

Gentlemen's Mordheim

v. 6.1

Contents

Battle Rules

Profile Characteristics	2
Turn Sequence	3
Movement	4
Charges	5
Close Combat	6
Shooting	7
Wounds and Injuries	8
Psychology	9
Deployment and Rout Tests	10
Animals and Mounts	11
Arming and Equipping Warriors	12
Magic	16
Multiplayer	23

Campaign Rules

Post-game Sequence,	24
Post-game Injuries	25
Experience	26
Hired Swords	29

Warband Lists

Recruiting a warband	32
Mercenaries	33
Witch Hunters	38
Undead	42
Night Goblins	46
Cult of the Shadowlord	51
Skaven Clan Eshin	55

Reference

Skill Lists	60
Price Chart	62
Heroes post-game Injuries Table	63
Exploration and Experience Tables	64
Combat Tables	65

Profile Characteristics and Abbreviations

Each warrior has eight characteristics on its profile:

Movement (M)

How far a warrior can move in inches.

Weapon Skill (WS)

Represents the warrior's ability to hit in close combat.

Ballistic Skill (BS)

Represents the warrior's ability to hit with ranged weaponry.

Strength (S)

Is a measure of the warrior's muscle and the force that he is able to put behind his blows.

Toughness (T)

Represents the warrior's resilience and ability to withstand blows.

Wounds (W)

Shows how many times the warrior can be wounded before he is incapacitated.

Initiative (I)

Is used to determine who strikes first in close combat and also to climb buildings, and spot *hidden* warriors.

Attacks (A)

Shows how many blows the warrior can land in a single combat round.

Leadership (LD)

Represents the warrior's ability to lead, as well as his personal courage.

Characteristics Tests

On numerous occasions the rules will refer to characteristics tests, such as a 'Strength test', an 'Initiative test', etc.

- When taking characteristic tests, roll a D6. If the roll is equal to or lower than the warrior's characteristic in the relevant area, the test is passed.
- Dice rolls of 6 will always fail, regardless of how high the warrior's characteristics value is.

Minimum Characteristics

Characteristics cannot be reduced below 1 or increased beyond 10.

Leadership Tests

When required to take a Leadership test, you must roll equal to or under the warrior's Leadership value on 2D6.

Armour Saves (AS)

Is not a profile characteristic but a measure of how effective a warrior's armour is at protecting him. Armour saves are taken on a D6 and range from 6+ to 1+.

Turn Sequence

There are five phases each turn. Only the active player's warriors act during that player's turn. (*Excepting close combat.*) During each phase, the steps detailed here must be followed in exactly this order:

Recovery Phase

1. If 25% or more of your warband is *out of action*, take a rout test against the acting leader's Leadership.
2. *Fleeing* warriors attempt to rally.
3. Stupid warriors test for *stupidity*.
4. *Knocked down* warriors stand up. (*They cannot run or charge, if they stand up into close combat they will strike last irrespective of weapons and Initiative.*)
5. *Stunned* warriors become *knocked down*.

Charge Phase

1. Declare all charges before moving any warriors.

Movement Phase

1. Move any warriors that you wish, working through them one at a time.
2. Declare which warriors are *hiding*.

Shooting Phase

1. Warriors armed with missile weapons may fire one of them.
2. A wizard may attempt to cast a spell.
3. Work through each warrior, one at a time.

Close Combat Phase

1. All warriors engaged in close combat fight. All warriors involved in close combat with the active player's warband fight, regardless of whose turn it is. (*For multiplayer games, being part of a close combat also involving the active player will allow all parties to fight.*)
2. Warriors engaged in close combat with no friendly warriors within 6" take a *panic* test.

Movement

Moving

- Warriors move their Movement in inches.
- Warriors can pass obstacles up to 1" high without using Movement.
- Mounted warriors can pass obstacles up to 2" high without using Movement.

Running

- Warriors move double their Movement in inches. They may not climb, shoot or hide, but may cast spells.
- Warriors cannot run if there are visible enemies within 8". (*Fleeing, knocked down or stunned enemies do not count.*)

Climbing

- Climbing warriors may climb up to their base Movement in inches. They may not run. (*So if you have M4 you may move 1", climb 2" and move 1".*)
- A warrior must take a single Initiative test to climb. If he fails while climbing up he stops at the foot of the wall. If he fails while climbing down, he falls the entire distance.

Jumping Down

- Warriors jumping down take an Initiative test for each full 2" jumped. If they fail any one of them, they fall the entire distance.
- Warriors may jump down as part of a running move. Jumping Down does not use M. (*So if you have M4 you may move 1", jump 5" and move up to 3".*)

Jumping over Gaps

Warriors can jump over gaps (such as rooftops) up to 3" wide. You may measure beforehand, unless the jump is part of a charge.

- You can jump gaps as part of a running move. Jumping horizontally uses up movement.
- If the distance is further than 3" the warrior *falls* 3" from where he jumped.

Hiding

A warrior that ends his move in cover or out of sight of all enemies may hide. It might be a good idea to place a *hidden* count next to him. *Hidden* warriors cannot be shot at, charged or targeted with spells.

- Warriors cannot hide at the end of a running move.

A *hidden* warrior is automatically spotted if:

- He charges, shoots, or casts spells.
- An enemy moves within its Initiative value in inches of him.
- If an enemy has completely unobscured line of sight to him. (*i.e. no cover.*)

Falling

A warrior that falls takes one SX hits where X = [distance in inches that he fell].

- You can only fall from a full 2" or more.
- Falling cannot cause critical wounds.
- No armour saves apply.

A warrior that has fallen may do nothing else for the rest of that turn.

Falling off Buildings

A warrior that is *knocked down* or *stunned* within 1" of an elevated edge or rooftop must pass an Initiative test or fall to the floor below, taking falling damage as above.

- Warriors will not fall off edges that have railings, low walls, etc. on all sides.

Charges

Declaring Charges

- You may charge any visible, non-*hidden* enemy but you may not measure the distance beforehand.
- Warriors double their M when charging.
- You may engage multiple enemies if they are within 1" of each other and not behind the charge target.
- All charges are declared simultaneously.
- To determine how many fighters that can fit into close combat you may rearrange you own warriors but not the enemy's.

Charges Involving Climbing

- When charging requires climbing, you must pass a single Initiative test or fail the charge. (*If you climbed down, you also fall the entire distance.*)
- The climbing part of the charge cannot be longer than your warrior's base Movement. (*So if you had M4 you could move 2", climb 4" and move 2" again.*)

Charges Involving Jumping Down

- When Jumping Down take an Initiative test for each full 2" jumped. (*If you fail any one, you fall the entire distance.*)
- Jumping Down does not use M. (*So if you had M4 you could move 2", jump up to 6" down, and move 6"*)
- You cannot jump further than 6" down.

Diving Charges

If a charge involving Jumping Down is executed so that the charger lands within 2" of his target and has enough Movement left to successfully charge the enemy, then that charge is a diving charge.

- Diving Chargers have +1 S the first round of combat.

Charing non-Visible Enemies

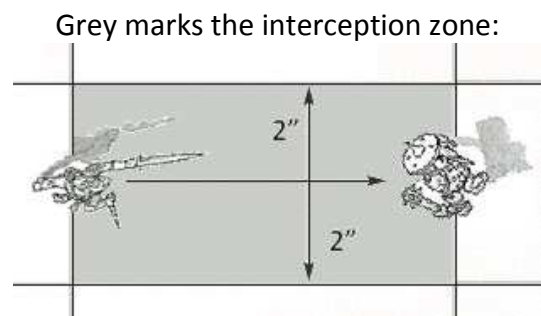
You can only attempt to charge enemies not visible to the charger himself (*That are behind a wall, around a corner etc.*) if they are within 4". To charge a non-visible enemy, you must pass an Initiative test or fail that charge.

Charging Hidden Enemies

Hidden warriors cannot be charged.

Intercepting Chargers

Enemies that are within 2" of the charge line and not behind the charged warrior may intercept the charging warrior by moving into the charge line. Unless the charger causes *fear* no dice rolls are needed to successfully intercept. Only one warrior can successfully intercept a charge, though multiple warriors may make the attempt. (*Fear applies.*)



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Failed Charges

If a warrior fails a charge for whatever reason, he is moved halfway towards the target or to where he fell or to the foot of where he failed his climb test.

- Warriors that fail a charge may not shoot missile weapons, but they may cast spells.

Close Combat

Who can Fight

Enemies whose bases are touching may fight in the close combat phase. (*Enemies separated by low walls etc. will also fight.*)

- Warriors can fight 360° around themselves.
- Warriors are considered to be engaged in close combat when they are within 1" of each other.
- Warriors cannot shoot missile weapons while in close combat.
- Warriors may cast spells while in close combat.

Who Strikes First

The following rules apply:

- Warriors armed with a Spear or Halberd strike first in the first round of combat.
- Otherwise, chargers strike first.
- In other rounds, attack order is determined by comparing Initiative. If two or more fighters have equal Initiative, roll dice to determine who strikes first.
- If two or more warriors are both able to 'Strike First' attack order is determined by Initiative as above.
- Warriors that recovered from being *knocked down* this turn will always strike last regardless of skills, weapons, initiative etc.

Hitting

Roll a D6 and consult your warrior's WS:

WS	1	2	3	4	5	6	7
D6	5	4	3	2	2	1	1

If you score a hit, roll to wound. (*See the Wounds and Injuries section.*)

Fighting with two Weapons

A warrior that fights with two close combat weapons can make an extra attack with the additional weapon but will suffer -1 WS on profile while doing so.

- Fighting Claws and firing two Pistols in close combat all count as fighting with two weapons.

Firing Pistols in Close Combat

Pistols can be fired in the first turn of Close Combat in the same way as other weapons. Use WS.

Switching Weapons in Close Combat

A warrior must continue using the weapons he used at the start of a close combat unless all of his opponents are *knocked down* or *stunned* at the start of his turn. Lances and pistols are used in the first round of combat only and thus exempt from this.

Leaving Close Combat

A warrior cannot voluntarily leave close combat unless all enemies he is fighting are *knocked down* or *stunned* at the start of his turn.

Targeting Close Combat Attacks

Whenever a warrior has a choice between attacking enemies *knocked down* or *stunned* or enemies standing up, he must attack the standing enemies. The exception to this is when multiple attacks have been declared against the warrior before he was *knocked down* or *stunned*.

Warriors with Multiple Attacks

A warrior with multiple attacks may divide them up as he chooses. However, he must distribute all attacks up front, before rolling to hit. (*Some attacks may go to waste.*)

Shooting

Shooting

Warriors armed with missile weapons may shoot once in their shooting phase. If they are armed with multiple missile weapons they must choose which to fire. Work through your warriors individually, one at a time, in any order you wish.

- Shooting requires line of sight. Warriors can see 360° around themselves.
- Warrior cannot shoot through allied warriors.
- Warriors cannot shoot the same turn they run, or if they are engaged in close combat, *fleeing*, *knocked down* or *stunned*.

Targeting

- Warriors must shoot at the closest target, but may ignore enemies *fleeing*, *knocked down* or *stunned*.
- If the closest target is in cover, you may choose a more distant target provided that it is easier or just as easy to hit.
- You may always target enemies with the 'Large Target' special rule. Shooting at large targets is +1 to hit.
- A warrior firing from a position elevated more than 2" above ground level may fire at any visible target unless there is a visible enemy within 4". (*In which case he must target the closest enemy.*)
- You cannot fire into close combat involving your own warriors. You may fire into close combat involving two other warbands. Roll to randomize hits.

Warriors with Multiple Shots

A warrior with multiple shots may divide them up as he chooses. However, he must distribute all attacks up front, before rolling to hit. (*Some attacks may go to waste.*)

Hitting

Roll a D6 and consult your warrior's BS:

BS	1	2	3	4	5	6
D6	5	4	3	2	2	1

The following modifications apply:

- **-1 BS Cover** (*Part of the target is obscured by terrain or other warriors.*)
- **-1 BS Moving and Shooting** (*Other than standing up, or pivoting on the spot.*)
- **+1 BS Large Target** (*The target has the 'Large Target' special rule.*)

If you score a hit, roll to wound. (*See the Wounds and Injuries section.*)

Reload

Pistols weapons have the 'Reload' special rule, meaning they can only fire once per turn cycle. It might be a good idea to keep track of the weapon's status by using reload counters.

- Warriors reload their weapons even if *fleeing*, *knocked down* or *stunned*.

Out of Range

If the target was out of range the weapon will still have fired. This is important when dealing with 'Reload' weapons (e.g. Pistols).

Wounds and Injuries

Wounding

Once you have hit an enemy with either close combat blows, missile fire or spells compare Strength and Toughness and roll to see if that hit successfully wounds. See the table at the back of this book.

Critical Wounds

If you roll a natural 6 to wound then you have caused a critical wound. A critical wound is doubled to two wounds.

- Enemies take armour saves as normal; however, they must roll separately for each wound.
- If the attacker needs dice rolls of 6 to wound his target he cannot cause critical wounds.

Flaming Hits

Some weapons and spells cause *flaming* hits. Against enemies with the 'Flammable' special rule, all wounds scored from *flaming* hits are critical wounds, even if the attacker would require dice rolls of 6 to wound. *Flaming* hits also ignore Regeneration.

Armour Saves

When an armoured warrior suffers a wound he may annul it by passing his armour save. High strength attacks will reduce armour saves:

S	1-4	5	6	7	8	9	10
AS	-	-1	-2	-3	-4	-5	-6

Overwhelming Force

If a warrior is hit by an attack that has a Strength double or more his own Toughness he is automatically wounded. Take armour saves as normal. You may still want to roll to see if you inflict a critical hit.

Injury Rolls

When a warrior with multiple wounds on his profile suffers a wound, simply deduct one from his total each time he suffers a wound. (*The wound is lost for the remainder of the battle only.*)

Whenever a warrior's Wounds would be reduced to 0 roll a D6 to determine the extent of his injuries instead. If he suffers multiple wounds during the same turn, roll a D6 for each, and apply the highest result:

1-2 Knocked Down

The warrior cannot do anything. If a *knocked down* warrior suffers a wound he is automatically taken *out of action*. All close combat attacks against warrior hit on 1+, but 'to hit' modifiers still apply. Roll 'to wound' and take armour saves as normal. *Knocked down* warriors will stand up in the controlling player's recovery phase. They cannot run or charge that turn but otherwise act as normal. If they stand up into close combat, they will strike last, irrespective of weapons and Initiative.

3-4 Stunned

The warrior cannot do anything. If a *stunned* warrior suffers a wound he is automatically taken *out of action*. Close combat attacks hit on 1+, but 'to hit' modifiers still apply. All attacks wound automatically. *Stunned* warriors have no saves. (*But may still roll for Magic Resistance.*) *Stunned* warriors will recover to *knocked down* in the controlling player's recovery phase.

5-6 Out of Action

The warrior is out of the battle and must roll for post-game injuries when the battle is over.

Psychology

Leaders

Warriors within 6" of their warband leader may use his Leadership characteristic instead of their own. This does not apply if the Leader is *fleeing, knocked down or stunned*.

- If a leader is taken *out of action* the hero with the highest Leadership will temporarily become the leader.

Hatred

Warriors that *hate* their opponents add +2 to all injury rolls inflicted in close combat.

Frenzy

Warriors affected by *frenzy* have +1 Attack and are immune to all other psychology.

Stupidity

Each of your turns, warriors suffering from *stupidity* must pass a Leadership test in the recovery phase. If they fail they can do nothing until they pass another *stupidity* test.

Warriors that have failed their stupidity test will not even strike back in close combat. They take armour saves as normal.

Fear

- A warrior is charged or intercepted by an enemy that causes *fear* must pass Leadership test or hit only on natural 6s first round of combat, regardless of 'To Hit' modifiers.
- A Warrior that wishes to charge or intercept and enemy that causes *fear* must pass a Leadership test or fail that charge.
- Warriors that cause *fear* are immune to *fear* themselves.
- Fear is active even while *fleeing* or *knocked down*.

When charging with or charged by multiple *fear* causing warriors, test separately for each one.

Panic Tests

At the end of a turn, if a warrior is engaged in close combat and there are no friendly warriors within 6" (*fleeing, knocked down, or stunned friends do not count*) take a Leadership test with a -X modifier where X = [the number of enemies he is fighting in close combat -1].

- If the warrior fails, he breaks from close combat and flees.

Breaking from Close Combat

When a warrior fails a *panic test* each enemy he is fighting scores one automatic hit against him before he can run off.

Fleeing

After breaking from combat, *fleeing* warriors immediately move 2D6" towards the nearest table edge.

- Mounted warriors flee 3D6".
- *Fleeing* warriors cannot do anything but flee. (*Take armour saves as normal.*)

Each of your turns *fleeing* warriors may attempt to rally in the recovery phase by passing a Leadership test, provided there are no visible enemies within 6" (*Fleeing, knocked down, or stunned enemies do not count.*)

If a warrior rallies, he can be controlled as normal, although he cannot charge that turn. If not, he continues *fleeing* a further 2D6" towards the nearest table edge.

- If a *fleeing* warrior is charged each charger will score one automatic hit against him, where after he will immediately flee 2D6" again.
- *Fleeing* warriors that reach the table edge are treated as *out of action*. They do not have to roll for post-game injuries, but they cannot explore or look for rare items either.

Fleeing warriors that descend will *jump down* rather than *climb down*.

Deployment and Rout Tests

Deployment

Most battles will start with each player deploying his warriors near his table edge.

- Warriors may be deployed up to 6" inwards from the table edge.
- Warriors cannot be deployed above ground level.

Rout Tests

Most battles will end with a failed rout test.

- At the start of each of your turns, if 25% or more of your warband has been taken *out of action*, take a Leadership test against the acting leader's LD.
- If you fail the test your warband flees the battle. There is no penalty for breaking from close combat.
- If you pass, you may continue to fight, or you may rout voluntarily.
- For each turn that started with a rout test, but you passed and decided to stay, your warband leader gains +1 experience.

If the number of warriors in your warband is raised back above 75% rout tests will be halted.

Voluntary Routs

Whenever you would take a rout test, you may rout voluntarily instead.

- You may not rout voluntarily unless 25% or more of your warband is taken *out of action*.

Animals and Mounts

Both Mounts and Animals

- Count towards the maximum number of warriors in your warband, thus adding +5 to your warband rating.
- Do not gain experience.
- Cannot climb or move up ladders.
- Suffer no penalties for fighting unarmed.
- Follow the post-game injury rules for henchmen. (*D6 where 1-2: Killed 3-6: Survives.*)
- Are considered henchmen groups of their own, and are not owned by any particular hero.
- Cannot *hide*.
- Cannot climb or move up ladders, stairs etc.

Animals in Battle

Cannot capture scenario objectives.

Mounts in Battle

- Mounted Warriors are treated as a single model. Resolve all attacks against the rider.
- Mounted warriors gain +1 W on profile this may take the rider above his racial maximum.
- Mounts are automatically *fleeing*, *knocked down*, *stunned* and *out of action* along with their riders.
- Mounted warriors can jump over obstacles up to 2" high.
- Mounted warriors *flee* 3D6".
- Mounts that take enemies *out of action* do not yield experience for their riders.
- Mounted warriors count as Large Targets (*can always be shot at with +1 to hit*).
- A hero that takes a mounted enemy *out of action* gains 2 experience.

Mounts and Heroes' Post-Game Injuries

- As mounts roll separately from their riders, mounts are not robbed if their rider rolls of 31 and 61.
- Mounts cannot be used in pit fights.

Mount Proficiencies

Each race can ride the following mounts:

Dark Elves: Elven Steed, Cold One

Goblins: Wolf

Forest Goblins: Giant Spider, Gigantic Spider

Halflings: Warhound

High Elves: Elven Steed

Hobgoblins: Wolf

Humans: Horse, Warhorse

Night Goblins: Great Cave Squig

Orcs: Boar

Saurus: Cold One

Skinks: Cold One

Vampires: Horse, Warhorse

Wood Elves: Elven Steed

Beastmen, Black Orcs, Chaos Dwarves, Dryads, Dwarves, Ghouls, Gnoblar, Mummies, Ogres, Possessed: None.

Arming and Equipping Warriors

When arming your warriors bear in mind that each warrior can carry a maximum of **two close combat weapons and one missile weapon**.

- Shields count as **one** close combat weapon choice.
- Two pistols of the same type count as **one** missile weapon choice.
- Weapons specified as two-handed still count as only one close combat weapon.
- Daggers and Lances do not count as close combat weapon choices.

Close Combat Choice Examples

Example 1: Two-handed sword and Shield = Two close combat weapon choices. (*The Shield cannot be used in close combat.*)

Example 2: Two-handed sword and Spear = Two close combat weapon choices. (*Cannot be used simultaneously.*)

Missile Weapon Choice Examples

Example 1: One Bow = One missile weapon choice.

Example 2: Two Pistols = One missile weapon choice.

Miscellaneous Equipment

- Only Heroes can use Miscellaneous Equipment.
- You cannot buy other Miscellaneous Equipment before you have fought at least one battle.
- There is no limit to the amount of Miscellaneous Equipment a Hero can carry.
- A Hero may carry multiple instances of each type of Miscellaneous Equipment at a time.

Free Daggers

Any warrior that has access to Daggers on his equipment list, or has learned to use them through a skill is equipped with one free Dagger.

- Free Daggers can never be robbed, sold, swapped etc.

Unarmed Warriors

In rare cases, warriors will fight only with their fists. Such attacks are resolved at -2 Strength.

Weapon Proficiency

Although you may freely buy any non-unique weapon for your warband, warriors can only use the weapons specified on their equipment list. Training skills allow a hero to use other weapons than those found on his equipment list.

Switching Weapons in Close Combat

A warrior must continue using the weapons he used at the start of a close combat unless all of his opponents are *knocked down* or *stunned* at the start of his turn. Lances and pistols are exempt from this.

Example: *Ulrich is armed with a Flail and an Axe. Ulrich charges a Skaven using his Flail and manages to stun the enemy. Next turn the Skaven will be knocked down and so Ulrich may choose to use either his Flail or switch to his Axe and free Dagger for an extra attack against his downed opponent.*

Poison and Blackpowder

Poisons cannot affect Blackpowder weapons.

Close Combat Weapons

Dagger	2gc	common
Strength Malus: -1 S		
Does not count as a close combat weapon choice.		
Club	5gc	common
Concussion: Treat injury rolls of 2 as <i>stunned</i> .		
Axe	5gc	common
Armour Piercing: -1 save modifier.		
Net	5gc	common
Entangle: Enemies in close combat suffer -1 WS. (Active even while fleeing or knocked down.) (Multiple Nets do not stack.)		
Two-handed.		
Spear	7gc	common
Strength Bonus: +1 S on mounted charges.		
Polearm: Strike First in the first round of combat unless mounted or armed with a missile weapon.		
Unwieldy: Only shield in off hand.		
Sword	7gc	common
Swift: Extra +1 Initiative when determining who strikes first.		
Halberd	10gc	common
Strength Bonus: +1 S.		
Polearm: Strike First in the first round of combat unless mounted or armed with a missile weapon.		
Two-handed.		
Flail	15gc	common
Strength Bonus: +2 S first round of combat		
Two-handed.		
Great Weapon	15gc	common
Strength Bonus: +2 S.		
Strike Last: Always strikes last. (Except when fighting warriors that recovered from being knocked down this turn.)		
Two-handed.		
Lance	30gc	rare 8
Strength Bonus: +3 S on mounted charges.		
Unwieldy: Only shield in off hand.		
Does not count as a close combat weapon choice.		
Ithilmar Weapon	50gc	rare 9
Ithilmar: Extra +1 Initiative when determining who strikes first in addition to the weapon's other properties.		
Gromril Weapon	50gc	rare 9
Gromril: Extra -1 armour save modifier in addition to the weapon's other properties.		

Missile Weapons

Short Bow	5gc	common
Range: 16"	Strength: 3	
Bow	10gc	common
Range: 24"	Strength: 3	
Long Bow	15gc	common
Range: 30"	Strength: 3	
Elf Bow	50gc	rare 12
Range: 36"	Strength: 3	
Crossbow	25gc	common
Range: 30"	Strength: 4	
Armour Piercing: -1 save modifier.		
Move or Fire.		
Throwing Knives	5gc	rare 5
Range: 6"	Strength: 3	
Talons: +1 to Injury Rolls they inflict.		
Pistol	20gc	rare 8
Range: 6"	Strength: 4	
Armour Piercing: -1 save modifier.		
Reload: Fire once per turn cycle.		
Close Combat: Can be fired first round of combat. Use WS.		
Duelling Pistol	30gc	rare 11
Range: 8"	Strength: 4	
Accuracy: +1 to hit. (In both shooting and C.C.)		
Armour Piercing: -1 save modifier.		
Reload: Fire once per turn cycle.		
Close Combat: Can be fired first round of combat. Use WS.		
Blunderbuss	30gc	rare 9
Range: Template	Strength: 3	
Grapeshot: Fire once per battle.		
Musket	35gc	rare 8
Range: 24"	Strength: 5	
Armour Piercing: -1 save modifier. (-2 total)		
Move or Fire.		
Long Rifle	80gc	rare 11
Range: 30"	Strength: 5	
Accuracy: +1 to hit.		
Armour Piercing: -1 save modifier. (-2 total)		
Move or Fire.		

Armour

Shield	5gc	common
Save: 5+ Missile Weapons: Warriors armed with missile weapons only benefit from Shields in close combat. Pistols: Warriors armed with Pistols or Duelling Pistols never benefit from Shields. Counts as one close combat weapon choice.		
Light Armour	25gc	common
Save: 6+		
Heavy Armour	60gc	common
Save: 5+. Burdensome: Wearer suffers -1 Initiative.		
Barding	80gc	rare 8
Save: 6+		
Cavalry Armour: Counts as equipment for the mount, not the hero. Any mount can use Barding. Burdensome: Mount suffers -1 Initiative. Survivor: A barded mount is only lost on post-game injury rolls of 1.		
Ithilmar Armour	150gc	rare 11
Save: 5+ Heavy Armour: Ithilmar Armour is only useable by warriors who can use Heavy Armour.		
Gromril Armour	150gc	rare 11
Save: 5+ Magic Resistance: Unmodified 4+ special save versus the effects of spells, both friendly and hostile. (<i>Other warriors may still be affected by the spell.</i>) Burdensome: Wearer suffers -1 Initiative. Heavy Armour: Gromril Armour is only useable by warriors who can use Heavy Armour.		

Mounts and Animals

Warhound	20+2D6gc	rare 10
M6 WS4 BS- S4 T3 W1 I4 A1 Ld5		
Animal.		
Horse	25gc	rare 8
M8 WS- BS- S3 T- W- I3 A- Ld-		
Mount.		
Warhorse	50gc	rare 11
M8 WS3 BS- S3 T- W- I3 A1 Ld-		
Mount.		

Miscellaneous Equipment

Acid Flask	10+D6gc	rare 6
Use as a close combat weapon. A hit wounds automatically. There is no armour save. One use only.		
Bugman's Ale	50+3D6gc	rare 9
Entire warband becomes immune to <i>fear</i> for one battle. One battle only.		
Cathayan Silks	30+2D6gc	rare 9
+1 to rarity rolls. If wearer is taken <i>out of action</i> the Silks are lost on a D6 roll of 1-3.		
Crimson Shade	15+D6gc	rare 9
Drug: Affects one hero for one battle with +1S, and +1 I. After the battle, roll 2D6: On 2-3, the warrior is addicted and must miss the next game unless you buy him more Shade.		
Dark Venom	10+D6gc	rare 6
Poison: Affects one weapon for one battle. Poisonous weapons may re-roll natural 1s when rolling 'to wound'.		
Elven Cloak	75+D6x10gc	rare 12
All shooting at wearer is at -1 to hit.		
H. Cookbook	30+3D6gc	rare 7
+1 to max warband size. (<i>Owning multiple Cookbooks still only grant +1 to max size.</i>) Cumulative with Halfling Cook Hired Sword.		
Healing Herbs	20+2D6gc	rare 8
Restores 1 lost Wound. Must be eaten at the start of your turn, and only if not <i>fleeing</i> , <i>stunned</i> , <i>knocked down</i> , or engaged in close combat. One use only.		
Holy Relic	15+3D6gc	rare 8
Hero may re-roll the first failed LD test each game. Works with rout tests if it is the hero's first LD test this game.		
Holy Tome	80+D6x10gc	rare 8
+1 to all prayer casting rolls.		

Miscellaneous Equipment

Mad Mushrooms	25+D6gc	rare 9
Drug: Affects one hero for one battle with <i>Frenzy</i> (+1 A, Immune to Psychology). After the battle roll as D6: On a roll of 1 the warrior suffers from <i>stupidity</i> next game.		
Mandrake Root	10+D6gc	rare 9
Drug: Affects one hero for one battle with +1 T. After the battle, roll a 2D6: On 2-3 the warrior has -1 T next game.		
Mordheim Map	20+4D6gc	rare 9
When acquired, roll a D6. (1) Opponent may choose the next scenario. (2-3) Re-roll one exploration dice next game. (4) You may choose the next scenario. (5) Re-roll up to three exploration dice next game. (6) The hero with the map may always re-roll one exploration dice from now on as long as he was not taken <i>out of action</i> .		
Rope & Hook	5gc	common
Roll two dice for climb tests and pick either as the result.		
Superior Powder	25+2D6gc	rare 8
+1 to all injury rolls inflicted with Blunderbuss, Musket or Long Rifle. Lasts entire campaign.		
Tears of Shallaya	10gc	common
Drug: Affects one hero for one battle. Warrior is Immune to Poison.		
Power Scroll	15gc	rare 8
Wizard's next spell is cast on 3D6. One spell only.		
Tome of Magic	125+D6x10gc	rare 12
A Wizard gains an extra random spell from his own list or the Hedge Magic List (choose which). Alternatively, a non-wizard with the 'Arcane Lore' skill gains a random spell from the warband's list or the Hedge Magic list (choose which). That hero will now have access to that list. One use only.		

Magic

Gaining Spells

Wizards start with one random spell from their list and may randomly generate a new spell instead of choosing a skill. If you roll a spell that you already have, you may roll again, or lower the Difficulty by 1 (choose which).

Casting Spells

Spells are cast in the Shooting Phase. To cast a spell, the wizard must roll equal to or greater than the spell's Difficulty on 2D6. If he fails, he cannot cast a spell that turn.

- If successfully cast, spells automatically hit their target.
- All spells require line of sight unless they specifically note otherwise.
- Spells can be cast while the wizard is involved in close combat.
- Wizards may run and cast spells.
- Wizards cannot cast spells and fire missile weapons the same turn. (*Pistols fired in close combat are exempt from this.*)
- Wizards cannot cast spells if they are wearing armour. (*Barded mounts are except from this.*)
- Each Wizard may only cast one spell per turn.

Priests and Prayers

Prayers are treated in exactly the same way as spells with the following exceptions:

- Priests may wear armour and cast prayers.
- Prayers are not spells; things that protect or bolster spells do not protect or bolster prayers and vice versa.

Magic Missile Spells

Some spells are marked with the words 'Magic Missile'. Such spells are subject to the following rules:

- Wizard must target the closest enemy, but may ignore enemies *fleeing*, *knocked down* or *stunned*.
- When casting from a position elevated more than 2" above ground level he may fire at any visible target unless there is a visible enemy within 4". (*In which case he must target the closest enemy.*)
- If the wizard is engaged in close combat he must target one of the enemies he is fighting.
- Magic Missiles may be cast into close combat involving friendly warriors, possibly placing them at risk. (*From splash damage etc.*)

Damage

Where spells cause damage, the following rules apply:

- Spells never cause critical hits.
- Enemies always take armour saves as normal unless the spell specifically notes otherwise. (*Neither 'Dodge' nor 'Step Aside' applies against spells.*)
- If an enemy makes a successful save from the effects of a spell, other warriors may still be affected.

Splash Damage

Some spells deal Splash Damage. In such cases, all warriors, including friendly warriors, within 2" of the spell's target will take the designated amount of damage. (*The wizard himself will also be affected by Splash Damage if he is within 2" of the target.*)

Hedge Magic

D6 Result

- | | | |
|----------|---|----------------------|
| 1 | Fireball (<i>Fires of U-Zhul</i>)
<i>The wizard summons a fireball and hurls it upon his enemies.</i> | Difficulty 7+ |
| | <p>Magic Missile. Range: 16" Damage: 1 S4 flaming hit Splash Damage: 1 S2 flaming hit.</p> | |
| 2 | Flight (<i>Flight of Zimmeran</i>)
<i>Calling upon the power of the winds of magic, the wizard walks on air.</i> | Difficulty 6+ |
| | <p>Wizard may fly to anywhere within 12".
 Can be used to charge enemies. (<i>Fear applies.</i>) Can also be used to leave close combat, however, all engaged enemies not <i>knocked down</i> or <i>stunned</i> will score one automatic hit against the wizard.</p> | |
| 3 | Panic (<i>Dread of Aramar</i>)
<i>The wizard places a sense of mind-numbing fear into the minds of his opponents.</i> | Difficulty 6+ |
| | <p>Magic Missile. Range: 8" Damage: Target must take an unmodified <i>panic test</i>. (<i>I.e. against his base Leadership.</i>) Test even if there are friendly warriors within 6".
 The wizard may ignore enemies immune to <i>panic tests</i> when targeting this spell.</p> | |
| 4 | Missile Storm (<i>Silver Arrows of Arha</i>)
<i>Silvery arrows appear from thin air and circle around the wizard, shooting out to strike his foes.</i> | Difficulty 7+ |
| | <p>Magic Missile. Range: 12" Damage: 3 S3 hits.</p> | |
| 5 | Weakness (<i>Curse of Shemtek</i>)
<i>The wizard summons the fickle power of magic to manipulate chance.</i> | Difficulty 7+ |
| | <p>Magic Missile. Range: 6" Damage: Target suffers -1 S and -1 T.
 Lasts until the beginning of your next shooting phase.</p> | |
| 6 | Chain Lightning (<i>Rezhebel's Lightning</i>)
<i>Lightning coils forth from the wizards fingertips.</i> | Difficulty 7+ |
| | <p>Magic Missile. Range: 8" Damage: 2 S4 hits Splash Damage: 1 S3 hit.</p> | |

Chaos Rituals

D6 Result

- | | | |
|----------|--|----------------------|
| 1 | Magic Weapon (<i>Manreaper</i>)
<i>The wizards weapons come alive with daemonic vigour.</i> | Difficulty 7+ |
| | Wizard gains +2 Strength on profile.
Lasts until the beginning of your next shooting phase. | |
| 2 | Stun (<i>Daemonic Possession</i>)
<i>An unfortunate enemy is temporarily paralyzed as his body is possessed by a daemon.</i> | Difficulty 9+ |
| | Magic Missile. Range: 6" Damage: Target is <i>stunned</i> or <i>knocked down</i> if immune to stun. There is no armour save. | |
| 3 | Invisibility (<i>Shadow Shroud</i>)
<i>The wizards blends into the shadows around him and becomes</i> | Difficulty 6+ |
| | Caster always counts as being in cover. (<i>He may hide in plain sight as long as he does not run, charge, shoot a missile weapon or cast a spell.</i>)
Lasts until caster is <i>fleeing, knocked down</i> or <i>stunned</i> . | |
| 4 | Weakness (<i>Word of Pain</i>)
<i>The Sorcerer pronounces a terrible word of power and his enemies grow fainter.</i> | Difficulty 7+ |
| | Magic Missile. Range: 6" Effect: Target suffers -1 S and -1 T.
Last until the beginning of your next shooting phase. | |
| 5 | Panic (<i>Vision of Torment</i>)
<i>The wizard floods the mind of his enemy with images from the realm of Chaos.</i> | Difficulty 6+ |
| | Magic Missile. Range: 8" Damage: Target must take an unmodified <i>panic</i> test. (<i>i.e. against his base Leadership.</i>) Test even if there are friendly warriors within 6".
The wizard may ignore enemies immune to <i>panic</i> when targeting this spell. | |
| 6 | Missile Storm (<i>Dark Blood</i>)
<i>The Chaos Mage summons bolts of corrosive black blood to hurt his enemies.</i> | Difficulty 7+ |
| | Magic Missile. Range: 12" Damage: 3 S3 hits. | |

Waaagh! Magic

D6 Result

- | | | |
|----------|--|----------------------|
| 1 | Fireball (<i>Fire of Mork</i>)
<i>A ball of green flame shoots from the Shaman to strike down his enemies.</i> | Difficulty 7+ |
| | Magic Missile. Range: 16" Damage: 1 S4 flaming hit Splash Damage: 1 S2 flaming hit. | |
| 2 | Stun (<i>Thumb of Gork</i>)
<i>A Huge green thumb descends from the sky to flatten the Shaman's victim.</i> | Difficulty 9+ |
| | Magic Missile. Range: 6" Damage: Target is <i>stunned</i> or <i>knocked down</i> if immune to stun. There is no armour save. | |
| 3 | Weakness (<i>Hex of Mork</i>)
<i>The Shaman centres his powers and emits a shockwave of hurtful mental energy.</i> | Difficulty 7+ |
| | Magic Missile. Range: 6" Damage: Target suffers -1 S and -1 T.
Lasts until the beginning of your next shooting phase. | |
| 4 | Resolve (<i>Effigy of Gork</i>)
<i>An image of Gork appears in the sky, encouraging the boys to press on.</i> | Difficulty 7+ |
| | Range: 6" radius. Effect: Allied warriors, including the shaman, are immune to <i>fear</i> .
Lasts until caster is <i>knocked down</i> , <i>stunned</i> or <i>taken out of action</i> . | |
| 5 | Magic Weapon (<i>Might of Gork</i>)
<i>The Shaman's weapons gleam with green light, signalling the favour of Gork.</i> | Difficulty 7+ |
| | Shaman gains +2 Strength on profile.
Lasts until the beginning of your next shooting phase. | |
| 6 | Chain Lightning (<i>WAAAGH! Lightning</i>)
<i>Crackling bolts of energy erupt from the Shaman's palm to strike down his foes.</i> | Difficulty 7+ |
| | Magic Missile. Range: 8" Damage: 2 S4 hits Splash Damage: 1 S3 hit. | |

Magic of the Horned Rat

D6 Result

- 1 Chain Lightning (*Warp Lightning*)** **Difficulty 7+**
Lightning bolts leap from the outstretched paw of the sorcerer to toast his victims.
- Magic Missile. **Range:** 8" **Damage:** 2 S4 hits **Splash Damage:** 1 S3 hit.
- 2 Flight (*Skitterleap*)** **Difficulty 6+**
Uttering a word of power the Sorcerer sets off in a astonishing leap across the sky.
- Wizard may fly to anywhere within 12".
Can be used to charge enemies. (*Fear applies.*) Can also be used to leave close combat, however, all engaged enemies not *knocked down* or *stunned* will score one automatic hit against the wizard.
- 3 Weakness (*Death Glyph*)** **Difficulty 7+**
An accursed symbol hovers over an enemy's head singling him out as a target for elimination.
- Magic Missile. **Range:** 6" **Damage:** Target suffers -1 S and -1 T.
Lasts until the beginning of your next shooting phase.
- 4 Magic Weapon (*Black Hunger*)** **Difficulty 7+**
With a chattering incantation the Sorcerer turns into a monstrous rat-like creature.
- Wizard gains +2 Strength on profile.
Lasts until the beginning of your next shooting phase.
- 5 Panic (*Eye of the Warp*)** **Difficulty 6+**
The sorcerer drives his enemy mad with a sight of the Warp.
- Magic Missile. **Range:** 8" **Damage:** Target must take an unmodified *panic test*. (*I.e. against his base Leadership.*) Test even if there are friendly warriors within 6".
The wizard may ignore enemies immune to *panic* when targeting this spell.
- 6 Missile Storm (*Deathcuts*)** **Difficulty 7+**
Corroded magical blades appear around the Sorcerer's enemy, slashing away at him.
- Magic Missile. **Range:** 12" **Damage:** 3 S3 hits.

Necromancy

D6 Result

- | | |
|----------|---|
| 1 | <p>Stun (<i>Petrify</i>) Difficulty 9+</p> <p><i>The Necromancer sucks the life from his victim, stealing its vigor for himself.</i></p> <p>Magic Missile. Range: 6" Damage: Target is <i>stunned</i> or <i>knocked down</i> if immune to stun. There is no armour save.</p> |
| 2 | <p>Invisibility (<i>Ethereal Form</i>) Difficulty 6+</p> <p><i>The Necromancer slips into the spirit realm as he partly leaves this world.</i></p> <p>Caster always counts as being in cover. (<i>He may hide in plain sight as long as he does not run, charge, shoot a missile weapon or attempt to cast a spell.</i>)</p> <p>Lasts until caster is <i>knocked down</i>, <i>stunned</i> or taken out of action.</p> |
| 3 | <p>Magic Weapon (<i>Chill Touch</i>) Difficulty 7+</p> <p><i>The weapons of the Necromancer become imbued with the touch of death.</i></p> <p>Wizard gains +2 Strength on profile.</p> <p>Lasts until the beginning of your next shooting phase.</p> |
| 4 | <p>Panic (<i>Death Vision</i>) Difficulty 6+</p> <p><i>The Necromancer reveals the moment of his enemies' death.</i></p> <p>Magic Missile. Range: 8" Damage: Target must take an unmodified <i>panic test</i>. (<i>I.e. against his base Leadership.</i>) Test even if there are friendly warriors within 6".</p> <p>The wizard may ignore enemies immune to <i>panic</i> when targeting this spell.</p> |
| 5 | <p>Weakness (<i>Curse of Years</i>) Difficulty 7+</p> <p><i>The Necromancer accelerates the ageing process of his foe.</i></p> <p>Magic Missile. Range: 6" Damage: Target suffers -1 S and -1 T.</p> <p>Lasts until beginning of your next shooting phase.</p> |
| 6 | <p>Magic Armour (<i>Bone Armour</i>) Difficulty 8+</p> <p><i>The Necromancer is encased in a repulsive layer of bone.</i></p> <p>The Necromancer gains an armour save of 2+. This replaces his normal Armour save and cannot be increased to 1+.</p> <p>This spell lasts until the beginning of your next shooting phase.</p> |

Prayers of Sigmar

D6 Result

- | | | |
|----------|---|----------------------|
| 1 | Magic Weapon (<i>Might of Sigmar</i>)
<i>The weapons of the priest glow with a golden light.</i>

Priest gains +2 Strength on profile.
Lasts until the beginning of your next shooting phase. | Difficulty 7+ |
| 2 | Resolve (<i>Aura of Determination</i>)
<i>The faithful are heartened by the warrior god's presence.</i>

Range: 6" radius. Effects: Allied warriors, including the priest, are immune to <i>fear</i> .
Lasts until caster is <i>knocked down, stunned, or taken out of action</i> . | Difficulty 7+ |
| 3 | Fireball (<i>Soulfire</i>)
<i>Flames shoot from the Priest and wipe out those who resist the power of Sigmar.</i>

Magic Missile. Range: 16" Damage: 1 S4 <i>flaming</i> hit Splash Damage: 1 S2 <i>flaming</i> hit. | Difficulty 7+ |
| 4 | Stun (<i>Smite</i>)
<i>A white pillar of light descends from above to smite the enemies of Sigmar.</i>

Magic Missile. Range: 6" Damage: Target is <i>stunned or knocked down</i> if immune to stun. There is no armour save. | Difficulty 9+ |
| 5 | Invisibility (<i>Halo of Light</i>)
<i>The Priest is embellished in a nimbus of unnatural white light.</i>

Caster always counts as being in cover. (<i>He may hide in plain sight as long as he does not run, charge, shoot a missile weapon or attempt to cast a spell.</i>)
Lasts until caster is <i>knocked down, stunned or taken out of action</i> . | Difficulty 6+ |
| 6 | Magic Armour (<i>Armour of Faith</i>)
<i>The fiery image of a twin-tailed comet burns in the sky as the fallen return to fight once more.</i>

The Priest gains an Armour save of 2+. This replaces his normal Armour save and cannot be increased to 1+.
This spell lasts until the beginning of your next shooting phase. | Difficulty 8+ |

Multiplayer

Alliances

Players can make and break alliances as they choose.

- Allied warbands may choose to end battles peacefully if there are no enemies left on the battlefield.

However:

- Warriors from an allied warband will not count for the purpose of *panic tests*.
- Warriors cannot use the LD of an allied leader.
- Spells or effects that affect “friendly” or “allied” warriors will not benefit allies.
- Each allied warband will have to spot *hidden* enemies for itself. (*That is, an enemy may be spotted by one warband while remaining hidden to another.*)

Close Combat

Warriors engaged in close combat fight in the close combat phase of each opponent he they are fighting. This can give a warrior many attacks per player cycle.

Shooting

You may shoot into close combat where an allied warrior is involved. Roll to randomize hits. (*Allies killed by friendly fire still yield experience for the shooter.*)

Underdog Experience and Multiplayer

When determining whether underdog experience is granted, players compare with the warband that has the 2nd highest rating.

Post Game Sequence

Exploration Phase

1. Roll a D6 for each hero that was not taken *out of action* and an extra dice if you won the battle.
2. Even if you are allowed to roll seven or more dice, you must always pick a maximum of six dice as your result.
3. Calculate the sum of your result and consult the table found at the back of this book to see how many Wyrdstone shards you find.
4. If you roll any doubles, triples etc. consult the table found at the back of this book.
5. If you score more than one set of multiples you must select only one of these as your result.

Injuries Phase

1. Roll a D6 for each henchman, mount and Hired Sword that was taken *out of action*. 1-2 = Dead. 3-6 = Survives.
2. Roll D66 for each hero taken *out of action*. And consult the table at the back of this book. (*'D66' means two D6 where the first dice represents 'tens' and the second dice represents 'units'*).
3. When a warrior dies, all of his weapons, armour and equipment are lost.
4. You may not replace warriors designated as the warband Leader on the warband list (*such as Mercenary Captains etc.*). Should a Leader die, the hero with the highest Leadership will take command and gain the Leader ability. If there is a tie, you may choose.
5. Where the Warband leader is also a Wizard or Priest, then the new leader will gain access to the warband's magic list, just as if he was a wizard, priest. (*Note that he will still need to use skill choices to generate spells.*)

Experience Phase

1. Each warrior that survived the battle gains +1 experience for participating, even if he was taken *out of action*.
2. A hero gains +1 experience for each time he took an enemy *out of action*.
3. If your warband won the battle, your leader gains +1 experience.
4. For each of your turns that started with a Rout test but you chose to fight on your leader gains +1 experience.
5. If you fight a warband with a rating 51 or more points above your own, you gain Underdog experience. Consult the table at the back of this book.
6. Henchmen that reach 2, 5, 9 and 14 experience roll for advances.
7. Heroes that reach 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 experience roll for advances. (*See the experience section.*)

Trading Phase

1. Sell Wyrdstone shards. See the table at the back of this book.
2. Sell weapons, armour and equipment. You receive half the base price of any item sold, rounded down.
3. Heroes not taken *out of action* can look for rare items. For each attempt, roll 2D6: If the result is equal to or higher than an item's rarity you find it.
4. Buy new weapons, armour and equipment.
5. Pay upkeep fees for Hired Swords.
6. Hire new warriors and Hired Swords.
7. When reinforcing henchmen groups, roll 2D6: This is the total amount of experience available. (*So if you roll 7, you may reinforce a group with 3 experience by one and a group with 2 experience by up to two new warriors.*)

Post-game Injuries

Heroes' Post-game Injuries

- If a hero rolls an injury that he already has, treat that roll as a 'Full Recovery', though the hero must miss the warband's next battle.
- Heroes cannot die a Warband's first two games. Treat 'Dead' as 'Multiple Injuries'.
- Injuries are **not** counted for the purpose of maximum characteristics. *(For example a Human with BS6 and 'Blinded in one Eye' is still treated as having BS6 for the purposes of determining advances.)*
- Mounts that are taken *out of action* along with their riders' always roll separately. Mounts are never robbed or used in Pit Fights.

Experience and Skills

In addition to the rules listed in the Post Game sequence, the following rules apply:

Henchmen Advances

Henchmen advance as groups and each henchman in the group gain the same advance. Henchmen never add more than +1 to any of their starting characteristics. Once their become heroes through 'Talent' they are no longer subject to this restriction.

Talent!

One warrior in the group becomes a hero. If you already have six heroes, fire an existing hero or roll again. The new hero retains his type, equipment list and any stat advances already earned. *(So a Mercenary Veteran would still count towards the 0-5 limit even though he was no longer a henchman.)* He now has two skill lists available to him; these must be chosen from amongst those available to your warband.

- The new hero may immediately make one roll on the heroes' advancement table.
- Any remaining henchmen in the group roll on the henchmen advancement table again, ignoring any further results of 10-12 this post-game sequence.

Grey Areas

- A Hero that accidentally kills an ally (e.g. by friendly fire) does indeed receive experience for that kill.
- A Hero that knocks an enemy off a building, taking him out of action does indeed receive experience for that kill.
- A Mount that takes an enemy *out of action* does **not** yield experience for its rider.
- Taking a mounted enemy *out of action* yields 2 experience.

Skills

- Each skill can only be chosen once.
- Skills can take a warrior above his maximum characteristics.
- Speed Skills cannot be used while mounted.

Maximum Characteristics

Re-roll any advances that would take the hero above the following values:

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	7	6	4	4	2	5	4	10
Elf	5	7	6	4	3	2	8	4	10
Ghoul	4	5	-	4	4	3	6	4	7
Goblin	4	6	6	3	3	2	6	4	7
Halfling	4	6	6	3	3	2	6	4	7
Human	4	6	6	4	4	2	6	4	9
Ogre	6	6	5	6	5	3	6	4	9
Possessed	4	7	-	6	5	3	7	4	10
Skaven	6	6	6	4	4	2	7	4	8
Vampire	6	7	6	7	5	3	8	4	10

Hired Swords

Recruiting Hired Swords

A warband may recruit Hired Swords at creation or between games by paying their *hire fee*.

- You can only have one of each type of Hired Sword.
- Hired Swords do not count towards the maximum number of warriors in your warband.
- Hired Swords do not count as members of your warband for the purposes of selling wyrdstone.
- Hired Swords do count as members of the warband for the purposes of rout tests.
- The LD of Hired Swords can never be used for rout tests.
- Hired Swords cannot look for rare items between games.

Hired Swords and Experience

Hired Swords advance as Henchmen (2, 5, 9 and 14 experience) however they roll on the Heroes' Advancement table when they gain an advance.

- Hired Swords gain +1 experience for taking an enemy *Out of Action*.

Hired Swords and Post-game Injuries

Hired Swords roll for post-game injuries in the same way as henchmen. (D6 where 1-2: Dead 4-6: Survives)

Weapons and Equipment

Employers cannot buy extra weapons or equipment for their Hired Swords and you cannot sell their weapons or equipment. Hired Swords do not use free daggers.

Hired Swords and the Campaign.

After each battle, including the first, you must pay the Hired Sword's *upkeep fee* if you wish to retain him in your employ. If you can't or won't, the Hired Sword returns to the market with his accumulated experience. He can now be hired by other warbands willing to pay his hire fee. He can also be re-hired by your warband at a later point in the campaign.

Hired Swords and Mounts

Some Hired Swords ride mounts. Such Hired Swords follow all the normal rules for mounts with the following additions:

- Only the Hired Sword himself may ever ride his mount.
- The Hired Sword and his mount are treated as a single warrior for the purposes of rout tests.
- The increased rating from the mount is included in the Hired Sword's total rating listed in his entry.
- A Hired Sword's mount is always lost if its rider dies.
- If the mount dies, but the rider survives, you may buy a new mount for the Hired Sword by paying half his *hire fee*. (So if a Freelancer lost his mount you may pay 25gc to replace his Warhorse.)

Ogre Bodyguard

80gc to hire + 30gc upkeep

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.

Rating: +25 points + experience.

Skills: Combat, Strength

Profile	M	WS	BS	S	T	W	I	A	LD
	6	3	2	5	4	3	3	2	7

Equipment: Either two swords, axes, clubs or any mix of them, or a single Great Weapon. Ogres wear light armour.

SPECIAL RULES

Cause Fear, Large Target (*Any warrior may shoot at a 'Large Target' with +1 to hit, even if it is not the closest target.*)



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Halfling Cook

15gc to hire + 5gc upkeep

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. Halflings are renowned for their cooking skills, and warriors from all around are attracted by the smell of great food!

Rating: +5 points + experience.

Skills: Shooting, Speed, Special

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

Equipment: Dagger and Short Bow.

SPECIAL RULES

Cook: +1 to maximum warband size. (*Cumulative with Halfling Cookbook equipment.*)

SPECIAL SKILLS

Jump Up: The warrior ignores *knocked down*.

Dwarf Slayer

25gc to hire + 10gc upkeep

Troll Slayers are members of the morbid Dwarf cult whose followers are obsessed with seeking an honorable death in combat. Having committed some unforgivable crime or been dishonored in an irredeemable way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind.

Rating: +12 points + experience.

Skills: Combat, Strength, Special

Profile	M	WS	BS	S	T	W	I	A	LD
	3	4	3	3	4	1	2	1	9

Equipment: Either two Axes or a single Great Weapon.

SPECIAL RULES

Immune to Psychology, No Pain (*Warriors that feel 'No Pain' treat stunned results as knocked down instead.*)

Magic Resistance: Unmodified 4+ special save versus the effects of spells, both friendly and hostile. (*Other warriors may still be affected.*)

Ancient Grudge: A Troll Slayer costs 15gc upkeep when working for warbands that also include elves.

SPECIAL SKILLS

Berserker: Warrior gains +1 Attack on profile the turn he charges.

Elven Ranger

40gc to hire + 20gc upkeep

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.

Rating: +12 points + experience.

Skills: Shooting, Speed, Special

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

Equipment: Elven Bow, Sword, Elven Cloak.

SPECIAL RULES

Excellent Eyesight: Elven Rangers may shoot at *hidden* enemies within their line of sight. (*The target is still hidden to everyone else.*)

Expert Seeker: When rolling on the Exploration chart, the Elf Ranger allows you to modify one dice roll by -1/+1.

Ancient Grudge: An Elf Ranger costs 25gc upkeep when working for warbands that also include dwarves.

SPECIAL SKILLS

Infiltration: Warrior is always placed on the battlefield after the opposing warband and can be placed anywhere, even above ground level, as long as it is out of sight of the opposing warband and more than 12" away from any enemy model or scenario objective. If both Warbands have warriors that Infiltrate, roll a D6 for each, and the lowest sets up first.

Pit Fighter

40gc to hire + 20gc upkeep

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 blood sports.

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.

Rating: +18 points + experience.

Skills: Combat, Strength, Speed

Profile	M	WS	BS	S	T	W	I	A	LD
	4	4	3	4	4	1	4	2	7

Equipment: Flail and Spiked Gauntlet (Dagger).

SPECIAL RULES

Pit Fighter: Warrior can use a single Dagger in addition to a Flail. (*Dual-wielding penalties apply.*)



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Freelancer

50gc to hire + 20gc upkeep

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.

Rating: +18 points + experience.

Skills: Combat, Strength

Profile	M	WS	BS	S	T	W	I	A	LD
	4	4	3	4	3	1	3	1	7
	8	3	-	3	3	-	3	1	5

Equipment: Lance, Sword, Shield, Heavy Armour, Warhorse.

Warlock

30gc to hire + 15gc upkeep

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...

Rating: +12 points + experience.

Skills: Academic

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

Equipment: Staff (Club).

SPECIAL RULES

Wizard: Warlocks are magicians and start with two spells generated at random from the Hedge Magic list.



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Recruiting a Warband and Warband Rating

Recruiting a Warband

When recruiting a warband you have 500gc to purchase warriors and equipment.

- You cannot buy Miscellaneous Equipment not listed on your warband rooster until you have fought at least one battle.
- You must buy the designated warband leader at creation.

Starting Experience

- Heroes do not gain advances from their starting experience.

Maximum Number of Heroes

- A warband can never include more than six heroes.
- You may fire any member of your warband at any time.

Henchmen Groups

Henchmen are recruited as groups of 1-5.

- All henchmen in the same group must have exactly the same armament.
- Henchmen groups roll for experience advances jointly. Each member of the group gains the same advance.

Calculating Your Warband Rating

1. [No. of warband members * 5]
2. [total warband experience]
3. [+20 for each Monster]
4. [rating(s) of Hired Swords]
5. [total sum] = [your warband rating]

If your warband rating differs from the enemy's by more than 50 points, you are eligible for underdog experience. Underdog experience is gained before the battle.

Mercenary Warbands

"People say that we Marienburgers hold money to be the most important thing in the world, but really we think it's love. – Fortunately we all love money."

- Wilhelm Schultz, Marienburg Lancer

"The Sigmarite heathens consider us uncivilized. But if Mordheim is any measure of their 'civilisation', I'll gladly take barbarism any day."

- Hermann Foerster, Middenheim Sergeant

Mercenary Skill Table

	Combat	Shooting	Academic	Strength	Speed
Captain	V	V	V	V	V
Champion	V	V		V	
Youngblood	V	V			V

Choice of Warriors et Starting Experience

A **Mercenary Captain** starts with **20** experience.

Champions start with **4** experience.

Youngbloods start with **0** experience.

Henchmen start with **0** experience.

The number of warriors in a Mercenary warband may never exceed **15**.

Available Hired Swords: Dwarf Troll Slayer, Ogre Bodyguard, Freelancer, Elven Ranger, Halfling Cook, Pit Fighter, Warlock.



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Heroes, Warriors et Veterans Equipment List

Hand-to-hand combat weapons

Dagger	2gc
Club	5gc
Axe	5gc
Spear	7gc
Sword	7gc
Halberd	10gc
Great Weapon	15gc

Missile Weapons

Bow	10gc
Pistol	20gc
Duelling Pistol	30gc
Crossbow	25gc

Armour

Light Armour	25gc
Heavy Armour	60gc
Shield	5gc

Marksmen Equipment List

Hand-to-hand combat weapons

Dagger	2gc
Club	5gc
Axe	5gc
Sword	7gc

Missile Weapons

Bow	10gc
Long Bow	15gc
Pistol	20gc
Duelling Pistol	30gc
Crossbow	25gc
Blunderbuss	30gc
Musket	35gc
Long Rifle	80gc

Armour

Light Armour	25gc
Shield	5gc



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Special Rules: Contenders for Sigmar's Throne

Marienburg

All Marienburg heroes add +1 to their results when searching for rare items. *(Cumulative with other bonuses.)*

Marienburgers start off with 550 gold crowns when creating a warband.

Marienburg Champions start off with the 'Haggle' skill. *(Warriors with the 'Haggle' skill may deduct 2D6 gold from the price of any single item, to a minimum cost of 1gc, once per post battle sequence.)*

Middenheim

Middenheim Champions have the 'No Pain' special rule. *(Warriors that feel 'No Pain' treat stunned results as knocked down instead. Does not apply if the warrior is mounted.)*

Middenheim Captains start off with the 'Berserker' special skill. Should a Middenheim leader die in the course of a campaign, the new leader will gain the 'Berserker' skill so that whoever leads the warband will always have the 'Berserker' skill. *(Warriors with the 'Berserker' special skill gain +1 Attack on profile the turn they charge.)*

Reikland

All Reikland heroes may re-roll failed *fear* and *panic* tests.

As long as at least one Reiklander hero remains on the battlefield, they may also re-roll the first failed rout test each battle.

Reikland Captains start off with the 'Battle Tongue' skill. Should a Reikland leader die the new leader will gain the 'Battle Tongue' skill so that whoever leads the warband will always have the 'Battle Tongue' skill. *(Warriors with the 'Battle Tongue' skill increase the range of the 'Leader' skill by 6".)*

Heroes

1 Mercenary Captain

60gc 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

SPECIAL RULES

Leader (*Friendly warriors within 6" may use his Leadership instead of their own.*)

0-2 Champions

30gc to hire

In any Mercenary warband there are warriors who are bigger, stronger (and often uglier) than their comrades. These men are called Champions (or sergeants, 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

0-2 Youngbloods

15gc 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. Although errant and untrained, Youngbloods learn quickly and can be valuable assets to a mercenary warband as they haphazardly blaze forward into the most dangerous of situations and ask little gold in return for their services.

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



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Henchmen

Warriors

25gc 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. Warriors from Marienburg are typically recruited from the merchant fleets that dock in the City of Gold, Middenheim warriors tend to be fierce yeomen warriors used to defending their smallholdings, while those from Reikland tend to be ex-conscripts from the Imperial Army of Altdorf.

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

0-7 Marksmen

25gc 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. Lately, the introduction of blackpowder-based weapons has made requests for these troops all the more frequent.

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



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0-5 Veterans

35gc to hire

Veterans are professional warriors, experts at taking on and beating several opponents at once. They train much harder than other warriors in their pursuit of their mastery with the blade, and they are traditionally accustomed to commanding a higher fee than their less seasoned comrades. In Imperial armies Veterans are usually employed as Swordsmen where they are usually tasked with defeating other infantry, or with breaking up enemy formations before a cavalry charge. In Mordheim they form the spearhead of most Mercenary charges, slashing up enemies before the bulk of the warband approaches.

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

SPECIAL RULES

Veteran: Veterans are Immune to *Panic*.

Witch Hunter Warband

"What kind of a man hangs half a village and then calls it the work of the Lord?"

- Jürgen Braun, peasant of Ostland

"They call my methods unscrupulous. But I ask you, are these not unscrupulous times?"

- Inquisitor Zacharias Bernard, before entering Mordheim

Witch Hunter Skill Table

	Combat	Shooting	Academic	Strength	Speed
Inquisitor	V	V	V	V	V
Warrior Priest			V	V	
Witch Hunter	V	V	V		V

Choice of Warriors et Starting Experience

An **Inquisitor** starts with **20** experience.

A **Warrior Priest** starts with **8** experience.

Witch Hunters start with **4** experience.

Henchmen start with **0** experience.

The number of warriors in a Witch Hunter warband may never exceed **12**.

Available Hired Swords: Dwarf Troll Slayer, Ogre Bodyguard, Freelancer, Elven Ranger, Halfling Cook, Pit Fighter.



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Inquisitor et Witch Hunter Equipment List

Hand-to-hand combat weapons

Dagger	2gc
Club	5gc
Axe	5gc
Sword	7gc
Great Weapon	15gc

Armour

Light Armour	25gc
Heavy Armour	60gc
Shield	5gc

Missile Weapons

Pistol	20gc
Duelling Pistol	30gc
Crossbow	25gc

Priest et Zealot Equipment List

Hand-to-hand combat weapons

Dagger	2gc
Club	5gc
Axe	5gc
Spear	7gc
Sword	7gc
Great Weapon	15gc

Missile Weapons

Short Bow	5gc
Bow	10gc
Pistol	20gc

Armour

Light Armour	25gc
Heavy Armour	60gc
Shield	5gc

Flagellant Equipment List

Hand-to-hand combat weapons

Flail	15gc
-------	------

Armour

None

Missile Weapons

None

Heroes

1 Inquisitor

60gc to hire

The Grand Theogonist has granted his representatives edict to cleanse Mordheim of Chaos filth. While he carries this edict, this man has the divine right to judge Chaos worshippers wherever he might find them.

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

SPECIAL RULES

Leader, Hates Wizards (*Friendly warriors within 6" may use his Leadership instead of their own.*)

0-1 Sigmarite Priest

35gc 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. 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	2	3	3	1	3	1	7

SPECIAL RULES

Priest: Uses the Prayers of Sigmar. Starts with one Prayer.

0-3 Witch Hunters

25gc 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

SPECIAL RULES

Hates Wizards (*Warriors that hate their enemies add +2 to injury rolls inflicted in close combat.*)



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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 are led by Witch Hunters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	7

Witch Hunters often keep packs of ferocious attack 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	-	4	3	1	4	1	5

Animals: Cannot Climb, No Weapons or Armour, No Penalties for Fighting Unarmed, and No Experience.

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 their bodies have become inured to pain because of self-mutilation.

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

Frenzy (*Frenzied warriors have +1 A on profile and are Immune to Psychology.*)



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Undead Warband

"It was there! I saw it! It was there! It was there!"

– Fritz Sonne, before retiring from his Mercenary company

"The Night belongs to the Undead and in Mordheim it is always night."

– Pieter Eisler, dabbler in the Necromantic arts

Undead Skill Table

	Combat	Shooting	Academic	Strength	Speed
Vampire	V		V	V	V
Necromancer			V		
Manservant	V			V	V

Choice of Warriors et Starting Experience

An **Vampire** starts with **20** experience.

A **Necromancer** starts with **8** experience.

Manservants start with **0** experience.

Henchmen start with **0** experience.

The number of warriors in an Undead warband may never exceed **15**.

Available Hired Swords: Ogre Bodyguard, Dark Elf Ranger, Warlock, Black Knight (Freelancer).



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Undead Equipment List

Hand-to-hand combat weapons

Dagger	2gc
Club	5gc
Axe	5gc
Spear	7gc
Sword	7gc
Halberd	10gc
Great Weapon	15gc

Missile Weapons

Short Bow	5gc
Bow	10gc
Pistol	20gc

Armour

Light Armour	25gc
Heavy Armour	60gc
Shield	5gc

Heroes

1 Vampire

110gc to hire

Vampires lead the Undead in their search for the magical stones that will give their master the power to conquer the Empire. 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	4	2	8

SPECIAL RULES

Leader (*Friendly warriors within 6" may use his Leadership instead of their own.*)

Undead: Cause Fear, Immune to Psychology, Immune to Poison, No Pain (*Warriors that feel 'No Pain' Treat stunned results on the injury table as knocked down instead. Does not apply if Mounted.*)

0-1 Necromancer

35gc 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.

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

SPECIAL RULES

Wizard: Necromancers use Necromancy and start with one Necromancy Spell.

0-3 Manservants

15gc to hire

Over the centuries many of the Vampires of Sylvania have risen the rank of noble and have grown accustomed to being tended too personally. Manservants are such personal attendants. Hailing from the Vampires' native Sylvania, Manservants have often been committed to serving their masters from a very young age. As such, Manservants perform a critical role in the Undead retinue as they know how to transport and attend to the black coffins of their masters and to ensure plentiful stocks of the wines that they so crave.

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



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Zombies

15gc to hire

Zombies are will-less corpses animated by the will of their Necromantic masters. In the shattered ruins of Mordheim there are plenty of corpses waiting to be raised anew.

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

SPECIAL RULES

No Weapons or Armour, No Experience

Undead: Cause Fear, Immune to Psychology, Immune to Poison, No Pain (*Warriors that feel 'No Pain' Treat stunned results on the injury table as knocked down instead.*)

0-2 Dire Wolves

40gc to hire

Dire Wolves are the slaving animated remains of giant wolves. Like shadows, they prowl the streets of Mordheim, and many have died with the cold jaws of a Dire Wolf around their neck.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	-	4	3	1	4	1	5

SPECIAL RULES

Undead: Cause Fear, Immune to Psychology, Immune to Poison, No Pain (*Warriors that feel 'No Pain' Treat stunned results on the injury table as knocked down instead.*)

Animals: Cannot Climb, No Weapons or Armour, No Penalties for Fighting Unarmed, and No Experience.

0-7 Ghouls

40gc to hire

Ghouls are the descendants of famished men who once took to feasting on corpses to survive. Driven by their craving for the meat of their fellow men, these creatures dwell near graveyards, digging up the rotting corpses of the recently buried and consuming the cold flesh with their bare teeth and claws.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	-	3	4	1	3	2	5

SPECIAL RULES

Cause Fear, No Penalties for Fighting

Unarmed, No Weapons or Armour (*Ghoul heroes may use equipment as normal.*)

Weapons: Ghoul heroes that learn to use weapons through the 'Weapons Training' skill suffer -1 Attack on profile while doing so. (*Shields are Armour and can never be used by Ghouls.*)

Dregs

20gc to hire

Dregs are the most miserable human survivors of Mordheim. They are deformed and rejected individuals. 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.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	7

Night Goblin Warband

"Sticks n' stones'll break my bones, but Gork and Mork'll smash yer 'ead to bits if you don't sod off!"

- Balob Redeye, Night Goblin Shaman

"Greenskins! – Hans, get me the blunderbuss!"

- Pieter Brandes, Marienburg Pistolier

Night Goblin Skill Table

	Combat	Shooting	Academic	Strength	Speed	Rogue
Boss	V	V			V	V
Shaman			V			
Champion	V	V			V	V

Choice of Warriors et Starting Experience

A **Boss** starts with **20** experience.

A **Shaman** starts with **8** experience.

Champions start with **2** experience.

Henchmen start with **0** experience.

The number of warriors in a Night Goblin warband may never exceed **20**.

Available Hired Swords: Gnoblar Trapper (Halfling Cook).



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Heroes et Warriors Equipment List

Hand-to-hand combat weapons

Dagger	2gc
Club	5gc
Axe	5gc
Net	5gc
Spear	7gc
Sword	7gc
Great Weapon	15gc

Missile Weapons

Short Bow	5gc
-----------	-----

Armour

Light Armour	25gc
Shield	5gc

Mounts

Great Cave Squig	70gc
------------------	------

Fanatics Equipment List

Hand-to-hand combat weapons

Ball and Chain (Flail)	15gc
------------------------	------

Armour

None

Missile Weapons

None

Night Goblin Special Equipment

(This equipment is unique to Night Goblins and no other Warbands may purchase it.)

Great Cave Squig Mount

Availability: 70gc, rare 11, Night Goblins only

Only the most intelligent of the ferocious Squigs can be trained to be ridden into combat. Given their rarity, Night Goblins treat the Great Cave Squigs with an almost semi-mythological reverence and usually reserve them for their biggest and meanest Bosses.

Profile	M	WS	BS	S	T	W	I	A	LD
	6	4	-	5	-	-	3	1	-



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SPECIAL RULES

Mount

Heroes

1 Boss

55gc to hire

Operating independently of Orcs, the Night Goblin Bosses who lead the Clans to war are typically those who manifest an acute 'Gork complex'. This usually involves emulating an Orc Warboss and lauding it over his underlings but Night Goblin Bosses are also amongst the sneakiest and most cunning members of their tribe.

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

SPECIAL RULES

Leader (*Friendly warriors within 6" may use his Leadership instead of their own.*)

Hate Dwarves, Fear Elves

0-1 Shaman

30gc to hire

Night Goblin Shamans constitute the spiritual backbone of the Clans, and are also expert at identifying, growing and using fungi. According to Night Goblin mythology it was the shaman caste that first led tribes of common steppe goblins to take up residence underground.

Profile	M	WS	BS	S	T	W	I	A	LD
	4	3	3	3	3	1	3	1	6

SPECIAL RULES

Wizard: Uses Waaagh! Magic and starts with one spell.

Hate Dwarves, Fear Elves

0-3 Champions

20gc to hire

Occasionally a Night Goblin is born that is visibly more cunning than his fellow Night Goblins. Such Rogues are much envied amongst Goblins for their prowess in backstabbing and acquiring coin and soon become heroes who lead the Night Goblins to Mordheim, hoping to one day become bosses themselves, should the current Boss suffer some kind of "accident" in the ruins.

Profile	M	WS	BS	S	T	W	I	A	LD
	4	3	3	3	3	1	3	1	6

SPECIAL RULES

Hate Dwarves, Fear Elves (*Warriors that hate their enemies add +2 to injury rolls inflicted in close combat.*)



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Henchmen

Night Goblin Warriors

15gc to hire

Night Goblins live in underground tunnels where they subsist on fungi, beetles, and bits of each other. They wear black robes to hide in shadows and to protect themselves from sunlight.

Profile	M	WS	BS	S	T	W	I	A	LD
	4	2	3	3	3	1	3	1	5

SPECIAL RULES

Hate Dwarves, Fear Elves

0-1 River Troll

175gc to hire

After the destruction of Mordheim, Trolls have wandered into the ruins, taking up shelter under the urban bridges that cross the river Stir. Night Goblins feed these monsters to gain their loyalty and harness them for battle.

Profile	M	WS	BS	S	T	W	I	A	LD
	6	3	-	6	4	3	2	3	4

SPECIAL RULES

Cause Fear, No Experience, No Weapons or Armour, No Penalties for Fighting Unarmed, Large Target (*Any warrior may shoot at a 'Large Target' with +1 to hit, even if it is not the closest target.*)

Regeneration: A Troll has a 4+ amour save that is modified as normal and completely negated by *flaming* hits.

Injuries: If it goes *Out of action*, a River Troll rolls on the Heroes' Serious Injury chart.

Herded Creature: Suffers from *stupidity* unless a Goblin Hero is within 6" at the start of your turn.

0-5 Cave Squigs

20gc to hire

Squigs are a curious blend of animal and fungus, and are composed mostly of teeth, and a nasty temperament. Although they are wild and dangerous, it is possible to herd them by means of pitchforks, firebrands and the like.

Profile	M	WS	BS	S	T	W	I	A	LD
	6	4	-	4	3	1	4	1	5

SPECIAL RULES

Animals: Cannot Climb, No Weapons or Armour, No Penalties for Fighting Unarmed, and No Experience.

0-3 Fanatics

30gc to hire

Fanatics bear a ball and chain so large that it would be impossible for a Goblin to pick it up in normal circumstances. By consuming large quantities of fungus brew, a Fanatic's strength is boosted beyond belief, enabling him to swing the heavy ball round and round (and round and round...) in a whirlwind of bone-shattering death. What intelligence Fanatics once possessed has long since withered and given way to a continuous fungus haze.

Profile	M	WS	BS	S	T	W	I	A	LD
	4	2	3	3	3	1	3	1	5

SPECIAL RULES

Frenzy (*Frenzied warriors have +1 A on profile and are Immune to Psychology.*)

Cult of the Shadowlord

"Relax, my child, for he has blessed you. You do not lament a third ear anymore than you would another gold crown in your purse."

– Magister Gustav Brinkmann, to unknown cultist

"My dear Inquisitor, hang me if you must, but know this: The one we call Shadowlord is not 'evil' but entirely beyond such trivial concepts."

– Magister Gustav Brinkmann, last words

Cultist Skill Table

	Combat	Shooting	Academic	Strength	Speed
Magister	V		V		
Initiate	V			V	V
Possessed	V			V	V

Choice of Warriors et Starting Experience

A **Magister** starts with **20** experience.

Possessed starts with **8** experience.

Initiates start with **0** experience.

Henchmen start with **0** experience.

The number of warriors in a Shadow Cult warband may never exceed **15**.

Available Hired Swords: Chaos Dwarf Slayer, Dark Elf Ranger, Pit Fighter, Warlock, Gnoblar Trapper (Halfling Cook).



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Magister, Initiate et Cultist Equipment List

Hand-to-hand combat weapons

Dagger	2gc
Club	5gc
Axe	5gc
Spear	7gc
Sword	7gc
Great Weapon	15gc

Armour

Light Armour	25gc
Heavy Armour	60gc
Obsidian Armour	150gc
Shield	5gc

Missile Weapons

Short Bow	5gc
Bow	10gc
Pistol	20gc

Dark soul Equipment List

Hand-to-hand combat weapons

Dagger	2gc
Club	5gc
Axe	5gc
Sword	7gc
Flail	15gc
Great Weapon	15gc

Missile Weapons

None

Armour

Light Armour	25gc
Heavy Armour	60gc

Shadow Cult Special Equipment

(This equipment is unique to Shadow Cults and no other Warbands may purchase it.)

Obsidian Armour

Availability: 150gc, rare 11

Armour made of mysterious dark crystals that seem to absorb the light from all around.

Save: 5+

Arcane: Obsidian Armour does not prevent its wearer from casting spells. *(Shields will still prevent wearer from casting spells.)*

Heavy Armour: Obsidian Armour is only useable by warriors who can use Heavy Armour.



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Heroes

1 Magister

70gc to hire

Magisters lead the covens of the Shadowlord. 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. Whilst they may have been nobles or high ranking bureaucrats before the fall of the comet, they are now exclusively bent on the subversion of Empire and the coming of Chaos.

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

SPECIAL RULES

Leader (*Friendly warriors within 6" may use his Leadership instead of their own.*)

Wizard: Uses Chaos Rituals. Starts with one spell.

0-2 Initiates

15gc to hire

Initiates are the newest members of the cult who are yet to prove their worth in the eyes of the Dark Gods. The favoured amongst them tend to develop mutations which are seen as proof of their standing amongst the Dark Gods. Thus their physical disfigurements mark out the vileness of their souls and they come in many shapes and sizes, each more bizarre than the next.

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

0-2 Possessed

60gc to hire

Possessed 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
	4	3	-	4	4	2	3	2	7

SPECIAL RULES

Cause Fear, No Weapons or Armour, No Penalties for Fighting Unarmed (*Possessed may use miscellaneous equipment as normal.*)

Weapons: Possessed who learn to use weapons through the 'Weapons Training' skill suffer -1 Attack on profile while doing so. (*Shields are Armour and can never be used by Possessed.*)



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Brethren are human cultists who worship the dark gods. Eager to walk the path of damnation, their vile deeds and black rituals acts have driven them to the brink of insanity. Cultists were mostly city-dwellers before the comet struck and as such they possessed no martial training. However, with their faith in the Dark Gods they can be a very determined fighting force.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	7

Darksouls are men who have been driven insane by the daemonic spectacle that followed the destruction of Mordheim.

In their tortured minds the Darksouls believe themselves surrounded by terrifying Daemons and the Cultists treat them accordingly by letting them work out their unreasoning rage in battle. Regarded as holy men, Possessed covens have been known to equip these tortured souls with leering daemonic masks and to garb them in clothing resembling the scaled skin of Daemons.

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

Immune to Psychology

With the destruction of Mordheim, many lesser Daemonic entities have passed through the magical rift and into the mortal realm. Lacking the powers to bind humans to they will they prefer to possess and disfigure animals, or even manifest themselves in true daemon forms, such as Nurglings. Lesser daemons are generally more of a nuisance in a fight than a real threat but they are fleet of foot and terrifying to behold. In sufficient numbers can overwhelm even the toughest of warriors.

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

Animals: Cannot Climb, No Weapons or Armour, No Penalties for Fighting Unarmed, and No Experience.



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Skaven Clan Eshin Warband

"...consequently we can conclude that these so-called 'Rat-men' are likely no more than pastime tales of the rural population."

- Excerpt from the lecture 'Of our good-hearted country-folk', by Professor Hans Duhr at the Imperial University of Altdorf

"Go gently in Mordheim. You don't want the man-things to start believing in rat-men again, do you?"

- Steiss the Shadow, Eshin Overseer

Skaven Skill Table

	Combat	Shooting	Academic	Strength	Speed	Rogue
Sorcerer			V		V	
Adept	V			V	V	V
Novice	V	V			V	V

Choice of Warriors et Starting Experience

An **Eshin Sorcerer** starts with **20** experience.

Assassins Adepts start with **8** experience.

Novices start with **2** experience.

Henchmen start with **0** experience.

The number of warriors in a Skaven warband may never exceed **15**.

Available Hired Swords: Chaos Dwarf Slayer, Dark Elf Ranger, Ogre Bodyguard, Gnoblar Trapper (Halfling Cook), Warlock.



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Assassin, Assassin Novice et Night Runner Equipment List

Hand-to-hand combat weapons

Dagger	2gc
Club	5gc
Axe	5gc
Sword	7gc
Halberd	10gc
Great Weapon	15gc
Fighting Claws	15gc
Weeping Blade	25gc

Missile Weapons

Sling (Short Bow)	5gc
Throwing Knives	5gc
Warplock (Pistol)	20gc

Armour

Light Armour	25gc
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Sorcerer et Clanrat Equipment List

Hand-to-hand combat weapons

Dagger	2gc
Club	5gc
Axe	5gc
Spear	7gc
Sword	7gc
Halberd	10gc
Great Weapon	15gc

Missile Weapons

Sling (Short Bow)	5gc
Warplock (Pistol)	20gc

Armour

Light Armour	25gc
Shield	5gc

Eshin Special Equipment

(This equipment is unique to Clan Eshin and no other Warbands may purchase it.)

Fighting Claws 15gc for a pair rare 7

Pair: Fighting Claws are always used in pairs and count as two close combat weapon choices. *(Dual-wielding penalties apply.)* If poison is applied to Fighting Claws, only one claw will be affected.

Talons: Fighting Claws add +1 to injury rolls they inflict. *(Cumulative with 'Strike to Injure'.)*

Weeping Blade 25gc rare 9

Sword: A Weeping Blade adds +1 to the wielder's Initiative when determining who strikes first, and can be used with the 'Fencer' skill.

Poisonous: Weeping Blades are continuously coated in Dark Venom and cannot be poisoned further. *(Poisonous weapons may re-roll natural 1s when rolling 'to wound'.)*

Heroes

1 Eshin Sorcerer

75gc 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 mighty Grey Seer, their black sorcery is still extremely potent.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	3	3	1	4	1	7

SPECIAL RULES

Leader (*Friendly warriors within 6" may use his Leadership instead of their own.*)

Wizard: Uses Magic of the Horned Rat. Starts with one spell.

0-2 Assassins Adept

40gc to hire

The Assassins are the masters of the secret lethal arts of Clan Eshin. They have the reputation of being able to turn invisible, appearing from the shadows only to deliver poisoned death to their destined victims. Success means many breeders. Failure on the other hand, is best not contemplated.

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

0-2 Assassin Novices

20gc to hire

These apprentices are the young Assassins to-be of clan Eshin. Though their combat prowess is slight compared to fully-ordained Assassins of the clan, they are eager and willing to learn from their masters. Having set on a path that offers a wide variety of assassination methods, they make for very versatile warriors in the hands of the Master Assassins.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	2	3	3	1	4	1	5



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20gc to hire

Clanrats are not exceptional fighters, lacking discipline and determination, but in large groups they are fearsome opponents.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	2	3	3	1	4	1	5

10gc to hire

These Rats are creations of the twisted genius of the Skaven. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering any opponents by sheer weight of numbers. Thus, skittering swarms of rats often accompany the Skaven into battle.

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

Animals: Cannot Climb, No Weapons or Armour, No Penalties for Fighting Unarmed, and No Experience.

35gc to hire

Night Runners are skilled at infiltrating behind enemy lines, scouting ahead of the main Skaven force, and hiding in a position that will allow them to jump out at the right moment to ambush and cut down wizards or enemy officers. Sometimes, these stealthy fighters use the tunnels that made up the sewer network of Mordheim to make an unexpected attack on the vulnerable rear of an enemy warband.

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

175gc to hire

Rat Ogres are massive hulking monsters, created from a warped mix of different creatures. Only the strongest Rat Ogres survive the terrible conditions that the Packmasters impose on them from birth, forcing them to compete for food and shelter. The ones that survive to maturity are little more than a mass of sinewy muscles and razor-sharp claws, moved only by their strong instinct to kill and completely dependant their masters for guidance.

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

Cause Fear, No Experience, No Weapons or Armour, No Penalties for Fighting Unarmed, Large Target (Any warrior may shoot at a 'Large Target' with +1 to hit, even if it is not the closest target.)

Injuries: If it goes *Out of action*, a Rat Ogre rolls on the Heroes' Serious Injury chart.

Herded Creature: Suffers from *stupidity* unless a Skaven Hero is within 6" at the start of your turn.



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Skills

Combat Skills

Strike to Injure: +1 to all injury rolls caused by the warrior in close combat.

Veteran: Warrior is Immune to *Panic*.

Weapons Training: Warrior may use any hand-to-hand combat weapon he comes across.

Fencer: Enemies attacking the warrior in close combat suffer -1 WS in rounds where warrior is fighting with [Sword and Shield], [Sword and Dagger], or [two Swords]. *(Active even while fleeing or knocked down.)*

Step Aside: Warrior has an unmodifiable 6+ armour save against close combat hits. No effect against Spells. Cannot be used while mounted. *(Active even while fleeing or knocked down.)*

Battle Tongue: Increases the range of the 'Leader' ability by 6". *(Has no effect on non-Leaders.)*

Shooting Skills

Master Archer: Warrior may shoot twice per turn with any type of bow. Both shots will suffer an additional -1 to hit modifier.

Pistolier: Warrior may fire two pistols (*any kind*) in the Shooting phase. Both shots will suffer an additional -1 to hit modifier. *(Normal reloading rules still apply.)*

Knife-Fighter: Warrior can throw two throwing knives in the shooting phase. Both shots will suffer an additional -1 to hit modifier.

Arms Expert: Warrior may use any missile weapon he comes across.

Nimble: Warrior may 'move and fire' with Crossbows.

Trick Shooter: Warrior ignores cover modifiers when using missile weapons.

Academic Skills

Sorcery: A warrior with this skill gains +1 to his rolls to cast spells. Priests may not use this skill.

Streetwise: +2 to rarity rolls. *(Warriors taken out of action cannot look for rare items.)*

Haggle: Deduct 2D6 gold from the price of any single item, to a minimum cost of 1gc, once per post battle sequence. *(May be used even if the warrior missed the previous battle or was taken out of action – as long as he survived.)*

Arcane Lore: Any warrior with this skill may learn Magic if he owns a Tome of Magic.

Wyrdstone Hunter: If warrior was not taken out of action you may re-roll one dice when rolling on the Exploration chart. The second result stands.

Herbalist: Warrior is Immune to Poison.

Strength Skills

Mighty Blow: Warrior has +1 Strength on profile in the first round of close combat. *(Pistols fired in close combat are not affected.)*

Cleave: Additional -1 enemy armour save in close combat. *(Pistols fired in close combat are not affected.)*

Resilient: Warrior has +1 Toughness on profile in the first round of close combat.

Strongman: Warrior ignores the penalty of striking last when using a Great Weapon and benefits from the Strength bonus of Flails in all rounds of combat, not just the first.

Painbastard: Warrior cannot be critically wounded. *(Treat critical wounds as normal wounds.)*

Unstoppable Charge: Warrior cannot be intercepted.

Speed Skills

(Speed skills cannot be used while Mounted.)

Leap: Warrior may move an extra 3" in the movement phase in addition to his normal movement.

When used for jumping over gaps he can leap up to 6", instead of the normal 3" with no dice rolls needed. *(You may measure the distance beforehand unless the jump is part of a charge.)*

Sprint: Warrior triples his Movement rate when he runs or charges.

Acrobat: Warrior may fall or jump down from a height of up to 6" without taking any damage with no dice rolls needed. *(This skill has no effect if the distance exceeds 6".) – (You may measure the distance beforehand unless the jump is part of a charge.)*

When performing Diving Charges the warrior will still have to test for Initiative, though he will have to pass only a single Initiative test.

Lightning Reflexes: When the warrior charges or is charged attack order is determined by comparing Initiative. *(Even if the enemy is armed with a Spear or Halberd.) – (This does not prevent warriors from automatically striking last if armed with a Great Weapon or for recovering from knocked down.)*

Dodge: Warrior has an unmodifiable 6+ armour save against shooting hits. No affect against spells. *(Active even while fleeing or knocked down.)*

Scale Sheer Surfaces: Warrior does not need to make Initiative tests when climbing.

Wall Runner: Warrior can climb as part of a running move. *(The climbing part of the move may still not exceed his base Movement.)*

Rogue Skills

Sneak Attack: Additional -1 enemy armour save in close combat. *(Cumulative with 'Cleave'.) - (Pistols fired in close combat are not affected.)*

Master of Poison: One weapon in Warrior's possession is automatically coated in Dark Venom each battle. *(Poisonous weapons may re-roll natural 1s when rolling 'to wound'.)*

Jump Up: Warrior ignores knocked down. Cannot be used while mounted.

Life is Cheap: Warrior may fire into close combat involving his own warband members. Roll to randomize hits. *(Taking a member of your own warband out of action also yields experience.)*

Infiltration: Warrior is always placed on the battlefield after the opposing warband and can be placed anywhere, even above ground level, as long as it is out of sight of the opposing warband and more than 12" away from any enemy model or scenario objective. If both Warbands have warriors that Infiltrate, roll a D6 for each, and the lowest sets up first. *(If used while mounted, hero may not be placed above ground level.)*

Price Chart

Hand-to-hand Combat Weapons

Item	Cost	Rarity
Dagger	2gc	common
Club	5gc	common
Axe	5gc	common
Net	5gc	common
Spear	7gc	common
Sword	7gc	common
Halberd	10gc	common
Great Weapon	15gc	common
Flail	15gc	common
Lance	30gc	rare 8
Ithilmar Weapon	50gc	rare 9
Gromril Weapon	50gc	rare 9

Missile Weapons

Item	Cost	Rarity
Short Bow	5gc	common
Bow	10gc	common
Long Bow	15gc	common
Elven Bow	50gc	rare 12
Crossbow	25gc	common
Throwing Knives	5gc	common
Pistol	20gc	rare 8
Duelling Pistol	30gc	rare 11
Blunderbuss	30gc	rare 9
Musket	35gc	rare 8
Long Rifle	80gc	rare 11

Armour

Item	Cost	Rarity
Shield	5gc	common
Light Armour	25gc	common
Heavy Armour	60gc	common
Barding	80gc	rare 8
Ithilmar Armour	150gc	rare 11
Gromril Armour	150gc	rare 11

Mounts and Animals

Item	Cost	Rarity
Horse	25gc	rare 8
Warhorse	50gc	rare 11
Warhound	25+2D6gc	rare 10

Miscellaneous Equipment

Item	Cost	Rarity
Acid Flask	10+D6gc	rare 6
Bugman's Ale	50+3D6gc	rare 9
Cathayan Silks	50+2D6gc	rare 9
Crimson Shade	15+D6gc	rare 9
Dark Venom	10+D6gc	rare 6
Elven Cloak	75+D6x10gc	rare 12
Halfling Cookbook	30+3D6gc	rare 7
Healing Herbs	20+2D6gc	rare 8
Holy Relic	15+3D6gc	rare 8
Holy Tome	80+D6x10gc	rare 8
Mad. Mushrooms	25+D6gc	rare 9
Mandrake Root	10+D6gc	rare 9
Mordheim Map	20+4D6gc	rare 9
Power Scroll	15gc	rare 8
Rope & Hook	5gc	common
Superior B.Powder	25+2D6gc	rare 8
Tears of Shallaya	10gc	common
Tome of Magic	125+D6x10gc	rare 12

Heroes' Post-game Injuries

(11) Captured

Warrior and all weapons, armour and equipment, excluding mounts, is transferred to enemy warband's stash.

(12-15) Dead

All weapons, armour and equipment is lost along with the hero.

(16-21) Multiple Injuries

Roll D6 more times on this table, re-rolling 'Dead', 'Captured', 'Sold to the Pits' and further 'Multiple Injuries'.

(22) Leg Wound

-1 Movement

(23) Arm Wound

-1 Strength

(24) Madness

Roll D6: (1-4) *Stupidity* (5-6) *Frenzy*.

(25) Smashed Leg

Miss next game

(26) Chest Wound

-1 Toughness

(31) Blinded in one Eye

-1 Ballistic Skill

(32) Deep Wound

Miss next game

(33-34) Melancholia

-1 Initiative

(35) Hand Injury

-1 Weapon Skill

(36) Diarrhoea

Miss next game

(41-55) Full recovery

(56) Bitter Enmity

Roll D6: (1-4) *Hates* entire enemy warband. (5-6) *Hates* all warbands of that type.

(61-62) Nervous Condition

-1 Leadership

(63) Seen it All

+1 Leadership. (*May not take warrior above racial maximum.*)

(64) Robbed

All weapons, armour and equipment is lost. (*Mounts excluded.*)

(65) Sold to the Pits

Hero must fight a Pit Fighter. Initiative determines who charges.

If warrior wins he gains 50gc and +1 experience.

If he loses, he is robbed of all weapons, armour and equipment. Then roll for injuries (D66) again.

(66) Survives against the Odds

Additional +1 experience.

Exploration et Experience

Wyrdstone 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

Selling Wyrdstone

		Number of Warriors in Warband					
		1-3	4-6	7-9	10-12	13-15	16+
No. of Shards Sold	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

Underdog Experience

Difference in Rating	XP bonus
0-50	None
51-75	+1
76-100	+2
101-150	+3
151-300+	+4

Instead of opting for underdog experience, you may have a Hired Sword of your choice come to your aid instead. After the battle, you may retain any hired swords on your payroll by paying their *upkeep fee*. You may choose whether you want experience or a Hired Sword for each point that you are eligible for. (*You can only have one of each type of hired sword.*)

Advancement Tables

Heroes	
2D6	Result
2-4	Skill
5	Choose S or T
6-7	Choose WS or BS
8	Choose I or Ld
9	Choose A or W
10-12	Skill

Henchmen	
2D6	Result
2-4	+1 I
5	+1 S
6-7-8	Choose WS or BS
9	+1 Ld
10-12	Talent!

- Henchmen advance when they reach 2, 5, 9 and 14 experience.
- Heroes advance when they reach 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 experience.

Maximum Characteristics

Re-roll any advances that would take the hero above the following values:

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	7	6	4	4	2	5	4	10
Elf	5	7	6	4	3	2	8	4	10
Ghoul	4	5	-	4	4	3	6	4	7
Goblin	4	6	6	3	3	2	6	4	7
Halfling	4	6	6	3	3	2	6	4	7
Human	4	6	6	4	4	2	6	4	9
Ogre	6	6	5	6	5	3	6	4	9
Possessed	4	7	-	6	4	3	7	4	10
Skaven	6	6	6	4	4	2	7	4	8
Vampire	6	7	6	7	5	3	8	4	10

Combat

To Hit (Close Combat)

WS	1	2	3	4	5	6	7
D6	5	4	3	2	2	1	1

- **-1 WS Fighting with two weapons**
(*Fighting Claws and Firing two pistols in hand-to-hand count as two weapons.*)
- **-1 WS within 1" of an enemy fighting with a Net.**
- **-1 WS Fighting enemies with the 'Fencer' skill.**

To Hit (Shooting)

BS	1	2	3	4	5	6
D6	5	4	3	2	2	1

- **-1 BS Cover**
- **-1 BS Moving and Shooting**
- **+1 BS Large Target**

Warriors Knocked Down

- Close combat attacks hit on 1+ but 'to hit'-modifies still apply.
- Roll 'to wound' as normal.
- Take armour saves as normal.
- Will stand up in the controlling player's recovery phase.
- Cannot run or charge that turn.
- If they stand up into close combat, they will strike last, irrespective of weapons and Initiative.

Warriors Stunned

- Close combat attacks hit on 1+ but 'to hit'-modifies still apply.
- All attacks wound automatically.
- No armour saves.
- Become *knocked down* in the controlling player's recovery phase.

To Wound

S/T	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	-	-	-	-	-	-
2	&	4	5	6	6	-	-	-	-	-
3	&	3	4	5	6	6	-	-	-	-
4	&	&	3	4	5	6	6	-	-	-
5	&	&	2	3	4	5	6	6	-	-
6	&	&	&	2	3	4	5	6	6	-
7	&	&	&	2	2	3	4	5	6	6
8	&	&	&	&	2	2	3	4	5	6
9	&	&	&	&	2	2	2	3	4	5
10	&	&	&	&	&	2	2	2	3	4

Armour Saves

Shield	5+
Light Armour + Shield	4+
Light Armour + Shield + Barding	3+
Heavy Armour + Shield	3+
Heavy Armour + Shield + Barding	2+

- The 'Dodge' and 'Step Aside' skills stack with Armour Saves in the relevant area.

Strength Negates Armour:

S	1-4	5	6	7	8	9	10
AS	-	-1	-2	-3	-4	-5	-6

- Armour Piercing Weapons (*Axe, Gromril Weapon, Crossbow, Pistol, and Duelling Pistol*) reduce armour saves by -1.
- Musket and Long Rifle reduces armour saves by -2 total.
- The 'Cleave' and 'Sneak Attack' skills reduce armour saves by -1. (*In close combat only.*)

