

DO OR DICE

A TREATISE ON THE SCIENCE OF DICE ROLLING BY PROFESSOR FELIX "DICETMAN" GHELUC

Some time ago, during the Michaelmas Term of 2003, I was contacted by a group of undergraduates who had qualified for the National Student Blood Bowl Championship Finals. Given my areas of expertise, they wanted to know if there was any advice I could offer to their gaming club. My intellectual curiosity piqued, I took them up on their invitation and attended their next gaming session.

It soon became clear from my observations that the students were paying no attention whatsoever to the ancient and noble science of hedronology, more commonly known as dice rolling. I knew I could help them. I gathered a small number of volunteers to assist with my research, and, in return, I rewarded them with a little understanding of the finer points of statistical probability.

My contact with these gamers reveals that much time is spent debating roster composition, tactics and strategy. However, it seems very little thought is given to that most basic of gaming mechanisms: the rolling of the dice. My advice is "don't leave your dice rolling to luck". I will now reveal how.

DOWN ON YOUR LUCK?

The first situation to address is one that is familiar to all gamers. Known to academic hedronologists as a negative statistical aberrational distortion, most gamers probably

know it as "having a bad day". It is mainly characterised by the dice refusing to fall your way over an extended period.

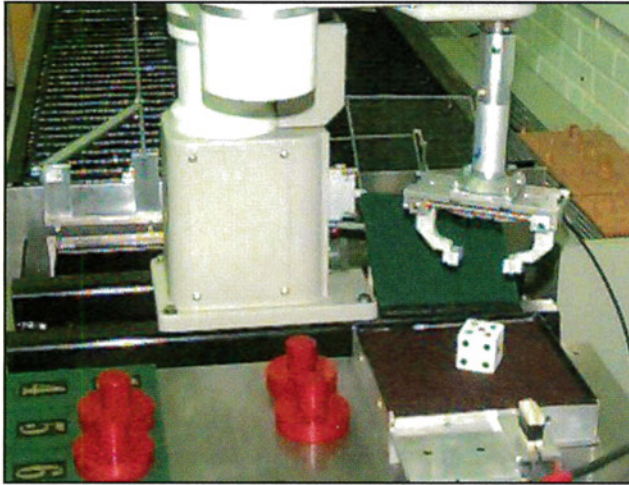
Many gamers, in desperation, will try swapping the dice in order to change their fortune. This is futile, as most players will instinctively know (even as they reach for the replacements). In fact, gamers' instincts, subliminally honed from years of experience, are often surprisingly accurate. Laboratory studies prove that the changing of unsuccessful dice mid-game will make little or no difference.

The usual outcome of this course of action is that the hapless gamer will simply work his way through an entire table's-worth of dice, eventually returning to the originally rejected ones. One famous case study from the scientific literature tells of a gamer who popped outside "for some air", towards the end of a luckless game. His opponent wasn't to know that he was taking a \$50 taxi ride to the nearest games store for some fresh dice. Ninety minutes later he returned with gleaming new dice in hand... and, in front of his bemused yet patient opponent, promptly failed his Rout test.

So what is the best course of action when you find yourself in this all-too-common predicament? Well, it might not be the easiest option, but the professionals' advice is to tough it out. This is due to something known as the Law of Averages, a universal law first postulated by Aristotle, but

Even though Professor Gheluc's researchers are not actually playing a game, the scenery and miniatures have been placed out to 'fool' the dice during the experiment.





The dice-throwing machine at the Massachusetts Institute – affectionately known as ‘chucky’ by the staff – throws a dice over ten thousand times a day.

only finally proved at the Massachusetts Institute of Technology, by the distinguished statistician Bertrand Koplinsky. Although best described by a complex mathematical expression, it can be summarised for non-academics with the phrase “things tend to even out”. Let me illustrate with an example. If subject A were to flip coin B exactly ten times, you would expect the coin to land “heads up” 5 times. Now if the first five times the coin were thrown it landed heads up, strong universal forces would be acting on the coin, making it more likely to result in tails the final five times.

This was postulated by Einstein in his Theory of General Relativity, but only finally proved following the discovery of dark matter, which has been shown to clump together to form superstrings. This led Einstein to utter his famous quotation “God doesn’t play dice, because he’d win every time”.

PRACTISE, PRACTISE, PRACTISE

As in any walk of life, when it comes to dice rolling, there’s no substitute for experience. All of the big names of the wargaming world have put in long lonely hours of practice, and so should you.

Interestingly, dice rolling is something of a national pastime in Finland. Children there are encouraged to pick up the dice before they can walk, build snowmen or skin a bear. As a result by the time they reach their teens they’re masters in the art. Dice rolling is second only to elk hunting as a participation sport in Finland. In fact the well-known Niko Makela, Ville Virtanen and Aleksi Heikennen all made their names on the Finnish national dice-rolling circuit before emigrating to the “less pure” (but more lucrative) world of wargaming.

IF IT AIN’T BROKE, DON’T FIX IT!

Most successful gamers, even those who eschew superstition, will often stick with a successful dice during

a series of rolls, presumably through instinct. This is a smart strategy. The dice in question will be accumulating charged particles. These particles will interact with the gaming substrate in a manner similar to a weak magnet, resulting in the tendency of some dice to perform better than others. German gamers’ famous leather-cup-rolling technique accentuates this phenomenon, and it’s interesting to note that it is social rather than statistical reasons which seem to stop other nations from adopting the practice.

Of course, astute students of hedronology will realise that they should change dice with which they have successfully been achieving high results, should they suddenly need to roll low (for instance if they were to attempt a Rally roll following a sustained period of successful sword hitting).

Interestingly this effect can be enhanced by moisture (in the same way that a cricket ball will tend to swing more in damp conditions). It is for this reason that blowing on the dice before rolling will often have a beneficial effect. Our department’s research, however, suggests that you should stop short of actually spitting on the dice as the hydrogen bonds within the aqueous spittle have a far greater strength of attraction than the tiny electric charges on the dice.



The dice-throwing experiment yields some surprising results.

“ROLL” PLAYING

At the University of Stirling my department is constantly looking for volunteers to assist with our research into statistical mechanics. If you would like to take part in our experiments then please register your interest by e-mailing the Specialist Games team who will pass on your details. Due to the unique way higher education is funded, we regret that there will be no reimbursement for your time although we hope that you will gain insights that might improve your dice rolling techniques. I look forward to hearing from you.

Author: Professor Gbeluc is Head of Research at the University of Stirling’s Probability Mechanics unit. He is currently leading an exciting project developing techniques for winning the National Lottery.

Further Information: If you think you might be interested in helping the Professor with his research then why not drop us an email at fanatic@games-workshop.co.uk

For the citizens of the
Damned City

Town Crier



Published on the first Angestag of each Mannslich.

Mordheim 3 Groats

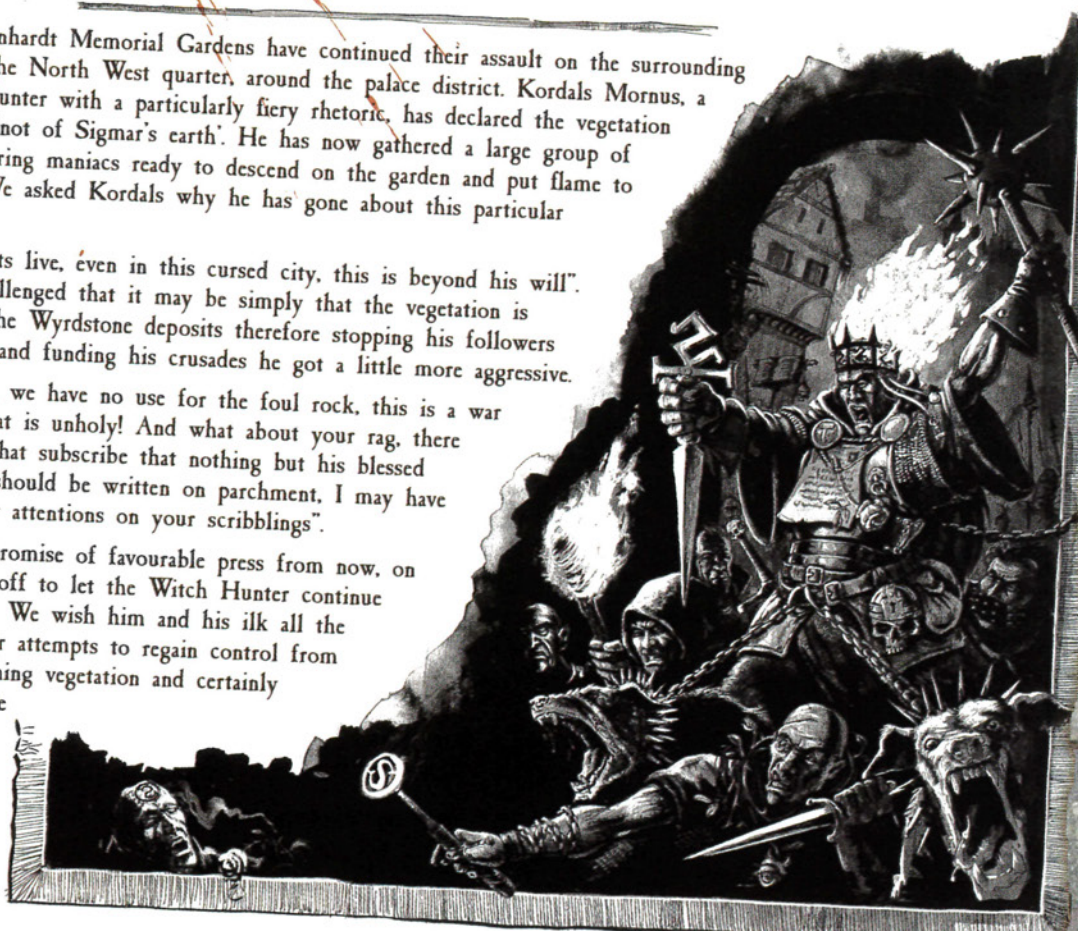
FIGHT AGAINST THE WEEDS

The Steinhardt Memorial Gardens have continued their assault on the surrounding area of the North West quarter, around the palace district. Kordals Mornus, a Witch Hunter with a particularly fiery rhetoric, has declared the vegetation evil and 'not of Sigmar's earth'. He has now gathered a large group of torch bearing maniacs ready to descend on the garden and put flame to branch. We asked Kordals why he has gone about this particular crusade.

"The plants live, even in this cursed city, this is beyond his will". When challenged that it may be simply that the vegetation is covering the Wyrstone deposits therefore stopping his followers collecting and funding his crusades he got a little more aggressive.

"Nonsense, we have no use for the foul rock, this is a war against what is unholy! And what about your rag, there are those that subscribe that nothing but his blessed scriptures should be written on parchment, I may have to turn my attentions on your scribblings".

With the promise of favourable press from now, on we backed off to let the Witch Hunter continue his crusade. We wish him and his ilk all the best in their attempts to regain control from the encroaching vegetation and certainly hope that he doesn't get eaten by some mutant man eating plant.



Here
Within



Learn how to talk
Gibberish in
seconds - advice
from a native
Gibberan

Lock up your
daughters -
the Count is
back.

Ramblings from
the scribe.
"Gottle of Geer,
Gottle of Geer"

Can't find your keys?

Then maybe you need Locksmith supreme;

Mr M Andrekson

Will open houses, and horseless carriages

Locate him at the Caged Polly Inn

Wanted

Thicker Scribe Beating Stick

Last one snapped.

If you are in ownership of said beating stick then seek out Mad Andreas at the offices of the Town Cryer.

Contacts

Ginger Jasmine
She of the fiery Tongue.

Where have you gone?

Please get back in contact!

The Otter
alias No-neck

Went south on ailing steed and was never seen again.

Chased away by Mad Wench.

Contact the offices of the Town Cryer.

Playwrights

The illustrious playwrights; Christof Bone and Gravin Torppe will be visiting your fine area soon.

They can write a comedy or tragedy for any occasion, seasonal pantos a speciality.

Christof and Gravin are currently looking for those in the acting profession to do justice to their latest great work.

Interested parties should contact them at the Drunken Dwarf Inn in Sigmarhaven

SCRIBE'S HONOURABLE MENTION

Mad Andreas Halldenstaad



OBITUARIES

Sir Hoone

Bumbling fool, died when he went to visit the troops on a morale boosting exercise.

Fillip Glascón

Brettonian who thought taking wyrdstone snuff was a good idea. Too many new heads to count.

Three-fingered McGurk

Famous mountaineer, fell off the clock tower whilst trying to climb it.

Gypsy Rosena

Saw her own fate in the Tarot so tried to avoid it. She drowned in the Cursed City's river, as she foresaw. Pity she didn't foresee the bridge collapsing...

Lord Gross-Man

Waltzed into a Skaven den whilst proclaiming "Now who lives in a place like this?"

Durgar Gangybreath

Dwarf bearding who was last seen laughing at a Sister Matriarch.

Shoe Maker

Recently set up shop on the outskirts of Cutthroats Den. Will make footwear out of anything. You bring the materials, I'll turn them in to boots!

Currently on offer, Rat-men fur boots; great for winter and de-fleaed!

Contact Moge behind the counter.

OPENING SOON

The new Sigmarhaven Eatery Franchise:

POTATO SHACK™

Soon you'll be able to taste the delights of our Slappy Meals™ which use almost fresh potatoes!

Try our new range of salads we – only use the choicest turnips some as young as a few months old!

Look for the Wooden Arches in Sigmar Haven

The Mordheim Rules Review

By Jake Thornton, Ian Davies, Mark Dewis, Mark Havener, Nick Kyme & Terry Maltman

This year's Rules Review (RR) has been something of a mammoth effort on the part of the Mordheim Rules Committee who deserve a big vote of thanks for the number of hours they put into this task. It took almost 1,400 e-mails and many weeks to refine the exact wording of the changes you see here, and these will, hopefully, iron out most of the little niggles you may have had with the rules as they stand.

On the whole I think most of the changes should be pretty straightforward, but I've included a brief commentary after each section on some of the main points that were raised. There's also a FAQ at the end which covers some points that seemed more appropriate to sort out by this means than by changing the rules themselves.

If an old FAQ contradicts this errata then this errata takes precedence. The MHRC will be wading through all of the old FAQs to consolidate them into a single up to date document in due course.

At the end of the day, remember that the main object of Mordheim is for you to enjoy fun games with your friends. If you don't like a rule then change it! That said, it's likely that the following will be the basis of most Mordheim tournaments, so if you're likely to be attending then it's worth checking them out.

Enjoy!

Corrections, Errata and other changes to the Rulebook

All page numbers refer to the printed rules. The LRB2 already incorporates all these changes.

Page 26, 2nd column

Replace the third paragraph ("A model may charge... past the enemy!") with the following:

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

Page 26, 2nd column

Add the following to the end of the last paragraph on the page:

"A model that charges will 'strike first' in the first round of the ensuing combat."

Page 29, Closest Target

Add the following sentence as a new paragraph after the first:

"You may always choose to shoot at a Large Target if you can see it, whether it is in cover or not and even if it is not the closest target."

Page 30, 1st column

Insert the following new paragraph after the first paragraph and before the diagram:

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

Page 31, Hit Modifiers

Change the definition of -1 Moving and shooting to:

"If your model has moved at all (other than standing up, or turning to face your target) during this turn."

Page 31, Hit Modifiers

Change the definition of +1 Large Target to:

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

Page 34, Who Strikes First

Replace the paragraph with the following:

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

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

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



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

Page 42, Spear

Replace the Strike First rule with:

“**Strike first:** A warrior with a spear ‘strikes first’ in the first turn of a hand-to-hand combat.”

Page 42, Spear

Add a new special rule between “Strike First” and “Cavalry bonus”:

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

Page 45, Sling

Add the following sentence to the end of the Fire Twice at Half Range special rule:

“If the model fires twice then each shot is at -1 to hit.”

Page 53, Lucky Charm

Replace the second paragraph with:

“The first time a model with a Lucky Charm is hit in a battle they roll a D6. On a 4+ the hit is discarded and no damage is suffered. Owning two or more Charms does not confer any extra benefits, the model may still only try to discard the first hit.”

Page 54, Halfling Cookbook

Replace the brackets at the end of the second paragraph with:

“(note that neither an Undead warband nor a Carnival of Chaos warband can use this item).”

Page 58, Re-Animation

Replace the first sentence with:

“One Zombie that went *out of action* during the last hand-to-hand combat or Shooting phase immediately returns to battle.”

Page 60, Silver Arrows of Arha

Replace the first sentence with:

“Unlike other spells, this cannot be cast whilst in hand-to-hand combat. The spell summons D6+2 arrows which the wizard can use to shoot against one enemy model.”

Page 65, 1st column, 1st paragraph of Weapons and Armour

Replace the first sentence with:

“Each warrior you recruit can be armed with up to two close combat weapons (in addition to his free dagger), up to two different missile weapons and any armour chosen from the appropriate list. For these purposes, a brace of pistols counts as a single missile weapon.”

Page 38, Voluntary Rout

Replace the paragraph with:

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

Page 39, Fear

In the paragraph labelled “a)”, replace the last sentence with:

“If it is failed, the model must roll 6s to score hits in that round of combat.”

Page 39, Stupidity

Replace the third paragraph with:

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

Page 39, Stupidity

Add the following paragraph at the end of the Stupidity section:

Page 85, Steel Whip weapon stat line

Under range, replace “4” with “Close combat”:

Page 85, Steel Whip weapon stat line

Under special rules, replace “reach” with “whipcrack”:

Page 85, Steel Whip special rules

Replace the reach special rule with:

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

Page 95, Rat Ogre

Replace the Large special rule with:

“**Large Target:** Rat Ogres are Large Targets as defined in the shooting rules.”

Page 117, Post Battle Sequence

Stages 1-3 remain as they are. Stage 5 is renumbered stage 10. Stage 4 is replaced by the following new stages:

- 4 **Sell wyrdstone.** This can only be done once per Post Battle sequence.
- 5 **Check available veterans.** Roll to see how much Experience worth of veterans is available for hire. You don’t have to commit to hiring any at this point.
- 6 **Make Rarity rolls and buy Rare items.** Make rolls for any Rare items you intend to buy and pay for them. These items go into the warband’s stash.
- 7 **Look for Dramatis Personae,** if you want to hire any.
- 8 **Hire new recruits & buy common items.** New recruits come equipped with their free dagger and may be bought Common items. This is done in any order and may be done several times. Note that newly hired recruits cannot buy Rare items. They can, however, be equipped with Rare items if there are any in the warband’s stash in stage 9.
- 9 **Reallocate equipment.** Swap equipment between models as desired (provided they are eligible to use it).

Page 117, Death of a Leader

Replace the last sentence of the second paragraph (“In the case of Undead warbands...”) with:

“You can buy a Vampire after the next game, at which point the Necromancer will step down (whether he wants to or not) and lose the Leader skill.”

Page 117, Death of a Leader

Add the following paragraph at the end of this section:

“If the leader of a Sisters of Sigmar, Possessed or Carnival of Chaos warband dies then their successor will be entitled to learn to use magic in their stead. The new leader may choose a prayer/spell from the appropriate list, instead of rolling on the Advance table, the first time they are eligible for an advance. After this they are considered to be a wizard/use prayers as appropriate for their warband and use the Advance table as normal.”

Page 121, Henchmen

In the first paragraph of this section, change the second sentence to read:

“If the dice roll indicates an increase in a characteristic which has already been increased (or is at its racial maximum), roll again until an unincreased characteristic is rolled.”

Page 121, Characteristic Increase

In the initial paragraph, change the third sentence to read:

“If both are already at their racial maximum, you may increase any other (that is not already at its racial maximum) by +1 instead.”

Page 121, Characteristic Increase

Replace the existing Ogre maximum characteristics with:

Ogre (Ogre Bodyguard Hired Sword)

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	6	5	5	5	5	6	5	9



Page 121, Characteristic Increase

Add the maximum characteristics for Halflings:

Halflings (Halfling Scout Hired Sword, et al)

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	5	7	3	3	3	9	4	10

Page 122, Expert Swordsman skill description

Add the following to the end:

“Note that this only applies when they are armed with normal swords or weeping blades, and not with double-handed swords or any other weapons.”

Page 122, Quick Shot

Replace the description with:

“**Quick Shot:** The warrior may shoot twice per turn with a bow or crossbow (but not a crossbow pistol).”

Page 122, Pistolier

Replace the second sentence of the description with:

"If he is equipped with a brace of pistols of any type (including crossbow pistols), he may fire twice in the Shooting phase (though note that normal reloading rules apply). If he has a single pistol then he may fire it in the same turn it was reloaded."

Page 122, Hunter

Replace the second sentence of the description with:

"He may fire each turn with a handgun or Hochland long rifle."

Page 123, Haggle

Replace the second sentence with:

"He may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per Post Battle sequence."

Page 123, Pit Fighter

Add the following at the end of the description:

"It's a good idea to define which bits of your terrain collection count as 'buildings or ruins' at the start of a battle to avoid confusion later."

Page 123, Lightning Reflexes

Replace the entry with:

"If the warrior is charged he will 'strike first' against those that charged that turn. As the charger(s) will also normally 'strike first' (for charging), the order of attack between the charger(s) and the warrior with this skill will be determined by comparing Initiative values."

Page 123, Jump Up

Replace the last sentence with:

"The warrior may ignore *knocked down* results when rolling for injuries, unless he is *knocked down* because of a successful save from wearing a helmet or because he has the No Pain special rule."

Page 123, Dodge

Replace the last sentence with:

"Note that this roll is taken against missiles as soon as a hit is scored to see whether the warrior dodges it or not, before rolling to wound, and before any effects from other skills or equipment (such as lucky charms)."

Page 144, New recruits

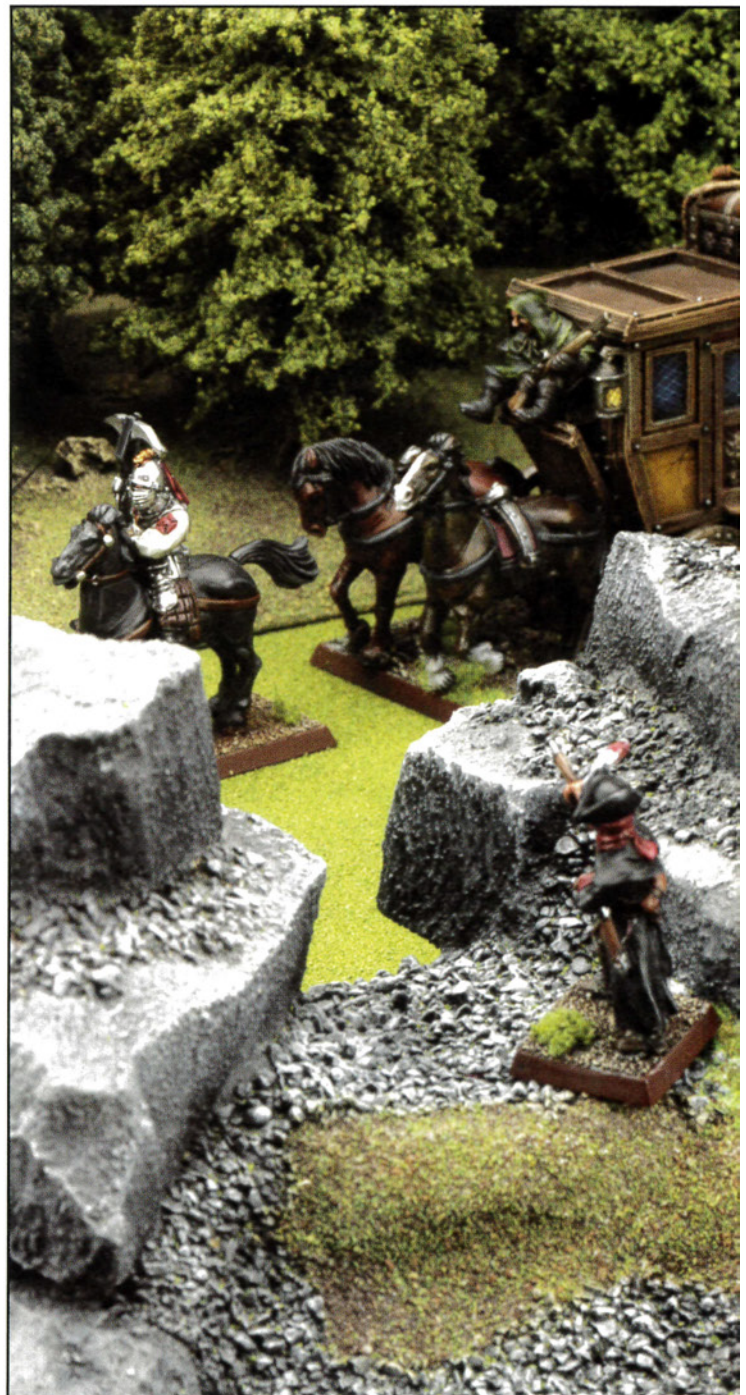
Replace the first paragraph of this section ("New warriors... at least one battle") with:

"New warriors are recruited in the same way as the original warband with the notable exception of equipment. After the start of a campaign, a new hiring can only buy Common items from his warband's equipment chart freely. He may only be given Rare items from his warband's equipment chart if the warband can obtain them via the normal trading rules."

Page 147, Recruiting Hired Swords

In the third paragraph of this section, replace the first two sentences with:

"Hired Swords do not count towards the maximum number of warriors or Heroes a warband may have on its



roster and don't affect your income from selling wyrdstone. However, Hired Swords do count as part of the warband for purposes of Rout tests, etc whilst in battle."

Page 148, Ogre Bodyguard

Replace the Large special rule with:

"**Large Target:** Ogres are Large Targets as defined in the shooting rules."

Page 150, Freelancer

Under Equipment, replace the second sentence with:

"If you are using the optional rules for mounted models, a Freelancer rides a warhorse (and has the Ride Warhorse skill from the Blazing Saddles article)."

Commentary on Rulebook Changes

The changes made to the core rules fall into 4 main types:

- Grey Areas
- Conflicts
- Unsatisfactory Rules
- Stuff For Later

Grey Areas

Most of these simply needed a bit of rephrasing, but there were exceptions such as the rules for 'Large Targets' and 'strikes first'. Part of the confusion here was that they were listed separately for each creature or weapon they applied to and some instances used slightly different wording. This meant that you had to know exactly how each individual item's version of the rule worked, not just one. We made both ideas into core rules which we then applied whenever they came up. Now each time it says 'Large Target' or 'strike first' it means the same thing.

Conflicts

'Strike first' also came up under conflicts and was resolved by a standard rule as described above. Other conflicts were mainly to do with stacking skills and so on, including the much debated question of just how many shots can you get in a single turn. These involved rephrasing a number of skills to avoid clashes. The shooting skills were changed so they each cover specific weapon types and so that it is clear they do not stack. The maximum number of shots you can get per turn with a black powder weapon is two.

Unsatisfactory Rules

A few rules just seem to cause debates, and so we went in and tidied them up. Steel whips, lucky charms and the

death of spell-casting leaders all came under this sort of heading and have been fixed by rewording the applicable rules, or adding in new sections where they were clearly missing something.

Stuff For Later

There was much debate about hand-to-hand combat in general, though it tended to be sparked off by details. In the end I decided that it was going to take a major overhaul of the phase, not to change lots of things, but to perhaps shift the balance slightly. For example, two weapons are the norm in Mordheim and almost nobody uses a weapon and shield. This imbalance feels wrong to me: I'd much rather either was a viable choice, and one that was taken based on playing style, or perhaps warband type. Anyway, this subtle shifting of balance is actually extremely complex to achieve, and so I decided that we'd look at proposals after the RR, trial them in the Playtest Vault over the next year, and debate their adoption as official changes at next year's RR.

The Surprise Attack scenario was another one that needed playtesting to change as although we all agreed it needed work, we couldn't get any sort of consensus on what should be done.

Corrections, Errata and other changes to Nordheim Annual 2002

All page numbers refer to the printed Annual.

Page 3, Man-Eater

Replace the last sentence with:

"Opponents are +1 to hit the tree in hand-to-hand combat, due to the fact that it is rooted to the spot. The Tree is a Large Target."



Page 6, Forbidden Fruit

Add the following to the end of the paragraph:

“The Tree is a Large Target.”

Page 7, Itsy-Bitsy Spider

Add a new special rule:

“**Large Target:** Gigantic Spiders are Large Targets as defined in the shooting rules.”

Page 9, Orc Equipment Lists

Add a club at 3gc to the list of hand-to-hand combat weapons available to the Orcs.

Page 11, Troll

Add a new special rule:

“**Large Target:** Trolls are Large Targets as defined in the shooting rules.”

Page 21, Dwarf Warrior Equipment Lists

Add a brace of pistols at 30gc to the list of missile weapons available to the Dwarf Warriors.

Page 22, Dwarf Engineer

Replace the Expert Weaponsmith special rule with:

“**Expert Weaponsmith:** A Dwarf Engineer is a master of mechanical devices. By using stronger construction materials and time-tested secrets of Dwarf engineering, a Dwarf Engineer can increase the distance the warband’s missile weapons can shoot. Missile weapons bought from the warband’s basic equipment lists have their range increased by 3” for pistols and 6” for crossbows and handguns. Range increases only apply in battles in which the Engineer takes part (though they do apply even if he is yet to enter the battlefield or has already been taken *out of action* in this battle). He has no effect on the equipment of Hired Swords.”

Page 25, Nicodemus

Add Witch Hunters to the list of warbands that cannot hire Nicodemus.

Page 34, Great Beasts in Mordheim

Insert a new sentence between the fourth and fifth (after “...a new lair in the ruined city.”):

“Even so, all monsters count as Large Targets as defined in the shooting rules.”

Page 66, 2nd column

Add a new special rule between Armour Bonus and Bolting Mounts:

“**Large Target:** All models mounted on a riding creature from this section count as Large Targets as defined in the shooting rules. Unridden riding creatures are not Large Targets.”

Page 81, Trained Bear

Add a new special rule:

“**Large Target:** Bears are Large Targets as defined in the shooting rules.”

Commentary on Annual Changes

There was little to worry about in the Annual once it’d been brought in line with the new rulebook. A couple of omissions and a clarification, but generally it was pleasingly clean of troubles.

Corrections, Errata and other changes to Empire in Flames

All page numbers refer to the printed EIF:

Page 17

Change the price of a Horseman’s Hammer to 12gc.

Page 24, 2nd column

Add a new special rule between Armour Bonus and Bolting Mounts:

“**Large Target:** All models mounted on a riding creature from this section count as Large Targets as defined in the shooting rules. Unridden riding creatures are not Large Targets.”

Page 60, Special Rules

Add the following Special rule:

“**Tainted:** The Carnival is a similarly unclean mass of mutation and Chaos to the Possessed and so counts as such for purposes of exploration and serious injuries.”

Page 66, Nurgle’s Rot

Change the fifth sentence to read:

“If the Tainted One makes a successful To Wound roll of a 6 with any of his hand-to-hand attacks, the target model will contract the Rot (note: Nurgle’s Rot only affects the living, so Undead, Daemons and Possessed are immune).”

Page 71, Beastmen Skill tables

The ‘3s’ in the table should be ticks.

Page 71, Maximum Characteristics

Replace the entry with:

Profile	M	WS	BS	S	T	W	I	A	Ld
Ungor	6	6	6	4	4	3	7	4	7
Centigor	9	7	6	4	5	4	6	4	9
Minotaur	6	6	5	5	5	5	6	5	9
Others*	5	7	6	4	5	4	6	4	9

*This includes all the non-Centigor Heroes and the Gor Henchmen.”

Page 73, Minotaur

Replace the Large special rule with:

“**Large Target:** Minotaurs are Large Targets as defined in the shooting rules.”

Page 74, Shaggy Hide skill

Replace the existing definition with the following:

“The Beastman’s massively shaggy hide acts as armour, deflecting sword strokes and protecting him from harm. The model gains a 6+ Armour Save that can be combined with other armour as normal.”

Page 78, The Thing in the Woods

Replace the Large Beast special rule with:

“**Large Target:** The Balewolf is a Large Target as defined in the shooting rules.”

Commentary on Elf Changes

Clarifications for the new warbands made up the bulk of this small set of changes and are mostly fairly self-



explanatory. Nurgle's Rot, however, is one of the areas which have been much debated of late, and we have made a change to make it more difficult to contract. However, the proper resolution of this subject touches on a number of other rather more long-term plans and will be dealt with at a later date. For now, you always have the option of abandoning the afflicted one by the side of the road...

Official Warbands

Over the years we've seen a number of new warbands and Hired Swords in a variety of publications and versions. This can be somewhat confusing for people, so we've gone through them all and listed those that should be considered "official". What we mean by this is that we think these warbands and Hired Swords are reasonably balanced and fair. Whilst you can, of course, use any warbands you like in your own games, the ones listed here will probably form the basis for most competitive events (one of the reasons we made this list was repeated questions about what was 'legal' in tournaments).

All of these should appear on the website in due course so that they are available to those of you who missed a given publication.

Warbands

All the ones in the printed rulebook
 Orcs & Goblins warbands from the 2002 Annual
 Dwarf Treasure Hunter warbands from the 2002 Annual
 Ostlander warbands from the 2002 Annual
 Averlander warbands from the 2002 Annual
 Kislevite warbands from the 2002 Annual
 Beastmen warbands from Empire In Flames
 Carnival of Chaos warbands from Empire In Flames

Hired Swords

All the ones in the printed rulebook
 Imperial Assassin from the 2002 Annual
 Tilean Marksman from the 2002 Annual
 Beasthunter from Empire In Flames
 Highwayman from Empire In Flames

Roadwarden from Empire In Flames
 The Merchant from Town Cryer 22

Dramatis Personae

All the ones in the printed rulebook
 Nicodemus from the 2002 Annual
 Ulli & Marquand from the 2002 Annual
 Marianna Chevaux from Town Cryer 22

Commentary on Official Warbands

Several warbands and Hired Swords which are currently not on the list above are very close. Experience suggests that the Witch is still a little too powerful, and there was (unresolved) debate about which incarnation of the Pit Fighters warband better fitted the background. Pirates are due for an overhaul and I've been talking to their original author about a reworking.

The intention is to get these (and others) put up in the Playtest Vault over the next year so that you can all playtest them and we can tweak them into a version we all feel happy with making official.

The Elves are a special case. They have been deliberately left off the list as they are, in their current form, entirely inappropriate for Mordheim. Elves will return in the future, but will be somewhat different when they do.

We've also ignored the Thing in the Woods and the Town Cryer, not because we don't like them, but because they're more events than characters and will appear or not depending on whether you have the model and what you feel like playing. If it ever comes up, they're both official.

FAQ

Q: Does a model that is missing a game (for any reason) count towards the warband's rating?

A: Yes. The opposing warband doesn't know exactly which warriors they're fighting today, but they do know it's the infamously bloodthirsty Black Spiders they've bumped into and they're heard all the rumours about the last lot that crossed them...

Q: Does a model that is missing a game (for any reason) count towards the number of models in a warband for the purposes of Rout tests?

A: No. His mates know he's lying in his sickbed at home and know he's not going to help them today.

Q: The Beastmen in the Possessed warband and the Beastmen warband have different profiles. Is this a mistake?

A: No. You'll note that the warriors are actually called something different too: 'Beastmen' in the Possessed warband and 'Ungors', 'Gors' and 'Bestigors' in the Beastmen warband. These are creatures of Chaos, after all, and there are many types of them in the Old World. Those that have been tainted by the proximity of so much warpstone in the city are a bit harder to kill, but that's only to be expected.

Q: Can a free dagger be given to another member of the warband or sold?

A: No. A warrior will always keep his dagger as a last line of defence. It cannot be given away or sold.

Q: Should Dwarfs be banned from taking spears in line with 6th edition Warhammer?

A: No. Mordheim is set 500 years earlier and on a completely different scale. The lack of spear-wielding regiments in the Dwarf army should not be taken to mean that Dwarfs never use them.

Q: If a warband has both a Halfling Scout and a Halfling Cookbook does it add +2 to its maximum size or just +1?

A: +2.

Q: What happens to the extra member of a warband if a Halfling Scout leaves or is killed (so the warband no longer gets the +1 to its maximum size)?

A: If the warband doesn't acquire a new Halfling Scout the warband must reduce its size to its current legal maximum at the end of stage 8 of the Post Battle sequence (as the extra warriors wander off in search of better rations).

Q: What is a 'brace' of pistols?

A: A brace of pistols is two pistols of the same type, eg, two duelling pistols, two crossbow pistols, etc.

Q: If I buy two of the same type of pistol at different times, are they counted as a brace?

A: Yes, as long as they're exactly the same type.

Q: Does a model with more than one shooting attack need to declare all of his target(s) before rolling any dice, or can he decide before each shot?

A: He may decide before each shot.

Q: If a model casts the Lure of Chaos spell, can either the caster or the target use their leader's Leadership if he's within 6" (because of the Leader special rule)?

A: No. The Leader special rule will only help with Leadership tests, and this isn't one.

Q: If I fail a Fear test and need to roll 6s to hit, does that only apply against the model that caused the Fear test, or against anyone I attack that turn?

A: Against anyone.

Q: Can a model that is behind a low wall or adjacent to a corner charge even while declared as Hidden?

A: Yes. In the description of Hidden, he is "just peeking

out of cover". In other words, we can assume that he can indeed see his intended target.

Q: What happens if a Merchant's bodyguard dies?

A: The bodyguard is defined as a skill, so the Merchant will be without one until he can take the skill again as the result of gaining Experience. On the other hand, if the Merchant dies then the bodyguard leaves the warband after that battle.

Q: Is a Merchant's bodyguard a Hero or a Henchman for purposes of rolling for serious injuries?

A: A Henchman.

Q: If I attack with a pistol in hand-to-hand combat do I use my WS or BS?

A: WS for all except the crossbow pistol (which uses BS).

Q: Can weapons be swapped during a combat?

A: No, with the exceptions of pistols and lances which may be exchanged for a different weapon after their first turn special attack.

Q: Is it possible to split a Henchmen group?

A: No. It can increase by hiring veteran warriors, or decrease through losses, but it may not be split.

Q: Can spells cause critical hits?

A: Directly, no. Indirectly, yes. The reference on page 56 to spells not causing critical hits specifically refers to spells that cause direct damage, such as *Word of Pain*. These spells never cause critical hits. However, if a warrior is benefiting from a spell that enhances his ability to fight, such as *The Hammer of Sigmar*, he will be able to cause critical hits with these attacks.

Q: Does a promoted Henchman gain his warband's specialist skill list AND two other lists, or does the specialist skill list take up a slot?

A: The Lad's Got Talent result says "You may choose two skill lists available to Heroes in your warband", and as your warband's specialist skills ARE available to your Heroes that list does indeed take up one of those two if it is one of those chosen.

Q: How do the rules for Hiding and Out of Sight interact?

A: They don't. Treat each of them as a separate issue even when they both apply.

Q: If a model is already engaged in hand-to-hand combat with an enemy and a second enemy charges in on a subsequent turn does this count as 'first turn of combat' again for rules such as 'strike first'?

A: No. 'Strike first' (and other similar rules that use this term) assume that the special feature of the first turn of a combat is that a warrior has had a degree of freedom to get himself ready for the fight and, once it's started, he's too busy fighting for his life to gain the benefit. That being the case, although it may be the first turn of combat against a particular foe, it doesn't count for purposes of rules such as 'strike first'.

Q: In the pistol rules it says they give me +1A. Does that mean that a model with an additional hand weapon and a pistol gets +2A?

A: No. Even if you're carrying two hand weapons and a pistol you've still (barring mutations, etc) only got the ability to wield two of them at a time. So, you can either get the +1A from the additional hand weapon, or the +1A from the pistol, but not both.

A Call To (Interchangeable) Arms

You know the feeling. Having spent days secluded in your lonely vault, your task is finally completed.

You rise, staggering and blinking into the daylight. Invigorated by the heady scent of the first blast of non-stagnant air you've experienced for days, you skip gaily through the streets. On arriving at your destination you proudly unveil the fruits of your labour – your brand-new warband; all painted, wysiwyg and everything.

Gratified by the grunt of what is either appreciation or possibly indigestion, that emanates from your opponent you settle down to the first real game with your new charges. The game passes well enough. You hold your own in combat, don't take too many casualties and even find a decent stash of wyrdstone.

Then your day starts to go wrong. You find yourself with a pot of cash to spend. Hmmm, a nice double-handed sword for your newly Strongman Champion, a set of hammers to reward that loyal Henchmen group and maybe a brace of pistols for your Captain. They all sound good. They all sound time-consuming too. So with more painting to do it's back to the gloomy vault for you, stopping only at the gaming shop to pick up some more models.

But it doesn't have to be that way. Of course the easy option is simply to use any old models you can get your hands on. The problem with this method is that, if you're anything like me, without the visual reminder of a sword, a helmet or a nasty scar you'll easily forget all about that parry, helmet save or Fear test in the heat of battle.

A far more satisfying solution is to put in a small amount of extra effort when first modelling your little beauties that will save you time over the course of a campaign.

A quick perusal through the Specialist Games catalogue reveals that many of the warbands are supplied with weapon sprues, allowing you to mix and match the various weapons and other accoutrements to suit your starting warband design. This list includes Mercenaries, Dwarfs, Kislevites, Skaven, Sisters of Sigmar, Pit Fighters and Beastmen figures as well as several others. Of course if you make use of the good value Warhammer Regiment Boxes to bolster your warband's numbers then this increases your weapon options still further.

Having decided that 2004 was going to be the year of the Dwarf in my own Shed Of Doom, I wanted to model a starting warband that would serve in several very different campaign formats. I didn't

want to have to keep returning to the modelling table and I didn't want to run up any unnecessary mail order shipping charges by ordering new models after every battle.

The solution wasn't steam-powered rocket science. I would simply make full use of the range of weapons supplied, by fixing them securely enough to endure the rigours of battle, but not so strongly that they couldn't be removed when the warrior had earned a weapon upgrade.

But how? Well first off I'd need to drill some sockets into the models, even into the plastic warriors from the Dwarf Regiment Box. Then I'd fix some "pins" into these sockets.

If you've never used a pin-vice before then it's a lot easier than you probably imagine. There are two key tips to remember:

Tip 1. There's no need to apply any serious pressure to the pin-vice. If you do you could find that it snaps off inside the model. If that happens then you've got a real problem removing it (and yes, I have learned this from bitter experience). Your best bet in that case is to use a fine electric drill bit to clear out the area around the offending item, yank it out and then refill the resulting chasm with Green Stuff.

If you'd prefer to avoid all that malarkey simply hold the pin-vice firmly but gently in position, twist and let that twisting action do the work. Through plastic it'll bore as



effectively as a Longbeard reminiscing about the Golden Age. Metal miniatures will take slightly more time, but before too long you'll have yourself a lovely little socket just waiting for a pin.

Tip 2. It's better to drill too shallow than too deep. By too deep I mean that the drill actually pokes out the other side of the model. See what I mean?

Err on the side of caution. A socket of around 3mm depth is ample for your purposes.

You can get pin-vices and spare drills for them from most modelling shops as well as GW stores. For the pins I used paper-clips, cut to size with a pair of strong snips.

So how to secure them? Well clearly superglue was out as it would be too permanent. On the other hand Blu-tack™ was far too weak (I'd like to take this opportunity to thank Nik, a regular playing partner, for his patience during this experimental phase. There are only really so many times during a game you should have to wait while your opponent picks up their Troll Slayer's arms).

The answer turned out to be good old PVA woodworking glue. Strong enough to hold up during play, weak enough to be able to yank out when the time comes. Plus it dries clear so any overspill won't be spotted.

All that remained was to think about what weapons my developing warband might require in the future. I pretty much painted at least one set of every weapon available on the sprues. My starting warband now had its own little armoury (aw, bless) of two-handed hammers for the first Hero to gain the Strongman skill, spare crossbows for when the money starts to roll in, an axe for when armour begins to feature in the campaign and so on.

Of course with all this swapping of arms it's inevitable that not all of the joints will meet perfectly. My advice is not to worry about it. A splash of black paint – the bodger's friend – to look like shadow around the joint and no one will even notice. Remember you're building a working warband, not a Golden Demon entry.

That's it. Pretty simple really. Already this year Morgan The Moon's Stag Party have had successful forays at the GW Gang Wars campaign weekend, the Call To Arms Grand Tournament and a campaign at my local Tin Soldiers club in Exeter. And apart from the odd bit of arm-swapping I haven't had to brandish a modelling tool in anger.

Which is very nice. But there's one other little perk to this method that I haven't mentioned yet. You see the PVA woodworking glue, being fairly flexible, allows an amount of "give" in the positioning of the weapon. This means that you can play about with the precise poses, preferably with little noises to accompany it, while you're waiting for your opponent to take their turn. No practical purpose to that at all, but it's strangely satisfying.

And far, far better than this, it also means that whenever a fellow gamer picks up your model for a closer look you'll notice a brief moment of panic cross his face as he thinks he's just broken your figure.

Of course responsible gamers will be sure to forewarn their opponent, in order to avoid this distressing situation. Me, on the other hand, well I've put in the work, I want to enjoy all the benefits.

*From the bitz box to a brand new model!
Here some examples of components from Ian's combi-warband!*



Dwarf with crossbow



Dwarf with hammer



Dwarf with spear

Note: Ian used Skaven spears for his conversions, which look great 'cause Dwarfs and Skavens have the same size of hands anyway!



Author

Ian is a prolific Mordheim player, winning the last tournament held at Warhammer World. He is also on the Mordheim rules committee, the results of which can be seen earlier in this issue, so he knows his stuff.



Further Information

The Dwarf Treasure Hunters are available to buy from your local Direct Sales department (see page 68 for more information).

More Mordheim Websites

*Turn to page 67 for the rules review.
www.Mordheim.com*

MORDHEIM

