) the boat may only drift 2" in the direction of the current. All crew must immediately test on their Initiative to avoid the falling mast (this does not apply to oared vessels obviously). If a crewman fails this test he receives an immediate Strength 6 hit.

Hull Damage: When the boat loses its final point of damage/wound it is destroyed and sinks immediately. Each crew member falls into the water and must make the appropriate tests for swimming.

Combat

See wagons above. Note: Swimming warriors may not attack boats!

Blackpowder weapons

During the period in which Mordheim is set, the technology needed to make blackpowder weapons was still rare, and pistols, handguns, blunderbusses, etc were prone to malfunctions, jams and misfires.
The following rules were not included in the Shooting section, as they would have slowed down the game, but if you want to create more realistic games, feel free to use the Misfire rules below.
If you do use these rules, you might want to reduce the cost of the weapons (we suggest by 20%) to keep the balance of the game fair.

Misfires

Each time you roll a 1 when rolling to hit with a blackpowder weapon (handgun, pistol, blunderbuss, warplock pistol, etc), roll a D6 and consult the chart below.

Blackpowder Weapons Misfires

1	**BOOM!** The weapon explodes with a deafening roar! The shooter suffers an S4 hit (this does not cause critical hits) and the weapon is destroyed.
2	**Jammed.** The weapon is jammed and useless for the remainder of the battle. You may use it as normal in the next battle.
3	**Phut.** The weapon fails to fire and you must remove the shot. This means that the shooter must wait one extra turn before he can fire this weapon again.
4-5	**Click.** The weapon fails to fire, but there is no additional effect.
6	**KA-BOOM!** The weapon roars and spits a cloud of black smoke and flame! The shot hits the intended target and counts as having +1 Strength.

Fighting individual battles

One thing we discovered during play testing Mordheim was that after a while very experienced warbands became virtually unbeatable when fighting against novice warbands.
Whilst this might be amusing for the player with the experienced warband, it will result in a very one-sided
battle, where the inexperienced warband is swiftly crushed, without even a chance to put up a decent fight. Although the underdogs system balances this out somewhat, it is often much more fun to play with roughly equal forces, especially when introducing new players to the game.
The following rules allow both players to pick warbands up to an agreed equal value, say 1,000 gold crowns. This will make the game much more even, as the two forces will be roughly similar in strength. Use the Warband lists to recruit and equip your warband. The lists tell you which Heroes, Henchmen and equipment your warband is allowed to use. The limitations of the list ensure that the warbands are reasonably balanced.
You must recruit at least three warriors, including a leader, and you may either follow the limitations for the maximum size of a warband given in the list or agree a maximum size with your opponent.

Weapons & armour

Each Hero you recruit may be armed with one or more weapons and any armour chosen from the appropriate list. Different types of Hero are restricted to different types of weapon. The Equipment lists for the individual warbands tell you exactly what equipment is available. You may buy rare weapons and armour. Pay the appropriate prices for these as given in the Trading charts.
Every model in each Henchman group must take exactly the same weapons and armour. This means that if your Henchman group has four warriors, and you want to buy them swords, you must buy four swords.

The weapons you choose for your warriors must be represented on the models. This way your opponent will know what he is facing (and he will not be shocked to discover in the middle of the game that the warrior who looks like a Halfling with a bow is in fact an Ogre with a club!).
The exceptions to this rule are knives and daggers, which you may assume are tucked in boots or concealed in their clothes, if not actually represented on the model.

Upgrading heroes

In a campaign game, you must earn statistic increases, but in one-off games they can be bought beforehand. You may increase the starting characteristics of your Heroes by paying the cost in gold crowns given below.
Note that all races have maximum statistics values. These can be found in the Experience section of this rulebook.

Movement	+15gc per point.
Weapon Skill	+15gc per point.
Ballistic Skill	+15gc per point.
Strength	+25gc for the first increase/+35gc for each additional increase.
Toughness	+30gc for the first increase/+45gcfor each additional increase.
Wounds	+20gc for the first increase/+30gc for each additional increase.
Initiative	+10gc per point.
Attacks	+25 GC for the first increase/+35gc for each additional increase.
Leadership	+15gc per point.
Skills	+40gc for each skill. You may choose one skill at this price for each characteristic increase you take. Choose from the skills normally available to your warrior.

Ready for battle

The warband is now ready to fight against your opponent.

Night Fights

By Donato Ranzato & Chris Van Tighem

The night surrounded them like a blanket of darkness, and Yarri felt like he was wading in an sea of black. The nights at Mordheim are bitterly cold, and so dark the darkness seems to suck in and engulf all light. The monsters too, seem to favour the night, and the unexpected happens more than any warband leader would like.

Yarri sat hushed next to his old friend, his handgun cocked and ready to blow away towards any sound he heard. He jumped as a hand touched his shoulder, but soon he calmed his mind thinking it was only Grum trying to gather his bearings. However, his calm nerves lasted only a second longer as the grip tightend and long claws dug into his shoulder.

Yarri cried out for help, but all he received was a strangled cry emanating from the darkness and a brutal blow the head...

Summary of rules:

All missile weapons firing at short range are at -1 to hit, and at long range -2 to hit.

All psychology tests (Fear, All Alone, etc,) are taken with a -1 modifier to Ld. This represents the increased unease of combatants in the dark.

Fighters with all types of bows have the option of using Flaming arrows which they may search for and purchase prior to the game beginning instead of after the fight. However some restrictions do apply. The model moves at -1 to its movement since braziers have to be carried in order to light the arrows. All attacks from flaming arrows count as flammable attacks and will cause double wounds on flammable creatures.

Creatures immune to psychology will be unaffected by darkness modifiers for psychology tests and will not flee faster. They simply shrug off the eerie effects of the darkness.

The night is the time for wild and powerful magic. All spellcasters (except for those who uses prayers) benefit from a +1 to casting for the duration of battle. However, if a Wizard rolls doubles while casting they must immediately roll a D6. If the result of the roll is 1 the model is immediately taken out of action, if a 2 or 3 is rolled than the wizard has lost the ability to cast for the remainder of the battle and a roll of 4-6 no ill effects occur.

A cavalry charges causes fear representing the visual and psychological impact of a cavalry charge from out of the gloom. However, if a one is rolled on the attack than the mounted figure must make an initiative check or be thrown from their mount (the mount had unsteady footing). The falling warrior takes a d3 Str.2 wounds and the mount, spooked by the fall will run off 3d6 inches away from the combat.

While no creature can see in the dark there are a few that have adapted to life in darkenss. Through their use of smell, touch or some supernatural ability they tend to have an easier time after the sun sets than most. Any Skaven, Dwarf, Undead, or Beastmen may, once per turn reroll any result once. The second roll stands and if a one is rolled on the reroll than that warrior loses the benefit of the reroll for the remainder of the game.

Note: If you are using the optional rule of random events - they now occur on a 1 or 2, instead of just 1.

The Catacombs

By Donato Ranzato

"*I would not look at the marching things. That I desperately resolved as I heard their cracking joints and nitrous wheezing above the dead music and the dread tramping. It was merciful that they did not speak... but by Sigmar! Their crazy torches began to cast shadows on the surface of those stupendous columns. Foulness should not have human hands and carry torches... living creatures should not have the heads of sheer insanity...*" - Last page of the diary of Magnus Faustlich, also known as Magnus the Fearless

What most people in Mordheim don't know, is that far below the sewers there are tunnels that were old even before Mordheim existed. They were there before Sigmar was born, and they could even be there before the Slann arrived. The Skaven have known of these ancient subterranean tunnels for years as they have found openings to these deeper regions during their excavations of the sewers below the city. And what they found there scared them more then the cursed city above them. They know that there is something truly evil waiting in these primordial catacombs. Something older then the earth, maybe even older then the universe. And the meteor woke it up...

Exploring the Catacombs

Far below the earth the silence is ceaseless and oppressive. A terrible impression of the huge weight of suspended stone and earth is forced upon anyone who enters. Occasional gusts of wind pass down the main tunnel, causing candles and torches to gutter momentarily. There is no light, except for an occasional glow from livid purple or putrid green fungi - slimy stuff disgusting to touch. Side tunnels and tiny votary alcoves frequently open to either side. Along the main tunnel, loathsome images panel the walls, depicting men with the heads of animals, animals with human limbs, and alien entities performing cruel, disgusting, and obscene rituals. Some parts of these black passages are obviously cut from the stone; other parts look like old watercourses or rock fractures; other parts look as if acids had eaten through the stone; still other parts have obviously been hacked clear by alien tooth and claw.

It looks like the tunnels go in a straight line, and it is true that their direction is consistent, but the angles of the walls, floor, and ceiling constantly change, and the passages themselves may narrow as little as two feet across, or be as much as 15 feet wide by 15 feet high. More strikingly, the ways constantly rise and fall; it is impossible to see very far ahead or very far behind. Even the glow of torches will not carry far. These tunnels have an organic feel, and leave the perception that some great alien beast had been imprisoned within the stone, had then gotten free, and the fighters now creep along the spaces left by its bones and sinews.

Rules

This is not a separate scenario but more of a set of rules to be used by the moderator when he wants to situate a scenario in the catacombs deep below Mordheim. The moderator could read aloud the above section describing the tunnels the warbands walk in to give the players a general impression of their surroundings. Its up to the individual moderator how he likes to represent these ancient catacombs on his table. It is advised to use separate tiles or board sections to represent the more narrow parts of the tunnels. Most fighting between the warbands will probably be fought out in the larger and wider parts of the catacombs. Both players should place their warbands in a marching order, no more then two models wide. This marching order represents the warbands exploring the narrow tunnels.

Fighters exploring the catacombs must make a Fear Test every other turn. If failed then that fighter won't walk any further until he succeeds again on his Fear test. He may test every turn to see if he will walk further down these ancient tunnels.

Because the lines of sight will vary, if the warband include toters of ranged magickal or physical attacks, moderators should continue to monitor the march order of the warband to ascertain if those weapons or spells can be brought to bear.

Encounters beneath the City

Not all of these encounters have an immediate effect on a scenario. Some of the encounters are just to try to scare the players and to give them a feeling for the atmosphere below the city. The moderator should roll once in each of the players Movement phases, before that player has moved.

3D6	EVENT
3	No encounter; warband proceed without incident.
4	A random fighter stumbles and falls; slimy luminous moss coats his hands, elbows, and knees, which he is unable to rub off. Because the fighter is now illuminated all hits against him are at +1.
5	One of the fighters hear snatches of conversation; two men are saying that intruders may be in the tunnels. The voices cannot be located.
6	Random fighter slips and falls. That fighter suffers a S3 hit.
7	Warm liquid drips steadily from the tunnel ceiling; the stone beneath is slick and red; the blood has no source.
8	A foul stench engulfs the warband; each fighter must take a Toughness test on 1D6 or the fighter is at -1S for D3 turns.
9	Some shapeless thing is glimsed; but it leaves neither trace nor track of its passage.
10	Macabre chuckles, growls, or groans are heard in the blackness; maybe a single sound, maybe a hideous cacaphony of noise erupts without reason.
11	A violent blast of wind extinguishes all unshielded candles and torches. The warband is now in complete and utter darkness. A fighter may try to re-lite a torche once a turn by rolling below his Initiative on 1D6.
12	A small rock falls from the ceiling and strikes a random fighter; the fighter suffers a S4 hit on the head and if wounded is automatically Stunned unless he wears a helmet, in that case the fighter counts as being Knocked Down.
13	The floor of the tunnel is seen to be bordered by jet-black roses.
14	Cave-in rains rocks on the warband. Each fighter must make a Initiative test or suffer D3 S4 hits.
15	Narrow, deep pit; leading fighter must make an Initiative test to avoid the slippery edge. If the roll fails roll a 2D6 to determine depth of pit. The fighter suffers D3 hits of Strenght equal to the depth of the pit.
16	1D6+4 Tunnel dwellers appear. Roll one die; odd result indicates Tunnel dwellers come from the rear, even result indicates the Tunnel dwellers come from the front. See below for Tunnel dwellers rules.
17	Random fighter must make a Fear test. If he fails he perceives that, in every direction, the brick walls of the tunnel are rhythmically moving in and out, like breathing lungs. The fighter must flee 2D6" back in the direction he came from.
18	The warband stumbles upon the lair of the Ancient One. Luckily it is not paying attention to these puny creatures. Because of the sanity-blasting image of this Elder Being all of the members of the warband must make a Fear test with a –2 modifier. If more then three members succeed, the warband can get away with 3D6 Gold Crowns and one random Magic Item.

Sewer Fighting

By Christian Ellegaard, Thanks to the guys on the Egroups Mailing List who have come up with ideas and suggestions for Sewer Fighting rules

As every good big city in the Empire, Mordheim has its own sewer that helps the city staying clean. Being a big, complex system of corridors, water pipes and gutters to lead the water, all the waste of the inner as well as the outer parts of the city are lead through these channels to the mighty river Stir, that flows through Mordheim. Once in a while it happens that the ground collapses above a sewer tunnel and creates an entrance to the lower parts of the ruins, and many a warband has explored these dungeons.

In addition, some of the most cold-blooded and fearless warriors tend to establish their lair in the sub-urban terrain, enjoying the humid, ill-smelling climate and the many different mutated beasts that provide their food when everything else fails. Sometimes it even happens that two warbands clash with each other underground, and often they will get into fight believing that the enemy is in possession of Wyrdstone, gold, treasures or whatever. Sewer fighting is quite different from fighting under the stars. Warriors tend to panic much easier - even the slightest dripping of water or a harmless bat crossing the corridor may scare a warrior, and knowing that the enemy is nearby does not make things any better.

Therefore, when fighting underground, use the following rules:

Sewers

The sewer corridors can be represented by the standard Warhammer Quest floorplans, but since these may be a bit small for Warhammer Skirmish games it may be necessary to make your own terrain or use any appropriate items for creating a sewer-like scenery.

Later in this article I shall come up with a suggestion of how you easily and quickly can make your own sewer terrain.

Darkness

Despite all warriors usually bring torches with them in the sewers and even a few Heroes might have some lanterns, the sewers are still darker than the night. Therefore, warriors in the sewers have a limited range of vision which makes shooting much harder.

Before the game, each warrior in each warband must be given a special sewer Line of Sight. Roll a D6 for the warrior and add an additional D6 for each full 2 Initiative the warrior has. The result is the number of inches that the warrior can see!

Skaven, Dwarves, Vampires, Ghouls and the Possessed, who are all used to the dark conditions, may roll 2D6 + D6 for each full 2 Initiative points they have rather than only D6. In addition, Skaven may automatically re-roll any results they do not find satisfying, but they must accept the latter result regardless if it is worse.

Dogs, feeling the terror that lurks in the sewers, will never enter the sewers. Warbands with any kind of dogs must therefore leave their pets outside!

To make things easier, however, henchman groups are allocated a single Line of Sight instead of an individual number for each warrior. Use the highest Initiative of the group, representing the most agile and aware warrior warning his comrades or pointing out special spots that they should try to hit.

A warrior can shoot no longer than his maximum Line of Sight, and neither can he run any longer since that would mean he might run into some walls or other unexpected obstacles. Use the standard Short and Long ranges when shooting as described in the Mordheim rulebook.

You can use small cardboard counters or dice to remember the Line of Sight of the different warriors.

Lanterns

Lanterns are very useful when fighting in sewers. Therefore, when playing sewer scenarios lanterns are bought at 10 Gold Crowns' cost rather than the standard cost, and only Heroes may carry them. Use the standard rules for lanterns even in the sewers.

However, lanterns do not only make it easier for the user to see, but it also makes it much harder for the enemy to spot him because he is getting blinded by the bright light of the lantern. Any opponents that wish to shoot with missile weapons against a warrior with a lantern may ignore his standard Line of Sight because they are, after all, easier to spot in the darkness, but they will always, regardless the distance, hit on a D6 roll of 6.

A Hero or a Henchman group with a lantern may re-roll if they fail the Leadership test to see if they may move, as described below.

Psychology

As already mentioned, the dark, smelly, plague-infested and horrible sewers of Mordheim can really scare a mortal man or beast to death, especially in a cut-throat fight against a deadly opponent.

Therefore, all warbands, except Skaven who actually live there and the Undead that really has no fear, are subject to the following rules:

Before each turn, each Henchman group must take a Leadership test based on their standard Leadership value without penalties. If they fail, then something has scared them - probably nothing else than their own shadow on the walls or a silly little rat scuttling over the muddy and dirty floor. The Henchmen may do nothing this turn, and if they are in close combat then they are only allowed to defend and parry any opposing attacks.

If they succeed the test, then they may move as normal.

If the group has a Hero with them, then they may re-roll one of the failed dice representing the Hero talking encouraging to them.

All warriors in a warband get a -1 Leadership penalty for fighting in scary surroundings. Warriors are more likely to turn around and flee than in daylight, and at any ordinary Psychology tests they use their standard Leadership value -1. Note, however, that this does not apply when rolling for Leadership before a Henchman may move.

Dirty slimy floor

Many of the major tunnels in a sewer are used for leading the worst dirt, faces and waste away from the city while other rooms are simply used for containing waste. Often it can be difficult to see if it is possible to trespass the floor, and therefore it sometimes appears that warriors jump into deep holes that are filled with old refuse.

Generally there are 4 different kinds of floors:

Muddy but clear: Old waste is laying here and there, although not in thick layers. The floor is rather clear, and it is possible to enter the floor and move as normal.

Water: The floor is lowered so that it can lead water through the sewer, and the water reaches a normal man to his waist. That means that the warrior can choose to swim rather than walk through the water! In the beginning of any turn a warrior in water may swim. A warrior may swim no more than his total Movement rate. When a warrior is swimming it is impossible to hit him with any missile weapon. It is impossible to run through water despite warriors may walk normally.

Deep sludge: The floor is covered by a thick layer of sludge and waste, and it makes it harder to move through. A warrior crossing a sludgy floor gets a -1 Movement penalty and becomes unable to run. In addition, enemies shooting at a warrior wading through deep sludge will suffer a -1 To Hit penalty because the sewage might take some of the shots that are directed against the warrior. If the warrior is engaged in Close Combat he will suffer a -1 To Hit penalty too because fighting in deep dirt is indeed harder than fighting on normal ground.

Messy slippery floor: The floor is very slippery, and the warriors tend to trip over especially when running across the section. Each time a warrior walks over or moves from a merry slippery floor, roll a D6: On a result of 1 the warrior trips over and is knocked down. If the warrior is running, then he will fall over on a D6 roll of 1-3!

You can either decide before the battle which type of floor the different sewer sections contain which is especially appropriate when fighting over your own, modeled terrain where you can represent the sludge, water or whatever on the floorplans, or you can decide it randomly while the battle is on. If you choose the latter option, roll 2D6 every time a warrior enters a new sewer section:

Random floor table

2D6	Result
2-5	Deep sludge
6-8	Muddy but clear
9-10	Water
11-12	Messy slippery floor

Rotten planks

In many a sewer channel, wooden sidewalks have been built so that the sewer workers could easier pass through the tunnels. However, the bad climate in the sewers have meant that the wooden planks have rot, and here and there they are broken too.

A warrior who wishes to run over a wooden bridge, sidewalk etc. or jump down on it must first pass an Initiative test, subtracting 1 from the die (natural 6's always fail). If the warrior fails he has crashed through the bridge and will fall down as described below.

Place a special Crashed Planks counter (no, you can't find it in the boxed set - you got to make your own!) on the spot where the warrior's movement ended. Other warriors that might wish to cross a Crashed Planks counter must jump!

Skaven, being very used to the tunnels, know exactly where to place their paws on the walkways without falling through. Therefore, Skaven automatically pass this Initiative test and may run freely over wooden walkways and bridges.

Face down in the sludge

Sometimes it happens that warriors fall down in the sewage or become knocked down in a close combat. This is very uncomfortable indeed!

A warrior falling into the sewage from a higher point will get plunged into the slimy muddy sludge, and this is hard to escape! Measure the distance the warrior fell in inches, the distance being the number of turns the warrior will be in the sewage. However, no damage is done when hitting the sewage unlike falling down on a normal ground.

If the warrior is wearing Heavy Armor then there is no mercy: The heavy metal plates are dragging the warrior down, and being unable to cut off the straps he will slowly suffocate... Tip: Do not run with warriors that are wearing Heavy Armor!

In close combat it is also quite hard getting up again if being knocked down. Therefore, when a warrior wishes to get up after having being knocked down or stunned he must pass an Initiative test on a D6. Otherwise he will remain knocked down.

Fire

By Steve Hart with help from the guys at the Mordheim e-mail list

Mordheim even though now in ruins is still plagued with fires. Now left alone these fires can spread quickly through the ruins. These fires have many causes and on occasions warbands have been known to get caught in the midst of a raging fire while fighting.

When and Where

These fire rules are not for any specific scenario. The use of these rules is to add a bit more chaos to the battles that rage across the city. They can be added to any game as long as both players agree.

Starting

Before the game starts but after the terrain has been set up randomly choose one building to be on fire. Mark this building with a counter or plumes of smoke or any other way that you can think of.

NOTE: If you are playing a scenario that focuses on a specific building (like defend the find) then the objective building cannot start the game on fire.

It spreads!

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

1	GOES OUT: The fire has exhausted all the flammable materials in the building and goes out as quickly as it appeared.
2 - 3	KEEPS BURNING: The flames continue the ravage the building but do not spread this turn.
5 - 6	SPREADS: The fire spreads to the nearest (non-burning) building within 10"

Roads cannot set on fire due to the lack of substantial burning items. If however you have a road that is covered in flammable object you can count this as the nearest building.

Entering buildings on fire

Entering a building that is surrounded in flame is a risky option but some will dare to venture into the flames.

You must declare that a model is entering a building on fire before he/she does so. The model must now make a leadership test to overcome the fear of entering the building. If they pass this test they may enter the building. If the model fails then that model will not enter the building and cannot move for the rest of the turn.

Moving inside

Models inside the building have to constantly dodge flames and falling timber (like in the action films), and one mistake can stop even a hero in his tracks.

Models wishing to move while inside an ablaze building must pass an initiative test to do so, otherwise they cannot move (blocked by falling timber, flames etc.).

Climbing

Models may never climb the wall of building that are burning.

Damage

Funnily enough running around inside a building that is currently on fire is not good for ones health! At the end of each turn all models inside buildings that are ablaze must roll under their toughness on a D6.

If a models rolls equal to his toughness then the smoke from the flames fill their lungs and prevents them from breathing for a turn. The model instantly becomes stunned.

If the roll is over the models toughness statistic then the model instantly suffers D3 strength 3 hits that ignore all armour saves except magical ones.

Frenzy

The more unhinged inhabitants of Mordheim are less likely to care for the fact that the building they are entering is on fire (or they just don't notice)

Models that are subject to the frenzy rules are unaffected by the rules for entering and moving around inside buildings that are burning (they just don't care), but they still have to make a test on their toughness at the end of their turn.

Starting Fires

Models cannot start fire unless stated in their rules or by equipment that they are carrying.

Shooting

The roaring flames block most site into the buildings and the heat distorts the air around it causing it impossible to aim.

You cannot shoot out of or into a building that is on fire. Neither may you shot through a building on fire.

Combat

Sometimes the fire will spread to buildings where opponents are fighting in hand to hand combat. Event though very dramatic the fighters are put into an even more reason to win (and then run).

Hand to hand combat within a burning building is unaffected except that the models must roll at the end of their turn to see if they take damage from the flames.

To charge another model while you are inside a burning building you must pass an initiative test. If this test is failed the model may do nothing in that movement phase. To charge from outside you must make a leadership test. Failing this test will also result in being able to do nothing in that movement phase.

Random Happenings

Mordheim is a dark and sinister city – dangers lurk around every corner. Even the basic laws of nature cannot be relied upon. Mark Havener and Tim Huckelbery explain how these dangers can be introduced to your battles.

These rules represent the weird and wonderful things that can happen in Mordheim which are beyond the control of players. These rules are intended to be optional and should only be used if agreed on by all players taking part. To determine if a random encounter occurs, roll a D6 at the start of each player's turn. A result of 1 indicates a random encounter. Roll a D66 for the random encounter on the chart opposite to see what exactly is encountered and follow the directions. The player whose turn it is places any models that represent the encounter and they will act in each of his turns (that player doesn't control their actions though, see the individual descriptions to see how the models act). This player is known as the 'Encountering Player', even though random encounters will frequently affect only his opponent or both players indiscriminately. The models that represent a random encounter must all be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group at all times. Random encounter members must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. The Encountering Player places the models representing the random encounter, but note that they cannot initially be placed within 12" of any warband models.

After being placed, many encounters will travel as quickly as possible (without running) towards the nearest warband model. For this purpose the nearest model is the model that the encounter can reach most quickly and encounter models will never climb the sides of a building to get at a warband member. What each encounter does from there is listed in its description. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models. No more than one random encounter will ever take place in a single game, so after a random encounter is rolled, the players no longer need to roll at the start of their turns. Several of the entries below refer to game turns, this includes both players' turns.

Random Encounters Chart

Roll D66

11 Ogre Mercenary

An Ogre Mercenary (see the Hired Swords section of the Mordheim rules for details on the Ogre Mercenary) appears further down the street. Sensing trouble brewing, he decides to seize the opportunity and offer his services to the warband with the lowest warband rating (if there are two warbands with the same rating, roll a dice to see whom he offers his help to). The warband that he offers to help must add the Hired Sword to its roster for this game. At the end of the game, the Ogre demands payment for services rendered. The warband that he joined must pay his hire and upkeep fee. If the warband cannot (or will not) pay him, he leaves, but not before taking out his frustration on a random member of the warband (only roll among members of the warband who were not taken *out of action* during the game). Roll for injuries to this unfortunate member just as if he had been taken *out of action*.

12 Swarm of Rats

Something in the sewers has frightened the rats that live there. The rats are in a hurry to get away and will attack anything that stands in their way. Use a template 80mm x 120mm to represent the rats. Six monster bases (use rat swarms if you have them), placed in a rectangle with one short side representing the front, will do nicely. The rats move 2D6" each turn. They will always move forward down the centre of the street and if they come to an intersection roll randomly to determine which direction they take (example: for a normal four-way cross-intersection roll a D6: 1-2 right, 3-4 straight forward, 5-6 left). The rats cannot be engaged in close combat and if they make contact with a model they will run right over him. Any model moved over by the rats will suffer D3 Strength 2 hits, normal armour saves apply.

13 Earthquake

Powerful magical energies from the crater at the centre of the city shake the local landscape. The ground heaves and buckles violently and warband members find it hard to keep their footing. Roll a D3 to determine how many game turns the earthquake lasts. While the shaking persists, all movement is halved, all Initiative tests (climbing, etc) suffer a -2 penalty and all Shooting and Close Combat to hit rolls are made with a -1 penalty.

14 High Winds

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

15 Blood for the Blood God!

Unfortunately for the warbands involved, the scent of blood has brought the attention of one of Khorne's minions. Reality is breached as a vicious Bloodletter emerges from the Realm of Chaos to shed even more blood for its master. The Bloodletter has the following characteristics in the Beast, Monsters & townsfolk section

Special Rule: The Bloodletter will stay for D6 turns after which it will disappear.

16 Lucky Find

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

21 Restless Spirit

Countless unfortunates have suffered agonising deaths in countless forms since the comet crashed into the city. Not all of these individuals can easily accept their new condition and they refuse to rest. Perhaps they left some important task unfinished or seek revenge on those who did them harm. The warbands have stumbled upon one such ghost. Any warband member who is within 8" of the spirit at the start of its Movement phase must make a Leadership test or flee (exactly as if he were fleeing from combat). Models that are immune to psychology automatically pass this test. This creature is unable to affect (or be affected by) the physical world, but it is very frightening nonetheless. The spirit moves 4" in a random direction, moving through walls, obstacles or warband members as if they were not there. It will not charge and cannot be harmed by the warband members in any way. The only exception to this is if the spirit comes into contact with a Sigmarite Matriarch or a Warrior-Priest of Sigmar. These models may choose to put the dead to rest. If the player controlling such a model decides to do this, the spirit is

immediately banished (disappears and does not return) and the priest gains one Experience point.

22 Burning Building

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

23 Man-Eater

One of the trees growing in the area has been changed into a carnivorous predator by exposure to the Chaos magic inundating the area. Randomly determine which member of the Encountering Player's warband finds the plant. That model is attacked as a large mouth opens up in the trunk of the tree and its branches whip down to grab its unfortunate victim. Place a tree next to the victim. He is now considered to be in close combat with the tree, which has the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Tree	0	3	0	4	6	3	3	2	10

The tree automatically passes any Leadership tests it is required to make. Any result on the Injury table will cause the Man-Eater to stop attacking, though it is not possible to actually take it *out of action* or *knock it down*. Opponents are +1 to hit the tree, due to the fact that it is rooted to the spot!

24 Skeletons

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

Use the Profile of the Skeleton in Beasts Monsters & Townsfolk Section. 2D6 Skeletons appear.

with the following profile:

They are armed with simple weapons or bony fists (treat as daggers in close combat). The skeletons will move towards and attack the closest models as quickly as possible. Roll a D3 when they appear, after that many turns they crumble back to inanimate bones (count the current turn as the first one).

25 The Twisting of the Air

Reality itself seems to twist, warping perceptions until no one can be sure of what their senses tell them. Roll a D6 at the start of each player's turn. For the next D3 game turns, the distance within which warriors can use their Leader's Leadership value and the distance for being All Alone is the value rolled instead of the normal 6". All distances between models are also increased by the same D6" roll for purposes of weapon ranges and charging. Note that the actual models are not moved, but only the shooting/charging model's perception of the distance.

26 Spawn

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

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

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

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

Movement: The Spawn moves 2D6" towards the nearest model in each of its Movement phases. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat.

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

31 Collapsing Building

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

32 Scrawling on a Wall

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

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

33 Thick Fog

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

34 Hands of Stone

Hands of earth and stone suddenly jut out of the ground in a small area of the battlefield. The Encountering Player must pick a spot anywhere on the battlefield and anything within 3" of that spot is affected. The area is now very difficult ground as the hands grasp and attempt to hold anyone passing near them. This encounter lasts one game turn, at the end of which the hands sink back into the ground.

35 Dog Pack

Recent events in Mordheim have caused many of the city's dogs to suddenly find themselves without homes. Groups of these animals have turned feral and formed into hunting packs. The warbands have been discovered by one such (very hungry) pack. The pack consists of 2D3 wild dogs (use the Hunting Dog stats from the Witch Hunter warband list). The dogs move as quickly as they can toward the nearest models, dividing themselves as evenly as they can between multiple targets if they are available. If members of a dog pack take a warband member *out of action*, he will be eaten if not rescued. If no friendly model comes within 6" of where the model fell by the end of that warband's next turn, the fallen member is considered lost (dog food). If a dog pack fails a Rout test, they leave without taking their 'food' with them, any warband members taken *out of action* in the last turn of the game have not been eaten and follow the normal rules for models taken *out of action*.

36 Possessed!

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

41 Fountain of Blood

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

42-44 Storm of Chaos

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

D6	Result
1	Warp lightning begins to strike the ground in search of a victim. It will hit the warrior with the best armour save, attracted to the large amount of metal. That warrior takes a S5 hit, with no armour save possible. If multiple warriors all have the highest armour save, randomly determine which is struck. The warp lightning will strike for D3 turns before moving on towards another part of the city.
2	Fish suddenly fall out of the sky to pelt the area! All movement is halved for one turn (due to wet, flapping fish underfoot), but there is no other effect.
3	Wyrdstone dust has mixed with the water vapour in the area and produced the strange looking clouds from which a tainted rain begins to fall. The rain burns flesh and eats into stone and metal. Each warband member in the open takes a single S2 hit (normal armour saves apply) every turn the rain lasts until he gets under cover. The rain lasts D3 turns.
4	A magical mass of lightning forms near the ground, illuminating the area with an eerie greenish glow. It begins to move about the area, drawn to magical powers from which it feeds. Place a counter as per the normal Encounter rules to represent the mass and each turn move it 2D6" towards the highest level spell user (the one with the most spells – each turn roll a D6 if two or more spell users have the highest number of spells). If there are no magic users in the game, the mass will move towards the opposite table edge, doing nothing but blocking line of sight as it moves. If the model the mass is moving towards casts a spell, immediately move the counter another D6" towards the model. If the ball of lightning touches the target model, the model is frozen in time and cannot do anything. While frozen, the model cannot be attacked or harmed in any way – the lightning mass protects its prey! After freezing a model, the lightning will no longer move but will instead remain near its victim to feed. The lightning will feed for D3 turns on the magical energy of its victim and then flies back towards the warp clouds above, freeing the magic user. If the game ends before the feeding is done, the victim is immediately released. Victims suffer no long-term ill effects from their exposure to the lightning.
5	A rumbling is heard from overhead, as thunder erupts from the strange clouds. The thunderclaps become more intense and the heavy pulses of air brings warriors to their knees as if they had been hit by cannonballs of solid air. D6 randomly selected models are *knocked down* by the air bursts. If any of these models are in close combat, all other members of that melee are *knocked down* as well.
6	Tendrils of smoke drift down from the clouds, winding around the heads of members of each warband. Randomly select one Hero from each warband – these warriors have been chosen by rival storm gods as their champions. The chosen models must move towards each other every turn and get into close combat as quickly as possible. Once in combat, they will automatically pass all Leadership tests and will fight until only one remains (the combat will end when one of the models puts his rival *out of action*). If a warband does not have any Heroes left in play when the storm gods choose their champions, a random Henchman will be chosen from that warband instead.

45 Pit Fighter

This encounter is identical to the Ogre Mercenary encounter before, except the Hired Sword encountered is a Pit Fighter, not an Ogre Mercenary.

46 Plague of Flies

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

51 Sinkhole

An enormous mouth suddenly opens up under the feet of one randomly determined warband member. Make an Initiative test for the model. If the test is failed, the model falls into the pit. If a 1 is rolled for the test, the model is sucked underground and taken *out of action*. Any other failure results in the model catching himself in the opening, which closes around him. Treat the model as being *knocked down* for the rest of the game, though he may not move at all.

52 The Horror in the House

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

53 Plague Victims

Disease is a common occurrence among the few survivors left in the ruins of the city. This group of a D6 citizens has contracted a particularly nasty plague known as Nurgle's Rot. They move at normal rate (4") towards the nearest warband members, seeking their help. If they come into contact with a warband member, they will not attack, but will instead cling to him as they beseech his aid, hindering him greatly. A model with Plague Victims in contact with him acts as if he had just recovered from being *knocked down* (moves at half rate, may not charge or run, etc. See the Mordheim rules for details). If one or more of the Plague Victims is charged, shot at, or otherwise attacked, these pitiful victims will rout immediately. At the end of the game, roll a dice for each warband member in play when the Plague Victims appeared and on a roll of 1, that member has contracted Nurgle's Rot. Roll again to see what effect the disease has on that member:

D6	Result
1	Major Symptoms: The plague races through the victim's system, producing horrible disfiguring lesions before killing him. If the model is a Henchman, he dies. If the model is a Hero, roll D3 times on the Serious Injury table (ignoring *Robbed*, *Bitter Enmity*, *Captured* and *Sold to the Pits* results) to determine the long term effects of the disease.
2-5	Minor Symptoms: The plague takes its toll on the victim as it takes its course. Without proper bed rest the victim will die. The warband member must miss the next game as he recovers.
6	Full Recovery! The victim has an especially hardy constitution or gets an extremely mild case of the disease. The victim suffers no ill effects.

54 Last One Standing

The horrors of Mordheim can drive even the strongest mind past the point of madness. This Sigmarite Matriarch (for stats see the Sisters of Sigmar section of the Mordheim rules) has seen her entire warband cut down around her and the experience has proven too much for. She now seeks revenge and is not particular about who gets to pay! She is armed with a Sigmarite Hammer and steel whip and wears heavy armour and a helm. She carries Blessed Water and a Holy Relic on her person as well. She knows the prayers *The Hammer of Sigmar* and *Armour of Righteousness* (see the Prayers of Sigmar chart in the Mordheim rules for details). Roll randomly to determine which she casts on herself each turn. She has the skills Absolute Faith, Jump Up and Step Aside. The Matriarch will move as quickly as possible towards the nearest model and engage them in close combat if able. She will not rout and must be taken *out of action* to make her stop. If the Matriarch is taken *out of action*, leave her body where it fell, any non-animal warband member may loot her body by moving into contact with it during their Movement phase. If this warrior is later taken *out of action* as well, place a counter where the warrior fell to represent the Matriarch's equipment. This can then be picked up by a different model, as above.

55 Booby Traps

Some nefarious individuals have trapped the whole area the warbands are searching. These traps may take the form of spiked pits, deadfalls, spring-driven spiked boards, etc. When this encounter is rolled, the Encountering Player must randomly determine which of his warband members has discovered the first trap. This unfortunate individual springs a trap immediately. If the trap is not avoided by passing an Initiative test, the model takes a Strength 3 hit; armour saves apply as normal. From this point until the end of the game, each player will roll a D6 at the start of his or her Movement phase. A roll of 1 means that one member of that player's warband has sprung a trap and must make an Initiative test to avoid it. If the trap is not avoided, the model takes a S3 hit as above; apply any damage before the model is moved.

56 Catacombs

The ground gives way under one randomly selected warrior and he falls into the depths of the catacombs below the city. He takes a S3 hit from the fall unless he passes an Initiative test, and lands near the remains of others who have fallen before him. Assuming he's not taken *out of action* by the fall, he discovers one of the following after a quick search (roll a D6):

D6	Result
1	A helmet
2	A small pouch containing 2D6 gold crowns
3	A lantern
4	A net
5	A vial of Black Lotus
6	A sword

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

61 Forbidden Fruit

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

62 The Lost

Many view the destruction of Mordheim as a sign that the world is coming to an end. Groups of these lunatics are often drawn to the city where they attack anyone they come across, certain that they are in some way helping to avert this cataclysm. This group of D3 Flagellants (see the Witch Hunter section of the Mordheim rules for stats and special rules) will move as quickly as possible towards the nearest warband members and engage them in close combat as soon as they are able. They are armed with flails.

63 Reflecting Pool

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

D6	Result
1	The water reflects back nightmare images of his own demise, filling him with fear for his own safety. For the rest of the game, no matter how far away he is from friendly models, he will always count as being *all alone* in close combat.
2	The warrior glimpses an image of what is yet to come. For the rest of the current turn he may re-roll (once!) any shooting or close combat rolls to hit.
3	A faint image of his personal god appears, be it Sigmar or even the dread Shadowlord. Filled with courage, the warrior may ignore any and all Leadership-based tests he is required to make for the rest of the game.
4	The warrior peers into the depths of his own mind, unlocking untapped abilities. He can detect any enemy models hidden that turn, even those not in his normal line of sight, and passes the information on to the rest of his compatriots. All enemy models lose their hidden status.
5	A slender arm reaches out from the pool, leaving no ripples in the smooth liquid, and pale fingers touch the warrior's chest. The soft caress causes a faint glow, which spreads throughout his body. Though it quickly dims away, a strong feeling of strength and vitality is left behind. The warrior may ignore the next wounding hit he receives, even if it is a critical hit.

6	The city chooses to reveal its true visage to the warrior, unveiling the monstrous intelligence that lurks behind the facade of simple ruins and rubble. The warrior's mind is overwhelmed by the enormity of the impression and he stumbles away in stark terror. For the rest of the game, all enemy models count as causing *fear* to the warrior and he will refuse to enter any buildings or get within 2" of any walls or ruins. After the game the effects will wear off, though he will always hesitate slightly before entering an unlit room from now on...

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

64 Screaming Walls

Faces appear in the walls of one randomly determined building and start to emit a piercing shriek. Any warband members within 8" of the building take a S1 hit (no armour saves allowed) and are at -1 on all to hit rolls (close combat and shooting) while the screaming lasts. Spellcasters are even more sensitive to the noise than others and so no spells may be cast from within this radius. Roll a D3 to determine how many game turns the screaming lasts.

65 Peddler

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

66 Itsy-Bitsy Spider

The presence of the wyrdstone has mutated this common household pest into a monster of titanic proportions! This Gigantic Spider has the following characteristics:

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

Fearsome Beast: The Gigantic Spider causes *fear*.

Chitinous Hide: It has an armour save of 4+.

Poisonous Bite: Any to wound rolls of 5 or 6 (rather than just a 6) are treated as critical hits.

The Gigantic Spider moves from the table edge it starts from to the opposite table edge, attacking any warband members that get in its path.

Power in the Stones

By Daniel Carlson

*"Of course there's magic in those stones... but it is dark magic, and only the desperate or the foolish would seek to use it. Woe to us that our times are rich in both desperation and fools." – **Fabergus Reinhardt, Witch Hunter***

The value of the wyrdstone shards is not simply the coin that nobles and merchants are willing to pay for them. It is a well-known fact that the stones are rich in magic, and they are said to grant a variety of powers to those that learn to use them. Tales are told among the common folk of stones that caused a certain farmer's harvest to double, or of the stone that made old Herr Grutenbauer's dog speak like a man. True or not, these tales hint at the powerful and chaotic forces at work in the stones. The most common use for the stones' magic has to do with the discovery of the famed alchemist van Hoffman of Reikland. It was he who first observed that Wyrdstone can serve as a catalyst in the transmutation of base metals into gold. This usage of the stones has come to be the primary obsession of those who seek it, for many are willing to pay princely sums for stones that will make them an even larger fortune. Yet there are those who continue to seek the stones for their more arcane uses, and even mercenaries have been known to keep a stone or two that was thought to bring luck, healing, or other magical benefits.

Yet the stones are ultimately the work of Chaos, and those who seek to use them often learn to fear their magic rather than harness it. For every tale of a harvest that doubled, there are two about the harvests that rotted in the field when exposed to the strange glow of the stones; and for every tale of a dog that learned to speak like a man there are darker tales of animals that turned into a gruesome parody of a man-beast. The tales of magical healings are mixed with many of mutation and death brought on by exposure to the stones. Yet greed is the downfall of many in the City of the Damned, and the greed for power is perhaps the greatest of all...

Note: Witch Hunters, Sisters of Sigmar, Bretonnians, High Elf Shadow Warriors and Dwarfs are all too aware of the corrupting power of the stones, and will not make use of them under any circumstances.

Evaluating Stones

Instead of selling or storing all of a warband's wyrdstone shards, a player may choose to have one or more of their stones evaluated by an alchemist for useful magical properties. This is done during the trading phase of the post-battle sequence (consequently, this means if a stone is chosen to be evaluated and yields no special power, it cannot subsequently be sold until after the next battle). Instead of searching for a rare item, a hero may take one shard of the warband's wyrdstone to an alchemist. Numerous alchemists have flocked to Mordheim to study the stones, and they ply their trade from tents and wagons in the encampments around the city. Alchemists are known for their greed, however, and they do not provide their services for free; for each stone evaluated, the warband must pay 20 gold crowns. When the stone is evaluated, roll 2D6 on the chart opposite:

2	**Spell Stone.** Any model who carries this stone into battle may cast one randomly determined spell for the duration of the battle, using the normal rules for spell casting. The spell should be determined at random from the Lesser Magic spell list, and a different spell should be generated before each game in which the stone is used. This means the stone will be more useful in certain battles than others, depending on which spell it happens to provide for that game.
3	**Stone of Regeneration.** Any model who caries this stone into battle will regenerate lost wounds at a rate of one Wound regained each recovery phase. A model carrying this stone treats all stunned results it suffers on the Injury Chart as knocked down.
4	**Stone of Might.** A model who carries this stone into battle will have one characteristic increased for the duration of the battle. Roll a D6 to see which characteristic is affected before each battle: **1** +1 Initiative **2** +1 Movement **3** +1 Strength **4** +1 Toughness **5** +1 Attacks **6** +1 Wounds Note that this temporary boost may take a characteristic above normal racial maximums.
5	**Stone of Warding.** A model who carries this stone will not be affected by hostile magic spells on a D6 roll of 4+.
6-8	No beneficial powers.
9	**Stone of Luck.** A model who carries this stone may re-roll any dice roll he makes once per game. The second roll must be taken. This power may not be combined with other 'luck enhancements' like the spell Luck of Shemtek to yield re-rolls on top of re-rolls, though it may be used to give a model affected by these enhancements one additional re-roll during the battle as normal.
10	**Stone of Skill.** A model who carries this stone into battle will have one characteristic increased for the duration of the battle. Roll a D6 to see which characteristic is affected before each battle: **1-2**+1 Weapon Skill **3-4**+1 Ballistic Skill **5-6**+1 Leadership Note that this temporary boost may take a characteristic above normal racial maximums.
11	**Stone of Healing.** A model who carries this stone may heal one model within 2" of him (including himself) during each recovery phase. The warrior regains one lost Wound. Note that this healing is only beneficial to models who have more than one Wound on their profile.
12	**Stone of Protection.** A model who carries this stone has their armour save improved by one point (i.e. a 5+ save becomes a 4+ save). Note that no model may ever have a save better than 1+. If the model has no armour, the stone gives him a 6+ armour save.

Using Stones

Stones may only be used by heroes, just like other equipment. No hero may ever carry more than one stone at a time (the combined Chaotic magic would instantly turn them into Chaos Spawn). Using a wyrdstone's power is always a dangerous undertaking and to represent this, after every battle, each hero who carried a stone must make a check to see if they have been adversely affected by their usage of the stone's power. Make the check by rolling 2D6 for each hero: a roll of 2, 3, 11 or 12 indicates that they have been affected. Skaven, having a natural tolerance for warpstone, are only affected on the roll of 2 or 12. Roll a D6 on the following chart over the page to see what has happened to affected models.

1 Spawn! The model has succumbed to the raw mutating force of Chaos, and becomes a terrible Chaos Spawn. See *'Becoming a Chaos Spawn'* below.

2 Weakened. The model has lost some of its life force to the stone. One of the model's characteristics is permanently reduced by one. Roll 2D6 to see which characteristic suffers:

1-2	Movement	**3**	Weapon Skill
4	Ballistic Skill	**5-6**	Strength
7-8	Toughness	**9-10**	Initiative
11-12	Leadership		

If any characteristic is reduced to 0 as a result of the weakening, the model becomes a Chaos Spawn. See 'Becoming a Chaos Spawn' below.

3-4 Sickened. Exposure to the stone's magic has made the warrior physically ill. He must miss the next battle while he recovers.

5-6 Mutation! The corrupting power of Chaos has caused the model to gain a mutation. Roll on the Random Mutation Table (see below).

Becoming a Chaos Spawn

Chaos Spawn are the wretched remains of one who has tasted the power of Chaos and proved unable to withstand its mutating touch. Wracked with waves of mutation and change, a warrior is reduced to a monstrous beast of fangs, tentacles, eyeballs, and other horrific growths. Their mind is forever shattered, and they become a gibbering and mindless servant of Chaos. Typically, when a being meets this fate, his former comrades will put him out of his misery with a swift death... unless that seems like too dangerous a task to attempt, in which case they will simply herd the beast away down one of Mordheim's winding alleys or into the sewers. There are, however, some who have a desire for and affinity with Chaos Spawn that allows them to keep their mutated friend among their ranks as a weapon and pet to use against their enemies.

If one of your heroes becomes a Chaos Spawn he is considered to be lost to the warband, unless your warband is from the Cult of the Possessed or Skaven. Followers of Chaos have a sort of semi-reverence for these mindless beasts, and the Skaven have long been adept at training and using the products of wyrdstone-induced mutation.

When the hero 'Spawns', any armour they were wearing is lost in the storm of violent mutation that overtakes the unfortunate warrior. Weapons and equipment are abandoned by the creature, however, and may be reclaimed by the warband. The new Spawn retains its previous characteristic profile and any existing mutations, and immediately gains an additional D6 mutations which should be generated on the Random Mutation Table. If the hero was previously a spell caster, all spell casting ability is lost. If the model became a Spawn as the result of a characteristic being taken down to zero, that characteristic becomes a 1 on the Spawn's profile. The Spawn's Movement characteristic may be deleted, as the Spawn is now subject to a special rule that governs its movement on the table top. The Spawn is now subject to the following special rules:

Fear: The Spawn now causes *fear*.

Psychology: The Spawn is immune to all psychology rules.

Movement: Instead of normal movement, each movement phase, the Spawn moves 2D6" towards any enemy model. The Spawn must move *straight* towards an enemy, though this need not be the nearest enemy, and may be an enemy the Spawn cannot even see (Spawn have a plethora of senses, magical and otherwise that tell them where their foes are). If this movement brings the Spawn into contact with any model, friend or foe, the Spawn immediately attacks it, and will continue to fight in following rounds until the other model has been taken out of action or fled. Spawn may move up ladders and stairs, and may even attempt to climb walls subject to the normal climbing rules.

The Spawn will not gain any experience points from future battles; it is far too mindless to learn from its actions.

The Spawn should be represented by an appropriate model. While this could be one of the Chaos Spawn models from the Warhammer line, it's probably more satisfying and fun to make your own. Spawn are the ultimate you-can-do-no-wrong conversion project, where you can throw together all sorts of stray bits to make a really unique model.

Random Mutation Table

Mordheim is a city under the sway of Chaos, and with Chaos comes mutation and change. There are numerous ways by which a warrior can be afflicted with mutation, and there are some who actually seek out mutation as a 'reward' of the Chaos Powers. While mutations are not always harmful, and indeed can often be helpful, they are a mark of Chaos, and as such those who bear them are feared, shunned and persecuted throughout the Empire.

The following is a table used to generate the colourful, exotic, and sometimes debilitating mutations that will be visited upon certain warriors at certain times (i.e. as a result of exposure to Wyrdstone, for example). The table may also prove useful to Game Masters who want to quickly generate some interesting mutants for a special scenario. The table uses a D66 roll, just like the Heroes Serious Injuries table in the rulebook. If the mutant rolls a mutation that it already possesses, re-roll it until a new mutation is generated.

Note: The great danger of mutation is that it will ultimately overwhelm the victim with the corrupting power of Chaos, reducing them to a monstrous and mindless Chaos Spawn. To represent this danger, if a warrior ever has a characteristic reduced to zero as the result of a mutation, they immediately degenerate into a loathsome Chaos Spawn (see the full rules for Chaos Spawn above).

Any member of a human, mercenary warband (this includes both Ostlanders and Averlanders) that receives a mutation marked with * is immediately drummed out of the warband by his suspicious peers. Remove the hero from the roster, his equipment is lost.

Random Mutation Table
Roll a D66

11 Acid Spray*: The mutant can spit acid at its foes. The acid spray uses the mutant's Ballistic Skill to hit, just as if the mutant were firing a missile weapon. The spray has a range of 8", and a Strength of 4. The mutant does not suffer any penalty for spraying a target at long range, nor does the mutant suffer any penalty for moving and spraying in the same turn.

12 Atrophy: A part of the mutant's body has become shrivelled and atrophied. Roll a D6:

- **1 Head -** The mutant is now subject to stupidity.
- **2-4 Arm -** The mutant loses the usage of one arm. The mutant may only use a single one-handed weapon from now on. If both arms are lost the mutant must be retired from the warband unless it possesses a tail or bite attack of some kind.
- **5-6 Leg -** The mutant loses the usage of one leg. Divide the mutant's Movement in half, rounding up. If both legs are lost, the mutant must be retired from the warband.

13 Beaked*: The mutant has a beak like that of a bird or octopus, though its other facial features remain unchanged. Unless the mutant already possesses a bite attack, the mutant may make an additional attack in each hand-to-hand combat phase due to its vicious bite.

14 Beweaponed Extremities*: The mutant's hands are turned into weapons! The mutant may no longer use other weapons or equipment that would require the usage of hands.

On the plus side, it no longer has to worry about being caught without a weapon! The mutant will gain the normal extra attack in hand-to-hand for using an additional hand weapon, and the weapon extremities follow the normal rules for weapons of their type (i.e. sword extremities may be used to parry).

Roll a D6 for each arm to see what it becomes:

1-2 sword, 3-4 mace, 5-6 axe.

If the mutant grows two sword extremities, it may re-roll failed parries just as if it had a sword and a buckler.

15 Blackblood: If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.

16 Brightly Patterned Skin*: The mutant's skin becomes brightly coloured with contrasting stripes, spots, or other patterns. No effect on play, but a great excuse to paint an interesting new model!

21 Burning Body*: The mutant's body is constantly burning with flickering tongues of hellish flame and burns with unnatural light. The warrior may not carry any weapons or armour unless they are magical, or forged from Gromril or Ithilmar. The mutant does not suffer the usual penalties for fighting with his fists (no -1 to the mutant's Strength, enemies do not add +l to armour saves). The mutant always counts as having a lantern. Any model in base contact with the mutant suffers an automatic Strength 2 hit at the beginning of each close combat phase. The flames cannot cause critical hits.

22 Cloud of Flies: The mutant is permanently surrounded by a great swirling mass of flies. Opponents in close combat with the mutant are at -1 on all to hit rolls, as the flies buzz into eyes, noses, and mouths.

23 Cloven Hooves*: The warrior gains +l Movement.

24 Crystalline Body*: The mutant's body becomes living crystal, which is tough, but easily shattered. The mutant's Toughness becomes 6, while its Wounds become 1.

Neither of these attributes can subsequently be altered by experience or mutation. If an experience advance indicates a change in one of these characteristics, re-roll the advance until a different characteristic advance is obtained.

25 Elastic Limbs*: The mutant's arms can stretch out, allowing the mutant to attack from a distance. If the mutant is not in base contact with an enemy model at the beginning of the hand-to-hand combat phase, it may make one hand-to-hand attack against a single visible enemy within 6" of the mutant. The enemy does not get a chance to fight back.

26 Enormously Fat: The mutant becomes enormously fat and bloated. Divide its Movement in half, rounding up; add +1 to its Toughness; and reduce its Initiative by 1.

31 Extra Arm*: The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or buckler in the extra arm. If a mutant who is unable to use weaponry (i.e. Possessed, Chaos Spawn, etc.) gains this mutation, they simply gain an extra attack; they are still not permitted to use weapons.

32 Extremely Thin: The mutant becomes a matchstick figure, sickly thin and bony. Divide its Toughness in half, rounding up.

33 Eyestalks*: The mutant has stalked eyes, similar to a crab. The mutant now causes fear.

34 Fangs*: The mutant grows huge fangs, giving it an extra bite attack (unless it already has one) in each hand-to-hand combat phase. The bite attack uses the mutant's normal Strength.

35 Furry*: The mutant grows a covering of long, dense fur. The mutation changes the mutant's appearance only; and has no effect on its profile.

36 Great Claw*: One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.

41 Hideous: The mutant causes fear, and is seldom invited to parties.

42 Horns*: The mutant's head grows horns, and it gains an extra gore attack in hand-to-hand combat at the mutant's normal Strength The mutant may no longer wear a helmet.

43 Iron Hard Skin*: The mutant's skin is covered in iron and steel scales. The mutant's armour save is improved by +1 (i.e. a 5+ save becomes a 4+). Note that a warrior's armour save may never improve to better than a 1+ save. If the mutant has no armour, their skin alone gives them a 6+ armour save.

44 Mace Tail*: The mutant grows a flexible tail with a mace-like bony tip. Unless it already has a tail, the mutant gains an extra tail attack in each hand-to-hand combat phase at the mutant's Strength +1. If the mutant already has a tail, it will have to decide at the beginning of each hand-to-hand phase which tail it wishes to use.

45 Moronic: The mutant's mind shrinks. The mutant is now subject to stupidity.

46 Plague Bearer*: The mutant carries a hideous, Chaos-tainted disease. The mutant's limbs are covered in open sores, and the mutant is dramatically weakened by its condition.

Reduce the mutant's Movement and Initiative by -1. Any time the mutant hits an enemy in hand-to-hand combat, there is a chance they have infected their foe with this debilitating disease: the enemy model must roll equal to or less than its Toughness on a D6 to avoid contracting the sickness. If the roll is higher than the model's Toughness, they suffer the -1 to Movement and Initiative penalty for the rest of the battle, (after which it is assumed they get immediate herbal remedies and plenty of rest to keep the disease from setting in permanently!). The Plague Bearer may not infect the same model more than once in a single battle. In addition, the Plague Bearer's ghastly appearance means it now causes fear.

51 Poisonous Bite: The mutant grows small fangs which can secrete a potent poison.
Unless the warrior already has a bite attack, it gains an extra attack in each hand-to-hand combat phase due to its deadly bite. The poisonous bite is a Strength 5 attack, but is reduced to Strength 2 if the target of the bite is immune to poison. If the mutant already possesses a bite attack, it is simply upgraded to include the poisonous effect described above.
52 Prehensile Tail*: The mutant grows a prehensile tail. Unless the mutant already has a tail attack, he gains an additional attack with this tail in each hand-to-hand combat phase. The mutant may hold and use any singlehanded weapon in the tail, or alternatively, he may carry and use a shield or buckler with it. If a mutant with other tail attacks does use an equipped prehensile tail in a hand-to-hand combat phase, he may not use any of his other tail attacks during that phase; a single tail must be selected for use at the beginning of each hand-to-hand phase. If a mutant unable to use weaponry (i.e. Possessed, Chaos Spawn, etc.) gains this mutation, they simply gain an extra attack (unless they already possess a tail attack); they remain unable to use weapons.
53 Regeneration: The mutant can often heal instantly from wounds it suffers in battle. When the mutant suffers one or more Wounds, it may try to regenerate the damage. Roll a D6: on the roll of a 4+, the mutant has instantly healed itself back to full Wounds. If less than a 4 is rolled, the mutant's regenerative powers have been temporarily exhausted, and it may not attempt further regenerations for the remainder of the battle.
54 Resilient: The mutant's skin thickens, or becomes scaly, or otherwise increases its resilience to damage. Increase the mutant's Toughness by +1.
55 Scorpion Tail*: The mutant has a long barbed tail with an envenomed tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase (unless the mutant already has a tail attack, in which case it will have to select a single one of its available tail attacks in each hand-to-hand phase). If the model hit by the tail is immune to poison, the Strength of the hit is reduced to 2.
56 Skull Face*: The flesh of the mutant's face dissolves, leaving a skull. The mutant now causes fear.
61 Spines*: Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.
62 Stunted: The mutant's body becomes hunchbacked and stiffened. Reduce the mutant's Movement and Initiative by -1.
63 Suckers*: The mutant's limbs are covered in adhesive suckers. The mutant automatically passes Initiative tests when climbing.
64 Tentacle*: One of the mutant's arms ends in a tentacle. He may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.
65 Warts: The mutant is covered in repellent warts. The mutant's profile is unaffected.
66 Wings*: The mutant grows a pair of feathered or bat-like wings. The wings are not strong enough to allow the mutant to fly in the proper sense, but they do allow the mutant to glide down from an elevated position. If the mutant is above the table-top surface (on a roof, walkway, etc.) it may glide down at a rate of 2" horizontally for each inch of downward vertical movement.

Encampments

These rules are based from the ones by Steven Gibbs

Since the cataclysm that smashed the city of Mordheim, crude shantytowns have cropped up beyond the crumbling city walls. At first these pitiful settlements housed the sparse remnants of Mordheim's population. However, as soon as word reached the other towns and cities of the Empire of the magical Wyrdstone that could be found in the blackened shell of Mordheim, the treasure seekers came. The existing settlements were practically overrun by bands of mercenaries and bandits who would set up their camps in whatever tumbledown buildings were available or pitch their tents behind crude barricades. Soon there was a flood of greedy souls, many of which were not human as the stench of Wyrdstone tempted many from afar.

There are three main settlements in and around Mordheim. Sigmarhaven is inhabited mainly by the loyal followers of Sigmar and is a place of law and relative order. It also attracts a large following of Witch Hunters and their ilk, and understandably mutants and the Possessed are not tolerated there. Paid and equipped watchmen are maintained for the security of those who camp within it. There are, though, far more lawless settlements around Mordheim where scum such as Orcs and even the Possessed are known to walk freely. Nowhere is more infamous than thrice cursed Cutthroat's Den. Here life is cheap and the only law is that of the sword. Although a foul and dangerous place, there are many things that can be bought and sold here because of the shady sorts this place attracts. The last place even the toughest, most brutal of scum would think twice before making their camp there is within the haunted ruins of Mordheim itself. The dead are said to walk here and the foul servants of the Shadow Lord are everywhere, waiting to claim the souls of the unwary. There are those, however, that brave the mutant infested cursed city even after nightfall but then again they seem quite suited to it. Foul Ratmen scurry about the sewers, Necromancers make their homes, confidant that the foolish righteous won't disturb their unholy practices and, of course, the children of the Shadow Lord, the Possessed, claim the ruins as their domain.

Experimental Rules

When starting a new campaign, all players must decide or not to use the encampment rules. Only after their first battle may each player then try to find a settlement and make camp. First, they must decide which of the settlements they wish to set up camp in (obviously dependent upon which settlements will let them in!) or if they want to risk actually staying in the cursed city. When you decide where you want them to stay. A warband may only have one camp at a time and may only reroll for a new camp if they lose their original one or they have upgraded to a new site after three rounds. Any effects that a camp provides start after the warband's next battle. After each battle you may find out if you gain income, if other warriors join the warband, or if repairs need be made to the camp.

After each battle you may choose to visit locations within the settlement to procure goods and entertainment. If you don't, you may use the Trading chart as normal. Different locations can help you find items, receive healing, make money or other things. Between location visits, you must roll on the Events table to find out what happens to the warband as it carouses around the town.

Special Rules

Warband Size: With a camp to call home many warriors will come knotting. The size of the warband may increase to three times greater than the warband's maximum starting size. Also your warband may have up to twice the number of marked heroes (other than the Leader) and henchmen groups, also you may have up to 5 model with the 'Lad's Got Talent', However the normal maximum on a warband will apply when fighting a Scenario (only if Scenario: Defend the Camp, then the whole warband may be used.)

Upkeep Cost: Any Hired Sword which is left behind at the encampment will only charge haft the standard upkeep for that battle. Hired swords that are recovering from wounds may only charge haft the standard upkeep, roll a D6 for each wounded Hired Sword on a 4+ he will not charge for upkeep. Any Dramatis Personae will not wait around in some camp, so if a Dramatis Personae if left behind they will leave the warband.

Types of Encampment

Barracks: The Barracks are used by most of the Human warbands, Any Mercenaries warbands increasing the maximum number of warband member by +1 model.

Caves: There are many caves found all around Mordheim, and most of these caves are home to some sort of monsters. The caves are commonly used by the Beastmen raiders and Green-skins warbands. But the Cults of the Possessed also have been known to uses the caves. Beastmen raiders may recruit a Minotaur at haft the normal price. Green-skins may recruit a Troll at haft the normal price. If the cave is used by any other warbands, then on every other game, Roll a d6, on a 5+ you have to defend against: Beastmen raiders, Green-skins, or Possessed warband.

Cellars: When the building above is burn away the cellar is all that is left. With no one left to rebuild, the cellars become places of refuges of many warbands, been underground the equipment can hidden away from prying eyes. The Skaven warbands may have D3 extra giant rats for free.

Churches: The church is a holy place for many warbands and for some an unholy place. Witch Hunter & Sister of Sigmar warbands may have D3 vile of Holy water every game, Any human warbands (non-chaotic), dwarven warbands or elven warbands may hire a Cleric, Warrior Priest or Wolf Priest at haft the normal hiring cost, upkeep is as normal. The church may be fitted with bell tower. This act as a scout tower and have the following special rule:

Church Bells - Then defending the base camp, the defender may ring the church bells at the start of the assault phase. If rung all defending model gain a +1 Initiative and cause fear for that turn (this may be rung in the attacker's turn). At the end of turn roll a D6 on a 5+ the bell breaks from it mountings, the bell cannot be used for the rest of the game, and will cost 25 gold crown to repair and the upkeep increases by +2D6 for each time the bell breaks.

Crypt/Mausoleum: You have found a graveyard to your liking. With nice mausoleums and plenty of corpses. The grave corpses tend to be better preserved and good for reanimating, this encampment has the following special rule:

Grave Robbing - The income of a warband that set up in a Crypt/Mausoleum and Grave Robbing will increase to 3D6. Undead warbands will dig up suitable corpses on a 9 or less.

Farmhouse: In your meandering you have found a deserted farm. Your warband may work it to earn some extra cash, this encampment has the following special rule:

Working the land - The income of a warband that set up in a Farm and Working the land will increase to 2D3 and will gain +1 Experience on a 5 or 6.

Guardhouse: Normally Guardhouse are made out of stone and look like a watchtower built onto the side of a Barracks. The Guardhouse gives your warband the advantage of having a high place to shoot from and Counts as hard cover (-2).

House: the House is just that, a house with three (maybe four) walls and sometimes a roof.

Manor: In your meandering you have found a Manor. Your warband has taken it over and fixed it up to your liking. Merchants see the house as a sign of wealth and are more apt to stop by to sell their wares. Add +2 to find items roll on the trading chart.

Safe House (Sister of Sigmar only)**:** The Save Houses are only used be the Sister of Sigmar. The house comes with a fence, wall or some other barrier to keep out riffraff. The Safe House gives the Sister of Sigmar warband one reroll per battle.

Sewers: You have found a lovely section of sewer to set up camp in. It even has some nice tunnels running off of it to who knows where. Skaven may have an extra rat ogre. Allows up to three Henchmen group to be held in reserve at the start of the game and placed anywhere on the board at the start of your turn - no closer than 8" to an enemy model,

Sewer sickness - Roll a D6 for each person staying here on a 1 they are sick and can't fight in the next game. Skaven roll 2D6 and on a 12 they can't fight.

Tavern: You have gotten your warband a deed to a Tavern. You get to earn extra cash for renting out rooms and selling food, but have become more noticeable as a warband. This encampment has the following special rule:

Drunken Pay - The income of a warband that set up in a Tavern and Drunken Pay will increase to 2D4 and times it by 4.

Tents: See encampment equipment for the Full rules for tents in Mordheim.

Ruins: There are many runes in the City of Mordheim and around the outer walls. Any warband staying in the runes may roll an extra dice on the Exploration chart; however you may only pick a maximum of six dice out of all.

Income

The warbands can be supplement their income, members of a warband which stay behind can work to gain extra income or other benefits for the warband. Recovering warband members cannot work. The some jobs that a warband can do, is based on location of encampment, type of encampment and type of warband.

Working the land: Any member of the warband may work the common farmland, for each member of the warband which work the land get D3 GC for their time and roll D6 for each hero/henchmen group and on a 6 they gain +1 Experience.

Part of the Watch: Any member of the warband may help out the City Watch for a day, for each hero/henchmen group helping the City Watch gains 30 GC for their trouble. If a warband get in trouble with the City Watch roll at the start of the next time your warband meets on a 5+ the enemy warband **hate** your warband. Note that this will only applies for that one game.

Drunken Pay: The location Tavern is always looking for help. Any member of the warband may help out, as bar staffs, bounces or as a kitchen hands. For each five members roll D6 and times it by 5 GC.

Morr's Work: Any member of the warband may help out around the Temple of Morr, Digging Graves, helping with repairs, etc. For each two members gets 2D6 GC. Also for each member roll a D6 on a 6, the member has injury themselves, Roll on the serious injury charts (treat like they had been taken Out Of Action).

Grave Robbing: Any member of the warband may choose to dig up a fresh grave and take what they can find. For each two members gets 2D6 GC. Also for each member roll a D6 on a 6, the member has injury themselves, Roll on the serious injury charts (treat like they had been taken Out Of Action). Undead warbands may just dig up corpses instead, Roll 2D6 if the roll is 7 or less then they have dug up a corpse suitable to become a Zombie, one zombie should be added free to the warband Roster.

Hired Help

With an encampment setup, a warband may hire some help from the locals to employ their skills for the warband. Your warband may get the help from a displace Beast Handle, Blacksmith, Cartographer, Fletcher, or Gunsmith. Each hired help act like a Hired Sword. Use the profiles in the Beasts, Monster & Townsfolk section for the Hired Help.

Names	Hired Cost	Upkeep
Alchemist	40 GC	20 GC
Beast Handle	40 GC	15 GC
Blacksmith	50 GC	15 GC
Cartographer	15 GC	5 GC
Fletcher	45 GC	15 GC
Gunsmith	45 GC	15 GC
Merchant	30 GC	10 GC

Locations

After each battle you may choose to visit locations within the settlement to procure goods and entertainment. If you don't, you may use the Trading chart as normal. Different locations can help you find items, receive healing, make money or other things. Between location visits you must roll on the Events table to find out what happens to the warband as it carouses around the town.

A Visit to the Apothecary

Each warrior may only attempt to get treatment for one injury at a time, and only one attempt at treatment per Hero may be made during each post battle sequence. The cost for treatment will vary from location to location per attempt (one attempt = one roll on the table), and this money must be paid before rolling on the table – Mordheim physicians demand payment in advance, while the patient is still capable of doing so! When you visit an Apothecary you may add +1 to find the drugs or potions that you are looking for.

Necromancers often visit the surgeon looking for body parts and bodies for their creations and zombies. A necromancer may stop by the surgeon to find bodies for zombies and reanimate them. Roll a d6 if you roll a 6 you may add a zombie to your warband at 1/2 the cost.

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

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

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

Surgery table

2D6	Result
2-3	**'Someone fetch a priest!'** The unfortunate patient has expired due to excessive blood loss. The Hero is dead and must be stricken from the warband record, but his equipment is retained by the warband.
4	**'This has got to come off!'** The surgeon has felt the need to amputate, ostensibly to 'keep the rot out'. If a leg was being treated, the model now has its Movement halved (rounding up); if a hand was being treated, the warrior may only use a single-handed weapon from now on.
5-6	**'Sorry, lad!' Done my best!'** The surgery was unsuccessful, and the warrior must miss the next battle while he recovers.
7-8	**'No luck!'** The surgery was unsuccessful.
9-10	**'Mind you stay off it for a bit!'** The surgery was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.
11-12	**'Shallaya be praised!'** The surgery was a complete success! The warrior may remove the injury and its adverse effects from his profile.

Brain Surgery table

2D6	Result
2-3	**'Someone fetch a priest!'** The physician has been a bit too zealous in his treatment. The Hero is dead and must be stricken from the warband record, but his equipment is retained by the warband.
4-5	**'Erm... that's not right!'** The treatment has not only failed to help the warrior, it has actually worsened his condition! The warrior is now subject to *Stupidity*. If the warrior was being treated for *Stupidity*, there is no change in his condition (except perhaps, a bit more drooling than usual).
6	**'A bit unhinged, that one!'** The treatment has failed, and the warrior emerges from the treatment as something of a raving lunatic. The warrior suffers a -1 Initiative penalty (down to a minimum of 1). He is now so unsettling to behold that he causes *fear*.
7-8	**'Sorry lad! Done my best!'** The treatment was unsuccessful, and the warrior must miss the next battle while he recovers.
9-10	**'A bit of rest, and you'll be fine!'** The treatment was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.
11-12	**'Shallaya be praised!'** The treatment was a complete success! The warrior may remove the injury and its adverse effects from his profile.

Cartographer

A cartographer will help the band with their exploration. He also carries many different maps. You may purchase maps here without searching for them but the rules for maps from the Mordheim rulebook still apply. The cartographer is also a wealth of little titbits of information that he is willing to sell. Most of it is useless but some isn't. If you pay him 5 GC he will divulge some of this info to you.

Roll a D6 on the following chart:

1	You may re-roll one of your Exploration dice after the next battle.
2-5	The information was interesting but utterly useless.
6	You may increase or decrease the result of one Exploration dice by 1 after the next battle.

Fletcher

The fletcher is a master at making bows and arrows, along with other missile weapons. He does not have the craft or know how to create Black Powder weapons though. When you visit a fletcher you may add +2 to find the missile weapon you are looking for (this does not count towards Black Powder weapons though).

Smithy

Hearty blacksmiths work at the smithy where they fashion all kinds of metals into a variety of useful items. Mainly though they create weapons and armour. When visiting a blacksmith you may add +2 to your Search rolls when trying to find armour or close combat weapons.

Muleskinner

A beast master takes care of the animals. He feeds, houses and trains horses, ponies and dogs. He reduces the difficulty of finding animals by adding +2 to your dice roll on the Trading chart.

Merchant

The merchant is a purveyor of a great variety of goods. He sells just about anything that's not nailed down. The merchant gives you +1 to find Rare items.

Drinking Den

This is a tavern where you may play a game of chance, look for new recruits or just get smashed! You may gamble at any time in the Dancing Pig. To find out what else you can do, roll a D6 and consult the following chart.

D6	Effects
1	**Drugged.** One of your Heroes (select randomly) partakes of a curious drink offered to him by a stranger. After one swig he feels the effect of the liquid take hold – he has been drugged! Roll a D6 on the following table: 1-3 Your Hero has been poisoned and is at -1 Toughness for the duration of the next battle. 4-6 The liquid in question is actually a very strong ale, and your hero quickly gains a taste for it. He wakes up the next morning with a pounding head.
2-3	Taken with the joys of hot food and a good too many bottles of Bugman's, your leader and his men overspend on such luxuries by D6x10 GC.
4-5	**Hireling.** Whilst carousing in the bar you meet many different characters and warriors. You sit down to have a few drinks with some. Roll a D6 on the following chart: 1 You are drinking with a Halfling who, impressed with your propensity for ale, offers you his services at half the normal rate for the next battle. 2 An Ogre challenges you to a drinking contest. Roll a D6: 1-4 He drinks you under the table – you wake the next day with a terrible hangover. 5-6 You drink him under the table and he is in such awe that he offers you his services for the next battle for free. 3 You sit down with a mysterious Elven Ranger and start to tell tales of your exploits. One of your tales moves him so much, he offers you his services at half the cost for the next battle. 4 You sit down and share a drink with a Freelancer. As the night wears on you find that he and your father served in the same company together. He offers you his services for the next battle for free. 5 You find yourself drinking with a young fellow who is itching to test his metal in the Cursed City – you may add an extra henchman to your party (not above your warband's maximum number of warriors however). 6 You sit with a fellow who looks battle hardened. As you talk, you discover that the rest of his warband was slain searching the ruins. You may ask him to join your warband as a Hero. You may add a Hero to your warband for free, although only if you haven't got the maximum number of Heroes already.
6	**Bar Room Brawl.** Your leader gets into an argument with another patron in the tavern. The argument soon escalates quickly. Roll a D6 on the following table: 1 Your leader is thrashed and must make an immediate roll on the Injury table. 2 Your leader takes quite a beating and leaves D6 GC poorer. 3 Your leader knocks the patron to the ground and takes D6x3 GC from his purse for his impudence. 4 The patron is joined by his warband and an all-out brawl ensues. Roll a D6: 1-4 you send the warband fleeing and gain D6x5 GC, for your trouble. 5-6 you are routed and lose D6x5 GC 5 The brawl attracts the attention of the watch, who arrive to throw the patron in the stocks. 6 The brawl attracts the attention of the watch who arrive to throw everyone into the stocks. You must pay D6x10 GC to get everyone out.

Gambling

Your leader gets involved in a rather dubious game of dice. Roll a D6 and consult the table below:

D6	Result
1	Your leader loses 3D6 GC and comes away a little wiser.
2-5	Your leader manages to break even.
6	Your leader gambles away a fortune before Lady Luck smiles on him and he wins it all back with interest. Collect 3D6 GC in winnings.

Sigmarhaven

Sigmarhaven, bastion of hope and goodwill, is located to the north-east of Mordheim where the River Stir still runs pure. It is not the largest of the settlements around Mordheim but is by far the safest. The settlement is surrounded by a wooden palisade and has a well-armed militia, which is paid for and maintained by tithes from all of the warbands that reside there.

Sigmarhaven was originally founded by the Sigmar-fearing folk who managed to flee the cursed city but has since become the refuge of Witch Hunters and Reiklanders alike. A makeshift wooden temple stands in the centre of this shanty of wooden shacks and canvas tents, and the priests of Sigmar preside over the settlement and deal with the day-to-day running of the place. The centre of the settlement is a bustling market place where traders and merchants can buy and sell their wares – everything from food, ale and weapons to horses and even Wyrdstone. Most honest, decent folk are welcomed here from many of the Empire's outlying provinces, and even the odd Elf or Dwarf can be found wandering around the morass of camps.

Who may camp here: The Warbands which are allowed the stay inside the wall of Sigmarhaven are of a Lawful, Lawful / Neutral or Neutral Alignment, apart from the Outlaw, Pit Fighter and Norse Warbands.

Housing: Most of Sigmarhaven housing is of tents or small wooden shacks, when a new warbands arrives they are assigned a block, it is up the warband's leader to work out how to best use the block.

Apothecary Cost: 20 gold crowns per attempt

Special Rules:

Upkeep: For any warband residing within Sigmarhaven is responsible for the upkeep and defence of the place – as a result a tithe of two shards of Wyrdstone must be paid after each battle.

Type	Cost	Upkeep	Availability
Barracks	25	10	Common
Caves	*	**	Common
Cellars	*	**	Common
Churches	100	15	Common
Crypt/Mausoleum	50	10	Common
Farmhouse	10	5	Common
Guardhouse	50	20	Rare 10
House	*	**	Common
Manors	150	30	Rare 10
Safe Houses	*	**	Common
Sewers	25	10	Rare 8
Tavern	150	30	Rare 8
Tent	X	**	Common
Ruins	*	**	Common

Brigandsburg

Brigandsburg tends to house the more unsavoury characters. Middenheimers abound here as do Witch Hunters. Some Reiklanders set up camp here and very few Marienburgers (after all it is too filthy for them). The Sisters have a presence here but it is only a safe house. Possessed are a rare site but do appear at times.

Who may camp here: Most Warbands are welcome the stay at Brigandsburg apart from the Beastmen raiders.

Housing: Most of Brigandsburg housing is of tents or wooden shacks,

Apothecary Cost: 15 gold crowns per attempt

Special Rules:

Hired Swords: Here you will find the most hired swords. If hired out of Brigandsburg they are hired at 75% of the base cost but their upkeep is the same.

Type	Cost	Upkeep	Availability
Barracks	25	10	Common
Caves	*	**	Common
Cellars	*	**	Rare 9
Churches	100	15	Rare 11
Crypt/Mausoleum	50	10	Common
Farmhouse	10	5	Common
Guardhouse	50	20	Rare 9
House	*	**	Common
Manors	150	30	Rare 10
Safe Houses	*	**	Rare 10
Sewers	25	10	Rare 9
Tavern	150	30	Rare 8
Tent	X	**	Common
Ruins	*	**	Common

Cutthroat's Den

Cutthroat's Den is a place of villainy and evil. It is located on the west side of Mordheim. Anyone with gold is allowed in and those without tend to find their hands in other people's pockets.

Cutthroat's Den does not have much in the range of defence (it is up to the warband to defence themself). As for the City Watch, it works for the City's Crime boss and would only defence itself.

There are a few brave souls (or fools as some have said) that stay in Cutthroat to make money. The famous Twisted Goat is located here. Despite being in a bad town the owner keeps it clean and safe as brawls are at a minimum. The infamous Pit resides in the centre of town. Many have lost their lives here and many have made their fortunes. The slaver Ashen Pettyflesh has a thriving business here. He sales any humanoid for a price to anyone with the right amount of money. When visiting Cutthroat's Den you may find many special locations. You may choose to skip visiting locations and use the trading chart to get equipment.

Who may camp here: The warbands that are welcome (kind of) at Cutthroat's Den are Lawful / Neutral, Neutral, Neutral / Chaotic, Chaotic Alignment, apart from the Beastmen raiders.

Housing: the Houses at Cutthroat's Den wooden shacks, tents or haft stone/wood buildings.

Apothecary Cost: 5 gold crowns per attempt

Special Rules:

All goods are at a +2 to find but cost price and a half what they would normally.

Type	Cost	Upkeep	Availability
Barracks	25	10	Common
Caves	*	**	Common
Cellars	*	**	Common
Churches	100	15	Rare 12
Crypt/Mausoleum	50	10	Common
Farmhouse	10	5	Common
Guardhouse	50	20	Rare 10
House	*	**	Common
Manors	150	30	Rare 12
Safe Houses	*	**	Rare 12
Sewers	25	10	Common
Tavern	150	30	Rare 6
Tent	X	**	Common
Ruins	*	**	Common

Mordheim

Mordheim the dammed city itself, where the surviving townsfolk fled and the adventures head for. Most of the once great city now lies in runes, cause by the impact and the following fire.

Who may camp here: Any Warbands may choose to stay within the wall of the curse city.

Housing: Most of housing in Mordheim are runes,

Apothecary Cost: 35 gold crowns per attempt

Special Rules:

(Unknown)

Type	Cost	Upkeep	Availability
Barracks	25	10	Rare 12
Caves	*	**	Common
Cellars	*	**	Common
Churches	100	15	Rare 10
Crypt/Mausoleum	50	10	Common
Farmhouse	10	5	Rare 8
Guardhouse	50	20	Rare 9
House	*	**	Common
Manors	150	30	Rare 8
Safe Houses	*	**	Rare 7
Sewers	25	10	Common
Tavern	150	30	Rare 8
Tent	X	**	Common
Ruins	*	**	Common

X = You will find the cost of a tent on the Price Chart in the Trading section.

* = The cost of purchase change depending on the size of the warband, for the first 6 members of the 15 GC, for each 6 members (or part of) after the first will increase the Cost by D6+5 GC.

** = The upkeep of the Encampment may increase depending on the size of the warband, for the first 12 members of the 10 GC, for each 6 members (or part of) after the first will increase the Cost by D6+5 GC.

Hired Sword Availability

Every settlement around the city of Mordheim has different Hired Swords Availability to the location. Roll 2D6 to work out if the Warband can find the Hired Sword that they are looking for, by rolling on the Hired Sword Availability Table below.

Hired Sword Availability Table

Hired Sword	Sigmarhaven	Brigandsburg	Cutthroat's Den	Mordheim	Other Areas
Arabian Merchant	6	6	-	-	10
Barbarian	11	9	7	7	8
Bard	5	7	11	12	9
Beggar	Common	Common	Common	Common	Common
Black Orc	-	-	9	8	10
Bounty Hunter	7	6	6	9	9
Chaos Warrior	-	-	11	7	11
Clan Eshin Assassin	-	11	8	7	9
Clan Moulder Packmaster	-	11	8	7	9
Clan Moulder Rat Ogre Bodyguard	-	-	9	7	11
Clan Skryre Poisoned Wind Globadier	-	12	8	7	10
Clan Skryre Sniper	-	11	8	7	9
Cleric	6	8	-	10	9
Dark Elf Assassin	-	-	11	7	11
Dark Elf Sorceress	-	-	9	9	10
Duellist	7	8	7	10	10
Dwarf Runesmith Journeyman	9	10	-	11	10
Dwarf Sapper	10	10	11	10	10
Dwarf Slayer Pirate	10	10	7	7	9
Dwarf Treasure Hunter	10	8	-	8	9
Dwarf Troll Slayer	10	10	7	7	9
Elf Mage	10	10	-	-	10
Expert Marksman	7	8	9	10	9
Freelancer	8	10	-	12	10
Goblin Lantern Bearer	-	11	8	6	9
Halfling Scout	6	8	-	-	9
Halfling Thief	-	8	6	-	8
Highwayman	-	10	6	8	10
Hochland Huntsmaster	10	9	-	-	9
Imperial Assassin	10	8	7	-	9
Imperial Tactician	8	8	-	-	10
Kislev Ranger	8	10	10	11	9
Mule Skinner	8	9	11	-	9
Norse Shaman	-	9	8	-	9
Ogre Bodyguard	10	8	7	7	9
Ogre Slave Master	-	-	8	8	11
Pit Fighter	9	9	7	7	10
Priest of Morr	7	10	-	9	9
Priest of Ranald	10	7	-	-	9
Priestess of Shallaya	6	8	-	-	8
Road Warden	Common	Common	-	-	9
Shadow Warrior	9	12	-	12	11
Thief	8	8	8	8	9
Warlock	-	10	9	6	10
Warrior Priest of Sigmar	Common	10	-	12	7
Witch	-	10	8	7	10
Witch Hunter	Common	10	10	8	10
Wolf Priest of Ulric	-	9	-	9	9
Wood Elf Ranger	10	10	-	-	11