

Mordheim Post-Game Charts

EXPERIENCE: Hero Roll on 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83, 90
Henchmen roll on 2, 5, 9, 14

| Roll | Character | Roll | Henchman** |
|-------|------------------------------|-------|----------------------|
| 2-5 | New Skill | 2-4 | +1 Initiative |
| 6 | +1 Strength or Attack* | 5 | +1 Strength |
| 7 | +1 WS or BS (Choose) | 6-7 | +1 WS or BS (Choose) |
| 8 | +1 Initiative or Leadership* | 8 | +1 Attack |
| 9 | +1 Wound or Toughness* | 9 | +1 Leadership |
| 10-12 | New Skill | 10-12 | Promotion*** |

*Roll d6; 1-3 means first stat, 4-6 means second stat

**Henchman may receive each improvement only once

***If the warband has the maximum characters already, player can opt to replace one with the promoted henchman

SKILLS

Combat Skills

Strike to Injure: +1 on Knock down/stunned/out of action roll
 Combat Master: +1 attack if fighting two or more opponents
 Weapons Training: May use any hand-to-hand weapon
 Web of Steel: If warrior rolls a critical, add +1 to roll when determining type of critical
 Expert Swordsman: If charging, the warrior may re-roll all missed **sword** attacks
 Step aside: Save of 5+ vs. wounds taken in melee (take after armor saves)

Shooting Skills

Quick Shot: the warrior may fire twice per turn if he did not move (pivots allowed)
 Pistolier: a warrior with a brace of pistols may fire both per round
 Eagle Eyes: +6" range to all missile weapons
 Weapons Expert: may use any missile weapon
 Nimble: may move *and* fire weapons normally move *or* fire
 Trick Shooter: ignore all "to hit" modifiers for target's cover
 Hunter: may fire every-other-turn weapons every turn
 Knife-Fighter: Can throw three knives; multiple targets allowed

Academic Skills

Battle Tongue: Leader's leadership ability range increased by 6"
 Sorcery: +1 to Spell casting roll (not available to SofS and warrior priests)
 Streetwise: +2 to roll for finding rare objects
 Haggle: deduct 2d6 gold from the purchase price of one item per post-game session
 Arcane Lore: may learn lesser magic with Tome of Magic (not SofS, warrior-priests, WHs)
 Wyrdstone Hunter: If not out of action, may re-roll one shard search die.
 Warrior Wizard: spellcaster can wear armor and still cast spells

Strength Skills

Mighty Blow: +1 Strength in close combat (not pistols)
 Pit Fighter: +1 WS and +1 attack inside buildings and ruins
 Resilient: -1 strength to all attacks against the warrior (effectively, +1 toughness)
 Fearsome: Causes fear
 Strongman: can use double-handed weapons w/o automatically going last
 Unstoppable Charge: +1 to WS when charging

Speed Skills

Leap: may add a single d6" leap to movement each movement phase
 Sprint: triples rather than doubles base move for runs and charges
 Acrobat: may jump down 12" w. 1 initiative test; may re-roll failed diving charge
 Lightning Reflexes: if charged, order of attack goes on basis of initiative
 Jump Up: Ignore *knocked down* results, unless *knocked down* as a result of a helmet save
 Dodge: Save of 5+ vs. hits taken from missile weapons (take after hit, before rolling to wound)
 Scale Sheer Surfaces: Can climb twice normal movement; does not need to make initiative checks

CASUALTIES

Henchmen: roll d6: 1-2 dead, 3-6 okey-dokey

Heroes (roll 2d6, sequentially):

11 to 15: dead

16 to 21: Multiple injuries; take d6 more rolls, ignoring Dead, Captured, and Multiple injuries

22: Leg Wound: permanent -1 to movement characteristic

23: Arm Wound, roll d6: 1 = arm amputated; 2-5 = miss next game

24 Madness, roll d6: 1-3 = *stupidity*; 4-6 = *frenzy*

25 Smashed Leg, roll d6: 1 = warrior may not run; 2-5 = miss next game

26 Chest Wound: -1 Toughness

31: Blinded in one eye: -1 Ballistic Skill

32 Old Battle Wound: Roll d6 before every scenario; on a "1" the hero cannot play in the scenario

33 Nervous Condition: permanent -1 initiative

34: Hand Injury: permanent -1 WS

35: Deep Wound: Miss next d3 games

36: Robbed: hero survives OK, but is buck nekkid

41-55: Full Recovery

56: Bitter Enemy: the hero *hates*: 1-3 the guy who took him out; 4 opposition leader;

5 the entire enemy warband; 6 all warbands of that type

61 Captured: a prisoner of (1-4) the winning warband, 5-6 the warband that took the hero out

62-63 Hardened: immune to *fear*

64 horrible scars: the hero causes *fear*

65: Sold to the Pits: see p. 119

66: Survives against the odds: +1 experience

TREASURE

Selling Shards:

| # Shards | Size of Warband | | | | | |
|-----------|-----------------|------------|------------|------------|------------|------------|
| | 1-3 | 4-6 | 7-9 | 10-12 | 13-15 | 16+ |
| 1 | 45 | 40 | 35 | 30 | 25 | 20 |
| 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 |

Number of Shards Found:

| Roll | # Shards |
|----------------|----------|
| 1 - 5 | 1 |
| 6 - 11 | 2 |
| 12 - 17 | 3 |
| 18 - 24 | 4 |
| 25 - 30 | 5 |
| 31 - 35 | 6 |
| 36+ | 7 |

Doubles: **1,1** = Well: roll toughness or under on d6 and find shard; fail and miss next game; **2,2** = Shop: d6 gold, but 6 finds Lucky Charm not gold; **3,3** = Corpse*; **4,4** = Straggler, +1 next exploration roll (2d6 gold skaven; +1 ex pt leader of possessed); **5,5** = Overturned Cart*; **6, 6** = Ruined Hovels, d6 gold

Triples: **1s** Tavern: Capt. Make Ldrship roll for 4d6 gold; otherwise d6 gold; **2s** Smithy*; **3s** Prisoners: 2d6 gold + free henchman (undead, skaven, possessed see p. 137); **4s** Fletcher*; **5s** Market Hall: 2d6 gold; **6s** Returning a Favor: Free hired sword next game.

Four of a Kind: **1s** Gunsmith*; **2s** Shrine: 3d6 gold (SofS and WH get gold & blessed weapon, see p. 138); **3s** Townhouse: 3d6 gold; **4s** Armourer*; **5s** Graveyard: loot for d6x10 gold, but hated in next game against SofS or WH (SofS & WH get d6 experience for sealing graves); **6s** Catacombs: in next game up to 3 warriors can be positioned anywhere on board at ground level, more than 8" from enemy.

Five of a kind: **1s** Moneylender's House: d6x10 gold; **2s** Alchemist's Laboratory: 3d6 gold & one hero can now choose academic skills; **3s** Jewelsmith*; **4s** Merchant House: 2d6x5 gold, but doubles means symbol of Order of Freetraders instead (haggle skill); **5s** Shattered building: d3 shards & successful ldrship test gets wardog; **6s** Entrance to catacombs: may re-roll one exploration die after every game

Six of a Kind: **1s** The Pit: Exploring optional. Roll d6, with a 1=character dead and gone, anything else = d6+1 shards; **2s** Hidden Treasure: 5d6x5 gold, d3 shards 3+, Holy relic 5+, Hvy Armor 5+, d3x10 gold 4+, Elven Cloak 5+, Holy Tome 5+, Magical Artifact 5+); **3s** Dwarf Smithy*; **4s** Slaughtered Warband: 3d6x5 gold, d6 daggers, d3 Lt Armour 4+, Hvy Armor 5+, Mordheim Map 4+, d3 Halberds 5+, d3 swords 3+, d3 shields 2+, d3 bows 4+, d3 Helmets 2+; **5s** Fighting Arena: Training manual worth 100 gold, if read gives hero combat skill choices and will allow his WS to go 1 point above racial max; **6s** Noble's Villa*

| Roll: | Corpse | Cart | Smithy | Fletcher | Gunsmith | Armourer | Jewelsmith | Smithy | Villa |
|-------|-----------|--------|-------------|----------------|-----------------|--------------------|------------|----------------|------------------|
| 1 | d6 gp | Map | sword | d3 shortbows | Blunderbuss | d3 shlds or bcklrs | d6x5 gp | d3 2H axes | d6x10 gp |
| 2 | d6 gp | Map | 2H weapon | d3 shortbows | 2x pistols | d3 shlds or bcklrs | d6x5 gp | d3 Hvy armour | d6x10 gp |
| 3 | Dagger | 2d6 gp | Flail | d3 bows | 2x D. pistols | d3 helmets | 20 go | Gromril Axe | d6 Crimson Shade |
| 4 | Axe | d6 gp | d3 Halberds | d3 longbows | d3 handguns | d3 Lt Armour | 20 gp | Gromril hammer | d6 Crimson Shade |
| 5 | Sword | 15 gp | Lance | Hunting arrows | d3 Sup Blk Pwdr | d3 Hvy Armour | 50 gp | 2H Grom axe | Artifact |
| 6 | Lt Armour | 15 gp | 2d6 gold | d3 crossbows | Hochland L. R. | Ithilmar Armour | d6x15 gp | Grom Armour | Artifact |