MORDHEIM

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A VISIT TO THE APOTHECARY

(See TC 8 – 'Sawbones' by Daniel Carlson)

Each warrior may only attempt to get treatment for one injury at a time, and only one attempt at treatment per Hero may be made during each post battle sequence. The cost for treatment is 20 gold crowns per attempt (one attempt = one roll on the table), and this money must be paid before rolling on the table – Mordheim physicians demand payment in advance, while the patient is still capable of doing so!

The following injuries cannot be treated: Chest Wound, Blinded in One Eye, and Old Battle Wound. They are permanent damage the afflicted warrior will carry to his grave.

The following injuries use the Limb Surgery table: Leg Wound, Smashed Leg, and Hand Injury.

The following injuries use the Brain Surgery table: Madness and Nervous Condition.

Locations

After each battle you may choose to visit locations within the settlement to procure goods and entertainment. If you don't, you may use the Trading chart as normal. Roll a D3 to find out how many locations you may visit. Different locations can help you find items, receive healing, make money or other things. Between location visits you must roll on the Events table to find out what happens to the warband as it carouses around the town.

Surgery table

2D6	Result
2-3	**'Someone fetch a priest!'** The unfortunate patient has expired due to excessive blood loss. The Hero is dead and must be stricken from the warband record, but his equipment is retained by the warband.
4	**'This has got to come off!'** The surgeon has felt the need to amputate, ostensibly to 'keep the rot out'. If a leg was being treated, the model now has its Movement halved (rounding up); if a hand was being treated, the warrior may only use a single-handed weapon from now on.
5-6	**'Sorry, lad! Done my best!'** The surgery was unsuccessful, and the warrior must miss the next battle while he recovers.
7-8	**'No luck!'** The surgery was unsuccessful.
9-10	**'Mind you stay off it for a bit!'** The surgery was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.
11-12	**'Shallaya be praised!'** The surgery was a complete success! The warrior may remove the injury and its adverse effects from his profile.

Brain Surgery table

2D6	Result
2-3	**'Someone fetch a priest!'** The physician has been a bit too zealous in his treatment. The Hero is dead and must be stricken from the warband record, but his equipment is retained by the warband.
4-5	**'Erm... that's not right!'** The treatment has not only failed to help the warrior, it has actually worsened his condition! The warrior is now subject to *Stupidity*. If the warrior was being treated for *Stupidity*, there is no change in his condition (except perhaps, a bit more drooling than usual).
6	**'A bit unhinged, that one!'** The treatment has failed, and the warrior emerges from the treatment as something of a raving lunatic. The warrior suffers a -1 Initiative penalty (down to a minimum of 1). He is now so unsettling to behold that he causes *fear*.
7-8	**'Sorry lad! Done my best!'** The treatment was unsuccessful, and the warrior must miss the next battle while he recovers.
9-10	**'A bit of rest, and you'll be fine!'** The treatment was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.
11-12	**'Shallaya be praised!'** The treatment was a complete success! The warrior may remove the injury and its adverse effects from his profile.

From pristine quarters to back street butcher shops there are many places to find an apothecary. You risk your life and limb literally when you enter them. I've heard tales, they are grim listening, and I've known many who'd rather die of infection than leave this world on a butcher's slab. Oh they'll claim they can cure any malady: arms, legs, head, some even wager they can cure insanity. Stepping into those places you make sure you get the job done right then pay up, the surgeon's knife is always keener, his purpose clearer when he hasn't been paid. There are scant few apothecaries in Sigmarhaven, yet a good 'un is sought after with some zeal. Of course they all know old 'Sawbones', his reputation is dire, t'is a brave man who enters that surgery. Rumour has it, his apprentice, Jeremiah Hakem has set up shop in a small corner of the settlement. His practices are dubious, I've only heard tales mind, but there's talk that if yer can't pay in gold or Wyrdstone he'll accept a small body part in payment, a finger, nose, toe, yer know, anything expendable. His purpose is unknown as far as I can tell but I believe he is under close scrutiny of the 'Cabal'...

Chaos on the Streets

Skirmishes between two warbands are a common occurrence but sometimes rival Mercenary Captains will lay their differences aside and ally against a common enemy. Mark Havener has written full rules for fighting larger games of Mordheim involving several players, as well as seven new scenarios.

These rules are designed for games of Mordheim that are not restricted to two players. Got an odd number of players one game night? Or just itching for an all-out titanic bash (perhaps the end of a league)? Try multiplayer Mordheim, and see what fun a truly chaotic game can be!

Rules for playing multiplayer games

Size of playing area: Multiplayer Mordheim obviously requires more room to play. While Mordheim normally plays fine in a 4'x4' area, the size of the playing area for multiplayer games should be at least 4'x6'. This is important for set-up as detailed below.

Attackers and defenders: In scenarios where attackers and defenders are defined, the defender is the player whose warband has the highest rating. If more than one warband have the same highest rating, the defender will be the one among them whose warband includes the most models. If there is still a tie, roll a dice to determine who gets to be the defender. There is only ever one defender, all the other warbands are the attackers.

Setting up the warbands: In scenarios where there is a defender, that player sets up his warband first. To determine who among the attacking warbands sets up next (or among all the warbands in a scenario without defined attackers and defenders), each player rolls a D6. The player with the highest roll sets up next and the remaining players set up in order of descending dice rolls.

Example: Phil, Bob, and Devin are playing Scenario 1, 'Treasure Hunt'. This scenario has no attackers or defenders

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Reinhold stared down the rubble-strewn street. It looked clear, but in this city looks could be deceiving. He let a minute pass, and then another. It was cold today, and he could see his breath and the breath of his companions hang in the air as they awaited the word that would send them forward to search this area of the city for the precious wyrdstone. Reinhold pondered the vagaries of fate that had led him to this place, in this company. There was Klaus, a huge ox of a man with brains to match the self-appointed champion of the warband. The spearmen Hans, Bertram, Leopold, and old Otterman stood or squatted around Klaus. Behind the champion, as if seeking his protection, were the two youngbloods, Anna and Karl. Reinhold wondered if these two would last longer than any of their predecessors. Lack of experience often meant death in this place of the damned. Dorfmann and Dagoberd, the two crossbowmen, crouched behind a pile of stones in the center of the street, their eyes constantly scanning the ruined buildings for targets. The Snake, their new Warlock hired sword, sat hunched over to one side. None of the men liked the old crone. She was undoubtedly insane and smelled like something had crawled up her skirt and died, but they respected her power.

Reinhold saw nothing and so he waved his band forward. The warriors picked their way cautiously down the street, scanning the ground for wyrdstone shards as they went, but ever-conscious of their surroundings just the same. Sudden movement down the street caught the warband's attention. Three bandy-legged ratmen turned a corner a stone's throw away. The Skaven appeared to be just as shocked at the appearance of the humans as the mercenaries were of them, and all three suddenly stopped in the middle of the street. Behind them their comrades had not noticed the humans and blundered into the lead rats, causing a slight commotion and several chittering shrieks of rage.

"Looks like we're going to have a fight today after all lads." Reinhold muttered to his men. The warriors readied their weapons and prepared for a skirmish.
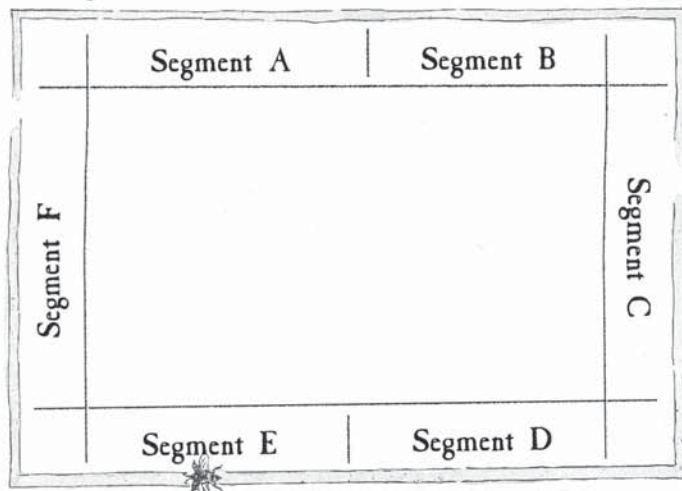
A sharp intake of breath and the clattering of a dropped weapon caused Reinhold to whirl around. Karl's dagger lay on the ground and Reinhold was about to berate him for his carelessness when he noticed that the young warrior was staring open-mouthed at something to the rear of the warband. The mercenary looked to see what had shocked the young man so, and then he saw them, two of the accursed Possessed and an enormous Ogre lumbering down the street towards them, followed by a Magister and several less recognizable members of the blasphemous Cult of the Possessed.

It was unusual, though not unheard of, for Skaven to make alliances with members of one of the dark covens that operated secretly within the cities of the Empire. They were all worshippers of the mad gods of Chaos, after all. However, one look over his shoulder at the furry denizens of the sewers convinced Reinhold that such was not the case this time, for the Skaven seemed surprised to see the cultists as well. The first fragments of a plan began to form in Reinhold's mind. Perhaps he could turn this unexpected situation into an advantage.

defined so all three roll a D6. Phil rolls a 3, Bob rolls a 5, and Devin rolls a 1. Bob must set up his warband first, then Phil, and finally Devin.

When it is his turn to set up his warband, each player must choose one segment of table edge (see the diagram below for what constitutes a 'segment') and set up his warband within 6" of it. No player may start a member of his warband within 6" of a member of another warband.

Diagram 1

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+----------------------------------+
|      Segment A  |  Segment B      |
|  +-------------------------------+|
|  |                              S||
| S|                              e||
| e|                              g||
| g|                              m||
| m|                              e||
| e|                              n||
| n|                              t||
| t|                                ||
|  |                              C||
| F|                               ||
|  +-------------------------------+|
|      Segment E  |  Segment D      |
+----------------------------------+
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Example: Continuing our example above, Bob places his warband first and chooses Segment D (bottom right corner). Phil sets up next and chooses Segment F (left side). Now Devin could choose any of the remaining edge segments, though he would probably be well advised to steer clear of Segment E as this places him right in the midst of his enemies (with a potentially constrained set-up area as well, if Bob and Phil placed any of their models close to that region!). Devin wisely chooses Segment B and sets his warband up there.

Note that some scenarios will have special set-up rules (usually for the defender) which are different from the above. Any such variation will be noted in the rules for that scenario.

Order of play: After all warbands have been set up, players must determine the order of play. Players should be arrayed about the table by their set-up segment (see above). Each player rolls a D6. The player with the highest roll gets the first turn. Play proceeds clockwise around the table from there.

Example: Our three friends have their warbands set up on the table and are ready to determine who goes first. This time Devin rolls a 6, Bob rolls a 1, and Phil rolls a 2. Devin won the roll, so his warband will go first. Devin's models were set up in Segment B and the next warband clockwise is Bob's, so even though Bob got a lower dice roll than Phil, Bob's warband goes second and Phil's will go last.

Underdogs: In multiplayer Mordheim, the underdog is not so clear. Any warband can be an underdog if it is attacked by two or more of its rivals! Still, there may be cases where one warband is simply playing out of its league. To determine if a warband is an underdog in multiplayer Mordheim, simply take the warband with the lowest warband rating and compare it to the warband with the next highest rating. Use the difference in ratings and the chart from the Experience section of the Mordheim rules to determine if any experience bonus is justified for the lower warband, just as you would for the lower of two warbands in a two-player game.

Example: Phil's Skaven has a warband rating of 176, Bob's Witch Hunters a rating of 195 and Devin's Mercenaries a rating of 123. Devin's warband has the lowest rating, so if there is an underdog, his warband will be it. To find out, we

compare his rating to the next highest rating, 176 (Phil's Skaven). The difference is 53 (176 - 123 = 53), which according to our chart in the Mordheim rulebook warrants a +1 experience bonus. If any of Devin's Mercenaries survive this fight, they'll have a good chance of gaining an Advance!

Shooting into close combat: Unlike in the regular Mordheim rules, it is possible to shoot into close combat in multiplayer games, just as long as the shooters belong to a different warband than the models involved in the close combat. Shooters must still fire at the closest enemy model as normal (unless they are in an elevated position, as per the normal rules). However, if the shooter hits a model involved in a close combat, the shot may well hit one of his opponents and not the model itself. Randomize any missile hits between the target and any models in close combat with him.

Close combat involving multiple warbands: In multiplayer Mordheim it is quite possible that one warband member gets charged by models from two or more opposing warbands. When this occurs, a model will fight during the close combat phase of each model it is fighting. This can give a model many attacks during a cycle of player turns but any model that has been ganged up on in this way is probably done for in any case!

Example: Bob's Ogre mercenary has been attacked by two of Devin's Humans and two of Phil's Skaven warriors. Phil's Skaven fight during his and Bob's close combat phases, Devin's Humans fight during his and Bob's close combat phases and Bob's Ogre attacks in each player's close combat phases. If one of Phil's Skaven (Skaven B) was in contact with one of Devin's Humans (Human C) (they are at the same corner of the Ogre's base, for example) and one of them decided to attack something a little easier, they could fight in each other's close combat phases as well. Note that a model that is attacking in another player's turn must attack one of that player's models. So in our example Phil's Skaven B could not use his extra attack during Devin's turn to attack Bob's Ogre – he must use it to attack Devin's Human C.

Diagram 2
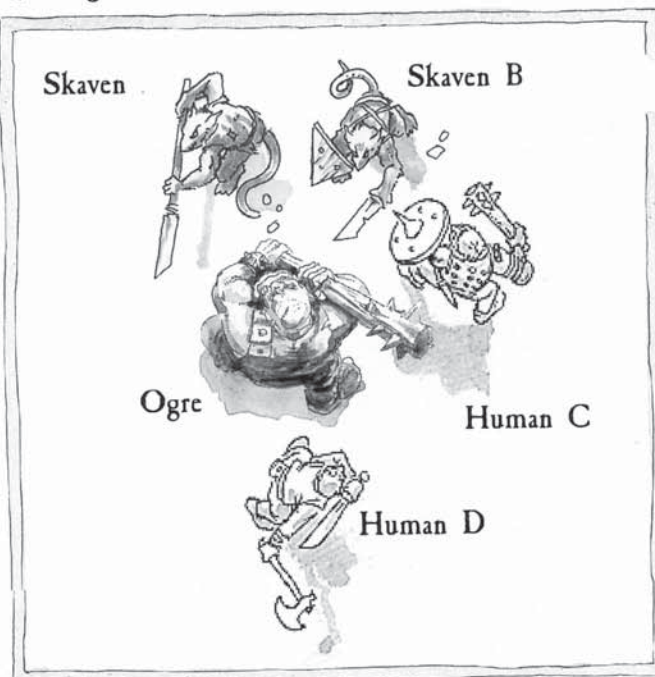
Routing warbands: Unlike normal games of Mordheim, one warband failing its Rout test (or having all of its models taken *out of action*) does not necessarily end the game. Unless there are special victory conditions noted in the rules for the scenario you are using, a multiplayer game will last until there

The Sisters of Sigmar make a last stand against an evil coalition of Undead and the Possessed.

is only one warband left on the table. The player whose warband stays on the table for the longest is normally the winner, though in some scenarios the winner might be the warband leaving the table first, as it achieves its objective and leaves the scene!

Allies: Normal games of Mordheim involve one warband competing or fighting against another. Obviously, in this environment alliances are not normally possible. However, in multiplayer games, alliances are not only possible, they are a necessity for the completion of some scenarios! A single warband attempting to take out a dragon will find itself fighting an uphill battle with very little chance of success, indeed, it may well find itself lacking a few members after failing to complete its objective! Alliances can last until the end of the game (for example, two warbands can decide to ally against a third, and split whatever booty exists at the end), or they can be very temporary (often falling apart quite suddenly and violently!).

To form an alliance, a player must declare that he is doing so at the start of his turn. He must declare (to all players) which warband(s) he wants to ally with and if they agree, the alliance is formed. There is no limit to the number of warbands a player can ally with. The following special rules apply to a warband and its allies:

Members of allied warbands do not count each other as enemies. Members of a warband may freely run within 8" of members of any warbands they are allied to. Models forced to charge enemy models due to some special rule

(such as Frenzy or Orc & Goblin Animosity) are not forced to charge allies. Note however that an Orc or Goblin failing an Animosity test counts allied models as friendly Hired Swords so if a '1' is rolled for the effects of the Animosity he will charge or shoot at them if they are the closest friendly models *(in case you were wondering, there'll be rules for Orc & Goblin warbands next month – Fat Bloke).*

Members of allied warbands that are in combat with one another when the alliance is announced will automatically break from combat. Place the models 1" apart from each other. They can move as normal in their next movement phase (so models *knocked down* or *stunned* follow the normal rules for being *knocked down* or *stunned*, etc.).

Initiating close combat with, shooting missile weapons at, or throwing non-helpful spells at a member of an allied warband automatically breaks the alliance with that warband. Note that this includes attacks caused by a failed Animosity test. Your allies aren't going to be as forgiving of such behavior as your own warband members might be!

Determining the scenario: To determine which scenario will be used for multiplayer games, players may either choose to play a particular scenario or roll on the following chart:

2D6	Result
2	The player with the lowest warband rating may choose which scenario is played.
3	Play Scenario 7: Monster Hunt.
4	Play Scenario 4: The Wizard's Mansion.
5-6	Play Scenario 1: Treasure Hunt.
7	Play Scenario 2: Street Brawl.
8-9	Play Scenario 6: Ambush!
10	Play Scenario 5: The Pool.
11	Play Scenario 3: The Lost Prince.
12	The player with the lowest warband rating may choose which scenario is played.
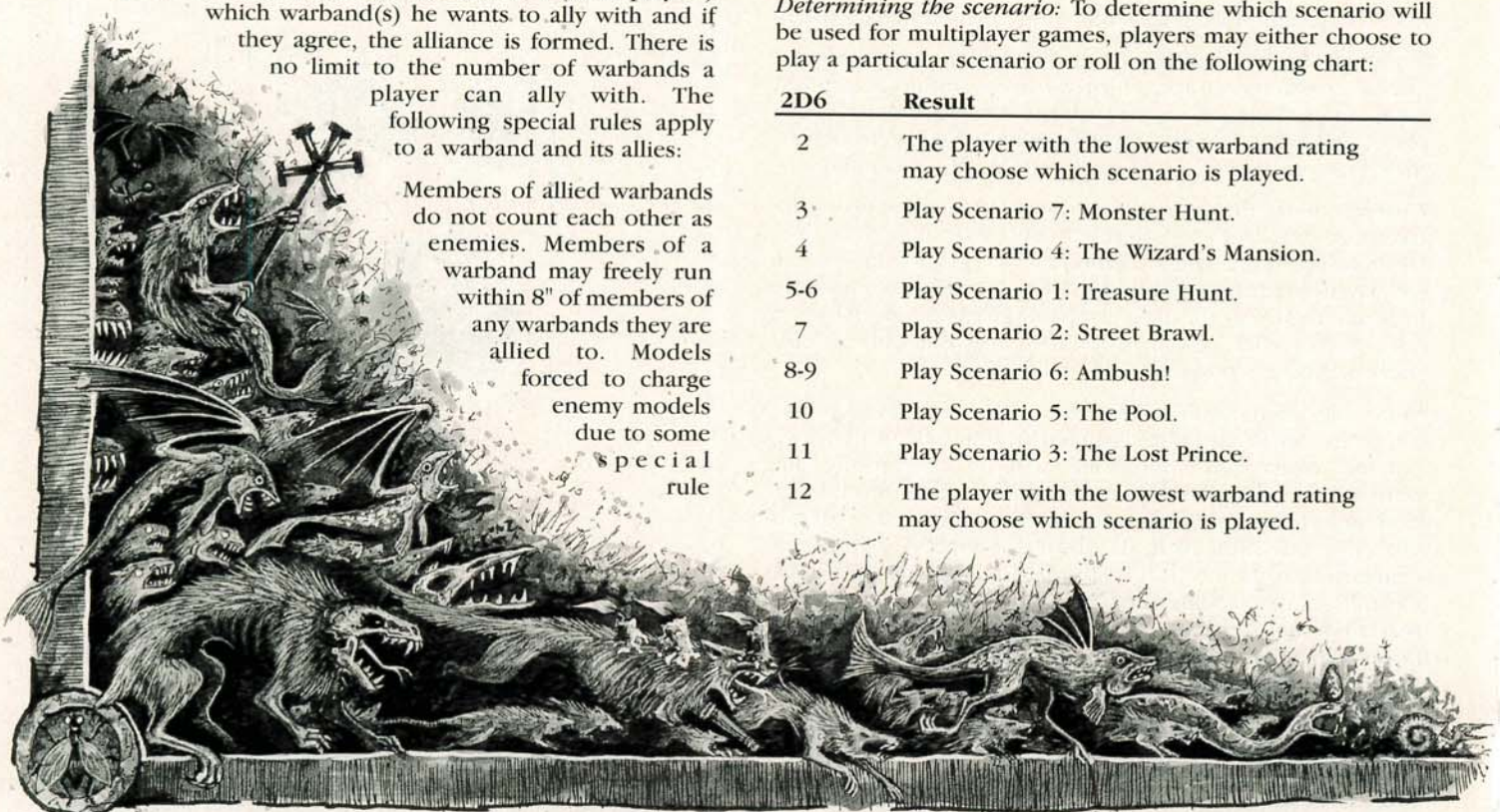
Scenario 1: treasure hunt

Often, multiple warbands will hear the same rumor about a wyrdstone deposit and decide to explore that section of the city at the same time. A battle often results with the winners taking the lion's share of the shards home with them.

terrain

Each player takes it in turns to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

Once you have placed the terrain, place D3 wyrdstone shards for each warband involved in the game on the tabletop to represent where the shards are. Each player takes it in turn to place a wyrdstone counter. Each player rolls a D6 to determine who places first, second, third, etc. The counters must be placed more than 10" away from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of wyrdstone without any penalty. Warriors cannot transfer their wyrdstone to another warrior. If the warrior who is carrying a counter is taken *out of action*, place the counter back on the table where he fell.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

starting the game

Players each roll a D6 to determine who goes first. Play proceeds clockwise around the table from there (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience

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

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

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

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

wyrdstone

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

Scenario 2: street brawl

Turf wars are a common sight in the ruins of Mordheim. When multiple warbands compete for the same area, a chaotic all-out brawl can ensue, where alliances are quickly made and broken and bleeding bodies litter the street. Whichever warbands win the day will have a larger area to search for the precious wyrdstone.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

warbands

Players use the normal warband setup rules (see 'Setting up the warbands').

starting the game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience

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

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

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

Scenario 3: the lost prince

Travelling entertainers often tell tales of the ruined city and because of this, sons of the privileged classes often see the city of Mordheim as one big romantic adventure. Sometimes one will run away from home to join a mercenary warband and make a name for himself. Often these individuals are killed before they even get to the city but once in a while one will get lucky and actually make it that far. Sometimes their families are happy to see the young fool go but once in a while, a rich merchant or noble will actually pay to have his son saved from his inevitable fate in Mordheim.

The warbands have heard rumors that a powerful man's son has wandered into the ruins and a handsome reward will be paid for his return.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

The merchant's son is initially placed in the center of the board. He will wander D6" in a random direction at the start of each of the first player's turns, until someone 'rescues' him. If a warband member comes into contact with the merchant's son (through normal movement, NOT through charging – this is an exception to the normal rules and represents that the merchant's son is not the enemy and should not be engaged in combat), the boy will attach himself to that member and follow him around. If the 'rescuer' is taken *out of action*, flees, or routs, the merchant's son will attach himself to the next warband member to contact him. Should someone wish to attack the merchant's son, he has the same stats as a Youngblood (see the Mercenary warband in the Mordheim rulebook) and is armed with a sword and dagger. If he is killed, no reward will be issued to the winning warband, of course.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when one warband manages to get the merchant's son off the table. That warband (and any allied warband) is the winner.

experience

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

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

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

the reward

The grateful father awards the winning warband with the following treasure. Note that you roll for each item separately, apart from gold crowns, which are always received.

Item	D6 Result Needed
5D6 gc	Automatic
D3 swords	4+
Suit of heavy armor	5+
Suit of light armor	4+
Shield	4+
Helmet	4+
D3 gems worth 10 gc each	5+

The merchant's son gets cornered by three different warbands eager to claim the reward.
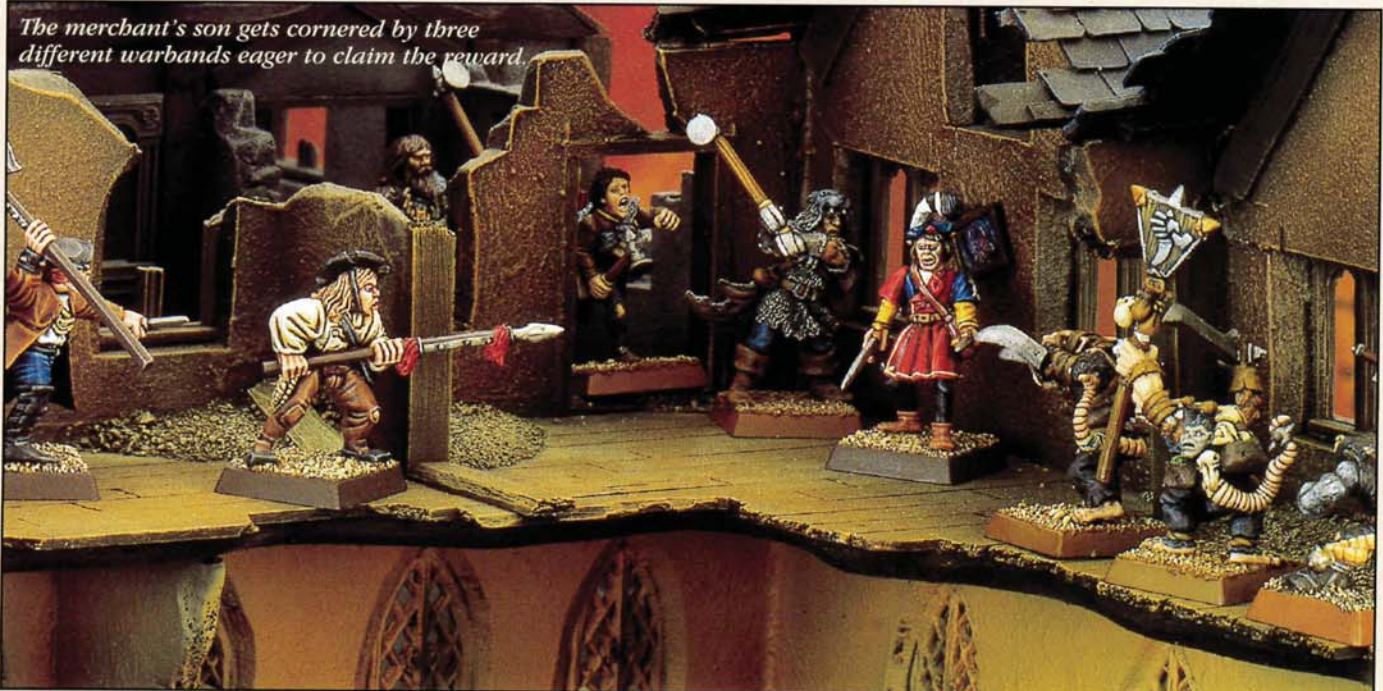
Not all of the ruined buildings in the city are ordinary houses. Some notable structures were the abodes of important town leaders or rich merchants. Tales are told of hidden rooms filled with treasure in such homes. The warbands have discovered the location of one such building. Rumors abound that the former owner also dabbled in the arcane arts, which may explain why his home was almost untouched by the devastation.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4"x6". The first building should be placed in the center of the table, and the objective of the scenario is to take control of this building.

warbands

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article), representing the warband that reached the mansion first. The defender is deployed first inside or within 6" of the objective building. Then the attacking warbands are set up as normal.

In addition, for each attacking warband beyond the first, the defender rolls once on the table below to determine the additional equipment his warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

D6 Roll	Item Found
1	Wooden Man
2	1D3 doses of Mandrake Root
3	1D3 doses of Crimson Shade
4	Lucky Charm
5	Holy (Unholy) Relic
6	Cathayan Silk Cloak

All of the above are described in the Mordheim rules except for the Wooden Man. For rules on the Wooden Man, see new items below.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one of more warbands have allied, they may choose to share the victory and end the game.

experience

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

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

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

wizard's treasure

At the end of the game the winning warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see what additional items the warband finds in the mansion. Note that you'll roll for each item separately, apart from gold crowns, which are always found. For example, you will need to roll a 4+ to find a tome of magic. Then roll to see if you find the gromril sword and so on.

D6 Roll	D6 Roll Needed
3D6 gc	Automatic
D3 gems worth 10 gc each	5+
Tome of magic	4+
Gromril sword	5+
Athame	4+
D3 doses of healing herbs	4+
Dispel scroll	5+

new items

Wooden Man: Use the stats and special rules for a zombie with +1 S and +1 T. The Wooden Man is an artificial construct in the shape of a man but made of wood. It will follow the commands of the defending warband but will not leave the wizard's mansion for any reason, even after the game. The Wooden Man may obviously not be traded.

Athame: An Athame is a special silver dagger used in magical rituals. If used in combat, it will not hold its edge. For the first attack in a game, it will count as a normal dagger. However, for the rest of the game it will count as a fist attack. The Athame is worth 10 gold crowns if traded.

Dispel Scroll: This scroll contains a powerful counterspell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate its effects. When used roll a D6. The enemy spell is cancelled on a roll of 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25+2D6 gc.
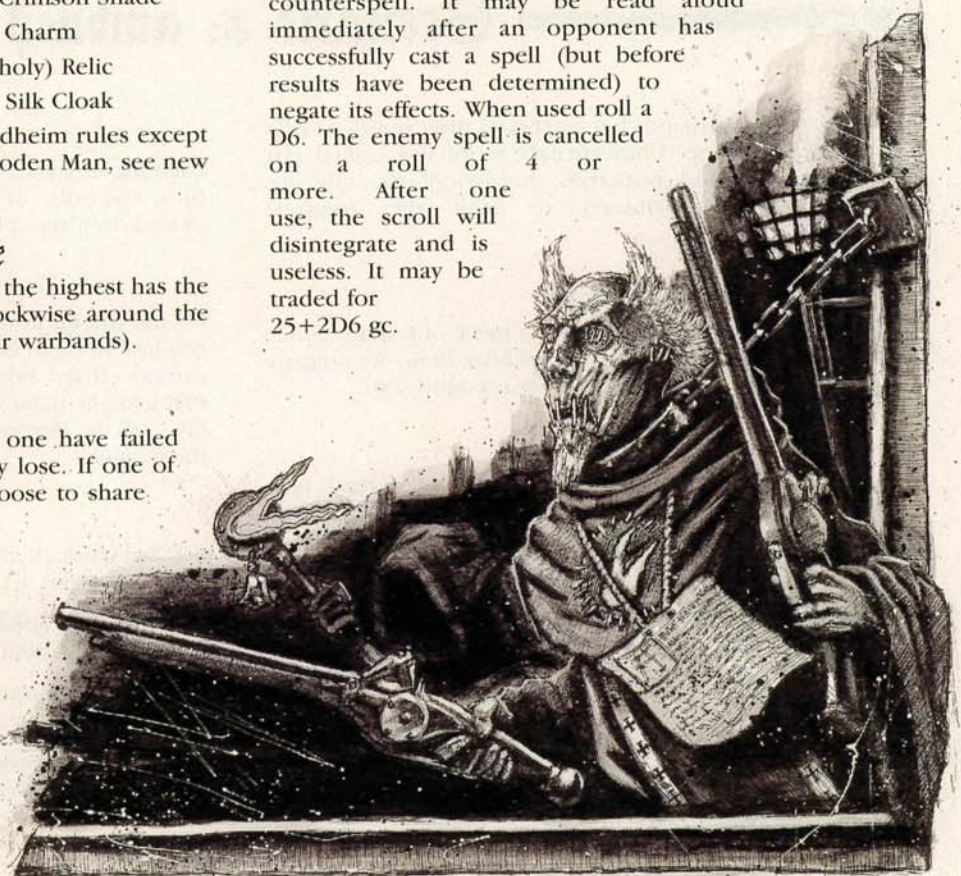
Scenario 5: the pool

Rumors abound about a pool in the city whose waters have magical powers of healing. The warbands' patrons believe the magical properties of the water are due to a large deposit of wyrdstone within the pool. The warbands have been sent to collect as much wyrdstone from the pool as they can.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'. The first piece of terrain should be a pool of water roughly 6" in diameter. The objective of the scenario is to gather all the wyrdstone from the pool.

special rules

Roll a D3+3 to find out how many pieces of wyrdstone are in the pool. The pool is shallow and may be entered. Any Hero spending an entire turn within 1" of the pool doing nothing else but searching for wyrdstone may roll at the end of his turn to see if he finds some. On a roll of 1-2 on a D6, that player has found one of the pieces in the pool. No Hero may search within 1" of another model (friendly or enemy), as models that are too close together disturb the waters for each other, so that neither may see the bottom. Only as many pieces of wyrdstone may be found as were rolled at the beginning of the game, any searching after that is useless. A Hero can carry any amount of wyrdstone without any penalty. Heroes cannot transfer their wyrdstone to another warrior. If the Hero who is carrying a counter is taken *out of action*, place the counter on the table again where he fell. Another warrior can then pick up these counters simply by moving into contact with them.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands', above).

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one of more warbands have allied, they may choose to share the victory and end the game.

experience

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

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

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

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

Scenario 6: ambush!

The defending warband has recently discovered a rich deposit of wyrdstone. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article). Each of the defending warband's Heroes carries 1D3 pieces of wyrdstone. If a Hero carrying wyrdstone is taken *out of action*, place a number of counters, equal to the amount of wyrdstone he was carrying, on the ground where he fell. Any Hero moving into contact with them may pick up these wyrdstone shards.

warbands

All the models in the defending warband must be set up within 6" of the center of the board. The attacking warbands are then set up as normal.

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

Do not roll for Rout tests during this game. Instead, the game will last 10 turns or until all the wyrdstone shards have been carried off the board, whichever comes first. The warband that gets the most wyrdstone shards off the table (or held by one of its Heroes when the game ends) is considered the winner.

experience

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

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

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

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

The warbands have heard rumors that a terrible monster has come up out of its lair beneath the city following the recent devastation, and established a new home in the ruins. You have heard stories of such creatures and the treasure they accumulate is the stuff of legends. You have decided to see for yourself if the rumors are true.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'. The first building should be rather large (at least 6"x6") and open-topped, preferably ruins. This building should be placed in the center of the table, and this is where the monster's new lair is located.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

special rules

The monster's lair is located in the central building and this is where the beast will be. The monster is young for one of its kind and its profile reflects this. In addition, a lifetime of living in caverns beneath the city has kept the creature from learning to use its wings. Therefore, unlike most monsters, this beast cannot fly. The monster will not leave its lair for any reason, though it will use its breath weapon against any model in range that it can see and will of course attack any model entering its lair. It will charge all models entering its lair if possible. Its 'turn' is performed before whichever player won the dice roll to go first, though it will do nothing until someone comes near its lair. For the monster's stats, see 'Great beasts in Mordheim' over the page.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

When one warband (or more than one, if the players have agreed to share the monster's hoard) is the only one to have any models within 6" of the monster's lair, and the monster has been put *out of action*, that warband is victorious and gets the monster's hoard. If two or more players have decided to share the hoard, they must decide how to split it up. If they cannot determine this peacefully, their warbands will have to decide it un-peacefully!

experience

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

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

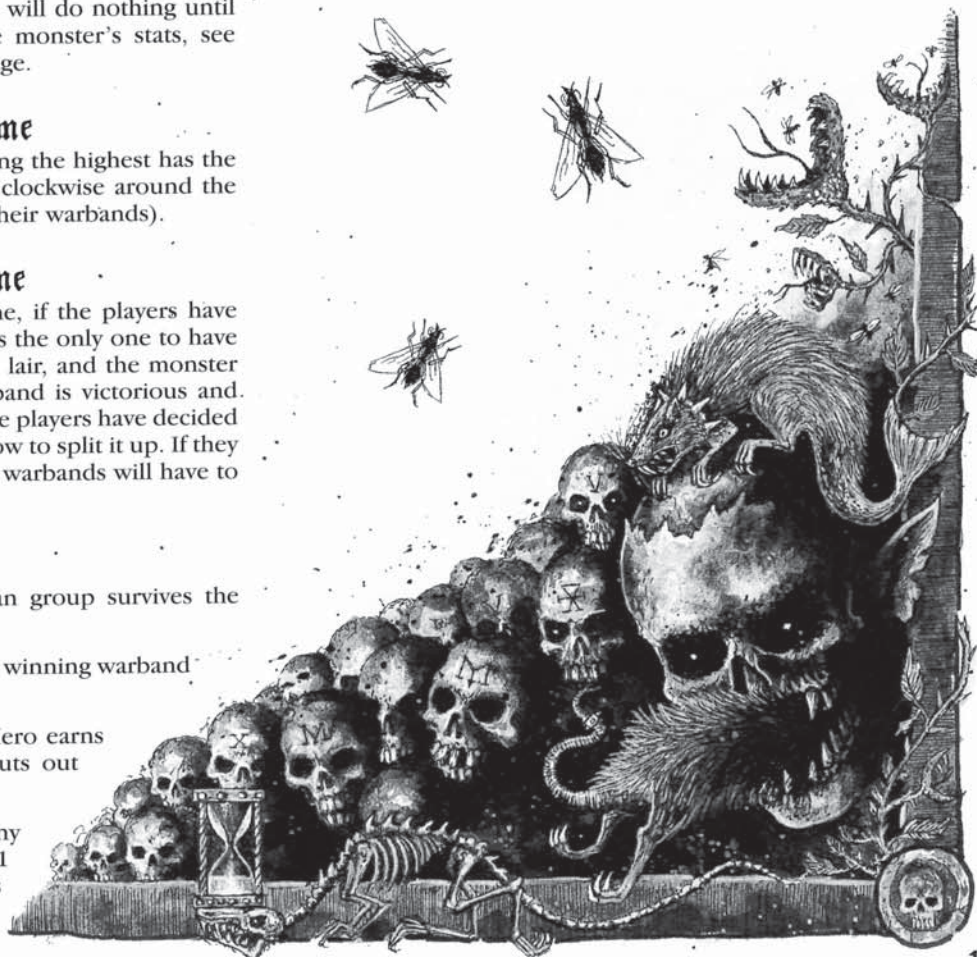**+1 Per Enemy *out of action*.** Any Hero earns +1 Experience for each enemy he puts out of action.

+1 For Wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the monster.
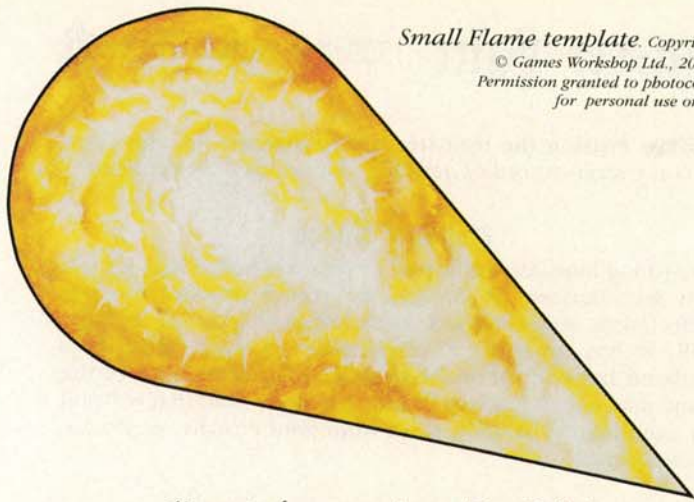
+2 For Putting the monster *out of action*. The Hero that puts the monster *out of action* gets a bonus +2 experience.

treasure Hoard

The young monster has moved its treasure hoard with it to its new lair. Because of its age, the young monster has not collected as much treasure as an older creature of its type. Still, it has amassed a respectable amount. Whichever warband has control of the monster's lair at the end of the game may search it to see what it contains. Note that you roll for each item separately, apart from gold crowns, which are always found.

Item	D6 Result Needed
5D6 gc	Automatic
Magical artefact (roll on artefact table)	6+
D3+1 pieces of wyrdstone	4+
Gromril axe	5+
Suit of heavy armor	5+
Suit of light armor	4+
Suit of light armor	4+
Shield	4+
Helmet	4+
D3 swords	4+
D3 gems worth 10 gc each	5+
Jewellery worth 10x60 gc	5+

10

D6 Roll	Result
1	Young Hydra
2	Young Dragon
3	Young Wyvern
4	Young Griffon
5	Young Hippogriff
6	Young Chimera

Great beasts in Mordheim

Regular games of Mordheim are not really suitable for the introduction of the larger monsters that roam the Warhammer World. Even a small Dragon, for example, would eat the average Mordheim warband for lunch! Due to the nature of multiplayer Mordheim, however, with its alliances and generally broader emphasis, such creatures may well make an appearance without overly upsetting the game. Monsters in Mordheim are a bit smaller than their Warhammer counterparts – they represent creatures that have lurked underground in the caverns beneath the city, are former denizens of Mordheim's world-famous Imperial Zoo, or are young members of their species who have recently been forced out of the nest and have decided to set up a new lair in the ruined city. Players who wish to include monsters in their games of Mordheim can do so using Scenario 7: Monster Hunt, or may wish to create their own scenarios using these rules. If a monster is desired, the players should either choose what type of beast they are hunting or roll on the following chart:

Young Hydra

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	5	3	5	8

Fear: Despite its smaller size, the young Hydra is still a fearsome opponent. It causes *fear*.

Save: The young Hydra's scales aren't as strong as a normal Hydra's, but they are still as strong as metal. The Hydra has an armor save 6+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Hydra breathes, flames leap from its mouths. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase and may be made even if the Hydra is involved in close combat. Simply place the small teardrop-shaped template with the narrow end at one of the Hydra's mouths; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armor saves apply. Do not worry about any buildings the template may cover; the Hydra's fire is too weak to set them alight without prolonged exposure.

Loss of Heads: Each wound suffered by a Hydra represents one of its many heads getting taken *out of action*. Because of this, any successful (unsaved and un-regenerated) Wound to a Hydra reduces its Attacks characteristic by one. In addition, the loss of heads makes for fewer flames when it breathes, so for every 2 successful Wounds, the strength of the Hydra's breath weapon is reduced by one (to a minimum Strength of 1). So, for example, if the Hydra has taken 3 (unsaved and un-regenerated) Wounds, it would have 2 attacks remaining and the Strength of its breath weapon would be reduced to 2.

Regeneration: All Hydras have the ability to regrow damaged heads. Some can do this immediately, while for others it may take a matter of hours or even days to replace a head that is lost. To represent this ability, at the end of each round of close combat roll a D6 for each Wound the Hydra has suffered that round. On a roll of 4 or more that Wound has regenerated; any regenerated Wounds are reinstated. If a Hydra is down to its last Wound remaining, make this roll to regenerate before rolling on the Injury table; a successful Regenerate roll means that no Injury roll is made.

Will not Rout: The Hydra is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Hydra's skulls are much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Hydra but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Hydra receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Hydra may not attack until it recovers).

Young Dragon

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

Fear: Despite its smaller size and useless wings, the young Dragon is still a fearsome opponent. It causes *fear*.

Save: The young Dragon's scales aren't as strong as a normal Dragon's, but they are still as strong as metal. The young Dragon has an Armor save of 5+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Dragon breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase, and may be made even if the Dragon is involved in close combat. Simply place the small teardrop-shaped template supplied opposite with the narrow end at the Dragon's mouth. Any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armor saves apply. Do not worry about any buildings the template may cover; the Dragon's fire is too weak to set them alight without prolonged exposure.

Will not Rout: The Dragon is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Dragon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as *knocked down* results instead (see below).

Staggered, but not down: Mighty blows will rock the Dragon, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Dragon receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Wyvern

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	5	3	4	2	5

Fear: Despite its smaller size and useless wings, the Wyvern is still a fearsome opponent. It causes *fear*.

Save: The Wyvern's scales aren't as strong as a normal Wyvern's, but they are still as strong as metal. The Wyvern has an armor save 6+ that is not modified by the strength of attacks against it (or other save modifiers).

Envenomed Tail: The Wyvern has a whip-like tail that is tipped with a deadly stinger. In combat it thrashes this tail forward among its enemies, either injecting them with its deadly venom, or simply clubbing them into submission. In game terms this is represented by a special tail strike that the Wyvern makes before its normal attacks in close combat. Roll a single D6. Any enemy models that are in base contact with the Wyvern and that it may attack in the close combat phase (eg., it is either the Wyvern's 'turn' or the model's turn) that have a lower Initiative than the dice score are automatically hit by the Wyvern's tail. Models with Initiative equal to or higher than the D6 roll have successfully dodged the tail and are not affected. Each model struck by the Wyvern's tail takes a Strength 4 hit.

Will not Rout: The Wyvern is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.
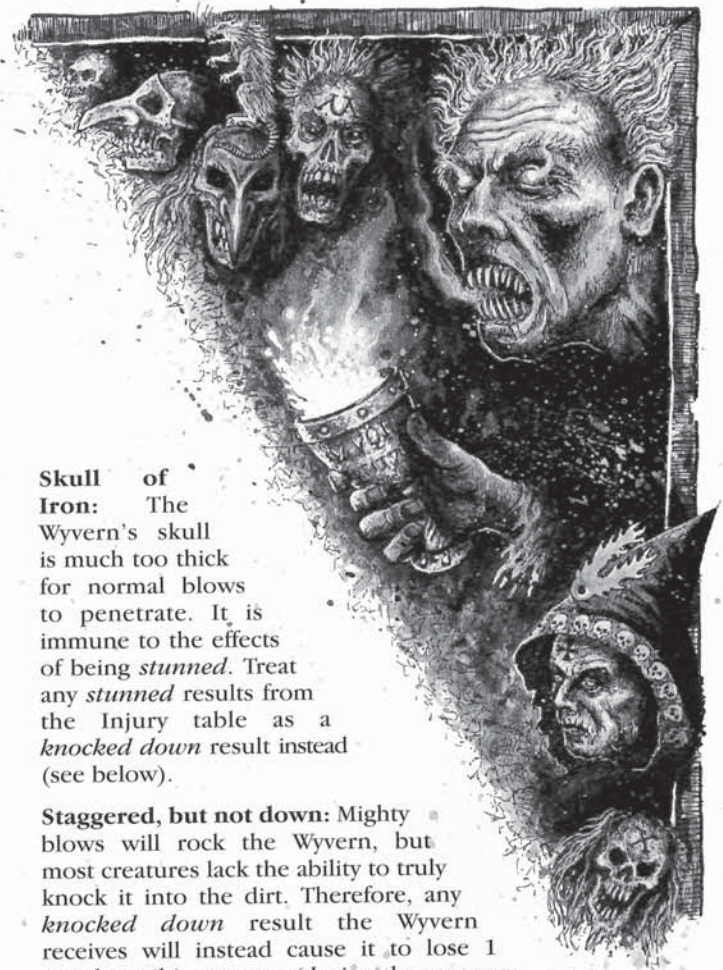
Skull of Iron: The Wyvern's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Wyvern, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Wyvern receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Wyvern may not attack until it recovers).

Young Griffon

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	5	4	4	4	3	8

Fear: Despite its smaller size and useless wings, the Griffon is still a fearsome opponent. It causes *fear*.

Massive Beak: One of the Griffon's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armor as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armor save, for a total armor save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Griffon is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Griffon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Griffon but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Griffon receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Hippogriff

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	5	4	4	2	8	

Fear: Despite its smaller size and useless wings, the young Hippogriff is still a fearsome opponent. It causes *fear*.

Massive Beak: One of the Hippogriff's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armor as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armor save, for a total armor save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Hippogriff is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Hippogriff's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Hippogriff but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Hippogriff receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Chimera

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	4	4	4	8

Fear: Despite its smaller size and useless wings, the Chimera is still a fearsome opponent. It causes *fear*.

Dragon Head: One of the Chimera's three heads is that of a Dragon. When the Dragon head breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase. Simply place the small teardrop shaped template with the narrow end at the Dragon head's mouth; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armor saves apply. Do not worry about any buildings the template may cover; the Chimera's fire is too weak to set them alight without prolonged exposure.

Ram Head: The second head is that of a massive bloody-eyed ram. One of the Chimera's attacks is a head-butt made by the ram head. If this attack hits but fails to do damage, the target must make an Initiative test or be *knocked down*.

Lion Head: The last of the Chimera's heads is that of a ferocious golden-maned lion with jaws of steel and razor-sharp teeth. One of the Chimera's attacks is a bite by the lion head. An opponent damaged by this attack suffers an additional -1 penalty to his armor save, for a total armor save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Chimera is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Chimera's skulls are much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Chimera but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Chimera receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Reinhold pulled his blade out of the body of the Black Skaven lying at his feet. He looked up to see the remaining ratmen scurrying away as quickly as their stunted legs would carry them. The bodies of dead and wounded Skaven and Chaos Cultists littered the street. Reinhold's band had escaped the battle with little more than a few scrapes and bruises, thanks largely to his quick thinking. The wily veteran had assessed the situation and forged a hurried alliance with the Skaven against the Cultists. Then as soon as the members of the coven were put down or fleeing, Reinhold's men quickly turned on the surprised ratmen, easily driving off the cowardly abominations as well. It was not a tactic he would have used against anyone other than the unclean, but blasphemers deserved no mercy. It was not an heroic victory certainly, but it was victory nonetheless. And victory was something to be proud of in this dark city.
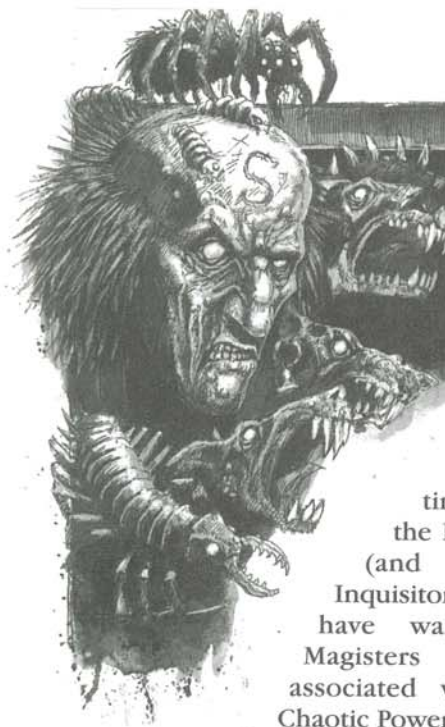
Dark Rituals of the Chaos Gods

Being a long time devotee of the Prince of Chaos (and a part time Inquisitor, mind you) I have wanted to see Magisters casting spells associated with the four Chaotic Powers in addition to the more generic incantations available to the leaders of the Possessed. Sure, the Shadowlord lurking in the Pit is a mighty entity, but in the end he is just an insect buzzing in Tzeentch's ear.

Daemons were also present in the early preview articles of Mordheim in White Dwarf but they apparently lost out during the playtesting and never ended up in the book. This article aims to correct that, at the end of the day Daemons are one of the most characterful creatures in the Warhammer mythos and one of the main the reasons I find Chaos intriguing.

Chaos Magisters and the Four Great Gods of Chaos

Gather around me, children of the night, and hear the wisdom of Slaanesh, the bold Prince of Chaos, and the Lord of Pleasure in Pain. His attention can be drawn by orgies celebrating the joys of the flesh; nothing is too debauched for those who seek his divine scrutiny. The rare ones he gazes upon with favour will grow fit of body, beautiful of face and strong of mind.

But the Prince of Chaos is not the sole ruler of the Realm of Chaos. There is Tzeentch, the Lord of Change and patron god of wizards, for the winds of magic always in motion are. He is the great mutator, for he revels in twisting both spirit and body of mortals into new, fascinating shapes. His followers are sorcerers and manipulators, conspirators beyond compare, shaping the world under their master's guidance.

Tzeentch is forever at war with Nurgle, the Lord of Decay. Nurgle sends plagues and contagions into the world to kill the subjects of Tzeentch's manipulations so that the world might grow anew. He sends forth his creations through humans and Skaven alike, for there is nothing he enjoys more than the long twilight of life, the flame of disease lingering on the dying embers of sentient beings. Nurgle is the god of stagnation and decay, whereas Tzeentch enjoys the spark of life and the sudden changes it brings to the world.

Then there is Khorne, the angry god of bloodletting and slaughter. Blinded by his rage as he is, he despises the sorcerous ways and he is of no concern to us.

Come, Daemon, for I summon thee!

As the good reader might remember, Daemons were in the White Dwarf Possessed preview article in issue 225. The Sigmarite Sisters fighting their war in the Studio fared better in their endeavours than I would have believed and the vile creatures were banished from the whole rulebook back into the Realm of Chaos!

But as it is, Chaos has its tendrils everywhere. So I will now teach your Magister how to summon these magical creatures and bind them to his will.

Drawing Daemons from the Realm of Chaos to the battlefield requires both magical incantations and suitable sacrifice of precious items especially blood. In the game this is represented by a Spell invoked by the Magister to actually summon the Daemon, and a hiring cost in the fashion of Hired Swords to represent the sacrifice.

Magisters have a web of dark contacts with others of their kind. The summoning spell is assumed to be available to all Magisters through their contacts if they are mad enough to use it. It does not need to be learned in the fashion of other Chaos Rituals.

Incantation of Daemonic Bridge
Difficulty: 6

First the Magister must draw a summoning circle in which the Daemon will appear. This is done in the movement phase. To draw the circle the Magister may not move and must not be engaged in close combat, knocked down or stunned or otherwise hampered. One turn is enough to draw the circle, place a marker – or a modelled round base! – on the tabletop beside the Magister to represent the ready summoning circle.

Once the circle has been drawn the actual summoning can begin. This is handled just like a normal spell. If the Magister fails the spell roll he can try again on later turns. The summoning circle stays where it is and is good for subsequent attempts (during the same battle...). If the spell succeeds a Daemon appears inside the circle, ready to do the Magister's bidding. The Daemon will stay for a number of full Possessed turns the spell roll succeeded by, counting from the one following the summoning. I.e. if you rolled an 8 on the 2D6 the Daemon will hang around for one turn but if you were lucky enough to roll a 12, the Daemon will wreak havoc for six full turns(!). The Chaos player may decide the facing of the Daemon within the circle and the Daemon is free to move, charge and so on its next turn. It will fight normally if attacked on the enemy's turn following the summoning.

Chaos Daemons

While no Daemon places any value on the gleaming gold, the money is spent on acquiring candles made from wax mixed with blood, chalk made of powdered Beastman horns and similar materials required for proper drawing of the summoning circle. Daemons must also be appeased with sacrifice, which can be bought with worldly money. There is no upkeep; Daemons must be summoned to each battle separately.

Payment: The summoning materials cost 30 GC and are a common item for Possessed warbands. The materials are destroyed when the Daemon appears and are only good for one summoning. The materials required for the summoning do not get used up if the Daemon never appears and can be carried over from battle to battle in this fashion.

Control: This is a difficult affair and drains the Magister's willpower. A Magister can only summon one Daemon per battle.

Possessed Magister Only: Only the Magisters of the Cult of the Possessed are crazed enough and well enough versed in the arcane arts to attempt a daemonic summoning.

Rating: The capability to summon a Daemon increases the warband's rating by 30 points. Note that the capability to summon one – i.e. the ownership of the summoning materials – is enough, regardless of whether the spell actually is attempted or succeeds.

Daemons are beings of raw magic, drawn and bound to the material world by spells, sacrifice or the extremes of human emotion. Unless nourished somehow they can only stay for a while, for maintaining a material form requires constant struggle from the Daemon. It is said that there are as many different daemons as there are droplets of water in the Sea of Chaos, and akin to the droplets the Daemons are constantly merging and splitting, forming a maelstrom of semi-sentient beings into the Realm of Chaos.

Profile	M	WS	BS	S	T	W	I	A	Ld
Daemonette	4	6	5	4	3	1	6	3	10
Plaguebearer	4	5	5	4	3	1	6	2	10
Pink Horror	4	6	5	4	3	1	6	3	10
Blue Horror	4	3	3	3	3	1	7	1	10

Weapons/Armour: See special rules.

SPECIAL RULES
Fear: All Lesser Daemons are horrifying supernatural creatures with mind-wrenching visages, be it the perverse beauty of Daemonettes, the myriad, continuously twisting forms of Horrors or disgusting visage of Plaguebearers.

Daemonic Flesh: Due to the magical, intangible nature of these creatures they have a basic armour save of 4+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. The Daemons' attacks also count as magical.

Daemon Mind: Daemons don't think as mortals do, for they are emotions and mortal passions made manifest. Therefore they do not have the same fears and ambitions as mortals. Daemons are completely immune to all psychology and need not make tests. If the Possessed warband routs, the Daemon will dissolve back into the void whence it came.

Daemon Magic: Daemons summoned by Chaos Magisters are innately able to manipulate the winds of magic around them. They have one spell determined randomly form either the Chaos Rituals (1-3) or the Lesser Magic (4-6) table. First roll the table, then the spell.

DAEMONETTE,
LESSER DAEMON OF SLAANESH

Daemonettes may only be summoned by Magisters possessing Slaanesh's special spell (see above). Vice versa, Magisters who have dedicated themselves to Slaanesh can only summon Daemonettes.

Claws: The Daemonette's arms end in huge, razor-sharp, crab-like claws easily capable of cutting a man in half. When making injury rolls always add +1 to the dice score.

PINK HORROR,
LESSER DAEMON OF TZEENTCH

Horrors may only be summoned by Magisters possessing Tzeentch's special spell (see above). Vice versa, Magisters who have dedicated themselves to Tzeentch can only summon Horrors.

Split: When the Pink Horror is taken Out of Action it splits into two Blue Horrors. Replace the model with two Blue Horror models.

No save: Due to the unique nature of the Horrors, neither variety has the normal Daemonic Save.

PLAGUEBEARER
LESSER DAEMON OF NURGLE

Plaguebearers may only be summoned by Magisters possessing Nurgle's special spell (see above). Vice versa, Magisters who have dedicated themselves to Nurgle can only summon Plaguebearers.

Cloud of Flies: The Plaguebearer's festering sores attract and give birth to tiny daemonic flies. The flies fly into the ears, eyes and mouth of any living being nearby, granting a -1 to hit penalty for all models fighting the Plaguebearer.

Plaguesword: The Plaguesword carried by the lesser daemon of Nurgle constantly drips venomous ichor, which will poison any living creature wounded by it. Treat every wound caused by the Plaguesword as if the opponent has lost its last one, resulting in an injury roll.

Daemons of Khorne are intentionally left out of this treatise. Khorne hates all kinds of dabblers in magic, if a Magister were to summon a Daemon of the Blood God, the Daemon would probably begin by ripping the Magister's heart out of his chest! For the same reason there is obviously no Khornate spell. I do trust, however, that rules for Khorne's followers in Mordheim are bound to appear in a form or another sooner or later.

Power specific spells for Chaos Magisters

Should you roll a spell the Magister already has when generating a new spell for your wizard, instead of re-rolling, you may choose to take a spell of one of the Great Gods of Chaos. You must choose one of the Gods and his associated spell (opposite), after that you may never have the other two. It's assumed that the Magister has been vying for his God's attention all along but for the ease of game play you do not have to decide on allegiance to a specific God until you get the chance to learn the spell – unless you want to dedicate your warband to one of the gods right from the start, of course.

It might be worth mentioning that the ability to cast these spells is by no means the true Mark of Chaos. Real Marked Sorcerers and Champions of Chaos are far more powerful beings than a devoted but simple Magister dwelling in Mordheim.

Specific Rituals of the Chaos Gods

Seduction of Slaanesh   Difficulty: Target's Leadership

Followers of Slaanesh are often unnaturally beautiful and alluring, and a gifted Magister can use his or her charms and magic to subvert the unwary. A daemonic command word whispered in a warrior's ear has been known to cause men to jump to their deaths or momentarily turn on their friends, the madness of jealousy burning in their eyes.

This spell has range of 10" and requires line of sight (the target may be in cover, though). Casting difficulty is the target's basic Leadership, no modifiers for being close to the Warband's Leader apply. If cast successfully the target is controlled by the Possessed player for the enemy's next turn and the warrior moves before the rest of his friends. The model can make charges (even against his comrades!), jump off buildings and perform similar acts of madness at the whim of the Possessed player. The seduced warrior's comrades in arms do not have to fight back in close combat should the player so wish.

The spell works only on living, sentient beings including Vampires. It has no effect on Dogs, Rats or other beings with animal intelligence. Daemons, Undead, constructs or other similar animated bits of dead matter or raw magic are also immune to this spell. The effect of the spell ends at the beginning of the Possessed player's turn.

Fires of Tzeentch   Difficulty: 8

Tzeentch's power often manifests in magical, multicoloured flames, a Magister favoured by the Lord of Change gains a halo composed of this Witch-fire around his body. With practice the aspiring sorcerer can learn to control these flames, even to the point of engulfing his enemies in their searing heat.

The Magister can direct the living fire around him at one target up to 12" away. The target takes D3 S4 hits with no armour saves. Alternatively the Magister can intensify the fires around him, engulfing all models (friend or foe!) within 1" of the Magister. Each target takes an automatic S4 hit with no armour saves.

If a Hero is taken Out of Action by the fires and subsequently survives roll 1D6. On a 5+ he gains a random mutation from the exposure to the raw magic of the Fires of Tzeentch. Generate the mutation randomly from the Possessed Mutation Chart (page 76). The model also becomes subject to special rules affecting the Possessed (effects of Sigmarite Prayers and Sigmarite Warhammers, for example).

Father Nurgle's Pestilence   Difficulty: Automatic

Nurgle has indeed smiled upon his follower. The Magister is covered in blistering sores, yellow pus oozing through his clothing, filling the air around him with a horrible, nauseating stench. The pus also attracts flies and other disgusting insects of Mordheim, creating a cloud of stinging, blood-hungry insects around the Magister.

Any enemy model attacking the Magister suffers a -1 to all to hit rolls because of the cloud of flies (shooting too!), and any models in base to base contact suffer a -1 penalty to his Strength due to the nauseating smell. The latter does not affect Daemons or the animated dead, but does work against the living, the Possessed and Vampires. Alas, the cloud and the smell tend to give out the Magister's location – the Magister may never hide.

In addition, should a warrior be wounded (and fail his saves) by the Magister, make a note. If the wound is not healed by magical or other means during the battle and the warrior survives, roll a 1D6. On a 5+ the unlucky fellow has contracted an illness from the Nurgle's favoured and must miss the next battle. He may not take part in Campaign Phase activities either, just as if the warrior had suffered a serious injury. Now, roll a further 1D6. If that is a 6+ a second, randomly chosen member of the warband has contracted the same ailment and must miss the next game. Continue rolling in this fashion until a 5 or less rolled.

many battles or criminals seeking ambiguity. Should a warband wish to recruit a hired sword, a D6 roll is required. On a 4+, the Hired Sword they seek is available and willing to be recruited. Anything less, and either there is no one matching what they seek, or the persons in question do not wish to be found. A warband may only attempt to seek two Hired Swords per post-battle sequence, and may not attempt to find the same Hired Sword twice in one turn.

Darkness Rules

The lands of Sylvania are in perpetual darkness. At the beginning of each scenario, unless otherwise stated, a roll must be made on the following table to determine what type of light is available.

D6 Result:

1 - Pitch Black: No model may see further than 6". Models who do not need to rely upon sight (Zombies, for example) are not affected by this rule.

2-3 - Half Moon: No model may see further than 16".

4-5 - Cloudy: Roll at the start of each turn, treating further rolls of 4-5 as Half Moon.

6 - Full Moon: Normal Rules apply.

Regardless of the above roll, the following rules are in effect whilst in Sylvania

Shadows: Due to the overall gloom of Sylvania, a model must half its Initiative when looking for *Hidden* models.

Spooky: Sylvanian nights are a bone-chilling experience. Models are subject to *All Alone* tests when no friendly models are within 6", be they in combat or not. Models that are immune to fear may ignore this rule.

Lanterns & Torches: Lanterns or Torches increase the range of a model's visibility to 12". This also increases the models Initiative to full-value when searching for hidden models. Any models with *Line of Sight* at this unit can see it from 16" away.

Death

The dead do not rest easily within Sylvanian soil. As such, it is well worth the cost of a proper and sanctified burial should one of the warband succumb to his wounds. For every member that dies, the warband is required to pay D6 gold crowns to ensure them a proper burial. Should the warband be short on funds, they <u>must</u> sell off equipment, treasures, or fire hired swords in order to recoup enough gold to pay the tithe to the Church. No one wishes to see a former brother in arms come back to haunt them from the grave. A warband that possesses a Priest may forgo this cost, as the pious are more than willing to sanctify the graves of their fallen. Undead warbands are also able to ignore this

rule, as they simply do not care what happens to the corpse, and will often leave it lying out after it has been pilfered of its valuables. Evil warbands must still pay this cost, as it represents their attempts at ensuring that their fallen will not rise again in the typical Sylvanian manner. To accomplish this, they will hire dregs to dig deep holes, and bury their fallen face-down. This time-tested method has kept many a corpse properly interred.

Encounters

Sylvania is a land full of roaming undead. Unless otherwise stated in the scenario specifically, follow these guidelines for the creations of the Zombie Packs.

For each warband playing a scenario, roll a D3+1. Each warband is allowed to place the Zombies that they rolled for anywhere upon the battlefield as long as it is at least 10" from a deployment zone. Once placed, these zombies will move as a pack. They have their own turn after the last player, and will move 4" in a random direction (use a scatter dice) if no one is within charge range. Zombies will ignore other zombies. Should someone fall within 8" of the Zombies (always measure before moving them) they will charge the model/s immediately (randomly if more than one).

Exploration

The following charts are to be used when exploring inside of Sylvania. While searching for treasure is much the same as searching for wyrdstone, the possible encounters vary drastically.

<u>Doubles:</u>

(1 1)

Well.

You happen upon a small hamlet, all doors and windows are shut and no one is willing to let you in. There's a well in the village square that you could get some water from, but as you draw near you hear a voice from one of the houses, "Do not go near the well, not if you value your lives!"

You must select a hero to check out the well. Roll a D6 and check the table:

1-The water teems with giant leeches, roll for injury (treat results of 55 or better as "Full Recovery)

2-The poor chap meets the horrid denizen of the well, a mutated human-eating monster. He must roll for injury (treat results of 55 or better as "Full Recovery) If he survives he gains 1 experience.

3-5-You see a severed head floating in the water. It might have scared the peasants but your men just shrug and turn away.

6-You found a murdered merchant's body in the well, his body sucked dry of blood. He has one piece treasure on him.
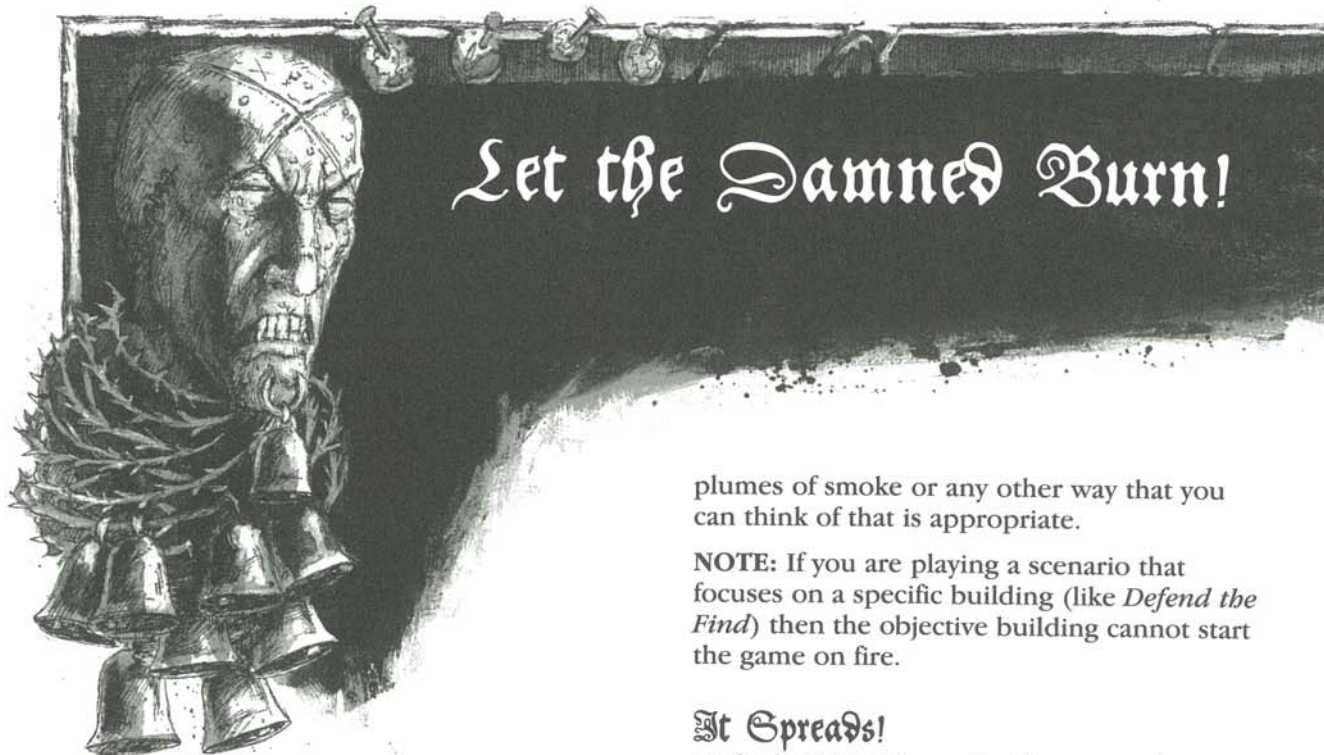
Let the Damned Burn!

The Fires of Hell...

One of the biggest dangers facing warbands in the City of the Damned isn't necessarily the weapons of their rivals but is more likely to be the possibility of being trapped in a burning ruin and facing the horror of being burnt to death – a very unpleasant way to go! Mordheim even though now in ruins is still plagued with fires. Many put this down to evil magicks; the insane activities of the Cult of the Possessed, who are known arsonists and of course, the cleansing fires set by the many bands of rabid Witch Hunters. On many occasions warbands have been known to get caught in the midst of a raging fire while searching for Wyrdstone and fighting their rivals.

When and Where

These rules are not for any specific scenario. The use of these rules is to add a little more chaos and random excitement to the battles that rage across the city. They can be added to any game as long as both players agree.

Starting

Before the game starts but after the terrain has been set up randomly choose one building to be on fire. Mark this building with a counter or plumes of smoke or any other way that you can think of that is appropriate.

NOTE: If you are playing a scenario that focuses on a specific building (like *Defend the Find*) then the objective building cannot start the game on fire.

It Spreads!

As the buildings burn, the flames can jump to other building very quickly setting them ablaze.

At the end of each players turn roll 1D6 for each building that is on fire and consult the chart below:

Fire Table

1 Fire goes Out – The fire has exhausted all of the flammable materials in the building and dies leaving a plume of thick smoke.

2-4 Keeps Burning – The flames continue to ravage the building but do not spread this turn.

5-6 Spreads – The fire spreads to the nearest (non-burning) building within 10". Roads cannot be set on fire due to the lack of substantial burning items. If, however, you have a road that is covered in flammable objects (crates, refuse, barricades etc.) you can count this as the nearest building.

Entering a Building that is on Fire

Entering a building that is wreathed in flame is a very risky option and usually only open to those of a disturbed disposition but some will

Being a study of the various methods of arson and its prevention in the City of the Damned
Scribed by Steven Hart
with invaluable assistance from the denizens of the Mordheim Mailing List

dare to venture into the flames if there is enough to be gained.

You must declare that a model is entering a building that is aflame before moving the model. The warrior must now take a Leadership test to overcome the *Fear* of entering a building that is a potential deathtrap. If this test is failed they may not enter the building and cannot move for the rest of the turn.

Moving Inside

Models inside a burning building will have to constantly dodge flames and falling timber (just like in those cool action films), and one mistake can stop even a hero in his tracks.

Models wishing to move whilst inside a burning building must pass an Initiative test every turn in order to do so, otherwise they cannot move (blocked by falling timber, flames etc.).

Climbing

Models may never climb the wall of a building that is burning.

Damage

Uncannily enough running around inside a building that is ablaze is not really good for one's health!
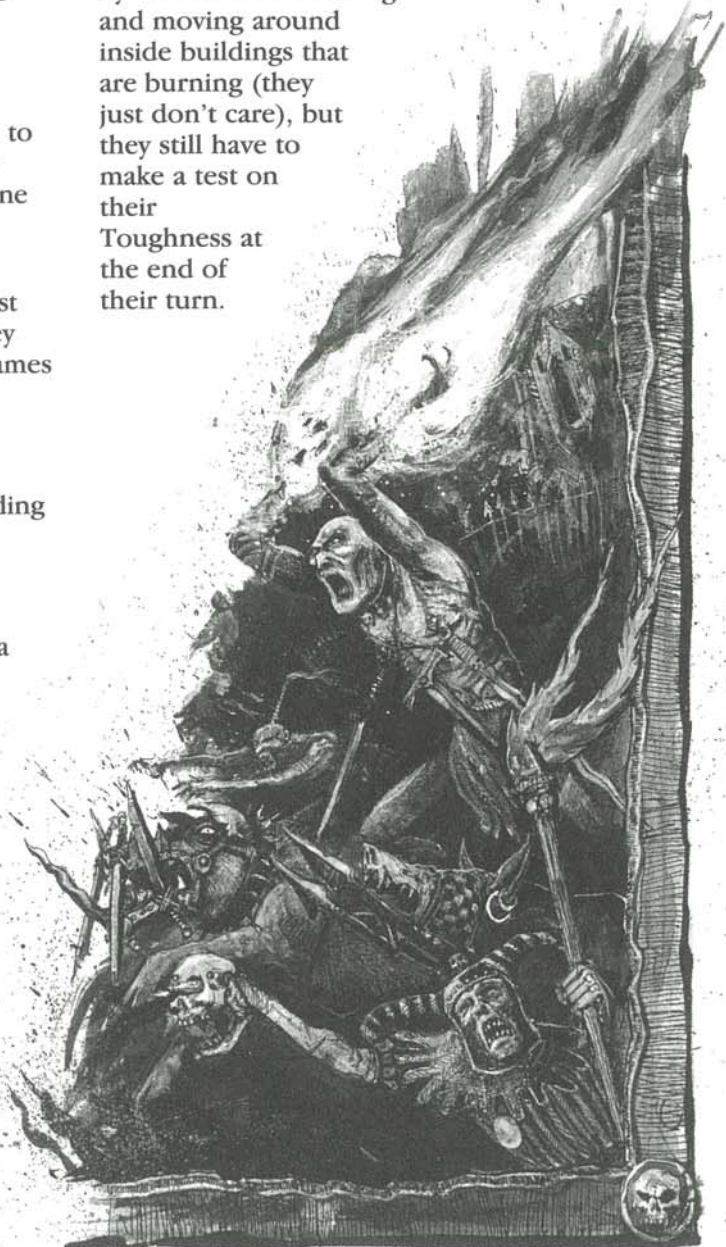
At the end of each turn all warriors currently inside buildings that are ablaze must roll under their Toughness on a D6 (a 6 is always a failure).

If a warrior rolls equal to his Toughness then the smoke from the flames fills his lungs and prevents him from breathing for a turn. The model instantly becomes *Stunned*.

If the roll is over the warriors Toughness then the warrior instantly suffers D3 Strength 3 hits that ignore all armour saves except magical ones.

Frenzy

The more unhinged inhabitants of Mordheim are less likely to care for the fact that the building they are entering is on fire (or they just don't notice). Warriors that are subject to *Frenzy* are unaffected by the rules for entering and moving around inside buildings that are burning (they just don't care), but they still have to make a test on their Toughness at the end of their turn.

Catching Light Table

Item/Spell	To Hit	D6 score to Catch Light
Fire Arrows	2+	6+
Fire Bombs	2+	5+
Firebrand	Auto if in base contact	6+
Brazier Staff	Auto if in base contact	6+
Fires of U'Zhul	2+	4+
Warpfire	2+	4+
Gourd of Oil	Auto if in base contact	Will not catch light on its own but may be lit automatically if hit by any of the above methods.

Shooting

The roaring flames will block most of the line of sight into any buildings that are on fire and the heat distorts the air around it making it impossible to aim properly.

Warriors cannot shoot out of or into a building that is on fire. Neither may they shoot through a building that is on fire.

Combat

Sometimes the fire will spread to buildings where warriors are fighting in hand-to-hand combat. Things start to really get out of control when you're having to dodge the blade of an enemy and the flames of the fire.

As soon as a building is set on fire when there are Hand-to-hand combatants within both sides must make an immediate Rout test and will flee if they fail. It is entirely possible for both sides to flee from the combat should the building they are in suddenly catch fire.

To charge another warrior whilst inside a burning building a warrior must pass an Initiative test. If this test is failed the warrior may do nothing in that movement phase. To charge a warrior inside a burning building from outside the warrior must make a *Fear* test.

Failing this test will also result in being able to do nothing in that movement phase.

Starting a Fire

Warriors may only start fires provided they have the appropriate equipment to do so. The following items may be used in starting fires:

- Fire Arrows (p8 Town Cryer 7).
- Fire Bombs (p7 Town Cryer 7).
- Brazier Staff (p5 Town Cryer 7).
- Firebrand (one hand to use).
- Gourd of Oil (one hand to use).

The following spells may be used in starting fires:
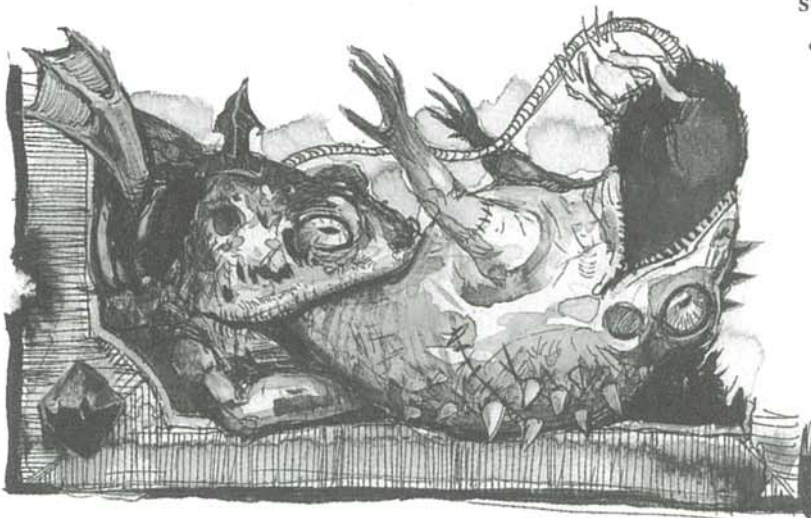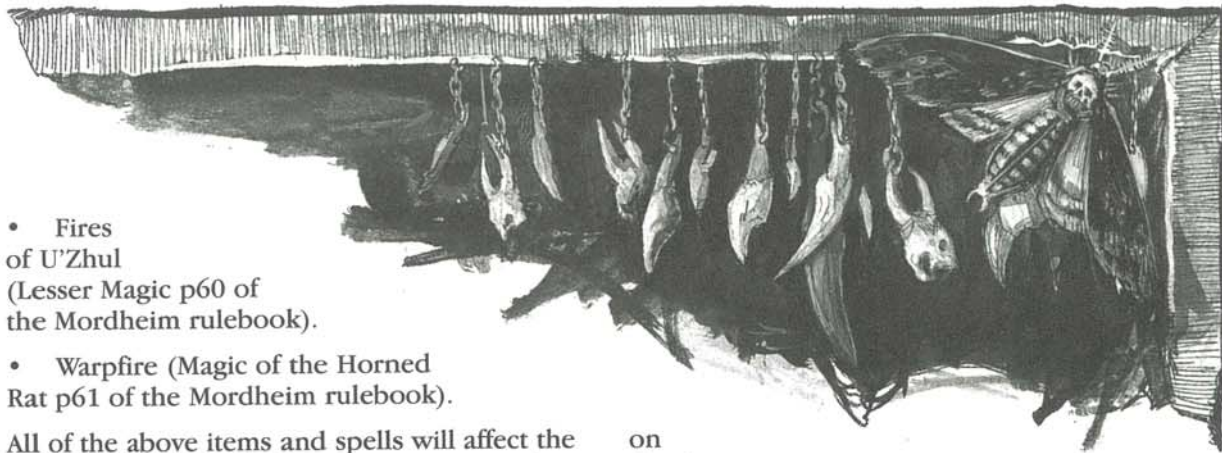
- Fires of U'Zhul (Lesser Magic p60 of the Mordheim rulebook).

- Warpfire (Magic of the Horned Rat p61 of the Mordheim rulebook).

All of the above items and spells will affect the building that they are directed against on the following table:

Area effects items and spells will also affect any warriors that are present.

Extinguishing Fires

In the chaos-infested ruins of Mordheim there are few who are willing to risk life and limb to save the festering ruins if they are burning to the ground. In very rare circumstances there may be a reason to attempt to save the building – if it contains something of value, such as Wyrdstone.

A minimum of three warriors may attempt to extinguish a fire before it gets out of control using whatever comes to hand; blankets, cloaks, old dogs etc. If this is the case when rolling for the fire to see if it spreads you may use a -1 modifier on the dice score. For every additional warrior assisting the original three (up to a maximum of six warriors) you may use an additional -1 modifier.

Price Chart

The following chart gives the cost of all the aforementioned items of equipment including whether items are rare or common. Some items are restricted to specific races or forbidden to others and where this is applicable it is indicated. Otherwise all the normal rules as given in the price chart on page 146 of the Mordheim rules book apply.

ARSONIST'S EQUIPMENT

| Item	Cost	Availability
Brazier Staff	35gc	Rare 7
(Only available to Witch Hunters)		
Fire Bomb	35+2D6gc	Rare 9
Fire Arrows	30+D6gc	Rare 9
Firebrand	10gc	Common
Gourd of Oil	30+D6gc	Rare 7

Lords of the Night

Curse of the Vampire

Many believe that the Vampiric curse has been wiped out amongst the noble houses of the Empire and that only foreign lands have to deal with this evil. This couldn't be further from the truth as many of these lords of the night have spent centuries sleeping in coffins in the basements of a merchant or craftsman. There exists a Dark Brotherhood that guards these Vampires in their sleep and who await the time to awaken their masters. In Mordheim that time has come and the streets are once again stalked by creatures they prey upon the living for fresh blood.
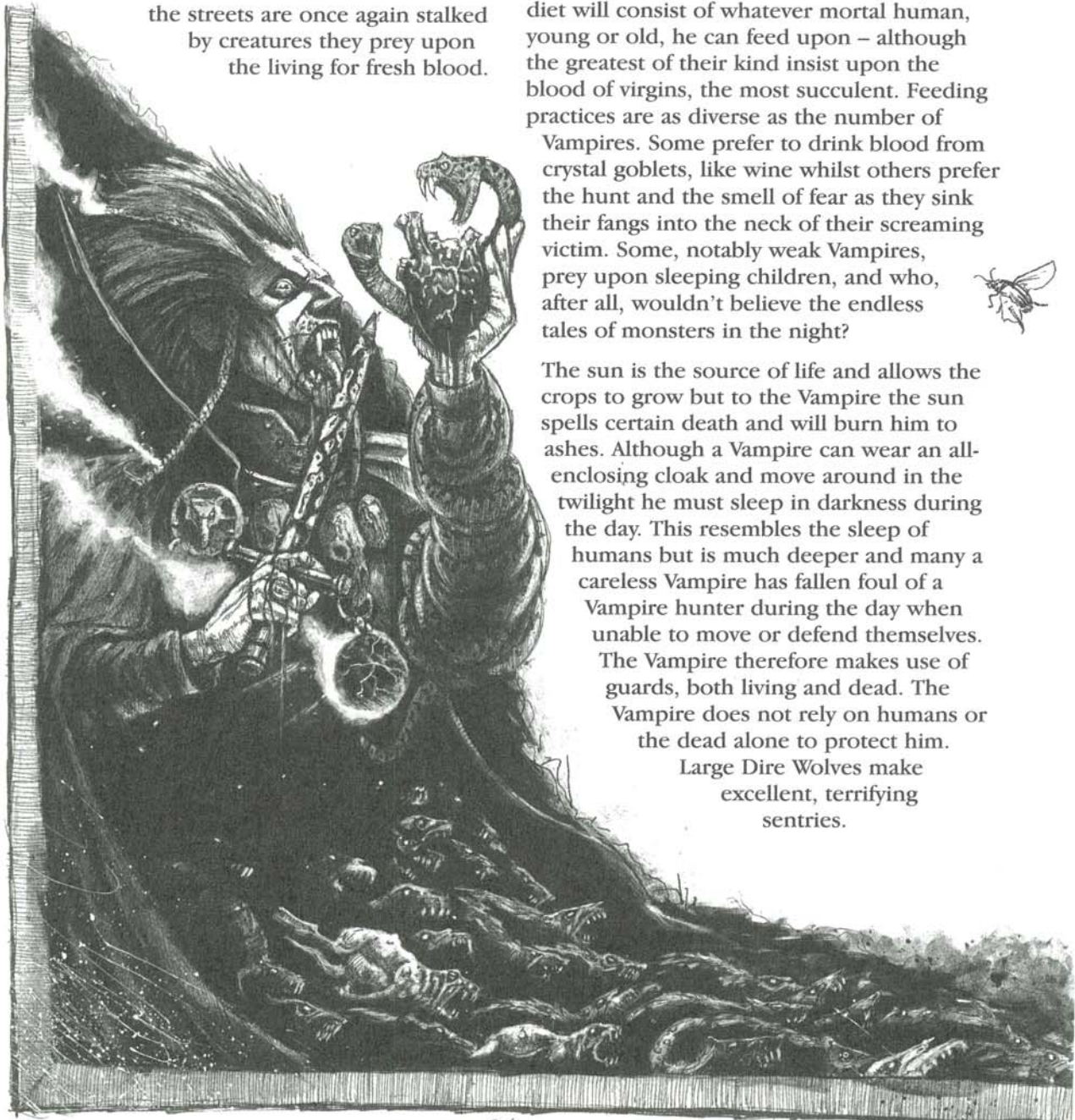
Vampires appear, outwardly at least, to be human which is the greatest weapon in their arsenal when it comes to avoiding roving bands of Witch Hunters or catching their prey – mortal humans. It is speculated that they draw the lifeforce from their victims in order to sustain their own dying lifeforce. If a Vampire is prohibited from feeding he will lapse into a state of death, although being fed warm blood can revive him. Despite the tales of handsome Vampires seducing princesses and daughters of burgomeisters a Vampire's diet will consist of whatever mortal human, young or old, he can feed upon – although the greatest of their kind insist upon the blood of virgins, the most succulent. Feeding practices are as diverse as the number of Vampires. Some prefer to drink blood from crystal goblets, like wine whilst others prefer the hunt and the smell of fear as they sink their fangs into the neck of their screaming victim. Some, notably weak Vampires, prey upon sleeping children, and who, after all, wouldn't believe the endless tales of monsters in the night?

The sun is the source of life and allows the crops to grow but to the Vampire the sun spells certain death and will burn him to ashes. Although a Vampire can wear an all-enclosing cloak and move around in the twilight he must sleep in darkness during the day. This resembles the sleep of humans but is much deeper and many a careless Vampire has fallen foul of a Vampire hunter during the day when unable to move or defend themselves. The Vampire therefore makes use of guards, both living and dead. The Vampire does not rely on humans or the dead alone to protect him. Large Dire Wolves make excellent, terrifying sentries.

Ghouls are naturally attracted to the presence of Vampires as they are descendants from degenerated cannibals. Their skin is pale and filthy, their eyes bestial and insane and their snarling lips reveal sharp-pointed teeth and slavering mouths. Many carry bones that they use as clubs but with their long claws and sharp teeth they don't really need any weapons. The Ghouls and the Vampire get along well, the Vampire will drain a human of blood and let the Ghouls feed upon the flesh.

Book of the Dead
200+D6x25 gc   **Rare 12**

This is a book that contain transcripts from the famous books of Nagash, the Great Necromancer. A Vampire can learn Necromantic magic with the *Arcane Lore* skill and this book and a Necromancer will gain a new spell permanently.

Vampire Special Skills

(Note that only Vampires can pick from this list and no henchmen can choose this skill list as they advance to become heroes.)

Transfixing Glare

The Vampire is able to hypnotise a victim using his glowing red eyes, the victim will remain passive and wait for the Vampire to close. The Glare may be used on any living model in base contact that is not Immune to Psychology. The victim must pass a Leadership test on 2D6 or be transfixed. A transfixed model may not attack in close combat and is treated as being *knocked Down* for purpose of being attacked. Roll for the Glare at the start of the combat phase.

Mist Form

A Vampire's human form is only one of many and a few can transform into a thin mist in the recovery phase. While in this state the Vampire has a move of 2D6" per turn. He may not attack in close combat, shoot with a missile weapon or cast spells and he gains no protection from armour. All to hit rolls against the Vampire need a natural '6' to hit and all to wound rolls need a natural '6'. Note that this may not be modified by any bonuses as it represents the protection of a non-physical form. The Vampire may reduce the injury roll by -2. If the Vampire is knocked down he immediately reverts to his physical form. The Vampire may change back to Vampire form in any subsequent recovery phase by choice.

Ratswarm Form

Some Vampires hold a sway over nature and they can transform into animals such as a wolf, a swarm of rats or a giant bat. A Vampire can change form in the recovery phase regardless of whether the Vampire is *Knocked Down* or *Stunned* but he suffers all penalties for standing up for example. The Vampire may change back to Vampire form at the start of any subsequent recovery phase.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	3	3	*	*	4	*

* Use the same characteristics as the Vampire.

While in Ratswarm form the Vampire may not use weapons and does not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon. The Vampire should be represented by a Ratswarm base but treat the Vampire as being the size of a single rat for moving through alleys or similar small spaces. The Vampire may move through small holes and gaps that would allow a single rat-sized creature to pass through and can thus move through walls as most have a small holes in them.

Bat form

Many Vampires can transform into giant bats. A Vampire can change form in exactly the same manner as detailed above.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	3	2	*	*	1	*

* Use the same characteristics as the Vampire.

Whilst in Bat form the Vampire may fly and ignores movement penalties, he cannot run as such but may move double distance and a charge move is also doubled. The Vampire may not use weapons and does not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon.

Giant Wolf Form

Many Vampires can transform into Giant Wolves. A Vampire can change form in exactly the same manner as described above.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	4	0	4	3	*	*	2	*

* Use the same characteristics as the Vampire.

Whilst in Wolf form the Vampire may not use weapons and does not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon.

'Hello? Is there anybody there?'

No response. A scuttle, perhaps of vermin, perhaps not. Karl shivered. This was definitely the room. His instructions had been minutely detailed. Perhaps, he mused, this was a trap. He had enemies – they were easy to find in Mordheim. Maybe he was being watched right now. Karl's thoughts were interrupted by scratching and by what he thought was a squeeking sound. Something moved in the shadows before him. Trap! With a cry, Karl drew his sword and lunged forward. There was a flicker, a brief gleam of steel, and the blade was wrenched from his grip and sent, clattering to the floor.

'Peace, peace. Karl Falheim? Well met, well met indeed.' The voice was calm yet commanding.

'I... I'm sorry Sir.' Karl stuttered, 'You surprised me. How did you get in?'

A quick gleam as the figure in the shadows smiled. There was a brief flare as a candle was lit. 'There are ways and means.' The man said glancing over at an apparently blank wall.

Karl stared at the man facing him. His skin was pallid and his jet-black hair, thin and wispy, fell about his shoulders, brushing against the worn steel plates of the ornate suit of armour. There were no visible weapons though the man was wearing battered gauntlets – which he now proceeded to strip off, revealing pale hands, slim and muscular. The man was handsome, yet there was something wrong that Karl couldn't quite put his finger on.

Karl was startled once again when the man clapped suddenly, causing the door behind him to open, admitting a small hunched man with a tray. It contained two drinks, a tiny golden chalice full of a rich, red liquid and a pint glass of Bugman's finest. The tall, pale man took the chalice, while Karl gingerly lifted the beer, never once taking his eyes off the little servant.

'Thank you Hans, that will be all.' The little man nodded, and left.

'Karl?'

Karl jumped again. 'Who... I mean... Sir, with respect, who are you?'

'To you, I will be... Frich Volstein, will that do? I have a great many names, titles, so cumbersome.' A sigh, followed by a wolfish grin.

Karl Couldn't help noticing the man's incisors. They were long... abnormally long.

'I... I... Are you... a... v-vam... a v-?'

Another grin. 'Vampire? Yes. Is it that obvious? I like not to mention it immediately, it does tend to freeze conversation.'

'And... you... your servant?'

'Hans? A Dreg. Tiresome creatures, but useful. Ghouls, however, I cannot abide.' Holding the golden vessel delicately between his thumb and forefinger, he sipped at it, and sighed. Karl gulped down some Bugman's to calm his nerves. Flight was pointless, he knew. These things could outrun deer.

'So... a vampire. You serve Von Carstein?' Karl could feel confidence returning. If the man – vampire – wanted him dead, he would be cooling already.

'Me, a Thrall of the Carsteins? Those soft, pontificating whelps... No. You must not believe all that you hear, young man. My lord is Count Von Haas, Captain under Walach, true to Abhorash of the Blood.'

'Von Haas?'

'You have not heard of him? Andreich Von Haas, Captain of Blood Keep. Ahh! He is a fine Lord of my kind. Like a father to me, literally.' Frich Von Haas grinned again. He drained his little golden chalice, and delicately wiped a trickle of blood from the corner of his mouth. 'Ah well, I could talk for hours of his long and bloody history. But... to business.'

'You wish to hire me?'

'Let us say, I can use a man of your talents.'

'I'm not cheap... what's in it for me?' Karl was horrified at himself, his outburst had been unthinking and reckless.

'Ah, bravery. I can sense your fear. Why do you fear me? You need not. I assure you, you are safe. As for pay, you are welcome to as much gold as you wish.'

Karl was surprised. This was not in the script... so unlike the usual bartering and arguments.

'I can foresee your next question... and the answer is: what use is money? Why should I be concerned with it? I already have so much, so very much, and no use for it. It is rare indeed for a vampire of the Ordo to require material goods. You may take your pick of the spoils.'

'Wyrdstone...?'

'Ah yes, the delightful little baubles that so many crave. I am afraid that you will have to speak to Girakh about those trinkets. Girakh is a Necromancer... he has uses for the power trapped within those pretty shards.'

Both stood in silence for a time, Karl digesting this news, Von Haas regarding him keenly.

'Err...?' was all that Karl could muster.

'You have a question? Ask it!'

'You speak of all this, this hellish city, and the treasures within, as shadows. Like a background to some greater goal.'

'The goal? Of course... is it not obvious?' The vampire grinned in the half-light. 'I seek to learn. To hone my skills, to fight, and feel the impact of my blade, to feel the delicious purity of close combat. To stretch myself. To improve. To perhaps, one day in the distant future, become worthy of True Immortality, with no Hunger. Is there a greater goal?

As Karl left the building, his hand still aching from the powerful handshake, he could hear the hollow laughter of the vampire echo around the ruins. Karl too would learn. Of that, he was sure.

Skill Lists

The following skill list expands those already found in the Mordheim rule book pl22 and more specifically the academic skills on pl23. The skills follow all the normal rules as given in the experience section pl20.

Academic Skills

Scribe. The warrior is a natural adept at writing and making scrolls. Any warrior with the ability to cast spells or use prayers may take this skill. It allows them to make a scroll before the battle and inscribe a single spell or prayer upon it that they are versed in. The scroll may be used just before they are about to cast the spell or prayer and allows the caster +2 to his difficulty roll.

Once used the scroll will crumble to dust and is useless. Scrolls may not be saved up from battle to battle if they are not used.

Mind Focus. The warrior possesses a great strength of mind which allows him to concentrate beyond the levels of most normal men. This skill may only be taken by a warrior capable of using prayers or casting spells. When using a spell or prayer the warrior with this skill may reroll one dice roll used in the difficulty roll.

Tactician. This skill may only be taken by the warband leader. The warrior has a great tactical mind and can often find the best positions for his warriors to meet the oncoming attack. In any scenario the warband leader may re-position his warriors after his opponent has set up and may even advance them up to 12" onto the board instead of 8".

Hunch. This skill may only be taken by the warband leader. The warrior has an uncanny knack of placing his men in the right place at the right time, as if he senses danger through instinct alone. In any scenario the warband leader may position up to 3 of his men capable of earning experience in any ruined building on the board that is at least 12" away from an enemy model and not in the enemy's deployment zone.

Magical Aptitude. This skill may only be taken by a warrior capable of casting spells. It may not be used by Sisters of Sigmar or Warrior Priests. The warrior has a keen aptitude for magic and can push himself beyond normal limits to produce a storm of spells. The warrior may attempt to cast two spells each turn as long as he is not in hand-to-hand combat. After attempting the first spell he must take a Toughness test. If he passes he may attempt a second spell that turn or even cast the same spell twice. If he fails you must roll on the injury table immediately with no saves, treating 'out of action' results as 'stunned' instead.
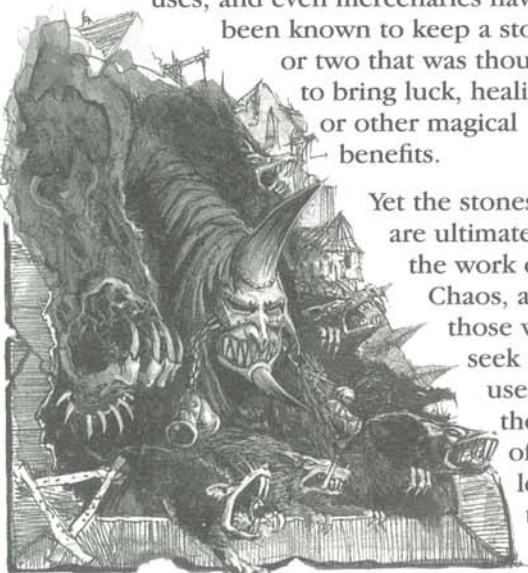
9
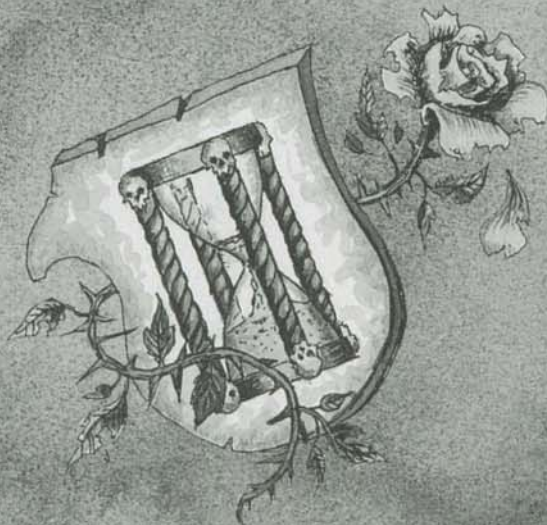
Power in the Stones

By Daniel Carlson

"Of course there's magic in those stones... but it is dark magic, and only the desperate or the foolish would seek to use it. Woe to us that our times are rich in both desperation and fools."

– Fabergus Reinhardt, Witch Hunter

The value of the wyrdstone shards is not simply the coin that nobles and merchants are willing to pay for them. It is a well-known fact that the stones are rich in magic, and they are said to grant a variety of powers to those that learn to use them. Tales are told among the common folk of stones that caused a certain farmer's harvest to double, or of the stone that made old Herr Grutenbauer's dog speak like a man. True or not, these tales hint at the powerful and chaotic forces at work in the stones. The most common use for the stones' magic has to do with the discovery of the famed alchemist van Hoffman of Reikland. It was he who first observed that Wyrdstone can serve as a catalyst in the transmutation of base metals into gold. This usage of the stones has come to be the primary obsession of those who seek it, for many are willing to pay princely sums for stones that will make them an even larger fortune. Yet there are those who continue to seek the stones for their more arcane uses, and even mercenaries have been known to keep a stone or two that was thought to bring luck, healing, or other magical benefits.

Yet the stones are ultimately the work of Chaos, and those who seek to use them often learn to fear their magic rather than harness it. For every tale of a harvest that doubled, there are two about the harvests that rotted in the field when exposed to the strange glow of the stones; and for every tale of a dog that learned to speak like a man there are darker tales of animals that turned into a gruesome parody of a man-beast. The tales of magical healings are mixed with many of mutation and death brought on by exposure to the stones. Yet greed is the downfall of many in the City of the Damned, and the greed for power is perhaps the greatest of all...

Note: Witch Hunters, Sisters of Sigmar, Bretonnians, High Elf Shadow Warriors and Dwarfs are all too aware of the corrupting power of the stones, and will not make use of them under any circumstances.

Evaluating Stones

Instead of selling or storing all of a warband's wyrdstone shards, a player may choose to have one or more of their stones evaluated by an alchemist for useful magical properties. This is done during the trading phase of the post-battle sequence (consequently, this means if a stone is chosen to be evaluated and yields no special power, it cannot subsequently be sold until after the next battle). Instead of searching for a rare item, a hero may take one shard of the warband's wyrdstone to an alchemist. Numerous alchemists have flocked to Mordheim to study the stones, and they ply their trade from tents and wagons in the encampments around the city. Alchemists are known for their greed, however, and they do not provide their services for free; for each stone evaluated, the warband must pay 20 gold crowns. When the stone is evaluated, roll 2D6 on the chart opposite:

2 Spell Stone. Any model who carries this stone into battle may cast one randomly determined spell for the duration of the battle, using the normal rules for spell casting. The spell should be determined at random from the Lesser Magic spell list, and a different spell should be generated before each game in which the stone is used. This means the stone will be more useful in certain battles than others, depending on which spell it happens to provide for that game.

3 Stone of Regeneration. Any model who caries this stone into battle will regenerate lost wounds at a rate of one Wound regained each recovery phase. A model carrying this stone treats all stunned results it suffers on the Injury Chart as knocked down.

4 Stone of Might. A model who carries this stone into battle will have one characteristic increased for the duration of the battle. Roll a D6 to see which characteristic is affected before each battle:

1 +1 Initiative	4 +1 Toughness
2 +1 Movement	5 +1 Attacks
3 +1 Strength	6 +1 Wounds

Note that this temporary boost may take a characteristic above normal racial maximums.

5 Stone of Warding. A model who carries this stone will not be affected by hostile magic spells on a D6 roll of 4+.

6-8 No beneficial powers.

9 Stone of Luck. A model who carries this stone may re-roll any dice roll he makes once per game. The second roll must be taken. This power may not be combined with other 'luck enhancements' like the spell Luck of Shemtek to yield re-rolls on top of re-rolls, though it may be used to give a model affected by these enhancements one additional re-roll during the battle as normal.

10 Stone of Skill. A model who carries this stone into battle will have one characteristic increased for the duration of the battle. Roll a D6 to see which characteristic is affected before each battle:

1-2 +1 Weapon Skill	3-4 +1 Ballistic Skill	5-6 +1 Leadership

Note that this temporary boost may take a characteristic above normal racial maximums.

11 Stone of Healing. A model who carries this stone may heal one model within 2" of him (including himself) during each recovery phase. The warrior regains one lost Wound. Note that this healing is only beneficial to models who have more than one Wound on their profile.

12 Stone of Protection. A model who carries this stone has their armour save improved by one point (i.e. a 5+ save becomes a 4+ save). Note that no model may ever have a save better than 1+. If the model has no armour, the stone gives him a 6+ armour save.

Using Stones

Stones may only be used by heroes, just like other equipment. No hero may ever carry more than one stone at a time (the combined Chaotic magic would instantly turn them into Chaos Spawn). Using a wyrdstone's power is always a dangerous undertaking and to represent this, after every battle, each hero who carried a stone must make a check to see if they have been adversely affected by their usage of the stone's power. Make the check by rolling 2D6 for each hero: a roll of 2, 3, 11 or 12 indicates that they have been affected. Skaven, having a natural tolerance for warpstone, are only affected on the roll of 2 or 12. Roll a D6 on the following chart over the page to see what has happened to affected models.

1 Spawn! The model has succumbed to the raw mutating force of Chaos, and becomes a terrible Chaos Spawn. See 'Becoming a Chaos Spawn' below.

2 Weakened. The model has lost some of its life force to the stone. One of the model's characteristics is permanently reduced by one. Roll 2D6 to see which characteristic suffers:

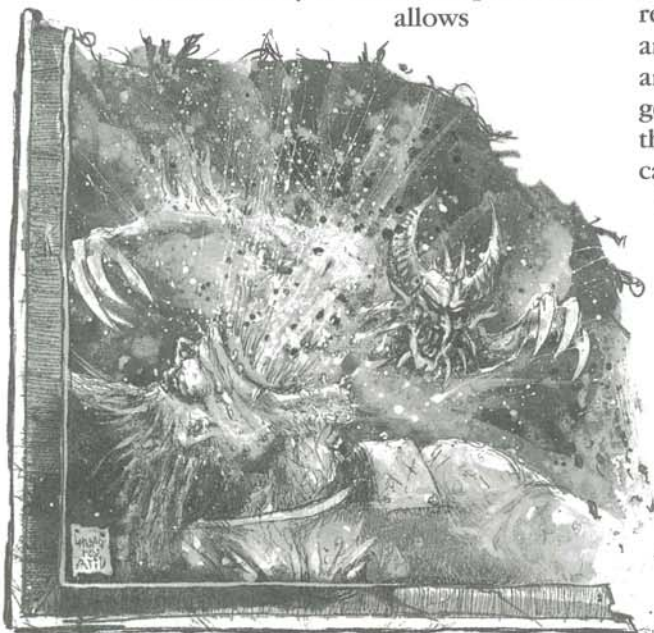|	
1-2 Movement	**5-6** Strength
3 Weapon Skill	**7-8** Toughness
4 Ballistic Skill	**9-10** Initiative

11-12 Leadership

If any characteristic is reduced to 0 as a result of the weakening, the model becomes a Chaos Spawn. See 'Becoming a Chaos Spawn' below.

3-4 Sickened. Exposure to the stone's magic has made the warrior physically ill. He must miss the next battle while he recovers.

5-6 Mutation! The corrupting power of Chaos has caused the model to gain a mutation. Roll on the Random Mutation Table (see below).

Becoming a Chaos Spawn

Chaos Spawn are the wretched remains of one who has tasted the power of Chaos and proved unable to withstand its mutating touch. Wracked with waves of mutation and change, a warrior is reduced to a monstrous beast of fangs, tentacles, eyeballs, and other horrific growths. Their mind is forever shattered, and they become a gibbering and mindless servant of Chaos. Typically, when a being meets this fate, his former comrades will put him out of his misery with a swift death... unless that seems like too dangerous a task to attempt, in which case they will simply herd the beast away down one of Mordheim's winding alleys or into the sewers. There are, however, some who have a desire for and affinity with Chaos Spawn that allows them to keep their mutated friend among their ranks as a weapon and pet to use against their enemies.

If one of your heroes becomes a Chaos Spawn he is considered to be lost to the warband, unless your warband is from the Cult of the Possessed or Skaven. Followers of Chaos have a sort of semi-reverence for these mindless beasts, and the Skaven have long been adept at training and using the products of wyrdstone-induced mutation.

When the hero 'Spawns', any armour they were wearing is lost in the storm of violent mutation that overtakes the unfortunate warrior. Weapons and equipment are abandoned by the creature, however, and may be reclaimed by the warband. The new Spawn retains its previous characteristic profile and any existing mutations, and immediately gains an additional D6 mutations which should be generated on the Random Mutation Table. If the hero was previously a spell caster, all spell casting ability is lost. If the model became a Spawn as the result of a characteristic being taken down to zero, that characteristic becomes a 1 on the Spawn's profile. The Spawn's Movement characteristic may be deleted, as the Spawn is now subject to a special rule that governs its movement on the table top. The Spawn is now subject to the following special rules:

Fear: The Spawn now causes *fear*.

Psychology: The Spawn is immune to all psychology rules.

Movement: Instead of normal movement,

each movement phase, the Spawn moves 2D6" towards any enemy model. The Spawn must move *straight* towards an enemy, though this need not be the nearest enemy, and may be an enemy the Spawn cannot even see (Spawn have a plethora of senses, magical and otherwise that tell them where their foes are). If this movement brings the Spawn into contact with any model, friend or foe, the Spawn immediately attacks it, and will continue to fight in following rounds until the other model has been taken out of action or fled. Spawn may move up ladders and stairs, and may even attempt to climb walls subject to the normal climbing rules.

The Spawn will not gain any experience points from future battles; it is far too mindless to learn from its actions.

The Spawn should be represented by an appropriate model. While this could be one of the Chaos Spawn models from the Warhammer line, it's probably more satisfying and fun to make your own. Spawn are the ultimate you-can-do-no-wrong conversion project, where you can throw together all sorts of stray bits to make a really unique model.

Random Mutation Table

Mordheim is a city under the sway of Chaos, and with Chaos comes mutation and change. There are numerous ways by which a warrior can be afflicted with mutation, and there are some who actually seek out mutation as a 'reward' of the Chaos Powers. While mutations are not always harmful, and indeed can often be helpful, they are a mark of Chaos, and as such those who bear them are feared, shunned and persecuted throughout the Empire.

The following is a table used to generate the colourful, exotic, and sometimes debilitating mutations that will be visited upon certain warriors at certain times (i.e. as a result of exposure to Wyrdstone, for example). The table may also prove useful to Gamemasters who want to quickly generate some interesting mutants for a special scenario. The table uses a D66 roll, just like the Heroes Serious Injuries table in the rulebook. If the mutant rolls a mutation that it already possesses, re-roll it until a new mutation is generated.

Note: The great danger of mutation is that it will ultimately overwhelm the victim with the corrupting power of Chaos, reducing them to a monstrous and mindless Chaos Spawn. To represent this danger, if a warrior ever has a characteristic reduced to zero as the result of a mutation, they immediately degenerate into a loathsome Chaos Spawn (see the full rules for Chaos Spawn above).

Any member of a human, mercenary warband (this includes both Ostlanders and Averlanders) that receives a mutation marked with * is immediately drummed out of the warband by his suspicious peers. Remove the hero from the roster, his equipment is lost.

Roll a D66

11 Acid Spray*. The mutant can spit acid at its foes. The acid spray uses the mutant's Ballistic Skill to hit, just as if the mutant were firing a missile weapon. The spray has a range of 8", and a Strength of 4. The mutant does not suffer any penalty for spraying a target at long range, nor does the mutant suffer any penalty for moving and spraying in the same turn.

12 Atrophy. A part of the mutant's body has become shrivelled and atrophied. Roll a D6:

> **1 head.** The mutant is now subject to stupidity.
>
> **2-4 arm.** The mutant loses the usage of one arm. The mutant may only use a single one-handed weapon from now on. If both arms are lost the mutant must be retired from the warband unless it possesses a tail or bite attack of some kind.

> **5-6 leg.** The mutant loses the usage of one leg. Divide the mutant's Movement in half, rounding up. If both legs are lost, the mutant must be retired from the warband.

13 Beaked*. The mutant has a beak like that of a bird or octopus, though its other facial features remain unchanged. Unless the mutant already possesses a bite attack, the mutant may make an additional attack in each hand-to-hand combat phase due to its vicious bite.

14 Beweaponed Extremities*. The mutant's hands are turned into weapons! The mutant may no longer use other weapons or equipment that would require the usage of hands.

On the plus side, it no longer has to worry about being caught without a weapon! The mutant will gain the normal extra attack in

35

hand-to-hand for using an additional hand weapon, and the weapon extremities follow the normal rules for weapons of their type (i.e. sword extremities may be used to parry). Roll a D6 for each arm to see what it becomes:

1-2 sword, 3-4 mace, 5-6 axe. If the mutant grows two sword extremities, it may re-roll failed parries just as if it had a sword and a buckler.

15 Blackblood. If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.

16 Brightly Patterned Skin* The mutant's skin becomes brightly coloured with contrasting stripes, spots, or other patterns. No effect on play, but a great excuse to paint an interesting new model!

21 Burning Body*. The mutant's body is constantly burning with flickering tongues of hellish flame and burns with unnatural light. The warrior may not carry any weapons or armour unless they are magical, or forged from Gromril or Ithilmar. The mutant does not suffer the usual penalties for fighting with his fists (no -1 to the mutant's Strength,

enemies do not add +1 to armour saves). The mutant always counts as having a lantern. Any model in base contact with the mutant suffers an automatic Strength 2 hit at the beginning of each close combat phase. The flames cannot cause critical hits.

22 Cloud of Flies. The mutant is permanently surrounded by a great swirling mass of flies. Opponents in close combat with the mutant are at -1 on all to hit rolls, as the flies buzz into eyes, noses, and mouths.

23 Cloven Hooves*. The warrior gains +1 Movement.

24 Crystalline Body*. The mutant's body becomes living crystal, which is tough, but easily shattered. The mutant's Toughness becomes 6, while its Wounds become 1.

Neither of these attributes can subsequently be altered by experience or mutation. If an experience advance indicates a change in one of these characteristics, re-roll the advance until a different characteristic advance is obtained.

25 Elastic Limbs*. The mutant's arms can stretch out, allowing the mutant to attack from a distance. If the mutant is not in base contact with an enemy model at the beginning of the hand-to-hand combat phase, it may make one hand-to-hand attack against a single visible enemy within 6" of the mutant. The enemy does not get a chance to fight back.

26 Enormously Fat. The mutant becomes enormously fat and bloated. Divide its Movement in half, rounding up; add +1 to its Toughness; and reduce its Initiative by 1.

31 Extra Arm*. The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or buckler in the extra arm. If a mutant who is

unable to use weaponry (i.e. Possessed, Chaos Spawn, etc.) gains this mutation, they simply gain an extra attack; they are still not permitted to use weapons.

32 Extremely Thin. The mutant becomes a matchstick figure, sickly thin and bony. Divide its Toughness in half, rounding up.

33 Eyestalks*. The mutant has stalked eyes, similar to a crab. The mutant now causes fear.

34 Fangs*. The mutant grows huge fangs, giving it an extra bite attack (unless it already has one) in each hand-to-hand combat phase. The bite attack uses the mutant's normal Strength.

35 Furry*. The mutant grows a covering of long, dense fur. The mutation changes the mutant's appearance only; and has no effect on its profile.

36 Great Claw*. One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.

41 Hideous. The mutant causes fear, and is seldom invited to parties.

42 Horns*. The mutant's head grows horns, and it gains an extra gore attack in hand-to-hand combat at the mutant's normal Strength The mutant may no longer wear a helmet.

43 Iron Hard Skin*. The mutant's skin is covered in iron and steel scales. The mutant's armour save is improved by +1 (i.e. a 5+ save becomes a 4+). Note that a warrior's armour save may never improve to better than a 1+ save. If the mutant has no armour, their skin alone gives them a 6+ armour save.

44 Mace Tail*. The mutant grows a flexible tail with a mace-like bony tip. Unless it already has a tail, the mutant gains an extra tail attack in each hand-to-hand combat phase at the mutant's Strength +1. If the mutant already has a tail, it will have to decide at the beginning of each hand-to-hand phase which tail it wishes to use.

45 Moronic. The mutant's mind shrinks. The mutant is now subject to stupidity.

46 Plague Bearer*. The mutant carries a hideous, Chaos-tainted disease. The mutant's limbs are covered in open sores, and the mutant is dramatically weakened by its condition.

Reduce the mutant's Movement and Initiative by -1. Any time the mutant hits an enemy in hand-to-hand combat, there is a chance they have infected their foe with this debilitating disease: the enemy model must roll equal to or less than its Toughness on a D6 to avoid contracting the sickness. If the roll is higher than the model's Toughness, they suffer the -1 to Movement and Initiative penalty for the rest of the battle, (after which it is assumed they get immediate herbal remedies and plenty of rest to keep the disease from setting in permanently!). The Plague Bearer may not infect the same model more than once in a single battle. In addition, the Plague Bearer's ghastly appearance means it now causes fear.

51 Poisonous Bite. The mutant grows small fangs which can secrete a potent poison.

Unless the warrior already has a bite attack, it gains an extra attack in each hand-to-hand combat phase due to its deadly bite. The poisonous bite is a Strength 5 attack, but is reduced to Strength 2 if the target of the bite is immune to poison. If the mutant already possesses a bite attack, it is simply upgraded to include the poisonous effect described above.
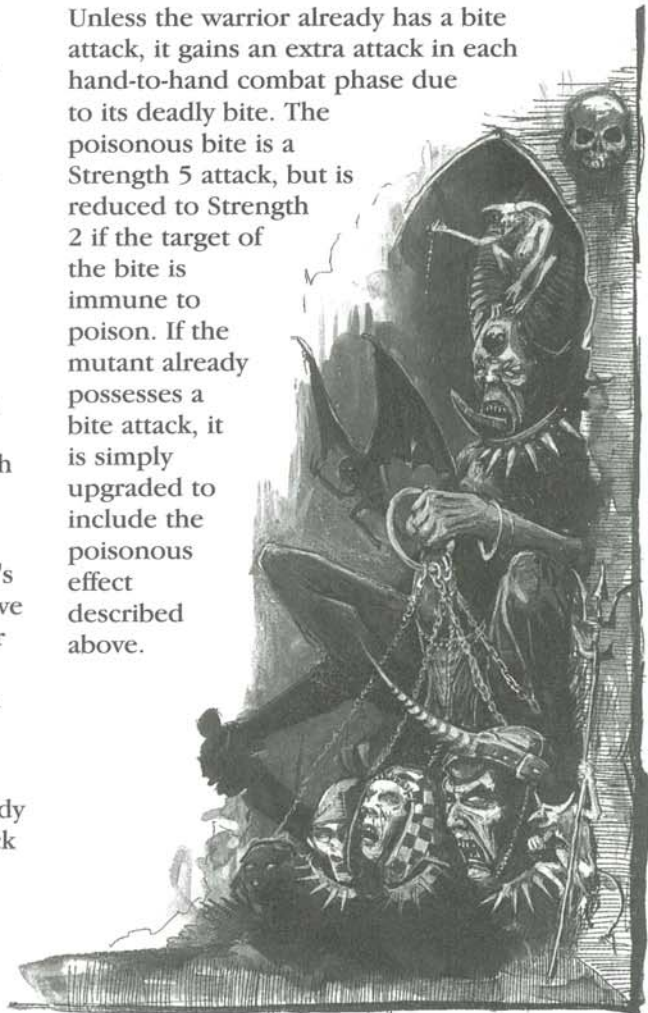
52 Prehensile Tail*. The mutant grows a prehensile tail. Unless the mutant already has a tail attack, he gains an additional attack with this tail in each hand-to-hand combat phase. The mutant may hold and use any single-handed weapon in the tail, or alternatively, he may carry and use a shield or buckler with it. If a mutant with other tail attacks does use an equipped prehensile tail in a hand-to-hand combat phase, he may not use any of his other tail attacks during that phase; a single tail must be selected for use at the beginning of each hand-to-hand phase. If a mutant unable to use weaponry (i.e. Possessed, Chaos Spawn, etc.) gains this mutation, they simply gain an extra attack (unless they already possess a tail attack); they remain unable to use weapons.

53 Regeneration. The mutant can often heal instantly from wounds it suffers in battle. When the mutant suffers one or more Wounds, it may try to regenerate the damage.

Roll a D6: on the roll of a 4+, the mutant has instantly healed itself back to full Wounds. If less than a 4 is rolled, the mutant's regenerative powers have been temporarily exhausted, and it may not attempt further regenerations for the remainder of the battle.

54 Resilient. The mutant's skin thickens, or becomes scaly, or otherwise increases its resilience to damage. Increase the mutant's Toughness by +1.

55 Scorpion Tail*. The mutant has a long barbed tail with an envenomed tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase (unless the mutant already has a tail attack, in which case it will have to select a single one of its available tail attacks in each hand-to-hand phase). If the model hit by the tail is immune to poison, the Strength of the hit is reduced to 2.

56 Skull Face*. The flesh of the mutant's face dissolves, leaving a skull. The mutant now causes fear.

61 Spines*. Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.

62 Stunted. The mutant's body becomes hunchbacked and stiffened. Reduce the mutant's Movement and Initiative by -1.

63 Suckers*. The mutant's limbs are covered in adhesive suckers. The mutant automatically passes Initiative tests when climbing.

64 Tentacle*. One of the mutant's arms ends in a tentacle. He may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.

65 Warts. The mutant is covered in repellent warts. The mutant's profile is unaffected.

66 Wings*. The mutant grows a pair of feathered or bat-like wings. The wings are not strong enough to allow the mutant to fly in the proper sense, but they do allow the mutant to glide down from an elevated position. If the mutant is above the table-top surface (on a roof, walkway, etc.) it may glide down at a rate of 2" horizontally for each inch of downward vertical movement.

Random Happenings

Mordheim is a dark and sinister city – dangers lurk around every corner. Even the basic laws of nature cannot be relied upon. Mark Havener and Tim Huckelbery explain how these dangers can be introduced to your battles.

These rules represent the weird and wonderful things that can happen in Mordheim which are beyond the control of players. These rules are intended to be optional and should only be used if agreed on by all players taking part. To determine if a random encounter occurs, roll a D6 at the start of each player's turn. A result of 1 indicates a random encounter. Roll a D66 for the random encounter on the chart opposite to see what exactly is encountered and follow the directions. The player whose turn it is places any models that represent the encounter and they will act in each of his turns (that player doesn't control their actions though, see the individual descriptions to see how the models act). This player is known as the 'Encountering Player',

It was a hot afternoon and sweat was dripping down the back of Reinhold's collar, drenching the shirt he wore under his leather jerkin. "Why can't this damnable place have normal weather? It's the middle of winter, for Sigmar's sake."

His companions ignored him, too caught up in their own misery to spend any time on his. The best way to beat the heat was to concentrate on the task at hand, collecting the precious wyrdstone, and think about what they could buy with the gold if they happened upon a motherlode.

A shadow quickly covered the street and the warband members looked up to determine the nature of their apparent salvation. Dark clouds now covered the sky. Instead of elation at the sight, however, the warband members found themselves filled with dread. These clouds had a sickly, unnatural look to them. They were a putrid green colour and appeared bloated with some foul fluid.

"What now?" Reinhold asked, voicing the question that was in every man's mind.

With a sound like the screams of the damned, the clouds opened up and a yellow rain started to fall. As it touched flesh, the liquid hissed and burned. As one the warband members ran yelling into the cover of a nearby building. Mere steps from the safety of an open doorway the newest member, Mannfred, fell to his knees and began screaming, tearing at his flesh. From the building the other members watched as Mannfred pitched face forward into the dirt of the road and his screams died.

Klaus, the largest member of the warband, turned to face Reinhold, a pained look on his battle-scarred face. "You had to ask, didn't you?"

even though random encounters will frequently affect only his opponent or both players indiscriminately. The models that represent a random encounter must all be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group at all times. Random encounter members must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. The Encountering Player places the models representing the random encounter, but note that they cannot initially be placed within 12" of any warband models.

After being placed, many encounters will travel as quickly as possible (without running) towards the nearest warband model. For this purpose the nearest model is the model that the encounter can reach most quickly and encounter models will never climb the sides of a building to get at a warband member. What each encounter does from there is listed in its description. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models. No more than one random encounter will ever take place in a single game, so after a random encounter is rolled, the players no longer need to roll at the start of their turns. Several of the entries below refer to game turns, this includes both players' turns.

Random Encounters Chart

D66 Result

11   Ogre Mercenary

An Ogre Mercenary (see the Hired Swords section of the Mordheim rules for details on the Ogre Mercenary) appears further down the street. Sensing trouble brewing, he decides to seize the opportunity and offer his services to the warband with the lowest warband rating (if there are two warbands with the same rating, roll a dice to see whom he offers his help to). The warband that he offers to help must add the Hired Sword to its roster for this game. At the end of the game, the Ogre demands payment for services rendered. The warband that he joined must pay his hire and upkeep fee. If the warband cannot (or will not) pay him, he leaves, but not before taking out his frustration on a random member of the warband (only roll among members of the warband who were not taken *out of action* during the game). Roll for injuries to this unfortunate member just as if he had been taken *out of action*.

12   Swarm of Rats

Something in the sewers has frightened the rats that live there. The rats are in a hurry to get away and will attack anything that stands in their way. Use a template 80mm x 120mm to represent the rats. Six monster bases (use rat swarms if you have them), placed in a rectangle with one short side representing the front, will do nicely. The rats move 2D6" each turn. They will always move forward down the centre of the street and if they come to an intersection roll randomly to determine which direction they take (example: for a normal four-way cross-intersection roll a D6: 1-2 right, 3-4 straight forward, 5-6 left). The rats cannot be engaged in close combat and if they make contact with a model they will run right over him. Any model moved over by the rats will suffer D3 Strength 2 hits, normal armour saves apply.

13 Earthquake

Powerful magical energies from the crater at the centre of the city shake the local landscape. The ground heaves and buckles violently and warband members find it hard to keep their footing. Roll a D3 to determine how many game turns the earthquake lasts. While the shaking persists, all movement is halved, all Initiative tests (climbing, etc) suffer a -2 penalty and all Shooting and Close Combat to hit rolls are made with a -1 penalty.

14 High Winds

A powerful wind screams through the area, wildly scattering debris and knocking down anything that is not firmly anchored to the ground. Warband members now suffer a -1 penalty to all Initiative tests (climbing, jumping, etc) and to hit rolls (close combat and shooting) for the rest of the game.

15 Blood for the Blood God!

Unfortunately for the warbands involved, the scent of blood has brought the attention of one of Khorne's minions. Reality is breached as a vicious Bloodletter emerges from the Realm of Chaos to shed even more blood for its master. The Bloodletter has the following characteristics and special rules:

Profile	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	6	0	4	3	1	6	2+	10

Fear: As monstrous and horrifying creatures, Bloodletters cause *fear*.

Save: 4+ Daemonic armour save.

Psychology: Immune to all psychology tests.

Hellblade: The Bloodletter is armed with a Hellblade which will automatically cause a critical hit if a 4+ is rolled to hit.

The Bloodletter will seek out the nearest close combat and join in, drawn by the clash of steel. The Daemon has a number of Attacks equal to the number of opponents it is fighting (down to a minimum of 2 Attacks). It will split its attacks amongst the opponents, and no matter how many warriors are involved it may roll to hit each one at least once. It will also prevent an opponent from taking any other warrior *out of action* in the massed combat, as they will be too concerned with the Daemon to finish off their other enemy!

If there are no ongoing close combats within range, it will charge the model with the highest Weapon Skill in order to do battle with a worthy opponent. If there are no enemies within charge range, the Daemon will run towards the nearest warrior, eager to do battle. The Daemon will stay for D6 turns after which it will dissappear.

16 Lucky Find

One random model, on his feet and not in hand-to-hand combat or fleeing, has stumbled upon a shard of wyrdstone! Assuming he doesn't go *out of action*, this is added to any other shards the warband finds after the game. If he is taken *out of action* in close combat, the enemy model steals the shard away! Note that only non-animal models can find or steal a shard, not Dire Wolves, Hunting Dogs, etc.

21 Restless Spirit

Countless unfortunates have suffered agonising deaths in countless forms since the comet crashed into the city. Not all of these individuals can easily accept their new condition and they refuse to rest. Perhaps they left some important task unfinished or seek revenge on those who did them harm. The warbands have stumbled upon one such ghost. Any warband member who is within 8" of the spirit at the start of its Movement phase must make a Leadership test or flee (exactly as if he were fleeing from combat). Models that are immune to psychology automatically pass this test. This creature is unable to affect (or be affected by) the physical world, but it is very frightening nonetheless. The spirit moves 4" in a random direction, moving through walls, obstacles or warband members as if they were not there. It will not charge and cannot be harmed by the warband members in any way. The only exception to this is if the spirit comes into contact with a Sigmarite Matriarch or a Warrior-Priest of Sigmar. These models may choose to put the dead to rest. If the player controlling such a model decides to do this, the spirit is immediately banished (disappears and does not return) and the priest gains one Experience point.

Drawn by the bloodshed, a Bloodletter of Khorne appears in the middle of an unfortunate Reiklander warband.

22 Burning Building

Suddenly, one of the buildings (chosen at random) bursts into flames, ignited by smouldering embers from a fire thought extinguished long ago. Any models inside take a S3 hit unless they move outside in that turn and any models within 2" of the walls take a S2 hit from the smoke and heat unless they move further away as well. For the rest of the game, the building itself will cause *fear* due to the intense flames and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear*-causing enemy.

23 Man-Eater

One of the trees growing in the area has been changed into a carnivorous predator by exposure to the Chaos magic inundating the area. Randomly determine which member of the Encountering Player's warband finds the plant. That model is attacked as a large mouth opens up in the trunk of the tree and its branches whip down to grab its unfortunate victim. Place a tree next to the victim. He is now considered to be in close combat with the tree, which has the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Tree	0	3	0	4	6	3	3	2	10

The tree automatically passes any Leadership tests it is required to make. Any result on the Injury table will cause the Man-Eater to stop attacking, though it is not possible to actually take it *out of action* or *knock it down*. Opponents are +1 to hit the tree, due to the fact that it is rooted to the spot!

24 Skeletons

While the intense magic of the area rapidly dissolves skeletons to dust, shambling hordes of them spring up at random from the bones of the fallen. Uncontrolled, they roam the city wasteland, blindly attacking everything they find before falling apart. 2D6 Skeletons appear with the following profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	1	1	10

Fear: The Skeletons cause *fear*.

Psychology: Skeletons are immune to all Leadership based tests and *Stunned* results.

They are armed with simple weapons or bony fists (treat as daggers in close combat). The skeletons will move towards and attack the closest models as quickly as possible. Roll a D3 when they appear, after that many turns they crumble back to inanimate bones (count the current turn as the first one).

25 The Twisting of the Air

Reality itself seems to twist, warping perceptions until no one can be sure of what their senses tell them. Roll a D6 at the start of each player's turn. For the next D3 game turns, the distance within which warriors can use their Leader's Leadership value and the distance for being All Alone is the value rolled instead of the normal 6". All distances between models are also increased by the same D6" roll for purposes of weapon ranges and charging. Note that the actual models are not moved, but only the shooting/charging model's perception of the distance.

26 Spawn

The warbands have stumbled upon one of the many former inhabitants of the city that got too close to the crater at the centre of the city and was turned into a mindless spawn. Spawn have the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Spawn	2D6	3	0	4	4	2	3	2D6	10

Fear: Spawn are disgusting and revolting blasphemies against nature and cause *fear*.

Psychology: They are mindless creatures, knowing no fear of pain or death. Spawn automatically pass any Leadership based test they are required to make.

Movement: The Spawn moves 2D6" towards the nearest model in each of its Movement phases. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat.

Attacks: Roll at the beginning of each Close Combat phase to determine the spawn's number of Attacks for that phase.
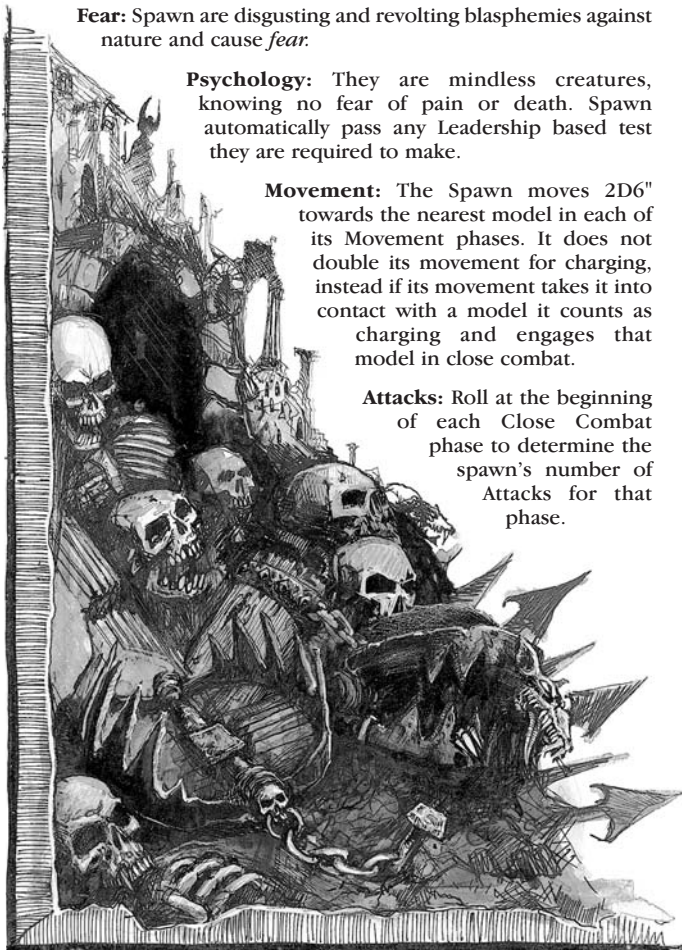
31 Collapsing Building

Pick one building at random. Any models inside must pass an Initiative test or suffer a S5 hit, armour saves applying as normal, as the building collapses. Remove the building from the table (replacing with ruins if possible), and place the models back on the table where it stood. Any models climbing the sides of a building or on the roof when it collapses automatically fall from whatever height they were at.

32 Scrawlings on a Wall

A randomly determined warband member who is within 4" of a building (if there are no models this close to a building, ignore this encounter), sees writing suddenly appear in blood on the wall closest to him. Roll on the following table to find out what the writing says:

D6	Result
1	The writings are a map of the area. The model's warband receives a +1 on the roll to pick the scenario for the next game they take part in.
2	Reading the writing accidentally sets off a spell on the reader. The model suffers a minor curse and now has a -1 penalty to all dice rolls for the rest of the game.
3	The warband member learns of the remains of some booty inside the building. If he moves inside he finds a D6 gold crowns.
4	The writings reveal all the hiding places in the area. The model can hide, even in the open, for rest of the game.
5	The warband member learns of a secret passage inside the building – if he moves inside, he can pop out next turn in any other building.
6	A fun read, but nothing else happens (Veskit was here!).

33 Thick Fog

A fog rolls in, thick as pea soup. Models can only see 2D6" (roll once for the distance all models can see; do not roll individually for each model). Re-roll at start of each Encountering Player's turn to see what the visibility is for that turn. The fog lasts for the rest of the game.

34 Hands of Stone

Hands of earth and stone suddenly jut out of the ground in a small area of the battlefield. The Encountering Player must pick a spot anywhere on the battlefield and anything within 3" of that spot is affected. The area is now very difficult ground as the hands grasp and attempt to hold anyone passing near them. This encounter lasts one game turn, at the end of which the hands sink back into the ground.

35 Dog Pack

Recent events in Mordheim have caused many of the city's dogs to suddenly find themselves without homes. Groups of these animals have turned feral and formed into hunting packs. The warbands have been discovered by one such (very hungry) pack. The pack consists of 2D3 wild dogs (use the Hunting Dog stats from the Witch Hunter warband list). The dogs move as quickly as they can toward the nearest models, dividing themselves as evenly as they can between multiple targets if they are available. If members of a dog pack take a warband member *out of action*, he will be eaten if not rescued. If no friendly model comes within 6" of where the model fell by the end of that warband's next turn, the fallen member is considered lost (dog food). If a dog pack fails a Rout test, they leave without taking their 'food' with them, any warband members taken *out of action* in the last turn of the game have not been eaten and follow the normal rules for models taken *out of action*.

36 Possessed!

One randomly selected member of the Encountering Player's warband is suddenly possessed by a minor spirit. This spirit is far too weak to control the model's entire body, but is instead limited to controlling one of his or her limbs (usually an arm). The model takes an automatic hit at his or her own Strength during each of his or her Close Combat phases until the possession is over and may do nothing else. The possession lasts D3 game turns. Note that Sigmarite Matriarchs and Warrior-Priests are immune to this possession, as are non-living warband members. If such a warband member is the object of the spirit's attention, randomly determine another warband member to suffer the effect instead.

41   Fountain of Blood

The city itself seems to weep as even more blood is shed on its streets. For the rest of the game, whenever a model is taken *out of action* in close combat, the model that did the deed must take a Strength test or be *knocked down* as he is hit by a torrent of blood pouring from the ground. If there were others involved in the combat they are not affected, as the steaming liquid seems to be directed only at those who have called it into being by their bloodthirsty actions.

42-44 Storm of Chaos

Clouds rapidly gather above the city in an unnatural, sickly yellow-green mass and warp lightning begins to dance from one one cloud to another. Thunder rocks the air, screaming out in almost intelligible noises. The clouds themselves seem to take on the shapes of monstrous creatures and both warbands in the conflict look at each other with fear on their faces. Roll a D6 to see what the storm manifestation will bring:

D6	Result
1	Warp lightning begins to strike the ground in search of a victim. It will hit the warrior with the best armour save, attracted to the large amount of metal. That warrior takes a S5 hit, with no armour save possible. If multiple warriors all have the highest armour save, randomly determine which is struck. The warp lightning will strike for D3 turns before moving on towards another part of the city.
2	Fish suddenly fall out of the sky to pelt the area! All movement is halved for one turn (due to wet, flapping fish underfoot), but there is no other effect.
3	Wyrdstone dust has mixed with the water vapour in the area and produced the strange looking clouds from which a tainted rain begins to fall. The rain burns flesh and eats into stone and metal. Each warband member in the open takes a single S2 hit (normal armour saves apply) every turn the rain lasts until he gets under cover. The rain lasts D3 turns.
4	A magical mass of lightning forms near the ground, illuminating the area with an eerie greenish glow. It begins to move about the area, drawn to magical powers from which it feeds. Place a counter as per the normal Encounter rules to represent the mass and each turn move it 2D6" towards the highest level spell user (the one with the most spells – each turn roll a D6 if two or more spell users have the highest number of spells). If there are no magic users in the game, the mass will move towards the opposite table edge, doing nothing but blocking line of sight as it moves. If the model the mass is moving towards casts a spell, immediately move the counter another D6" towards the model. If the ball of lightning touches the target model, the model is frozen in time and cannot do anything. While frozen, the model cannot be attacked or harmed in any way – the lightning mass protects its prey! After freezing a model, the lightning will no longer move but will instead remain near its victim to feed. The lightning will feed for D3 turns on the magical energy of its victim and then flies back towards the warp clouds above, freeing the magic user. If the game ends before the feeding is done, the victim is immediately released. Victims suffer no long-term ill effects from their exposure to the lightning.
5	A rumbling is heard from overhead, as thunder erupts from the strange clouds. The thunderclaps become more intense and the heavy pulses of air brings warriors to their knees as if they had been hit by cannonballs of solid air. D6 randomly selected models are *knocked down* by the air bursts. If any of these models are in close combat, all other members of that melee are *knocked down* as well.
6	Tendrils of smoke drift down from the clouds, winding around the heads of members of each warband. Randomly select one Hero from each warband – these warriors have been chosen by rival storm gods as their champions. The chosen models must move towards each other every turn and get into close combat as quickly as possible. Once in combat, they will automatically pass all Leadership tests and will fight until only one remains (the combat will end when one of the models puts his rival *out of action*). If a warband does not have any Heroes left in play when the storm gods choose their champions, a random Henchman will be chosen from that warband instead.

45   Pit Fighter

This encounter is identical to the Ogre Mercenary encounter before, except the Hired Sword encountered is a Pit Fighter, not an Ogre Mercenary.
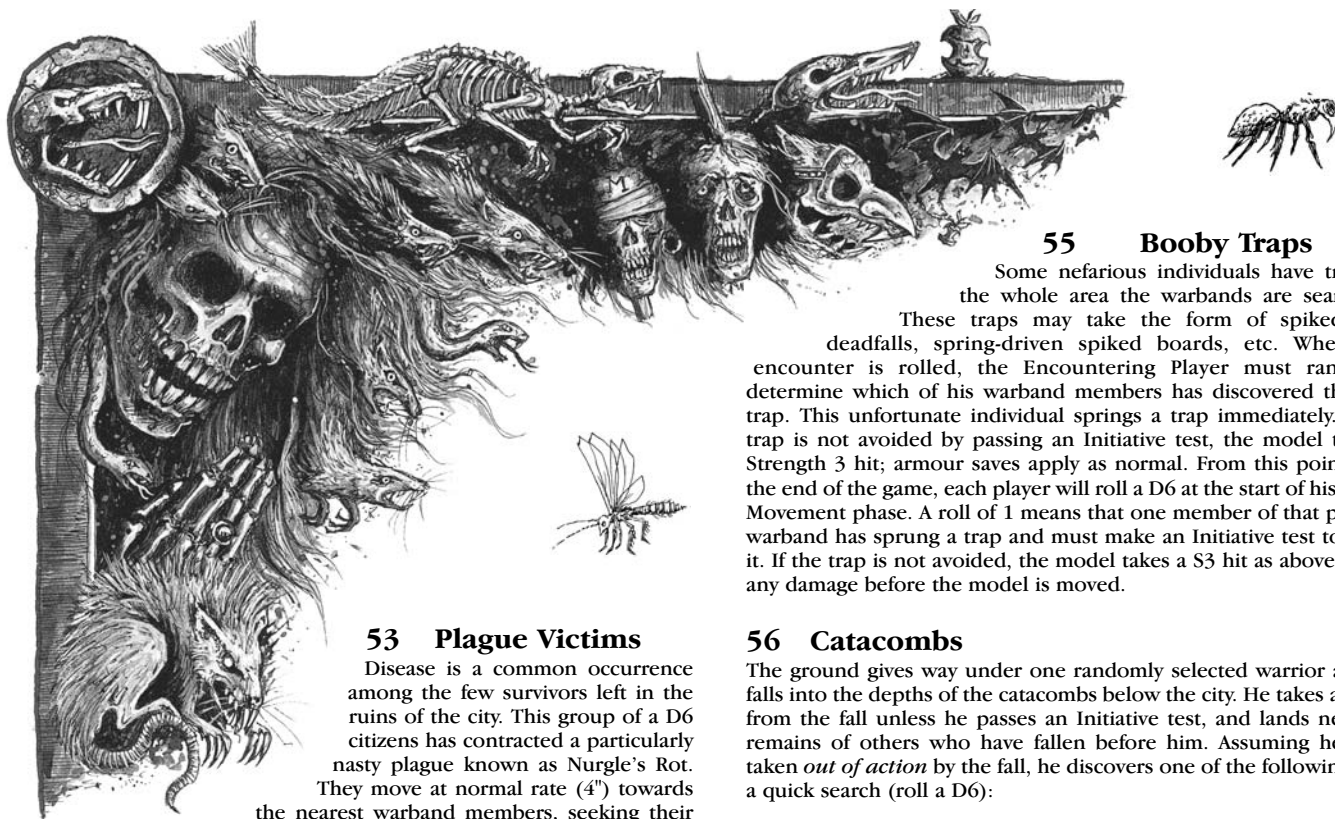
46   Plague of Flies

An enormous cloud of flies appears in the sky and swoops down on the warbands below. All models have an extra -1 to hit penalty when shooting or fighting in close combat as flies buzz around them and into open orifices. The flies remain for D3 game turns and then fly away.

51   Sinkhole

An enormous mouth suddenly opens up under the feet of one randomly determined warband member. Make an Initiative test for the model. If the test is failed, the model falls into the pit. If a 1 is rolled for the test, the model is sucked underground and taken *out of action*. Any other failure results in the model catching himself in the opening, which closes around him. Treat the model as being *knocked down* for the rest of the game, though he may not move at all.

52   The Horror in the House

Randomly select one warrior lurking alone inside a building (if there are no warband members inside a building, ignore this result and re-roll on the Random Encounters table). Unfortunately for him, he's not as alone as he thought. He hears a slight ripping sound as if the air itself is being torn apart and something manifests itself behind him. The warrior must make a Fear test and if he fails, in his next Movement phase he will run screaming 2D6" from the building towards the nearest table edge and can do nothing else in that turn. If he passes the test, the unnatural presence still forces him D6" outside, but he suffers no other effects. At the start of his subsequent turn, a fleeing model can try to recover from his ordeal by passing a Leadership test, but at a -1 penalty. If he does, he stops, but cannot do anything else that turn other than catch his breath. If he fails, he again moves 2D6", trying in vain to erase the terrifying images from his memory. For the rest of the game, the building itself will cause *fear,* and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear*-causing enemy.

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55 Booby Traps

Some nefarious individuals have trapped the whole area the warbands are searching. These traps may take the form of spiked pits, deadfalls, spring-driven spiked boards, etc. When this encounter is rolled, the Encountering Player must randomly determine which of his warband members has discovered the first trap. This unfortunate individual springs a trap immediately. If the trap is not avoided by passing an Initiative test, the model takes a Strength 3 hit; armour saves apply as normal. From this point until the end of the game, each player will roll a D6 at the start of his or her Movement phase. A roll of 1 means that one member of that player's warband has sprung a trap and must make an Initiative test to avoid it. If the trap is not avoided, the model takes a S3 hit as above; apply any damage before the model is moved.

53 Plague Victims

Disease is a common occurrence among the few survivors left in the ruins of the city. This group of a D6 citizens has contracted a particularly nasty plague known as Nurgle's Rot. They move at normal rate (4") towards the nearest warband members, seeking their help. If they come into contact with a warband member, they will not attack, but will instead cling to him as they beseech his aid, hindering him greatly. A model with Plague Victims in contact with him acts as if he had just recovered from being *knocked down* (moves at half rate, may not charge or run, etc. See the Mordheim rules for details). If one or more of the Plague Victims is charged, shot at, or otherwise attacked, these pitiful victims will rout immediately. At the end of the game, roll a dice for each warband member in play when the Plague Victims appeared and on a roll of 1, that member has contracted Nurgle's Rot. Roll again to see what effect the disease has on that member:

D6	Result
1	Major Symptoms: The plague races through the victim's system, producing horrible disfiguring lesions before killing him. If the model is a Henchman, he dies. If the model is a Hero, roll D3 times on the Serious Injury table (ignoring *Robbed*, *Bitter Enmity*, *Captured* and *Sold to the Pits* results) to determine the long term effects of the disease.
2-5	Minor Symptoms: The plague takes its toll on the victim as it takes its course. Without proper bed rest the victim will die. The warband member must miss the next game as he recovers.
6	Full Recovery! The victim has an especially hardy constitution or gets an extremely mild case of the disease. The victim suffers no ill effects.

54 Last One Standing

The horrors of Mordheim can drive even the strongest mind past the point of madness. This Sigmarite Matriarch (for stats see the Sisters of Sigmar section of the Mordheim rules) has seen her entire warband cut down around her and the experience has proven too much for. She now seeks revenge and is not particular about who gets to pay! She is armed with a Sigmarite Hammer and steel whip and wears heavy armour and a helm. She carries Blessed Water and a Holy Relic on her person as well. She knows the prayers *The Hammer of Sigmar* and *Armour of Righteousness* (see the Prayers of Sigmar chart in the Mordheim rules for details). Roll randomly to determine which she casts on herself each turn. She has the skills Absolute Faith, Jump Up and Step Aside. The Matriarch will move as quickly as possible towards the nearest model and engage them in close combat if able. She will not rout and must be taken *out of action* to make her stop. If the Matriarch is taken *out of action*, leave her body where it fell, any non-animal warband member may loot her body by moving into contact with it during their Movement phase. If this warrior is later taken *out of action* as well, place a counter where the warrior fell to represent the Matriarch's equipment. This can then be picked up by a different model, as above.

56 Catacombs

The ground gives way under one randomly selected warrior and he falls into the depths of the catacombs below the city. He takes a S3 hit from the fall unless he passes an Initiative test, and lands near the remains of others who have fallen before him. Assuming he's not taken *out of action* by the fall, he discovers one of the following after a quick search (roll a D6):

D6	Result
1	A helmet
2	A small pouch containing 2D6 gold crowns
3	A lantern
4	A net
5	A vial of Black Lotus
6	A sword

Unless he has a rope & hook, the warrior is stuck in the catacombs and cannot rejoin the game. He will count as being *out of action* for Rout purposes, but will rejoin his warband after the game with no other untoward effects. If he does have a rope & hook, he can climb out D3 turns later, appearing inside a randomly determined building.

61 Forbidden Fruit

Ghostly white flowers suddenly open on a tree in the area and emit a powerful fragrance. Randomly determine a member of the Encountering Player's warband who happens to be standing next to the tree when it comes to life. Place the tree within 2" of this model. Any warband members within 8" of the tree must make a Leadership test at the start of each of their turns or move as quickly as possible towards the tree. If within 1" of the tree, a spellbound model will pick and eat one of the swollen, blood-red fruit hanging from its branches. Any model eating one of the fruit is automatically taken *out of action*, as powerful poisons incapacitate him or her. A non-spellbound warband model may keep another model from moving toward the tree by moving into base to base contact with him or her and holding him back. Neither model may do anything else while the spellbound model attempts to move to the tree and the restraining model attempts to prevent him from doing so. Both spellbound and restraining models can react normally if attacked in close combat and a restraining model can give up his attempts at any time. This encounter lasts the remainder of the game. Close inspection of the tree reveals the bones of several animals overgrown with grass and leaves lying at its base.

62 The Lost

Many view the destruction of Mordheim as a sign that the world is coming to an end. Groups of these lunatics are often drawn to the city where they attack anyone they come across, certain that they are in some way helping to avert this cataclysm. This group of D3 Flagellants (see the Witch Hunter section of the Mordheim rules for stats and special rules) will move as quickly as possible towards the nearest warband members and engage them in close combat as soon as they are able. They are armed with flails.

63   Reflecting Pool

One warrior on the ground (selected at random from the Encountering Player's warband) notices a small pool of what looks to be still water. Reflecting the gloomy sky above, it appears to be liquid metal or unnaturally deep silvery water, rippling only slightly with the dank breeze blowing through the city. He can ignore it, or bend quickly to peer into its depths. If he's brave enough to gaze into the murky liquid, roll a D6:

D6   Result

1   The water reflects back nightmare images of his own demise, filling him with fear for his own safety. For the rest of the game, no matter how far away he is from friendly models, he will always count as being *all alone* in close combat.

2   The warrior glimpses an image of what is yet to come. For the rest of the current turn he may re-roll (once!) any shooting or close combat rolls to hit.

3   A faint image of his personal god appears, be it Sigmar or even the dread Shadowlord. Filled with courage, the warrior may ignore any and all Leadership-based tests he is required to make for the rest of the game.

4   The warrior peers into the depths of his own mind, unlocking untapped abilities. He can detect any enemy models hidden that turn, even those not in his normal line of sight, and passes the information on to the rest of his compatriots. All enemy models lose their hidden status.

5   A slender arm reaches out from the pool, leaving no ripples in the smooth liquid, and pale fingers touch the warrior's chest. The soft caress causes a faint glow, which spreads throughout his body. Though it quickly dims away, a strong feeling of strength and vitality is left behind. The warrior may ignore the next wounding hit he receives, even if it is a critical hit.

6   The city chooses to reveal its true visage to the warrior, unveiling the monstrous intelligence that lurks behind the facade of simple ruins and rubble. The warrior's mind is overwhelmed by the enormity of the impression and he stumbles away in stark terror. For the rest of the game, all enemy models count as causing *fear* to the warrior and he will refuse to enter any buildings or get within 2" of any walls or ruins. After the game the effects will wear off, though he will always hesitate slightly before entering an unlit room from now on...

Note: Only warriors who can gain in experience can choose to look into the pool, all others simply lack the curiosity to bother!

64   Screaming Walls

Faces appear in the walls of one randomly determined building and start to emit a piercing shriek. Any warband members within 8" of the building take a S1 hit (no armour saves allowed) and are at -1 on all to hit rolls (close combat and shooting) while the screaming lasts. Spellcasters are even more sensitive to the noise than others and so no spells may be cast from within this radius. Roll a D3 to determine how many game turns the screaming lasts.
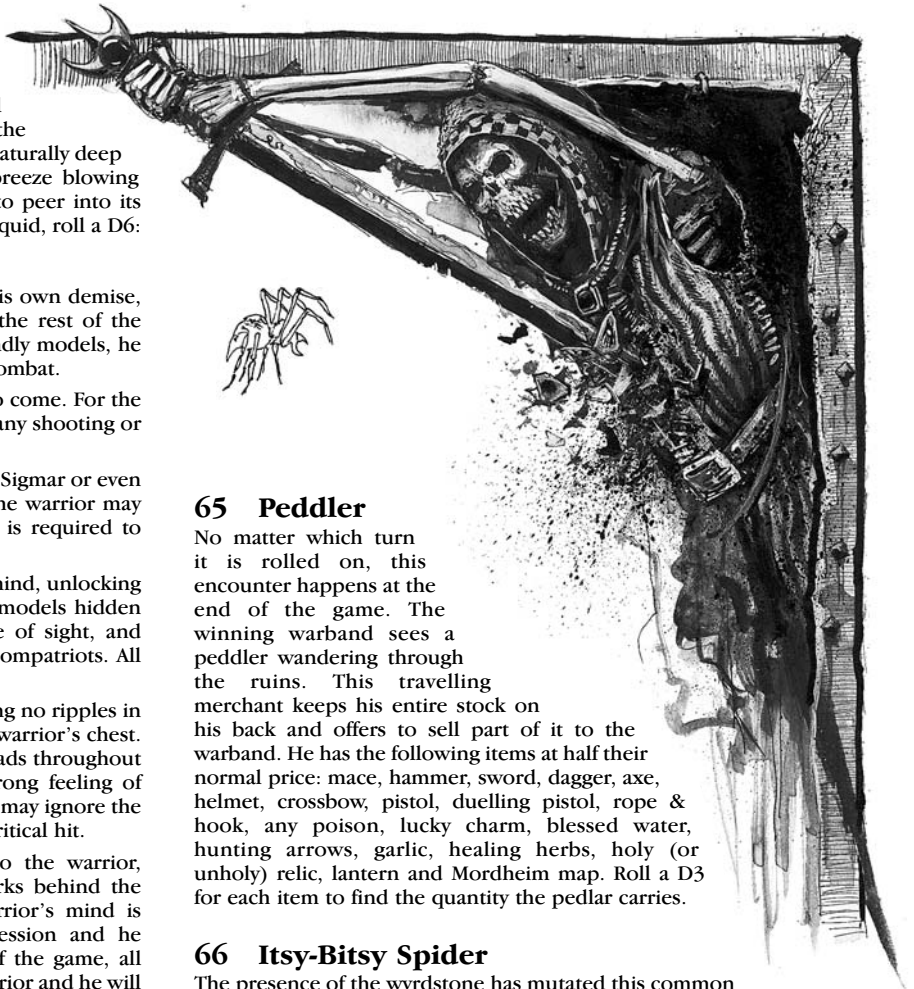
65   Peddler

No matter which turn it is rolled on, this encounter happens at the end of the game. The winning warband sees a peddler wandering through the ruins. This travelling merchant keeps his entire stock on his back and offers to sell part of it to the warband. He has the following items at half their normal price: mace, hammer, sword, dagger, axe, helmet, crossbow, pistol, duelling pistol, rope & hook, any poison, lucky charm, blessed water, hunting arrows, garlic, healing herbs, holy (or unholy) relic, lantern and Mordheim map. Roll a D3 for each item to find the quantity the pedlar carries.

66   Itsy-Bitsy Spider

The presence of the wyrdstone has mutated this common household pest into a monster of titanic proportions! This Gigantic Spider has the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Spider	5	3	0	5	4	4	1	2	10

Fearsome Beast: The Gigantic Spider causes *fear*.

Chitinous Hide: It has an armour save of 4+.

Poisonous Bite: Any to wound rolls of 5 or 6 (rather than just a 6) are treated as critical hits.

The Gigantic Spider moves from the table edge it starts from to the opposite table edge, attacking any warband members that get in its path.

A warband desperately tries to fend off a mindless Spawn.

Locations

SURGEON:

You may visit a surgeon to help heal or take care of battle wounds. The surgeons of Cutthroat's Haven are mere hacks at best and only the most brave or foolish allow themselves to be worked on by them. If you roll a serious injury on the serious injury chart you may visit the surgeon to fix you up as good as new, if you're lucky. The surgeon cost 5 gc per hero you want to try to have repaired Roll on the chart below to find out if surgery was successful. He also has contacts to procure drugs and potions more easily. Add +1 to your die roll when searching for them while at the surgeons.

Necromancers often visit the surgeon looking for body parts and bodies for their creations and zombies. A necromancer may stop by the surgeon to find bodies for zombies and reanimate them. Roll a d6 if you roll a 6 you may add a zombie to your warband at 1/2 the cost.

Surgery table

2D6	Result
1-4	**'Uh Oh'** The doc has made a mess of the operation and left your fighter in a state worse than when he came in. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.
5	**'Which one was it?'** The Doc performs the wrong operation. If your fighter has any other serious injuries then the Doc attempts to fix one of them instead. Determine which serious injury the Doc operates on randomly and then roll on this table again. Treat further rolls of "which one was it" as "successful surgery". If your fighter doesn't have any other serious injuries then the Doc has gone a little mad and performed some kind of experimental surgery on the unsuspecting victim. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.
6	**'Successful Surgery'** The surgery was a success. Remove the serious injury from the fighter's profile on the Gang roster.

Uh Oh table

2D6	Result
1	**'Dead'** The doc accidentally punctures a vital organ during the operation. He tried to save the patient but he bleeds to death on the operating table. The patient dies and should be removed from the Gang roster. On the bright side the doc offers you D6 x 5 gc for the body which will provide him with a useful supply cadavers to practice on. This amount is added directly to the warbands stash.
2	**'Complications'** There are some complications with the surgery that lead to your warrior suffering further injury. Immediately make a roll for the fighter on the serious injury table (treat full recovery, bitter enmity and captured results as a roll of 5-6 (Not too Bad) below.
3-4	**'Duuuuhh'** Some combination of anaesthetic and drugs has turned your fighter into a drooling idiot. He is now stupid (follow the stupidity rules from the Mordheim rulebook)
5-6	**'Not too bad'** Even though the surgeon made a mess of the operation nothing too bad has happened to the patient. Your fighter survives unharmed from the surgery, but will have to miss the next game whilst he recovers from his ordeal. Note that the patient still suffers the effects of the serious injury that the surgeon was meant to have operated on.

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Rules for the Wilderness

Games that take place in the Empire in Flames setting occur in the wilderness of the Empire. However, while they are in the wilderness, the warbands are never very far from civilisation. The warband simply travels to the nearest Empire settlement and re-equips there. This section details the new rules, Equipment and Exploration tables for use with the Empire in Flames setting.

Warbands

Any of the warbands published in either the Mordheim rulebook, the Mordheim annual or Town Cryer magazine are perfectly legal to use in games set in the Empire in Flames setting. Obviously however, some warbands are more suited to this setting than others. The following previously published warbands are the best suited to games set in the wilderness of the Empire: Witch Hunters, Orcs & Goblins, Dwarf Treasure Hunters, Beastmen, The Possessed, Undead, Kislevites, Skaven Warp Hunters and Human Mercenaries (any type).

In addition, new warbands have been written specifically for this setting.

Treasures

Games set in the Empire in Flames setting are all about collecting treasure. Treasure can be a variety of things – Wyrdstone shards, small items of art, jewellery made of precious metals and set with gems, or even merchant goods. Whatever their form, they act exactly as Wyrdstone shards in the basic game – they are found through Exploration (or sometimes as the objective in a scenario), and are sold using the same chart on page 134 of the Mordheim rulebook. Note that while the normal chart is used to calculate the number of Treasures found this setting uses a unique set of Exploration charts.

Lost!

While pit fighting does exist in other parts of the Empire, it is not nearly so popular as in Mordheim and certainly not that popular outside of relatively large settlements. Therefore, warriors are unlikely to get the 'Sold to the Pits' result from the Injury table; if that result is rolled for a Hero after a game, use the following result instead: 65 Lost!

The Hero has become lost. He suffered a blow to the head and wandered off in a daze, or tumbled down a hill during the battle when knocked unconscious and when he came to his senses he found that his mates had left him. Injured and confused, the Hero has some trouble finding his way back to camp. He must miss the next D3 games while he orientates himself. The Hero earns +1 Experience for the adventures he goes through while he makes his way back.

Terrain

The following tables are meant as guidelines for typical terrain found in a game set in the Empire in Flames setting. Obviously there are no jungles or deserts in the Empire – most of the countryside is either open plains or forests, low ground broken up by low hills, with more hills being present the closer you get to the mountain ranges. Small farms break up the wild landscape, and these are surrounded by fields that are either clear or filled with crops, depending on the time of year.

OPEN GROUND

No movement penalty.

Fallow fields (or fields which just haven't produced crops yet).

Low, open hills.

Bridges or fords in waterways.

Steps or ladders leading up or down.

DIFFICULT GROUND

Models move at 1/2 speed.

Small Streams (moving water less than 4" wide).

Rocky ground.

Fields filled with crops.

Abandoned ruins.

Marshy ground.

Woods.

VERY DIFFICULT GROUND

Models move at 1/4 speed and may not charge.

Rivers (moving water 4" or more wide).

Swamp or deeper marsh.

Hedges or thickets.

IMPASSABLE TERRAIN

Models may not move through this terrain. If forced into this terrain for whatever reason warriors are counted as Out of Action.

Tall rock outcroppings.

Deep rivers or lakes.

WOODS

The woods of the Empire are very dense and very dark, consisting of many huge ancient trees that block out the sun. In games in this setting, warbands rarely stray into the deepest darkest woods so only small copses and clumps of trees need be represented. The rules below reflect the effects of woods:

A stand of woods blocks line of sight to the other side, no matter how wide the stand is. This means that two models on either side of even a 1" wide section of woods cannot see each other if neither has actually entered it.

A model within a stand of woods can see or be seen for 2". This means that there must be no more than 2" between a warrior in woods and an enemy model for the warrior to freely charge or shoot at the enemy, and the same goes for enemy models who wish to shoot at or charge a warrior in woods. Models with more than 2" of woods between them may still test to see if they can charge unseen enemy models as per the normal Mordheim rules of course.

Woods are difficult ground, and reduce movement to half speed.

SWAMP OR DEEP MARSH

There are many areas of the Empire where water from the various waterways has built up over time and formed treacherous swamps. Models entering these wild places are taking their lives into their own hands, as swamps are some of the more dangerous places in the wilderness. Poisonous reptiles, bandit bands, crazed hermits, witches, and sucking bogs may all be found within a swamp. Many areas within a swamp are actually clear, but the following rules cover movement over actual swamp terrain section (represented by a small pond).

Whenever a model moves through a swamp section, roll a D6. On a roll of a 1, the model has stumbled into a sucking bog! The model may not move until rescued, and if not rescued within D3+1 game turns (at the end of the last turn), he is sucked under and lost (remove the poor soul from the warband's roster). We suggest placing a D6 by the model with the number of turns remaining showing face up. To rescue a trapped model before the time runs

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out, a friendly model must move to within 2" of the trapped model and pass a Strength test on a D6 in that player's next Close Combat phase. If the Strength test is successful, the trapped model is dragged free (may move normally from that point on, and no longer has to worry about being sucked under). If the Strength test is unsuccessful, the model may still roll again in the next close combat phase. Additional models may help to pull the trapped model free, by either making additional Strength tests of their own, or adding +1 per helper model to the Strength of the original model making the test. Note that a roll of a 6 on a Strength test always fails. Note also that a model engaged in Close Combat may not attempt to pull a friendly model free, or help in such an attempt (the model is too busy trying to save himself to worry about his comrade!).

Swamp sections are always Very Difficult Ground.

RIVERS

The Empire is dissected by many huge, fast-flowing rivers. These are the lifeblood to the Empire as they bring trade to the bustling cities and act as the major source of transport between them.

To represent how models interact with water these basic rules apply:

Players should establish which way the river is flowing at the start of the game.

All rivers count as difficult (or worse) terrain for all models except those considered as aquatic. See Terrain Types above.

Models swimming with the current will double their base move.

Models swimming against the current of a slow moving river may only move a quarter of their base move, but you may not swim against the current of a fast moving river.

Aquatic models suffer no reduction of their base move when swimming against the current of a slow moving river but may not swim against the current of a fast moving river.

Models wearing armour may not attempt to move through any water deeper than shallow. Shields and bucklers do not count for this as they are assumed to be strapped onto backs. If a model wearing armour finds itself in deep water – they are literally! Each turn the model is in the water it must make a Strength test and if unsuccessful is taken out of action.

Aquatic models in water, either swamp, streams or rivers can elect to be hidden at the discretion of the player. Models cannot move upstream in fast moving rivers without floating transportation, such as a boat or canoe.

Fighting in Water

Most players will find it advantageous to fight around or actually in, a waterway. We have included some simple rules to cover fighting in water.

If a non-aquatic model is knocked down in a shallow river or stream they are swept down river D6". Aquatic models that are knocked down will not drift with the current and can still get back into combat the following turn.

If any model is stunned while in shallow water it must make an Initiative test. If it passes, it can be turned over in the following turn. If it fails, it is considered drowned and will be taken out of action. The player will need to roll for injuries at the end of the game. This doesn't mean that the model is gone for good but is just a bit waterlogged!

Any Undead model that is knocked down in shallow water will recover as normal according the standard Mordheim rules for Undead.

Any model fighting in a shallow stream whilst wearing light armour will be considered out of action if stunned. No Initiative test is to be taken. This does not apply to models whose skin or clothing is considered natural light armour.

Buildings

The Empire can be a dangerous place, and no place more so than out in the wilderness. Buildings are treated a bit differently in games set in Empire in Flames. These rules do not cover ruins, which are simply considered difficult ground in most cases.

Curses, Locked!: First of all, unless the building is an Inn (Inn doors are only locked at night), the doors will be locked (or someone will simply be on the other side holding the door!). Secondly, buildings will have windows that are actually shuttered and/or have actual frames and intact glass. To move through a locked door or shuttered window, the warrior has to first open it, which

requires a bit of force. The warrior can either attempt to rip the door open using his bare strength, chop the door down with his weapons, or rush the door. Ripping a door off its hinges with bare hands is done at the end of the warrior's movement phase, and requires that the warrior pass a Strength check at -2 to his Strength. If the warrior fails he can try again next turn. Only one warrior may attempt this at a time. Chopping a door down takes D3+1 complete game turns of doing nothing but attacking the door. Up to two friendly warriors may help chop the door down – subtract -1 turn from the total (down to a minimum of one turn). Rushing a door may be done at the end of any of the warrior's Movement Phases, and requires a successful Strength test. If passed, the warrior is inside the room on the other side of the door (his momentum carries him inside). A warrior entering a room this way is placed 1" straight ahead into the room, pushing aside enemy models to make room if necessary. If he ends up in contact with enemy models after being placed, the warrior is considered to be engaged in close combat with them and he is considered to have charged. If the Strength test is failed, the warrior takes an automatic hit at his own Strength and will have to try again next turn if he wants that door open.

Doors that have been chopped down may never be locked again (see below). Doors that have been forced open may only be locked again on a roll of 4-6 (roll as soon as the door is forced open), otherwise they have been too badly damaged by the ill treatment to be locked until they are repaired (some time after the game!). Unlike the doors to the outside, doors inside a building are considered to be unlocked.

Opening or locking a door obviously requires that the model actually comes into contact with the door when he is trying to interact with it! Also, a model that has just forced a door open will prevent enemy models from locking it (he may shove his foot or a weapon in there).

Get Out Me 'Ouse!: A warrior stepping into a building during a game will likely find it occupied. A warrior moving into an intact building will suffer D3-1 automatic hits from those inside, at Strength 3, as the inhabitants show their displeasure at him bringing the battle to them. If the player wishes, the warrior may spend a complete turn

attempting to quell the inhabitants – roll a Leadership test for the warrior. If he is successful, he will suffer no more hits while in this building. If he fails, he immediately suffers another D3 automatic Strength 3 hits this turn, as the inhabitants have found his argument for them not attacking him to be unconvincing. If members of two enemy warbands are inside the same building, this rule is ignored, as the inhabitants realise that the battle has now reached their home and it's time to go and find a place to hide!

Clutter: While areas outside are often free of debris, inside a building is a whole different story. Tables, chairs, other furniture, dropped dishes, firewood, etc, all make for tricky footing in a fight. For this reason, inside a building is considered to be Difficult Terrain.

Combat through doorways: If both sides are unwilling (or unable) to go past a doorway, they may fight through it. If this occurs, the number of models that may fight on each side is one more than the number of models that could walk abreast through the doorway. In most cases this will mean that two models from each side may take part in the combat, though some especially large doors (eg, barn doors) may allow more models than this to get their licks in! As soon as a door is opened, both sides may place up to this number of models in contact with the doorway. Any models that were within 1" of the door when it was opened may be moved this way, and each player gets to control which of his models gets moved into the combat. The side opening the door will count as charging in the first round of the combat.

Stairs and such: Buildings with multiple floors will have a way to get from one to the next. This is usually stairs, though it's possible that it may be ramps, ladders, ropes, etc. A warrior climbing a rope (or the wall!) must follow the rules for climbing as outlined in the Mordheim rulebook. Ladders and stairs are a bit easier, however. A warrior may move up a ladder or flight of stairs to the next level in a single Movement phase. The model must start his move within 1" or the bottom of the ladder/stair, and it takes all of his movement to get to the top. If there is an upright enemy model (or models) within 1" of the top of the stairs or ladder, the climber may charge it.

For Whom the Bell Tolls...

"Didn't scare yer did I?" mocked Klauten, a thick and toothless grin creasing his worn face.

The youthful Rauter shuddered, his feigned indifference at Klauten's goading unconvincing.

"N...no," he stammered, adjusting the uncomfortable weapons belt about his waist.

The night was black, the blackest Rauter had ever seen, and possessed with a cold the like of which chilled to the very core. The skeletal ruins stood as a stark silhouette against the silver moonlight and the shadows took on form in Rauter's mind as they advanced, scouring the ruins for forgotten loot. It was best to search at night, the darkness offered secrecy from prying eyes, yet not all that lurks in shadows needs eyes to see...

A deafening silence pervaded, the like of which turned Rauter's nerves to ash as he rubbed the Sigmarite talisman about his neck. "Don't be afraid boy," soothed Klauten, "I'll see no harm comes to you and the others aren't far should trouble find us."
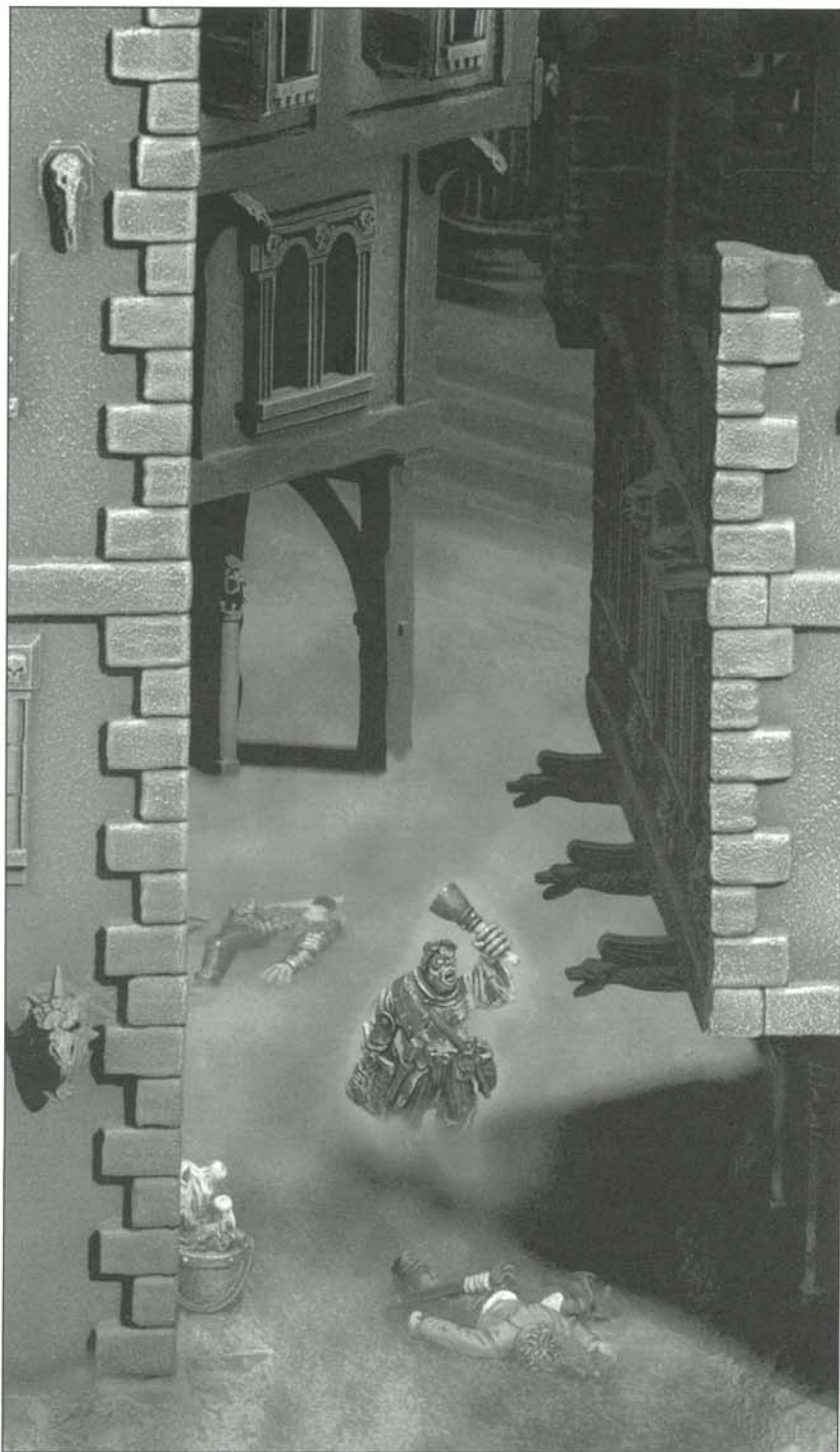
"I'm not afraid," Rauter lied.

"Of course not boy, another tale then?"

"Y...yes," Rauter agreed with reluctance, eager to show his mettle, that he wouldn't be deterred by childhood nightmares. Klauten had been telling them all night in hushed whispers to pass the time and secretly to have some sport with his young charge.

"There are rumours..." Klauten began.

Rauter's eyes were fixed upon the deepening shadows cast by the

moon's aura. Within he could imagine all many of foul hell spawn eager to drink his blood and steal his soul but spoke nothing of his fear to Klauten.

"...of a town cryer who walks the streets of our 'fair' city in the dead of night."

"A ghost?" Rauter hissed, turning to look at his comrade who was stony faced and full of serious melodrama.

"An apparition, but once a man whose life ended in tragedy. Yer see, he was possessed with a second sight, the ability to foretell what is yet to be and he saw the wrath of Sigmar about to be visited on this place. Oh, he tried to warn the city's patrons but they paid no heed and his efforts were in vain. Only mockery greeted him and he damned them all, for when the comet crashed down he stood at the heart of its fury vowing to return as a shade, to stalk the hollow streets for eternity bringing doom and woe to all that dwell here."

Rauter gazed around frantically, checking his blade; half expecting the apparition to appear at any moment.

"The tolling of his bell heralds his appearance and those that hear it are doomed to die or be driven mad, so the story goes..."

Rauter had grown pale and a cold sweat dappled his brow.

"Tis only a story boy," Klauten told him. The boy's fear seemed unnatural and it was unnerving.

Still Rauter did not move and merely stood listening intently. Klauten saw the boy's hand shaking against the hilt of his sword, his Reikland silver rings rattling on the pommel.

"What in the name of Sigmar is wrong?" Klauten asked, his agitation rising.

"Can't you hear it," Rauter muttered, his worse barely a whisper.

"Hear wha…" Klauten stopped as if death held him. He was older than Rauter and his ears were not as sharp but now he could make out the deep and ominous tolling of a bell, growing louder with every passing moment.
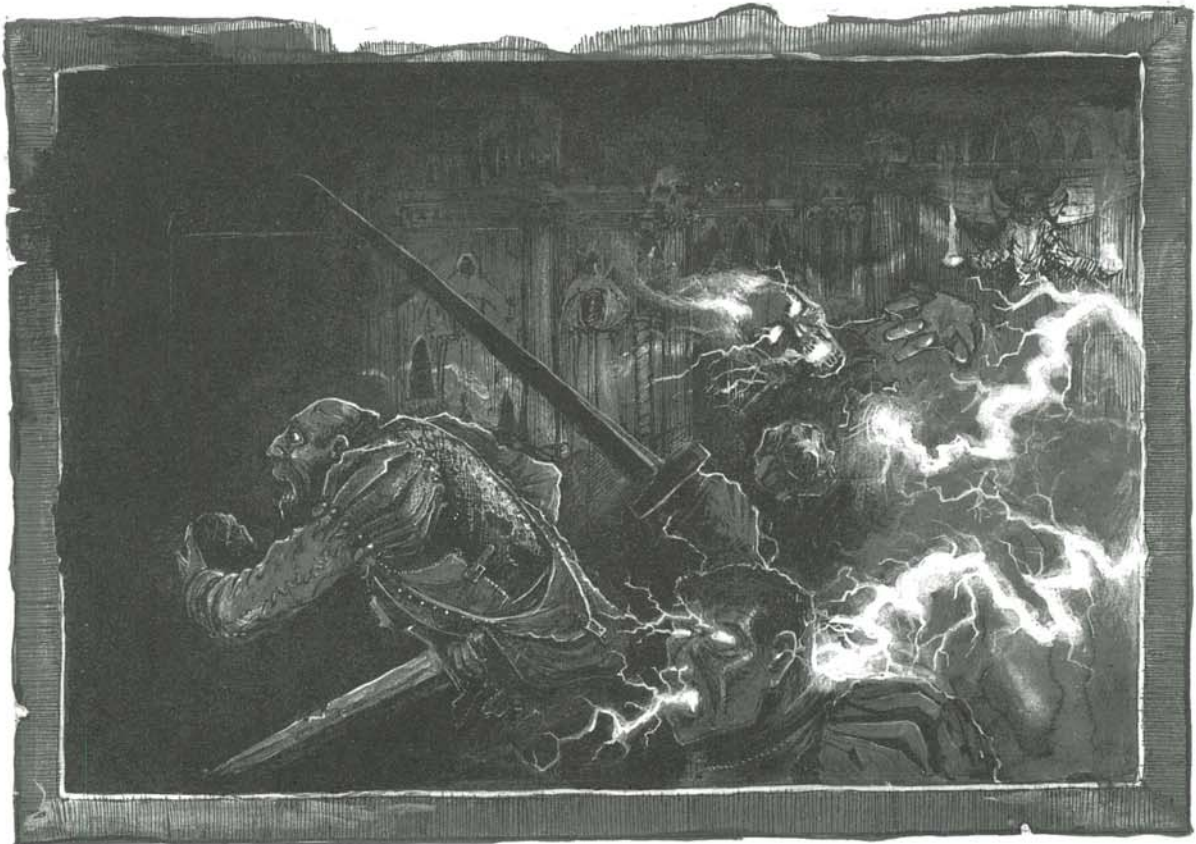
"Tell me this is a joke," Rauter pleaded, looking in all directions.

"Tis no joke, look!" Klauten hissed pointing to a craggy ridge up ahead. The remains of a school stood there, timbers laid bare like a rib cage and within a glowing figure advance inexorably towards them. His face was ghostly pale, decomposing and undead in appearance, his clothes were rags and in his left hand he held a rusty bell that he rang with otherworldly vigour.

"Tis the Town Cryer, he has found us!" Rauter wailed and fled into the night.

"By Sigmar, I thought it only a tale," Klauten breathed in disbelief. *"Sigmar preserve us!"* he cried and fled off after Rauter.

Rauter ran as if hell was at his heels, wheeling this way and that in a maddening course through the ruins. He looked back and realised to his horror that he was alone.

"Klauten!" he cried, tears streaming down his face, his heart large and loud in his mouth. *"Where are you Klauten?"* his voiced echoed in the night and this was his only response. Still the bell tolled and rang like the voice of his doom.

Through cluttered streets and crumbling buildings he ran, stumbling constantly, his face and hands cut and chafed. Ducking down an alleyway Rauter saw a figure up ahead. His heart leapt, it was Klauten.

"Thank Sigmar, Klauten," he gasped in relief, reaching his comrade, *"I thought you were…"*

Klauten wasn't moving and as Rauter grasped his arm he realised the man was cold and rigid like ice. Klauten's face was twisted into a horrific manifestation of utter terror, his heart stopped from beating by sheer fright.

Rauter's stomach twisted inside him when he realised someone was behind him. Gritting his teeth and offering up vainly, a prayer to his god he turned.

The face of death greeted him, glowing with a pale and unearthly aura, skeletal, with lank grey hair hanging from beneath a town cryer's cap.

"Oh yeah, oh yeah," it boomed with a voice full of quaking resonance. *"Tis twelve of the clock and all are doomed!"*

The Town Cryer in Mordheim

The Town Cryer is a ghostly apparition that stalks the streets of Mordheim in the dead of night. He is a special encounter/character that can be used in any scenario if agreed by all players participating in the game.

APPEARS AT WILL...

The apparition appears at will to taunt adventurers with its ghostly presence and prophecies. Roll 2D6 at the start of each player's turn. If one or both of the dice matches the turn number, the Town Cryer manifests in all its anti-glory! He appears within 2D6" of a random Hero of the player's warband whose turn it is and will only disappear when banished (see below), moves off the table or after D6 turns.

THE FLOATING PROPHET...

The Town Cryer always moves immediately prior to the player whose turn in which it appeared. It moves 2D6" in a random direction (determined by a Scatter dice) unless a living creature is within 6" then it will move towards them. The Town Cryer always moves the full amount and passes through all obstacles. If it moves off the board it disappears. If the Town Cryer passes through a living creature, it 'chills' them. The affected warrior(s) must pass a Leadership test or suffer -1 to their Strength and Leadership until the Town Cryer disappears or is banished.
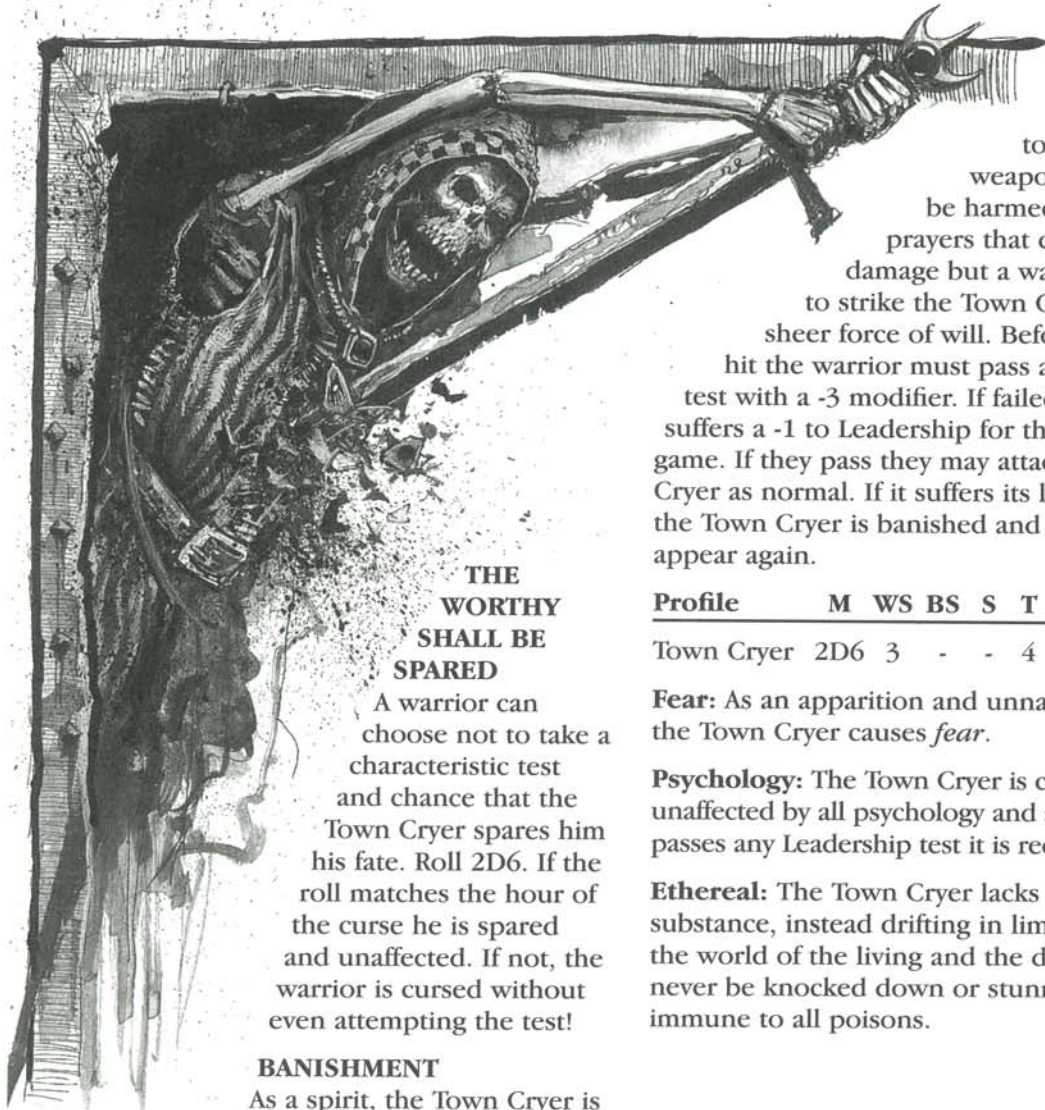
A CURSE UPON ALL YOUR HEADS!

If a warrior is within 6" of the Town Cryer after it finishes moving, it issues a portentous warning that could spell their doom! It always challenges the closest warrior. Roll 2D6 on the table below to discover the nature of the Town Cryer's warning.

2D6	Curse of the Cryer
2-3	**Doomed** – *"The weak of heart are doomed to die at the hour of two and death is nigh!"* The warrior must pass a Leadership test or will suffer double Wounds until he proves his courage by passing a fear test.
4	**Blinding** – *"Oh yeah, oh yeah, at the hour of three a blade is worth nowt when ye cannot see!"* The warrior must pass a Toughness test or be struck blind! A blinded warrior moves D6" in a random direction, their WS is reduced to one, they cannot shoot or parry but as soon as they are hit their blindness ends.
5	**Portent** – *"At the hour of one comrades in mourning, take heed my words, this fateful warning."* If the warrior passes an Initiative test they may reroll their next failed dice roll. If they fail, they must re-roll their next successful dice roll instead.
6	**Vertigo** – *"A steady nerve to hold your grip, lest the hour of four brings a fatal slip!"* The warrior is transported to the highest building on the board. They must pass an immediate Initiative test or will fall.
7	**Bladebane** – *"A blade will break at the hour of five, the only defence to remain alive!"* The warrior must pass a Strength test. If they fail the next time they roll a 1 to hit their weapon breaks and is useless.
8	**The Curse of One** – *"At the hour of six all shall hark, comrades flee, left alone in the dark!"* The warrior must pass a Leadership test with a -1 modifier or in the next turn all the warrior's comrades disappear! The warrior must make an All Alone test each turn.
9	**Rust** – *"In armour's defence the brave will trust, at the hour of seven let metal rust!"* The warrior must pass a Toughness test or their armour will be rendered useless for the rest of the game.
10	**Terror!** – *"Hearts quicken at the hour of eight confront your fears or face your fate!"* The warrior must pass a Leadership test or flees immediately and suffers a -2 to their Leadership until the test is passed.
11-12	**Hex of Aging** – *"The grip of decay at the hour of ten, no escape and you're old again!"* The warrior must pass a Toughness test. If they fail they suffer a -1 on all characteristics except Wounds and Attacks. They must take a Toughness test each turn thereafter. If they pass, they return to normal. If they fail they suffer a further -1. If any characteristic reaches 0 they are taken out of action.

invulnerable to all mortal weapons. It can only be harmed by magic or prayers that cause physical damage but a warrior can try to strike the Town Cryer through sheer force of will. Before rolling to hit the warrior must pass a Leadership test with a -3 modifier. If failed, the warrior suffers a -1 to Leadership for the rest of the game. If they pass they may attack the Town Cryer as normal. If it suffers its last wound, the Town Cryer is banished and does not appear again.

Profile	M	WS	BS	S	T	W	I	A	Ld
Town Cryer	2D6	3	-	-	4	3	-	-	-

Fear: As an apparition and unnatural creature the Town Cryer causes *fear*.

Psychology: The Town Cryer is completely unaffected by all psychology and automatically passes any Leadership test it is required to take.

Ethereal: The Town Cryer lacks any real substance, instead drifting in limbo between the world of the living and the dead. It can never be knocked down or stunned, and is immune to all poisons.

THE WORTHY SHALL BE SPARED

A warrior can choose not to take a characteristic test and chance that the Town Cryer spares him his fate. Roll 2D6. If the roll matches the hour of the curse he is spared and unaffected. If not, the warrior is cursed without even attempting the test!

BANISHMENT

As a spirit, the Town Cryer is ethereal and as such

Town Cryer

This model is part of the main range, available as a blister pack from our stores, but you can also order this model from Mail Order.

For order details and prices contact Mail Order below.

Hammer is best suited to mounted combat, when the impetus of the horse may be used to add to the power of the weapon.

Range:	Close Combat
Strength:	As user +1
Special Rules:	*Two-Handed, Cavalry Charge*

Special Rules

Two-handed: A model armed with a Horseman's Hammer may not use a shield, buckler, or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his armour save against shooting.

Cavalry Charge: A model armed with a Horseman's Hammer may use the speed of his charge to increase the might of his attacks. A model on a steed with a Horseman's Hammer gains a further +1 Strength bonus when he charges. This bonus only applies for that turn.

Vehicles of the Empire

There are three principal modes of transport in the Empire: travel by boat, by riding animals such as horses and mules and travel by wagon or coach. Riding animals have already been covered in 'Blazing Saddles' which is featured in the Mordheim annual. Here we will cover the rules for travel via boat and wagon.

Wagons

This covers carts, stagecoaches and all two and four wheeled forms of transport commonly found in the Empire.

MOVEMENT

A wagon's movement is determined by how laden it is with passengers and cargo. Therefore throughout a game, a wagon's move may alter due to unloading or loading up of more passengers and cargo. Consult the table below to determine movement. Wagons cannot charge, climb, hide, run or flee.

TURNS

Wagons, regardless of size, may make a single turn of up to 45 degrees at the end of its movement. It may then apply the lash if desired. Make turns by pivoting the vehicle from its midpoint.

APPLYING THE LASH!

There are many reasons why a wagon driver would want to urge his beasts to go faster – if he is being pursued by bandits or mutants, for example! By applying the lash to his draft beasts, the driver of a wagon can attempt to gain some extra movement. After the wagon has moved normally, the player may roll a D6. On the score of 2+ this indicates how many extra inches the wagon may move ahead in a straight line. On the roll of a 1 something drastic has happened. Roll on the table below:

Applying The Lash

D6 Result

1-2 Steeds Tiring – The draft animals are growing tired – if the driver applies the lash! next turn you must halve the score rounding fractions up.

3-4 Driver Shaken – Due to the wagon's speed the driver is thrown all over the place and may not apply the lash next turn as he recovers his composure.

5-6 Out of control – Make a roll on the Out of Control table.

Wagon Movement

No. of passengers or cargo quota	Standard Movement	Applying the lash!
1 (driver – compulsory)	10	+D6
2-3	8	+D6
4-6	6	+D6

Out of Control

D6   Result

1-3   Swerve – The driver temporarily loses control and the wagon veers wildly off course. Roll a D6:

> 1-3 – Swerves 45 degrees to the left.
> 4-6 – Swerves 45 degrees to the right.

The wagon then moves another 6" in the predetermined direction.

4-5   Runaway – The steeds bolt and the driver loses control of them. Each turn randomly determine the direction that the wagon goes in. Roll a D6:

> 1-2 – Swerves 45 degrees to the left.
> 3-4 – Swerves 45 degrees to the right.
> 5-6 – moves straight ahead.

The wagon will always move at full speed and roll for applying the lash discounting the effects of a 1 all the time it is a runaway. Each turn the driver may attempt to take control of the steeds. The driver must pass a Leadership test to regain control of the beasts. The crew may not fire missile weapons all the time the wagon is a runaway as they are trying to hold on for dear life.

6 Loss of control – The wagon goes wildly out of control. Roll a D6:

> 1 – The wagon swerves to the right (see above)
> 2 – The wagon swerves to the left (see above)
> 3-4 – The wagon comes to an immediate halt
> 5 – The wagon's yoke pole snaps and the draft animals gallop off. The vehicle moves 6" straight ahead and then comes to a halt. The vehicle may no longer move.
> 6 – The wagon either jack-knifes or hits a rock or a depression in the road and goes into a roll! The wagon moves D6" in a random direction determined by the Artillery Scatter dice. Any warriors/beasts it collides with take the usual collision damage. All the crew and draft animals take D3 Strength 4 hits. The wagon is now wrecked.

TERRAIN

Difficult Ground: If a wagon enters difficult ground roll a D6. On a score of a 1 immediately make a roll on the Out of Control table otherwise the wagon is fine.

Very Difficult Ground: If a wagon enters very difficult ground immediately make a roll on the Out of Control table with a modifier of +1.

Walls/Obstacles: If a wagon collides with a wall or other solid obstacle it comes to an immediate halt. The wagon suffers D3 hits at a Strength of 7 (see below).

Impassable Ground: If a wagon moves onto impassable ground it is immediately destroyed and each crew member/draft animal must make an Injury roll. Remove the wagon and place any surviving crew within 3" of the crash site.

COLLISIONS

If a wagon collides with another wagon both suffer D3 Strength 7 hits (roll location and damage as normal below). In the case that either attackers or defenders block the way of a wagon and it cannot move around them then the wagon will move through the models, even if they are from the defending warband. All of the models touched by a wagon that is forced to move through them must roll lower or equal to their Initiative or suffer a S4 hit with all of the consequences. Warriors that are out of action cannot get out of the way of a wagon and are therefore automatically hit. Whenever a wagon collides with anything roll a D6, on a score of a 1 make an Out of Control test.

TRANSPORT

For the sake of simplicity all wagons and coaches may transport up to six human sized warriors or smaller (let's be having no Ogre wagoneers now!) or the equivalent in cargo (this will be covered in greater detail in the Scenarios section). One crewman must be allocated as the driver and one may 'ride shotgun' with him. The driver may do nothing else but drive whilst the wagon is moving as he is too busy controlling the reins. In the event that the driver is *Knocked Down*, *Stunned* or taken *Out of Action* a crew member riding shotgun may take over the reins and become the new driver.

MOUNTING/DISMOUNTING

A friendly warrior may board a stationary wagon by simply moving into contact with it (wagons are only considered stationary if they didn't move in their last turn). Place the model either on the wagon or move it with the wagon in base contact to simulate it being transported. Similarly, a warrior may dismount from a stationary wagon by moving away from contact. Warriors may attempt to mount or dismount from a moving wagon by passing an Initiative test. If they fail, they take falling damage of D3 automatic hits at a Strength equal to half the vehicle's speed. Warriors may attempt to board a moving wagon from either another moving wagon or from a moving mount with a modifier of -1 to their Initiative test – this counts as a charge.

LOSING CONTROL OF THE DRAFT ANIMALS

Apart from if a wagon becomes a runaway, control may also be lost by attackers attempting to wrestle away the control of the draft animals from the driver. Apart from eliminating the driver and taking control of the reins, the easiest way to control the draft animals is for a warrior to leap onto the back of one and ride it. A warrior can successfully leap onto a draft animal by passing an Initiative test (the warrior may add +1 if they have the Ride skill). If the test is failed then the warrior takes falling damage as usual. The warrior must pass a Leadership test to control the beast and therefore control the direction and speed of the wagon. The driver can only wrestle back control of the wagon by eliminating the warrior (any injury will suffice). If a warrior has successfully mounted a draft animal he may attempt to cut it free from the team on a 4+ although he will lose control of the wagon itself in doing so.

SHOOTING

Shooting from a wagon: Crew may fire from aboard a wagon and have a 360 degree arc of fire. Shooters suffer a penalty of -1 to hit for firing from a moving surface.

Shooting at a wagon: Warriors may shoot at a vehicle and gain a +1 to hit because it is a large target. If a hit is scored against a wagon then a roll must be made on the Location table below to decide what part of the vehicle has been hit.

Wagon Location

D6 Result

1-2 Draft creature – Roll to wound and injure as normal – see loss of draft creature below for effects.

3 Crew – Randomly select a crewmember and roll to wound and injure as normal – see loss of driver overleaf if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the wagon and must test for falling damage.

4-5 Chassis – Roll to damage the vehicle using the stat line below.

6 Wheel – Roll to damage the wheel using the stat line below.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Horse	6	-	-	3	3	1	2	-	-
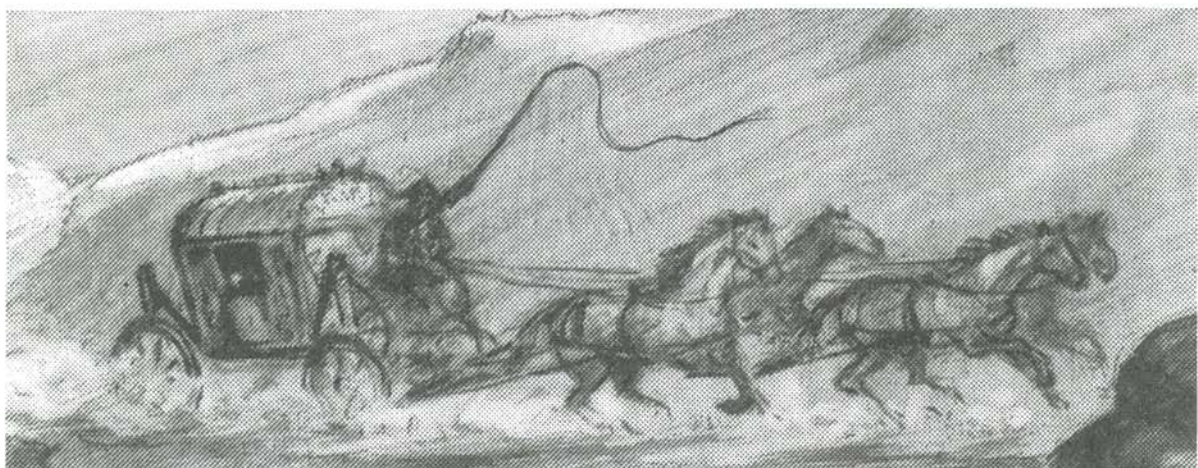
LOSS OF A DRAFT CREATURE

Any time a steed is hit, regardless of whether or not it is injured, make a roll on the Out of Control table. If a steed is *Stunned* or *Knocked Down* it will be dragged along by its associates until it recovers – next turn reduce speed by 1/2 (with a draft of two animals) or 1/4 (with a draft of four animals) and the driver may not Apply the Lash! If the steed is taken *Out of Action* then permanently reduce the speed by the previous amount until the driver can cut the animal free on the roll of a 5+. If the last steed is *Stunned, Knocked Down* or taken *Out of Action* then the wagon comes to a halt and cannot move unless the steed recovers – make an Out of Control roll with +2 to the result.

WHEEL DAMAGE

If a wheel is damaged this is potentially disastrous. Randomly determine which wheel has been damaged and roll on the table below adding +1 to the result if the wheel has been damaged before:

Wheel Damage

D6 Result

1-4 Wheel damaged – The wagon's speed is permanently reduced by -2".

5-6 Wheel flies off! – The wagon immediately swerves (see the swerve result on the Out of Control table above) and then comes to a halt. The wagon is now immobile. Roll a D6, on the score of 5-6 the wagon goes into a roll (see the roll result on the Out of Control table above).

CHASSIS DAMAGE

When the wagon loses its final point of damage/wound it is destroyed, comes to an immediate halt and each crew member/draft animal must make an Injury roll.

COMBAT

Warriors may strike a stationary wagon in close combat by charging and striking against the part they are in contact with (draft creatures/crew/wheel/chassis).

Chassis/wheels: Attacks hit automatically – just resolve damage.

Crew: Crew on board a stationary wagon are counted as defending an obstacle and a 6 is required to hit them regardless of Weapon Skill. If a crew member is taken *Out of Action*

an attacker may enter/board the wagon in his next turn.

Draft Animals: The draft animals may be attacked in the usual manner although an attacker may chose to cut the draft animals free instead which requires a 2+ on a D6 to be successful. Draft animals that are cut free count as unled beasts (see Blazing Saddles).

Warriors may attempt to attack a moving wagon by charging it in the normal way. Note: Charging a moving wagon does not bring it to a halt – the combat round is played out and then the wagon is free to move in its next Movement phase – if it is a runaway then it is compelled to move. Warriors are advised to attack to the side and rear because if they attack to the front they are liable to be run down in the wagon's next turn! Because attacking a moving wagon is a haphazard affair the attacker must determine the location struck first by rolling on the Location table above. Both the chassis and wheels are hit automatically just resolve damage. The draft animals are attacked in the normal manner although an attacker may not attempt to cut the reins on moving draft animals. The crew are difficult to strike and therefore a 6 is require to hit them regardless of Weapon Skill.

If the attackers manage to successfully board the wagon either when it was stationary or by leaping aboard it as it was moving they may engage the crew in combat in the usual manner without any penalties or modifiers. Note: Attackers or defenders that are injured fighting aboard a wagon must pass an Initiative test or fall off.
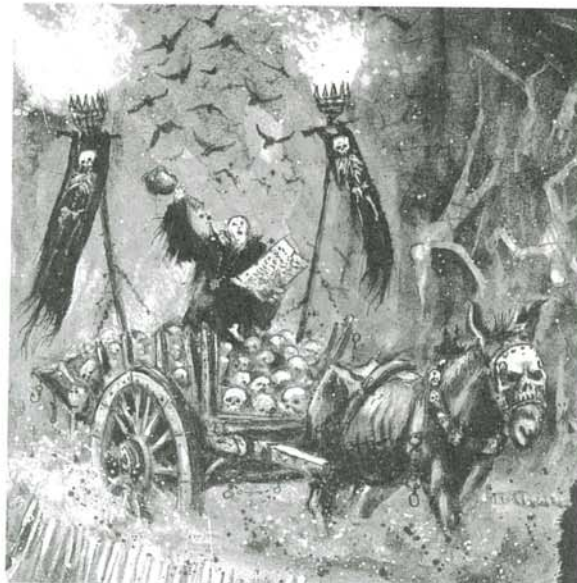
Scenario 015 - Grudge Match

By Mark "Rinku" Dewis & Archeonicus, as appeared in Archive Pestilens, Transcribed by April "Undead Lady" Finnegan. Edited by The Mordheimer.

Apart from the day to day scrabble for wealth and power that drives the madness in Mordheim, honor, lust, bravado, revenge or just plain hatred also play their part in setting the stage for conflict and death.

For whatever reason, two warbands will sometimes arrange their fight rather than leave it to chance. They will gather in some relatively open spot and choose their champions; this single combat will sometimes suffice to settle their differences, but more often than not it will lead to a general melee...

Terrain
Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. There should be a clear space roughly 8-12" in diameter in the centre, representing the spot chosen for the single combat. We suggest that the table is set up within an area roughly 4' x 4'.

Setup
This type of challenge requires a certain amount of history between the warbands involved. The scenario may only be played if the warbands have previously fought a battle against each other.

One player is required to challenge the other. He is designated the Challenger and the other player is designated the Defender. If both challenge at the same time, roll a D6.

The Challenger nominates one hero to be his Champion. The Defender then nominates one of his heroes to be his Champion. (Note that though the term "Champion" is used here, a Mercenary warband is not required to send in one of its heroes of that name and is free to send the Captain or a Youngblood) In the event of a warband having no available heroes, a non-animal henchman may be nominated. If a warband currently consists of only animals, it may not challenge or be challenged (woof!)

The two champions are then placed 5" apart in the centre of the table by the Defender. The Challenger then places the rest of his warband behind his Champion, no closer than 10" to either champion. They may be set up in second floor buildings (for a better view, of course) but are required to have a line of sight to both champions. The Defender then sets up his warriors, following the same restrictions. Infiltration, Tactics and Hunch skills may be used as normal, but not to reposition either Champion (this may lead to a warrior starting out of sight of the Champions).

Special Rules
None.

Starting the Game
Each player rolls a D6. The higher rolling player takes the first turn, which will also be the first Single Combat turn.

During the opening Single Combat, only the two Champions may move, attack or cast spells or prayers. The Champions may not charge, attack or cast spells or prayers on an enemy model other than the opposing Champion. Otherwise the two models are free to move and fight as they see fit.

The Single Combat will normally continue until one of the Champions is taken Out Of Action. However, there is the possibility that a dishonorable or enraged warrior might break the truce, causing a general fight to erupt. At the end of his Close Combat phase, the player rolls a D6. If a 1 is rolled, one or more of his warband members are planning something. His leader must make a Leadership roll in order for the Single Combat to continue (this roll is voluntary). If a general fight beaks out, all warriors may move, attack and cast spells normally. Note that it will always be the turn of the other player if a player chooses to let a general fight break out; this is a built-in incentive for the player to let the Single Combat continue.

If the Single Combat continues to its conclusion, the warband of the loser must make an immediate Rout Test due to the loss of morale from losing their Champion. All warriors may now move, attack and cast spells as normal. The side which won the Single Combat is heartened by the victory, and will only have to test to rout after losing 50% of their warriors Out Of Action. The side that lost the Single Combat, on the other hand, remains demoralized for the rest of the game, and must test to rout each turn (it may also rout voluntarily).

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

Experience
+1 Survives: If a Hero or a Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader: The leader of the winning warband gains +1 Experience.
+1 Per Enemy Out Of Action. A Hero earns +1 Experience for each enemy he puts Out Of Action. This includes a Champion who puts the other Champion Out Of Action in Single Combat.
+2 Winning Champion. If one Champion puts the other Champion Out Of Action while the Single Combat rules are still in force he gains +2 extra experience. This is in addition to any experience gained by a Hero Champion for putting an enemy Out Of Action. A Henchman Champion who wins will add the +2 experience to his group's total.

Scenario 024 - The Wizard's Tower

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as appeared in <u>Archive Pestilens</u>,
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Since the mighty catastrophe of Mordheim in the Year of Our Lord 2000, the once proud city has become a forum of evil.
Not to mention a forum of treasures. This, after all, is the reason why hundreds of warbands have flocked to the outer borders of the Empire, leaving their settings and their families in the favor of gold.

But the warbands are not the only visitors. All creatures of evil seem to go there, apparently attached by the chaos and darkness that rules in the inner ruins, as well as some of the mighty Wizards of Darkness. Here and there the purple flag of Shyish, the Scythe, waves in the wind high above a mighty tower rules by an Amethyst wizard, and the wizards of the Dark Gods establish their chambers there too where they can study their evil books and magic in the right atmosphere.
The myths that are connected with these Wizard's Towers tell about gold, silver, magical items and other treasures that appear only in the wildest dreams of the craziest Dwarven Treasure Hunters, and once in a while it happens that a warband finds its way to one of the few infamous Wizard's Towers that are located in Mordheim.

However, it is not that easy just to go and open the door into the tower itself. More often than not warbands lie hidden in the ruins around the tower, waiting for the next warband that appears.

Terrain
The scenario is fought on a table roughly 4' times 4'. Exactly in the middle should be the Wizard's Tower itself. This can be represented by a cardboard tower (for example the one from the old Chronicles of War set, or the tower from the Warhammer Fantasy boxed set), but if you do not have any cardboard towers then you must make your own! This is really easy indeed - the only thing that's a bit tricky about modeling is putting it together yourself!

The rest of the battlefield should be covered by ruined buildings, terrain and obstacles that the ambushers can hide behind. Check out the map and see my version of the battlefield!

Setup
The warband that has just explored the Wizard's Tower is deployed beneath the tower itself. Note that only the Henchmen are deployed - not the Heroes!

The ambushers must be deployed adjacent to the table edge and out of line of sight of the treasure carrying warband. They may be deployed in buildings too, if any buildings are adjacent to the table edge. The ambushers must deploy first followed by the treasure carrying warband.

Special Rules
<u>Heroes</u>: After the ambushing warband has moved, the treasure carrying warband must roll a D6. The result is the amount of Heroes that may leave the Wizard's Tower that turn. Choose randomly which models appear.

<u>Chests</u>: Roll a D6 for each Hero that appears: On a roll of 6 that model has brought with him a smaller chest of treasures that is represented by a counter. You could use one of the plastic chests from the Mordheim boxed set, or you can make your own.

A model carrying a chest gets a -1 Initiative modifier, and he cannot fight with two weapons. Chests can be swapped between models if they are in base contact with each other. The new model gets the above mentioned penalties for carrying a chest as normal, while the model carrying it before loses this penalty.

If no Heroes appear to bring any chests with them, then pick one random Hero that is given a chest. This means that there will always be at least one chest in the game, which makes it all much more interesting! Chests are dropped if a warrior become knocked down, stunned or out of action. Place the chest counter on the battlefield. Any models that enter the chest may pick it up and carry it as normal, and a model who defeats an opponent in close combat in any way may overtake the chest of that enemy model.

<u>Magical Curses</u>: All the Heroes that have searched the Wizard's Tower for treasures are carrying an evil kind of magical curse from the tower. Place a Curse counter beside each Hero as they appear. If a Hero is Knocked Down or Stunned, roll a D6 on the table below.

Turn	D6
1	**Blind**: The eyes of the Hero begin to glow white, and he cannot see anything. For the rest of the battle the Hero will move D6 inches in a random direction (use a Scatter die to decide the direction). If he crashes into an enemy, then he will attack him or her, and if he crashes into a building, then he will get knocked down. His Initiative will count as being 1 for the rest of the battle too, but he will cause Fear to all enemies.
2	**Bound**: Suddenly some mystical, half transparent lightning arms in different colors appear from the earth and grab the Hero's legs. He cannot move anymore for the rest of the battle!
3	**Drained**: The Hero is drained for power, and his Strength will count as being 1 for the rest of the battle.
4	**Teleported**: The Hero is teleported into the Wizard's Tower and will appear in the warband's next turn. The Hero will then be standing up.
5-6	No effect

The Heroes can shake off their curses by defeating an opponent. If either they Knocked Down, Stun or put an opponent Out Of Action then the curse will be given to the opponent instead! If the model is suffering from any curses then (such as the Bound curse), then they will immediately lose it. This is the only way of getting rid of a curse - neither priests nor wizards can help on this point!

Starting the Game
The ambushers will get the first turn. This represents the surprise that will meet the treasure carrying warband once they leave the tower.

Ending the Game
The battle ends once all the chests are off the table. A model with a chest can leave the table edge, and then the chest will be under that warband's possession. The

warband with the most chests are the winners of the battle. If both warbands have the same amount of chests, then the warband that caused most casualties has won.

Experience
+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader: The Leader of the winning warband gains +1 Experience.
+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

Treasures
In the post-battle sequence both players must see how much their treasures are worth. For each chest, roll a D6 on the table below:

Turn	D6
1-2	**Illusions!**: The treasures were simple illusions that the wizard had made. As the warband returns to their camp the treasures simply vanish like if they had never been there!
3-5	**Valuables!**: The chest contains some valuable items that can be sold for a considerable amount of GC. Roll 3D6, the result being the amount of GC that the items are traded for.
6	**Gold, Gold, GOLD!**: The chest contained some really expensive golden items that are worth a lot of money. Roll 6D6 (yeah, it's quite a lot of dice!) and add the result to your Treasury.

After the battle it is not possible to search the ruins for any useful things. No one dares to enter the cursed fields of the Wizard's Tower anymore! So **no** Exploration rolls are made.