

Coreheim Mordheim Mod

v. 7.1

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Profile Characteristics and Abbreviations

Each warrior has eight characteristics on its profile:

Movement (M)

How far a warrior can move in inches.

Weapon Skill (WS)

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

Ballistic Skill (BS)

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

Strength (S)

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

Toughness (T)

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

Wounds (W)

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

Initiative (I)

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

Attacks (A)

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

Leadership (LD)

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

Characteristics Tests

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

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

Minimum Characteristics

- WS cannot be reduced below 1 or increased beyond 8.
- BS cannot be reduced below 1 or increased beyond 7.
- Other Characteristics cannot be reduced below 1 or increased beyond 10.

Leadership Tests

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

Armour Saves (AS)

Is not a profile characteristic but a measure of how effective a warrior's armour is at protecting him. Armour saves are taken on a D6 and range from 6+ to 3+.

Turn Sequence

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

Recovery Phase

1. If 25% or more of your warband is *out of action*, take a rout test against the acting leader's Leadership.
2. Stupid warriors check if they are within 3" of an allied, non-stupid hero.
3. *Knocked down* warriors stand up. (*They cannot run or charge, if they stand up into close combat they will strike last irrespective of weapons and Initiative.*)
4. *Stunned* warriors become *knocked down*.

Charge Phase

1. Declare all charges before moving any warriors.

Movement Phase

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

Shooting Phase

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

Close Combat Phase

1. Warriors engaged in close combat with two or more enemies and friendly warriors a *panic test*. (*Only the active player's warriors test for panic.*)
2. All warriors engaged in close combat fight. All warriors involved in close combat with the active player's warband fight, regardless of whose turn it is. (*For multiplayer games, being part of a close combat also involving the active player will allow all parties to fight.*)

Movement

Moving

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

Running

- Warriors move double their Movement in inches. They may **not** shoot or hide, but may cast spells.
- Warriors **cannot** run if there are enemies visible within 6". (*Knocked down or stunned enemies do not count.*)

Climbing

- Climbing warriors may climb up to 4".
- Warriors may climb as part of a running move. (*So if you have M3 and run you may move 1", climb 3" and move 2".*)
- A warrior must take a **single** Initiative test to climb. If he fails while climbing up he stops at the foot of the wall. If he fails while climbing down, he falls the entire distance.

Jumping Down

- Warriors jumping down take an Initiative test **for each full 2"** jumped. If they fail any one of them, they fall the entire distance.
- Warriors may jump down as part of a running move. Jumping Down does **not** use M. (*So if you have M3 you may move 1", jump 5" and move up to 2".*)
- A jump further than 6" automatically fails.
- You may measure the distance jumped down beforehand unless the jump is part of a charge.

Jumping over Gaps

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

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

Hiding

A warrior that ends his move in cover or out of sight of all enemies may *hide*. *Hidden* warriors cannot be shot at, charged or targeted with spells.

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

A *hidden* warrior is automatically spotted if:

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

Falling

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

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

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

Falling off Buildings

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

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

Charges

Declaring Charges

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

Charges Involving Climbing

- When charging requires climbing, you must pass a **single** Initiative test or fail the charge. (*If you climbed down and fail, you also fall the entire distance.*)
- The climbing part of the charge may **not** exceed 4".

Charges Involving Jumping Down

- When Jumping Down, take an Initiative test **for each full 2"** jumped. (*If you fail any one you fall the entire distance and fail the charge.*)
- Jumping Down does **not** use M. (*So if you had M3 you could move 2", jump up to 6" down, and move 4"*)

Diving Charges

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

- Diving Chargers have +1 S on profile the first round of combat. (*This may take them above their racial maximum.*)

Charing non-Visible Enemies

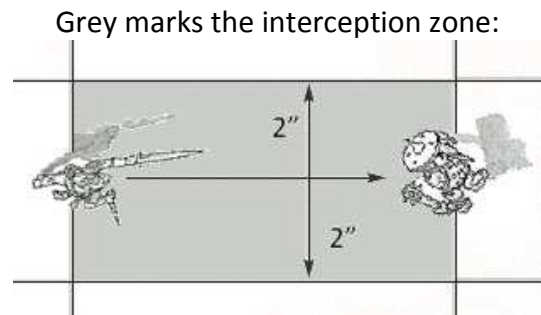
Warriors can charge enemies not within their line of sight (*That are behind a wall, around a corner etc.*) if they are within 4". (*If the distance exceeds 4" you fail the charge.*) To charge a non-visible enemy, the warrior must pass an Initiative test or fail that charge. (*Cumulative with others I tests such as Climbing etc.*)

Charging Hidden Enemies

Hidden warriors cannot be charged.

Intercepting Chargers

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



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Failed Charges

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

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

Close Combat

Who can Fight

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

- Warriors can fight 360° around themselves.
- Warriors **cannot** shoot missile weapons while in close combat.
- Warriors may cast spells while in close combat.

Who Strikes First

The following rules apply:

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

Hitting

Roll a D6 for each of the warrior's **Attacks** and consult the warrior's **WS**:

WS	1	2	3	4	5	6	7	8
D6	6	5	4	3	2	2	1	1

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

Fighting with two Weapons

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

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

Firing Pistols in Close Combat

Pistols can be fired in the first turn of Close Combat as Close Combat weapons. Use WS. (*Warriors do not need a skill to fire two Pistols in close combat.*)

Switching Weapons in Close Combat

A warrior armed with multiple Close Combat weapons may switch between them at the start of each Close Combat phase.

Leaving Close Combat

A warrior **cannot** leave close combat unless all enemies he is fighting are *knocked down* or *stunned* at the start of his turn. (*The player must declare that he is leaving the battle.*)

Targeting Close Combat Attacks

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

Warriors with Multiple Attacks

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

Shooting

Shooting

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

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

Targeting

- Warriors **must** shoot at the closest target, but may ignore enemies *knocked down or stunned*.
- If the closest target is in subject to 'To hit'-penalties, you may choose a more distant target provided that it is easier or just as easy to hit.
- You may target enemies with the 'Large Target' special rule. *(Can be targeted with spells and shooting even if it is not the closest target. Shooting has +1 BS.)*
- A warrior firing from a position elevated 2" or more above ground level may fire at any visible target unless there is a visible enemy within 3". *(In which case he must target the closest enemy.)*
- You **cannot** fire into close combat involving your own warriors. You may fire into close combat involving two other warbands. Roll to randomize hits.

Targeting

- When firing a missile weapon, a warrior shoots just once, regardless of how many **Attacks** he has on profile.

Warriors with Multiple Shots

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

Out of Range

When targeting missile weapons, you may **not** measure the distance beforehand. If the target was out of range the weapon will still have fired. This is important when dealing with 'Reload' weapons. *(i.e. Pistols.)*

Hitting

Roll a D6 and consult your warrior's **BS**:

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

The following modifications apply:

- **-1 BS Cover** *(Part of the target is obscured by terrain or other warriors.) // (-2 BS if target has the 'Hide in Shadows' skill.)*
- **-1 BS Moving and Shooting** *(Other than standing up, or pivoting on the spot.)*
- **-1 BS Target has the 'Dodge' skill.**
- **+1 BS Large Target** *(The target has the 'Large Target' special rule.)*

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

Reload

Pistols weapons have the 'Reload' special rule, meaning they can only fire **once per turn cycle and never two consecutive turns in a row**. It might be a good idea to keep track of the weapon's status by using reload counters.

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

Wounds and Injuries

Wounding

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

Critical Wounds

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

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

Flaming Hits

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

Armour Saves

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

S	1-5	6	7	8+
AS	-	-1	-2	-3

Overwhelming Force

If a warrior is wounded by an attack that would wound on 1+ (*i.e. has a Strength double or more his own Toughness*) any injury rolls proceeding from that attack have a +1 modifier.

Injury Rolls

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

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

1-2 Knocked Down

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

3-4 Stunned

The warrior cannot do anything. If a *stunned* warrior suffers a wound he is automatically taken *out of action*. Close combat attacks hit automatically. **All attacks wound automatically.** *Stunned* warriors have **no armour saves.** *Stunned* warriors will recover to *knocked down* in the controlling player's recovery phase.

5-6 Out of Action

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

Psychology, Large Targets, Regeneration

Leaders

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

- If a leader is taken *out of action* the warband will have no leader for the rest of the battle.
- After the battle, the hero with the highest LD will gain the 'Leader' ability. If there is a tie, you may choose.
- If you re-hire a warrior designated as the warband leader on the warband list (*Such as a Mercenary Captain*) he will automatically become the warband leader again. (*Even if other heroes have a higher LD characteristic.*)

Stupidity

Warriors that suffer from *stupidity* must be within 3" of an allied, non-stupid hero at the beginning of each of your recovery phases or they **will do nothing** until they start another turn within 3" of such a hero. (*Heroes knocked down or stunned cannot alleviate stupidity.*)

- Warriors that have failed their stupidity check strike back in close combat and take armour saves as normal.

Panic Tests

At the **start of your close combat phase**, if one of your warriors is engaged in close combat with **two or more enemies** and are no other friendly warriors engaged in that combat take a Leadership test. (*Knocked down, or stunned friends do not count.*)

- If the warrior fails his *panic test* he will **suffer -3 WS on profile this round of combat** in addition to any other modifiers that might apply.

Hatred

Warriors that *hate* their opponents add +1 to all injury rolls inflicted in close combat. (*Pistols fired in close combat are not affected.*)

Fear

Warriors charging or charged by an enemy that causes *fear* must pass a Leadership test or **suffer -2 WS on profile this round of combat**.

Fear, General

- Warriors that cause *fear* are immune to *fear* themselves.
- *Fear* is **not** active while the fear-causer is *knocked down or stunned*.
- *Fear* also applies when intercepting or intercepted by a *fear*-causing enemy.

Large Target

- Any warrior may always shoot at a Large Target with a +1 BS modifier, even if it is not the closest target.
- Wizards and Priests may target a Large Target with spells or prayers, even if it is not the closest target.

Regeneration

Warriors that *regenerate* have a 4+ amour save that is modified as normal and completely negated by *flaming* hits.

Deployment and Rout Tests

Deployment

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

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

Rout Tests

Most battles will end with a failed rout test.

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

If the number of casualties lowered back below 25% rout tests will be halted.

Voluntary Routs

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

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

No. of warriors deployed, including Hired Swords	No. of casualties for Rout Tests
1-4	1
5-8	2
9-12	3
13-16	4
17-20	5
21+	6

Animals, Mounts, and Monsters

Both Animals, Mounts, and Monsters

- Count towards the maximum number of warriors in your warband, thus adding +5 to your warband rating.
- Do **not** gain experience.
- **Cannot** move up ladders, stairs, etc..
- Suffer no penalties for fighting unarmed.
- Are considered henchmen groups of their own.
- Cannot *hide*.

Animals

- Animals **cannot** capture scenario objectives.
- Follow the post-game injury rules for **henchmen**. (*D6 where 1-2: Killed 3-6: Survives.*)
- **Cannot** climb.

Mounts

Mounts must be deployed with a rider. Riders **cannot** dismount during the battle.

- The rider may be any hero or henchman proficient with the given mount. (*Members of the same henchman group must ride the same mounts.*)
- Mounted Warriors are treated as a **single model**. Resolve all attacks against the rider.
- Mounted warriors gain +1 W on profile this may take the rider above his racial maximum.
- Mounts are automatically *knocked down, stunned* and *out of action* along with their riders.
- Mounts that take enemies *out of action* **do not** yield experience for their riders.
- Mounted warriors count as Large Targets.
- **Cannot** climb.

Mounts and Post-Game Injuries

- Mounts roll separately from their riders. Mounts are **not** robbed or lost along with their rider.
- Follow the post-game injury rules for **henchmen**. (*D6 where 1-2: Killed 3-6: Survives.*)
- Mounts cannot be used in pit fights.

Mount Proficiencies

Each race can ride the following mounts:

Humans: Horse, Warhorse

Vampire: Horse, Warhorse

Night Goblins: Great Cave Squig

Ghouls, Possessed, Skaven: None.

Monsters

- Cause *fear*.
- Suffer from *stupidity*.
- Count as Large Targets (*Can be targeted with spells and shooting even if it is not the closest target. Shooting has +1 BS.*)
- Add an extra +20 to warband rating. (*In addition to the normal +5 for being a member of the warband.*)
- Follow the post-game injury rules for **heroes**. (*D66 - See the Heroes' Post-game Injuries section.*)
- May climb as normal.

Arming and Equipping Warriors

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

- Shields count as **one** close combat weapon choice.
- Two pistols of the same type count as **one** missile weapon choice.
- Weapons specified as **Two-handed** count as **one** close combat weapon.
- Warriors **cannot** carry two Two-handed weapons and/or Polearms.
- Daggers and Lances **do not** count as close combat weapon choices.
- Throwing Knives **do not** count as missile weapon choices.

Close Combat Choice Examples

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

Example 2: Halberd and Club = Two close combat weapon choices. (*Cannot be used simultaneously.*)

Missile Weapon Choice Examples

Example 1: Bow and Throwing Knives = One missile weapon choice.

Example 2: Two Pistols = One missile weapon choice.

Miscellaneous Equipment

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

Daggers

No matter how many Daggers a warrior has, he can only fight with one at a time. (*i.e. no Dual-Wielding two Daggers.*)

Unarmed Warriors

Warriors fighting only with their fists resolve their attacks at -2 Strength.

Weapon Proficiency

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

Switching Weapons in Close Combat

A warrior armed with multiple Close Combat weapons may switch between them at the start of each Close Combat phase. (*e.g. a warrior armed with Halberd and Sword may charge with the Halberd and then change to Sword and Dagger in the enemy's Close Combat Phase.*)

Firing Pistols in Close Combat

Pistols can be fired in the first turn of Close Combat as Close Combat weapons. Use WS. (*Warriors do not need a skill to fire two Pistols in close combat.*)

- Once Pistol(s) have been fired in close combat, the wielder **must** switch away from them, even during the same close combat phase the Pistols were fired.
- Firing Pistols in Close Combat counts against the warrior's **Attack** characteristic.

Poison and Blackpowder Weapons

Poison **cannot** be applied to Blackpowder weapons, except where the rules specifically state otherwise.

Close Combat Weapons

Dagger	free	common
Strength Penalty: -1 S Does not count as a close combat weapon choice.		
Club	5gc	common
Concussion: Treat injury rolls of '2' as <i>stunned</i> .		
Axe	5gc	common
Armour Piercing: -1 save modifier.		
Net	5gc	common
Entangle: Enemies within 1" suffer -2 Initiative on profile. (<i>Not active while knocked down or stunned.</i>) // (<i>Multiple Nets are cumulative.</i>) Two-handed.		
Spear	5gc	common
Strength Bonus: +1 S on mounted charges. Polearm: Strike First in the first round of combat unless mounted or armed with a missile weapon. Unwieldy: Only shield in off hand.		
Sword	7gc	common
Swift: Swords have +1 Initiative when determining who strikes first.		
Halberd	10gc	common
Strength Bonus: +1 S. Armour Piercing: -1 save modifier. Polearm: Strike First in the first round of combat unless mounted or armed with a missile weapon. Two-handed.		
Great Weapon	10gc	common
Strength Bonus: +2 S. Slow: Does not Strike First when charging. (<i>Determine strike order by comparing Initiative.</i>) Heavy: -1 Initiative when determining who strikes first. Two-handed.		
Flail	10gc	common
Strength Bonus: +2 S first round of combat Two-handed.		
Lance	30gc	rare 8+
Strength Bonus: +3 S on mounted charges. Unwieldy: Only shield in off hand. Does not count as a close combat weapon choice.		
Ithilmar Weapon	60gc	rare 10+
Ithilmar: Extra +1 Initiative when determining who strikes first in addition to the weapon's other properties.		
Gromril Weapon	60gc	rare 10+
Gromril: Extra -1 armour save modifier in addition to the weapon's other properties.		

Missile Weapons

Short Bow	5gc	common
Range: 14"	Strength: 3	
Bow	10gc	common
Range: 18"	Strength: 3	
Long Bow	15gc	common
Range: 24"	Strength: 3	
Elf Bow	50gc	rare 12+
Range: 30"	Strength: 3	
Crossbow	25gc	common
Range: 24"	Strength: 4	
Armour Piercing: -1 save modifier. Move or Fire.		
Throwing Knives	7gc	common
Range: 6"	Strength: 3	
Assault: No penalty for moving and shooting. Does not count as a missile weapon choice.		
Pistol	20gc	rare 8+
Range: 6"	Strength: 4	
Armour Piercing: -1 save modifier. Reload: Fire once per turn cycle. Close Combat: Can be fired first round of combat. Use WS. (<i>Pistols fired in Close Combat will always have S4, regardless of modifiers.</i>)		
Duelling Pistol	30gc	rare 11+
Range: 6"	Strength: 4	
Accuracy: +1 to WS/BS on all shots. Armour Piercing: -1 save modifier. Reload: Fire once per turn cycle. Close Combat: Can be fired first round of combat. Use WS.		
Blunderbuss	25gc	rare 8+
Range: Template	Strength: 3	
Grapeshot: Fire once per battle. Shrapnel: May fire into close combat involving friendly warriors.		
Handgun	35gc	rare 9+
Range: 18"	Strength: 5	
Armour Piercing: -1 save modifier. Concussion: Treat injury rolls of '2' as <i>stunned</i> . Move or Fire.		
Long Rifle	80gc	rare 11+
Range: 24"	Strength: 5	
Accuracy: +1 BS on all shots. Armour Piercing: -1 save modifier. Concussion: Treat injury rolls of '2' as <i>stunned</i> . Move or Fire.		

Armour

Shield	7gc	common
Save: 5+		
Missile Weapons: Warriors armed with missile weapons only benefit from Shields in close combat.		
Pistols: Warriors armed with Pistols (<i>any kind</i>) never benefit from Shields.		
Counts as one close combat weapon choice.		
Light Armour	25gc	common
Save: 6+		
Heavy Armour	60gc	common
Save: 5+		
Burdensome: Wearer suffers -1 Initiative on profile.		
Sigmarite Armour	120gc	rare 11+
Save: 5+		
Seal of Sigmar: Wearer is unaffected by spells, both friendly and hostile. Active even while <i>knocked down or stunned</i> . (<i>Other warriors may still be affected.</i>) // (<i>Prayers are not spells.</i>)		
Burdensome: Wearer suffers -1 Initiative on profile.		
Heavy Armour: Sigmarite Armour is useable by all warriors who can use Heavy Armour.		
Gromril Armour	120gc	rare 11+
Save: 5+		
Fortitude: Wearer has the 'Painbastard' skill.		
Heavy Armour: Gromril Armour is useable by all warriors who can use Heavy Armour.		
Ithilmar Armour	120gc	rare 11+
Save: 5+		
Heavy Armour: Gromril Armour is useable by all warriors who can use Heavy Armour. (<i>Ithilmar Armour is not 'Burdensome'.</i>)		

Mounts and Animals

Horse	35gc	rare 8+
M7 WS- BS- S- T- W- I- A- Ld-		
Mount: Cannot Climb, Cannot Hide, No Weapons or Armour, No Penalties for Fighting Unarmed, No Experience, Large Target, Rider has +1 W on profile.		
Warhorse	50gc	rare 11+
M7 WS4 BS- S3 T- W- I3 A1 Ld-		
Mount: Cannot Climb, Cannot Hide, No Weapons or Armour, No Penalties for Fighting Unarmed, No Experience, Large Target, Rider has +1 W on profile.		
Warhound	20+3D6gc	rare 10+
M5 WS5 BS- S4 T3 W1 I4 A1 Ld5		
Animal: Cannot Climb, Cannot Hide, No Scenario Objectives, No Weapons or Armour, No Penalties for Fighting Unarmed, and No Experience.		

Miscellaneous Equipment

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Dwarven Ale	7gc	common
Drug: Affects one hero for one battle with Immune to <i>fear</i> .		
Side Effect: Warrior has -1 I this game.		
Cathayan Silks	40+2D6gc	rare 9+
Wearer has +1 to rarity rolls.		
Crimson Shade	7+D6gc	rare 9+
Drug: Affects one hero for one battle with +3 I.		
Side Effect: After the battle, roll 2D6: On 2-5, the warrior must miss the next battle unless you buy him more Shade.		
Dark Venom	7gc	rare 6+
Poison: Affects one weapon for one battle. A poisonous weapon may re-roll natural 1s when rolling 'to wound'.		
Elven Cloak	75+D6x10gc	rare 12+
Wearer gains the 'Dodge' skill.		
Hunting Falcon	150gc	rare 10+
Owner may shoot at <i>hidden</i> enemies as though they were not <i>hidden</i> . (<i>The target is still hidden to everyone else.</i>)		
Shackles	7gc	common
The next enemy hero (<i>not monster</i>) that rolls Dead (12-15) becomes Captured (11) instead. One use only. If owner is taken <i>out of action</i> , Shackles are automatically lost.		
Religious Relic	15+2D6gc	rare 7+
+1 Ld on profile when taking <i>fear</i> tests.		
Holy Tome	100gc	rare 8+
Owner has +1 to all prayer casting rolls.		
Elven Wine	7gc	rare 7+
Drug: Affects one hero for one battle. Hero may ignore a single Chest Wound (26), Melancholia (31), or Hysteria (32-33).		
Telescope	30+2D6gc	rare 11+
Critical wounds that owner inflicts with Handgun or Long Rifle are tripled to three wounds. (<i>Enemies with the 'Painbastard' skill treat critical wounds as normal wounds.</i>)		
Serrated Bolts	35+2D6gc	rare 10+
Owner has +1 to all injury rolls inflicted with Crossbow. Lasts entire campaign.		

Miscellaneous Equipment

Mad. Mushrooms	7+D6gc	rare 9+
Drug: Affects one hero for one battle with Immune to Psychology.		
Side Effect: After the battle roll 2D6: On a roll of 2-5 the warrior suffers from <i>stupidity</i> next game.		
Mandrake Root	7+D6gc	rare 9+
Drug: Affects one hero for one battle with +1 S.		
Side Effect: After the battle, roll a 2D6: On 2-5 the warrior has -1 T next game.		
Mordheim Map	50+3D6gc	rare 9+
When acquired, roll a D6:		
(1-4) Fake: Map is discarded and hero must miss the next battle.		
(5-6) Real: Owner has the 'Infiltration' skill.		
Rope & Hook	7gc	common
Owner rolls 2D6 for climb tests and picks either.		
Superior B.Powder	75+D6x10gc	rare 10+
Owner gains the 'Alchemist' skill.		
Lasts entire campaign.		
Tears of Shallaya	7gc	common
Drug: Affects one hero for one battle. Warrior is Immune to Poison.		
Power Scroll	10+D6gc	rare 9+
One spell or prayer is cast on 3D6. One use only.		
Talisman	20+3D6gc	rare 9+
Owner gains +1 to all spellcasting rolls if armed with a Staff (Club).		
Counts as a missile weapon choice.		
Tome of Magic	160gc	rare 12+
One Wizard gains an extra random spell from his own list. // Alternatively, a non-wizard with access to Academic skills gains a random spell from the warband's list or the Hedge Magic list (choose which). This makes him a Wizard. He will now have access to that list. One use only.		
Pit F. Manual	80gc	rare 10+
One hero permanently gains access to Combat skills in addition to his other skill lists. One use only.		
Witch.H. H.Book	30+2D6gc	rare 9+
Owner <i>hates</i> wizards.		
Toad Tongue	20+2D6gc	rare 8+
One Dagger in owner's possession is automatically coated in Dark Venom each battle.		
Troll Hide	280gc	rare 12+
Owner has the 'Regeneration' special rule. This replaces his normal armour save.		

Magic

Gaining Spells

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

Casting Spells

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

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

Prayers

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

- Priests may wear armour and cast prayers.
- Prayers are not spells; things that protect from or bolster spells do not protect or bolster prayers and vice versa. (*Power Scrolls, Talismans, and the 'Arcane Lore' skill have no effect on prayers.*)

Magic Missile Spells

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

- Wizard must target the closest enemy, but may ignore enemies *knocked down or stunned*.
- When casting from a position elevated 2" or more above ground level he may fire at any visible target unless there is a visible enemy within 3". (*In which case he must target the closest enemy.*)
- Magic Missiles may be cast into close combat involving friendly warriors. If successfully cast, they will automatically hit their intended target.
- If the wizard is engaged in close combat he must target one of the enemies he is fighting.

Damage

Where spells cause damage, the following rules apply:

- Spells **never** cause critical wounds.
- Enemies always take armour saves as normal unless the spell specifically notes otherwise.
- If an enemy makes a successful save from the effects of a spell, other warriors may still be affected.

Splash Damage

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

Hedge Magic

D6 Result

- 1** **Fireball (*Fires of U-Zhul*)** **Difficulty 7+**
The warlock summons a crackling fireball and hurls it at his enemies.
- Magic Missile. **Range:** 14" **Damage:** 1 S3 flaming hit **Splash Damage:** 1 S3 flaming hit.
- 2** **Magic Weapon (*Power of Palahan*)** **Difficulty 7+**
The weapons of the warlock glow with a shimmering white light.
- Effect:** Caster gains +2 Strength on profile.
Lasts Until: The beginning of your next shooting phase.
- 3** **Haste (*Speed of Shemtek*)** **Difficulty 6+**
The warlock imbues his target with blinding speed.
- Range:** 6" or caster. **Effect:** Target may immediately move again. (*He may climb, run or charge as opportunity permits.*)
- 4** **Missile Storm (*Arrows of Arha*)** **Difficulty 7+**
Silvery arrows appear from thin air shooting out to strike the warlock's foes.
- Magic Missile. **Range:** 14" **Damage:** 3 S3 hits.
- 5** **Weakness (*Curse of Quoros*)** **Difficulty 7+**
The warlock summons the fickle powers of chance to taint the destiny of his enemy.
- Magic Missile. **Range:** 6" **Damage:** Target suffers -1 S and -1 T.
Lasts Until: The beginning of your next shooting phase.
- 6** **Chain Lightning (*Rezhebel's Lightning*)** **Difficulty 7+**
Bright lightning bolts coil forth from the warlock's fingertips.
- Magic Missile. **Range:** 6" **Damage:** 2 S4 hits **Splash Damage:** 1 S3 hit.

Chaos Rituals

D6 Result

- 1** **Haste (*Wings of Darkness*)** **Difficulty 6+**
The sorcerer is lifted by a shadowy Daemon and carried where we wants to go.
- Range:** 6" **Effect:** Target may immediately move again. (*He may climb, run or charge as opportunity permits.*)
- 2** **Stun (*Daemonic Possession*)** **Difficulty 9+**
An unfortunate enemy is temporarily paralyzed as his body is possessed by a daemon.
- Magic Missile. **Range:** 6" **Damage:** Target is *stunned* or *knocked down* if immune to stun. There is no armour save.
- 3** **Resolve (*Eye of God*)** **Difficulty 8+**
An otherworldly eye appears in the sky, signaling the attention of the Shadowlord.
- Range:** 6" radius. **Effect:** Allied warriors, including caster gain +1 Ld on profile. (*If the warband Leader is affected by this spell, the increased Ld may be used for rout tests.*)
Lasts Until: Caster is *knocked down*, *stunned* or *taken out of action*.
- 4** **Weakness (*Word of Pain*)** **Difficulty 7+**
The sorcerer pronounces a terrible incantation and his enemy grows fainter.
- Magic Missile. **Range:** 6" **Effect:** Target suffers -1 S and -1 T.
Last Until: The beginning of your next shooting phase.
- 5** **Shockwave (*Vision of Torment*)** **Difficulty 6+**
The sorcerer unleashes an otherworldly blast from the realm of Chaos.
- Range:** 3" radius. **Damage:** 1 S3 hit. (*Friendly warriors are also affected, excluding caster.*)
- 6** **Missile Storm (*Nether Shadows*)** **Difficulty 7+**
The shadows come alive to rip and tear at the enemies of the sorcerer.
- Magic Missile. **Range:** 14" **Damage:** 3 S3 hits.

Waaagh! Magic

D6 Result

- 1** **Stun (*Thumb of Gork*)** **Difficulty 9+**
A huge green thumb descends from the sky to flatten the shaman's victim.
- Magic Missile. **Range:** 6" **Damage:** Target is *stunned* or *knocked down* if immune to stun. There is no armour save.
- 2** **Shroud (*Mork Save 'Uz!*)** **Difficulty 8+**
The shaman pleads with Mork to shield his children from harm.
- Range:** 6" radius. **Effect:** Allied warriors, including caster, always count as being in cover when targeted with missile fire. (*This does not affect hiding.*) // (*Cover is still negated by the 'Crack Shot' skill.*)
Lasts Until: Caster is *knocked down*, *stunned*, or *taken out of action*.
- 3** **Resolve (*Effigy of Gork*)** **Difficulty 8+**
An effigy of Gork appears in the sky, encouraging the boys to press on.
- Range:** 6" radius. **Effect:** Allied warriors, including caster gain +1 Ld on profile. (*If the warband Leader is affected by this spell, the increased Ld may be used for rout tests.*)
Lasts Until: Caster is *knocked down*, *stunned*, or *taken out of action*.
- 4** **Shockwave (*'eadbang*)** **Difficulty 6+**
The shaman centres his powers and emits a wave of hurtful mental energy.
- Range:** 3" radius. **Damage:** 1 S3 hit. (*Friendly warriors are also affected, excluding caster.*)
- 5** **Chain Lightning (*Gaze of Mork*)** **Difficulty 7+**
Rays of green shimmering energy erupt from the shaman's palms.
- Magic Missile. **Range:** 6" **Damage:** 2 S4 hits **Splash Damage:** 1 S3 hit.
- 6** **Haste (*'ere We Go!*)** **Difficulty 6+**
The target's feet begin to shimmer with radiant green light as his speed is increased.
- Range:** 6" or caster. **Effect:** Target may immediately move again. (*He may climb, run or charge as opportunity permits.*)

Horned Rat Sorcery

D6 Result

- 1 Chain Lightning (*Warp Lightning*)** **Difficulty 7+**
Lightning bolts leap from the outstretched paw of the sorcerer to fry his victims.
- Magic Missile. **Range:** 6" **Damage:** 2 S4 hits **Splash Damage:** 1 S3 hit.
- 2 Magic Weapon (*Black Hunger*)** **Difficulty 7+**
With a chattering incantation the Sorcerer taps into the chaotic nature of his race.
- Effect:** Caster gains +2 Strength on profile.
Lasts Until: The beginning of your next Shooting Phase.
- 3 Weakness (*Death Glyph*)** **Difficulty 7+**
An accursed symbol singles out an enemy as a target for elimination.
- Magic Missile. **Range:** 6" **Damage:** Target suffers -1 S and -1 T.
Lasts Until: The beginning of your next shooting phase.
- 4 Haste (*Skitterleap*)** **Difficulty 6+**
Uttering a word of power the Sorcerer sets off in a astonishing leap across the sky.
- Range:** 6" or caster. **Effect:** Target may immediately move again. (*He may climb, run or charge as opportunity permits. – Even the same turn he used a Smoke Bomb.*)
- 5 Shroud (*Pool of Shadow*)** **Difficulty 8+**
The sorcerer is surrounded from all sides by deep pools of shadow.
- Range:** 6" radius. **Effect:** Allied warriors, including caster, always count as being in cover when targeted with missile fire. (*This does not affect hiding.*) // (*Cover is still negated by the 'Crack Shot' skill.*)
Lasts Until: Caster is knocked down, stunned, or taken out of action.
- 6 Missile Storm (*Deathcuts*)** **Difficulty 7+**
Corroded magical blades appear around the Sorcerer's enemy, slashing away at him.
- Magic Missile. **Range:** 14" **Damage:** 3 S3 hits.

Necromancy

D6 Result

- 1** **Stun (*Petrify*)** **Difficulty 9+**
The necromancer reaches out and turns the skin of his enemies to stone.
- Magic Missile. **Range:** 6" **Damage:** Target is *stunned* or *knocked down* if immune to stun. There is no armour save.
- 2** **Shroud (*Ethereal Form*)** **Difficulty 8+**
The necromancer opens a rift to the spirit realm as he partly leaves this world.
- Range:** 6" radius. **Effect:** Allied warriors, including caster, always count as being in cover when targeted with missile fire. (*This does not affect hiding.*) // (*Cover is still negated by the 'Crack Shot' skill.*)
Lasts Until: Caster is *knocked down*, *stunned*, or *taken out of action*.
- 3** **Magic Weapon (*Chill Touch*)** **Difficulty 7+**
The weapons of the Necromancer turn cold with the touch of death.
- Effect:** Caster gains +2 Strength on profile.
Lasts Until: The beginning of your next shooting phase.
- 4** **Shockwave (*Death Pulse*)** **Difficulty 6+**
The Necromancer unleashes a pulsation of pure death.
- Range:** 3" radius. **Damage:** 1 S3 hit. (*Friendly warriors are also affected, excluding caster.*)
- 5** **Weakness (*Curse of Years*)** **Difficulty 7+**
The necromancer accelerates the ageing process of his foe.
- Magic Missile. **Range:** 6" **Damage:** Target suffers -1 S and -1 T.
Lasts Until: The beginning of your next shooting phase.
- 6** **Haste (*Call of Vanhel*)** **Difficulty 6+**
The vigor of undeath invigorates its subject with unnatural dace-like steps.
- Range:** 6" or caster. **Effect:** Target may immediately move again. (*He may climb, run or charge as opportunity permits.*)

Prayers of Sigmar

D6 Result

- 1** **Magic Weapon (*Might of Sigmar*)** **Difficulty 7+**
The weapons of the priest glow with a golden light.
- Effect:** Caster gains +2 Strength on profile.
Lasts Until: The beginning of your next shooting phase.
- 2** **Resolve (*Aura of Determination*)** **Difficulty 8+**
The faithful are heartened by the chanting of the priest.
- Range:** 6" radius. **Effects:** Allied warriors, including caster gain +1 Ld on profile. (If the warband Leader is affected by this prayer, the increased Ld may be used for rout tests.)
Lasts Until: Caster is knocked down, stunned, or taken out of action.
- 3** **Fireball (*Soulfire*)** **Difficulty 7+**
Flames shoot from the priest and wipe out those who deny the divinity of Sigmar.
- Magic Missile. **Range:** 14" **Damage:** 1 S3 flaming hit **Splash Damage:** 1 S3 flaming hit.
- 4** **Stun (*Smite*)** **Difficulty 9+**
A pillar of white light descends from above to smite the enemies of Sigmar.
- Magic Missile. **Range:** 6" **Damage:** Target is stunned or knocked down if immune to stun. There is no armour save.
- 5** **Shroud (*Halo of Light*)** **Difficulty 8+**
The priest is embellished in a nimbus of unnatural white light.
- Range:** 6" radius. **Effect:** Allied warriors, including caster, always count as being in cover when targeted with missile fire. (This does not affect hiding.) // (Cover is still negated by the 'Crack Shot' skill.)
Lasts Until: Caster is knocked down, stunned, or taken out of action.
- 6** **Shockwave (*Sign of the Comet*)** **Difficulty 6+**
The twin-tailed comet appears near the priest and then shatters into many pieces.
- Range:** 3" radius. **Damage:** 1 S3 hit. (Friendly warriors are also affected, excluding caster.)

Multiplayer

Alliances

Players can make and break alliances as they choose.

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

However:

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

Close Combat

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

Shooting

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

Underdog Experience and Multiplayer

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

Post Game Sequence

Exploration Phase

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

Injuries Phase

1. Roll a D6 for each henchman, mount and Hired Sword that was taken *out of action*. 1-2 = Dead. 3-6 = Survives.
2. Roll D66 for each hero taken *out of action*. And consult the table at the back of this book. (*'D66' means two D6 where the first dice represents 'tens' and the second dice represents 'units'*).
3. When a warrior dies, all of his weapons, armour and equipment are lost.

Experience Phase

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

Trading Phase

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

Post-game Injuries

Heroes' Post-game Injuries

- Heroes may acquire multiple instances of the same injury (e.g. three 'Hand Injuries' for -3 WS.) but characteristics can never be reduced below 1. (*The injuries will still count against future characteristics advances.*)
- Heroes cannot die a Warband's first two games. Treat 'Dead' as 'Multiple Injuries'.
- Injuries are **not** counted for the purpose of maximum characteristics. (*For example a Human with BS7 and 'Blinded in one Eye' is still treated as having BS7 for the purposes of determining advances.*)
- Mounts that are taken *out of action* along with their riders' always roll separately. Mounts are never robbed or used in Pit Fights.

Experience and Skills

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

Henchmen Advances

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

Talent!

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

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

Skills

- Each skill can only be chosen once.
- Skills can take a warrior above his maximum characteristics.
- Speed Skills cannot be used while mounted.
- Rogue Skills cannot be used while Mounted or wearing Heavy Armour.

Maximum Characteristics

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

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

Grey Zones

- A Hero that accidentally kills a member of his own warband *(e.g. by splash damage)* **does not** receive experience for that kill.
- A Hero that accidentally kills a member of an allied warband **does indeed** receive experience for that kill.
- A Hero that knocks an enemy off a building, taking him out of action **does indeed** receive experience for that kill.
- A Mount that takes an enemy *out of action* **does not** yield experience for its rider.

Hired Swords

Recruiting Hired Swords

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

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

Hired Swords and Experience

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

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

Hired Swords and Post-game Injuries

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

Weapons and Equipment

Employers **cannot** buy extra weapons or equipment for their Hired Swords and cannot sell their weapons or equipment.

Hired Swords **do not** use free daggers.

- Where Hired Swords have the option of choosing between different armaments, they may freely swap between games.

Hired Swords and the Campaign.

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

Hired Swords and Mounts

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

- The Hired Sword and his mount are treated as a **single warband member** for the purposes of rout tests.
- The Hired Sword and his mount are treated as a **single casualty** when taking *out of action*, and roll jointly for post-game injuries. (*1D6 where 1-2: Both die 4-6: Both survive.*)
- The increased rating from the mount is included in the Hired Sword's total rating listed in his entry.

Ogre Bodyguard

60gc to hire + 30gc upkeep

Ogres are large, brutish creatures, standing some ten feet tall, and all of it bone and muscle. For this reason they are much in demand as bodyguards and mercenaries, despite their lack of brains. A warband backed up by an Ogre makes a fearsome enemy, since Ogres are extremely dangerous fighters and a terrifying sight to behold when enraged. They happily accept any employer, as they are notoriously unbothered about who they fight for.

Rating: +25 points + experience.

Skills: Combat, Strength

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

Equipment: Either any (mix of) two Clubs, Axes, Swords, or a single Great Weapon.

SPECIAL RULES

Cause Fear, Immune to Panic, Large Target

(Can be targeted with spells and shooting even if it is not the closest target. Shooting has +1 BS.)



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Halfling Cook

15gc to hire + 5gc upkeep

Halflings are diminutive creatures, generally more concerned with the timing of their next meal (or two) than with military pursuits. They range from three to four feet tall, and are neither very strong nor tough, but are naturally good shots.

Some Halflings are more adventurous than others, however, and these bold spirits are much sought after by mercenary bands, for they are splendid archers, and excellent cooks to boot.

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

Rating: +5 points + experience.

Skills: Shooting, Speed, Special

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

Equipment: Dagger and Short Bow.

SPECIAL RULES

Cook: +1 to maximum warband size.

SPECIAL SKILLS

(These skills may be taken as skill advances.)

Hide in Shadows: Warrior always counts as being in cover when targeted with missile fire.

(This does not affect hiding.) // (Cover is still negated by the 'Crack Shot' skill.)

Jump Up: Warrior ignores knocked down, unless recovering from being stunned.

Dwarf Slayer

25gc to hire + 10gc 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.

Rating: +10 points + experience.

Skills: Combat, Strength

Profile	M	WS	BS	S	T	W	I	A	LD
	3	5	-	3	4	1	2	1	10

Equipment: Either two Axes or a single Great Weapon.

SPECIAL RULES

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

Monster Slayer: Slayers have +1 A on profile in Close Combat phases where they commit all of their attacks to enemies with the 'Large Target' special rule. (*Mounted warriors are 'Large Targets'.*) // (*Normal rules for distributing close combat attacks still apply.*)

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

Elven Ranger

40gc to hire + 20gc upkeep

Though Elves become rarer in the Old World each year, there are still some roaming on the trackless paths of the Drakwald Forest and the Forest of Shadows. Elves sensibly tend to avoid the ruins of Mordheim, for in the City of the Damned there is little to attract that fey and strange race, but sometimes they are hired by treasure hunters, for few can match their skill with a bow.

Rating: +10 points + experience.

Skills: Shooting, Speed, Special

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

Equipment: Dagger, Sword, Elven Bow, Elven Cloak.

SPECIAL RULES

Eagle Eyes: Elven Rangers may shoot at *hidden* enemies as though they were not *hidden*. (*The target is still hidden to everyone else.*)

Expert Tracker: After each battle, the Elven Ranger was not taken *out of action*, you may modify one exploration dice roll by +1/-1.

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

SPECIAL SKILLS

(*This skill may be taken as a skill advance.*)

Infiltration: Warrior is deployed on the battlefield after all Warbands have set up. Warrior can be placed anywhere, even above ground level, as long as it is out of sight of the opposing warband and more than 12" away from any enemy or scenario objective. (*If both Warbands have warriors that Infiltrate, roll dice to determine who sets up first.*)

Pit Fighter

40gc to hire + 15gc upkeep

Pit Fighters are dangerous men who make their living in the illegal fighting pits of the Empire. Many of them are slaves and prisoners but some are free men who earn their living from savage pit fights in settlements like Cutthroat's Haven or Black Pit. Even though pit fights are banned in many provinces, they are very popular and a great deal of money is wagered on the outcome. Thus many authorities turn a blind eye to these blood sports.

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

Rating: +15 points + experience.

Skills: Combat, Strength, Speed

Profile	M	WS	BS	S	T	W	I	A	LD
	3	5	-	4	4	1	3	2	7

Equipment: Either Flail and Spiked Gauntlet (Dagger) or Spear, Net and Light Armour.

SPECIAL RULES

Pit Fighter: Warrior ignores the 'Two-handed' and 'Unwieldy' penalties for close combat weapons. *(Dual-wielding penalties apply.)*



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Warlock

30gc to hire + 15gc upkeep

Wizards, shamans, mystics, all these and more are associated with men who can wield the power of magic. All magic is potentially dangerous and originates from Chaos, so those blessed (or cursed) with the power of sorcery are hated and feared. Still, it is not difficult to find employment, for many are willing to take the risk of persecution. But hiring a Warlock does not only mean that you lose your gold - if the teachings of the Cult of Sigmar are to be believed, your soul is at risk as well...

Rating: +10 points + experience.

Skills: Academic, Speed

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

Equipment: Dagger, Staff (Club), Talisman.

SPECIAL RULES

Wizard: Warlocks start with **two** Hedge Magic spells.

Power Scrolls: You may equip Warlocks with Power Scrolls from your warband's stash. *(This is an exception to the rule that you cannot buy extra weapons or equipment for Hired Swords.)*



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Freelancer

50gc to hire + 20gc upkeep

Just as warriors of the lower social orders can become mercenaries, squires or nobles may offer their skills for hire by becoming a Freelancer or 'robber knight'. Freelancers are often the younger sons of nobles, who have inherited little, but their weapons, horse and armour. Having become disillusioned with their lot in life they have taken the only road available to them: that of a Hired Sword. Financial considerations take precedence over the dictates of honour and chivalry. Many Freelancers have drifted to the shanty towns surrounding Mordheim, and offer their considerable strength to the highest bidders.

Rating: +15 points + experience.

Skills: Combat, Strength

Profile	M	WS	BS	S	T	W	I	A	LD
	3	5	-	4	3	1(2)	3	1	7
	7	4	-	3	-	-	3	1	-

Equipment: Lance, Sword, Shield, Heavy Armour, Warhorse. (*Heavy Armour and Shield confers a 3+ armour save.*) // (*The Freelancer may be fielded on foot if you prefer.*)

SPECIAL RULES

Immune to Panic

Mounted: Cannot Climb, Cannot Hide, Large Target, +1 W on Profile. (*Can be targeted with spells and shooting even if it is not the closest target. Shooting has +1 BS.*)

Recruiting a Warband and Warband Rating

Recruiting a Warband

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

- You **cannot** buy Miscellaneous Equipment not listed on your warband rooster until you have fought at least one battle.
- When first forming a warband, you may buy rare items listed on your warband rooster with no rarity rolls needed.
- You **must** buy the designated warband leader at creation.

Starting Experience

- Heroes do **not** gain advances from their starting experience.

Maximum Number of Heroes

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

Henchmen Groups

Henchmen are recruited as groups of 1-5.

- All henchmen in the same group must have exactly the same armament.
- Henchmen groups roll for experience advances jointly. Each member of the group gains the same advance.
- Henchmen groups **cannot** be split up.
- Henchmen groups **can** be merged if each group has exactly the same advances and armament.

Calculating Your Warband Rating

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

5. [total sum] = [your warband rating]

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

Mercenary Warbands

“People say that we Marienburgers hold money to be the most important thing in the world, but really we think it’s love. - Fortunately we all love money.”

- Wilhelm Schultz, Marienburg Lancer

“The Sigmarites consider us uncivilized. But if Mordheim is any measure of their ‘civilisation’, I’ll gladly take barbarism any day.”

- Hermann Foerster, Middenheim Sergeant

Mercenary Skill Table

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

Choice of Warriors et Starting Experience

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

Champions start with **6** experience.

Youngbloods start with **0** experience.

Henchmen start with **0** experience.

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

Available Hired Swords: All.



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Heroes, Warriors et Veterans Equipment List

Hand-to-hand combat weapons

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

Missile Weapons

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

Armour

Light Armour	25gc
Heavy Armour	60gc
Shield	7gc

Marksmen Equipment List

Hand-to-hand combat weapons

Dagger	free
Club	5gc
Axe	5gc
Sword	7gc

Missile Weapons

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

Armour

Light Armour	25gc
Heavy Armour	60gc
Shield	7gc



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Special Rules: Contenders for Sigmar's Throne

Marienburg

Marienburg Champions have access to all six skill lists. This does not allow promoted henchmen to choose Rogue skills as one of their two skill lists.

Resplendent rich boys, the fat cats of Marienburg are used to ruthless dealings in a fight as well as in the marketplace and shun no dirty tricks in achieving their ends.

Middenheim

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

Fierce, broad-shouldered brutes from the land of ice and snow, the champions of Middenheim can shrug off blows that would leave normal men incapacitated for days.

Reikland

Reikland Champions have Leadership 8, and the 'Leader' special rule. *(Friendly warriors within 6" may use the Champions' Leadership instead of their own.) // (Rout tests may be taken against any Leader's Ld-characteristic.) // (The +1 experience for being the winning leader may be given to any one leader of your choice.) // (The +1 experience for opting to stay a turn that started with a Rout test may be given to any one leader of your choice.)*

Throughout the Empire the officers of Reikland are greatly respected and known for the drill and discipline of their command.

Heroes

1 Mercenary Captain

60gc to hire

A Mercenary Captain is a tough professional warrior, a man who will fight for anyone or against anything so long as the price is right. Mordheim offers such a man the chance to become rich beyond his dreams, though at great risk. But as ruthlessness and lack of mercy and pity are the hallmarks of a successful Mercenary Captain, it is no wonder that they flock to Mordheim.

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

SPECIAL RULES

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

0-2 Champions

40gc to hire

In any Mercenary warband there are warriors who are bigger, stronger (and often uglier) than their comrades. These men are called Champions (or sergeants, first swordsmen and various other names). Champions are amongst the toughest and the best fighters in the warband. They often answer challenges issued to the warband and, after the Captain, they get the pick of any equipment and loot.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	4	3	3	1	3	1	7

0-2 Youngbloods

15gc to hire

These are young fighters who are still inexperienced, but eager to win their spurs in the savage fighting in and around the ruins of Mordheim. Although errant and untrained, Youngbloods learn quickly and can be valuable assets to a mercenary warband as they haphazardly blaze forward into the most dangerous of situations and ask little gold in return for their services.

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



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Genchmen

Warriors

25gc to hire

These dogs of war are grim, seasoned fighters, fearing no man as long as they have their weapons and armour. They form the core of any Mercenary warband. Warriors from Marienburg are typically recruited from the merchant fleets that dock in the Free City, Middenheim warriors tend to be fierce yeomen warriors used to defending their smallholdings, while those from Reikland tend to be ex-conscripts from the Imperial Army of Altdorf.

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

0-7 Marksmen

25gc to hire

The archers and hunters of the Old World are famed for their skill, and it is said that they can hit a coin from 300 paces with a long bow. In the savage street fights of Mordheim they snipe at the enemy from the windows of ruined buildings and pick out enemy leaders with their arrows. Lately, the introduction of blackpowder-based weapons has made requests for these troops all the more frequent.

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

0-5 Veterans

35gc to hire

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

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	4	3	3	1	3	1	7



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Witch Hunter Warband

“What kind of a man hangs half a village and then calls it the work of the Lord?”
- Jürgen Braun, peasant of Ostland

“They call my methods unscrupulous. But I ask you, are these not unscrupulous times?”
- Inquisitor Zacharias Bernard, before entering Mordheim

Witch Hunter Skill Table

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

Choice of Warriors et Starting Experience

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

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

Witch Hunters start with **4** experience.

Henchmen start with **0** experience.

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

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



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Inquisitor et Witch Hunter Equipment List

Hand-to-hand combat weapons

Dagger	free
Club	5gc
Axe	5gc
Net	5gc
Sword	7gc
Great Weapon	10gc

Armour

Light Armour	25gc
Heavy Armour	60gc
Shield	7gc

Missile Weapons

Pistol	20gc
Duelling Pistol	30gc
Crossbow	25gc

Priest et Zealot Equipment List

Hand-to-hand combat weapons

Dagger	free
Club	5gc
Axe	5gc
Net	5gc
Spear	5gc
Sword	7gc
Great Weapon	10gc

Missile Weapons

Short Bow	5gc
Bow	10gc

Armour

Light Armour	25gc
Heavy Armour	60gc
Shield	7gc

Flagellant Equipment List

Hand-to-hand combat weapons

Great Weapon	10gc
Flail	10gc

Armour

None

Missile Weapons

None

Heroes

1 Inquisitor

60gc to hire

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

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

SPECIAL RULES

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

0-1 Warrior Priest

35gc to hire

Many powerful fighting men have come from the ranks of the faithful. The Priests of Sigmar are no exception, and the military wing of the cult is feared and respected throughout the Empire. With fire burning in their eyes, the Warrior-Priests stride into battle, chanting aloud the Deus Sigmar, the praise of the patron god of the Empire.

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

SPECIAL RULES

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

0-3 Witch Hunters

30gc to hire

Witch Hunters are members of the grim Order of Witch Hunters, dedicated to eradicating Chaos and all its minions. Usually they prowl the Old World individually trying and executing the enemies of Sigmar, but the situation in Mordheim requires them to band together.

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

SPECIAL RULES

Hates Wizards (*Warriors that hate their enemies add +1 to injury rolls inflicted in close combat.*)



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Genchmen

Zealots

20gc to hire

When a man loses his family, home and all he cared for, religion is often the last refuge left to him. Such men become wandering pilgrims, bitter and dangerous fanatics who are prepared to avenge their loss at any cost. These men are called Zealots. Zealots have forsaken their former lives and exist only to destroy evil and the minions of Chaos. Whilst they might have been peasants and craftsmen before and thus may not be as dangerous in a fight as seasoned mercenaries, their determination and fanaticism should not be underestimated. Witch Hunters find ready allies in their ranks, and many a band of Zealots are led by Witch Hunters.

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

0-5 Warhounds

20gc to hire

Witch Hunters often keep packs of ferocious attack dogs. With their huge jaws and powerful bite, they are perfect for hunting down (and tearing apart) any heretics, mutants, deviants and witches.

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

SPECIAL RULES

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

0-5 Flagellants

35gc to hire

Flagellants are fanatics and madmen obsessed with the end of the world. They are often men who have lost their families to war or the ravages of nature, and have also lost their minds. With insane persistence, they travel the length and breadth of the Empire, preaching their view of the end of the world. With their rousing speeches, Witch Hunters can muster these dangerous lunatics to fight in the streets of Mordheim, where no sane man dares tread. Flagellants are extremely dangerous opponents in close combat, for their bodies have become inured to pain because of self-mutilation.

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

SPECIAL RULES

Immune to Psychology



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Undead Warband

"I put my blade right through it and it just kept coming at me. I swear that thing was not human!"

- Fritz Sonne, before retiring from his Mercenary company

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

- Pieter Eisler, dabbler in the Necromantic arts

Undead Skill Table

	Combat	Shooting	Academic	Strength	Speed	Rogue
Vampire	V		V	V	V	
Necromancer			V		V	
Pariah	V		V	V		

Choice of Warriors et Starting Experience

A **Vampire** starts with **20** experience.

A **Necromancer** starts with **6** experience.

Pariahs start with **0** experience.

Henchmen start with **0** experience.

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

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

Undead Equipment List

Hand-to-hand combat weapons

Dagger	free
Club	5gc
Axe	5gc
Spear	5gc
Sword	7gc
Great Weapon	10gc

Missile Weapons

Short Bow	5gc
Bow	10gc

Armour

Light Armour	25gc
Heavy Armour	60gc
Shield	7gc

Heroes

1 Vampire

110gc to hire

Vampires lead the Undead in their search for the magical stones that will give their master the power to conquer the Empire. Most of them serve the undying count of Sylvania, but some have found the city to their liking, and have become independent.

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

SPECIAL RULES

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

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

0-1 Necromancer

30gc to hire

Necromancers are evil wizards, studying the corrupt art of Necromancy. Many of them are acolytes and servants of Vlad von Carstein, and follow the agents of their master to the city of the Damned.

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

SPECIAL RULES

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

0-3 Pariahs

15gc to hire

Pariahs are miserable, morose humans, who are eager to assist the Undead in digging up graves, burning incense and lighting candles for unholy ceremonies. As bitter outcasts to their own kind they eagerly wish to master the powers of Necromancy in order to one day avenge themselves upon the Empire of Man. Until then they scrape along the gutters and drape themselves in heavy robes with which to hide their collection of unholy requisites from prying eyes.

Pariahs are very useful to their masters as they can be sent to acquire equipment from the settlements around Mordheim and also be made to carry heavy bags.

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



Necromancer © Till F.S.

Genchmen

Zombies

15gc to hire

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

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

SPECIAL RULES

No Weapons or Armour, No Penalties for Fighting Unarmed, No Experience

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

0-2 Dire Wolves

40gc to hire

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

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

SPECIAL RULES

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

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

0-9 Ghouls

40gc to hire

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

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

SPECIAL RULES

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

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

Dregs

20gc to hire

Dregs are the most miserable human survivors of Mordheim. They are deformed and rejected individuals who were often scavengers before. Vampires often recruit Dregs as their servants and treat them with surprising kindness. As a result, Dregs are often fanatically loyal to their Undead overlords and will do anything to protect and serve them.

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

Night Goblin Warband

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

- Balob Redeye, Night Goblin Shaman

"Goblins! - Hans, get me the blunderbuss!"

- Pieter Brandes, Marienburg Pistolier

Night Goblin Skill Table

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

Choice of Warriors et Starting Experience

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

A **Shaman** starts with **6** experience.

Rogues start with **2** experience.

Henchmen start with **0** experience.

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

Available Hired Swords: Gnoblar Trapper (Halfling Cook), Warlock.



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Heroes et Warriors Equipment List

Hand-to-hand combat weapons

Dagger	free
Club	5gc
Axe	5gc
Net	5gc
Spear	5gc
Sword	7gc
Great Weapon	10gc

Missile Weapons

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

Armour

Light Armour	25gc
Shield	7gc

Fanatics Equipment List

Hand-to-hand combat weapons

Ball and Chain (Flail)	10gc
------------------------	------

Armour

Light Armour	25gc
--------------	------

Missile Weapons

None

Night Goblin Special Equipment

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

Great Cave Squig Mount

Availability: 75gc, rare 11+, Night Goblins only

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

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



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SPECIAL RULES

Cause Fear, Mount *(Both mount and rider are immune to fear.)*

Heroes

1 Boss

55gc to hire

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

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

SPECIAL RULES

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

Hate Dwarves, Fear Elves

0-1 Shaman

30gc to hire

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

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

SPECIAL RULES

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

Hate Dwarves, Fear Elves

0-3 Rogues

25gc to hire

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

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

SPECIAL RULES

Hate Dwarves, Fear Elves (*Warriors that hate their enemies add +1 to injury rolls inflicted in close combat.*)



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Genchmen

Night Goblin Warriors

15gc to hire

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

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

SPECIAL RULES

Hate Dwarves, Fear Elves

0-1 River Troll

175gc to hire

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

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

SPECIAL RULES

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

Monster: Cause Fear, Immune to Panic, Stupidity, No Experience, No Weapons or Armour, No Penalties for Fighting Unarmed, No Scenario Objectives, Cannot Hide, Large Target, Additional +20 Warband Rating, Rolls on the Heroes Post-game Injury Chart (D66). (Monsters may Climb as normal.)

0-5 Cave Squigs

20gc to hire

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

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

SPECIAL RULES

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

0-3 Fanatics

35gc to hire

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

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

SPECIAL RULES

Immune to Psychology

Cult of the Possessed

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

- Magus Gustav Brinkmann, to unknown Initiate

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

- Magus Gustav Brinkmann, last words

Cultist Skill Table

	Combat	Shooting	Academic	Strength	Speed	Rogue
Possessed	V			V	V	
Sorcerer			V		V	
Acolyte	V	V	V	V		

Choice of Warriors et Starting Experience

A **Possessed** starts with **20** experience.

Sorcerers start with **6** experience.

Acolytes start with **4** experience.

Henchmen start with **0** experience.

The number of warriors in a Possessed Cult warband may never exceed **12**.

Available Hired Swords: Chaos Dwarf Slayer, Pit Fighter, Warlock.



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Sorcerer, Acolyte et Cultist Equipment List

Hand-to-hand combat weapons

Dagger	free
Club	5gc
Axe	5gc
Spear	5gc
Sword	7gc
Great Weapon	10gc

Armour

Light Armour	25gc
Heavy Armour	60gc
Shield	7gc

Missile Weapons

Short Bow	5gc
Bow	10gc

Dark soul Equipment List

Hand-to-hand combat weapons

Great Weapon	10gc
Flail	10gc

Armour

Light Armour	20gc
Heavy Armour	60gc

Missile Weapons

None

Lurker Equipment List

Hand-to-hand combat weapons

Dagger	free
Club	5gc
Axe	5gc
Sword	7gc
Great Weapon	10gc

Armour

Light Armour	25gc
Shield	7gc

Missile Weapons

Short Bow	5gc
Bow	10gc
Voodoo Effigy (Throwing Knives)	7gc

Heroes

1 Possessed

105gc to hire

Possessed are nightmarish creatures, a melding of flesh, metal and black magic. Inside them lives a supernatural thing of evil, a Daemon from the dark reaches of the Realm of Chaos. The monstrous Possessed are perhaps the most dangerous of the creatures of Mordheim, and certainly the most loathsome and dreadful.

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

SPECIAL RULES

Leader, Cause Fear, Immune to Psychology, Large Target, No Pain, No Weapons or Armour, No Penalties for Fighting Unarmed, Cannot take the 'Weapons Training' skill.

(May use equipment as normal.) // (Can be targeted with spells and shooting even if it is not the closest target. Shooting has +1 BS.) // (Warriors that feel 'No Pain' treat stunned results as knocked down instead.)

0-2 Sorcerers

30gc to hire

Sorcerers are Cultists who have studied the wretched scrolls and tomes of the Dark Gods. Whilst they may have been scholars, scribes or magistrates before, they now wield terrible magic powers that grant them mastery of past and future, life and death.

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

SPECIAL RULES

Wizard: Uses Chaos Rituals. Starts with one spell.

0-2 Acolytes

30gc to hire

Initiates are the newest members of the cult who are yet to prove their worth in the eyes of the Dark Gods. The favoured amongst them tend to develop mutations which are seen as proof of their standing amongst the Dark Gods. Thus their physical disfigurements mark out the vileness of their souls.

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



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Genchmen

Cultists

20gc to hire

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

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

0-2 Pit Hounds

30gc to hire

Pit Hounds are swift, ferocious wolves which have been tainted by Chaos, causing them to grow vicious horns, spines and other mutations thus making them even more dangerous.

Appearing only after the fall of the comet, these Hellhounds naturally seem to flock to the vile Possessed and some even whisper that the hounds emerged not from the forests of the Empire but from the pit of the comet itself.

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

SPECIAL RULES

Cause Fear

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

0-2 Darksouls

35gc to hire

Darksouls are men who have been driven insane by the daemonic spectacle that followed the destruction of Mordheim. In their tortured minds the Darksouls believe themselves to be surrounded by terrifying Daemons and the Cultists treat them accordingly by letting them work out their unreasoning rage in battle. Possessed covens have been known to equip these tortured souls with leering daemonic masks and to garb them in clothing and armour resembling the scaled skin of Daemons.

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

SPECIAL RULES

Immune to Psychology

0-5 Lurkers

25gc to hire

Lurkers are strange hooded figures who, while not Wizards as such, are never the less able to evoke strange wards and curses. Where they might have been soothsayers or minor mystics before, their weak minds have now been swayed to serve the Shadowlord in his unholy covens.

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

SPECIAL RULES

Hide in Shadows: Lurkers always count as being in cover when targeted with missile fire. No effect while mounted. *(This does not affect hiding.)* // *(Cover is still negated by the 'Crack Shot' skill.)*

Skaven Clan Eshin Warband

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

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

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

- Steiss the Shadow, Eshin Seer

Skaven Skill Table

	Combat	Shooting	Academic	Strength	Speed	Rogue
Paw Leader	V	V		V	V	V
Sorcerer			V		V	
Assassin	V	V			V	V

Choice of Warriors et Starting Experience

A **Paw Leader** starts with **20** experience.

A **Sorcerer** start with **8** experience.

Assassins start with **4** experience.

Henchmen start with **0** experience.

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

Available Hired Swords: Gnoblar Trapper (Halfling Cook), Dark Elf Ranger, Warlock.



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Assassin, et Night Runner List

Hand-to-hand combat weapons

Dagger	free
Club	5gc
Sword	7gc
Halberd	10gc
Great Weapon	10gc
Fighting Claw	10gc
Weeping Blade	25gc

Missile Weapons

Sling (Short Bow)	5gc
Throwing Knives	7gc
Warplock Pistol	25gc

Armour

Light Armour	25gc
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Sorcerer et Pawling List

Hand-to-hand combat weapons

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

Missile Weapons

Sling (Short Bow)	5gc
Warplock Pistol	25gc

Armour

Light Armour	25gc
Shield	7gc

Eshin Special Equipment

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

(These Weapons may not be purchased as Ithilmar or Gromril Weapons.)

(For rules regarding Miscellaneous Equipment, see page 12.)

Fighting Claw 10gc rare 6+ Swift: Fighting Claws have +1 Initiative when determining who strikes first. Armour Piercing: -1 save modifier.	Warplock Pistol 25gc rare 10+ Range: 6" Strength: 4 Poisonous: May re-roll natural 1s 'to wound'. Armour Piercing: -1 save modifier. Reload: Fire once per turn cycle. Close Combat: Can be fired first round of combat. Use WS.
Weeping Blade 25gc rare 9+ Swift: Weeping Blades have +1 Initiative when determining who strikes first. Poisonous: May re-roll natural 1s 'to wound'.	Smoke Bomb 3gc common Miscellaneous Equipment. In your Movement Phase owner may use the Smoke Bomb to move out of Close Combat. He cannot run, charge or fire missile weapons, but may climb, hide and cast spells as normal. Cannot be used while <i>knocked down</i> or <i>stunned</i> . One use only.

Heroes

1 Paw Leader

65gc to hire

Paw Leaders are the master assassins of Clan Eshin, entrusted with the command of an Eshin triad. While not traditional leaders as such, they place more value on leading by example as they execute their lightning-fast assassination strikes, only to slip back into the shadows of the damned city.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	3	3	1	4	1	7

SPECIAL RULES

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

0-1 Sorcerer

35gc to hire

The Sorcerers of Clan Eshin are black magicians who manufacture the enchanted weapons of the Assassins. Though their power is slight compared to the mighty Grey Seer, their black sorcery is still extremely potent.

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

0-3 Assassins

35gc to hire

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

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



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Genchmen

Pawlings

20gc to hire

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

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

Giant Rats

10gc to hire

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

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

SPECIAL RULES

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

0-7 Night Runners

35gc to hire

Night Runners skilled assassins scouting ahead and hiding positions that allow them to jump out at the right moment to ambush and cut down wizards or enemy officers. Sometimes, these stealthy fighters use the tunnels that made up the sewer network of Mordheim to make an unexpected attack on the vulnerable rear of an enemy warband.

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

0-1 Rat Ogre

175gc to hire

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

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

SPECIAL RULES

Monster: Cause Fear, Immune to Panic, Stupidity, No Experience, No Weapons or Armour, No Penalties for Fighting Unarmed, No Scenario Objectives, Cannot Hide, Large Target, Additional +20 Warband Rating, Rolls on the Heroes Post-game Injury Chart (D66).
(Monsters may Climb as normal.)



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Skills

Combat Skills

1 Blaze: Warrior and may successfully charge non-visible enemies (*that are behind a wall, around a corner etc.*) up 6" away, rather than the normal 4", and automatically passes Initiative tests for charging non-visible enemies. (*Hidden warriors cannot be charged.*)

2 Sidestep: All close combat attacks against warrior have a -1 WS modifier. Cannot be used while mounted. (*Not active while knocked down or stunned.*)

3 Swashbuckler: Warrior is Immune to *Panic*, and automatically wins Initiative ties in Close Combat. (*If both Warbands have Swashbucklers, roll dice to determine who strikes first.*)

4 Swordsman: +1 to all injury rolls that warrior inflicts with Swords, Daggers, and Weeping Blades.

5 Veteran: Warrior may ignore the effects of a single Hand Injury (23), Eye Injury (24), or Arm Wound (25). (*You may choose which injury to ignore at the start of each battle.*)

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

Shooting Skills

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

2 Crack Shot: Warrior completely ignores cover modifiers when using missile weapons. (*This includes cover from the 'Hide in Shadows' skill or the 'Shroud' spell.*)

3 Crossbow Master: Warrior may ignore the 'Move or Fire' rule when using Crossbows.

4 Headshot: +1 to all injury rolls that warrior inflicts with Pistols (*any kind*) or Throwing Knives. (*Pistols fired in close combat are not affected.*)

5 Hunter: Warrior adds +1 to the Strength of his weapon when shooting at Animals. (*Not Mounts or Monsters.*) // (*Pistols fired in close combat are not affected.*)

6 Quick Shot: Warrior may fire twice each Shooting Phase with Bow (*any kind*), Throwing Knives or two Pistols (*any kind*). Both shots will suffer an additional -1 BS modifier. (*Pistols still follow normal reloading rules.*)

Academic Skills

1 Apothecary: Warrior is Immune to Poison and may ignore the effects of a single Melancholia (31-32) or Hysteria (33-34). *(You may choose which injury to ignore at the start of each battle.)*

2 Alchemist: Warrior adds +1 Strength to all shots fired with Handgun or Long Rifle.

Furthermore, whenever warrior could look for rare items he may swap two shards of Wyrdstone for three doses of Dark Venom instead. *(No rarity rolls are needed.)*

3 Arcane Lore: If warrior is a Wizard his spells can cause Critical Wounds where applicable.

4 Mastery: Whenever warrior gains an experience advance he may choose to make that advance a new skill instead of rolling on the advancement table as normal. *(Decide before rolling for advancements.)*

Upon choosing this skill, warrior gains +3 experience.

5 Scribe: Whenever warrior could look for rare items he may buy a Power Scroll for 5 gold crowns instead. *(No rarity rolls are needed.)*

6 Streetwise: Warrior has +2 to rarity rolls and is Immune to the Side Effects of Drugs. *(Warriors taken out of action may not look for rare items.)*

Strength Skills

1 Decapitate: Critical wounds that warrior inflicts in close combat are tripled to three wounds. *(Pistols fired in close combat are not affected.)*

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

3 Resilient: Warrior has +1 Toughness on profile in the first round of close combat. *(Applies whenever a new close combat is initiated.)*

4 Scar Dog: Warrior gains an *(additional)* +1 Experience each time he survives a roll on the Heroes' Serious Injury Chart. *(D66)*

Furthermore, whenever warrior rolls Multiple Injuries (16-22) on the Heroes' Post-game Injury Chart, he rolls just two more times more on the chart, as opposed to the normal three.

5 Sweeping Blow: +1 to all injury rolls that warrior inflicts with Halberd.

If warrior is not armed with a Shield, he also adds +1 Initiative to all attacks made with Halberd.

6 Strongman: Warrior ignores the 'Slow' and 'Heavy' rules for Great Weapons and benefits from the Strength bonus of Flails in all rounds of combat, not just the first. *(i.e. uses both weapons as Weapon with a plain +2 Strength Bonus and the 'Two Handed' rule.)*

Speed Skills

(Speed Skills cannot be used while Mounted.)

1 Alley Cat: Unless part of a charging move, warrior may jump down or fall up to 6" without taking any damage with no dice rolls needed. *(This skill has no effect if the distance exceeds 6".) // (You may measure the distance beforehand unless the jump is part of a charge.)*

2 Dodge: All shooting at Warrior has a -1 BS modifier. *(Not active while knocked down or stunned.) // (No effect versus spells.)*

3 Fleet Footed: Warrior has +1 Movement on profile.

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

5 Scale Surfaces: Warrior automatically passes Initiative tests for climbing up and down.

6 Wall Runner: Warrior may climb up to 6" rather than the normal 4".

Rogue Skills

(Rogue Skills cannot be used while Mounted or wearing Heavy Armour.)

1 Backstab: Warrior may Dual-wield two Daggers and warrior's attacks with Daggers ignore enemy armour saves. *(This includes 'Regeneration' armour saves.)*

2 Hide in Shadows: Warrior always counts as being in cover when targeted with missile fire. *(This does not affect hiding.) // (Cover is still negated by the 'Crack Shot' skill.)*

3 Infiltration: Warrior is deployed on the battlefield after all Warbands have set up. Warrior can be placed anywhere, even above ground level, as long as it is out of sight of the opposing warband and more than 12" away from any enemy or scenario objective. *(If both Warbands have warriors that Infiltrate, roll dice to determine who sets up first.)*

4 Jump Up: Warrior ignores knocked down, unless recovering from being stunned.

5 Master of Poison: One weapon in warrior's possession is automatically *poisoned* each battle. *(Poisonous weapons may re-roll natural 1s 'to wound'.) // (Does not count towards the warrior's one item of Dark Venom per battle.)*

6 Snap Shot: Warrior has an additional +1 BS modifier to all shots fired with Short Bow or Throwing Knives.

Price Chart

Hand-to-hand Combat Weapons

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

Missile Weapons

Item	Cost	Rarity
Short Bow	5gc	common
Bow	10gc	common
Long Bow	15gc	common
Elven Bow	50gc	rare 12+
Crossbow	25gc	common
Throwing Knives	7gc	common
Pistol	20gc	rare 8+
Duelling Pistol	30gc	rare 11+
Blunderbuss	25gc	rare 8+
Handgun	35gc	rare 9+
Long Rifle	80gc	rare 11+

Armour

Item	Cost	Rarity
Shield	7gc	common
Light Armour	25gc	common
Heavy Armour	60gc	common
Sigmarite Armour	120gc	rare 10+
Gromril Armour	120gc	rare 11+
Ithilmar Armour	120gc	rare 11+

Mounts and Animals

Item	Cost	Rarity
Horse	35gc	rare 8+
Warhorse	50gc	rare 11+
Warhound	25+3D6gc	rare 10+

Miscellaneous Equipment

Item	Cost	Rarity
--	--	--
Cathayan Silks	40+2D6gc	rare 9+
Crimson Shade	7+D6gc	rare 9+
Dark Venom	7gc	rare 6+
Dwarven Ale	7gc	common
Elven Cloak	75+D6x10gc	rare 12+
Elven Wine	7gc	rare 7+
Holy Tome	100gc	rare 8+
Hunting Falcon	150gc	rare 10+
Mad. Mushrooms	7+D6gc	rare 9+
Mandrake Root	7+D6gc	rare 9+
Mordheim Map	50+3D6gc	rare 9+
Pit F. Manual	80gc	rare 10+
Power Scroll	10+D6gc	rare 9+
Religious Relic	15+D6gc	rare 7+
Rope & Hook	7gc	common
Serrated Bolts	35+2D6gc	rare 10+
Shackles	7gc	common
Superior B.powder	75+D6x10gc	rare 10+
Talisman	20+3D6gc	rare 9+
Tears of Shallaya	7gc	common
Telescope	30+D6gc	rare 11+
Toad Tongue	20+2D6gc	rare 8+
Tome of Magic	160gc	rare 12+
Troll Hide	280gc	rare 12+
Witch H. H.book	30+2D6gc	rare 9+

Heroes' Post-game Injuries

(11) Captured

Warrior and all weapons, armour, and equipment is transferred to enemy warband's stash. (*Mounts excluded.*)

(12-15) Dead

All weapons, armour, and equipment is lost along with the hero. (*Mounts excluded.*)

(16-22) Multiple Injuries

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

(23) Hand Injury

-1 Weapon Skill

(24) Eye Injury

-1 Ballistic Skill

(25) Arm Wound

-1 Strength

(26) Chest Wound

-1 Toughness

(31-32) Melancholia

-1 Initiative

(33-34) Hysteria

-1 Leadership

(35) Madness

Roll D6: (1-4) *Stupidity* (5-6) *Immune to Psychology*

(36-41) Robbed

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

(42-43) Smashed Leg

Miss next game (*Multiple rolls of 'Smashed Leg' are cumulative.*) // (*Warriors missing the game still add their rating to the total warband rating.*) // (*Warriors missing the game do not count towards the number of warriors deployed for the purposes of rout tests.*)

(44-62) Full Recovery

(63) Sold to the Pits

Hero must fight a Pit Fighter with Flail and Gauntlet. Initiative determines who charges. (*Mounts cannot be used in Pit Fights.*)

If warrior wins he gains 25gc and +1 experience.

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

(64) Bitter Enmity

Roll D6: (1-4) Warrior *hates* entire enemy warband, excluding Hired Swords. (5-6) Warrior *hates* all warbands of that type. (*e.g. Witch Hunters.*) // (*Mercenaries count as one type of warband, regardless of their home province.*)

(65) Seen it All

+1 Ld on profile when taking *fear* tests. (*Cumulative other modifiers.*) // (*Multiple rolls of 'Seen it All' are cumulative.*) // (*Leadership cannot be increased beyond 10.*)

(66) What does not Kill You...

Additional +1 experience

Exploration et Experience

Wyrdstone Found

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

Selling Wyrdstone

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

Underdog Experience

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

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

Advancement Tables

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

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

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

Maximum Characteristics

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

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

Combat

To Hit (Close Combat)

WS	1	2	3	4	5	6	7	8
D6	6	5	4	3	2	2	1	1

- **-1 WS Fighting with two weapons**
(*Fighting Claws and firing two pistols in hand-to-hand count as two weapons.*)
- **-1 WS Target has the 'Sidestep' skill**
- **-2 WS Failing a fear test**
- **-3 WS Failing a panic test**

To Hit (Shooting)

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

- **+1 BS Shooting at a 'Large Target'**
- **-1 BS Cover**
- **-1 BS Moving and Shooting**
- **-1 BS Target has the 'Dodge' skill**

Warriors Knocked Down

- Close combat attacks hit automatically.
- Take armour saves as normal.
- Will stand up in the controlling player's recovery phase.
- Cannot run or charge that turn.
- If they stand up into close combat, they will strike last that turn, irrespective of weapons and Initiative.

Warriors Stunned

- Close combat attacks hit automatically
- All attacks wound automatically.
- **No** armour saves.
- Become *knocked down* in the controlling player's recovery phase.

To Wound

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

- '&' Wounds have +1 to subsequent Injury Rolls. (*Cumulative with other modifiers.*)

Armour Saves

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

Strength Negates Armour:

S	1-5	6	7	8+
AS	-	-1	-2	-3

- Armour Piercing Weapons reduce armour saves by (*an additional*) -1.
(*Armour Piercing Weapons: Axe, Halberd, Gromril Weapon, Crossbow, Handgun, Long Rifle, Pistol, and Duelling Pistol*)

Play Notes, Lance, Pistols, Blunderbuss

Close Combat - Lance

- When mounted and charging with a Lance a warrior resolves all of his attacks at +3 Strength and then **must** switch away from Lance at the end of the close combat phase.

(If warrior used a Shield in the other hand he must continue using it in subsequent rounds of close combat.)

Close Combat - Pistols

- Once Pistol(s) have been fired in close combat, the wielder **must** switch away from them, even during the same close combat phase the Pistols were fired.
- Firing Pistols in Close Combat counts against the warrior's Attack characteristic.

Shooting Upwards/Downwards

- When **shooting downwards** with missile weapons, measure **only the horizontal distance** when determining whether the target is in range.
- When **shooting upwards**, measure the distance **diagonally**.
- Spells and Prayers are always measured diagonally.

Shooting out of Windows

When shooting out windows where shooter is less than 1" from the windowpane, you determine line of sight from edge of the window, even if the shooter is positioned inside the building.

Blunderbuss, Template

- The Blunderbuss template is the teardrop-shaped Flamer template available from Games Workshop Ltd.
- The Blunderbuss can be fired upwards or downwards if you wish. Assume that the template is 1" high.
- Any enemies under, or partially under, the template take an S3 hit.

Blunderbuss, Targeting

- The Blunderbuss follows the normal rules for targeting Missile Weapons.
(Must target the closest enemy unless firing from a position elevated 2" or more above ground level may with no visible enemies within 3" of shooter.)
- However, the Blunderbuss may be fired so that it *(also)* hits friendly warband members.

(This is an exception to the rule that you cannot shoot into close combat involving your own warband members.)