Campaigns

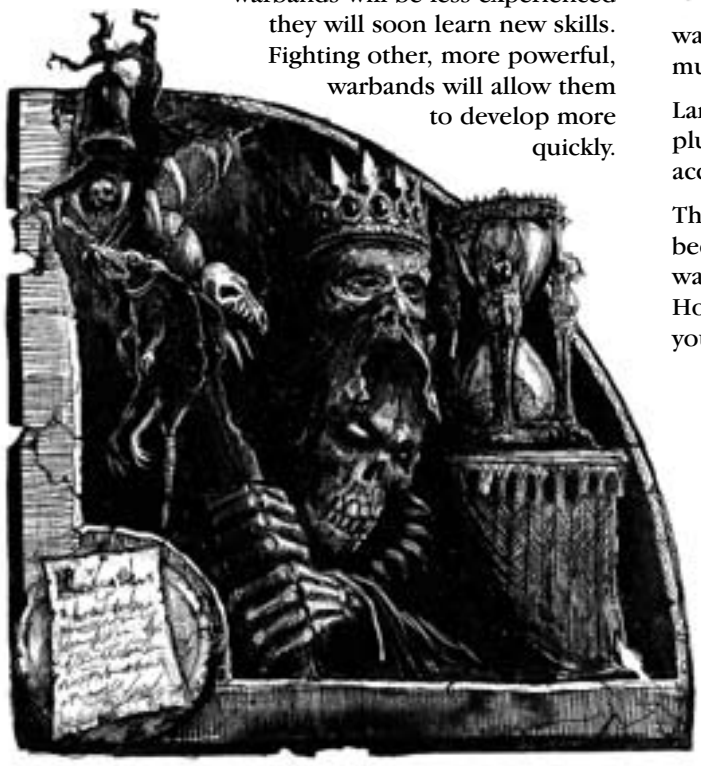
Warbands travel to the City of the Damned from all over the Old World. They come from many races and for many reasons but ultimately they must all face the dangers of the dim alleys and twisting, winding streets of Mordheim.

Although it is great fun to fight individual battles, part of the challenge of Mordheim is to build your warband into a force to be reckoned with. A campaign gives your warband the chance to gain experience and new skills, as well as the opportunity to hire extra warriors as its fame and fortune increases.

starting a campaign

To start a campaign you'll need at least two players, preferably three or more. Players may have more than one warband, but most people prefer to run one at a time, as this allows them to devote more of their attention to painting, modelling and playing with their favourite warband.

You can start a campaign as soon as two players have recruited their warbands. New players can join the campaign any time after that. Although the new warbands will be less experienced they will soon learn new skills. Fighting other, more powerful, warbands will allow them to develop more quickly.



playing a campaign game

To start the campaign, the two players select one of the scenarios to fight (see the Scenarios section). At the end of each game the players work out how much experience their warriors have earned and how much wyrdstone the warband has collected before returning to its encampment.

Experience is expressed as Experience points which Heroes and Henchmen groups receive for surviving each game. This is covered later in the Experience section. When a Hero or a group of Henchmen has sufficient Experience points they receive an *advance*. An advance might improve a warrior's characteristics profile, adding to his WS, BS, S etc, or he might gain a special skill such as *Mighty Blow* or *Acrobat*.

After each game the warriors collect wyrdstone. This is recorded on the warband's roster sheet, and can later be sold for gold, used for trading, etc. You can recruit more warriors or buy new weapons from traders. All this is explained in the Income and Trading sections, later.

warband rating

Each warband has a *warband rating* – the higher the rating the better the warband. The warband rating is simply the number of warriors in it multiplied by 5, plus their accumulated experience.

Large creatures such as Rat Ogres are worth 20 points plus the number of Experience points they have accumulated.

The warband's rating changes after each game, because surviving warriors will gain extra experience, warriors may have been killed, new ones added, etc. Hopefully your warband rating will go up, signifying your increase in power!

post battle sequence

After the battle is over, both players work their way through the following sequence. You do not have to work through it all at once (try to do the first three parts straight after the battle – you may wish to consider further purchases later) but any dice rolls must be seen by both players or a neutral third party.

1 **Injuries.** Determine the extent of injuries for each warrior who is *out of action* at the end of the game. See the Serious Injuries, on page 118.

2 **Allocate experience.** Heroes and Henchmen groups gain experience for surviving battles. See the Experience and Scenarios sections for details.

3 **Roll on the Exploration chart.** See the Income section for details.

4 **Sell Wyrdstone.** This can only be done once per post battle sequence.

5 **Check available veterans.** Roll to see how much Experience worth of veterans is available for hire. You don't have to commit to hiring any at this point.

6 **Make rarity rolls and buy rare items.** Make rolls for any rare items you intend to buy and pay for them. These items go into the warband's stash.

7 **Look for Dramatis Personae.** If you want to hire any.

8 **Hire new recruits & buy common items.** New recruits come equipped with their free dagger and may be bought common items. This is done in any order and may be done several times. Note that newly hired recruits cannot buy rare items. They can, however, be equipped with rare items if there are any in the warband's stash in stage 9.

9 **Reallocate equipment.** Swap equipment between models as desired (provided they are eligible to use it).

10 **Update your warband rating.** You are now ready to fight again.

Disbanding warbands

You may disband your old warband at the end of any game and start again with a new one. All the warriors in the original warband and any equipment and other benefits they acquired are lost. You can also dismiss any warrior in your warband at any time.

Death of a warrior

When a warrior is killed (Hero or Henchman) all his weapons and equipment are lost. This is very important, so be clear about it from the start. It is not possible to reallocate a warrior's weapons or equipment once he is dead.

Death of a leader

If the leader of the warband is slain, the Hero with the next highest Leadership value takes command. He then gains the Leader ability (although he must continue to use his original Skill list) and can use the Equipment list available to the leader. If there is more than one Hero eligible to assume command, the warrior with the most Experience points becomes the leader. In the case of a tie roll a D6 to decide the new leader. Note that you may **not** hire a new leader for your warband.

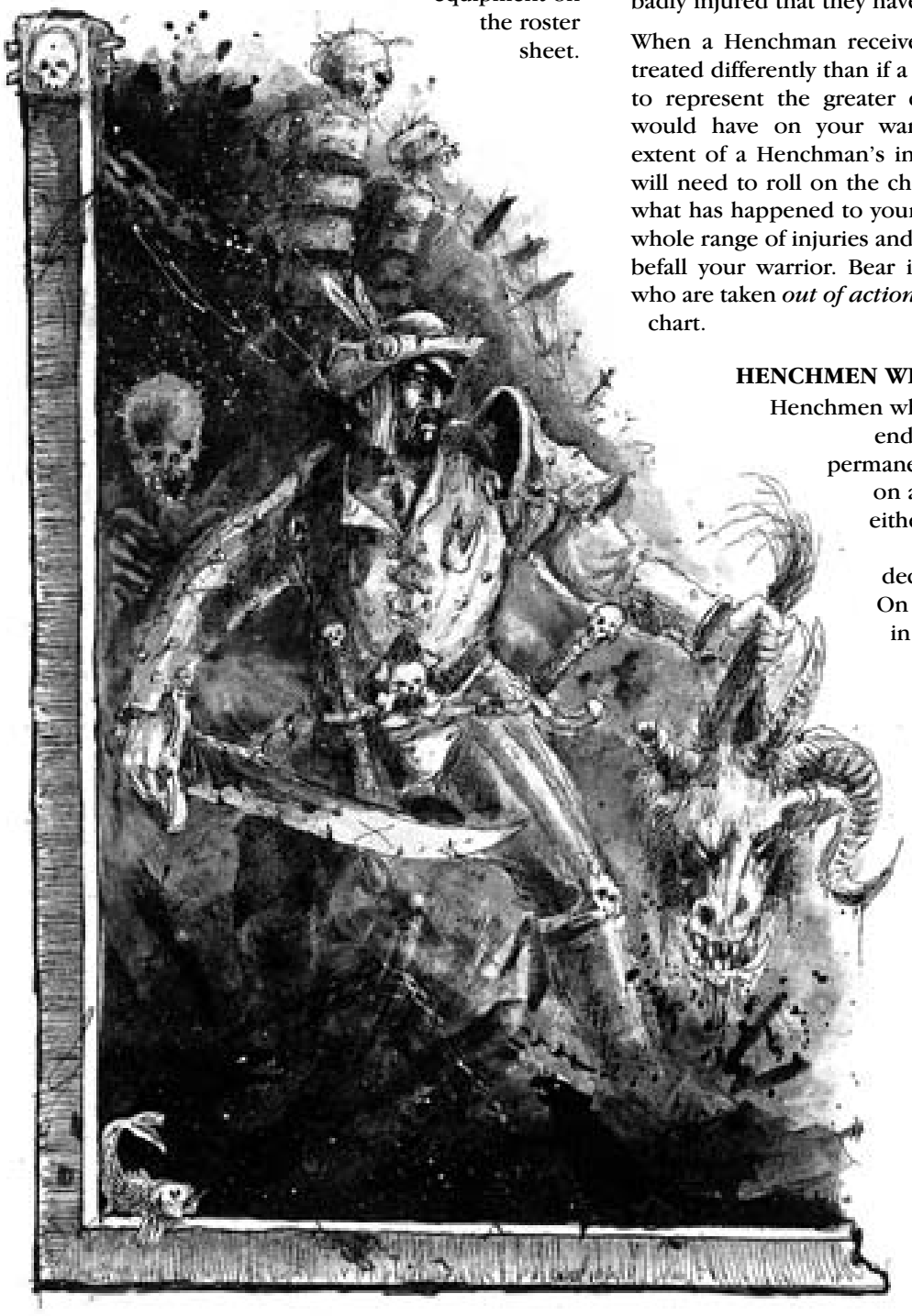
In the case of Undead warbands, the death of the Vampire means that the warband's Necromancer must take over. If the warband doesn't include one, the spells that hold the restless dead together unravel, and the warband collapses into a pile of bones. You **can** buy a Vampire after the next game, at which point the Necromancer will step down (whether he wants to or not) and lose the Leader skill.

If the leader of a Sisters of Sigmar, Possessed or Carnival of Chaos warband dies then their successor will be entitled to learn to use magic in their stead. The new leader may 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.

buying new equipment between games

As explained in the Trading section, warriors may purchase new equipment and armaments using the warband's treasury. Warriors can also swap equipment between themselves. Alternatively, old equipment can be hoarded and re-used at a later date.

Weapons and armour purchased, swapped or taken from storage for your warband must be of an appropriate type for the warrior, as indicated by the warband lists. Record any changes to the warrior's equipment on the roster sheet.



serious injuries

During a game some warriors will be taken *out of action* and removed from play. At that time it doesn't matter whether the warrior is dead, unconscious, injured or just playing dead – in game terms he is no longer capable of fighting in the battle which is all that matters.

When you are playing a campaign it matters a great deal what happens to warriors who are taken *out of action*! They might recover completely and be ready to fight in the next battle, or they might have sustained injuries. Worst of all they might die, or be so badly injured that they have to retire.

When a Henchman receives a serious injury this is treated differently than if a Hero received one (this is to represent the greater effect that losing a Hero would have on your warband). Working out the extent of a Henchman's injuries is very simple. You will need to roll on the chart opposite to determine what has happened to your Hero. The chart covers a whole range of injuries and random things that might befall your warrior. Bear in mind that only Heroes who are taken *out of action* are obliged to roll on this chart.

HENCHMEN WITH SERIOUS INJURIES

Henchmen who are *out of action* at the end of the battle are removed permanently from the roster sheet on a D6 roll of 1-2. They have either suffered severe injuries, died of their wounds, or decided to quit the warband. On a roll of 3-6 they can fight in the next battle as normal.

HEROES WITH SERIOUS INJURIES

After a battle some of your Heroes may be taken *out of action*. You will need to determine the extent of their injuries before the next game.

To use the Heroes' Serious Injuries chart opposite, roll two D6. The first dice roll represents 'tens' and the second 'units', so that a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, etc. This type of dice roll is referred to as a 'D66 roll'.

Heroes' serious injuries chart (roll D66)

11-15 DEAD
The warrior is dead and his body is abandoned in the dark alleys of Mordheim, never to be found again. All the weapons and equipment he carried are lost. Remove him from the warband's roster.

16-21 MULTIPLE INJURIES
The warrior is not dead but has suffered a lot of wounds. Roll D6 times on this table. Re-roll any 'Dead', 'Captured' and further 'Multiple Injuries' results.

22 LEG WOUND
The warrior's leg is broken. He suffers a -1 Movement characteristic penalty from now on.

23 ARM WOUND
Roll again: 1 = Severe arm wound. The arm must be amputated. The warrior may only use a single one-handed weapon from now on. 2-6 = Light wound. The warrior must miss the next game.

24 MADNESS
Roll a D6. On a 1-3 the warrior suffers from *stupidity;* on 4-6 the warrior suffers from *frenzy* from now on (see the Psychology section for details).

25 SMASHED LEG
Roll again: 1 = The warrior may not run any more but he may still charge. 2-6 = The warrior misses the next game.

26 CHEST WOUND
The warrior has been badly wounded in the chest. He recovers but is weakened by the injury so his Toughness is reduced by -1.

31 BLINDED IN ONE EYE
The warrior survives but loses the sight in one eye; randomly determine which. A character that loses an eye has his Ballistic Skill reduced by -1. If the warrior is subsequently blinded in his remaining good eye he must retire from the warband.

32 OLD BATTLE WOUND
The warrior survives, but his wound will prevent him from fighting if you roll a 1 on a D6 at the start of any battle. Roll at the start of each battle from now on.

33 NERVOUS CONDITION
The warrior's nervous system has been damaged. His Initiative is permanently reduced by -1.

34 HAND INJURY
The warrior's hand is badly injured. His Weapon Skill is permanently reduced by -1.

35 DEEP WOUND
The warrior has suffered a serious wound and must miss the next D3 games while he is recovering. He may do nothing at all while recovering.

36 ROBBED
The warrior manages to escape, but all his weapons, armour and equipment are lost.

41-55 FULL RECOVERY
The warrior has been knocked unconscious, or suffers a light wound from which he makes a full recovery.

56 BITTER ENMITY
The warrior makes a full physical recovery, but is psychologically scarred by his experience. From now on the warrior *hates* the following (roll a D6):

D6	Result
1-3	The individual who caused the injury. If it was a Henchman, he hates the enemy leader instead.
4	The leader of the warband that caused the injury.
5	The entire warband of the warrior responsible for the injury.
6	All warbands of that type.

61 CAPTURED
The warrior regains consciousness and finds himself held captive by the other warband.

He may be ransomed at a price set by the captor or exchanged for one of their warband who is being held captive.

Captives may be sold to slavers at a price of D6x5 gc.

Undead may kill their captive and gain a new Zombie.

The Possessed may sacrifice the prisoner. The leader of the warband will gain +1 Experience if they do so.

Captives who are exchanged or ransomed retain all their weapons, armour and equipment; if captives are sold, killed or turned to Zombies, their weaponry, etc, is retained by their captors.

62-63 HARDENED
The warrior survives and becomes inured to the horrors of Mordheim. From now on he is immune to *fear*.

64 HORRIBLE SCARS
The warrior causes *fear* from now on.

65 SOLD TO THE PITS
The warrior wakes up in the infamous fighting pits of Cutthroat's Haven and must fight against a Pit Fighter. See the Hired Swords section for full rules for Pit Fighters.

Roll to see which side charges, and fight the battle as normal. If the warrior loses, roll to see whether he is dead or injured (ie, a D66 roll of 11-35). If he is not dead, he is thrown out of the fighting pits without his armour and weapons and may re-join his warband.

If the warrior wins he gains 50 gc, +2 Experience and is free to rejoin his warband with all his weapons and equipment.

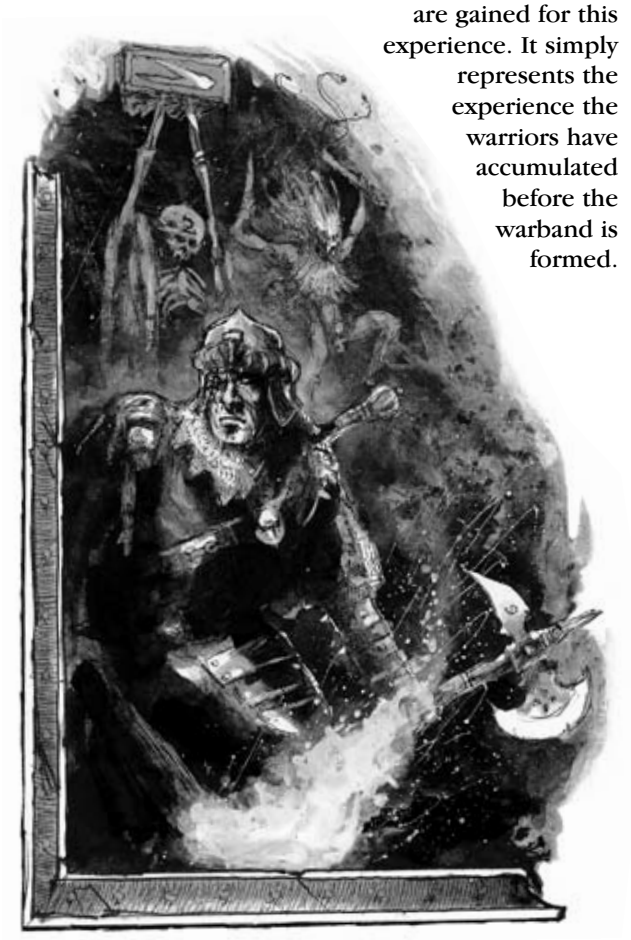
66 SURVIVES AGAINST THE ODDS
The warrior survives and rejoins his warband. He gains +1 Experience.

Experience

As warriors take part in battles, those who survive become more experienced, and improve their battle skills. This is represented in campaigns by *Experience points*.

Warriors earn Experience points when they take part in a battle. Once a warrior has enough points he gains an *advance*. This takes the form of an increased characteristic or a new skill. Warriors who survive long enough may progress to become great Heroes, with many skills that they have picked up during their long and glorious fighting career.

When warriors are recruited, some of them already have some experience. The warband lists detail how many Experience points different warriors begin with. Record these on your warband roster sheet by ticking the right number of boxes. No extra advances are gained for this experience. It simply represents the experience the warriors have accumulated before the warband is formed.



earning experience

The Experience points warriors earn depend on the scenario. Different scenarios have different objectives and consequently warriors can earn experience in slightly different ways.

Extra Experience points are always added to the fighter's total after the game is over, though it is a good idea to keep a record of the opponents your warrior puts *out of action* during the battle, as this often affects the experience they gain.

If you look through the scenarios you will notice that warriors always earn +1 Experience point for surviving a battle. They earn this even if they are injured – so long as they live to fight again!

The Scenarios section includes details of how many Experience points are earned for each scenario.

experience advances

As warriors earn more Experience points they are entitled to make *Advance rolls*. The warband roster sheet shows how much experience a Hero or a Henchman group must accumulate before making a further roll. When the accumulated experience reaches a box that has thick borders, the warrior may make an Advance roll. The roll(s) must be taken immediately after the game in which the advance was earned, while both players are present to witness the result. Note that Henchmen gain experience as a group, and consequently all the warriors in one group gain the same advance.

underdogs

When a warband fights against an enemy warband with a higher rating, its warriors earn extra Experience points as shown on the table below. The higher the opposing warband's rating the more points the underdog earns.

Difference in Warband rating	Experience Bonus
0-50	None
51-75	+1
76-100	+2
101-150	+3
151-300	+4
301+	+5

advance rolls

Make Advance rolls straight after the battle so both players can witness the result. Roll 2D6 and consult the appropriate tables below.

Heroes

2D6	Result
2-5	**New Skill.** Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill. See the Magic section.
6	**Characteristic Increase.** Roll again: 1-3 = +1 Strength; 4-6 = +1 Attack.
7	**Characteristic Increase.** Choose either +1 WS or +1 BS.
8	**Characteristic Increase.** Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
9	**Characteristic Increase.** Roll again: 1-3 = +1 Wound; 4-6 = +1 Toughness.
10-12	**New Skill.** Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill.

Henchmen

Henchmen never add more than +1 point to any of their initial characteristics. If the dice roll indicates an increase in a characteristic which has already been increased (or is at its racial maximum), roll again until an unincreased charateristic is rolled. All warriors in the group gain the same advance.

2D6	Result
2-4	**Advance**. +1 Initiative.
5	**Advance.** +1 Strength.
6-7	**Advance**. Choose either +1 BS or +1WS.
8	**Advance.** +1 Attack.
9	**Advance.** +1 Leadership.
10-12	**The lad's got talent.** One model in the group becomes a Hero. If you already have the maximum number of Heroes, roll again. The new Hero remains the same Henchman type (eg, a Ghoul stays as a Ghoul) and starts with the same experience the Henchman had, with all his characteristic increases intact. You may choose two skill lists available to Heroes in your warband. These are the skill types your new Hero can choose from when he gains new skills. He can immediately make one roll on the Heroes Advance table. The remaining members of the Henchmen group, if any, roll again for the advance that they have earned, re-rolling any results of 10-12.

new skills

There are several types of skill and each has a separate list. You may not choose the same skill twice for the same warrior. The skills a Hero may have are restricted by the warband he belongs to and what type of Hero he is.

To select a new skill for a Hero, pick the type of skill you want from those available, then choose which skill has been learned.

characteristic increase

Characteristics for certain warriors may not be increased beyond the maximum limits shown on the following profiles. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their racial maximum, you may increase any other (that is not already at its racial maximum) by +1 instead. Note that this is the only way to gain the maximum Movement for some races. Remember that Henchmen can only add +1 to any characteristic.

HUMAN (Witch Hunters, Flagellants, Mercenaries, Dregs, Freelancers, Warlocks, Pit Fighters, Magisters, Darksouls, Mutants, Brethren, Warrior Priests, Zealots, Sisters of Sigmar, etc.)

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

ELF (Elf Ranger Hired Sword)

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

DWARF (Troll Slayer Hired Sword)

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	7	6	4	5	3	5	4	10

OGRE (Ogre Bodyguard Hired Sword)

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

HALFLING (Halfling Scout Hired Sword)

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

BEASTMAN

Profile	M	WS	BS	S	T	W	I	A	Ld
Gor	4	7	6	4	5	4	6	4	9

POSSESSED

Profile	M	WS	BS	S	T	W	I	A	Ld
Possessed	6	8	0	6	6	4	7	5	10

VAMPIRE

Profile	M	WS	BS	S	T	W	I	A	Ld
Vampire	6	8	6	7	6	4	9	4	10

SKAVEN

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

GHOUL

Profile	M	WS	BS	S	T	W	I	A	Ld
Ghoul	5	5	2	4	5	3	5	5	7

Skill lists

The Skill lists are used to pick skills earned as advances. Your warrior is restricted to specific Skill lists depending upon his warband type and what kind of warrior he is. Each warband entry includes a list of skills available to the Heroes of that particular warband.

All warbands have their own strengths and weaknesses which relate to the skills available to them. For example, the Possessed are good fighters and very strong, but they are not very academically minded.

Some warbands also have access to a unique Skill list, which is clearly indicated in their entry.

combat skills

Strike to Injure. The warrior can land his blows with uncanny accuracy. Add +1 to all injury rolls caused by the model in hand-to-hand combat.

Combat Master. The warrior is able to take on several opponents at once. If he fights against more than one enemy at a time, he gains an extra Attack in each hand-to-hand combat phase as long as he is fighting two or more enemy models. In addition, the warrior is immune to 'All Alone' tests.

Weapons Training. A warrior with this skill is adept at using many different weapons. He may use any hand-to-hand combat weapon he comes across, not just those in his equipment options.

Web of Steel. Few can match the ability of this warrior. He fights with great skill, weaving a web of steel around him. The model gains +1 to all his rolls on Critical Hit tables in hand-to-hand combat.

Expert Swordsman. This warrior has been expertly taught in the art of swordsmanship. He may re-roll all missed attacks if he is using a sword in the hand-to-hand phase of the turn that he charges. Note that this only applies when they are armed with normal swords or weeping blades, and not with double-handed swords or any other weapons.

Step Aside. The warrior has a natural ability to avoid injury in combat. Each time he suffers a wound in close combat he may make an additional saving throw of 5+. This save is never modified and is taken after all other armour saves.

shooting skills

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

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

Eagle Eyes. The warrior's sight is exceptionally keen. He adds +6" to the range of any missile weapon he is using.

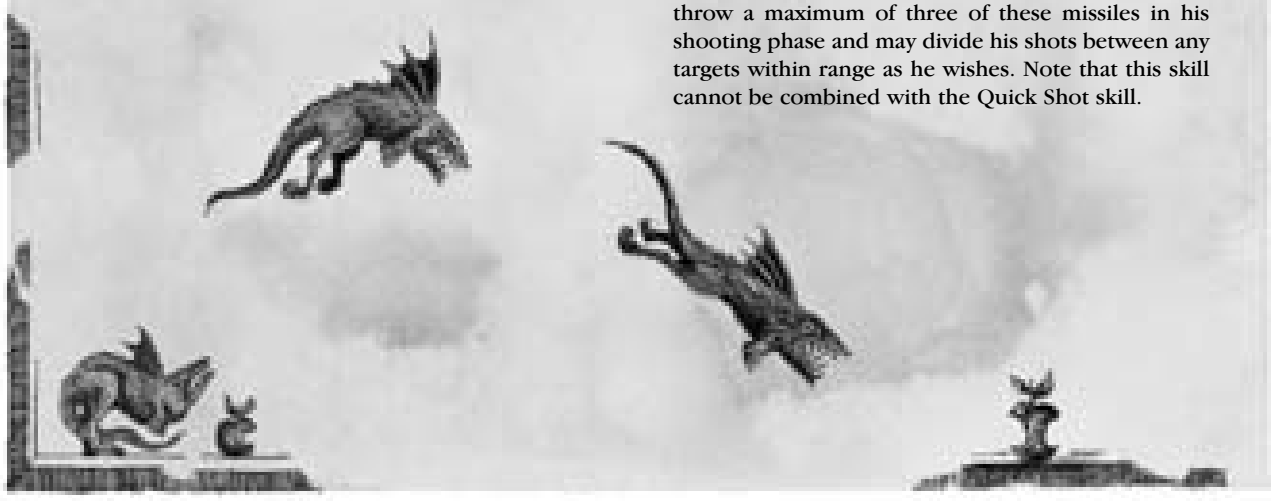
Weapons Expert. The warrior has been trained to use some of the more unusual weapons of the known world. He may use any missile weapon he comes across, not just the weapons available from his warband's list.

Nimble. The warrior may move and fire with weapons that are normally only used if the firer has not moved. Note that this skill cannot be combined with the Quick Shot skill.

Trick Shooter. The warrior can shoot through the tiniest gap without it affecting his aim. He ignores all modifiers for cover when using missile weapons.

Hunter. The warrior is an expert at getting his weapon loaded and ready. He may fire each turn with a handgun or Hochland long rifle.

Knife-Fighter. The warrior is an unrivalled expert at using throwing knives and throwing stars. He can throw a maximum of three of these missiles in his shooting phase and may divide his shots between any targets within range as he wishes. Note that this skill cannot be combined with the Quick Shot skill.



academic skills

Battle Tongue. This skill may only be chosen by a leader. The warrior has drilled his warband to follow short barked commands. This increases the range of his Leader ability by 6". Note that Undead leaders may not use this skill.

Sorcery. This skill may only be taken by Heroes capable of casting spells. A warrior with this skill gains +1 to his rolls to see whether he can cast spells successfully or not. Note that Sisters of Sigmar and Warrior-Priests may not use this skill.

Streetwise. A warrior with this skill has good contacts and knows where to purchase rare items. He may add +2 to the roll that determines his chances of finding such items (see the *Trading* section).

Haggle. The warrior knows all the tricks of bargaining and haggling. He may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence.

Arcane Lore. Witch Hunters, Sisters of Sigmar and Warrior-Priests may not have this skill. Any warrior with this skill may learn Lesser Magic if he owns a Tome of Magic.

Wyrdstone Hunter. The warrior has an uncanny ability to find hidden shards of wyrdstone. If a Hero with this skill is searching the ruins in the exploration phase you may re-roll one dice when rolling on the Exploration chart. The second result stands.

Warrior Wizard. This skill may only be taken by spellcasters. The mental powers of the wizard allow him to wear armour and cast spells.

strength skills

Mighty Blow. The warrior knows how to use his strength to maximum effect and has a +1 Strength bonus in close combat (excluding pistols). As his Strength is used for close combat weapons, the bonus applies to all such weapons.

Pit Fighter. The warrior has learned how to fight in enclosed spaces from his time in the dangerous fighting pits of the Empire. He is an expert at fighting in confined areas and adds +1 to his WS and +1 to his Attacks if he is fighting inside buildings or ruins. It's a good idea to define which bits of your terrain collection count as 'buildings or ruins' at the start of a battle to avoid confusion later.

Resilient. The warrior is covered in battle scars. Deduct -1 Strength from all hits against him in close combat. This does not affect armour save modifiers.

Fearsome. Such is the reputation and physique of the model that he causes *fear* in opposing models.

Strongman. The warrior is capable of great feats of strength. He may use a double-handed weapon without the usual penalty of always striking last. Work out order of battle as you would with other weapons.

Unstoppable Charge. When he charges, the warrior is almost impossible to halt. He adds +1 to his Weapon Skill when charging.

speed skills

Leap. The warrior may leap D6" in the movement phase in addition to his normal movement. He may move and leap, run and leap, or charge and leap, but he can only leap once per turn.

A leaping warrior may jump over opposing man-sized models, including enemies, and obstacles 1" high, without penalty.

The leap may also be used to leap over gaps, but in this case you must commit the warrior to making the leap before rolling the dice to see how far he jumps. If he fails to make it all the way across, he falls through the gap (see page 28).

Sprint. The warrior may triple his Movement rate when he runs or charges, rather than doubling it as normal.

Acrobat. The warrior is incredibly supple and agile. He may fall or jump from a height of up to 12" without taking any damage if he passes a single Initiative test, and can re-roll failed Diving Charge rolls. He can still only make a diving charge from a height of up to 6".

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

Jump Up. The warrior can regain his footing in an instant, springing to his feet immediately if he is *knocked down*. The warrior may ignore *knocked down* results when rolling for injuries, unless he is *knocked down* because of a successful save from wearing a helmet or because he has the No Pain special rule.

Dodge. A warrior with this skill is nimble and as fast as quicksilver. He can avoid any hits from a missile weapon on a D6 roll of 5+. Note that this roll is taken against missiles as soon as a hit is scored to see whether the warrior dodges it or not, before rolling to wound, and before any effects from other skills or equipment (such as lucky charms).

Scale Sheer Surfaces. A warrior with this skill can scale even the highest wall or fence with ease. He can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.

Starting the game

pre-battle sequence

Although you can simply decide with your opponent which scenario you want to play, most players prefer to generate their scenarios randomly. To do this, work your way through the following sequence before the battle.

1. The player with the lowest warband rating rolls on the Scenario table to determine which scenario is played. In the scenarios where there is an attacker and a defender, the same player may choose which he is.
2. Roll for warriors with old battle wounds to see whether they can take part or not.
3. Set up the terrain and warbands according to the rules for the scenario you are playing. The more buildings the better, so you should place all the terrain you have.

scenario table

2D6	Result
2	The player with the lower warband rating may choose which scenario is played.
3	Play Scenario 5: Street Fight.
4	Play Scenario 7: Hidden Treasure.
5	Play Scenario 3: Wyrdstone Hunt.
6	Play Scenario 8: Occupy.
7	Play Scenario 2: Skirmish.
8	Play Scenario 4: Breakthrough.
9	Play Scenario 9: Surprise Attack.
10	Play Scenario 6: Chance Encounter.
11	Play Scenario 1: Defend the Find.
12	The player with the lower warband rating may choose which scenario is played.

Scenario 1: Defend the find

Often a warband finds a building with a hoard of wyrdstone or other treasure inside, only to be challenged by a rival warband. This usually leads to conflict as it is unlikely that either side will be willing to give up the wealth easily.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. The first building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

warbands

The warband with the lowest number of warriors in it is automatically the defender. If both sides are equal, roll to decide.

The defender is deployed first inside or within 6" of the objective building. The attacking warband is deployed within 6" of any table edge. Note that you can split the warband to enter from different edges if you wish.

starting the game

The attacker has the first turn.

ending the game

If at the end of the defender's turn the attacker has more standing models within 6" of the objective than the defender, the attacker wins. Alternatively, when one of the warbands fails its Rout test the game ends.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

wyrdstone

One shard of wyrdstone for each Hero of either warband who is inside the objective building at the end of the game (up to a maximum of three shards per warband).

Scenario 2: Skirmish

In the vastness of the Mordheim ruins there is always the risk of running into a rival warband. While two groups sometimes pass each other without a fight, more often than not there is a vicious battle amongst the ruins. If a warband can drive their rivals away, they will have a larger area in which to search for wyrdstone.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The higher scoring player takes the first turn.

ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy model he puts *out of action*.

Scenario 3: wyrdstone hunt

Scattered in the ruins of Mordheim are innumerable tiny shards of priceless wyrdstone. It often happens that two warbands come upon the same area and only a battle can determine who will pick the spoils.

In this scenario, warbands encounter each other while scavenging in the same ruined warehouse, vault, temple or other such potentially rich building.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

special rules

Once you have placed the terrain, put some Wyrdstone counters on the tabletop to represent where the shards are. There will be D3+1 counters in total.

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. The counters must be placed more than 10" from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from, so it is a good idea to put counters towards the middle of the table. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of wyrdstone without any penalty. Warriors cannot transfer their wyrdstone to another warrior. If the warrior who is carrying a counter is taken *out of action*, place the counter on the table where he fell.

warbands

Both players roll a D6 to see who deploys first. Whoever rolls highest sets up first, within 8" of the table edge of his choice. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The highest scoring player takes the first turn.

ending the game

The game ends when one warband fails its Rout test. The routers automatically lose.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

wyrdstone

Your warriors earn one shard of wyrdstone for each counter still in their possession at the end of the battle.

Scenario 4: breakthrough

When news of a huge deposit of wyrdstone starts circulating, warbands will mount expeditions to unearth the wealth. However, their rivals often try to block them, eager to claim all the wyrdstone for themselves.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

Each player rolls a dice. Whoever scores higher decides which table edge the attacker sets up on.

The attacker sets up first, within 8" of his table edge. The defender sets up anywhere on the table as long as all his warriors are at least 14" away from any attacker.

starting the game

The attacker has the first turn.

ending the game

If one of the warbands fails a Rout test, the game ends immediately and the routing warband loses.

If the attacker manages to move two or more standing warriors to within 2" of the defender's table edge, they have broken through and he wins the game.

experience

+1 Survives. If a Hero or a Henchman group survives the battle, they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Breaking Through. Any warrior earns +1 Experience for breaking through enemy lines. If the warrior is a Henchman, then the whole group gains +1 Experience.

Scenario 5: street fight

Often two warbands will come face to face with each other in the narrow streets of Mordheim. Sometimes they pass each other without incident but more often the meeting ends in bloodshed.

terrain

Set up all the buildings into a single street, with no gaps along the sides. Behind the buildings are impassable ruins, although the buildings themselves are still accessible. The only way out is along the street. The street may be as winding as you like and should not be too narrow to fight in, but can have narrow bottlenecks at some points. We suggest that the terrain is set up within an area roughly 4' x 4'.

set-up

Both players roll a D6 to see who sets up first. Whoever rolls highest chooses whether to deploy first or second. The warbands are deployed within 6" of opposite ends of the street.

special rules

Neither warband can backtrack down the street to leave the battlefield via their own edge.

starting the game

Roll a D6 to see who has the first turn.

ending the game

When one of the warbands manages to move all its remaining warriors out of the street via the opposing edge, the game ends and that player is victorious.

Alternatively a warband which fails a Rout test loses the game.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+1 Escaping. The first Hero from either side (not both!) who exits via the opposing table edge gains +1 Experience.

Scenario 6: chance encounter

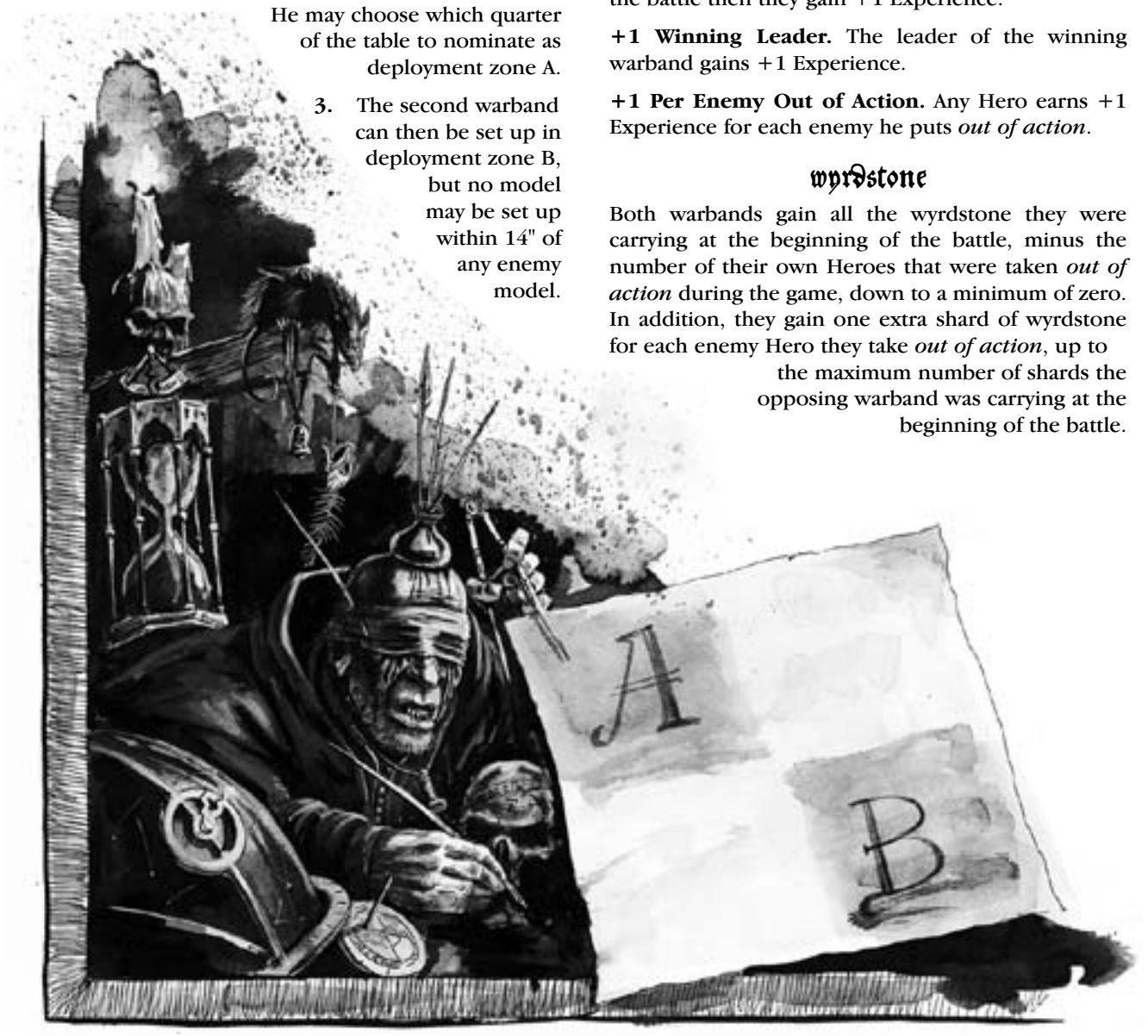
Both warbands have completed their daily search of the ruins and are on their way back to their encampment when they run into each other. Neither side was expecting a fight, and the warband that reacts the quickest has the advantage.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

set-up

1. Each player rolls a D6. The player with the higher score can choose to deploy first or second.
2. The first player to deploy sets up his entire warband in deployment zone A as shown below. He may choose which quarter of the table to nominate as deployment zone A.
3. The second warband can then be set up in deployment zone B, but no model may be set up within 14" of any enemy model.



starting the game

Each player rolls a D6 and adds the normal Initiative of their leader. The player with the higher score goes first.

special rules

Each warband is carrying D3 shards of wyrdstone at the beginning of the battle. Mark down the number each warband has.

ending the game

The battle ends when one warband fails a Rout test. The routing warband loses.

experience

+1 Survives. If a Hero or a Henchman group survives the battle then they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

wyrdstone

Both warbands gain all the wyrdstone they were carrying at the beginning of the battle, minus the number of their own Heroes that were taken *out of action* during the game, down to a minimum of zero. In addition, they gain one extra shard of wyrdstone for each enemy Hero they take *out of action*, up to the maximum number of shards the opposing warband was carrying at the beginning of the battle.

Scenario 7: Hidden treasure

There is a rumour that one of the ruined buildings has a concealed cellar with a treasure chest hidden in it. Two rival warbands have heard about the cellar and are now searching the area. Who knows what they will find?

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

set-up

Both players roll a D6 and whoever rolls highest chooses which warband sets up first. This warband is deployed within 8" of any table edge the player chooses. His opponent sets up within 8" of the opposite side.

special rules

All the warriors (not animals!) in each warband know roughly what they are looking for and must inspect the buildings to find the treasure. Each time a warrior enters a building which has not been previously searched by either side roll 2D6. On a score of 12, he has found the treasure. Buildings in the deployment zones are not searched (since they have already been thoroughly ransacked) and each building may only be searched once.

If you have not scored 12 with any roll when there is only one building left to search, the treasure will automatically be found there. After finding the treasure chest, the warrior must then take it to safety via his own table edge. Carrying the treasure chest will slow the warrior carrying it to half speed. Two or more models may carry the chest without any penalty. You may use the treasure chest model to represent the chest. If the carrier is put *out of action*, place the treasure chest at the spot where he fell. Any man-sized model may pick it up by moving into base contact with it.

Whoever recovers the chest may roll on the following chart after the game to see what the chest contains. Note that you roll for each item separately, apart from the gold crowns, which are always automatically found. For example, roll to see if you find any wyrdstone – you need a 5+ to find it. Then roll to see if you find the armour, and so on. This can make the chest a very valuable acquisition – however, it could also mean that your warband has risked death for only three gold crowns!

ITEMS	D6 ROLL REQUIRED TO FIND
3D6 gc	Automatic
D3 pieces of wyrdstone	5+
Suit of light armour	4+
Sword	3+
D3 gems worth 10 gc each	5+

starting the game

Roll a D6. The player rolling highest has the first turn.

ending the game

When one warband gets the treasure to safety, or a warband fails a Rout test, the game ends. The victorious warband then gains the treasure chest.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

+2 For Finding the Chest. If a Hero finds the treasure chest he earns +2 Experience.

Scenario 8: occupy

This scenario takes place in a part of Mordheim where the buildings are bursting with shards of wyrdstone and other wealth. Taking and holding these buildings means that your warband gains rich pickings. Unfortunately, your opponent has the same idea.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

warbands

Each player rolls a D6. The player with the highest score decides which warband sets up first. The first player chooses the table edge he wants to set up on, and places all his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge.

starting the game

Both players roll a D6. The player with the higher score takes the first turn.

special rules

The objective is to capture D3+2 of the buildings on the tabletop. Mark these buildings, starting with the one closest to the centre of the table, working your way outwards to the next nearest building. A building is occupied if at least one of your standing models is inside and no enemy models are inside the building.

ending the game

There is no need to take any Rout tests – as the game lasts for a maximum of eight turns. If one warband voluntarily routs, the game ends and the winning warband is considered to occupy all of the buildings on the table.

experience

+1 Survives. If a Hero or a Henchman group survives they gain +1 Experience.

+1 Winning Leader. The leader of the warband who controls the highest number of buildings at the end of the battle gains +1 Experience.

If both sides occupy the same number of buildings, then the battle is considered to be a draw and neither leader gains this bonus.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts *out of action*.

Scenario 9: surprise attack

One warband is out searching the ruins of Mordheim for loot when it is attacked by an enemy warband. The defenders are spread thinly and must muster a defence quickly to drive off their attackers.

terrain

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

set-up

1. The defending player rolls a D6 for each Hero and Henchman group in his warband, in any order he chooses. On a 1-3, they are elsewhere in the ruins and turn up later as reinforcements. On a 4-6 they are deployed at the start of the game. Note that at least one Hero or Henchmen group will be present at the start. If all roll 1-3, the last Hero or Henchmen group will automatically be deployed at the start of the battle.
2. The defender deploys his available Heroes and Henchmen on the table. No model may be closer than 8" to another model, as the warband is spread out wide to search the ruins. No model may be deployed closer than 8" to a table edge.
3. The attacker deploys his whole warband within 8" of a random table edge, as shown below. He may choose which edge to nominate as '1' before rolling to see where he deploys.

starting the game

The attacker always gets the first turn.

special rules

The defender, at the start of his second and subsequent turns, may roll a D6 for each of his Henchmen groups or Heroes not yet on the table. On a 4+ they move on in the movement phase from a random table edge as shown below – roll a D6. All reinforcements for that turn arrive from the same edge and may charge on the turn in which they arrive.

ending the game

The game ends when one warband fails a Rout test. The routing warband loses.

experience

+1 Survives. If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. A Hero earns +1 Experience for each enemy he puts *out of action*.

Income

At the end of each battle, a warband may roll on the Exploration chart. This is done as soon as a game is over so that players can witness each other's dice rolls. As you can see from the chart, a warband that is just starting out has little chance of finding the more obscure places in Mordheim. However, a warband will make more discoveries as it goes along thanks to its better equipment and accumulated skills.

Roll a D6 for each Hero in your warband who survives without going *out of action*. This represents the warband's efforts to unearth wyrdstone. Do not roll for any Heroes who went *out of action* during the battle; they are taken back to the warband's encampment to recuperate instead. So, for example, if your warband includes four Heroes who all survived the last battle, you can roll four dice. If you won your last game, you may roll one extra dice. Add the results of the dice together and consult the Exploration chart to see how many shards of wyrdstone your warband has found.

Do not roll for Henchmen. This does not mean that they don't search the ruins, but instead represents the efforts of the Heroes in coordinating the search parties. In addition, some Henchmen like Zombies or Warhounds (for obvious reasons) are not particularly useful when it comes to looking for wyrdstone.

rolling multiples

As well as finding shards of wyrdstone, the warband can come across unusual places or encounter inhabitants of the ruined city. If you roll two or more of the same number while searching, you have found an unusual building or encountered something out of ordinary. Consult the chart and refer to the appropriate entry in the Exploration results.

For example, you might roll two 3's or three 5's, in which case you should refer to the chart. Choose the most numerous multiples if you score more than one set of multiples. So, if you rolled a double 3 and a triple 5, only look up the triple 5 on the Exploration chart. In the case of two doubles or triples look up the highest result. For example, if you rolled double 1 and double 3, look up the double 3 result.

Any money or loot you find in these locations is added straight to the warband's treasury. Any shards of wyrdstone you find can be sold as normal.

exploration procedure

1. Roll 1D6 for each of your Heroes who survived the battle and one extra dice if you won, plus any extra dice allowed by skills or equipment. Note, however, that you must pick a maximum of six dice out of all the dice you roll, even if you are allowed to roll seven dice or more.
2. Some things, such as skills and equipment, (like the Mordheim Map) may allow you to re-roll dice. If your warband includes an Elf Ranger, you may modify one dice by +1 or -1.
3. If you rolled any doubles, triples, etc, you have found an unusual location in Mordheim. Consult the Exploration chart on the next page to see what you find. Refer to the appropriate entry on the following pages and follow the instructions given there.
4. Add the results together and consult the chart on the next page to see how many shards of wyrdstone you have found. Mark down the amount of wyrdstone on your warband's roster sheet.

NUMBER OF WYRDSTONE SHARDS FOUND

Dice Result	Shards Found
1-5	1
6-11	2
12-17	3
18-24	4
25-30	5
31-35	6
36+	7

Example: *The Sellswords, a Reiklander warband, have just won a battle. Three of their Heroes survived and the warband discovered the Entrance to the Catacombs in an earlier battle. This means that the warband may roll four dice and re-roll one of them. The player rolls 5, 5, 1 and 3. He then picks one of the dice (the 1) and re-rolls it. He scores a 4. His warband also includes an Elf Ranger, so he can modify one of the dice rolls by +1/-1. The player decides to turn the 4 into a 5, giving him a grand total of 5, 5, 5 and 3. This means that the warband has found four shards of wyrdstone (5+5+5+3=18 which according to the table above gives the warband four shards) and the three 5's produce a 'Market Hall' result on the Exploration chart.*

Exploration chart

DOUBLES

1 1 . . . . . Well
2 2 . . . . . Shop
3 3 . . . . . Corpse
4 4 . . . . . Straggler
5 5 . . . . . Overturned Cart
6 6 . . . . . Ruined Hovels

TRIPLES

1 1 1 . . . . . Tavern
2 2 2 . . . . . Smithy
3 3 3 . . . . . Prisoners
4 4 4 . . . . . Fletcher
5 5 5 . . . . . Market Hall
6 6 6 . . . . . Returning a Favour

FOUR OF KIND

1 1 1 1 . . . . . Gunsmith
2 2 2 2 . . . . . Shrine
3 3 3 3 . . . . . Townhouse
4 4 4 4 . . . . . Armourer
5 5 5 5 . . . . . Graveyard
6 6 6 6 . . . . . Catacombs

FIVE OF KIND

1 1 1 1 1 . . . . . Moneylender's House
2 2 2 2 2 . . . . . Alchemist's Laboratory
3 3 3 3 3 . . . . . Jewelsmith
4 4 4 4 4 . . . . . Merchant's House
5 5 5 5 5 . . . . . Shattered Building
6 6 6 6 6 . . . . . Entrance to the Catacombs

SIX OF KIND

1 1 1 1 1 1 . . . . . The Pit
2 2 2 2 2 2 . . . . . Hidden Treasure
3 3 3 3 3 3 . . . . . Dwarf Smithy
4 4 4 4 4 4 . . . . . Slaughtered Warband
5 5 5 5 5 5 . . . . . Fighting Arena
6 6 6 6 6 6 . . . . . Noble's Villa

The Necromancer dropped the crushed wyrdstone into the burning brazier causing the roaring flames to leap up and light the room in greens and blues. His spies had told him that a Witch Hunter had come to Mordheim to run him down and end his unholy work.

Thinking of it made the evil Necromancer laugh aloud. The stupid fool did not know what dangers he was dealing with. Enemies might be killed, riches might be won, but nobody could defeat this city. Mordheim no longer belonged to the normal mortal world. The stones themselves were steeped in the very stuff of chaos.

"Perhaps he will kill me. He will be young, brash, naive. He is full of pride and noble self-sacrifice. He believes he can defeat this place!" He told his Zombies with a bitter laugh, as they waited dumbly around him, their unseeing eyes clouded over, the flesh hanging limply off their rotting bones.

"It doesn't matter any more. For I have the power now, I have the means to continue the great quest for all eternity. Isn't that right, Hensel?" he asked the nearest of the Zombies, which leant on the haft of a battered, old halberd. The creature slowly turned its head towards him, its broken jaw lolling open to issue an unintelligible moan.

"He thinks he knows what the truth is, doesn't he? Well, he will learn." mused Marius Dire. "He will learn…"

Doubles

(1 1) Well

The public wells, of which there were several in Mordheim, were covered by rooves raised up on pillars and adorned with carvings and fountains. The city was proud of its water system. Unfortunately, like all the other wells, this one is in a parlous state and undoubtedly polluted with wyrdstone.

Choose one of your Heroes and roll a D6. If the result is equal to or lower than his Toughness, he finds one shard of wyrdstone at the bottom of the well. If he fails, the Hero swallows tainted water and must miss the next game through sickness.

(2 2) Shop

The Merchants Guild shop has been thoroughly ransacked. Even so, there are still items scattered around the single, long room, mingled in with the rubble. Some are useful, such as cast iron pots and pans and rolls of fine cloth. All manner of smaller items are lying about – the sort of frippery which no longer has a use in a devastated city with few inhabitants.

After a thorough search you find loot worth D6 gc. If you roll a 1 you will also find a Lucky Charm (see the Equipment section, page 53).

(3 3) Corpse

You find a still-warm corpse. A chipped dagger sticks out of his back. Surprisingly, his possessions have not been looted.

To see what you find when you search the corpse, roll a D6:

D6	Result
1-2	D6 gc
3	Dagger
4	Axe
5	Sword
6	Suit of light armour

(4 4) Straggler

Your warband encounters one of the survivors of Mordheim, who has lost his sanity along with all his worldly possessions.

Skaven warbands can sell the straggler to agents of Clan Eshin (who will use the man for food or slavery) and gain 2D6 gc.

Possessed warbands can sacrifice the unfortunate individual for the glory of the Chaos gods. The leader of the warband will gain +1 Experience.

Undead warbands can kill the man and gain a Zombie for no cost.

Any other warband can interrogate the man and gain insight into the city. Next time you roll on the Exploration chart, roll one dice more than is usually allowed, and discard any one dice. (For example, if you have three Heroes, roll four dice and pick any three).

(5 5) Overturned Cart

Stuck in a ruined gateway is an overturned wagon – the covered type that nobles travel in from the city to their estates in the country. Since anyone important fled a long time ago, what is it doing here? The horses have broken their traces, or did someone cut them free?

Roll a D6 to see what you find:

D6	Result
1-2	Mordheim Map (see *Equipment*)
3-4	A purse with 2D6 gc
5-6	Jewelled sword and dagger. These can be kept or sold at twice the value of a normal sword and dagger, but note that the normal selling price is half the actual cost (see the Trading section for rules on selling items), so the jewelled sword will sell for 10gc, for instance.

(6 6) Ruined Hovels

The street consists of ruined hovels, which are leaning over at alarming angles. Not much worth looting here.

You find loot worth D6 gc amidst the ruins.

Triples

(1 1 1) Tavern

The ruin of a tavern is recognisable by its sign still hanging on the wall. The upper part of the building is ruined, but the cellars are cut into rock and are still full of barrels. There are broken flagons and tankards everywhere.

You could easily sell the barrels for a good price. Unfortunately your men are also interested in the contents! The warband's leader must take a Leadership test. If he passes, the warband gains 4D6 gc worth of wines and ales which can be sold immediately.

If he fails, the men drink most of the alcohol despite their leader's threats and curses. You have D6 gc worth of alcohol left when the warband reaches their encampment.

Undead, Witch Hunter and Sisters of Sigmar warbands automatically pass this test, as they are not tempted by such worldly things as alcohol.

(2 2 2) Smithy

The furnace and toppled anvil make it obvious what work was done here. Most of the iron and the tools have been looted long ago. Coal and slag litter the floor but there may still be weapons to be found among the debris.

Roll a D6 to determine what you find inside:

D6	Result
1	Sword
2	Double-handed weapon
3	Flail
4	D3 Halberds
5	Lance
6	2D6 gc worth of metal (add the value to your treasury).

(3 3 3) Prisoners

A muffled sound comes from one of the buildings. Inside you find a group of finely dressed people who have been locked in a cellar. Perhaps they are prisoners taken by cultists, ready to be sacrificed during Geheimnisnacht.

Possessed warbands can sacrifice the victims (undoubtedly finishing the job of the captors). They gain D3 Experience which is distributed amongst the Heroes of the warband.

Undead warbands can callously kill the prisoners and gain D3 Zombies at no cost.

Skaven can sell the prisoners into slavery for 3D6 gc.

Other warbands can escort the prisoners out of the city. For their trouble, they are rewarded with 2D6 gc. In addition, one of the prisoners decides he wishes to join the warband. If you can afford to equip the new recruit with weapons and armour, you may add a new Henchman to any of your human Henchman groups (with the same stats as the rest of the group, even if they have already accumulated experience).

(4 4 4) Fletcher

This hovel was once the workshop of a fletcher – a maker of bows and arrows. There are bundles of yew staves and willow rods everywhere.

Roll a D6 to see what you find:

D6	Result
1-2	D3 Short bows
3	D3 Bows
4	D3 Long bows
5	Quiver of hunting arrows
6	D3 Crossbows

(5 5 5) Market Hall

The market hall was raised up on pillars, with the timbered corn exchange above the open market place. The upper storey has been badly damaged, but the covered market still offers a good deal of shelter. The remains of the last market day are still lying around on the cobbles. Most of this is broken pottery and iron pots.

You find several items worth 2D6 gc in total.

(6 6 6) Returning a Favour

As you are returning to your encampment, you meet one of your old acquaintances. He has come to repay an old favour or debt.

You gain the services of any one Hired Sword (choose from those available to your warband) for the duration of the next battle, free of charge. After the battle he will depart, or you may continue to pay for his upkeep as normal. See the Hired Swords section on page 105.

Four of a Kind

(1 1 1 1) Gunsmith

You find the workshop of a Dwarf gunsmith. Its doors have been broken down and the rooms raided, but some of the iron strongboxes have survived intact.

Roll a D6 to see what you find:

D6	Result
1	Blunderbuss
2	Brace of pistols
3	Brace of duelling pistols
4	D3 Handguns
5	D3 Flasks of superior blackpowder
6	Hochland long rifle

(2 2 2 2) Shrine

Your warband stumbles across a ruined shrine, which is so badly damaged that it is difficult to tell which god was once worshipped within its walls. A few images remain on the painted plaster walls but they have been defaced by heretics. Fragments of smashed statues lie among the ruins. Some items appear to be covered in gold leaf, most of which has been torn off.

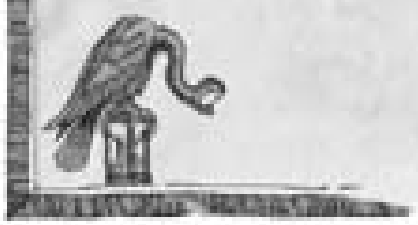
Your warband may strip the shrine and gain 3D6 gc worth of loot.

Sisters of Sigmar or Witch Hunter warbands may save some of the shrine's holy relics. They will gain 3D6 gc from their patrons, and a blessing from the gods. One of their weapons (chosen by the player) will now be blessed and will always wound any Undead or Possessed model on a to wound roll of 2+.

(3 3 3 3) Townhouse

This three-storey house was once part of a tenement block overlooking a narrow alleyway. The street is now in ruins, but this house remains largely intact. Exploring it you find that the garret leans over so far that you can step out of the window into the attic of the house opposite.

Your warband finds 3D6 gc worth of loot.



(4 4 4 4) Armourer

A breastplate hanging from a pole drew your attention to this place, obviously too high up to be easily looted. The workshop is ruined and the forge has been smashed. Rooting about in the soot, you find various half-finished items of armour.

Roll a D6 to see what you find:

D6	Result
1-2	D3 Shields or bucklers (choose which)
3	D3 Helmets
4	D3 Suits of light armour
5	D3 Suits of heavy armour
6	Suit of Ithilmar armour

(5 5 5 5) Graveyard

You find an old graveyard, crammed with sepulchres that are overgrown with ivy. The monuments to the dead are grotesque and decorated with sculpted gargoyles. The ironwork has been ripped from some of the tombs, and stones have toppled off. It looks as if some of the crypts have already been broken into by tomb robbers.

Any warband apart from Witch Hunters and Sisters of Sigmar may loot the crypts and graves and gains D6x10 gc worth of loot.

If you loot the graveyard, the next time you play against Sisters of Sigmar or Witch Hunters, the entire enemy warband will *hate* all the models in your warband. Make a note of this on your warband roster sheet.

Witch Hunters and Sisters of Sigmar may seal the graves. They will be rewarded for their piety by D6 Experience points distributed amongst the Heroes of the warband.

(6 6 6 6) Catacombs

You find an entrance to the catacombs and tunnels below Mordheim.

You can use the new tunnels you found in the next battle you play. Position up to three fighters (not Rat Ogres or the Possessed) anywhere on the battlefield at ground level. They are set up at the end of the player's first turn and cannot be placed within 8" of any enemy models.

This represents the warriors making their way through the tunnels, infiltrating enemy lines and emerging suddenly from below ground.

Five of a Kind

(1 1 1 1 1) Moneylender's House

A grand mansion, that is strongly built from stone, has survived the cataclysm remarkably well. A carved coat of arms adorns the lintel above the doorway although it has been defaced by raiders and the symbols are now unrecognisable. The door itself, has been smashed open with axes and hangs open on its hinges.

Inside, hidden amongst the debris, you find D6x10 gc to add to your treasury.

(2 2 2 2 2) Alchemist's Laboratory

A narrow stairway leads down into a crypt-like dwelling which was once an alchemist's workshop. The sign still hangs from one hinge above the entrance. It looks as if this was a very old building which has remained in use for centuries although it did not survive the comet's destruction too well. The stone floor has strange symbols on it and there are charts and astrological symbols painted onto the walls.

In the ruins you find loot worth 3D6 gc and a battered old notebook. One of your Heroes may study the Alchemist's notebook, and the extra wisdom he gains will enable him to choose from Academic skills whenever he gains a new skill in addition to those skills normally available to him.

(3 3 3 3 3) Jewelsmith

The houses in the jewellers' quarter have all been well and truly looted long ago. Even the rubble has been picked over many times for fragments of gold and gems. But still, some small but valuable items may have been overlooked.

Roll a D6 to see what you find:

D6	Result
1-2	Quartz stones worth D6x5 gc
3-4	Amethyst worth 20 gc
5	Necklace worth 50 gc
6	A ruby worth D6x15 gc

If your warband does not sell the gems, one of your Heroes may keep them and displays them proudly. He will gain +1 to the rolls for locating rare items as merchants flock to such an obviously wealthy warrior.

(4 4 4 4 4) Merchant's House

The merchant's house stands by the waterfront. It has a vaulted stone undercroft which is still stacked with barrels and bales of cloth. The foodstuffs have been looted or eaten long ago and huge rats infest the rotting bales. Up the stairs are the dwelling quarters, solidly built of timber, although badly damaged you think you can still get up to them but you'll need to tread with care!

Inside you find several valuable objects which can be sold for 2D6x5 gc. If you roll a double, instead of finding money you find the symbol of the Order of Freetraders. A Hero in possession of this gains the Haggle skill.

(5 5 5 5 5) Shattered Building

The comet destroyed this building almost completely, making it unsafe for all but the most daring to explore. But places such as this are the best for searching for wyrdstone shards.

You find D3 shards of wyrdstone amongst the ruins. In addition take a Leadership test against the warband leader's Leadership value. If passed a wardog that was guarding the building joins the warband.

(6 6 6 6 6) Entrance to the Catacombs

You find a well-hidden entrance to the dark catacombs which extend for miles beneath the city of Mordheim. Although the entrance looks foreboding the tunnels will take hours off your searches of the city.

You can use these tunnels to explore Mordheim more efficiently. From now on, you may re-roll one dice when you roll on the Exploration chart. Make a note of this in your warband's roster sheet. Second and subsequent catacomb entrances you find do not grant you any additional re-rolls, although you may find further re-rolls from other sources.

Six of a Kind

(1 1 1 1 1 1) The Pit

You have come within sight of the Pit, the huge crater created by the comet. A black cloud still rises from it but you can see glowing wyrdstone everywhere. This is the domain of the Shadow Lord, the lord of the Possessed, and no-one is welcome here – even his own followers!

If you wish, you can send one of your Heroes to search for any wyrdstone hidden here. Roll a D6. On a roll of 1 the Hero is devoured by the guardians of the Pit and never seen again. On a roll of 2 or more he returns with D6+1 shards of wyrdstone.

(2 2 2 2 2 2) Hidden Treasure

In the depths of Mordheim, you come across a hidden chest, bearing the coat-of-arms of one of the noble families of the town.

When you open the chest you find the following items. Roll for every item on the list separately (apart from the gold crowns) to see whether you have found it. For example, on a roll of a 4+ you find the wyrdstone.

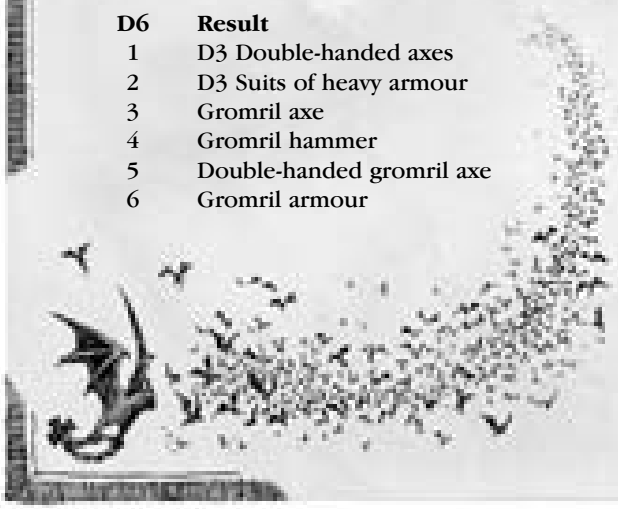
Items	D6 Result Needed
D3 Pieces of wyrdstone	4+
5D6x5 gc	Auto
Holy relic	5+
Suit of heavy armour	5+
D3 Gems worth 10 gc each	4+
Elven cloak	5+
Holy tome	5+
Magical artefact	5+

(3 3 3 3 3 3) Dwarf Smithy

You find a solidly built stone workshop. A runic inscription indicates that this may have been a Dwarf smithy.

Roll a D6 to see what you find:

D6	Result
1	D3 Double-handed axes
2	D3 Suits of heavy armour
3	Gromril axe
4	Gromril hammer
5	Double-handed gromril axe
6	Gromril armour



(4 4 4 4 4 4) Slaughtered Warband

You find the remains of an entire warband. Broken bodies lay scattered among the ruins, torn apart by some monstrous creature. You see a huge shape, which looks like an immense Possessed creature, shambling away.

After giving the dead their final rites (Sisters of Sigmar or Witch Hunters), eating them (Skaven or Undead) or looting them (anyone else!) you find the following items. Roll for every item separately (apart from the gold coins and daggers) to see if you find it. For example, on a roll of 4+ you will find the suits of light armour.

Item	D6 Result Needed
3D6x5 gc	Auto
D3 Suits of light armour	4+
Suit of heavy armour	5+
D6 Daggers	Auto
Mordheim Map (see p55)	4+
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Bows	4+
D3 Helmets	2+

(5 5 5 5 5 5) Fighting Arena

During better times, Mordheim was famous for its duellists and pit fighters. You have found one of the areas used to train these warriors. The place is filled with training equipment and practice weapons.

You find a training manual, which you can either sell for 100 gc or let one of your Heroes read. The extra knowledge your Hero gleans from reading the manual entitles him to choose from Combat skills whenever he gains a new skill, and his WS may now be increased by an extra point above his normal racial maximum (for example, a Human who has the book would now have a maximum Weapon Skill of 7).

(6 6 6 6 6 6) Noble's Villa

You find a fine house which is partially ruined. It has been thoroughly ransacked and all the furniture has been stripped of its fine fabrics. Shards of broken pottery of the finest quality are scattered over the floor.

Roll a D6. If you roll 1-2, you find D6x10 gc worth of items and money to add to your treasury. On a roll of 3-4, you find D6 vials of Crimson Shade. On a roll of 5-6 you find a hidden magical artefact carefully concealed in a hidden cellar or behind a secret door. Roll on the Magical Artefacts table.

magical artefacts table

Roll a D6 and use this table to determine which item you find when a result in the Exploration chart indicates that you have found a magical artefact. In a campaign none of these items can appear more than once, so if you find a magic item which is already in someone else's possession roll again – even if the warrior carrying it has been killed.

1 The Boots and Rope of Pieter

Pieter, the master thief of the Guild of Shadows, was the most famous of all the cat burglars of Mordheim. He earned the nickname 'Spider' for his daring robberies. The secret of his success was a pair of enchanted boots and a magical rope which he had acquired from far-off Araby.

A model wearing these boots may move normally (including running, charging, etc) on any kind of terrain, including vertical surfaces. When moving the model, simply adds the distances moved horizontally to that moved vertically, with no Initiative test needed (except to jump across gaps).

2 The Count of Ventimiglia's Misericordia

This dagger was used by the notorious Tilean gentleman-pirate known as the 'Black Corsair'. It is claimed that he found it in ancient Elven ruins and legend also has it that the dagger's blade cannot be damaged in any way.

The dagger is treated as a sword. Opponents wounded by it are *stunned* on a result of 1-3 (Undead are *knocked down* as normal) and put *out of action* on a 4-6.

3 Att'la's Plate Mail

This armour was given as a present by the Dwarf Lord Kurgan to the warlord Att'la in the time of Sigmar Heldenhammer.

Att'la's Plate Mail is a suit of gromril armour with the following three runes inscribed on it:

Rune of Spell Eating: The Hero wearing this armour is immune to all spells.

Rune of Passage: The Hero can move through solid objects, like walls (this does not mean that he can see through them).

Rune of Fortitude: The Hero has an extra wound. Note that this may take his total Wounds above his race's maximum.

4 Bow of Seeking

This bow was a gift to Count Steinhardt from the Elf lords of the Forest of Shadows.

Any arrow shot using this magic bow will pursue the target and hit it even if the target is behind cover. Treat this as an Elven bow that always hits on a 2+, regardless of any to hit modifier. Such is its deadly precision that all the arrows shot with this weapon count as Hunting Arrows (+1 on all Injury rolls).

Pick any enemy model in range, not just the closest, but the shooter must be able to see the target (even the tip of a target's weapon is enough – as long as the shooter is aware of the presence and position of the target, he can shoot). In addition, if any Dwarf is an eligible target, the arrows will always deviate from their intended target and try to hit the Dwarf instead. For obvious reasons this bow cannot be used to shoot at Elves.

5 Executioner's Hood

Recovered from a shipwrecked Dark Elf vessel, this hood carries evil glowing runes which fill the wearer with unreasoning rage.

A warrior wearing this becomes subject to and always will be *frenzied* even if he is *knocked down* or *stunned*. He also adds +1 to his Strength in close combat, such is the power of his fury. The wearer never leaves combat under any circumstances, and will always attack opponents in base contact until they are taken *out of action*.

If there are any *stunned* or *knocked down* models within the wearer's charge range at the beginning of his turn, he will charge and attack the closest one, even if they are members of his own warband! Fight the hand-to-hand combat until one of the warriors is taken *out of action*.

6 All-seeing Eye of Numas

This jewel was recovered from the ruins of Numas far in the south. It gives its wielder horrific nightmares that predict his future.

The bearer of the All-seeing Eye can see all models on the table top, even if they are *hidden* or out of sight. He can guide his fellow warband members through the ruins (this allows you to roll two dice for the bearer after battle when rolling on the Exploration chart). The bearer also has an additional 6+ save (which is not modified by Strength or weapon modifiers) against all shooting attacks and strikes in close combat, as he can sense the attacks before they are made.

All animals (such as wardogs, horses, etc) will be affected by *frenzy* when fighting against the bearer of the All-seeing Eye.

selling wyrdstone

Wyrdstone is tremendously valuable and is in constant demand by Imperial nobles. This means that finding buyers for your warband's wyrdstone is not difficult. You do not have to sell all your wyrdstone immediately after the battle – you may want to hoard it and sell it later, as selling wyrdstone in smaller quantities will increase demand and raise the price. Unfortunately, the demands of running a warband often mean that you will have to sell most of your wyrdstone as soon as you find it.

The warband must spend a large portion of its income on basic necessities such as food, drink, repair of weapons, and new arrows and ammunition, as well as celebrating! A warband leader is also expected to share any profits made by selling wyrdstone between his men which means that the more money the warband makes from such sales, the bigger the share for the men.

The more models there are in the warband, the more it costs to maintain and the higher the level of any profits made that must be shared between the men. The number indicated on the following chart is the profit in gold crowns earned after deducting the warband's maintenance costs. The profit is added to warband's treasury.

No. of Shards Sold	Number of Warriors in Warband					
	1-3	4-6	7-9	10-12	13-15	16+
1	45	40	35	30	30	25
2	60	55	50	45	40	35
3	75	70	65	60	55	50
4	90	80	70	65	60	55
5	110	100	90	80	70	65
6	120	110	100	90	80	70
7	145	130	120	110	100	90
8+	155	140	130	120	110	100

sisters of sigmar and income

Worldly possessions mean little to the Sisters, but their holy mission to purify Mordheim of the influence of Chaos requires supplies and weaponry, and these are much in demand. Thus the warbands of the Sisterhood compete with each other to gain the best weapons and equipment from the temple's armoury.

To measure their success, the more wyrdstone the Sisters bring to be kept under lock and key in the Vault of Vindication in the temple at Sigmar's Rock, the more aid they will receive from the temple.

Thus all gold crowns in the possession of a Sisters of Sigmar warband represent the resources that the High Matriarch will put at their disposal. It does not represent money in a literal sense, so you may like to think of it as faith, piety, dedication, etc.

skaven and undead

Neither of these warbands puts much value on gold, but they send all the wyrdstone they find to their superiors and receive aid and resources in return. Skaven use their own currency for trading, while the Undead are somewhat beyond petty concepts of wealth. For Skaven, the gold crowns in the warband's treasury represent the warp tokens which the Skaven use for currency, while for the Undead it represents the favour they enjoy in the eyes of their master, Vlad von Carstein of Sylvania.

spending income

You can spend any accumulated money on weapons, armour, hiring new warriors, buying new equipment or simply save the money for a bigger purchase. See the *Trading* section for details.

Trading

Every settlement around the city of Mordheim has at least one trading post, shop or merchant's guildhouse where the local traders sell their wares and buy wyrdstone and other items that have been scavenged from the ruins. In a large village such a place might cover a substantial area with many traders and merchants offering their goods and services. Small settlements are served by travelling traders.

All warbands are able to get new equipment one way or another. The most unscrupulous merchants actively trade with the Possessed Cultists, and creatures such as the Skaven have their own network of contacts, while Vampires can send the Dregs that serve them into the less salubrious settlements around Mordheim, such as Cutthroats' Haven.

spending cash

After every game, a warband can collect income from exploration, etc, and sell any wyrdstone and treasures they have acquired. Cash can be spent on recruiting new warriors, or on new equipment for the warband.

The price of wyrdstone varies according to current demand. See the Income section for details.

new recruits

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

Warbands may recruit whatever type of warriors the player wishes, but the usual restrictions apply regarding the number of Heroes, Henchmen, wizards, etc. For example, no warband may recruit a second leader, and no Mercenary warband can have more than two Champions.

recruiting hired swords

Players may hire mercenary warriors known as 'Hired Swords' for the warband if they wish. See the Hired Swords section starting on page 147.

new recruits and existing henchmen groups

You may add new recruits to existing Henchman groups. If the group is relatively inexperienced, you will have no difficulty in finding raw recruits to add to their numbers. But more experienced gnarled veterans are not so keen on letting novice warriors join them – and quite rightly so! Between each battle, roll 2D6: this represents the experience of the warriors currently available for hire. You can hire as many warriors as you wish, as long as their combined Experience does not exceed your dice roll. For example, if you rolled 7, you could add a single warrior to a Henchman group with 7 Experience points, or two warriors to a Henchman group with 3 Experience points, or any combination thereof. Disregard any excess Experience points.

As with other new Henchmen, you must pay for all their weapons and armour, and in addition you must add 2 gold crowns to their cost for each extra Experience point they add to the warband's total. New Henchmen must be armed and equipped in the same way as existing members of the group.

weapons

If a player wants to buy new weapons or other equipment for existing warriors, refer to the Price chart that follows. The chart lists all the equipment available in Mordheim, not just the common weapons included in the Recruitment charts. Rare items and weapons are not always available and vary in price. Remember that your warriors lack the skill to use any weapons other than the ones listed in the Recruitment charts. You may still want to buy rare items offered to you, as your warriors may be able to use them as they gain in experience.

Players should preferably complete any recruiting and trading after the battle is over, making the appropriate dice rolls whilst both players are present.

However, some players may prefer to wait until the heat of battle has cooled and they are able to consider

purchases more carefully. Determine which rare items are offered for sale while both players are together. The players can work out what they will buy later.

trading

Trade items are divided into two sections: *common* and *rare* items. Common items can be bought quite readily in any of the numerous trading posts and settlements around Mordheim. Players may purchase as many of these items as they want. The price of common items is fixed, so players always pay the same rate for them.

Rare items are hard or even impossible to come by. Only occasionally do such items turn up for sale and the price asked is often way above the true value. These items are often offered only to the most famous warbands, or those with the most money.

availability

The Price chart has a column marked 'Availability'. Common items are always available, and can be bought in any quantity. Items marked 'rare' are more difficult to find. A rare item's availability is indicated by a number, for example 'Rare 9'.

Whenever a Hero wants to buy a rare item, roll 2D6 and compare the result to the number stated. If the roll is equal or greater, the item is available. For example, you need to roll 9 or more to acquire an item marked 'Rare 9'. You can only buy one rare item for each successful roll. You may also only make one roll for each Hero looking for rare items. For example, if your warband has four Heroes, you may make four rolls to locate rare items. Warriors taken *out of action* during the last battle may not look for rare items.

selling

A player may trade in weapons and equipment at the same time he buys new ones. After all, as warbands become more powerful they often abandon their earlier armament in favour of something better. However, the second-hand value of equipment is not high due to the considerable wear and tear inflicted on it by your warriors.

Warriors can automatically sell equipment for half its listed price. In the case of rare equipment and weapons which have a variable price, the warband receives half of the basic cost only (merchants are far better at haggling than your warriors).

Alternatively, weapons, armour and equipment may be hoarded for future use (make a note on the warband roster) or swapped around the warband from one fighter to another (though not between warbands). As a weapon's value is low compared to the cost of equipping any new recruits you may get, a warband can usually find a use for its cast-off armaments.

Price chart

The following chart indicates the cost of items available for sale at trading posts. The cost of rare items is included, but such items cannot be bought unless they are available, as already described. In some cases the price is variable, and includes a basic cost plus a variable extra amount, for example 20+3D6 gold crowns. For these items the extra variable cost reflects the rarity of the item – the premium which must be paid to buy it.

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Axe	5 gc	Common
Club, Mace or Hammer	3 gc	Common
Dagger	1st free/2 gc	Common
Double-Handed Weapon	15 gc	Common
Flail	15 gc	Common
Gromril Weapon	4 x Price	Rare 11
Halberd	10 gc	Common
Ithilmar Weapon	3 x Price	Rare 9
Lance	40 gc	Rare 8
Morning Star	15 gc	Common
Spear	10 gc	Common
Sword	10 gc	Common

MISSILE WEAPONS

Item	Cost	Availability
Bow	10 gc	Common
Blunderbuss	30 gc	Rare 9
Crossbow	25 gc	Common
Crossbow Pistol	35 gc	Rare 9
Duelling Pistol/brace	30 gc/60 gc	Rare 10
Elf Bow	35 +3D6 gc	Rare 12
Handgun	35 gc	Rare 8
Hunting Rifle	200 gc	Rare 11
Long Bow	15 gc	Common
Pistol/brace	15 gc/30 gc	Rare 8
Repeater Crossbow	40 gc	Rare 8
Sling	2 gc	Common
Short Bow	5 gc	Common
Throwing Knives/Stars	15 gc	Rare 5

ARMOUR

Item	Cost	Availability
Barding	80 gc	Rare 8
Buckler	5 gc	Common
Gromril Armour	150 gc	Rare 11
Heavy Armour	50 gc	Common
Helmet	10 gc	Common
Ithilmar Armour	90 gc	Rare 11
Light Armour	20 gc	Common
Shield	5 gc	Common

MISCELLANEOUS

Item	Cost	Availability
Black Lotus	10+D6 gc	Rare 9
(Not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar. Rare 7 for Skaven)		
Blessed Water	10+3D6 gc	Rare 6
(Common for Warrior-Priests and Sisters of Sigmar; May not be bought by Undead)		
Bugman's Ale	50+3D6 gc	Rare 9
Cathayan Silk Clothes	50+2D6 gc	Rare 9
Crimson Shade	35+D6 gc	Rare 8
Dark Venom	30+2D6 gc	Rare 8
(Not available to Witch Hunters, Warrior-Priests, or Sisters of Sigmar)		
Elven Cloak	100+D6x10 gc	Rare 12
Garlic	1 gc	Common
(May not be bought by Undead)		
Halfling Cookbook	30+3D6 gc	Rare 7
Healing Herbs	20+2D6 gc	Rare 8
Holy (Unholy) Relic	15+3D6 gc	Rare 8
(Rare 6 for Warrior-Priests and Sisters of Sigmar)		
Holy Tome	100+D6x10 gc	Rare 8
(Only available to Warrior-Priests and Sisters of Sigmar)		
Horse	40 gc	Rare 8
(Only available to Humans)		
Hunting Arrows	25+D6 gc	Rare 8
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 6
Mad Cap Mushrooms	30+3D6 gc	Rare 9
Mandrake Root	25+D6 gc	Rare 8
Mordheim Map	20+4D6 gc	Rare 9
Net	5 gc	Common
Rope & Hook	5gc	Common
Superior Blackpowder	30 gc	Rare 11
Tears of Shallaya	10+2D6 gc	Rare 7
(Not available to Possessed or Undead)		
Tome of Magic	200+D6x25 gc	Rare 12
(Not available to Witch Hunters or Sisters of Sigmar)		
Warhorse	80 gc	Rare 11
(Only available to Humans)		
Wardog	25+2D6 gc	Rare 10
(Not available to Skaven)		

Hired Swords

recruiting hired swords

This section introduces Hired Swords – professional mercenaries – to Mordheim campaign games. Taverns in the settlements and shanty towns around Mordheim are good recruitment centres for warriors who do not belong to any particular warband or retinue, but instead hire out their services to the highest bidder.

A player can recruit Hired Swords when he creates his warband, or during the campaign phase after a game.

Hired Swords do not count towards the maximum number of warriors or Heroes a warband may have on its roster and don't affect your income from selling wyrdstone. However, Hired Swords do count as part of the warband for purposes of Rout tests, etc whilst in battle. A player cannot buy extra weapons or equipment for a Hired Sword, and he cannot sell the Hired Sword's weapons or equipment. To reflect their rarity, you can only have one of each type of Hired Sword in your warband. You may not use the Leadership of any of the Hired Swords for Rout tests.

hire fee

When a warband recruits a Hired Sword, you must must pay his *hire fee*. Subsequently, after each battle he fights, including the first, you must pay his *upkeep fee* if you want him to remain with the warband. If the Hired Sword is killed, or you no longer require his services, you don't have to pay any upkeep! These costs are indicated in the entries for each Hired Sword.

The money paid to Hired Swords comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors. If you don't have enough gold to pay for the Hired Sword, or want to spend it on other things, he leaves the warband. Any experience he has gained will be lost, even if you hire a new Henchman of the same type.

injuries

If a Hired Sword goes *out of action* during the game, roll for his injuries as you would roll for a Henchman after a battle (i.e, 1-2 = Lost; 3-6 = Survives).

hired swords and experience

Hired Swords gain experience in exactly the same way as Henchmen. Refer to the scenarios to find out how much experience Hired Swords gain after each game.

Write the name and profile of a Hired Sword on your roster sheet in one of the Henchman group slots.

Once the Hired Sword gains enough experience for an advance, roll on the Heroes Advancement table (as opposed to Henchmen) to determine which advance he gains. Skills available to the Hired Swords are listed under their entries.

Pit fighter

30 gold crowns to hire +15 gold crowns 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 bloodsports.

When not in the pits, Pit Fighters offer their services to the highest bidders, and they readily find employment in warbands intent on exploring the ruins of Mordheim. Pit Fighters are powerful and dangerous fighters, and their unique weaponry gives them an advantage against almost any opponent.

May be Hired: Any warband apart from Undead and Skaven may hire a Pit Fighter.

Rating: A Pit Fighter increases the warband's rating by +22 points, plus 1 point for each Experience point he has.

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

Equipment: Morning star, spiked gauntlet and helmet. The spiked gauntlet counts as an additional hand weapon and a buckler. And no, your Heroes cannot learn to use it!

Skills: A Pit Fighter may choose from Combat, Speed and Strength skills when he gains a new skill.

Ogre bodyguard

80 gold crowns to hire +30 gold crowns 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.

May be Hired: Any warband except Skaven may hire an Ogre Bodyguard.

Rating: An Ogre Bodyguard increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	3	2	4	4	3	3	2	7

Weapons/Armour: Either two swords, axes or clubs (or any mix of them), or a double-handed weapon (you may choose which). Ogres wear light armour.

SPECIAL RULES

Fear: Ogres are large, threatening creatures that cause *fear.* See the Psychology section for details.

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

Skills: An Ogre may choose from Combat and Strength skills when he gains new skills.

Halfling scout

15 gold crowns to hire +5 gold crowns 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.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire a Halfling Scout.

Rating: A Halfling Scout increases the warband's rating by +5 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	4	1	8

Equipment: Bow, dagger and a cooking pot (counts as a helmet).

SPECIAL RULES:

Cook: Halflings are renowned for their cooking skills. A warband with a Halfling Scout may increase its maximum size by +1, as warriors from all around are attracted by the smell of great food! Note that this does not increase the maximum number of Heroes you may have.

Skills: A Halfling may choose from Speed and Shooting skills when he gains a new skill.

Warlock

30 gold crowns to hire +15 gold crowns 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...

May be Hired: Any warband except Witch Hunters and Sisters of Sigmar may hire a Warlock.

Rating: A Warlock increases the warband's rating by +16 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warlock	4	2	2	3	3	1	4	1	8

Equipment: A Warlock carries a staff.

SPECIAL RULES:

Wizard: Warlocks are magicians and have two spells generated at random from the Lesser Magic list. See the Magic section for details.

Skills: Warlocks may choose skills from the Academic skills list, or they may randomly determine a new spell from the Lesser Magic spell list.

Freelancer

50 gold crowns to hire +20 gold crowns 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.

May be Hired: Mercenaries and Witch Hunters may hire Freelancers.

Rating: A Freelancer increases the warband's rating by +21 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Freelancer	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Heavy armour, shield, lance and sword. 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). When mounted, the Freelancer has an armour saving throw of 3+. On foot his save is 4+.

Skills: A Freelancer may choose from Combat and Strength skills when he gains a new skill.

Elf ranger

40 gold crowns to hire +20 gold crowns upkeep

Elves are a wondrous race: lithe, tall, beautiful, long-lived and magical. For the most part they are feared and distrusted by humans, though some live in the cities amongst men and offer their services as minstrels and archers in return for a high fee.

Though Elves become rarer in the Old World each year, there are still some roaming on the trackless paths of the Drakwald Forest and the Forest of Shadows.

Elves sensibly tend to avoid the ruins of Mordheim, for in the City of the Damned there is little to attract that fey and strange race, but sometimes they are hired by treasure hunters, for few can match their skill with a bow, or their inhuman quickness and agility. The senses of an Elf are much keener than any human's, and they make excellent scouts.

May be Hired: Mercenaries and Witch Hunters may hire Elf Rangers. Warbands which include Dwarfs may hire Elf Rangers, but must pay 40 gold crowns after each battle instead of 20.

Rating: An Elf Ranger increases the warband's rating by 12 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Elf Ranger	5	4	5	3	3	1	6	1	8

Equipment: Elf bow, sword and Elven cloak.

Skills: An Elf Ranger may choose from Shooting and Speed skills when he gains a new skill. In addition, there are several skills unique to Elf Rangers as detailed below, which he can choose instead of normal skills. Note that these special skills can only be acquired through experience. They are not possessed by a new recruit.

SPECIAL RULES

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

Excellent Sight. Elves have eyesight unmatched by mere humans. The Elf Ranger spots Hidden enemies from two times as far away as other warriors (ie, twice his Initiative value in inches).

ELVEN SKILLS

Fey. Hostile magic spells will not affect the Elf on a D6 roll of 4+.

Luck. The Elf Ranger is blessed by Lileath, the Elven goddess of luck. Once per game he may re-roll any dice roll he makes (but not one made by other members of the warband).

Dwarf troll slayer

25 gold crowns to hire +10 gold crowns upkeep

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

Troll Slayers are insanely dangerous individuals, psychopathic and violent. However, there are few better fighters, so they are much sought after when warriors are needed.

Known as 'Hired Axes', Troll Slayers who come to Mordheim find plenty of opportunity to indulge their deathwish.

May be Hired: Mercenaries and Witch Hunters may hire a Dwarf Troll Slayer. Warbands that include Elves may hire Slayers, but must pay 20 gold crowns after each battle instead of 10 gold crowns. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

Rating: A Dwarf Troll Slayer increases the warband's rating by 12 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Troll Slayer	3	4	3	3	4	1	2	1	9

Weapons/Armour: Two axes or a double-handed axe (the hiring player may choose).

Skills: A Troll Slayer may choose from Combat and Strength skills when he gains a new skill. In addition, there are several skills unique to Dwarf Troll Slayers which he can have instead of normal skills when he gains a new skill.

SPECIAL RULES

Deathwish. Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and will never need to test if they are fighting alone.

Hard to Kill. Troll Slayers are tough, resilient individuals who can only be taken *out of action* on a D6 roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 5 as *stunned*.

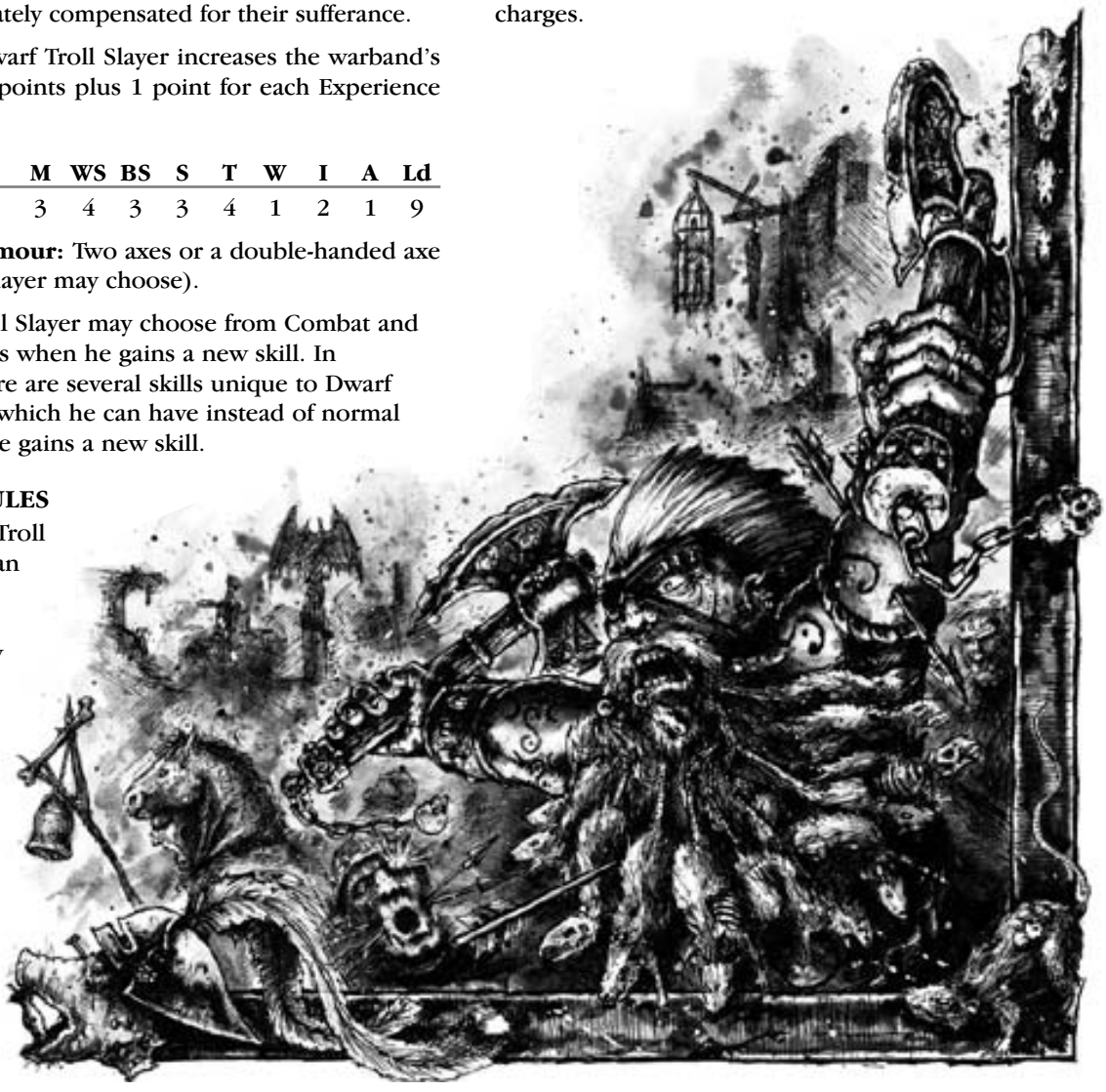
Hard Head. Troll Slayers ignore the special rules for maces, clubs etc. They are not very easy individuals to knock out!

TROLL SLAYER SKILLS

Ferocious Charge. The Dwarf may double his attacks on the turn in which he charges. He will suffer a -1 to hit penalty on that turn.

Monster Slayer. The Troll Slayer always wounds any opponent on a D6 roll of 4+, regardless of Toughness, unless his own Strength (with weapon modifiers) would mean that a lower result than this is needed.

Berserker. The Dwarf may add +1 to his to hit rolls during the turn in which he charges.

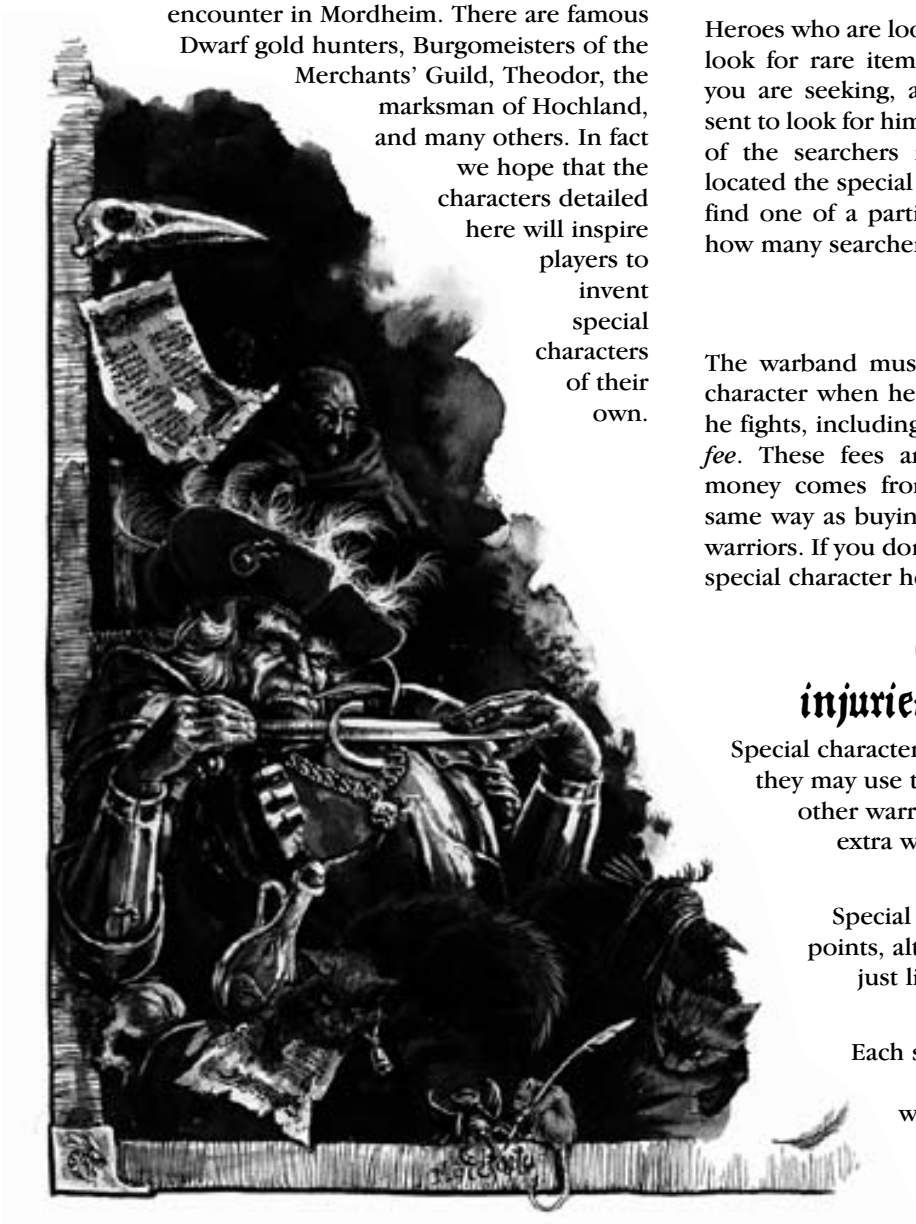


Dramatis personae

This section details some of the strangest and most famous (or infamous) characters to be found in Mordheim and the outlying settlements. Occasionally, these warriors join forces with a warband (usually demanding wyrdstone or a bag of gold in payment).

The following characters (known as 'special characters') are hard to find and expensive to hire – you must be lucky and wealthy to attract their attention.

This list does not, by any means, include all the famous warriors and cold-hearted killers you could encounter in Mordheim. There are famous Dwarf gold hunters, Burgomeisters of the Merchants' Guild, Theodor, the marksman of Hochland, and many others. In fact we hope that the characters detailed here will inspire players to invent special characters of their own.



You can only ever have one of a particular special character in your warband. A warband may employ as many special characters as it likes – if it can afford them!

Looking for special characters

After a battle, you can send any number of your Heroes to look for a special character. Only Heroes can look (Henchmen are rarely trustworthy enough). Heroes who went *out of action* in the last battle are unable to join the search because they are recovering from their wounds.

Heroes who are looking for a special character cannot look for rare items. Decide which special character you are seeking, and how many Heroes have been sent to look for him. Roll a D6 for each searcher. If any of the searchers rolls under his Initiative he has located the special character. You can, of course, only find one of a particular special character, no matter how many searchers roll under their Initiative.

Hire fee

The warband must pay the *hire fee* for the special character when he is recruited, and after each battle he fights, including the first, you must pay an *upkeep fee*. These fees are indicated in the entries. This money comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors. If you don't have enough gold to pay for the special character he leaves the warband.

experience, injuries and equipment

Special characters have their own equipment. Only they may use this equipment; it can't be given to other warriors. Furthermore, you cannot buy extra weapons or equipment for a special character.

Special characters do not earn Experience points, although they suffer serious injuries, just like Heroes, if they are taken *out of action*.

Each special character's description tells you how much to add to your warband's rating for including them (taking into account their experience and abilities).

Aenur, the sword of twilight

Many famous swordsmen have come to Mordheim to make their fortune, but few can match the terrifying reputation of the Elf swordsman Aenur. This mighty warrior was responsible for slaying the entire Possessed warband of Karl Zimmeran, and single-handedly cleansed the Rat Hole, a settlement that had been overrun by Beastmen.

Rumours about Aenur's origin abound. Elves usually avoid human settlements, and Mordheim in particular, but for some reason the tall, pale swordsman has stayed in the proximity of the ruined city for months.

Some say Aenur comes from beyond the Great Ocean, from the fabled Elven kingdoms, and that he is the captain of the legendary Order of Swordmasters. Others claim that he is a Wood Elf prince in exile. Aenur himself says little about his past and those who are wise do not question him.

Whenever a warband prepares an expedition to explore the inner city, there is a chance they may hear a sharp rap at the gate of their encampment – their unexpected visitor will be Aenur, offering his services to their leader.

If, indeed, Aenur seeks something in the grim ruins of Mordheim, no-one knows what this might be. Some say that he wishes to explore the Pit itself, and slay the enigmatic Shadow Lord, though such a task must surely be above even this mighty warrior.

Aenur is tall even for an Elf, and beneath his finely woven Elven cloak he wears armour of gleaming ithilmar. He carries a sword of immense size which is rumoured to have arcane properties. Certainly no-one who has been struck by it has ever lived to tell the tale.

Hire Fee: 150 gold crowns to hire.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Aenur.

Rating: Aenur increases the warband's rating by +100 points.

	M	WS	BS	S	T	W	I	A	Ld
Aenur	5	8	4	4	3	2	7	3	8

Weapons/Armour: Aenur wears ithilmar armour, an Elven cloak and carries an enormous sword known as *Ienh-Khain*.

Skills: Aenur has the following skills: *Strike to Injure, Expert Swordsman, Step Aside, Sprint, Lightning Reflexes, Dodge* and *Mighty Blow*.

SPECIAL RULES

Invincible Swordsman. Aenur always hits his opponents on a roll of 2+ in hand-to-hand combat.

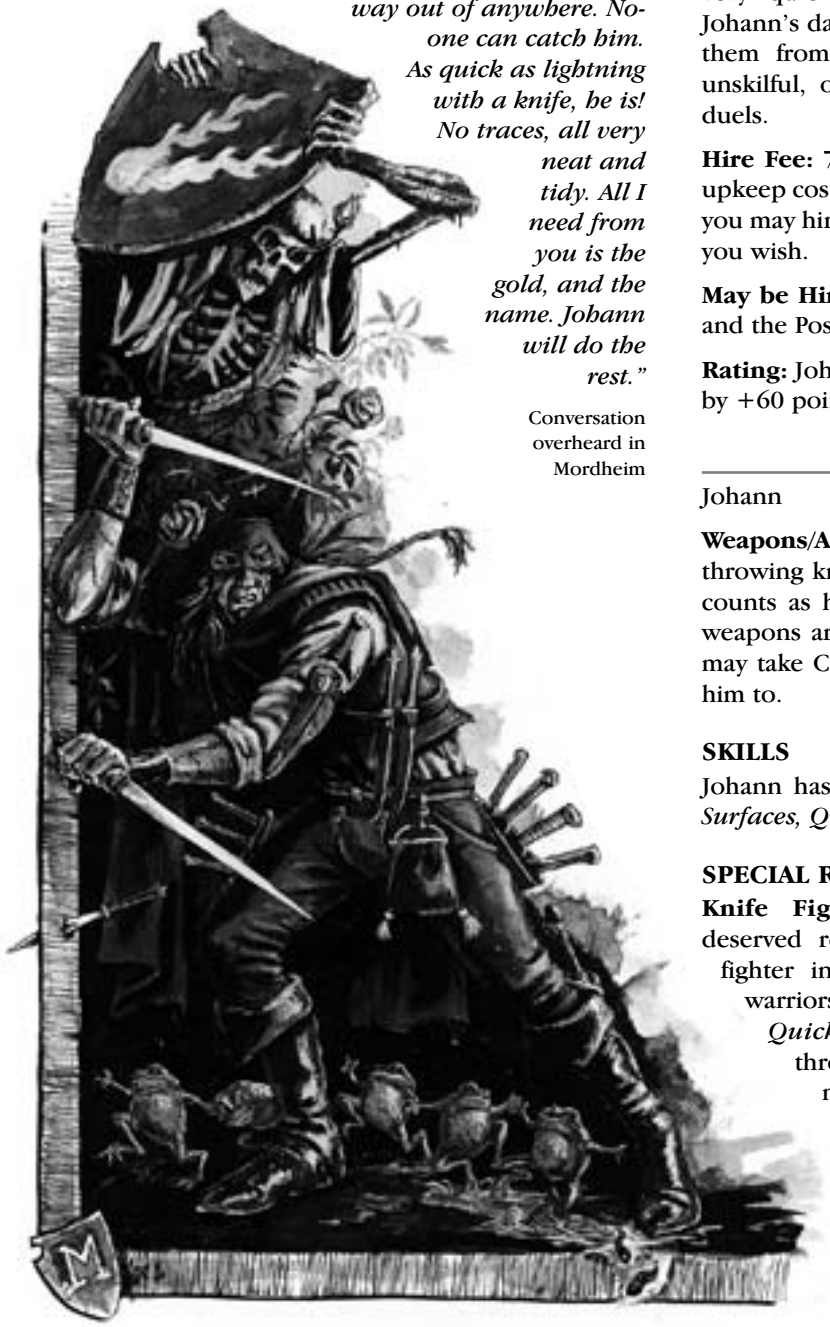
Wanderer. Aenur only ever stays with a warband for the duration of the battle. A warband who used Aenur in their last battle may not seek him out until they have fought at least one battle without him.

Ienh-Khain (the Hand of Khaine). Ienh-Khain is an incredibly long single-edged sword, which Aenur uses with consummate skill. This sword allows Aenur to parry, adds +1 to his Strength and causes a critical hit on a roll of 5-6 when rolling to wound.

Johann the Knife

"Get your hands off me, brute! Let go of me, and I'll tell you what I know. So, you seek Johann the Knife! Take my advice, friend, do not speak his name out loud. He does not like people talking about him in the street. What do you seek him for anyway? So, you've got a job for him! Well, why didn't you say so before? I cannot say where you might find him, because I do not know myself. Who does? Anyway, no matter. When he hears word, he will find you soon enough! Ha! ha! It will cost you though, for he likes gold, does Johann. He knows this city – what's left of it – like the back of his hand. If he can't find someone, no-one can. He is like a shadow, he can go in and out of anywhere, unseen. He can also fight his way out of anywhere. No-one can catch him. As quick as lightning with a knife, he is! No traces, all very neat and tidy. All I need from you is the gold, and the name. Johann will do the rest."

Conversation overheard in Mordheim



Of the many cutthroats and assassins for hire that infest the settlements around Mordheim, Johann the Knife is the most famous. He exhibits his vocation as hired knife-fighter and assassin extraordinaire by the various lethal-looking daggers hanging from his belt, and the mean glint of his eyes. Johann wears dark leather gear, slightly out of fashion, which has never been washed (or so the barmaids say). His long face bears the scars of many a fight, and his unkempt hair is lank and greasy.

Johann's purse is always heavy with gold, and he takes no trouble to hide it, since only a fool would try to steal it from him. Many have tried, and all have died… very quickly. The craftsmanship and quality of Johann's daggers is beyond compare, as he has taken them from the bodies of the many wealthy, but unskilful, opponents he has despatched in vicious duels.

Hire Fee: 70 gold crowns to hire; +30 gold crowns upkeep cost. Johann is addicted to Crimson Shade, so you may hire him for one portion of Crimson Shade if you wish.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Johann.

Rating: Johann the Knife increases a warband's rating by +60 points.

	M	WS	BS	S	T	W	I	A	Ld
Johann	4	3	6	4	3	2	6	1	7

Weapons/Armour: Johann is armed with countless throwing knives and several long daggers (he always counts as having two swords in close combat). His weapons are always coated with Black Lotus and he may take Crimson Shade before a battle if you want him to.

SKILLS

Johann has the following skills: *Dodge, Scale Sheer Surfaces, Quick Shot, Eagle Eyes* and *Knife Fighter*.

SPECIAL RULES

Knife Fighter Extraordinaire: Johann has a deserved reputation for being the greatest knife-fighter in whole of the Empire. Unlike normal warriors, he can combine the *Knife Fighter* and *Quick Shot* skills (yes, he can throw six throwing knives in one turn if he does not move!).

Bertha Bestraufrung, high matriarch of the sisterhood

Years ago, Bertha sought refuge in the strict discipline and devotions of the Sisters of Sigmar. Only the warrior god of the Empire was worthy of her esteem. Only He was constant and faithful. And had not holy Sigmar, in truth, chosen her to be one of his handmaidens?

The pure blood of the Unberogens runs in Bertha's veins, as evinced by her long golden plaits and fierce blue eyes, which can freeze a Goblin at twenty paces with an icy glare. Even her voice commands authority, turning strong, hairy-thewed men into trembling wretches.

The Sisters look up to Bertha as an example of holy womanhood. She rose rapidly through the ranks of the Sisterhood, and on her deathbed the revered Matriarch Cassandra named Bertha her successor, new High Matriarch, and Abedissa of Sigmar's Rock.

Sometimes, as Bertha straps on her Gromril armour in the light of dawn, she reflects on the lost innocence of her youth. Then, angrily, she tightens the studded leather straps tightly over her iron-hard limbs and strides outside to spend hours practising with her great warhammers, preparing herself, as a bride of Sigmar should, for the day of battle.

Extract from the Tome of Heroes

Hire Fee: None. Bertha will come to the aid of any Sisters of Sigmar warband if they send one or more of their Heroines to look for her in the normal manner, rolling under their Initiative (representing their efforts to gain audience with the High Matriarch). If she does grant an audience, she might decide that her personal help is needed in the forthcoming battle. She will only come to the aid of a Sisters of Sigmar warband if their enemy has a higher warband rating. Consult the table below, and roll a D6 to see whether Bertha will aid the warband. A request for Bertha to aid the warband must be made for each battle you wish her to help the warband.

Difference in Warband Rating	Dice roll required
0-49	Nil
50-99	6+
100-149	5+
150-199	4+
200+	3+

	M	WS	BS	S	T	W	I	A	Ld
Bertha	4	5	3	4	4	2	4	3	10

May be Hired: Bertha Bestraufrung will only join Sisters of Sigmar warbands.

Rating: Bertha increases a warband's rating by +105 points.

Weapons/Armour: Bertha is armed with two Sigmarite warhammers, wears gromril armour, and carries a vial of blessed water and a holy relic.

SKILLS

Bertha has the following skills: *Mighty Blow, Unstoppable Charge* and *Righteous Fury*.

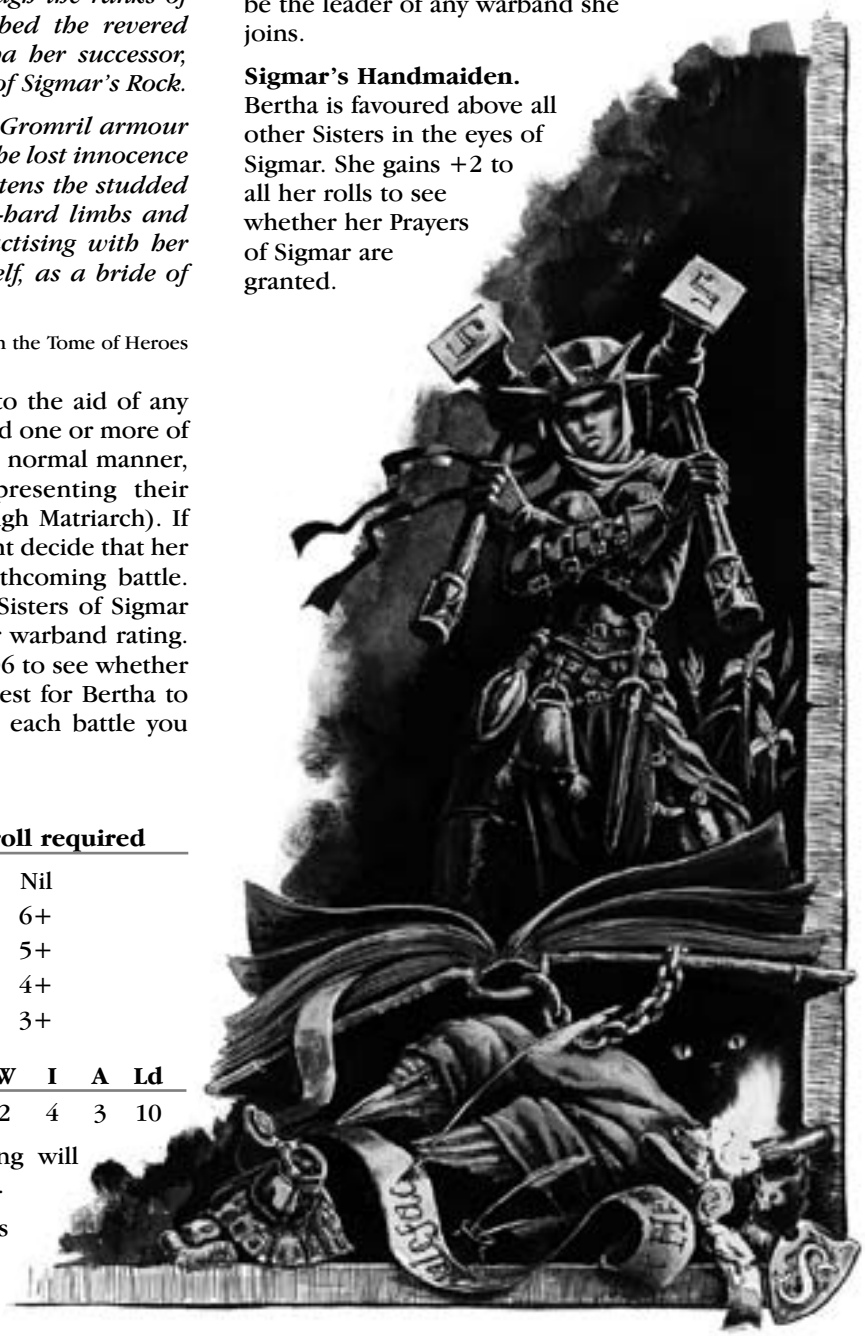
PRAYERS OF SIGMAR

Bertha knows all six Prayers of Sigmar.

SPECIAL RULES

High Matriarch. As the High Matriarch of the Sisters of Sigmar's Mercy, Bertha will automatically be the leader of any warband she joins.

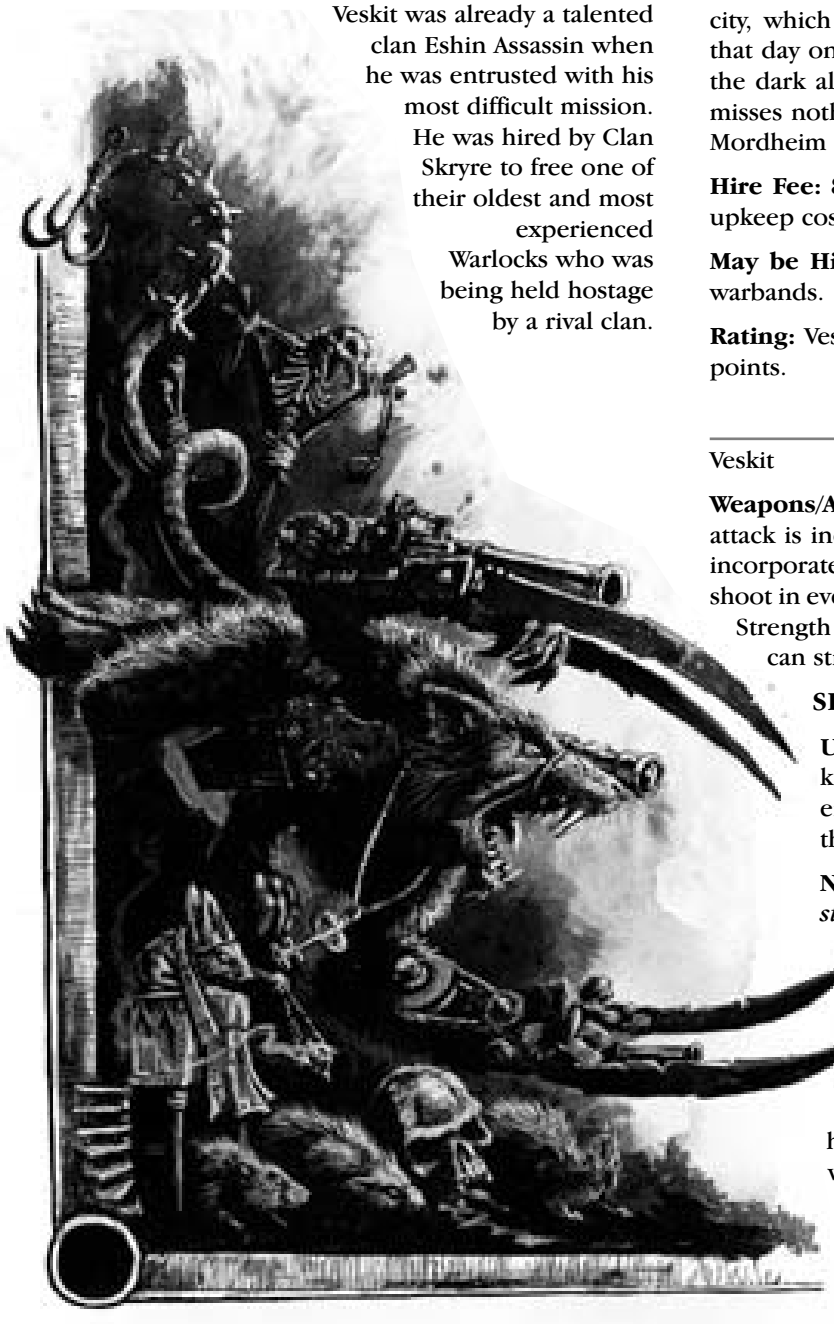
Sigmar's Handmaiden. Bertha is favoured above all other Sisters in the eyes of Sigmar. She gains +2 to all her rolls to see whether her Prayers of Sigmar are granted.



Veskit, high executioner of clan eshin

"It killed us all! We couldn't stop it, our weapons broke against its body... It was black, like a shadow, and it was moving so fast, cutting men to shreds left and right. We fought, yes we fought hard, and old Marcus even tried his trick with the oil flask. It was engulfed by flames and for a moment we thought we'd stopped it. No way, it came out of the fire, still ablaze. It was as if it didn't care! That was too much and those left of us ran for it. Still it followed us, on and on, relentless and merciless. There was no escaping, no hiding, its red eye could always spot you. Oh that eye... that eye..."

Last words of Fritz Huber at the Inn of the Red Moon,



Veskit was already a talented clan Eshin Assassin when he was entrusted with his most difficult mission. He was hired by Clan Skryre to free one of their oldest and most experienced Warlocks who was being held hostage by a rival clan.

Veskit managed to take the prisoner back, fighting his way through the guards, but at a very high cost. He suffered terrible wounds and would have certainly died, but the Nightmaster of Clan Eshin made a pact with the Warlock Engineers. The Skaven scientist-sorcerers replaced various parts of Veskit's body with their part technological, part magical implants and made him into a walking arsenal of deadly weapons. Veskit is now more a machine than a living thing, and his thirst for killing has become almost uncontrollable.

When news of the wyrdstone came to the hidden fortress of Clan Eshin, the Nightmaster sent Veskit to Mordheim to deter the man-things from exploring the city, which rightfully belonged to the Skaven. From that day on, many adventurers have met their end in the dark allies of Mordheim. Veskit's unblinking eye misses nothing, and those he hunts on the streets of Mordheim never return to the Gargoyle Gate.

Hire Fee: 80 gold crowns to hire; +35 gold crowns upkeep cost.

May be Hired: Veskit may only be hired by Skaven warbands.

Rating: Veskit increases the warband's rating by +70 points.

	M	WS	BS	S	T	W	I	A	Ld
Veskit	5	5	4	4	4	2	5	4	8

Weapons/Armour: Eshin Fighting Claws (the extra attack is included in his profile). Each Fighting Claw incorporates an in-built warplock pistol, so Veskit can shoot in every turn, and he fights in close combat with Strength 5 and a save modifier of -3 (note that he can still parry twice with his claws!).

SPECIAL RULES

Unfeeling. Veskit is a cold, calculating killing machine, and feels few of the emotions that living things do. He is therefore immune to all psychology.

No Pain. Veskit ignores *knocked down* and *stunned* results on the Injury chart. He must lose his last wound and be taken *out of action* before he is removed from battle.

Unblinking Eye. Thanks to the sorcerous devices built by the Warlock Engineers of Clan Skryre, Veskit can spot hidden enemies within twice his Initiative value in inches.

Metallic Body. These give Veskit his high Toughness and a 3+ armour save.

Optional rules

This section includes a variety of rules that add an extra dimension to your battles in Mordheim. As they are additions to the basic rules they are not an essential part of the game, and you should agree with your opponent beforehand whether you are going to use any of them.

We recommend that new players ignore this section to begin with, at least until you are familiar with the way the game works. If you consider yourself to be an experienced gamer then you'll have no problem incorporating these elements. Some of these additional rules alter the game quite dramatically, and you are under no obligation to use any of them. They have simply been included for players who want to explore different aspects of the game.

New critical hit charts

Depending on what weapon your warrior is using, you may roll on one of the following Critical Hit charts. For example, if your warrior is using a sword, roll on the Bladed Weapons chart. All the rules governing critical hits given in the main rules also apply to these tables.

missile weapons

(Bows, crossbows, blackpowder weapons, throwing knives etc.)

1-2 **Hits a Weak Spot.** The missile penetrates its target's armour. Ignore all armour saves.

3-4 **Ricochet.** If there are any other models within 6", the closest enemy model is also hit. Roll to wound and take any saves as normal for both targets.

5-6 **Master Shot.** The missile hits an eye, the throat, or some other vulnerable part. The target suffers 2 wounds instead of 1. There is no armour save.

bludgeoning weapons

(Clubs, maces, hammers, flails, double-handed hammers etc.)

1-2 **Hammered.** The target is knocked off balance. Your opponent may not fight this turn if he hasn't already fought.

3-4 **Clubbed.** The hit ignores armour saves and saves from helmets.

5 **Wild Sweep.** Your opponent's weapon is knocked from his hand. If he is carrying two weapons, roll to see which one he loses. He must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to wound and take armour saves as normal.

6 **Bludgeoned.** The victim automatically goes out of action if he fails his armour save. Even if he has several wounds remaining, he will be taken out of action by this attack.

bladed weapons

(Swords, axes, double-handed swords etc.)

1-2 **Flesh Wound.** This attack hits an unprotected area, so there is no armour save.

3-4 **Bladestorm.** The warrior unleashes a virtual hail of blows. The attack causes 2 wounds instead of 1. Take armour saves separately for each wound. Remember that, as with other critical hits, if an attack causes multiple wounds for other reasons as well, you choose the highest number of wounds.

5-6 **Sliced!** The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.

unarmed combat

(Wardogs, warhorses, Zombies, Possessed, animals etc.)

1-2 **Body Blow.** Your opponent staggers, allowing you to seize the initiative and make an additional attack. Immediately roll to hit and to wound. Any saves are taken as normal.

3-4 **Crushing Blow.** The blow lands with tremendous force. You gain +1 to the Injury roll if your opponent fails his save.

5-6 **Mighty Blow.** With a mighty punch or flying kick, you send your opponent sprawling to the ground. The attack ignores armour saves and you gain +2 to any Injury rolls.

thrusting weapons

(Spears, halberds, lances etc.)

1-2 **Stab.** With a quick strike, you penetrate your opponent's defences. You gain +1 to any Injury rolls. Armour saves are taken as normal.

3-4 **Thrust.** The thrust lands with great force and the target is *knocked down*. Take armour saves as normal and see whether the model suffers a wound.

5-6 **Kebab!** The thrust knocks the target back with titanic force, ripping apart armour and puncturing flesh. The attack ignores armour saves and you gain +2 to any Injury rolls. The victim is knocked backwards D6" and the attacker follows, staying in base contact. Any other models involved in the combat are separated and only the model which struck the blow and his target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.

Escaping from combat

Warriors that are engaged in hand-to-hand combat at the start of their own turn may try to escape from combat during their movement phase. Such fighters are assumed to have realised that the odds are against them and decided that it is just too dangerous for them to continue.

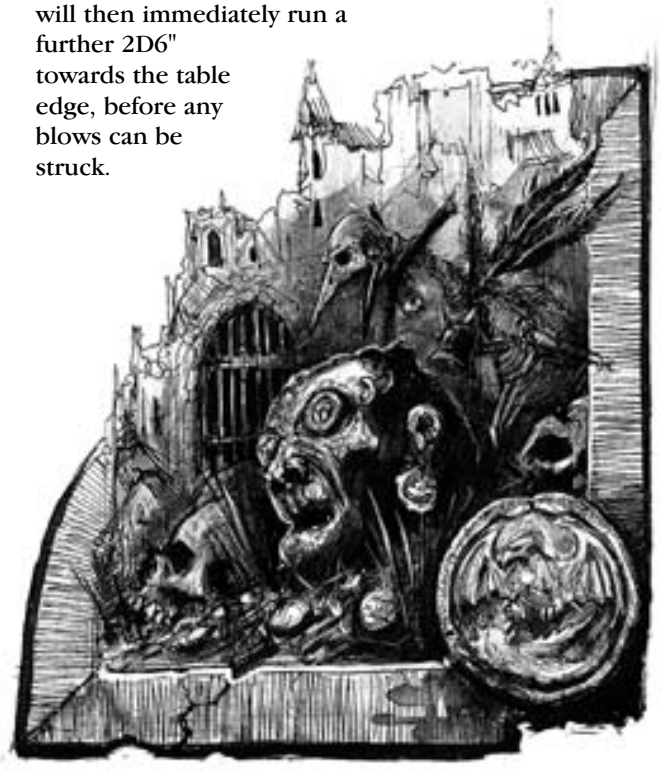
Declare which of your warriors will try to escape from combat at the start of your movement phase, at the same time as you declare charges. Turn the models around to show this.

Take a Leadership test for each warrior trying to escape from combat. This represents his efforts to find the right time to escape. If he passes, the warrior can move up to double his normal Movement rate away from combat and the enemy he was fighting, in any direction.

If he fails, his opponent is allowed to make 1 automatic hit against the warrior who is trying to escape, and the fleeing warrior (provided he survives) will run 2D6" directly away from combat. He will have to take a Leadership test at the beginning of his next turn.

If successful he will stop, but may not do anything else during that turn. If the test is failed, he will continue to run 2D6" towards the closest table edge and must test again the following turn if he is still on the table.

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



Rewards of the Shadowlord

When a Magister or Mutant from a Possessed warband has accumulated enough experience, instead of picking a skill, he may roll on the Rewards table below. This represents the pilgrimage of the Mutant or Magister to the Pit, where he can beseech a favour from the Shadowlord himself. Roll 2D6.

2 **Wrath of the Shadowlord!** The warrior is mutated beyond recognition and vanishes into the ruins, joining the many other horrors that roam Mordheim.

3-6 **Nothing Happens.** The capricious Shadowlord ignores the pleas of his servant.

7-8 **Mutation.** The warrior develops a severe mutation. Roll a D6. On a roll of 1 you lose a single point from one of your warrior's characteristics (chosen by you), due to atrophy, or some such degrading mutation. On a roll of 2 or more you may choose which one of the mutations listed in the Cult of the Possessed Warbands section your warrior has been rewarded with.

9-10 **Chaos Armour**. The warrior's body becomes encrusted with an arcane, all-enveloping suit of armour. This confers a basic 4+ save, but does not affect the model's ability to cast spells or move in any way.

11 **Daemon Weapon.** The warrior receives a weapon with a bound Daemon inside it. This weapon adds +1 to his Strength in close combat, grants a +1 bonus on all to hit rolls using it. The user may choose the weapon's form (a sword, an axe, etc), though it will not have any of the special abilities normally associated with common weapons of that type. An axe with a bound Daemon, for example, will not benefit from the usual extra save modifier.

12 **Possessed!** A Daemon takes over the soul and body of the warrior. He immediately gains +1 Weapon Skill, +1 Strength, +1 Attacks and +1 Wounds. These increases do not count towards his maximum characteristics. The warrior loses D3 of his skills (chosen by the player) and may no longer use weapons or armour, except for Chaos Armour or Daemon weapons.

Mounted warriors

Horses are rare and expensive in Mordheim, but they do allow warriors to move quickly, so as long as the steed stays on the streets and does not venture into the ruined buildings, where it could easily stumble and fall. By using the following rules, you can include mounted Heroes in your games.

mounted models in mordheim

A warrior and his horse are treated in all respects as a single model. Should the rider be taken *out of action*, then the entire model is removed from the battle.

Mounted warriors use the rider's Leadership value for all Leadership-based tests. When the warrior is attacked, use the rider's Toughness and Wounds.

Mounted warriors automatically have an armour save of 6+, even if the rider is wearing no armour. This represents the extra protection afforded by the horse. If the rider is wearing armour his armour save will be +1 better than it would be if he were on foot.

In close combat, a warhorse can make 1 attack, but a normal horse has no Attacks characteristic and therefore does not attack in close combat.

Armour, called barding, may be purchased for a warhorse, (refer to the Trading chart). It adds a further +1 bonus to the model's armour save, but subtracts one from its Movement. A normal horse may not wear barding. A barded warhorse is only killed on a serious injury roll of '1' if the model goes *out of action*.

A horse increases a warband's rating by +3 points, and a warhorse by +5 points.

mounted models and movement

Mounted models may not move into buildings. This limits their movement to relatively flat surfaces such as streets.

A horse or warhorse may jump over an obstacle up to 2" in height with no movement penalty.

shooting at mounted warriors

Because of the size of a mounted warrior, any shooter may always pick one as a target, even if there are enemies closer.

mounting/dismounting

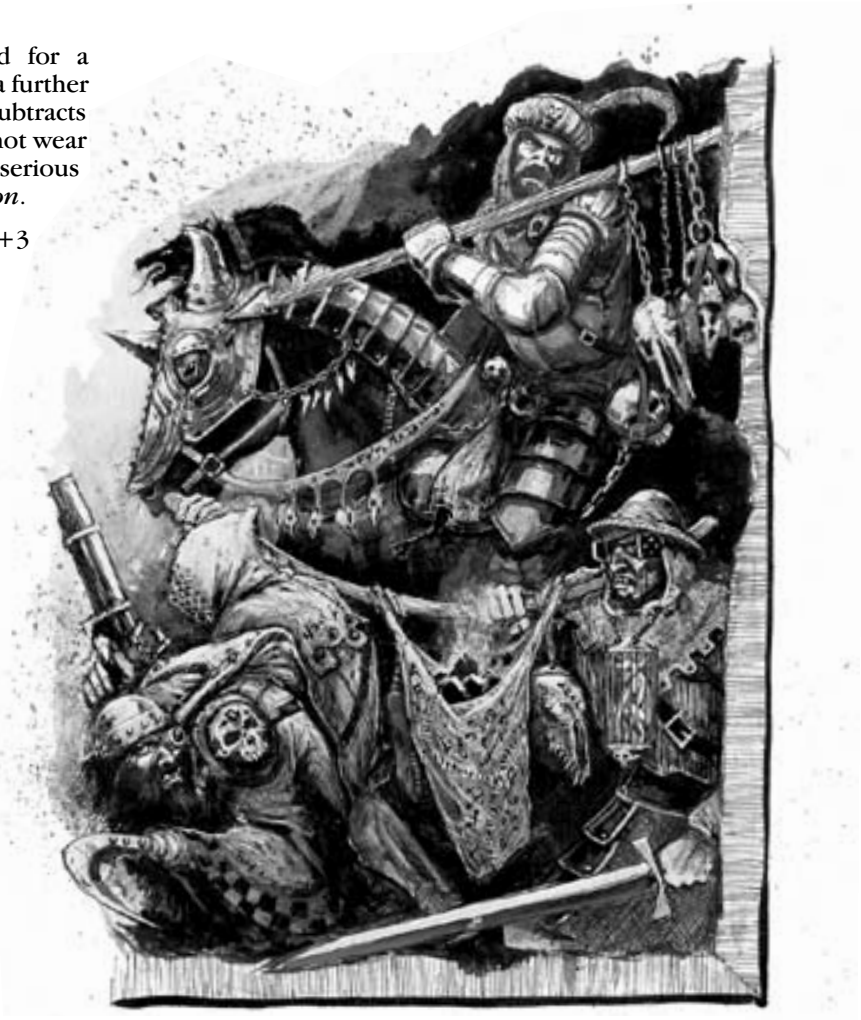
A mounted warrior may dismount during his movement phase. He loses half his movement and may not charge or run during that turn.

A cavalryman who has dismounted is considered to be followed by his steed wherever he goes and may mount it again whenever he wishes, provided he is not inside a building or in any other place where the mount could not be used (such as on a roof). The warrior loses half his movement when remounting and may not charge or run during that turn.

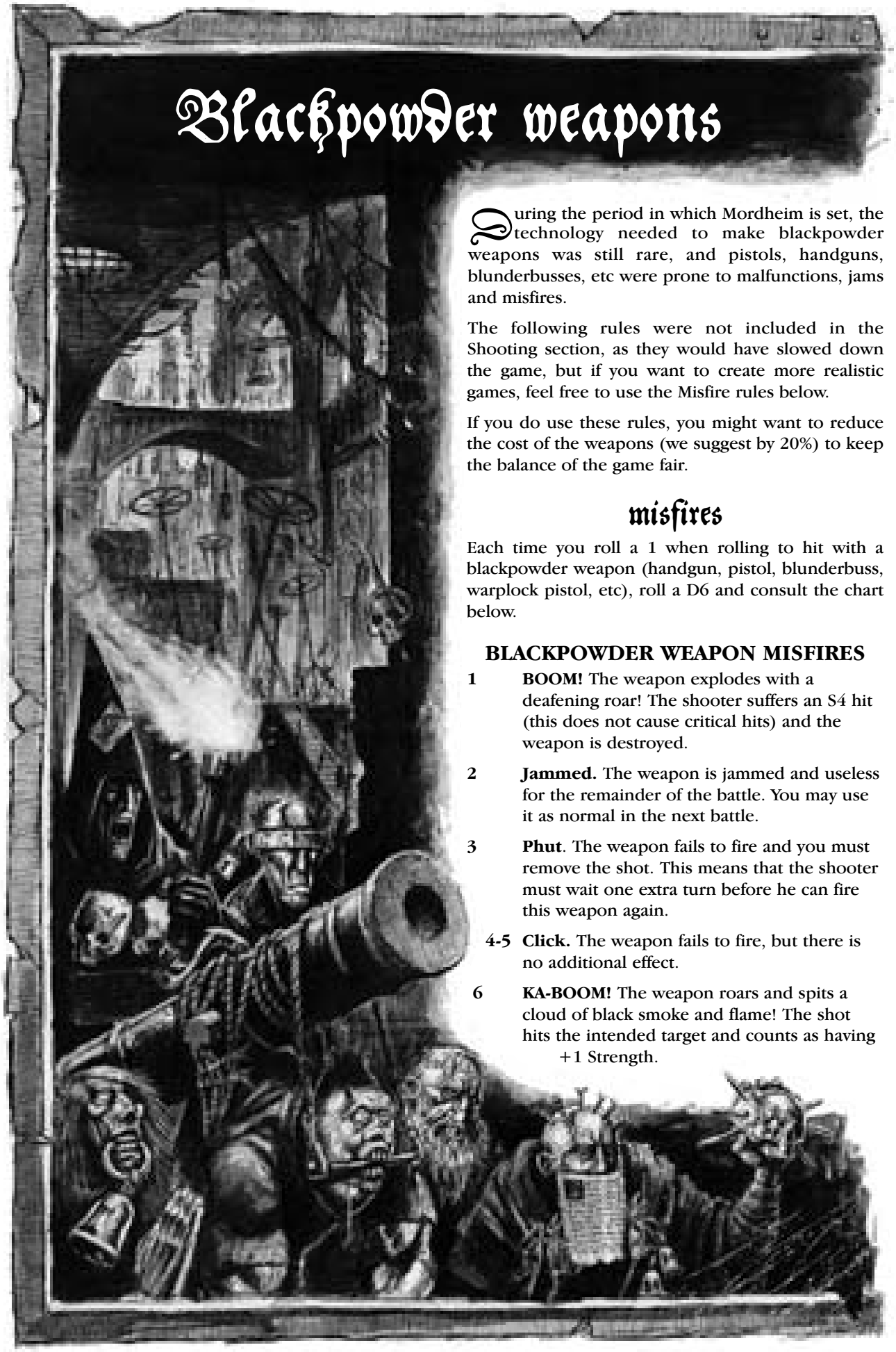
Replace a mounted warrior with a model that is on foot if dismounting, and vice versa.

mounts and campaigns

If a mounted warrior is taken *out of action*, roll a D6 after the battle. On a 1-2, the mount is killed and removed from the warband roster.



Blackpowder weapons



During the period in which Mordheim is set, the technology needed to make blackpowder weapons was still rare, and pistols, handguns, blunderbusses, etc were prone to malfunctions, jams and misfires.

The following rules were not included in the Shooting section, as they would have slowed down the game, but if you want to create more realistic games, feel free to use the Misfire rules below.

If you do use these rules, you might want to reduce the cost of the weapons (we suggest by 20%) to keep the balance of the game fair.

misfires

Each time you roll a 1 when rolling to hit with a blackpowder weapon (handgun, pistol, blunderbuss, warplock pistol, etc), roll a D6 and consult the chart below.

BLACKPOWDER WEAPON MISFIRES

1 **BOOM!** The weapon explodes with a deafening roar! The shooter suffers an S4 hit (this does not cause critical hits) and the weapon is destroyed.

2 **Jammed.** The weapon is jammed and useless for the remainder of the battle. You may use it as normal in the next battle.

3 **Phut**. The weapon fails to fire and you must remove the shot. This means that the shooter must wait one extra turn before he can fire this weapon again.

4-5 **Click.** The weapon fails to fire, but there is no additional effect.

6 **KA-BOOM!** The weapon roars and spits a cloud of black smoke and flame! The shot hits the intended target and counts as having +1 Strength.

Fighting individual battles

One thing we discovered during playtesting Mordheim was that after a while very experienced warbands became virtually unbeatable when fighting against novice warbands.

Whilst this might be amusing for the player with the experienced warband, it will result in a very one-sided battle, where the inexperienced warband is swiftly crushed, without even a chance to put up a decent fight. Although the underdogs system balances this out somewhat, it is often much more fun to play with roughly equal forces, especially when introducing new players to the game.

The following rules allow both players to pick warbands up to an agreed equal value, say 1,000 gold crowns. This will make the game much more even, as the two forces will be roughly similar in strength.

Use the Warband lists to recruit and equip your warband. The lists tell you which Heroes, Henchmen and equipment your warband is allowed to use. The limitations of the list ensure that the warbands are reasonably balanced.

You must recruit at least three warriors, including a leader, and you may either follow the limitations for the maximum size of a warband given in the list or agree a maximum size with your opponent.

weapons & armour

Each Hero you recruit may be armed with one or more weapons and any armour chosen from the appropriate list. Different types of Hero are restricted to different types of weapon. The Equipment lists for the individual warbands tell you exactly what equipment is available. You may buy rare weapons and armour. Pay the appropriate prices for these as given in the Trading charts.

Every model in each Henchman group must take exactly the same weapons and armour. This means that if your Henchman group has four warriors, and you want to buy them swords, you must buy four swords.

The weapons you choose for your warriors must be represented on the models. This way your opponent will know what he is facing (and he will not be shocked to discover in the middle of the game that the warrior who looks like a Halfling with a bow is in fact an Ogre with a club!).

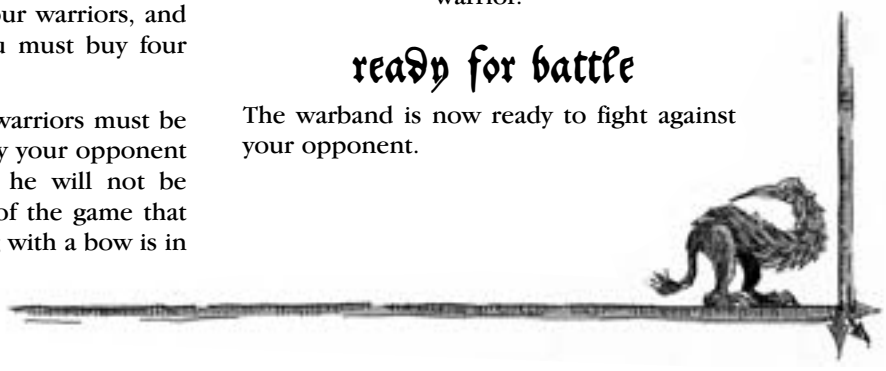
The exceptions to this rule are knives and daggers, which you may assume are tucked in boots or concealed in their clothes, if not actually represented on the model.

upgrading Heroes

In a campaign game, you must earn statistic increases, but in one-off games they can be bought beforehand. You may increase the starting characteristics of your Heroes by paying the cost in gold crowns given below.

Note that all races have maximum statistics values. These can be found in the Experience section of this rulebook.

Movement	+15gc per point.
Weapon Skill	+15gc per point.
Ballistic Skill	+15gc per point.
Strength	+25gc for the first increase/+35gc for each additional increase.
Toughness	+30gc for the first increase/+45gc for each additional increase.
Wounds	+20gc for the first increase/+30gc for each additional increase.
Initiative	+10gc per point.
Attacks	+25 GC for the first increase/+35gc for each additional increase.
Leadership	+15gc per point.
Skills:	+40gc for each skill. You may choose one skill at this price for each characteristic increase you take. Choose from the skills normally available to your warrior.

ready for battle

The warband is now ready to fight against your opponent.