

COREHEIM

version 8.9f

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PROFILE CHARACTERISTICS

Movement (M)

How far a warrior can move in inches.

Weapon Skill (WS)

Warrior's ability to hit in close combat.

Ballistic Skill (BS)

Warrior's ability to hit with ranged weaponry.

Strength (S)

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

Toughness (T)

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

Wounds (W)

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

Initiative (I)

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

Attacks (A)

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

Leadership (LD)

The warrior's ability to lead and as his personal courage.

Characteristics Tests

On occasions the rules will refer to characteristics tests, such as 'Strength test', 'Initiative test', and so on.

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

Leadership Tests

When taking a Leadership test, you must roll **equal to or lower** than the warrior's Leadership value on 2D6.

Min/Max Characteristics

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

Armour Saves (AS)

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

TURN SEQUENCE

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

Recovery Phase

1. If **four or more members of your warband** are *out of action*, take a rout test against the acting leader's Leadership.

(Some warbands have a threshold of five or more members. See the warband lists.)

2. Stupid warriors check if they are within 7" of an allied, non-stupid hero.
3. *Knocked down* warriors stand up. (*They can only Half-move, cannot charge, if they stand up into close combat they will strike last irrespective of weapons and Initiative.*)
4. *Stunned* warriors become *knocked down*.

Charge Phase

1. Declare all charges before moving any warriors.

Movement Phase

1. Move any warriors that you wish, working through them one at a time.
2. Declare which warriors are *hiding*. (*Unless a rule, spell or ability explicitly states that a warrior can hide at some other point in time, warriors can **only** hide at this point of the turn.*)

Shooting Phase

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

Close Combat Phase

1. Warriors engaged in close combat with **two or more enemies** and **no friendly warriors engaged in that same close combat** take a *panic test*. (*Only the active player's warriors test for panic.*)
2. All warriors engaged in close combat fight. All warriors involved in close combat with the active player's warband fight, regardless of whose turn it is. (*For multiplayer games, being part of a close combat also involving the active player will allow all parties to fight.*)

MOVEMENT

Moving

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

Half-moving

- Warriors that wish to shoot or *hide* the same turn they moved, can only move **half** their movement value in inches, **rounded up**. (*Casting spells are not subject to this restriction.*)

Climbing

- Warriors may climb a maximum of 4" per turn. (*There does not need to be a solid wall or similar surface in between.*)
- A warrior must take a **single** Initiative test to climb.
- If he **fails while climbing up** he stops where he started to climb.
- If he **fails while climbing down**, he falls the entire distance.

Jumping Down

- Warriors jumping down take an Initiative test **for each full 2"** jumped.
- If they fail any one of them, they fall the entire distance.
- Jumping Down does **not** use Movement. (*So if you have M6 you may move 3", jump 4" and move up to 3".*)
- A jump further than 7" automatically fails.
- You may measure the distance jumped down beforehand.
- Unless the jump is part of a charge move.

Jumping Horizontally/Diagonally

Warriors can jump over gaps (*such as rooftops*) up to 4" wide. (*You may measure beforehand, unless the jump is part of a charge.*)

- Jumping horizontally/diagonally uses up movement.
- If the distance is further than 4" the warrior *falls* from where he jumped.

Hiding

A warrior that is in cover from all enemies may *hide*. *Hidden* warriors cannot be shot at, charged or targeted with spells.

- Warriors **can only** hide at the end of a half-move.

A *hidden* warrior is automatically spotted if:

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

Falling

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

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

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

Falling off Buildings

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

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

CHARGES

Declaring Charges

- You may charge any visible, non-*hidden* enemy but you may **not** measure the distance beforehand.
- You may engage multiple enemies if they are within 1" of each other and not behind the charge target.
- All charges are declared simultaneously.
- To determine how many fighters that can fit into close combat you may rearrange you own warriors but **not** the enemy's.
- Unless a charge involves climbing, chargers must take the most direct route to the charge target.

Charges Involving Climbing

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

Charges Involving Jumping Down

- When Jumping Down, take an Initiative test **for each full 2"** jumped. (*If you fail any one of those tests, you fall the entire distance and fail the charge.*)
- Jumping Down does **not** use M. (*So if you had M6 you could move 2", jump up to 7" down, and move up to 4"*)
- **Diving Charges:** If a charge involving Jumping Down is executed so that the charger lands within 2" of his target and has enough Movement left to successfully charge the enemy, then that charge is a diving charge.
- Diving Chargers have +1 S on profile the first round of combat. (*This may take them above their racial maximum.*)

Charging Enemies out of Line-of-Sight

Warriors can charge enemies **out of** their Line-of-Sight (*That are behind a wall, around a corner etc.*) as far as they have Movement. **To charge a non-visible enemy, the warrior must pass an Initiative test** or fail that charge. (*Cumulative with others I tests such as Climbing etc.*)

Charging Hidden Enemies

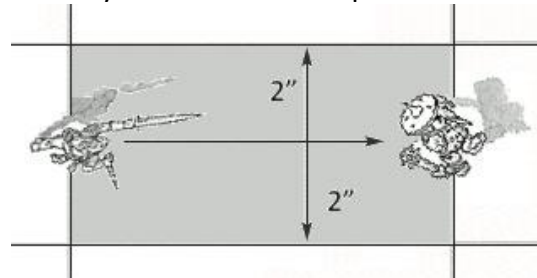
Hidden warriors cannot be charged.

Intercepting Enemies

Warriors that are within 2" of a moving enemy, **not in combat**, may *intercept* the charging warrior by moving into the movement line.

- Any kind of moves may be intercepted; normal moves, charges, flying moves, etc.
- Each enemy can only be intercepted by a single warrior.
- For even more on intercepting, see p. 65

Grey marks the interception zone:



Failed Charges

If a warrior fails a charge for whatever reason, he is moved 4" towards the charge target, or to where he fell or failed his climb test, or Initiative test for charging around corners.

- Stop if this would bring the warrior within 1" of this target.
- Warriors that fail a charge **may not** shoot missile weapons, but they **may** cast spells or prayers.

CLOSE COMBAT

Who can Fight

Enemies within 1" of each other are considered to be in close combat with each other.

(Enemies separated by low walls etc. will also fight.)

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

Who Strikes First

The following rules apply:

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

Hitting

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

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

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

Fighting Unarmed

Unarmed attacks are at -2 S.

Fighting with two Weapons

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

Firing Pistols in Close Combat

Contrary to the original Mordheim, and earlier versions of Coreheim, Pistols cannot be fired in Close Combat.

Switching Weapons in Close Combat

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

Leaving Close Combat

Warriors **cannot** leave close combat. *(Not even if all enemies he is fighting are knocked down or stunned at the start of his turn.)*

Targeting Close Combat Attacks

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

Warriors with Multiple Attacks

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

SHOOTING

Shooting

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

- Shooting requires Line-of-Sight. Warriors can see 360° around themselves.
- Warrior **cannot** shoot through allied warriors.
- Warriors **cannot** shoot the same turn they moved more than half their Movement, rounded up.
- Warriors **cannot** shoot if they are engaged in close combat, *knocked down* or *stunned*.
- When firing a missile weapon, a warrior shoots just once, regardless of how many **Attacks** he has on profile.

Targeting

- Warriors **must** shoot at the closest target, but may ignore enemies *knocked down* or *stunned*.
- If the closest target is in subject to BS-penalties, you may choose a more distant target provided that is it easier or just as easy to hit. (*BS-penalties include Cover, the 'Dodge' skill, Skaven Smoke Bombs etc.*)
- A warrior firing from a position elevated 2" or more above ground level may fire at any visible target unless there is a visible enemy within 3". (*In which case he must follow normal targeting rules.*)
- You **cannot** fire into close combat involving your own warriors. You may fire into close combat involving two other warbands. Roll to randomize hits.

Warriors with Multiple Shots

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

- He can only target warriors that he could normally target.

Out of Range

When targeting missile weapons, you may **not** measure the distance beforehand. If the target was out of range the weapon will still have fired.

Hitting

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

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

The following modifications apply:

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

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

Play Tip

Coreheim requires about 70% terrain on the table. Otherwise Shooting will be too powerful. If you don't have enough terrain, lower all BS values by 1.

WOUNDS AND INJURIES

Wounding

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

Armour Saves

When an armoured warrior suffers a wound he may annul it by passing his armour save. See the table at the back of this book.

Critical Wounds

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

- Enemies take armour saves as normal but must **roll separately for each wound**.
- If the attacker needs dice rolls of 6 to wound his target he **cannot** cause critical wounds.
- If an opponent has fewer Wounds than inflicted, roll an extra D6 for injury rolls for each excess wound and pick the highest as the result. (*Just as you would in case of multiple normal wounds.*)

Overkill

If a warrior is wounded by an attack that would wound automatically (*i.e. has a Strength double or more his own Toughness*) the Injury Roll proceeding from that attack has a +1 modifier.

- Automatic wounds are **never** critical.
- However, you may opt to wound on 2+ instead. (*Granting the possibility of Critical Wounds while retaining the +1 modifier to Injury Rolls.*)
- If you score a Critical Wound with Overkill, the +1 modifier is applied to **all** subsequent Injury Rolls.

Warriors with Multiple Wounds

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

Injury Rolls

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

1-2 Knocked Down

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

3-4 Stunned

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

5-6 Out of Action

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

PSYCHOLOGY, REGENERATION

Leaders

Warriors within 7" of their warband leader may use his Leadership characteristic instead of their own. This does **not** apply if the Leader is *knocked down or stunned*.

- Animals **cannot** use the Leader's Ld.
- If a leader is taken *out of action* the warband will have no leader for the rest of the battle.
- After the battle, the hero with the highest LD will gain the 'Leader' ability. If there is a tie, you may choose.
- If you re-hire a warrior designated as the warband leader on the warband list (*Such as a Mercenary Captain*) he will automatically become the warband leader again. (*Even if other heroes have a higher LD characteristic.*)

Stupidity

Warriors that suffer from *stupidity* must be within 7" of a non-stupid Hero from the warband at the beginning of each of your recovery phases or they **will do nothing** until they start another turn within 7" of such a hero. (*Heroes knocked down or stunned cannot alleviate stupidity.*)

- Warriors that **do nothing** because of stupidity will strike back in close combat and take armour saves as normal.

Hatred

- Warriors that *hate* their opponents may always strike at them in Close Combat, even while fighting other warriors standing up.
- And may target them with Missile Fire, even if there are other enemies closer to them.

Panic Tests

At the start of each close combat phase, **before any blows are struck**, test for panic:

- (*Only the active player's warriors test for panic.*)
- Warriors engaged in close combat with **two or more enemies** and **no with friendly warriors engaged in that same close combat** take a *panic test*.
- If the warrior fails his *Ld test* he may not strike back in Close Combat that turn. (*But he may fight as normal in the opponent's Close Combat phase.*)

Fear

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

Fear, General

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

Regeneration

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

DEPLOYMENT AND ROUT TESTS

Deployment

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

- Warriors may be deployed up to 7" inwards from the table edge.
- Warriors cannot be deployed above ground level.

Rout Tests

Battles end with a failed rout test. A Rout Test is a Leadership Test taken by your Leader. (*Roll equal to or under his Ld on 2D6.*)

- If the leader is *out of action*, *knocked down*, or *stunned*, take the test against the warrior with the highest Ld. (*Disregarding warriors knocked down or stunned.*)
- If you pass, you may continue to fight, or you may rout voluntarily.
- If you fail the test your warband flees the battle and you are defeated.

At the Start of Each of your Turns, take a Rout Test if:

- **Four or more members** of your warband have been taken *out of action*.

(Some warbands have a threshold of five or more members. See the warband lists.)

- You are left with **three or fewer** warriors on the table.

(Mounts and Animals count as warriors in the warband for the purposes of Rout Tests.)

Voluntary Routs

At the start of each of your turns, if **three or more warriors** in your warband have been taken *out of action*, you may choose to rout voluntarily.

ANIMALS, MOUNTS, MONSTERS

Both Animals, Mounts, and Monsters

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

Animals

- **Cannot** capture scenario objectives.
- Follow the post-game injury rules for **henchmen**. (*D6 where 1-2: Killed 3-6: Survives.*)
- **Cannot** climb.
- **Cannot** use the Warband Leader's Ld.

Mounts

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

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

Mounts and Post-Game Injuries

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

Mount Proficiencies

Each race can ride the following mounts:

Humans: Horse, Bretonnian Horse

Vampire: Horse, Bretonnian Horse

Night Goblins: Great Cave Squig

Beastmen, Ghouls, Possessed, Skaven: None.

Monsters

- Cause *fear*.
- Suffer from *stupidity*.
- **Cannot** capture scenario objectives.
- Add an extra +15 to warband rating. (*In addition to the normal +5 for being a member of the warband.*)
- Follow the post-game injury rules for **heroes**. (*D66 - See the Heroes' Post-game Injuries section.*)
- May climb as normal.

ARMING AND EQUIPPING WARRIORS

Each warrior can carry a maximum of **two close combat weapons and one missile weapon**.

- Two pistols of the same type count as **one** missile weapon choice. (*I.e. they only take up one weapon slot.*)
- Weapons specified as **Two-handed** count as **one** close combat weapon.
- Warriors **cannot** carry two Two-handed weapons and/or Polearms.
- Daggers and Lances **do not** count as close combat weapon choices.
- Throwing Knives **do not** count as missile weapon choices.

Close Combat Choice Examples

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

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

Missile Weapon Choice Examples

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

Daggers

A Warrior can only have one Dagger. (*No matter how many Daggers a model has, it still counts as one Dagger for game purposes.*)

Miscellaneous Equipment

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

Weapon Proficiency

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

Switching Weapons in Close Combat

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

Poison and Blackpowder Weapons

Poison **cannot** be applied to Blackpowder weapons. (*Pistol, Duelling Pistols, Warplock Pistol, Blunderbuss, Handgun, Long Rifle.*)

Mounts & Powdermonkeys

- You **cannot** buy Mounts and Powdermonkeys until you have fought at least one battle.

Close Combat Weapons

Dagger	free	common
Strength Penalty: -1 Strength		
Does not count as a close combat weapon choice.		
Club	5gc	common
Bash: +1 S vs. enemies <i>Knocked Down</i>		
Axe	5gc	common
Armour Piercing 1		
Net	5gc	common
Snare: Enemies within 1" cannot recover from being Stunned. <i>(Not active while wielder is knocked down or stunned.) // (Nets inflict damage just like any other weapon.)</i>		
Two-handed.		
Flail	5gc	common
Circle Swing: Each attack strikes all warriors within 1", friend or foe. <i>(Roll to hit individually.) // (Warrior will not hurt himself because of this.) // (Enemies within 1" can always strike back if they have the Attacks for it.)</i>		
Two-handed.		
Spear	5gc	common
Strength Bonus: +1 S on mounted charges.		
Polearm: Strike First in the first round of combat unless mounted or armed with a missile weapon.		
Unwieldy: Only shield in off hand.		
Sword	7gc	common
Parry: Swords have +1 Initiative when determining who strikes first.		
Great Weapon	10gc	common
Strength Bonus: +1 Strength		
Armour Piercing 2 (-2 save modifier.)		
Two-handed.		
Halberd	15gc	common
Strength Bonus: +1 Strength.		
Polearm: Strike First in the first round of combat unless mounted or armed with a missile weapon.		
Two-handed.		
Lance	30gc	rare 8+
Strength Bonus: +3 S on mounted charges.		
Armour Piercing 3 on mounted charges.		
Unwieldy: Only shield in off hand.		
Does not count as a close combat weapon choice.		
Ithilmar Sword	60gc	rare 10+
Superior Parry: This weapon has +2 Initiative when determining who strikes first.		
Gromril Axe	60gc	rare 10+
Armour Piercing 2 (-2 save modifier.)		

Missile Weapons

Short Bow	5gc	common
Range: 14"		Strength: 3
Bow	7gc	common
Range: 18"		Strength: 3
Long Bow	12gc	common
Range: 24"		Strength: 3
Elf Bow	35gc	rare 12+
Range: 30"		Strength: 3
Crossbow	25gc	common
Range: 24"		Strength: 4
Armour Piercing 1 (-1 save modifier.)		
Move or Fire.		
Throwing Knives	7gc	common
Range: 5"		Strength: 2
Assault: Can be fired the same turn warrior made a Full Move. <i>(Apply -1 BS for Moving and Shooting as normal.)</i>		
Quick Shot: May fire twice with -1 BS to both shots. <i>(Does not stack with the Quick Shot skill.)</i>		
Does not count as a missile weapon choice.		
Pistol	15gc	rare 8+
Range: 5"		Strength: 4
Armour Piercing 1 (-1 save modifier.)		
Assault <i>(Can Full Move and Fire, see above.)</i>		
Duelling Pistol	25gc	rare 11+
Range: 5"		Strength: 4
Accuracy: +1 BS on all shots.		
Armour Piercing 1 (-1 save modifier.)		
Assault <i>(Can Full Move and Fire, see above.)</i>		
Blunderbuss	20gc	rare 7+
Range: Flame Template		Strength: 3
Assault <i>(Can Full Move and Fire, see above.)</i>		
Grapeshot: Fire once per battle.		
Shrapnel: May fire into friendly warriors.		
Blast: Requires no 'to hit' roll, always hits.		
Handgun	30gc	rare 9+
Range: 18"		Strength: 5
Armour Piercing 2 (-2 save modifier.)		
Concussion: Ignore No Pain and Jump up.		
Move or Fire.		
Long Rifle	75gc	rare 11+
Range: 24"		Strength: 5
Accuracy: +1 BS on all shots.		
Armour Piercing 2 (-2 save modifier.)		
Concussion: Ignore No Pain and Jump up.		
Move or Fire.		

Armour

Shield	5gc	common
Save: 6+ Missile Weapons: Warriors also armed with missile weapons only benefit from Shields in close combat. Pistols: Warriors armed with Pistols (<i>any kind</i>) never benefit from Shields. Nimble: Warriors whose two close combat weapon choices are Shield and Club, Axe or Sword benefit from Nimble. (<i>See the box on this page for details.</i>) Counts as one close combat weapon choice.		
Light Armour	25gc	common
Save: 6+ Heavy Armour		
Heavy Armour	50gc	common
Save: 5+. Burdensome: Wearer suffers -1 Initiative on profile. Ithilmar Armour		
Ithilmar Armour	100gc	rare 10+
Save: 5+ Heavy Armour: Ithilmar Armour is useable by all warriors who can use Heavy Armour. <i>(Ithilmar Armour is not 'Burdensome'.)</i>		
Gromril Armour	120gc	rare 11+
Save: 5+ Fortitude: Wearer has the 'Gritbastard' skill. Burdensome: Wearer suffers -1 Initiative on profile. Heavy Armour: Gromril Armour is useable by all warriors who can use Heavy Armour.		
Sigmarite Armour	120gc	rare 11+
Save: 5+ Seal of Sigmar: Wearer is unaffected by spells, both friendly and hostile. Active even while <i>knocked down or stunned</i> . (<i>Other warriors may still be affected.</i>) // (<i>Prayers are not spells.</i>) Burdensome: Wearer suffers -1 Initiative on profile. Heavy Armour: Sigmarite Armour is useable by all warriors who can use Heavy Armour.		

Mounts and Animals

Horse	35gc	rare 8+
M10 WS- BS- S- T- W- I- A- Ld- Mount: Cannot Climb, Cannot Hide, No Weapons or Armour, No Experience, Rider has +1 W on profile.		
Bretonnian Horse	50gc	rare 11+
M12 WS- BS- S- T- W- I- A- Ld- Mount: Cannot Climb, Cannot Hide, No Weapons or Armour, No Experience, Rider has +1 W on profile.		
Powdermonkey	20+3D6gc	rare 10+
M8 WS4 BS- S4 T3 W1 I4 A1 Ld5 Animal: Cannot Climb, Cannot Hide, Cannot use the Leader's Ld, No Scenario Objectives, No Weapons or Armour, No Penalties for Fighting Unarmed, and No Experience.		

(Mounts and Animals count towards the maximum number of warriors in a warband.)

Shields & Nimble

Warriors whose two close combat weapon choices are Shield and [Club, Axe or Sword] gain a 5+ save from Shields instead.

- Nimble also applies in rounds of combat where warrior is fighting with Shield and Dagger or Shield and Lance.
- Nimble also applies with Ithilmar Swords and Gromril Axes.
- Nimble always applies versus Close Combat attacks and Spells/Prayers.
- If warrior is **not** equipped with a Missile Weapon, Nimble also applies versus Shooting attacks.
- (*Simply carrying a missile weapon into battle still counts as being 'equipped' with a missile weapon, even if the warrior is not currently using it.*)

Miscellaneous Equipment

Dwarven Ale	7gc	common
Drug: Affects one hero for one battle with Immune to <i>fear</i> .		
Side Effect: Warrior has -1 I this game.		
Cathayan Silks	40+2D6gc	rare 9+
Wearer has +1 to rarity rolls.		
Crimson Shade	3+D6gc	Rare 9+
Drug: Affects one hero for one battle with +2 I.		
Side Effect: If the warrior was taken out of action he permanently suffers -1 Initiative. (<i>This can lower his I multiple times.</i>) // (<i>This does not count as a 'Melancholia' injury.</i>)		
Dark Venom	7gc	rare 6+
Poison: Affects one Dagger, Sword, Spear, Halberd, Fighting Claw or non-Blackpowder Missile Weapon for one battle. (<i>A poisonous weapon may re-roll natural 1s when rolling 'to wound'.</i>)		
Elven Cloak	75+D6x10gc	rare 12+
Wearer gains the 'Dodge' skill.		
Hunting Falcon	150gc	rare 10+
Owner may shoot at <i>hidden</i> enemies as though they were not <i>hidden</i> . (<i>The target is still hidden to everyone else.</i>)		
Shackles	7gc	common
The next enemy hero (<i>not monster</i>) that rolls Dead (11-14) becomes Captured (15) instead. One use only. If owner is taken out of action, Shackles are automatically lost.		
Religious Relic	15+2D6gc	rare 7+
+1 Ld on profile when taking <i>fear</i> tests.		
Holy Tome	80gc	rare 8+
Owner has +1 to all prayer casting rolls.		
Elven Wine	7gc	rare 7+
Drug: Affects one hero for one battle. Hero may ignore a single Chest Wound, Melancholia, or Hysteria.		
Telescope	30+2D6gc	rare 11+
Critical wounds that owner inflicts with Handgun or Long Rifle are tripled to three wounds. (<i>Enemies with the 'Gritbastard' skill treat critical wounds as normal wounds.</i>)		
Serrated Bolts	20+2D6gc	rare 10+
Owner has +1 to all injury rolls inflicted with Crossbow. Lasts entire campaign.		

Miscellaneous Equipment

Mad. Mushrooms	7+D6gc	rare 9+
Drug: Affects one hero for one battle with Immune to Fear and Immune to Panic.		
Side Effect: After the battle roll 2D6: On a roll of 2-5 the warrior suffers from <i>stupidity</i> next game.		
Mandrake Root	7+D6gc	rare 9+
Drug: Affects one hero for one battle with +1 S.		
Side Effect: After the battle, roll a 2D6: On 2-5 the warrior has -1 T next game.		
Mordheim Map	50+3D6gc	rare 9+
When acquired, roll a D6:		
(1-4) Fake: Map is discarded and hero must miss the next battle.		
(5-6) Real: Owner has the 'Streetwise' skill.		
Rope & Hook	7gc	common
Owner rolls 2D6 for climb tests and picks either.		
Superior B.Powder	30+2D6gc	rare 11+
Owner adds +1 S to all shots fired with Handgun or Long Rifle. Lasts entire campaign.		
Tears of Shallaya	7gc	common
Drug: Affects one hero for one battle. Warrior is Immune to Poison.		
Power Scroll	7+D6gc	rare 8+
One Spell is cast on 3D6. One use only.		
Talisman	15+3D6gc	rare 9+
Owner gains +1 to all spellcasting rolls if armed with a Staff (Club).		
Counts as a missile weapon choice.		
Tome of Magic	120gc	rare 12+
One Wizard gains an extra random spell from his own list. // Alternatively, a non-wizard with access to Academic skills gains a random spell from the warband's list or the Hedge Magic list (<i>choose which</i>). This makes him a Wizard. He will now have access to that list. One use only.		
Pit F. Manual	80gc	rare 10+
One hero permanently gains access to Combat skills in addition to his other skill lists. One use only.		
Witch.H. H.Book	30+2D6gc	rare 9+
Owner <i>hates</i> wizards.		
Toad Tongue	20+2D6gc	rare 8+
Owner's attacks with Dagger are <i>poisonous</i> .		
Troll Hide	280gc	rare 12+
Owner has the 'Regeneration' special rule. This replaces his normal armour save.		

MAGIC

Gaining Spells

Wizards start with a number of spells, of their choice, from their list and may choose new spells instead of choosing a skill. If you choose a spell that you already have, you may lower the Difficulty by 1.

- The number of spells that a Wizard starts with is specified in his rules entry.

Casting Spells

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

- If successfully cast, spells automatically hit their target.
- All spells require Line-of-Sight, except where otherwise noted.
- Spells can be cast while the Wizard is involved in close combat.
- Wizards may move and cast spells.
- Wizards **cannot** cast spells and fire missile weapons the same turn.
- Wizards **cannot** cast spells if they are wearing armour. (*Shields are Armour.*)
- Each Wizard may only attempt to cast one spell per turn.

Magic Missile Spells

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

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

Damage

Where spells cause damage, the following rules apply:

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

Prayers

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

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

HEDGE MAGIC

Wind of Amüll D 7+	Fireblast of U-Zhul D 8+ / 10+
Magic Missile Range: 12" Effect: 2 S3 hits. If target is successfully wounded, target is moved 5" backwards. <i>(Stop if target reaches a wall or the table edge.) (This may take the target out of close combat.)</i> <ul style="list-style-type: none"> • If this takes target off a building apply falling damage as normal. • No effect on mounted warriors or Monsters. 	Magic Missile Range: Flame Template Effect: All warriors under the template take one <i>flaming</i> Strength 2 hit. <i>(Friendly warriors may also be affected.)</i> Augment: Upgrade to <i>flaming</i> Strength 3 hits, adding +2 Difficulty to this spell. <i>(Declare which version you are attempting before rolling dice.)</i>
Decree of Burning Iron D 7+	Speed of Shemtek D 6+
Range: 7" or caster Effect: Target gains +1 Strength on profile. <ul style="list-style-type: none"> • All hits he inflicts are <i>flaming</i> and Armour Piercing 1. Lasts until: The beginning of your next turn.	Range: 7" or caster Effect: Warrior may immediately move again. <i>(He may climb or charge as opportunity permits, taking climb tests as normal, but he cannot hide.)</i>
Forked Lightning D 7+	Silver Arrows D 7+ / 10+
Magic Missile Range: 8" Effect: 4 Strength 3 hits. <ul style="list-style-type: none"> • Hits are Armour Piercing 1. • Each hit <u>must</u> target a different warrior. • If there are not enough enemies within range, the remaining hits must target friendly warriors of your choice instead. <i>(But will never target caster.)</i> 	Magic Missile Range: 12" Effect: 3 Strength 3 hits. <ul style="list-style-type: none"> • Silver arrows have +1 S vs. Dire Wolves. Augment: Upgrade to 5 hits, adding +3 Difficulty to this spell. <i>(Declare which version you are attempting before rolling dice.)</i>

SORCERY OF RHUIN

Skitterleap D 7+	Warp Lightning D 7+
<p>Range: 30"</p> <p>Effect: One friendly warrior is immediately moved to anywhere within 7" of caster.</p> <ul style="list-style-type: none"> • Target may be placed into close combat, in which case he counts as charging. • Cannot target warriors currently engaged in Close Combat. • Cannot target Monsters or Hired Swords. <p><i>(Mounts and Animals never leave ground level.)</i></p>	<p>Magic Missile Range: 8"</p> <p>Effect: 4 Strength 3 hits.</p> <ul style="list-style-type: none"> • Hits can cause Critical Wounds. • Each hit must target a different warrior. • If there are not enough enemies within range, the remaining hits must target friendly warriors of your choice instead. <i>(But will never target caster.)</i>
Vermintide D 6+	Deathcuts D 8+
<p>Range: 7" radius</p> <p>Effect: Friendly Giant Rats gain +1 WS and +1 I on profile and their attacks are <i>poisonous</i>. <i>(Poisonous attacks may re-roll natural 1s 'to wound'.)</i></p> <p>Lasts until: The beginning of your next turn.</p>	<p>Magic Missile Range: 7"</p> <p>Effect: 3 <i>poisonous</i> S3 hits. <i>(Poisonous attacks may re-roll natural 1s 'to wound'.)</i></p>
Warpscorch D 8+ / 10+	Children of the Horned Rat N/A
<p>Magic Missile Range: Flame Template</p> <p>Effect: All warriors under the template take one <i>flaming</i> Strength 2 hit.</p> <p>Augment: At +2 Difficulty, all warriors successfully wounded by this spell must take a <i>panic</i> test. <i>(Including friendly warriors.) (Declare which version you are attempting before rolling dice.)</i></p>	<p>Effect: Warband size is increased from 15 to 18.</p> <ul style="list-style-type: none"> • However, these three new slots can only be filled by Giant Rats. • Multiple Wizards with this spell still only increase max Warband size to 18. • If all Wizards with this spell are lost, remove warband members of your choice until the warband is brought back down to 15 members.

LITTLE WAAAGH!

Fungus Breath	D 8+ / 10+	Eye of Mork	D 7+
Magic Missile Range: Flame Template Effect: All warriors under the template take one Strength 2 hit. <i>(Friendly warriors may also be affected.)</i> Augment: Upgrade to <i>poisonous</i> Strength 2 hits, adding +2 Difficulty to this spell. <i>(Warriors immune to poison take a normal S2 hit instead.)</i> <i>// (Declare which version you are attempting before rolling dice.)</i>		Range: 7" or caster Effect: Target may shoot at <i>hidden</i> warriors as though they were not <i>hidden</i> . <i>(They will remain hidden to everyone else.)</i> Lasts Until: Caster is <i>knocked down, stunned</i> or taken <i>out of action</i> or spell is successfully cast on a new target. Exploration: A Wizard with this spell always rolls two dice when exploring and picks either as his result.	
Brain Bursta	D 6+	Mork Save Uz!	D 10+
Range: 3" radius Effect: All enemies within 3" of caster take one S3 hit. <i>(Friendly warriors are also affected, excluding caster.)</i> <ul style="list-style-type: none"> Wizards and Priests take one S6 hit instead. 		Range: 7" radius Effect: All missile fire targeted at caster and friendly warriors within 7" suffers -1 Strength. <ul style="list-style-type: none"> <i>(An S3 shot becomes an S2 shot etc.)</i> Multiple instances of this spell still only reduce Strength by -1, Lasts until: Caster is <i>knocked down, stunned</i> or taken <i>out of action</i> .	
'Ere we Go!	D 7+	Foot of Gork	D 10+
Range: 7" <i>(may also target caster himself)</i> Effect: Up to two target Goblins <i>(not Squigs or Trolls)</i> may immediately move again. <ul style="list-style-type: none"> <i>(They may climb or charge as opportunity permits, but they may not hide.)</i> 		Magic Missile Range: 7" Effect: Target takes one S10 hit. <ul style="list-style-type: none"> There is no armour save. Foot of Gork cannot target enemies not under an open sky. <i>(That are below a bridge, under a roof etc.)</i> 	

CHAOS RITUALS

Shadowfire D 8+ / 10+	Wings of Darkness D 6+
<p>Magic Missile Range: Flame Template</p> <p>Effect: All warriors under the template take one <i>flaming</i> Strength 2 hit. (<i>Friendly warriors may also be affected.</i>)</p> <p>Augment: Upgrade to <i>flaming</i> Strength 3 hits, adding +2 Difficulty to this spell. (<i>Declare which version you are attempting before rolling dice.</i>)</p>	<p>Effect: Caster may immediately move to anywhere within 12". (<i>He may charge as opportunity permits, and does not need to take Climb Tests, but he may not hide.</i>)</p> <ul style="list-style-type: none"> • Caster may use this ability to move into close combat, in which case he counts as charging. • Caster may <i>not</i> use this ability to leave close combat.
Word of Command D 6+	Mind Twist D 7+
<p>Magic Missile Range: 7"</p> <p>Effect: Target may not fight back in Close Combat this turn.</p> <ul style="list-style-type: none"> • No effect on Undead, Daemons or Monsters. 	<p>Magic Missile Range: 7"</p> <p>Effect: 2 Strength 4 hits.</p> <ul style="list-style-type: none"> • Heroes successfully wounded by this spell loose all skills, spells and prayers for the remainder of this battle. (<i>Special Rules are not skills.</i>)
Cabal Ritual D 6+	Gleaning Eye D 7+
<p>Effect: Caster gains +1 to all spellcasting rolls. (<i>Cumulative with other modifiers.</i>)</p> <p>Lasts until: Caster is <i>knocked down, stunned, taken out of action</i>, or spell is cast again.</p> <p>Post-game Injuries: A Wizard with this spell always adds +1 to his post game injury rolls.</p>	<p>Range: 30"</p> <ul style="list-style-type: none"> • Does not require Line-of-Sight. <p>Effect: Caster can cast the spells of enemy Wizards in play as if they were his own.</p> <ul style="list-style-type: none"> • (<i>Including any reduced difficulties other Wizards may have attained.</i>) • (<i>Prayers are not spells.</i>) <p>Lasts until: Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p>

LORE OF VAMPIRES

Death Spasm D 10+	Witch Flight D 6+
Magic Missile Range: 5" Effect: Target must roll equal to or under his Toughness on a D6, or suffer 1 wound with no saves of any kind allowed. <i>(If target is down to 1 Wound, then proceed to Injury Rolls.)</i>	Effect: Caster may immediately move to anywhere within 12". <i>(He may charge as opportunity permits, and does not need to take Climb Tests, but he may not hide.)</i> <ul style="list-style-type: none"> Caster may use this ability to move into close combat, in which case he counts as charging. Caster may <i>not</i> use this ability to leave close combat.
Power of Darkness D 5+	Transfixing Glare D 7+
Effect: When cast, roll a D6: <ul style="list-style-type: none"> (1) Caster suffers 1 wound with no saves of any kind allowed. If caster is down to 1 Wound, then he goes <i>out of action</i>. (2-6) Caster gains an extra D6 for his next spellcasting attempt. 	Range: Any enemy within 14" that is not engaged in close combat. Effect: Target must roll equal to or under his Ld on 2D6. If failed, you may immediately move target up to his full Movement in inches, though he will not charge, climb up or down, or jump off buildings.
Word of Pain D 7+	Doombolt D 9+/12+
Effect: All close combat attacks against caster suffer an additional -1 WS, down to a minimum of 1. Lasts until: Caster is <i>knocked down, stunned</i> , taken <i>out of action</i> , or spell is cast again.	Magic Missile Range: 7" Effect: Target takes 1 Strength 5 hit. Augment: At +3 Difficulty, everyone within 1" of target takes 1 Strength 5 hit as well. <i>(Also affects friendly warriors in range.) //</i> <i>(Declare which version you are attempting before rolling dice.)</i>

NECROMANCY

Drain Life	D 9+	Re-Animation	D 6+/9+
Magic Missile Range: 7" Effect: Target takes one S5 hit. <ul style="list-style-type: none"> There is no armour save. If target is successfully wounded, caster gains a Wound for the remainder of this battle. <i>(This may take caster above his original amount of Wounds.)</i> Caster can only gain 1 Wound each battle from this spell. <i>(But may keep on wounding enemies with this spell.)</i> 		Effect: One of your Zombies that was taken <i>out of action</i> this battle is immediately returned to anywhere within 1" of caster. <ul style="list-style-type: none"> Cannot be placed into Close Combat. Alternatively, caster may target a Dire Wolf that was taken <i>out of action</i> this battle, adding +3 Difficulty. If this spell brings the warband back below its Rout Threshold, Rout Tests will be halted. This spell can only be successfully cast once per battle. <i>(If target is still in play at the end of the battle, it does not have to roll for post-game injuries.)</i>	
Whispering Wind	D 9+	Call of Vanhel	D 6+
Range: 7" radius Effect: Enemies suffer -1 Leadership on profile. Lasts until: Caster is <i>knocked down, stunned</i> or taken <i>out of action</i> .		Range: 7" Effect: One Dire Wolf, or up to two target Zombies may immediately move again. <i>(They may climb or charge as opportunity permits, taking Climb tests as normal.)</i> <i>(Animals never leave ground level.)</i>	
Lichbourne	D 7+	Curse of Years	D 6+
Effect: Caster becomes Undead. <i>(Cause Fear, Immune to Panic, Immune to Poison, No Drugs, No Pain)</i> <ul style="list-style-type: none"> <i>(No Pain has no effect if Mounted.)</i> Additionally, caster gains +1 to all spell casting rolls. <i>(Cumulative with other modifiers.)</i> Lasts until: Caster is taken <i>out of action</i> .		Magic Missile Range: 7" Effect: Target suffers -1 S on profile and must strike last in combat, even after warriors that recovered from being <i>knocked down</i> this turn. Lasts until: The beginning of your next turn.	

PRAYERS OF SIGMAR

Might of Sigmar	D 7+	Healing Hands	D 6+
<p>Effect:</p> <ul style="list-style-type: none"> • Clubs: Caster adds +1 S to and +1 to injury rolls to all attacks made with Clubs. • Great Weapons: Caster adds +2 S and the 'Concussion' rule to all attacks made with Great Weapons. (<i>Ignore No Pain and Jump up.</i>) <p>Lasts until: The beginning of your next turn.</p>		<p>Range: 7" or caster</p> <p>Effect: Target regains up to one lost Wound. If target is <i>knocked down</i> or <i>stunned</i> he will immediately stand up. (<i>He may fire missile weapons or cast spells as normal this shooting phase.</i>) (<i>If he stands up into close combat he will strike last, irrespective of Initiative.</i>)</p> <ul style="list-style-type: none"> • This spell can only be successfully cast once per battle. 	
Halo of Light	D 8+	Shield of Faith	D 6+
<p>Range: 7" radius (<i>also affects caster</i>)</p> <p>Effect: Friendly warriors become Immune to <i>fear</i> and <i>panic</i>.</p> <ul style="list-style-type: none"> • In addition, caster causes <i>fear</i> in Undead and Daemons. <p>(<i>This is an exception to the rule that warriors that cause fear are immune to fear themselves.</i>)</p> <p>Lasts until: Caster is <i>knocked down</i>, <i>stunned</i> or <i>taken out of action</i>.</p>		<p>Range: 7" radius (<i>also affects caster</i>)</p> <p>Effect: Warriors, both friendly and hostile, are unaffected by spells.</p> <ul style="list-style-type: none"> • (<i>Prayers are not spells.</i>) <p>Lasts until: Caster is <i>knocked down</i>, <i>stunned</i> or <i>taken out of action</i>.</p> <p>Post-game Injuries: A Priest with this Prayer always adds +1 to his post game injury rolls.</p>	
Soulfire	D 6+	Smite	D 10+
<p>Range: 3" radius</p> <p>Effect: All warriors within 3" of caster take one <i>flaming</i> S3 hit. (<i>Friendly warriors are also affected, excluding caster.</i>)</p> <ul style="list-style-type: none"> • Undead and Daemons take one S5 <i>flaming</i> hit instead. 		<p>Magic Missile Range: 7"</p> <p>Effect: Target is <i>stunned</i> or <i>knocked down</i> if immune to stun. (<i>Target is stunned, regardless of remaining wounds.</i>)</p> <ul style="list-style-type: none"> • There is no armour save. 	

MULTIPLAYER

Alliances

Players can make and break alliances as they choose.

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

However:

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

Close Combat

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

Shooting

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

Underdog Experience and Multiplayer

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

POST GAME SEQUENCE

Exploration Phase

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

Injuries Phase

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

Reinforcing Henchmen Groups: When reinforcing henchmen groups, roll D6: This is the total amount of experience available. (*So if you roll 5, you may reinforce a group with 3 experience with one new member and a group with 1 experience with up to two new members.*) // (*The price of hiring henchmen remains the same, regardless of experience.*)

Experience Phase

1. Each warrior that survived the battle gains +1 experience for participating, even if he was taken *out of action*.
2. (*A select few scenarios allow henchmen go gain experience for extraordinary deeds like taking an enemy hero or monster out of action. See the Scenarios list.*)
3. A hero gains +1 experience for each time he took an enemy *out of action*.
4. If your warband won the battle, your leader gains +1 experience.
5. Henchmen that reach **2, 4, 6** and **7** experience roll for advances.
6. Heroes that reach **2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83** and **90** experience roll for advances. (*See the experience section.*)

Trading Phase

1. Sell Wyrdstone shards. (*See the table at the back of this book.*)
2. Sell weapons, armour and equipment. You receive **half the base price** of any item sold, **rounded down**.
3. Heroes not taken *out of action* can look for rare items. For each attempt, roll 2D6: If the result is **equal to or higher** than an item's rarity you find it.
4. Buy new weapons, armour and equipment.
5. Pay upkeep fees for Hired Swords.
6. Hire new heroes, henchmen groups, and Hired Swords.
7. Reinforce existing Henchman Groups. (*See page 32.*)

EXPERIENCE AND SKILLS

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

Henchmen Advances

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

Talent!

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

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

Henchmen that reach **2, 4, 6** and **7** experience roll for advances.

Heroes that reach **2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83** and **90** experience roll for advances.

Skills

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

Maximum Characteristics

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

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

Grey Zones

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

Starting Experience

Warriors do **not** gain advances from their starting experience.

HIRED SWORDS

Recruiting Hired Swords

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

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

Hired Swords and Experience

Hired Swords advance as **Henchmen (2, 4, 6 and 7 experience)** however they roll on the **Heroes'** advancement table when they gain an advance.

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

Hired Swords and Post-game Injuries

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

Weapons and Equipment

- You **cannot** buy extra weapons or equipment for your Hired Swords unless specifically noted otherwise on their profile.
- You **cannot** sell the weapons and equipment of Hired Swords.
- Hired Swords **do not** use free Daggers.
- Where Hired Swords have the option of choosing between different armaments, they may freely swap between games.

Hired Swords and Mounts

Employers **cannot** mount Hired Swords on horses in the warband.

Hired Swords and the Campaign.

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

Hired Swords are not Unique

There may be multiple instances of the same type of Hired Sword in a campaign (*e.g. two different warbands could each hire their own Elven Ranger*) but each warband can only employ one Elven Ranger at a time.)

OGRE BODYGUARD

50gc to hire + 30gc upkeep

Starting Experience: 0

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

Rating: +25 points + experience.

Skills: Combat, Strength

Profile	M	WS	BS	S	T	W	I	A	LD
	8	4	-	5	4	3	3	2	7

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

SPECIAL RULES

Cause Fear, Immune to Panic

HALFLING SCOUT

15gc to hire + 3gc upkeep

Starting Experience: 0

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

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

Rating: +5 points + experience.

Skills: Shooting, Speed

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

Equipment: Dagger and Short Bow.

SPECIAL RULES

Backstab: All wounds that warrior inflicts with Dagger are Critical Wounds, except where he needs dice rolls of 6 to wound.

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



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DWARF SLAYER

25gc to hire + 7gc upkeep

Starting Experience: 0

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

Rating: +10 points + experience.

Skills: Combat, Strength

Profile	M	WS	BS	S	T	W	I	A	LD
	6	5	-	3	4	1	2	1	10

Equipment: Either two Axes or a single Great Weapon.

SPECIAL RULES

Hates Monsters, Hates Goblins, Hates Elves, Immune to Fear, Immune to Panic, No Pain (Treats Stunned as Knocked Down.) **Leap** (Cannot be intercepted when charging.)



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ELVEN RANGER

35gc to hire + 15gc upkeep

Starting Experience: 0

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

Rating: +10 points + experience.

Skills: Shooting, Speed, Special

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

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

SPECIAL RULES

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

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

Dwarf Grudge: An Elf Ranger costs +5gc upkeep when working for Warbands that also include Dwarves.

SPECIAL SKILL

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

Sniper: Warrior has +1 to all Injury Rolls inflicted by Shooting in turns where he did not move in the Movement Phase and was in a position to choose his target. (I.e. he is more than 2" above ground level with no visible enemies within 3".)

PIT FIGHTER

40gc to hire + 15gc upkeep

Starting Experience: 0

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

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

Rating: +15 points + experience.

Skills: Combat, Strength, Speed, Special

Profile	M	WS	BS	S	T	W	I	A	LD
	7	5	-	4	4	1	3	2	6

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

SPECIAL RULES

Pit Fighter: Warrior ignores the 'Two-handed', 'Cumbersome' and 'Unwieldy' penalties for close combat weapons. (I.e. he can use Flail and Dagger or Spear and Net at the same time.) // (Dual-wielding penalties still apply.)

SPECIAL SKILL

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

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

WARLOCK

30gc to hire + 15gc upkeep

Starting Experience: 0

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

Rating: +10 points + experience.

Skills: Academic, Speed

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

Equipment: Dagger, Staff (Club), Talisman. (A Talisman grants +1 to all spellcasting rolls.)

SPECIAL RULES

Wizard: Warlocks start with **three** Hedge Magic spells. (These must be three different spells.)

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



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FREELANCER

30gc to hire + 7gc upkeep

Starting Experience: 0

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

Rating: +10 points + experience.

Skills: Combat, Strength

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

Equipment: Lance, Sword, Shield, Heavy Armour. (*Warriors wearing Heavy Armour suffer -1 Initiative on profile.*)

SPECIAL RULES

Horses: If your warband includes a Horse or Bretonnian Horse you may mount the Freelancer on it. (*This is an exception to the rule that you cannot mount Hired Swords.*)

SKRYRE ENGINEER

35gc to hire + 15gc upkeep

Starting Experience: 0

The notorious Warlock Engineers of Clan Skryre are the artificers of Skaven society, blending arcane sorceries with technology in an insane and mind-boggling mix. Warlock Engineers appear as other Skaven, but it is invariably harder to discern their shapes as they are typically covered in whirling, hissing, clanking technological contraptions.

This is partly due to limb loss from explosive mechanical mishaps but, disturbingly, much of it is by choice. The endlessly tinkering Engineers are always assured they can "build a better one" and so eyes, limbs, and more are excitedly removed only to be replaced with cog-driven mechanical parts.

Rating: +10 points + experience.

Skills: Academic, Speed

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

Equipment: Halberd and Warplock Pistol. (*Halberd will not strike first as Engineer is also armed with a Missile Weapon.*)

SPECIAL RULES

Wizard: Engineers know the 'Warp Lightning' spell (*see page 18.*). They may not gain other spells, but may use skill choices to reduce its Difficulty.

Bionic Eye: After each battle, if the Engineer was not taken *out of action*, roll an extra dice for Exploration and then discard one.

Warp-Energy Condenser: During each of your own turns, if you do not (*attempt to*) cast Warp Lightning, add +1 S to all attacks with Warplock Pistol or Halberd that turn (*choose which*).

RECRUITING A WARBAND AND WARBAND RATING

Recruiting a Warband

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

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

Starting Experience

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

Maximum Number of Heroes

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

Henchmen Groups

Henchmen are recruited as groups of 1-5.

- All henchmen in the same group must have exactly the same armament.
- Henchmen groups roll for experience advances jointly. Each member of the group gains the same advance.
- Henchmen groups **cannot** be split up but **can be** merged.
- Henchman groups can be reinforced in the Trading Phase (*see page 24*).
- Henchmen groups with two or more members may opt to re-roll each of their experience advances once. The second result is final.

Calculating Your Warband Rating

1. [No. of warband members * 5]
2. [total warband experience]
3. [+15 for each Monster]
4. [ratings of Hired Swords]
5. [total sum] = [your warband rating]

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

Henchmen Groups and Warband Rating:

When calculating Warband Rating, each member of a henchman group adds his experience to the total.

So, for example, a henchman group with 3 members and 6 experience adds: (3 members * 5) + (6 experience * 3 members) = (15) + (18) = **33** to Warband Rating.

Reinforcing Henchmen Groups that have gained Experience:

When reinforcing henchmen groups that have gained experience, roll a D6: This is the total amount of experience available to reinforce existing henchmen groups with experience.

(*So, for example, a D6 roll of 6 could allow:*

- one henchman with 6 experience or:
- two henchmen with 3 experience or:
- six henchmen with 1 experience, and so on.)

The price of hiring henchmen remains the same, regardless of their experience.

MERCENARY WARBANDS

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

- Wilhelm Schultz, Marienburg Lancer

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

- Hermann Foerster, Middenheim Sergeant

MERCENARY SKILL TABLE

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

WARBAND SIZE AND ROUT THRESHOLD

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

Route Threshold 4: Mercenaries take Rout Tests once **4 or more warband members** have gone out of action. (5 for Reikland, see below.)

HIRED SWORDS

Ogre Bodyguard	Halfling Scout	Dwarf Slayer	Elf Ranger
V	V	V	V
Pit Fighter	Warlock	Freelancer	Skryre Engineer
V	V	V	



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WEAPONS LIST FOR ALL EXCEPT MARKSMEN

Close Combat Weapons

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

Missile Weapons

Bow	7gc
Pistol	15gc
Duelling Pistol	25gc
Crossbow	25gc

Armour

Light Armour	25gc
Heavy Armour	50gc
Shield	5gc

MARKSMEN WEAPONS

Close Combat Weapons

Dagger	Free
Club	5gc
Axe	5gc
Sword	7gc

Missile Weapons

Bow	7gc
Long Bow	12gc
Pistol	15gc
Duelling Pistol	25gc
Crossbow	25gc
Blunderbuss	20gc
Handgun	30gc
Long Rifle	75gc

Armour

Light Armour	25gc
Heavy Armour	50gc
Shield	5gc

SPECIAL RULES

Marienburg

City of Gold: Deduct 10gc from the *hire fee* of all Hired Swords and Marienburg Hired Swords are only Lost on D6 rolls of 1. *(Rather than the normal 1-2.)*

Ruthless to get Ahead: Captains and Sergeants have access to Rogue Skills in addition to their other skill lists. *(This allows promoted henchmen to choose Rogue skills as one of their two skill lists.)*

Middenheim

Steadfast: Captains have 'No Pain'. *(i.e. treats 'stunned' as 'knocked down'. - No effect while mounted.)*

Strongmen: Youngbloods and Henchmen promoted to heroes have access to Strength skills in addition to their other skills. *(This allows promoted henchmen a total of three skill lists, rather than two.)*

Reikland

Superior Drill: Do not take Rout Tests until 5 or more warriors are *out of action*.

Champion Officers: Sergeants start with Ld8 and warriors within 7" can use their Ld as if they had the 'Leader' rule.

HEROES

1 MERCENARY CAPTAIN

60gc to hire

Starting Experience: 20

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

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

SPECIAL RULES

Leader (*Friendly warriors within 7" may use his Leadership instead of their own.*)

0-2 SERGEANTS

40gc to hire

Starting Experience: 6

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

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

0-2 YOUNGBLOODS

15gc to hire

Starting Experience: 0

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

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



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HENCHMEN

FREE COMPANY MILITIA

25gc to hire

Starting Experience: 0

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

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

0-7 MARKSMEN

25gc to hire

Starting Experience: 0

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

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

0-5 STATE TROOPS

35gc to hire

Starting Experience: 0

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

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

0-3 GREATSWORDS

80gc to hire

Starting Experience: 0

Greatswords are the fighting elite of men, heavily armoured and trained to command the mightiest weapons, their martial prowess is unsurpassed in the known world.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	5	3	3	3	1	3	1	8

SPECIAL RULES

Heirloom: Heavy Armour (*Heirloom: Warrior has this item when hired. It may not be swapped or sold, but may be discarded and robbed as normal.*)

WITCH HUNTER WARBAND

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

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

WITCH HUNTER SKILL TABLE

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

WARBAND SIZE AND ROUT THRESHOLD

Max Size 13: The number of warriors in a Witch Hunter warband may never exceed **13**.

Rout Threshold 4: Witch Hunters take Rout Tests once **4 or more warband members** have gone *out of action*.

HIRED SWORDS

Ogre Bodyguard	Halfling Scout	Dwarf Slayer	Elf Ranger
V	V	V	V
Pit Fighter	Warlock	Freelancer	Skryre Engineer
V		V	



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INQUISITOR, WITCH HUNTER & BOUNTY HUNTER WEAPONS LIST

Close Combat Weapons

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

Armour

Light Armour	25gc
Heavy Armour	50gc
Shield	5gc

Missile Weapons

Pistol	15gc
Duelling Pistol	25gc
Crossbow	25gc

PRIEST & ZEALOT WEAPONS LIST

Close Combat Weapons

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

Missile Weapons

Sling/ Short Bow	5gc
Bow	7gc

Armour

Light Armour	25gc
Heavy Armour	50gc
Shield	5gc

FLAGELLANT WEAPONS LIST

Close Combat Weapons

Dagger	Free
Flail	5gc
Great Weapon	10gc

Missile Weapons

None

Armour

None



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HEROES

1 INQUISITOR

60gc to hire

Starting Experience: 20

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

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

SPECIAL RULES

Leader, Hates Wizards (*Friendly warriors within 7" may use his Leadership instead of their own.*)

0-1 PRIEST OF SIGMAR

35gc to hire

Starting Experience: 6

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

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	4	3	3	3	1	3	1	8

SPECIAL RULES

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

0-3 WITCH HUNTERS

30gc to hire

Starting Experience: 4

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

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

SPECIAL RULES

Hates Wizards (*Warriors that hate their enemies may strike at them in Close Combat even while fighting other enemies standing up, and may target them with Missile Fire even if other enemies are closer.*)



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HENCHMEN

ZEALOTS

20gc to hire

Starting Experience: 0

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

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

0-5 WARHOUNDS

20gc to hire

Starting Experience: 0

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

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	4	-	4	3	1	4	1	5

SPECIAL RULES

Animals: Cannot Climb, Cannot Hide, Cannot use the Leader's Ld, No Scenario Objectives, No Weapons or Armour, No Penalties for Fighting Unarmed, and No Experience.

0-5 FLAGELLANTS

30gc to hire

Starting Experience: 0

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

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

SPECIAL RULES

Immune to Fear, Immune to Panic

0-2 BOUNTY HUNTERS

40gc to hire

Starting Experience: 0

With the Imperial Witch Hunters comes the promise of gold and the grim and seasoned ex-soldiers that have taken up a life of professional bounty hunting.

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

SPECIAL RULES

Heirloom: Shackles (*Heirloom: Warrior has this item when hired. It may not be swapped or sold, but may be discarded and robbed as normal. – Shackles: See p. 15*)

UNDEAD WARBAND

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

- Fritz Sonne, before retiring from his Mercenary company

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

- Pieter Eisler, dabbler in the Necromantic arts

UNDEAD SKILL TABLE

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

WARBAND SIZE AND ROUT THRESHOLD

Route Threshold 4: Undead take Rout Tests once **4 or more warband members** have gone *out of action*.

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

HIRED SWORDS

Ogre Bodyguard	Halfling Scout	Dwarf Slayer	Elf Ranger
V			
Pit Fighter	Warlock	Freelancer	Skryre Engineer
	V	V	V

VAMPIRE, NECROMANCER, DREG & SKELETON LIST

Close Combat Weapons

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

Missile Weapons

Short Bow	5gc
Bow	7gc

Armour

Light Armour	25gc
Heavy Armour	50gc
Shield	5gc

HEROES

1 VAMPIRE

105gc to hire

Starting Experience: 20

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

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	5	-	4	3	2	4	1	8

SPECIAL RULES

Leader, May Wear Armour and Cast Spells.

Immortal: Treat 'Dead' as 'Multiple Injuries'.

Wizard: Uses Lore of Vampires. Starts with **one** Spell.

Undead: Cause Fear, Immune to Panic, Immune to Poison, Cannot take Drugs, No Pain (Treat Stunned as Knocked Down. Does not apply if Mounted.)

0-1 NECROMANCER

30gc to hire

Starting Experience: 6

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

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

SPECIAL RULES

Wizard: Uses Necromancy. Starts with **two** Spells.

0-3 DREGS

15gc to hire

Starting Experience: 0

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

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

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



© Count

HENCHMEN

ZOMBIES

15gc to hire

Starting Experience: 0

In the shattered ruins of Mordheim there are plenty of corpses waiting to be raised anew.

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

SPECIAL RULES

Cannot be taken Out of Action by Shooting with Strength 4 or Less *(They are simply knocked down.) // (No effect vs. Spells/Prayers.)*

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

Undead: Cause Fear, Immune to Panic, Immune to Poison, Cannot take Drugs, No Pain *(Treat Stunned as Knocked Down.)*

0-2 DIRE WOLVES

30gc to hire

Starting Experience: 0

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

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	4	-	4	3	1	4	1	5

SPECIAL RULES

Undead: Cause Fear, Immune to Panic, Immune to Poison, Cannot take Drugs, No Pain *(Treat Stunned as Knocked Down.)*

Animals: Cannot Climb, Cannot Hide, Cannot use the Leader's Ld, No Scenario Objectives, No Weapons or Armour, No Penalties for Fighting Unarmed, and No Experience.

0-8 CRYPT GHOULS

40gc to hire

Starting Experience: 0

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

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

SPECIAL RULES

Cause Fear, No Penalties for Fighting Unarmed, No Weapons or Armour *(Ghoul heroes may use equipment as normal and may train themselves to use Close Combat Weapons – see the Skill lists.)*

SKELETONS

25gc to hire

Starting Experience: 0

Skeletons are the aging remains of fallen warriors, re-animated by the power of necromancy. A regiment of Skeletons will never flee from hand-to-hand combat. Skeletons are supernatural creatures which cause fear and are immune to this type of psychology themselves.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	3	3	3	1	2	1	5

SPECIAL RULES

Undead: Cause Fear, Immune to Panic, Immune to Poison, Cannot take Drugs, No Pain *(Treat Stunned as Knocked Down.)*

NIGHT GOBLINS

"Sticks n' stones break-a bones, but Gork n' Mork smash 'ead ta bitz!"

- Balob Redeye, Night Goblin Shaman

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

- Pieter Brandes, Marienburg Pistolier

NIGHT GOBLIN SKILL TABLE

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

WARBAND SIZE AND ROUT THRESHOLD

Max Size 18: The number of warriors in a Night Goblin warband may never exceed **18**.

Rout Threshold 5: Night Goblins take Rout Tests once **5 or more warband members** have gone *out of action*.

HIRED SWORDS

Ogre Bodyguard	Halfling Scout	Dwarf Slayer	Elf Ranger
Pit Fighter	Warlock	Freelancer	Skryre Engineer
	V		V



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BOSS, SHAMAN, ROGUE & WARRIORS WEAPONS LIST

Close Combat Weapons

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

Missile Weapons

Short Bow	5gc
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Armour

Light Armour	25gc
Shield	5gc

FANATICS WEAPONS LIST

Close Combat Weapons

Dagger	Free
Ball and Chain (Flail)	5gc

Armour

None

Missile Weapons

None

NIGHT GOBLIN SPECIAL EQUIPMENT

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

GREAT CAVE SQUIG MOUNT

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

Only the most intelligent of the ferocious Squigs can be trained to be ridden into combat. Given their rarity, Night Goblins treat the Great Squigs with an almost mythological respect.

Profile	M	WS	BS	S	T	W	I	A	LD
	9	4	-	5	-	-	3	1	-

SPECIAL RULES

Cause Fear, Armour Piercing 1, Mount *(Both mount and rider are immune to fear.) // (Riding a Great Squig Mount gives the rider +1 W on profile, just like with other mounts.)*



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HEROES

1 BOSS

50gc to hire

Starting Experience: 20

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

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

SPECIAL RULES

Leader (*Friendly warriors within 7" may use his Leadership instead of their own.*)

Hate Dwarves, Fear Elves

0-1 SHAMAN

30gc to hire

Starting Experience: 6

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

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

SPECIAL RULES

Hate Dwarves, Fear Elves

Wizard: Uses Waaagh! Magic and starts with two spells.

0-3 ROGUES

20gc to hire

Starting Experience: 2

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

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

SPECIAL RULES

Hate Dwarves, Fear Elves (*Warriors that hate their enemies may strike at them in Close Combat even while fighting other enemies standing up, and may target them with Missile Fire even if other enemies are closer.*)



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HENCHMEN

NIGHT GOBLIN RUNTS

15gc to hire

Starting Experience: 0

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

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

SPECIAL RULES

Hate Dwarves, Fear Elves

0-1 RIVER TROLL

155gc to hire

Starting Experience: 0

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

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

SPECIAL RULES

Armour Piercing 1, Regeneration (*A Troll has a 4+ amour save that is modified as normal and completely negated by flaming hits.*)

Monster: Cause Fear, Immune to Panic, Stupidity, No Experience, No Weapons or Armour, No Penalties for Fighting Unarmed, No Scenario Objectives, Cannot Hide, Additional +15 Warband Rating, Rolls on the Heroes Post-game Injury Chart (D66). (*Monsters may Climb as normal.*)

0-5 CAVE SQUIGS

20gc to hire

Starting Experience: 0

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

Profile	M	WS	BS	S	T	W	I	A	LD
	9	5	-	4	3	1	4	1	5

SPECIAL RULES

Stupidity, Leap (*Squigs cannot be intercepted when Charging.*)

Animals: Cannot Climb, Cannot Hide, Cannot use the Leader's Ld, No Scenario Objectives, No Weapons or Armour, No Penalties for Fighting Unarmed, and No Experience.

0-2 FANATICS

35gc to hire

Starting Experience: 0

Fanatics bear a ball and chain so large that it would normally be impossible for a Goblin to pick it up. A Fanatic's strength is boosted beyond belief, enabling him to swing the heavy ball round and round (and round and round...) in a whirlwind of bone-shattering death.

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

SPECIAL RULES

Immune to Fear, Immune to Panic, Cannot Hide, No Scenario Objectives, Twitchy: When determining experience advances Fanatics may increase the same characteristic twice, even though they are henchmen.

CULT OF THE POSSESSED

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

- Magister Gustav Brinkmann, to unknown Initiate

"And in that time of darkness, Man became Beast and Beast became Man."

- The Ostermark Song of Woe, canto XXIV

CULTIST SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Rogue
Possessed	V		V	V	V	
Champion	V			V	V	
Magister			V		V	V

WARBAND INFORMATION

Rout Threshold 4: Possessed take Rout Tests once **4 or more warband members** have gone *out of action*.

Max Size 15: The number of warriors in a Cult of the Possessed may never exceed **15**.

HIRED SWORDS

Ogre Bodyguard	Halfling Scout	Dwarf Slayer	Elf Ranger
Pit Fighter	Warlock	Freelancer	Skryre Engineer
V	V		V



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ASPIRING CHAMPION, MAGISTER & CULTIST WEAPONS LIST

Close Combat Weapons

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

Missile Weapons

Short Bow	5gc
Bow	7gc

Armour

Light Armour	25gc
Heavy Armour	50gc
Shield	5gc

POSSESSED & DARKSOUL WEAPONS LIST

Close Combat Weapons

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

Missile Weapons

None

Armour

Light Armour	25gc
Heavy Armour	50gc

BEASTMAN WEAPONS LIST

Close Combat Weapons

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

Missile Weapons

Short Bow	5gc
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Armour

Light Armour	25gc
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SHADOW CULT SPECIAL EQUIPMENT

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

Ritual Dagger 10gc rare 9+	Daemon Robes 35gc rare 11+
<ul style="list-style-type: none"> Whenever owner takes an enemy <i>Out of Action</i> with a close combat attack, he gains an extra D6 for his Next Spell. (<i>Close Combat Only.</i>) Miscellaneous Equipment. Can only be used by Wizards.	Owner gains a natural 6+ armour save. <ul style="list-style-type: none"> Can be Pierced and Combined with other Armour as Normal. Does not prevent Wizards from casting spells. Miscellaneous Equipment.

HEROES

1 POSSESSED

100gc to hire

Starting Experience: 20

Possessed are nightmarish creatures, a melding of flesh, metal and black magic. Inside them lives a supernatural thing of evil, a Daemon from the dark reaches of the Realm of Chaos. They are amongst the most dangerous of the creatures of Mordheim.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	5	-	4	3	2	4	1	8

SPECIAL RULES

Leader, May Wear Armour and Cast Spells.

Daemon: Cause Fear, No Pain (*Treats Stunned as Knocked Down.*)

Daemon Soul: Treat all campaign injuries as *full recovery* except for rolls of 'Dead', 'Captured', 'Robbed', or 'Sold to the Pits'.

Wizard: Uses Chaos Rituals. Starts with **one** spell.

0-2 ASPIRING CHAMPIONS

30gc to hire

Starting Experience: 4

Aspiring Champions are humans who have risen to the top of the covens. They are well on their way to full daemonic possession and the first signs, such as small horns and corrosive black blood, are already beginning to show.

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

SPECIAL RULES

Blackblood: When an Aspiring Champion is taken *out of action*, all warriors within 1" take 1 automatic S3 hit. (*Also affects friendly models.*)
// (*Take Armour Saves as normal.*)

0-2 MAGISTERS

15gc to hire

Starting Experience: 0

Magisters are clever and devious types who through their love of arcane knowledge have turned to the scrolls and tomes of the Dark Gods. Whilst they may have been scholars, scribes or magistrates before, they now deal in the occult, hoping to gain magic powers that will ultimately grant them mastery of past and future, life and death.

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

SPECIAL RULES

Apprentice Magic: Magisters are *not* Wizards but may learn spells from the 'Chaos Rituals' lore.

However, each time a Magister learns a new spell (*or reduces the difficulty of spell that he already knows*) he must roll on the Heroes' Post-game Injury Chart on page 60, treating any rolls of 'Captured' and 'Sold to the Pits' as 'Multiple Injuries' instead. (*Learning spells will make a warrior count as a Wizard.*)



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HENCHMEN

CULTISTS

20gc to hire

Starting Experience: 0

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

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

0-2 PIT HOUNDS

30gc to hire

Starting Experience: 0

Pit Hounds are swift, ferocious wolves which have been tainted by Chaos, causing them to grow vicious horns that tear through shields and armour with ease.

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

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	4	-	4	3	1	4	1	5

SPECIAL RULES

Armour Piercing 1

Daemons: Cause Fear, No Pain (*Treats Stunned as Knocked Down.*)

Animals: Cannot Climb, Cannot Hide, Cannot use the Leader's Ld, No Scenario Objectives, No Weapons or Armour, No Penalties for Fighting Unarmed, and No Experience.

0-4 DARKSOULS

30gc to hire

Starting Experience: 0

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

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

SPECIAL RULES

Immune to Fear, Immune to Panic,
Heirloom: Daemon Robes (*Heirloom: Warrior has this item when hired. It may not be swapped or sold, but may be discarded and robbed as normal.*)

0-2 BEASTMEN

40gc to hire

Starting Experience: 0

Beastmen are cruel and spiteful creatures, who live who live in the forests of the Empire. In Mordheim they aid the Possessed, attracted by the Daemonic allure of the mysterious Shadowlord. Beastmen typically combine the legs and head of a goat with the upper body of a man. With their inhuman resistance to pain they are more than a match for most humans.

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

SKAVEN CLAN ESHIN

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

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

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

- Steiss the Shadow, Eshin Seer

ESHIN SKILL TABLE

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

WARBAND INFORMATION

Rout Threshold 5: Eshin take Rout Tests once **5 or more warband members** have gone *out of action*.

Max Size 15: The number of warriors in an Eshin warband may never exceed **15**.

HIRED SWORDS

Ogre Bodyguard	Halfling Scout	Dwarf Slayer	Elf Ranger
Pit Fighter	Warlock	Freelancer	Skryre Engineer
	V		V



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ASSASSIN, ADEPT & NIGHT RUNNER LIST

Close Combat Weapons

Dagger	Free
Axe	5gc
Net	5gc
Spear	5gc
Sword	7gc
Fighting Claw	10gc
Halberd	15gc
Great Weapon	10gc
Weeping Blade	25gc

Missile Weapons

Throwing Stars (Knives)	7gc
Sling (Short Bow)	5gc
Warplock Pistol	20gc

Armour

Light Armour	25gc
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SORCERER, CLANRAT & STORMVERMIN LIST

Close Combat Weapons

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

Missile Weapons

Sling (Short Bow)	5gc
Warplock Pistol	25gc

Armour

Light Armour	25gc
Shield	5gc
Heavy Armour*	50gc

* Stormvermin only

ESHIN SPECIAL EQUIPMENT

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

(For rules regarding Miscellaneous Equipment see page 12.)

Fighting Claw	10gc	rare 7+	Warplock Pistol	20gc	rare 9+
Charges: Fighting Claws have Armour Piercing 1 the turn wielder charges. Parry: Fighting Claws always have +1 Initiative when determining who strikes first. Pair: Warriors fighting with two Fighting Claws ignore the -1 WS for Fighting with two Weapons.			Range: 5" Strength: 4 Armour Piercing 3 (-3 save modifier.) Assault: Can be fired the same turn warrior made a Full Move. (Apply -1 BS for Moving and Shooting as normal.)		
Weeping Blade	25gc	rare 9+	Smoke Bombs	35gc	rare 8+
Parry: Weeping Blades have +1 Initiative when determining who strikes first. Poisonous (May re-roll 1s to wound.)			Miscellaneous Equipment. Warrior has the 'Jump Up' Rogue skill while engaged in Close Combat. Lasts entire campaign.		

HEROES

1 ESHIN ASSASSIN

70gc to hire

Starting Experience: 20

Assassins are the master warriors of Clan Eshin, entrusted with the rank of Paw Leader and thus the command of an Eshin triad. Not traditional leaders as such, they place more value on leading by example as they execute their lightning-fast assassination strikes, only to slip back into the shadows of the damned city.

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

SPECIAL RULES

Leader, Leap: Warrior cannot be intercepted when charging. *(He can still be intercepted during a normal move.)*

0-1 ESHIN SORCERER

35gc to hire

Starting Experience: 8

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

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

SPECIAL RULES

Wizard: Starts with **two** spells. Uses Sorcery of Rhuin.

0-3 ASSASSIN ADEPTS

20gc to hire

Starting Experience: 4

Adepts are the young apprentices of Clan Eshin. Recently initiated into the secrets of the clan, they make up for their lack of knowledge with their ambition and energy.

They have the reputation of being able to turn invisible, appearing from the shadows only to deliver poisoned death to their destined victims. Success means many breeders. Failure on the other hand, is best not contemplated.

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

SPECIAL RULES

Leap: Warrior cannot be intercepted when charging. *(He can still be intercepted during a normal move.)*



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HENCHMEN

CLANRATS

20gc to hire

Starting Experience: 0

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

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

GIANT RATS

10gc to hire

Starting Experience: 0

Mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering any opponents by sheer weight of numbers.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	-	3	3	1	4	1	4

SPECIAL RULES

Animals: Cannot Climb, Cannot Hide, Cannot use the Leader's Ld, No Scenario Objectives, No Weapons or Armour, No Penalties for Fighting Unarmed, and No Experience.

0-7 NIGHT RUNNERS

35gc to hire

Starting Experience: 0

Night Runners are the seasoned fighters of Clan Eshin: Dark-furred killers trained in the martial arts and special weaponry of their clan.

In Mordheim they excel at scouting ahead and hiding positions that allow them to jump out at the right moment to ambush and cut down wizards or enemy officers.

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

0-1 RAT OGRE

155gc to hire

Starting Experience: 0

Rat Ogres are massive hulking monsters, created from a warped mix of different creatures. Only the strongest Rat Ogres survive the terrible conditions that the Packmasters impose on them from birth, forcing them to compete for food and shelter.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	4	-	5	5	3	2	3	4

SPECIAL RULES

Armour Piercing 1

Monster: Cause Fear, Immune to Panic, Stupidity, No Experience, No Weapons or Armour, No Penalties for Fighting Unarmed, No Scenario Objectives, Cannot Hide, Additional +15 Warband Rating, Rolls on the Heroes Post-game Injury Chart (D66).

(Monsters may Climb as normal.)

0-3 STORMVERMIN

80gc to hire

Starting Experience: 0

Stormvermin are the elite fighting force of the Skaven, heavily armed and armoured, and adept with a wide range of heavy weapons they are more than a match for most foes.

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

SPECIAL RULES

Heirloom: Heavy Armour *(Heirloom: Warrior has this item when hired. It may not be swapped or sold, but may be discarded and robbed as normal.)*

SKILLS

COMBAT SKILLS

1 Blaze: Warrior has +2" M on profile the turn he charges.

Furthermore, warrior automatically passes Initiative tests for charging enemies of out of Line-of-Sight. *(That are behind a wall, around a corner etc.) // (Hidden warriors cannot be charged.)*

2 Militiaman: Warrior can use the Nimble ability of Shields with Spear in the other hand. *(I.e. he gains a 5+ save from Shield.)*

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

4 Swashbuckler: Warrior ignores the -1 WS for fighting with two weapons.

Furthermore, warrior has +1 to all injury rolls inflicted with Dagger.

5 Swordsman: +1 to all injury rolls that warrior inflicts with Sword, Ithilmar Sword, and Weeping Blades.

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

7 Weapons Training: Warrior may use any Close Combat weapon he comes across. *(Shields are Armour, not Weapons.)*

Ghouls with this skill suffer -1 Attack on profile.

SHOOTING SKILLS

1 Arms Expert: Warrior may use any missile weapon he comes across. *(Warriors can use Blunderbuss even if they have no Ballistic Skill.)*

- Only one member of the Warband may have this skill at a time.

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

3 Gunslinger: Warrior ignores the -1 BS penalty for Moving and Shooting with Pistols of any kind.

4 Gunnery Drill: Warrior may make a half-move immediately after having fired a Handgun or Long Rifle. *(He may not hide at the end of such a move.)*

Furthermore, warrior may fire a Blunderbuss the same turn he made a full move in the Movement Phase.

5 Quick Shot: Warrior may fire twice each Shooting Phase with Bow *(any kind)* or two Pistols *(any kind)*. Both shots will suffer an additional -1 BS modifier.

- When firing twice with poisoned Bows *(of any kind)*, only one shot will be poisonous per turn. *(Poisoned Throwing Knives fire two poisonous shots.)*
- *(This skill cannot be used with Crossbows.)*

6 Tilean Marksman: Warrior adds +1 BS to all shots fired with Crossbow and may half-move and fire with Crossbows. *(Warrior suffers the normal -1 BS penalty for Moving and Firing.)*

7 Yeoman:

Warrior ignores the penalty for 'Moving and Firing' with Bows of any kind.

ACADEMIC SKILLS

1 Animal Trainer: Friendly Animals within 7" of warrior may re-roll failed To Hit rolls. Not active while Trainer is *knocked down* or *stunned*. (*Being within 7" of multiple Animals Trainers does not stack.*)

2 Apothecary: Warrior is Immune to Poison. Furthermore, warrior may ignore a single 'Melancholia' or 'Hysteria' Campaign Injury. (*You may choose which at the start of each battle.*)

3 Arms Expert: Warrior may use any missile weapon he comes across. (*Warriors can use Blunderbuss even if they have no Ballistic Skill characteristic.*)

- Only one member of the Warband may have this skill at a time.

4 Shade Fiend: At the start of each battle, you may opt to have this warrior affected by Crimson Shade (+2 I). However, the usual side-effects apply (*if he is taken out of action he will permanently suffer -1 I*).

- This skill cannot be taken by Undead or Daemons.

5 Rabble Rouser: At the start of each battle warrior participates in, nominate one enemy hero. All henchman capable of gaining experience will *hate* that hero this battle.

6 Smuggler: Whenever a Hero in your warband would lose all weapons and equipment (*through being robbed, captured or losing a Pit Fight*), you may choose two pieces of weapons, armour or equipment that you get to keep.

7 Streetwise: Warrior has +3 to rarity rolls. (*Warriors taken out of action may not look for rare items.*) // (*Hired Swords never look for rare items.*)

STRENGTH SKILLS

1 Butchery: All Armour Piercing effects of warrior's weapons are increased by 1. (*So Armour Piercing 1 becomes Armour Piercing 2 and so on.*)

- Also applies to Missile Weapons, but not Blackpowder Weapons.

2 Decapitate: +1 to all Injury Rolls that warrior inflicts with Great Weapons. (*Stacks with Overkill.*)

Furthermore, Critical wounds that warrior inflicts with Great Weapon are tripled to three wounds.

3 Rageful Swing: Warrior adds Parry and Concussion to all wounds inflicted with Flail.

4 Pack Rat: Warrior ignores the 'Burdensome' penalty (*for wearing Heavy Armour.*) Additionally, warrior may ignore the effects of a single Leg Injury.

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

6 Unshakable: Warrior ignores the 'Overkill' and 'Concussion' rules for Injury Rolls against him. (*See page 8 and 13.*)

7 Two-hander: Warrior adds +1 Strength to all attacks made with Flail or Great Weapon.

SPEED SKILLS

*(Speed Skills cannot be used while Mounted.)
(Quick Shot is an exception to this rule.)*

1 Alley Cat: Warrior may jump down or fall up to 7" without taking any damage. No dice rolls are needed. *(This skill has no effect if the distance exceeds 7".) // (You may measure the distance beforehand unless the jump is part of a charge.) // (Can be used for Diving Charges.)*

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

3 Leap: Warrior cannot be intercepted when charging. *(He can still be intercepted during a normal move.)*

4 Quick Shot: Warrior may fire twice each Shooting Phase with Bow *(any kind)* or two Pistols *(any kind)*. Both shots will suffer an additional -1 BS modifier.

- When firing twice with a poisoned Bow *(any kind)*, only one shot will be *poisonous* per turn. *(Poisoned Throwing Knives fire two poisonous shots.)*

5 Whirlwind: When charging or charged warrior may opt to have strike order decided by comparing Initiative. *(Even if the enemy is armed with a Spear or Halberd.) // (This does not prevent warriors from automatically striking last for recovering from knocked down.)*

6 Sprint: Warrior has +2" M except when charging.

7 Wall Runner: Warrior may climb up to 7" rather than the normal 4".

Furthermore, warrior automatically passes Initiative tests for climbing up and down.

ROGUE SKILLS

*(Rogue Skills cannot be used while Mounted.)
(Rogue Skills cannot be used in Heavy Armour.)*

1 Backstab: All wounds that warrior inflicts with Dagger are Critical Wounds, except where he needs dice rolls of 6 to wound. *(A warrior can only have one Dagger.) // (Stacks with the Swashbuckler skill.)*

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

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

4 Malice: At the start of each Close Combat phase, warrior may direct one of his attacks against an enemy *Knocked Down* or *Stunned*, even while he is fighting other enemies standing up.

5 Poisoner: One Dagger, Spear, Sword or Missile Weapon in warrior's possession is automatically *poisoned* each battle. *(Poisonous weapons may re-roll natural 1s 'to wound'.) // (Blackpowder weapons cannot be poisoned.)*

- Does not count towards warrior's one item of Dark Venom per battle.

6 Snap Shot: Warrior has adds +1 BS to all shots fired with Short Bow or Throwing Knives. He also adds +2" to the range of Short Bows he uses. *(i.e. range 16")*

7 Sniper: Warrior has +1 to all Injury Rolls inflicted by Shooting in turns where he did not move in the Movement Phase and was in a position to choose his target. *(i.e. he is more than 2" above ground level with no visible enemies within 3".)*

PRICE CHART

Hand-to-hand Combat Weapons

Item	Cost	Rarity
Dagger	free	Common
Club	5gc	Common
Axe	5gc	Common
Flail	5gc	Common
Net	5gc	Common
Spear	5gc	Common
Sword	7gc	Common
Halberd	15gc	Common
Great Weapon	10gc	Common
Lance	30gc	rare 8+
Ithilmar Sword	60gc	rare 10+
Gromril Axe	60gc	rare 10+

Missile Weapons

Item	Cost	Rarity
Short Bow	5gc	Common
Bow	7gc	Common
Long Bow	12gc	Common
Elf Bow	35gc	rare 12+
Crossbow	25gc	Common
Throwing Knives	7gc	Common
Pistol	15gc	rare 8+
Duelling Pistol	25gc	rare 11+
Blunderbuss	20gc	rare 7+
Handgun	30gc	rare 9+
Long Rifle	75gc	rare 11+

Armour

Item	Cost	Rarity
Shield	5gc	Common
Light Armour	25gc	Common
Heavy Armour	50gc	Common
Ithilmar Armour	100gc	rare 10+
Gromril Armour	120gc	rare 11+
Sigmarite Armour	120gc	rare 11+

Mounts and Animals

Item	Cost	Rarity
Horse	35gc	rare 8+
Bretonnian Horse	50gc	rare 11+
Powdermonkey	20+3D6gc	rare 10+

Miscellaneous Equipment

Item	Cost	Rarity
Cathayan Silks	40+2D6gc	rare 9+
Crimson Shade	7+D6gc	rare 9+
Dark Venom	7gc	rare 6+
Dwarven Ale	7gc	Common
Elven Cloak	75+D6x10gc	rare 12+
Elven Wine	7gc	rare 7+
Holy Tome	100gc	rare 8+
Hunting Falcon	150gc	rare 10+
Mad. Mushrooms	7+D6gc	rare 9+
Mandrake Root	7+D6gc	rare 9+
Mordheim Map	50+3D6gc	rare 9+
Pit F. Manual	80gc	rare 10+
Power Scroll	7+D6gc	rare 9+
Religious Relic	15+D6gc	rare 7+
Rope & Hook	7gc	Common
Serrated Bolts	20+2D6gc	rare 10+
Shackles	7gc	Common
Superior B.powder	30+2D6gc	rare 11+
Talisman	15+3D6gc	rare 9+
Tears of Shallaya	7gc	common
Telescope	30+D6gc	rare 11+
Toad Tongue	20+2D6gc	rare 8+
Tome of Magic	120gc	rare 12+
Troll Hide	280gc	rare 12+
Witch H. H.book	30+2D6gc	rare 9+

HEROES' POST-GAME INJURY CHART

Roll 2D6 where the first designates 'tens' and the second 'ones'.

Heroes may acquire multiple instances of the same injury (e.g. three 'Hand Injuries' for -3 WS.) but characteristics can never be reduced below 1. (*The injuries will still count against future characteristics advances.*)

- Heroes **cannot** die a Warband's first two games. Treat 'Dead' as 'Multiple Injuries'.
- Injuries are **not** counted for the purpose of maximum characteristics. (*E.g. a Human with BS7 and 'Eye Injury' is still has BS7 for the purposes of determining advances.*)

Mounts always roll separately from their riders. (*Mounts are never robbed or used in Pit Fights.*) // (*Mounts roll as henchmen.*)

(11-14) Dead

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

See page 63

(15) Captured

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

(16-22) Multiple Injuries

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

(23) Chest Wound

-1 Toughness

(24) Arm Wound

-1 Strength

(25) Leg Injury

-1 Movement

(26) Hand Injury

-1 Weapon Skill

(31) Eye Injury

-1 Ballistic Skill

(32-33) Melancholia

-1 Initiative

(34-35) Hysteria

-1 Leadership

(36-41) Robbed

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

(42-43) Smashed Leg

Miss next game.

(*Multiple rolls of 'Smashed Leg' stack.*) //

(*Warriors missing the game still add their rating to the total warband rating.*)

(44) Sold to the Pits

Hero must fight a Pit Fighter with Flail and Gauntlet. Initiative determines who charges.

(*Mounts cannot be used in Pit Fights.*)

- If warrior wins he gains 25gc and +1 experience.
- If he loses, he is robbed of all weapons, armour and equipment. Then roll for injuries (D66) again, re-rolling further 'Sold to the Pits'.

(45-64) Full Recovery

(65) Bitter Enmity

Warrior *hates* entire enemy warband, excluding Hired Swords.

(66) Seen it All

Additional +1 experience

EXPLORATION & EXPERIENCE

Wyrdstone Found

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

Selling Wyrdstone

Number of warriors in warband						
	1-3	4-6	7-9	10-12	13+	
Number of Shards sold	1	45	40	35	30	30
	2	60	55	50	45	40
	3	75	70	65	60	55
	4	90	85	75	70	65
	5	105	95	85	80	75
	6	120	105	95	90	85
	7	135	115	105	100	95
	8	150	125	115	110	105

Underdog Experience

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

Apply Underdog experience before the battle.

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

Advancement Tables

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

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

- Henchmen advance when they reach **2, 4, 6 and 7** experience.
- Heroes advance when they reach **2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90** experience.

Maximum Characteristics

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

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

COMBAT

To Hit (Close Combat)

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

- -1 WS Fighting with two Weapons
- -1 WS Target has the 'Sidestep' skill
- -2 WS Failing a *fear* test

To Hit (Shooting)

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

- -1 BS Cover
- -1 BS Moving and Shooting
- -1 BS Shooting Twice with Quick Shot
- -1 BS Target has the 'Dodge' skill

Warriors Knocked Down

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

Warriors Stunned

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

To Wound

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

Overkill

- ' & ' wounds automatically and have +1 to subsequent Injury Rolls. (*Cumulative with other modifiers.*) // (See page 8.)

Armour Saves

Shield	6+
Shield + Nimble	5+
Light Armour + Shield	5+
Light Armour + Shield + Nimble	4+
Heavy Armour + Shield	4+
Heavy Armour + Shield + Nimble	3+

Nimble

- Warriors whose two close combat weapon choices are Shield and [Club, Axe or Sword] gain a 5+ save from Shields. (*Cumulative with saves from other armour.*) // (See page 14.)

PLAY NOTES: WEAPONS NOTES

Close Combat – Swords & Fighting Claws

- The added strike Initiative of Swords and Fighting Claws apply only to attacks made with these weapons.
- *(The 'Fighting Claw' listed on p. 53 is a single one-handed Close Combat weapon. If the warrior wants two Fighting Claws, he must purchase the item twice.)*

(So a warrior with 13 Sword and Club has one 14 attack with Sword and one 13 attack with Club.)

Close Combat - Lance

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

Shooting Upwards/Downwards

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

Shooting out of Windows

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

Fighting with Two Pistols: A warrior that wants to shoot two pistols during the same turn must have the 'Quick Shot' skill to do so.

Blunderbuss, Template

- The Blunderbuss requires no BS roll to hit, it always hits its target.
- The Blunderbuss template is the teardrop-shaped Flamer template available from Games Workshop Ltd.
- The Blunderbuss can be fired upwards or downwards if you wish. Assume that the template is 1" high.
- Any enemies **under, or partially under**, the template take an S3 hit.

Blunderbuss, Targeting

- The Blunderbuss follows the normal rules for targeting Missile Weapons.
(Must target the closest enemy unless firing from a position elevated 2" or more above ground level may with no visible enemies within 3" of shooter.)
- However, the Blunderbuss may be fired so that it *(also)* hits friendly warband members.
(This is an exception to the rule that you cannot shoot into close combat involving your own warband members.)

Club, Axe or Sword: Gromril Axes, Ithilmar Swords and Weeping Blades all count as 'Club, Axe or Sword' for the purposes of the 'Nimble' ability of Shields.

Bows: Short Bow, Bow, Long Bow, and Elven Bow all count as Bows for the purposes of Shooting skills.

Pistols: Pistols, Duelling Pistols, and Warplock Pistols all count as Pistols for the purposes of Shooting skills.

NOTES: CRITICAL WOUNDS, OVERKILL, NIMBLE

Critical Wounds

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

- Enemies take armour saves as normal but must **roll separately for each wound**.
- If the attacker needs dice rolls of 6 to wound his target he **cannot** cause critical wounds.
- If an opponent has fewer Wounds than inflicted, roll an extra D6 for injury rolls for each excess wound and pick the highest as the result. *(Just as you would in case of multiple normal wounds.)*

Shields & Nimble

Warriors whose two close combat weapon choices are Shield and Club, Axe or Sword gain a 5+ save from Shields instead.

- Nimble also applies in rounds of combat where warrior is fighting with Shield and Dagger or Shield and Lance.
- Nimble also applies with Ithilmar Swords and Gromril Axes.
- Nimble always applies versus Close Combat attacks and Spells/Prayers.
- If warrior is **not** equipped with a Missile Weapon, Nimble also applies versus Shooting attacks.
- *(See further details on page 14.)*

Overkill

If a warrior is wounded by an attack that would wound on automatically (*i.e. has a Strength double or more his own Toughness*) the Injury Roll proceeding from that attack has a +1 modifier.

- Automatic wounds are **never** critical.
- However, you may opt to wound on 2+ instead. *(Granting the possibility of Critical Wounds while retaining the +1 modifier to Injury Rolls.)*

If you score a Critical Wound with Overkill, the +1 modifier is applies to **all** subsequent Injury Rolls.

Captured!

The captured warrior and all weapons, armour and equipment is transferred to the enemy warband's stash. The capturers can take or sell his weapons, armour, equipment, kill the captive for +1 experience to a chosen hero, or they can ransom him back with or without his equipment as they see fit.

Capturing a Warrior with the 'Immortal' rule

- (1) Immortal warriors can be captured.
- (2) Shackles work towards this.
- (3) While a warband can normally hold a prisoner for as long as it wishes, immortal warriors can only be held a single game.
- (4) While an immortal warrior is held prisoner, the capturers may opt to "kill" him. This will inflict a roll of 'multiple injuries' on the immortal warrior.
- (5) The two players may work out a ransom as normal to avoid this.

PLAY NOTES: INTERCEPTION

Intercepting Enemies

If a warrior is within 2" of an enemy's movement path, and that warrior is not already engaged in close combat, that warrior may *intercept* the enemy.

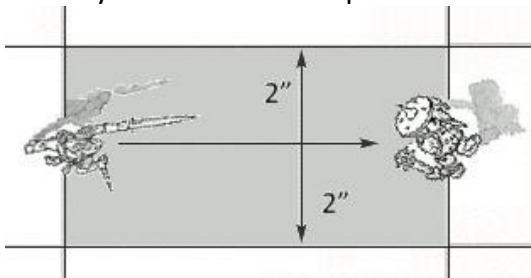
- The warrior moves into the enemy's path.
- The enemy will count as charging the intercepting warrior.
- Each moving enemy can only be intercepted by one warrior.
- Interception can be made against all kinds of enemy moves; - normal moves, running moves, charging moves and flying moves.
- If either model causes *fear*, apply *fear* as normal.

Warriors *cannot* "Step up" to Intercept

If a warrior wants to intercept a move or charge he must be on the flanks of the movement path as shown on the drawing on this page.

- This means if that an intercepting warrior wants to intercept a charge he **cannot be behind** the original target of the charge move.
- For example, on the drawing on this page, the warrior to the left charges the warrior to the right. In this example, a comrade that is *behind* the warrior to the right cannot "step up" to intercept the charge.

Grey marks the interception zone:



VERSION HISTORY

v. 8.9f

- Multiple Pages: Halberd price up from 10gc to 15gc.
- p. 28: Halfling Scout: Upkeep fee down from 5gc to 3gc
- p. 29: Dwarven Slayer: Upkeep fee down from 10gc to 7gc
- p. 29: Dwarven Slayer: Gains Leap Special Rule (*Cannot be intercepted when charging*).
- p. 29: Elven Ranger: Hire fee down from 40gc to 35gc; Upkeep fee down from 20gc to 15gc.
- p. 31: Freelancer: Upkeep fee down from 10gc to 7gc
- p. 31: Skryre Engineer: Hire fee down from 40gc to 35gc AND upkeep fee down from 20gc to 15gc
- p. 50: Possessed Magisters: Apprentice Magic Special Rule: Changed from learning spells at two skills per spell to the following: May learn spells, however, each time a Magister learns a new spell (or reduces the difficulty of spell that he already knows) he must roll on the Heroes' Post-game Injury Chart on page 60, treating any rolls of 'Captured' and 'Sold to the Pits' as 'Multiple Injuries' instead.
- p. 53: Corrected Fighting Claws price (correct price is 10gc). Hat tip to Konate

v. 8.9e

- p. 45: Added clarification that Squig Mount gives +1 W to rider like other mounts. Hat tip to Konate
- p. 55: Fighting Claws cost 10gc, +1 rarity, now have +1 Initiative in all rounds of combat. Hat tip to Khirareq
- p. 16: Corrected typo. Hat tip to Khirareq
- Pistols -5gc price (15gc)
- Duelling Pistols -5gc price (25gc)
- Warplock Pistols -5gc price (20gc)
- p. 13: Clubs: Special Rules Changed: +1 S vs. enemies Knocked Down
- p. 13: Flail: Loses +1 Strength Bonus. Clarified that enemies within 1" can always strike back at Flail-Wielder if they have the attacks.
- p. 47: Night Goblin Fanatics: +1 S, +5gc price
- p. 9: Panic: Clarified that failing a panic test only means that you can't fight back during your own turn (not the entire player round). Hat tip to Konate.
- p. 15: Holy Tome Price down from 100gc to 80gc.
- p. 56: Quick Shot: Added: This skill cannot be used with Crossbows. (Somebody had to try and sneak it past the rules, lol!)
- p. 6: Replaced: "Enemies whose bases are touching are considered to be in close combat" with: "Enemies within 1" of each other will be considered to be in close combat." – i.e. no free attacks with flail that cannot be retaliated
- p. 25: Henchmen Experience: Clarified: (*A select few scenarios allow henchmen go gain experience for extraordinary deeds like taking an enemy hero or monster out of action. See the Scenarios list.*) Hat tip to Khirareq
- p. 14: Nimble: added: "Simply carrying a missile weapon into battle counts as being 'equipped with a missile weapon, even if the warrior is not currently using it." Hat tip to Sean Spellman.
- p. 63: Added Clarification Text: "The 'Fighting Claw' listed on p. 53 is a single one-handed Close Combat weapon. If the warrior wants two Fighting Claws, he must purchase the item twice."
- p. 63: Added Clarification Text: "Fighting with Two Pistols: A warrior that wants to shoot two pistols during the same turn must have the 'Quick Shot' skill to do so."

