

CAMBRIAHEIM

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(v.0.8)

A New Edition of Games Workshop's Mordheim

Celebrating its first 15 years (1999-2014)

Everything that came in the Box

Rebalanced and Updated with a Light Hand

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The Turn

1. Power Phase

All of your non-*fleeing* wizards automatically gain 1 Power Dice. All of your non-*fleeing* priests must take an Ld test. Those that pass generate 1 Power Dice.

If playing with Random Happenings, the active player also rolls a D6. On a roll of 1, a random happening occurs.

2. Deployment Phase

Deploy all warriors that the scenario dictates. (Since this is after the Power Phase, wizards and priests do not generate Power Dice the same turn they are deployed.)

3. Rally Phase

Your *fleeing* warriors may take an Ld test if they want to. If passed, they rally, if failed, they **flee** 2D6" again and will do nothing else that turn. They may move / run, cast spells / prayers and *hide* as normal that turn, but they cannot charge, shoot a missile weapon or generate Power Dice.

4. Charge Phase

Declare all chargers that you wish to make without measuring any distances. Once all your charges are declared, move each charger one at a time, in any order that you wish.

5. Other Movement

Move any of your warriors that you wish, working through them one at a time. Then declare which ones that are *hiding*. (Warriors can only *hide* at this point in the turn.)

6. Shooting Phase

Each of warriors may shoot a missile weapon or cast a spell / prayer. Work through all of your warriors, in any order that you wish.

7. Close Combat Phase

All warriors engaged in close combat fight. (Unlike shooters, where only you warriors get to shoot, enemy warriors also get to fight in your close combat phase.)



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Movement and Hiding

Normal Moves

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

Running Moves

Warriors move up to twice their Movement value in inches.

Warriors cannot *hide* or shoot a missile weapon the turn they ran, but they may cast spells.

A warrior cannot run if there are any visible, non-*hidden* enemies within 6" of him.

Climbing Up/Down

Warriors may climb a maximum of 6" per turn. (There does not need to be a solid wall or similar surface in between start and end.) Climbing uses Movement.

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 1 Initiative test for each full 2" jumped.

If they fail any one of these Initiative tests, they fall the entire distance. Jumping Down does not use Movement.

Jumping Horizontally

Warriors can jump over gaps up to 6" wide. Jumping horizontally uses up movement.

Hiding

A warrior that is in cover from all enemies may *hide*. *Hidden* warriors cannot be shot at, charged or targeted with spells. (If a warrior can *fly* for any reason, he cannot hide at the end of a flying move.)

A *hidden* warrior is immediately un-hidden if:

- He runs, charges, shoots, or attempts to cast spells / prayers.
- An enemy moves within its Initiative value in inches of him.
- Any enemy has completely unobscured line-of-sight to him. (I.e. no cover.)

Falling Damage

A warrior that falls takes D3 Strength X hits where X = [distance in inches that he fell].

- You can only fall from a full 2" or more.
- Falling damage ignores armour saves.
- A warrior that has fallen down may do nothing else for the rest of that turn.

Falling off Buildings

A warrior that suffers a wound within 1" of an elevated edge or rooftop must pass one Initiative test or fall to the floor below, taking falling damage as described above. (Warriors will not fall off edges that have railings, low walls, etc. on all sides.)

Warriors do not get Free Hacks against enemies that fall "out of" close combat this way.

Charging

Declaring Charges

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

Charges Involving Climbing Up/Down

When charging requires climbing, you must pass an Initiative for climbing as described on the preceding page or fail the charge. (If you climbed down and fail, you also *fall* the entire distance.)

Charges Involving Jumping Down

- When jumping down, take 1 Initiative test for each full 2" jumped as described on the preceding page.
- (I.e. if you fail any one test you fall the entire distance and fail the charge.)

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 reach him, then that charge is a *diving charge*. Diving Chargers have +1 to hit and +1 S on profile that turn. (This may take them above their racial maximum.)

Failed Charges

If a warrior fails a charge, for whatever reason, he is moved his base Movement value towards the target or to where he fell or to the foot of where he failed his climb test. Warriors that fail a charge may not shoot missile weapons that turn, but they may cast spells or prayers.

Charging without Line of Sight

Warriors may charge enemies that are out of their line-of-sight (That are behind a wall, around a corner etc.).

To charge a non-visible enemy, the warrior must pass an Initiative test or fail that charge. (This stacks with others Initiative tests such as Climbing etc.)

Charging *Hidden* Enemies

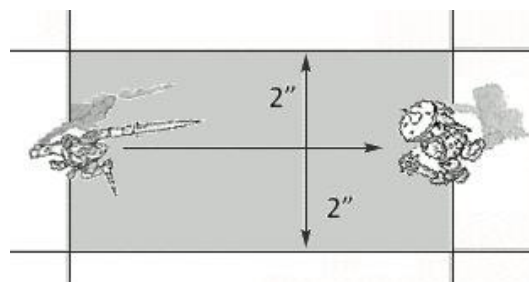
Hidden warriors cannot be charged.

Intercepting Enemy Chargers

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.
- Warriors that are *fleeing* cannot intercept.

Grey marks the interception zone:



Close Combat

Who can Shoot

Warriors may fight 360° around themselves. All enemies within 1" of each other are considered to be engaged in close combat with each other.

Strike in Initiative Order

Close combat is resolved in Initiative order. If Initiative is tied, roll dice.

Switching Weapons in Close Combat

Warriors can freely switch between their close combat weapons at the start of each close combat phase.

Leaving Close Combat

At the start of any of your own close combat phases, you may have one or more of your warriors leave close combat. Your warrior(s) then *flee* and all enemies they are fighting get one Free Hack against your warrior(s).

Chargers Gain 'Always Strikes First'

Chargers gain 'Always Strikes First' the turn they charge.

Free Hacks

When a warrior flees close combat, all enemies that he was fighting get one free extra close combat attack against him with the weapon of their choice. The attack hits automatically. There is no 'to hit' roll and thus no Critical Hits.

Fighting Unarmed

Fist attacks are at -2 S. Warriors with the 'Fight Unarmed' rule do not suffer this penalty.

Outnumbered in Close Combat

Warriors that are outnumbered in close combat suffer -1 to hit.

Multiple Close Combat Attacks

Warriors with multiple close combat attacks must target them all against the same enemy. In each close combat phase, choose which enemy he will be fighting that turn. If he takes his opponent *out of action*, remaining attacks will go to waste.

Fighting with Two Weapons

Warriors fighting with two weapons gain +1 Attack on profile, but -1 to hit on all attacks and cannot cause Critical Hits.

Pistols in Close Combat

Any kind of pistol may be fired in the first round of close combat.

- Use WS, not BS.
- Can be parried. (Think of it as deflecting the aim, not the bullet.)
- Reload: Pistols cannot be used if they were just fired in the Shooting Phase prior to this Close Combat Phase or if they fired at any time during the turn before this one.
- Shooting two pistols, or shooting one Pistol and using another one-handed weapon at the same time follows the rules for fighting with two Hand Weapons.
- Firing Pistols in close combat uses up attacks.
- If warrior has more attacks than he has pistols, he may switch to other weapons, even in the same close combat phase.

Shooting

Who can Shoot

Warriors with missile weapons may shoot one of them in their own shooting phase. They may shoot 360° around themselves. When firing a missile weapon, a warrior shoots just once, regardless of how many Attacks he has on profile.

Must Target Closest Enemy

Shooters must always target the closest enemy. If the closest target is subject to 'to hit' penalties, you may choose a more distant target provided that it is easier to hit. (However, you still must pick the closest target that is subject to the least 'to hit' penalties.)

Fleeing Enemies

Warriors cannot target *fleeing* enemies as long as there is another visible target within range. Snipers on Rooftops ignore this constraint.

Snipers on Rooftops

A warrior that is elevated a full 2" or more above ground level may target any visible enemy, not just the closest. However, if there is a visible enemy within 3" of him, he does not get this freedom, but must follow the normal targeting rules.

Cannot Shoot into Close Combat

You cannot shoot into close combat involving your own warriors.

Multiple Shots

Warriors with multiple shots must always fire them all at the same target. All shots with multiple shots have an additional -1 to hit.

May Lean Through Windows

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

Cannot Shoot

- Warriors cannot shoot through allied warriors.
- Cannot shoot while *fleeing*.
- Cannot shoot the turn they rallied or made a running move.



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Fleeing

Fleeing Movement

Fleeing warriors always flee 2D6" towards their deployment zone, avoiding any enemies.

If a *fleeing* warrior has to descend from a building, the controlling player may decide whether that warrior climbs down or jumps down.

Fleeing warriors that can *fly* still flee only 2D6" (or 3D6" if they are animals) but do not have to pass climb or jump down tests while fleeing.

Being Charged while Fleeing

If a warrior is charged while he is *fleeing*, all the enemy's close combat attacks hit automatically. (No critical hits.)

The *fleeing* warrior will not strike back but immediately *flee*s a further 2D6" towards his deployment zone if he survives. (No Free Hacks.)

Reaching the Deployment Zone

Fleeing warriors automatically *rally* once they reach their deployment zone.

Fleeing and Magical Movement

If a warrior that is *fleeing* is successfully targeted with a spell or prayer that would move him in some way, move him in the manner dictated by the spell or prayer, but with the following exceptions:

- If the *fleeing* warrior is moved into close combat, then the other party counts as having charged him. Then:
- All of the enemy's close combat attacks hit the *fleeing* warrior automatically. (No critical hits.)
- The *fleeing* warrior will not strike back in close combat but immediately *flee*s a further 2D6" towards his deployment zone if he survives. (No Free Hacks.)

Special Rules

All Alone

A warrior that loses a wound and has no friendly, non-*fleeing* warriors within 6" of him must take an Ld test: If failed, he *flees*. Does not require line-of-sight to friendly warriors within 6".

Likewise, a warrior who suffers a wound and is left with only 1 wound on profile must take an Ld test or *flee*.

These two effects do not stack, so a warrior that is reduced to 1 wound and has no friends within 6" of him still only takes 1 test.

Always Strikes First

Always strikes before all others in close combat, regardless of charges or Initiative. If both sides have this rule, compare Initiative.

Always Strikes Last

Always strikes after all others in close combat, regardless of charges or Initiative. If both sides have this rule, compare Initiative. If the same warrior has both this rule and Always Strikes First, they cancel each other.

Critical Hits

Natural 6s to wound are critical hits. Cannot cause critical hits against enemies that you would only hit on a 6.

Characteristics Tests

When taking any kind of characteristics test the warrior must roll equal to, or lower than, his characteristic on a D6.

A natural 1 always succeeds.

A natural 6 always fails.

Leadership Tests

Leadership tests are taken on 2D6: The warrior must roll equal to, or lower than, his Leadership on a 2D6.

Fear

At the start of all rounds of close combat, others must take a Ld test on 2D6: If failed, they gain 'Always Strike Last' this turn. If passed, no effect this turn. Warriors that fail their *fear* test strike last against all enemies. Warriors that cause *fear* are immune to fear themselves.

Flaming

Flaming hits have +1 to all rolls on the critical hit chart.

Hatred

+1 to hit any *hated* enemy in all rounds of close combat. Only close combat attacks. ALSO Pistols fired in close combat.

Leader

Any warrior within 6" of the Leader may use his Ld instead of their own. Requires line of sight. Leader cannot use this ability while *fleeing* or *hiding*.

Poison

May re-roll natural 1s to wound. If hit is also *flaming*, poison has no effect.

Regeneration

Warrior has a special save that he may use after armour saves. This is not negated by the Strength of the attack. *Flaming* hits completely ignore Regeneration.

Ward Save

Warrior has a special save that he may use after armour saves. This is not negated by the Strength of the attack. If the same warrior has both regeneration and ward save, he must choose which one to use. Ward saves stack. (E.g. a model that has both a 4+ Ward save and a 6+ Ward save has a 3+ save.)

Arming Warriors

Arming Warriors

Warriors can carry any number of weapons, but they can only use the weapons that are specified on their weapons lists.

Special Equipment

Only heroes can use Special Equipment, unless it says 'May be given to Henchmen.' Warriors can carry any number of Special Equipment, but only instance of each piece of equipment at any given time. Animals never use Special Equipment.

Selling Items

Warbands that want to sell weapons, armour, and equipment receive half the item's price in gc (rounded down), up to a maximum of 30gc.

Unique Warband Items

All of the items that are listed in this section may be bought by any warband, even if it has no warriors who can actually use the item.

Conversely, all warbands also have their own unique items listed under their own warband entries. Such items may only be bought by the warband whose unique item it is.

Rare Items

If an item has no rarity, it is common. Rare items listed on the warband's weapons lists are common at warband creation. Other rare items cannot be bought until you have fought at least one battle.

Rarity Rolls

To buy a rare weapon/item, a hero in your warband must pass a rarity roll.

- Any hero that just fought a battle and was not taken *out of action* may search for rare items.
- Each hero that was not *out of action* has a single rarity roll. This may give your warband multiple rarity rolls after each battle.
- When searching for rare items, roll 2D6: If the result is equal to, or higher than, the item's rarity, you have found the item and may buy it.



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Close Combat Weapons

Dagger 1gc

Strength Penalty: -1 S

NB: No free Daggers.

Club/ Hammer / Mace 3gc

Concussive: Any enemy taking an unsaved wound from a Club gains 'Always Strike Last' until the end of the next Close Combat phase.

Axe 5gc

Armour Piercing (1).

Gromril Axe 20gc rare 11+

Armour Piercing (2).

Sword 7gc

Parry: If warrior has higher WS than opponent, he may force opponent to re-roll 1 roll 'to hit' each turn. Can only parry 1 hit each turn. Cannot parry natural 6s to hit or hits that are double or more his own Strength or Critical Hits.

NB: Two Swords do not grant two parries.

Ithilmar Sword 17gc rare 11+

+1 Initiative when determining strike order.

Parry (See Sword)

Great Club / Hammer / Mace 10gc

Concussive (See Club)

+2 S in all rounds of combat

Always strike last

Two-handed

Great Axe 10gc

Armour Piercing (1)

+1 to all rolls on the Critical Wound chart

+2 S in all rounds of combat

Always strike last

Two-handed

Gromril Great Axe 50gc rare 11+

Ignores Enemy Armour Saves.

+1 to all rolls on the Critical Wound chart

+2 S in all rounds of combat

Always strike last

Two-handed

Great Sword 13gc

Sweep Aside: Enemies armed with Spears and Halberds have -1 to hit wielder

+2 S in all rounds of combat

Always strike last

Two-handed

Ithilmar Great Sword 50gc 11+

Parry (See Sword)

Sweep Aside (See Great Sword)

+2 S in all rounds of combat

(Does not have 'Always strike last')

Two-handed

Morning Star 10gc

Concussive first round of combat (See Club)

+1 S first round of combat

Only Shield in off hand. (Not Buckler.)

Flail 10gc

Concussive first round of combat (See Club)

+2 S first round of combat

Two-handed

Spear 5gc

'Always Strikes First' in first round of combat

+1 S on mounted charges

Only shield in off-hand. (Not Buckler.)

Halberd 15gc

'Always Strikes First' in first round of combat

+1 S in all rounds of combat

Two-handed

Lance 20gc rare 9+

+2 Strength on mounted charges

Only shield in off-hand. (Not Buckler.)

Shooting Weapons

Sling 3gc

Range: 18"

Strength: 2

Cannot be Poisoned

Quick to Fire: No -1 for Moving and Shooting

Short Bow 3gc

Range: 18"

Strength: 3

Bow 5gc

Range: 24"

Strength: 3

Long Bow 10gc

Range: 30"

Strength: 3

Elf Bow 25gc rare 12+

Range: 36"

Strength: 3

Armour Piercing (1)

Crossbow 20gc

Range: 30"

Strength: 4

Move or Fire

Throwing Stars / Knives 5gc rare 6+

Range: 6"

Strength: 2

Multiple Shots x2

Assault: May run and fire.

No Penalties for Long Range

Throwing Axes 10gc rare 6+

Range: 6"

Strength: 4

Armour Piercing (1)

Assault: May run and fire.

No Penalties for Long Range

Crossbow Pistol 10gc rare 8+

Range: 6"

Strength: 3

No Penalties for Long Range

Assault: May run and fire.

Quick to Fire: No -1 for Moving and Shooting

Multiple Shots x2 if armed with two of these.

Repeater Crossbow 15gc rare 9+

Range: 24"

Strength: 3

Armour Piercing (1)

Multiple Shots x2: -1 S to all shots when firing multiple Shots.

Javelins 10gc rare 7+

Range: 12"

Strength: 3

Quick to Fire: No -1 for Moving and Shooting

Blowpipe 10gc rare 8+

Range: 12"

Strength: 3

Poisonous Attacks

Sneak Attack: If warrior was *hidden* when he fired this weapon, it has Multiple Shots x2.

(Shooting automatically un-hides a warrior.)

Blackpowder Weapons

ALL BLACKPOWDER WEAPONS

- Cannot be poisoned.
- Misfire whenever they roll a natural 1 to hit.

Handgun 30gc rare 8+

Range: 24"

Strength: 4

Armour Piercing (1)

Overwound (1): Enemies successfully wounded by this weapon lose 1 more wound than they normally wound.

Move or Fire

Long Rifle 50gc rare 11+

Same as Handgun but with Range: 36"

May also re-roll natural 1s on the misfire and critical hit charts.

Blunderbuss 25gc rare 8+

Range: Flame Template

Strength: 3

Assault: May run and fire.

Fire only once per battle.

When firing, roll a D6 to see if Blunderbuss misfires.

Pistol 15gc rare 8+

Range: 6"

Strength: 4

Armour Piercing (1)

No Penalties for Long Range

Assault: May run and fire.

Multiple Shots x2 if armed with two of these.

Dueling Pistol 30gc rare 10+

Same as Pistol but may re-roll natural 1s on the misfire and critical hit charts.



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Armour

Light Armour 10gc

Save: 6+

Heavy Armour 25gc

Save: 5+

Initiative Penalty: -1

Helmet 10gc

Hits against wearer have -1 to rolls on critical hit chart. Also 4+ save vs. Concussion effects. (See Club.)

Shield 5gc

Save: 6+ (or 5+ if combined with Club, Axe, or Sword.)

If warrior is also carrying shooting weapons, he can only use Shield in close combat.

Buckler 5gc

Save 6+ if combined with Club, Axe, or Sword. Otherwise no save.

If warrior is also carrying shooting weapons, he can only use Buckler in close combat.

Wielder gains Parry (see Sword – his WS must still be higher than his opponent's to Parry). If he already has Parry, he gains 'Web of Steel' instead (see Combat Skills.)

Ithilmar Heavy Armour 40gc rare 11+

Save: 5+

(No Initiative Penalty.)

Gromril Heavy Armour 90gc rare 11+

Save 4+

Initiative Penalty: -1

Special Equipment

Rope & Hook 5gc

May re-roll failed climb tests.
May be given to henchmen.

Lantern 5gc

Warrior has +3" to the distance he spots *hidden* enemies and cannot *hide* himself.
May be given to henchmen.

Sling Bullets 5gc rare 6+

Shots with Sling have +1 Strength and are Concussive. (See Club.)
May be given to henchmen.
Lasts entire campaign.

Power Scroll 5gc rare 8+

+1 to any one spellcasting roll. Then is used up. Decide to use before rolling any dice.

Healing Herbs 35gc rare 9+

Warrior regains 1 lost wound at the start of any of your turns. Then is used up. Cannot be used while *fleeing* or in close combat. Cannot be used by Undead and Daemons.

Cathayan Silk Cloak 10gc rare 9+

+1 to all rarity rolls. Can only be used by Humans. If owner is taken *out of action*, Silk Cloak is automatically lost.

Elven Cloak 100gc rare 12+

All shooting has an additional -1 to hit wearer.

Halfling Cookbook 100gc rare 12+

Owner has +1 wound. Cannot be used by Undead and Daemons.

Lucky Charm 10gc rare 8+

Next critical hit against owner is treated as a normal hit instead. Then charm is used up.

Dark Venom 5gc rare 5+

May poison one weapon of his choice.
One battle only.
May be given to henchmen.

Tears of Shallaya 5gc rare 6+

Immune to poison.
One battle only.

Hunting Arrows 10gc rare 9+

Shots with Bow of any kind have +1 to rolls on the critical hit chart. May also cause critical hits against targets that warrior would only hit on a 6.
May be given to henchmen.
Lasts entire campaign.

Telescope 10gc rare 10+

+1 to rolls on the critical hit chart with Handgun, Long Rifle, Warpmusket, and Warplock Jezzail.

Crimson Shade 5gc rare 9+

(Drug) +D3 Initiative
One battle only.
Side effect: If warrior is taken out of action this battle, he starts next battle with -1 wound.

Madcap Mushrooms 7gc rare 8+

(Drug) Immune to fear and all alone.
One battle only.
Side effect: If warrior is taken out of action this battle, he starts next battle with -1 wound.

Mandrake Root 5gc rare 8+

(Drug) Immune to concussive effects.
One battle only.
Side effect: If warrior is taken out of action this battle, he starts next battle with -1 wound.

Special Equipment

Holy Tome 60gc rare 10+
+1 to all prayercasting rolls.

Holy Relic 7gc rare 7+
May re-roll 1 Leadership test that is NOT a rout test. Then Relic is lost.

Mordheim Map 30gc rare 9+
When acquired, roll a D6:
(1) Fake: Next battle will be the 'Ambush' scenario with your warband being ambushed.
(2-3) Vague: +1 exploration dice after next battle. Then map is used up.
(4) Catacomb Map: After the next battle you automatically find the Catacombs in addition to any other locations that your warriors would normally find. (See Exploration Chart - Four of a Kind).
(5) Accurate: +1 exploration dice and re-roll 1 exploration dice after next battle. Then map is used up.
(6) Master Map: Map is now a permanent item that must be carried. You may re-roll 1 Exploration Dice after each battle as long as the warrior who was carrying the map was not *out of action*.

Compass 10gc rare 9+
When owner is *fleeing*, he flees towards the nearest table edge, rather than his own deployment zone. If he reaches the table edge, he is re-deployed in his own deployment zone at the start of his next turn.

Caltrops 5gc rare 7+
If owner is charged while *fleeing*, all enemies that charged him this turn must pass 1 Initiative test or fail the charge. No effect vs. flying charge moves. One use only. Then Caltrops are used up.

Forbidden Tome 75gc rare 12+
One warrior with access to academic skills knows one Lesser Magic spell while carrying this tome. (This also gives him access to the Lesser Magic Signature Spell.)

Miraglean Crossbow Bolts 7gc rare 8+
Shots from normal Crossbow are Armour Piercing (1).
May be given to henchmen.
Lasts entire campaign.

Horse 30gc rare 8+
Mounted (Rider gains +1 Wound; Has Movement 8; Flee 3D6"; Cannot Hide; Cannot Climb; Cannot Capture Scenario Objectives; Cannot Dismount; Horse and Rider are Treated as a Single Model.)
Horse also takes up 1 henchman slot.
Can only be ridden by Humans and Vampires.

Warhorse 60gc rare 10+
Same as Horse but also:
Impact hits (1 S3 hit): Whenever rider charges an enemy, that enemy takes 1 automatic Strength 3 hit. (No Critical Hits. - This hit is resolved in the charging phase, i.e. before actual close combat.) If multiple enemies are charged, only one of them will receive an impact hit. Randomly determine which one. Rider can gain XP from this.

Mercurial Shot 5gc rare 8+
One shot fired from a Handgun or Long Rifle is *flaming*. If the target is successfully wounded, it immediately takes 1 extra Strength 4 hit with armour saves as normal. Shot is used up even if it misses. If it misfires, it has an extra -1 on the misfire chart.

Spells / Prayers

Knowing Spells

Wizards and Priests always know the signature spell /prayer from their lore. In addition, they start with a number of spells, dictated on their warband entry. Which spells / prayers that are known is randomly determined before each battle.

Gaining More Spells / Prayers

When a wizard or priest gains a new skill, they may increase the number of spells / prayers that they know by 1. This uses up the skill advance. (NB: Difficulties are never reduced by learning more spells/ prayers.)

Gaining Power Dice

Casters start the game with 0 Power Dice. Wizards automatically generate 1 new Power Dice at the start of each of their own turns. Priests must pass an Ld test to generate 1 new Power Dice at the start of each of their own turns. Wizards and priests do not generate Power the turn they are deployed.

Armour and Casting Spells / Prayers

Wizards cannot wear armour and cast spells. (Shields/Bucklers and Helmets are armour.) Priests may wear armour and cast prayers.

Two or More 1s Cause a Miscast

If two or more 1s are rolled for spellcasting, the spell fails and the Wizard must roll on the miscast chart. Prayers do not cause miscasts.

Prayers are not Spells

Rules that apply to spells do not apply to prayers and vice versa.

Targeting Spells / Prayers

Unlike shooting, spells / prayers may target any enemy, not just the closest.

Spells / Prayers in Close Combat

While a caster is engaged in close combat, all spells / prayers that could choose a target both inside and outside that close combat, must target models that are inside the same close combat as the caster. Also applies to beneficial spells / prayers.

Casting Spells/ Prayers

Spells / prayers are cast in the caster's own shooting phase instead of shooting a missile weapon. Casters can only try to cast 1 spell per turn. Declare in advance how many power dice each caster is using.

- If they go off, spells / prayers automatically hit their target.
- Spells / prayers require line of sight.
- Spells / prayers may be cast the same turn caster ran or charged.

Spells with more Powerful Versions

If a spell / prayer has both a normal version and a more powerful version you must declare which version you want to cast before rolling any dice.

Saving vs. Spells / Prayers

Take saves as normal. If a warrior successfully saves vs. spells / prayers that affect multiple models, others warriors may still be affected.

Spells / Prayers that Remain in Play

- Are dispelled if caster is *out of action*.
- Are dispelled if caster attempts to cast that spell /prayer again. (Even if he fails to re-cast it, it is still dispelled.)
- Remain active even if target moves out line of sight or the spells range.
- Retain their original target until dispelled or successfully cast again.

Prayers of Sigmar

Signature Prayer: Hammer of Sigmar D5+

Range: 6" or caster.

Effect: Warrior gains +1 Strength on profile and all his close combat attacks are *flaming*. (Except Pistols fired in Close Combat.)

Remains in Play

(1) Healing Hands D10+

Range: 3" or caster

Effect: Target regains 1 lost wound. If target is Undead, Ghoul, Daemon, or Mutant, he suffers 1 Wound instead with no armour saves allowed.

(2) Armour of Righteousness D9+

Range: Caster

Effect: 6+ Ward Save and Causes Fear. (This also makes him immune to fear himself.)

Remains in Play

(3) Soulfire D8+

Range: 4" radius but NOT caster

Effect: All warriors, friend or foe, within 4" take 1 *flaming* Strength 3 hit. Does not require line of sight. No armour saves allowed. Undead, Ghouls, Daemons, and Mutants suffer 1 *flaming* Strength 4 hit instead.

(4) Hearths of Steel D9+

Range: 8" radius and also caster

Effect: All warriors in the warband, including animals, are immune to fear and all alone.

Remains in Play

(5) Shield of Faith D8+

Range: 4" radius and also caster

Effect: All friendly warriors within 4" are immune to the effects of hostile spells. Any 'remains in play' spells that come within 4" of caster are immediately dispelled.

Remains in Play

(6) Sigmar's Judgment D7+

Range: 4" radius

Effect: Enemies must re-roll their successful all alone tests. No effect vs. enemies immune to all alone.

Remains in Play



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Prayers of Ulric

Signature Prayer: Bloodlust D8+

Range: 6" or caster.

Effect: Target is immune to fear and all alone and *hates* all enemies. (NOT pistols fired in close combat.)

Remains in Play

(1) Beasthide D6+

Range: 6" or caster

Effect: Target gains +1 Toughness

Remains in Play

(2) Winter's Chill 8+

Range: 6" or caster

Effect: All close combat attacks against target suffer an additional -1 to hit. (Also pistols fired in close combat.)

Remains in Play

(3) Ulric's Hunting Spear D9+

Range: 18" long, 1" wide, 1" tall

Effect: The first warrior in its path takes 1 Strength 5 hit, the next takes 1 Strength 4 hit, the next 1 Strength 3 hit, and so on. Also affects friendly warriors in its path.

(4) Wolf's Howl D6+

Range: Entire board

Effect: All fleeing warriors take 1 Strength 3 hit, including friendly warriors. No armour saves allowed. Does not require line of sight.

(5) Snow Squall D8+ / D11+

Range: Flame Template

Effect: All warriors under template take 1 Strength 3 hit.

Augment: +1 Strength

(6) Wildheart D6+

Range: 18"; must target enemy animal that is not fleeing and not in close combat; cannot target Undead or Daemons.

Effect: Animal must take an Ld test. If failed, it will attempt to charge a member of its own warband, chosen by you. If charge is successful, it attacks the member of its own warband. The charged warrior will not strike back. After attacking (or failing the charge), the animal will behave normally again.

Lesser Magic

Signature Spell: Fireblast D8+ / D11+

Range: Flame Template

Effect: All warriors under template take 1 *flaming* Strength 3 hit.

Augment: +1 Strength

(1) Flight of Zimmerman D6+

Range: Caster

Effect: Immediately fly to anywhere within 12". If you move into close combat, you count as charging. If you leave close combat, enemies gain free hacks as normal.

(2) Silver Arrows of Arha D8+ / D11+

Range: 24"

Effect: D3+1 Strength 3 hits.

Augment: D6+1 Strength 3 hits.

(3) Chain Lightning D7+

Range: 12"

Effect: 1 Strength 4 hit each. Everyone within 3" of target, also takes 1 Strength 4 hit, including friendly warriors.

(4) Dred of Aramar D7+

Range: 12"

Effect: Target must take an all alone test. No effect on warriors immune to fear or all alone.

(5) Flaming Sword of Rhuin D6+

Range: 6" or caster

Effect: Target gains +1 WS and +1 Strength and all his close combat attacks are *flaming*. (NOT pistols fired in close combat.)

Remains in Play

(6) Wind of Amull D8+

Range: 24"; cannot target warriors engaged in close combat

Effect: Target must pass two Toughness tests. If he failed either (or both) he is be moved D6+2" directly away from caster.

- If this moves target into a wall or other terrain piece, target suffers D3 Strength 3 hits.
- If this moves target off a building, apply falling damage as normal.
- If this moves target into base contact with a friendly warrior, both suffer 1 Strength 3 hit.
- If this moves target into base contact with an enemy, the enemy counts as charging,

Necromancy

Signature Spell: Call of Vanhel D3+ / D9+

Range: 12"

Effect: One target Zombie may immediately move again.

Augment: May target two Zombies or a single Skeleton or Dire Wolf.

(1) Gaze of Nagash 8+

Range: 24"

Effect: D3 Strength 3 hits with no armour saves allowed.

(2) Curse of Years D7+

Range: 12"

Effect: Target has 'Always Strikes Last'
Remains in Play

(3) Death Vision D8+

Range: 18"

Effect: Whenever target suffers a wound, he must take an all alone test. No effect vs. enemies immune to fear or all alone.
Remains in Play

(4) Lifestealer D11+

Range: 6"

Effect: Target suffers 1 wound and caster gains 1 wound. May take caster above his starting number of wounds. No armour saves allowed. No effects vs. Undead or Daemons.

(5) Re-Animation D9+

Range: 3"

Effect: One Zombie in your warband that is *out of action* is returned to anywhere within 3" of caster with 1 wound on profile. Cannot be placed into close combat.

(6) Wraith Form D8+

Range: Caster

Effect: Caster causes *fear* and has a 5+ ward save vs. shooting attacks. (NOT Pistols fired in close combat.) While this spell is active, warrior cannot capture scenario objectives.
Remains in Play.



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Chaos Rituals

Signature Spell: Wings of Darkness D6+

Range: Caster

Effect: Immediately fly to anywhere within 12". If you move into close combat, you count as charging. If you leave close combat, enemies gain free hacks as normal.

(1) Dark Blood D8+ / 11+

Range: 24"

Effect: Target suffers D3+1 Strength 4 hits and caster loses 1 wound.

Augment: Target suffers D6 Strength 1 hits. (Caster still loses 1 wound.)

(2) Word of Pain D6+

Range: 24"

Effect: Target has -1 to hit in both shooting and close combat.

Remains in Play

(3) Mind Twist D7+

Range: 6"

Effect: D3 Strength 3 hits. No armour saves allowed. Each unsaved wound causes the enemy to lose 1 random skill, spell, or prayer for the rest of the battle. (NOT special rules.)

(4) Vision of Torment D8+

Range: 18"

Effect: Whenever target suffers a wound, he must take an all alone test. No effect vs. enemies immune to fear or all alone.

Remains in Play

(5) Black Tongue D5+

Range: Entire board

Effect: Whenever an enemy wizard suffers a miscast, roll an extra D6 on the miscast table and apply lowest. Does not require line of sight.

Remains in Play

(6) Lure of Chaos D7+

Range: 18"; must target enemy henchman that is not fleeing, not an animal and not in close combat; cannot target Undead or Daemons.

Effect: Target must take an Ld test. If failed, he will attempt to charge a member of its own warband, chosen by you. If charge is successful, he attacks the member of its own warband. The charged warrior will not strike back. After attacking (or failing the charge), the henchman will behave normally again.

Magic of the Horned Rat

Signature Spell: Skitterleap D6+

Range: 30"; must target friendly warrior; does not require line of sight
Effect: Target is immediately moved to anywhere within 6" of caster. May be placed into close combat, in which case he counts as charging. If he leaves close combat, enemies gain free hacks as normal.

(1) Warp Lightning D7+

Range: 12"
Effect: 1 Strength 4 hit each. Everyone within 3" of target, also takes 1 Strength 4 hit, including friendly warriors.

(2) Choke D10+

Range: 6"
Effect: Target must take two Toughness tests. For each test failed, he suffers 1 wound with no armour saves allowed.

(3) Crack's Call D8+ / D12+

Range: 18", 1" wide, 1" tall
Effect: All warriors in the path, both friendly and hostile, must pass an Initiative test or suffer 1 wound with no armour or regeneration saves allowed.
Augment: Warriors must pass 2 Initiative tests instead of 1; if they fail either (or both) suffer 1 wound with no armour or regeneration saves allowed.

(4) Eye of the Warp D7+

Range: 12"
Effect: Target must take an all alone test. No effect on warriors immune to fear or all alone.

(5) Death Frenzy D7+

Range: 6" or caster; must target member of your own warband that is not an animal
Effect: Target loses 1 wound with no saves of any kind allowed. Target is immune to fear and all alone, and gains +1 attack on profile. Remains in Play

(6) Gnawdoom D8+

Range: 24"
Effect: D6+4 *poisonous* Strength 1 hits.



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Creating a Warband

Warband Creation Info

Starting Gold: 500gc

Max Warband Members: 18

Max Number of Heroes: 6

Promoted Henchmen

Promoted henchmen retrain their type. (So if your warband says 0-7 Marksmen under henchmen, a Marksman promoted to a hero will still count against this limit.)

Sacking Warriors

You may fire any member of your warband at any time between games. (I.e. also at any point during the post-game sequence.)

No Leader Constraints

As opposed to the 1999 edition of the Mordheim rules, you may buy a new Leader if the old one dies. Likewise, as opposed to the 1999 edition of the Mordheim rules, you do not have to buy the Leader at warband creation.

No Henchmen Groups

As opposed to the 1999 edition of the Mordheim rules, there is no need for any rules for henchman groups.

No Undead Collapse

As opposed to the 1999 edition of the Mordheim rules, the Undead will not lose their entire warband if at any time they have no Vampire or Necromancer to Lead them.

Mercenary Home Provinces

SPECIAL RULE

Home Provinces

When creating a Mercenary warband choose a home province: Reikland, Middenheim, or Marienbrug. Each province gives the warband a different set of benefits.



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REIKLANDERS

1. Captain starts with +1 Ld and has Leader range 12".
2. Champions start with +1 Ld and the Leader ability (Range 6").
3. All members of the warband have racial max Ld 10. (NOT including Hired Swords.)
4. Marksmen suffer no -1 to hit for Long Range.
5. All members of the warband may re-roll failed rally tests. (NOT including Hired Swords.)

REIKLAND SPECIAL EQUIPMENT

Full Plate Armour 55gc rare 10+

Same as Heavy Armour but with Save: 4+.

Sigmarite Relic 10gc rare 8+

Special Equipment. Wearer has a 6+ ward save against the effects of hostile spells. (Not Prayers.)

Mercenary Home Provinces

MIDDENHEIMERS

1. Captain and Champions start with +1 Strength.
2. Captains and Champions the warband have racial max Strength 5.
3. State Troops cause *fear* the turn they charge. This also makes them immune to fear the turn they charge. Cannot use this ability while wearing Helmets.
4. Shots from bows (any kind) fired by any member of the warband have +1 Strength vs. animals and Beastmen. (Including henchmen and Hired Swords.)
5. Youngbloods have access to Strength skills.

MIDDENHEIM SPECIAL EQUIPMENT

White Wolf Hammer 15gc rare 10+
Same as Great Club but with additional +1 Strength vs. Animals and Beastmen.

Wolf Pelt Cloak 10gc rare 10+
Armour. 6+ armour save vs. unarmed attacks (Ghouls, Animals, etc.). Can be worn by any human in the warband, including henchmen and Hired Swords. Will prevent wizards from casting spells.

MARIENBURGERS

1. Captains, Champions, and Free Company start with +1 Initiative.
2. All heroes in the warband have +1 to all rarity rolls (including henchmen promoted to heroes and Hired Swords).
3. Champions have access to all five basic skill lists.
4. -10gc from the Hire Fee of any Hired Swords they want to hire.
5. -5gc to buy any item that costs 25gc or more.

MARIENBURG SPECIAL EQUIPMENT

Silk Hat & Plumes 10gc rare 9+
Special Equipment. Wearer gains an additional +1 XP each time he takes an enemy *out of action* in close combat or with a shot from a pistol (of any kind). If owner is taken *out of action* himself, Silk Hat is automatically lost.

Freetrader Ring 25gc rare 10+
Special Equipment. When warrior is deployed, roll a D6:
(1-3) Warrior is affected by Crimson Shade this battle. He must take it.
(4-6) One of warrior's weapons, of your choice, is poisoned this battle.

Mercenary Weapons Lists

Captain, Champion, Youngblood, and State Troops

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Great Weapon (Club/ Axe/ Sword)
Morning Star
Spear
Halberd

Shooting

Bow
Crossbow
Pistol
Handgun
Throwing Axes (* Middenheim only)
Throwing Knives (* Marienburg only)

Armour

Light Armour
Heavy Armour
Shield
Buckler
Helmet

Halflings

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Great Weapon (Club/ Axe/ Sword)

Shooting

Short Bow
Sling

Armour

Light Armour
Shield
Buckler
Helmet

Free Company

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Great Weapon (Club/ Axe/ Sword)
Spear

Shooting

Short Bow
Bow
Pistol
Javelins (* Marienburg only)

Armour

Light Armour
Shield
Buckler
Helmet

Marksmen

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)

Shooting

Bow
Long Bow
Crossbow
Handgun
Long Rifle
Blunderbuss

Armour

Light Armour
Helmet

Mercenary Warband List

Heroes

0-1 Mercenary Captain 47gc

Combat [V]; Shooting [V]; Academic [V];
Strength [V]; Speed [V]
Starting XP: 20
Race: Human
M4 WS4 BS4 S3 T3 W3 I4 A1 Ld8
Leader (6")

0-2 Champions 30gc

Combat [V]; Shooting [V]; Academic [-];
Strength [V]; Speed [-]
Starting XP: 12
Race: Human
M4 WS4 BS3 S3 T3 W3 I3 A1 Ld7
(No Special Rules.)

0-2 Youngbloods 15gc

Combat [V]; Shooting [V]; Academic [-];
Strength [-]; Speed [V]
Starting XP: 0
Race: Human
M4 WS2 BS2 S3 T3 W3 I3 A1 Ld6
(No Special Rules.)

Henchmen

Free Company 25gc

Starting XP: 6
Race: Human
M4 WS3 BS3 S3 T3 W3 I3 A1 Ld7
(No Special Rules.)

0-7 Marksmen 25gc

Starting XP: 6
Race: Human
M4 WS3 BS3 S3 T3 W3 I3 A1 Ld7
(No Special Rules.)

0-5 State Troops 27gc

Starting XP: 8
Race: Human
M4 WS4 BS3 S3 T3 W3 I3 A1 Ld7
(No Special Rules.)

0-5 Halfling Skirmishers 15gc

Starting XP: 4
Race: Halfling
M4 WS2 BS4 S2 T2 W3 I4 A1 Ld6
Dodge (Shooting): All enemy shooting has an additional -1 to hit this warrior. (NOT spells/prayers).

Witch Hunters Special Rules

SPECIAL RULE

Hooded Hunters

At the start of each of your turns (NOT opponent's) any two members of your warband with this rule may exchange places on the board. Neither warrior may be engaged in Close Combat for this to occur. Only one such exchange can be made per turn. Cannot involve warriors that are *out of action* or have not been deployed yet. Cannot involve warriors that are *fleeing*.

SPECIAL EQUIPMENT

Brazier Iron 5gc rare 5+

Same as Club but attacks are *flaming* and wielder cannot *hide*.

Great Brazier Iron 10gc rare 5+

Same as Great Club but attacks are *flaming* and wielder cannot *hide*.

Sigmarite Hammer 10gc rare 10+

Same as Club but with additional +1 to rolls on the critical hit chart vs. Undead, Ghouls, Mutants and Daemons.

Sigmarite Great Hammer 20gc rare 10+

Same as Great Club but with additional +1 Strength vs. Undead, Ghouls, Mutants and Daemons.

Sigmarite Relic 10gc rare 8+

Special Equipment. Wearer has a 6+ ward save against the effects of hostile spells. (Not Prayers.)

SPECIAL SKILLS (SIGMARITE)

Absolute Faith

4+ ward save vs. enemy spells. (Not Prayers.)

Fanatical

Immune to Fear and All Alone.

Utter Determination

Warrior has a 6+ ward save vs. all types of attacks as long as she is down to 1 wound. Not while *fleeing*.

No Retreat - No Surrender!

May re-roll 1 failed rout test.

Righteous Fury

Warrior *hates* all members of Undead, Skaven, and Possessed warbands. (NOT Hired Swords.)



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Witch Hunter Weapons Lists

Captain, Witch Hunters and Cloaked Brothers

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Brazier Iron
Great Weapon (Club/ Axe/ Sword)
Great Brazier Iron

Shooting

Crossbow
Pistol
Crossbow Pistol

Armour

Light Armour
Heavy Armour
Shield
Buckler
Helmet

Zealots

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Brazier Iron
Great Weapon (Club/ Axe/ Sword)
Great Brazier Iron
Spear

Shooting

Short Bow
Bow

Armour

Light Armour
Shield
Helmet

Warrior Priest

Close Combat Weapons

Hand Weapon (Club)
Brazier Iron
Sigmarite Hammer
Great Weapon (Club)
Great Brazier Iron
Great Sigmarite Hammer

Shooting

Sling

Armour

Light Armour
Heavy Armour
Shield
Helmet

Flagellants

Close Combat Weapons

Great Weapon (Club)
Great Brazier Iron
Great Sigmarite Hammer
Morning Star
Flail

Shooting

Sling

Armour

(None.)

Witch Hunters Warband List

Heroes

1 Witch Hunter Captain 45gc

Combat [V]; Shooting [V]; Academic [V];
Strength [V]; Speed [V]; Special [V]
Starting XP: 18
Race: Human
M4 WS4 BS4 S3 T3 W3 I4 A1 Ld8
Leader (6")
Hates Wizards
Hooded Hunter

0-1 Warrior Priest 35gc

Combat [V]; Shooting [-]; Academic [V];
Strength [V]; Speed [-]; Special [V]
Starting XP: 8
Race: Human
M4 WS3 BS3 S3 T3 W3 I3 A1 Ld7
Priest (Prayers of Sigmar): Starts with 1
Prayer.

0-3 Witch Hunters 27gc

Combat [V]; Shooting [V]; Academic [V];
Strength [-]; Speed [V]; Special [V]
Starting XP: 8
Race: Human
M4 WS3 BS3 S3 T3 W3 I4 A1 Ld7
Hates Wizards
Hooded Hunter

Henchmen

Zealots 15gc

Starting XP: 0
Race: Human
M4 WS2 BS2 S3 T3 W3 I3 A1 Ld6
Hates Wizards

0-5 Flagellants 30gc

Starting XP: 4
Race: Human
M4 WS2 BS2 S3 T3 W3 I3 A2 Ld6
Immune to Fear and All Alone

0-5 Warhounds 30gc

M6 WS4 BS- S4 T3 W3 I4 A1 Ld5
Animals (Cannot Climb, Cannot Hide, Flee
3D6", Cannot use the Leader's Ld, Cannot
Capture Scenario Objectives, Fight Unarmed,
No Promotion.)

0-5 Cloaked Brothers 27gc

Starting XP: 8
Race: Human
M4 WS3 BS3 S3 T3 W3 I4 A1 Ld7
Hooded Hunters

Sigmar Sisters Special Rules

SPECIAL EQUIPMENT

Sigmarite Hammer 10gc rare 10+

Same as Club but with additional +1 to rolls on the critical hit chart vs. Undead, Ghouls, Mutants and Daemons.

Sigmarite Great Hammer 20gc rare 10+

Same as Great Club but with additional +1 Strength vs. Undead, Ghouls, Mutants and Daemons.

Steel Whip 13gc rare 6+

Close Combat Weapon. +1 Initiative when determining strike order in first round of combat.

'Always Strikes First' in first round of combat
Only Shield or Buckler in off-hand.
Cannot be parried.

Sigmarite Relic 10gc rare 8+

Special Equipment. Wearer has a 6+ ward save against the effects of hostile spells. (Not Prayers.)

SPECIAL SKILLS (SIGMARITE)

Absolute Faith

4+ ward save vs. enemy spells. (Not Prayers.)

Fanatical

Immune to Fear and All Alone.

Utter Determination

Warrior has a 6+ ward save vs. all types of attacks as long as she is down to 1 wound.
Not while *fleeing*.

No Retreat - No Surrender!

May re-roll 1 failed rout test.

Righteous Fury

Warrior *hates* all members of Undead, Skaven, and Possessed warbands. (NOT Hired Swords.)



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Sigmar Sisters Weapons Lists

Matriarch, Superior, Cataphractoi, and Sigmarite Sister

Close Combat Weapons

Hand Weapon (Club)
Sigmarite Hammer
Great Weapon (Club)
Sigmarite Great Hammer
Steel Whip
Morning Star
Flail

Shooting

Sling

Armour

Light Armour
Heavy Armour
Shield
Buckler
Helmet

Hospitallier

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Great Weapon (Club/ Axe/ Sword)

Shooting

Sling

Armour

Light Armour
Heavy Armour
Shield
Buckler
Helmet

Augur

Close Combat Weapons

Hand Weapon (Dagger/ Sword)
Great Weapon (Sword)

Shooting

Sling

Armour

Light Armour
Shield
Helmet

Novices

Close Combat Weapons

Hand Weapon (Hammer)
Great Weapon (Hammer)
Spear

Shooting

Sling

Armour

Light Armour
Shield
Buckler
Helmet

Sigmar Sisters Warband List

Heroes

1 Sigmarite Matriach 43gc

Combat [V]; Shooting [-]; Academic [V];
Strength [V]; Speed [V]; Special [V]
Starting XP: 18
Race: Human
M4 WS4 BS3 S3 T3 W3 I3 A1 Ld8
Leader (6")
Priest (Prayers of Sigmar): Starts with 1
Prayer.
Stubborn: May re-roll failed fear and all alone
tests. (NOT rout tests.)

0-2 Sister Superior 30gc

Combat [V]; Shooting [-]; Academic [V];
Strength [V]; Speed [V]; Special [V]
Starting XP: 12
Race: Human
M4 WS4 BS3 S3 T3 W3 I3 A1 Ld7
Stubborn: May re-roll failed fear and all alone
tests. (NOT rout tests.)

0-2 Augurs 20gc

Combat [-]; Shooting [-]; Academic [V];
Strength [-]; Speed [V]; Special [V]
Starting XP: 2
Race: Human
M4 WS2 BS2 S3 T3 W3 I3 A1 Ld6
Inner Sight (12"): At any time during your
turn, an Augur may un-hide any one *hidden*
enemy of your choice that is within 12". This
also un-hides the Augur if she is *hidden*
herself. Cannot be used while *fleeing*. Does
not require line of sight. Augur may use this
ability while engaged in close combat and
may also the same turn she was deployed or
made a running move. However Augur
cannot shoot a missile weapon or cast a spell
/ prayer and use this ability during the same
turn.

Henchmen

Novices 15gc

Starting XP: 0
Race: Human
M4 WS2 BS2 S3 T3 W3 I3 A1 Ld6
(No Special Rules.)

0-7 Sigmarite Sisters 25gc

Starting XP: 6
Race: Human
M4 WS3 BS3 S3 T3 W3 I3 A1 Ld7
(No Special Rules.)

0-3 Sisters Hospitallier 17gc

Starting XP: 2
Race: Human
M4 WS2 BS2 S3 T3 W3 I3 A1 Ld6
Anoint (2"): Once per game, each Hospitallier
may make one friendly warrior within 2"
immune to poison or remove one random
campaign injury from a friendly hero within
2". These effects last until the end of this
battle. This does not un-hide the Hospitallier
if she is *hidden* herself. Requires line of sight.
Cannot be used while *fleeing*. Hospitallier
cannot shoot a missile weapon and use this
ability during the same turn and cannot use
this ability while engaged in close combat or
the same turn she made a running move.

0-5 Sisters Cataphractoi 35gc

Starting XP: 12
Race: Human
M4 WS4 BS3 S3 T3 W3 I3 A1 Ld7
Impact hits (1 S3 hit): When Cataphractoi
charges an enemy, that enemy takes 1
automatic S 3 hit. (No Critical Hits. - This hit
is resolved in the charging phase, i.e. before
actual close combat.) If multiple enemies are
charged, only one of them will receive an
impact hit. Randomly determine which one.
Cataphractoi can gain XP from this.

Possessed Special Rules

SPECIAL RULE

Buy Mutations

Mutations do not have to be gained as experience advances, they can also be bought: After each battle, warriors with access to Mutations (i.e. special skills) may buy mutations if they were not *out of action*. All mutations cost 15gc and are rare 10+ and also costs +7gc for each mutation that the warrior already has.

Any hero that was not *out of action* can use his rarity roll to search for Mutations, even if he is not going to be mutated himself.

SPECIAL EQUIPMENT

Sacrificial Dagger 10gc rare 10+

Same as Dagger, but wielder gains +1 Power Dice each time he takes an enemy *out of action* with a close combat attack from this weapon. No effect if wielder is not a Wizard.

SPECIAL SKILLS (MUTATIONS)

Shredder Claws

No penalties for fighting unarmed and all unarmed attacks are Armour Piercing (1).

Daemoniac Fervour

+1 attack on profile while fighting unarmed.

Cloven Hoofs

+1 Movement and may re-roll failed jump down tests.

SPECIAL SKILLS (MUTATIONS)

Reptile Tail

Warrior gains Parry. No effect if he already has Parry.

Metal Skin

6+ armour save and can no longer wear body armour. (May still use Helmet and Shield if he has access to them.) This Mutation may be taken twice.

Poison Glands

Warrior may poison one weapon of his choice each battle. Alternatively, if is fighting unarmed, all of his unarmed attacks are *poisonous*.

Hideous

Warrior causes *fear*. (Also makes him immune to fear.)

Great Claw

One of warrior's arms is now a close combat weapon that has +1 S in all rounds of close combat. Counts as fighting unarmed, but suffers no penalties for fighting unarmed. He can only use a single one handed weapon (not Shield or Buckler) in the other hand from now on. This Mutation may be taken twice for Great Claws on both hands.

Tentacles

At the start of each close combat phase (i.e. also opponent's) choose an enemy within 1" of this warrior: That enemy must pass a Strength test. If failed, he gains 'Always Strikes Last' until end of turn. Tentacles do not interfere with the warrior's ability to use weapons in any way.

Rewards of the Shadowlord

Not Optional Rules

As opposed to the 1999 edition of the Mordheim rules, Rewards of the Shadowlord are not optional rules, but may always be used by Possessed warbands if they so desire.

Using Rewards

Whenever a Magister, Mutant, or Cultist promoted to a hero gains a new skill, they may see the Shadowlord instead of choosing a new skill. Roll 2D6 as see the chart on the right.

A warrior can beseech the Shadowlord as many times as he wishes throughout the campaign and each boon can be gained multiple times, even by the same warrior.



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2D6 RESULT

(2-3) Killed. The warrior is killed by the Shadowlord.

(4-6) Nothing. The skill choice is forfeit.

(7) +1 WS. The warrior gains +1 WS for the rest of the campaign. This may take him over his racial maximum.

(8) Mutation. The warrior gains a free mutation of your choice, even if he does not normally have access to Mutation skills.

(9) Daemon Weapon. The warband gains 1 random Daemon Weapon. Roll a D6:

- (1) Club
- (2) Axe
- (3) Sword
- (4) Great Club
- (5) Great Axe
- (6) Great Sword.

The weapon has all the rules of a normal weapon of its kind as well as +1 Strength.

(10) Forbidden Tome. The warband gains a Forbidden Tome.

(11) Cape of Shadows. Warrior has Regeneration (6+) vs. shooting for the rest of the campaign. No effect vs. spells/ prayers.

(12) Artefact. The warband gains 1 random Artefact. This Artefact contributes towards the warband's Victory Points as normal.

Possessed Weapons Lists

Magister and Mutant

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Great Weapon (Club/ Axe/ Sword)
Spear (* Mutant only)

Shooting

Sling (* Magister only)
Short Bow
Bow (* Mutant only)

Armour

Light Armour
Heavy Armour
Shield
Helmet

Gor and Darksoul

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Great Weapon (Club/ Axe/ Sword)
Morning Star
Flail
Halberd (* Gor only)

Shooting

Javelins (* Gor only)
Throwing Axes

Armour

Light Armour
Heavy Armour
Daemon Spikes (* Darksoul only)
Shield (* Gor only)
Helmet

Ungor

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Great Weapon (Club/ Axe/ Sword)
Spear

Shooting

Short Bow

Armour

Light Armour
Shield
Helmet

Cultists

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Great Weapon (Club/ Axe/ Sword)
Spear

Shooting

Short Bow
Bow

Armour

Light Armour
Shield
Helmet

Possessed Warband List

Heroes

1 Magister 37gc

Combat [-]; Shooting [-]; Academic [V];
Strength [-]; Speed [V]; Special [-]
Starting XP: 12
Race: Human
M4 WS3 BS3 S3 T3 W3 I3 A1 Ld8
Leader (6")
Wizard (Chaos Rituals): Starts with 1 Spell.

0-2 Possessed 55gc

Combat [V]; Shooting [-]; Academic [-];
Strength [V]; Speed [V]; Special [V]
Starting XP: 20
Race: Daemon
M5 WS4 BS- S4 T4 W3 I4 A1 Ld8
Cause Fear
Fight Unarmed

0-2 Mutants 15gc

Combat [V]; Shooting [-]; Academic [-];
Strength [-]; Speed [V]; Special [V]
Starting XP: 0
Race: Human
M4 WS2 BS2 S3 T3 W3 I3 A1 Ld6
(No Special Rules.)

Henchmen

Cultists 15gc

Starting XP: 0
Race: Human
M4 WS2 BS2 S3 T3 W3 I3 A1 Ld6
Beseech the Shadowlord: Whenever a Cultist takes an enemy *out of action*, add +1 to warband's next spellcasting roll. (But never more than +1 and never to any roll but your next roll.)

0-5 Ungors 25gc

Starting XP: 2
Race: Ungor (Beastman)
M5 WS3 BS3 S3 T3 W3 I3 A1 Ld5
May re-roll failed jump down tests.

0-5 Darksouls 30gc

Starting XP: 4
Race: Human
M4 WS2 BS2 S3 T3 W3 I3 A1 Ld6
Immune to Fear and All Alone
Impact hits (1 S3 hit): When Darksoul charges an enemy, that enemy takes 1 automatic S 3 hit. (No Critical Hits. - This hit is resolved in the charging phase, i.e. before actual close combat.) If multiple enemies are charged, only one of them will receive an impact hit. Randomly determine which one. Darksoul can gain XP from this.

0-3 Gors 35gc

Starting XP: 8
Race: Gor (Beastman)
M5 WS4 BS3 S3 T4 W3 I3 A1 Ld6
May re-roll failed jump down tests.

Skaven Special Rules

SPECIAL EQUIPMENT

Fighting Claws 25gc rare 8+

Pair of Hand Weapons. Cannot be separated.
+1 Initiative when determining strike order
in first round of combat.

Parry and Armour Piercing (1).

Weeping Blades 50gc rare 10+

Pair of Hand Weapons. Cannot be separated.
Parry, Armour Piercing (1) and *Poisonous*.

Warplock Pistol 20gc rare 9+

Range: 6" Strength: 5

Armour Piercing (1)

No Penalties for Long Range

Assault: May run and fire.

Multiple Shots x2 if armed with two of these
Blackpowder Weapon (Cannot be poisoned,
misfires on 1 to hit.)

Unstable: Roll 2D6 for misfires, apply lowest.

Warplock Musket 35gc rare 9+

Range: 24" Strength: 5

Armour Piercing (1)

Overwound (1): Enemies successfully
wounded by this weapon lose 1 more wound
than they normally wound.

Move or Fire

Blackpowder Weapon (See Warplock Pistol.)

Unstable (See Warplock Pistol.)

Warplock Jezzail 55gc rare 11+

Same as Warpmusket but with range 36".

May also re-roll natural 1s on the critical hit
charts (but NOT the misfire chart).

Smoke Bombs 10gc rare 7+

Can only be carried by warriors with access
to Eshin Arts Skills. Enemy Free Hacks
against this warrior must roll to hit. (NO
Critical Hits.) Smoke Bombs are
automatically used up the turn owner *flees*.

SPECIAL RULE

Cornered Rats

Skaven warbands have +2 Ld to all Rout tests
they have to take.

SPECIAL SKILLS (Eshin Arts)

Perfect Killer

Warrior has +1 to all rolls on the critical
wound chart. (Both Shooting and Close
Combat.)

Poisonous Killer

Warrior may poison one weapon of his
choice each battle.

Tail Fighting

Warrior can use a Dagger with his tail. This
counts towards fighting with two weapons.

Sneak Attack

Enemies must re-roll successful armour
saves vs. this warrior's shots with Blowpipe
and Throwing Stars. Also vs. his attacks with
Hand Weapons the turn he charges.

Stealth

While warrior is in cover, he has a 6+ ward
save vs. shooting. (NOT spells / prayers.)

Skaven Weapons Lists

Chieftain and Stormvermin

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Great Weapon (Club/ Axe/ Sword)
Halberd
Morning Star
Flail

Shooting

Sling
Warplock Pistol
Warpmusket

Armour

Light Armour
Heavy Armour
Shield
Helmet

Eshin Sorcerer

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Great Weapon (Club/ Axe/ Sword)

Shooting

Sling

Armour

Light Armour
Heavy Armour
Shield
Helmet

Clanrat and Skavenslave

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Great Weapon (Club/ Axe/ Sword)
Spear

Shooting

Sling
Warplock Pistol (* Clanrats only)

Armour

Light Armour
Shield
Helmet

Night Runners

Close Combat Weapons

Hand Weapon (Dagger/ Sword)
Fighting Claws
Weeping Blades

Shooting

Sling
Throwing Stars
Blowpipe
Crossbow Pistol
Warplock Pistol

Armour

Light Armour
Shield
Helmet

Skaven Warband List

Heroes

1 Eshin Chieftain 45gc

Starting XP: 18

Race: Skaven

Combat [V]; Shooting [V]; Academic [V];

Strength [V]; Speed [V]; Special [-]

M5 WS4 BS4 S3 T3 W3 I5 A1 Ld6

Leader (6")

Flee 3D6"

0-1 Eshin Sorcerer 37gc

Combat [-]; Shooting [-]; Academic [V];

Strength [-]; Speed [V]; Special [-]

Starting XP: 8

Race: Skaven

M5 WS3 BS3 S3 T3 W3 I4 A1 Ld6

Flee 3D6"

Wizard (Magic of Horned Rat): Starts with 1 Spell.

0-3 Night Runners 30gc

Combat [V]; Shooting [V]; Academic [-];

Strength [-]; Speed [V]; Special [V]

Starting XP: 12

Race: Skaven

M6 WS3 BS3 S3 T3 W3 I5 A1 Ld6

Flee 3D6"

Cannot Capture Scenario Objectives

Assassins: Additional +1 XP whenever they take any enemy with the 'Leader' ability *out of action*.

Henchmen

Clanrats 27gc

Starting XP: 6

Race: Skaven

M5 WS3 BS3 S3 T3 W3 I4 A1 Ld5

Flee 3D6"

0-5 Skavenslaves 17gc

Starting XP: 0

Race: Skaven

M5 WS2 BS2 S3 T3 W3 I4 A1 Ld4

Flee 3D6"

No Promotion

Expendable: Other members of the warband (who are not Skavenslaves) may fire into close combat involving Skavenslaves. (Roll to randomize hits.)

0-5 Stormvermin 30gc

Starting XP: 8

Race: Skaven

M5 WS4 BS3 S3 T3 W3 I4 A1 Ld6

Flee 3D6"

0-5 Wolfrats 35gc

M7 WS3 BS- S4 T3 W3 I4 A1 Ld5

Poisonous Attacks

Animals (Cannot Climb, Cannot Hide, Flee

3D6", Cannot use the Leader's Ld, Cannot

Capture Scenario Objectives, Fight Unarmed,

No Promotion.)

Undead Special Rules

SPECIAL RULES

Crumble

Whenever a warrior with Crumble fails an All Alone test, he does not *flee* but takes 1 automatic S3 hit instead with no saves of any kind allowed.

Raise Dead

Whenever an enemy hero (NOT henchman) dies, you may raise him as an Undead henchman in your warband for 35gc. Undead and Daemons cannot be raised by this ability.

The raised hero retains his race, stats, injuries, and experience. Also all his weapons, armour and equipment. It cannot be sold or swapped, and the re-animated hero can still use any Special Equipment he was carrying, even though he is now a henchman.

The raised hero loses 2 Initiative and all skills, spells, and prayers. Also all special rules and gains the 'Undead' rule instead. He can still get promoted, just like other henchmen.

Ghoulkin Exaltations

Exaltations are special equipment that can only be equipped on warriors whose race is Ghoul. All exaltations may be given to henchmen. Once equipped they cannot be robbed, swapped, de-equipped, or sold.

SPECIAL EQUIPMENT

Flint Throwing Shards 3gc

Range: 6"

Strength: 3

Assault: May run and fire.

No Penalties for Long Range

GHOULKIN EXALTATIONS

Shredder Claws 10gc rare 6+

All unarmed attacks are Armour Piercing (1).

Ravenous 15gc rare 8+

+1 Attack while fighting unarmed.

Poison Glands 15gc rare 8+

Warrior may poison one weapon of his choice each battle. Alternatively, if is fighting unarmed, all of his unarmed attacks are *poisonous*.

Mawbeast 25gc rare 10+

6+ regeneration save.

SPECIAL SKILLS (STRIGOI LORE)

Hexes and Charms

4+ ward save vs. enemy spells. (Not prayers.)

Avoid Disease

Immune to poison and side effects of Drugs. Also never needs to skip next battle for Campaign Injuries.

Anti-hero

Additional +1 XP for taking an enemy hero *out of action* that had more XP than this warrior.

Hunchback

+1 Toughness vs. shooting. (NOT spells/prayers.)

Outcast

Warrior *hates* all members of Mercenaries, Witch Hunter, and Sisters of Sigmar warbands. (NOT Hired Swords.)

Undead Weapons Lists

Vampire, Dreg, and Skeleton Warrior

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Great Weapon (Club/ Axe/ Sword)
Morning Star
Spear
Halberd (* Vampire only.)

Shooting

Short Bow
Bow

Armour

Light Armour
Heavy Armour
Shield
Helmet

Necromancer

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)
Great Weapon (Club/ Axe/ Sword)

Shooting

Sling
Short Bow

Armour

Light Armour
Heavy Armour
Shield
Helmet

Ghoul

Close Combat Weapons

Great Weapon (Club/ Axe)

Shooting

Flit Throwing Shards

Armour

(None)

Exaltations

Shredder Claws
Ravenous
Poison Glands
Mawbeast



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Undead Warband List

Heroes

1 Vampire 117gc

Combat [V]; Shooting [-]; Academic [V];
Strength [V]; Speed [V]; Special [-]
Starting XP: 20
Race: Vampire
M6 WS4 BS4 S4 T4 W4 I5 A2 Ld8
Leader (6")
Undead (Cause Fear; Immune to Poison;
Immune to Concussion; Cannot take Drugs;
Crumble.)
Immortal: Treat 'Dead' and 'Captured' as
'Multiple Injuries.'

0-1 Necromancer 35gc

Combat [V]; Shooting [-]; Academic [V];
Strength [-]; Speed [V]; Special [-]
Starting XP: 8
Race: Human
M4 WS3 BS3 S3 T3 W3 I3 A1 Ld7
Wizard (Necromancy): Starts with 1 Spell.

0-3 Dregs 15gc

Combat [V]; Shooting [-]; Academic [-];
Strength [V]; Speed [-]; Special [V]
Starting XP: 0
Race: Human
M4 WS2 BS2 S3 T3 W3 I3 A1 Ld6
(No Special Rules.)

Henchmen

Skeleton Warriors 25gc

Starting XP: 4
Race: Skeleton
M4 WS2 BS2 S3 T3 W3 I2 A1 Ld5
Undead (Cause Fear; Immune to Poison;
Immune to Concussion; Cannot take Drugs;
Crumble.)

Zombies 25gc

Starting XP: 0
Race: Zombie
M3 WS1 BS- S3 T3 W4 I1 A1 Ld4
Undead (Cause Fear; Immune to Poison;
Immune to Concussion; Cannot take Drugs;
Crumble.)
Fight Unarmed
No Promotion

0-7 Ghouls 30gc

Starting XP: 2
Race: Ghoul
M4 WS2 BS2 S3 T4 W3 I3 A1 Ld5
Cause Fear
Fight Unarmed

0-5 Dire Wolves 35gc

M7 WS3 BS- S4 T3 W3 I2 A1 Ld4
Undead (Cause Fear; Immune to Poison;
Immune to Concussion; Cannot take Drugs;
Crumble.)
Animals (Cannot Climb, Cannot Hide, Flee
3D6", Cannot use the Leader's Ld, Cannot
Capture Scenario Objectives, Fight Unarmed,
No Promotion.)

Hired Swords

Recruiting Hired Swords

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

- Each warband can only employ one of each type of Hired Sword at a time. (E.g. a warband can only have one Warlock at a time, but each warband in the campaign can have its own Warlock.)
- Once a Hired Sword is hired, he becomes a hero in the warband. He is treated exactly like a normal hero, and he takes up one of the warband's six hero slots.

No Upkeep Fee

As opposed to the 1999 edition of the Mordheim rules, Hired Swords have no upkeep fee. Once they are hired, they are part of the warband. (Except for Ogres who still have an Upkeep Fee.)

Ld Not for Rout Tests

You can never use the Ld of Hired Swords for Rout Tests.



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Hired Swords

Halfling Scout

May be Hired

Mercenaries [V]; Witch Hunters [V]; Sisters of Sigmar [V]; Possessed [-]; Skaven Eshin [-]; Undead [-]

0-1 Halfling Scout 25gc

Combat [V]; Shooting [V]; Academic [-]; Strength [-]; Speed [V]; Special [-]

Starting XP: 4

Race: Halfling

M4 WS2 BS4 S2 T2 W3 I4 A1 Ld6

Dodge (Shooting): All enemy shooting has an additional -1 to hit this warrior. (NOT spells/prayers).

HALFLING WEAPONS LIST

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)

Great Weapon (Club/ Axe/ Sword)

Shooting

Short Bow

Sling

Armour

Light Armour

Shield

Buckler

Helmet

Elven Ranger

May be Hired

Mercenaries [V]; Witch Hunters [V]; Sisters of Sigmar [V]; Possessed [-]; Skaven Eshin [-]; Undead [-]

0-1 Elven Ranger 60gc

Combat [V]; Shooting [V]; Academic [-]; Strength [-]; Speed [V]; Special [-]

Starting XP: 24

Race: Elf

M5 WS4 BS4 S3 T3 W3 I5 A1 Ld8

Eagle Eyes: No -1 to hit for long range.

Frail but Fey: Treat all campaign injuries as 'Full Recovery' except for rolls of 'Dead', 'Captured', and 'Sold to the Pits.'

Grudge: +15gc hire fee to join any warband that also includes dwarves.

ELF WEAPONS LIST

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)

Great Weapon (Club/ Axe/ Sword)

Spear

Shooting

Bow

Long Bow

Elf Bow

Armour

Light Armour

Heavy Armour

Shield

Helmet

Hired Swords

Dwarf Troll Slayer

May be Hired

Mercenaries [V]; Witch Hunters [V]; Sisters of Sigmar [V]; Possessed [-]; Skaven Eshin [-]; Undead [-]

0-1 Dwarf Slayer 45gc

Combat [V]; Shooting [-]; Academic [-]; Strength [V]; Speed [-]; Special [-]

Starting XP: 18

Race: Dwarf

M3 WS4 BS3 S3 T4 W3 I2 A1 Ld9

Immune to fear and all alone.

Leaping Charge: Cannot be *intercepted* when charging. Also +1 to critical hits scored the turn he charges.

Hard Head: Immune to concussive effects.

Grudge: +15gc hire fee to join any warband that also includes elves.

SLAYER WEAPONS LIST

Close Combat Weapons

Hand Weapon (Axe)

Great Weapon (Axe)

Shooting

Throwing Axes

Armour

(None.)

Freelancer

May be Hired

Mercenaries [V]; Witch Hunters [V]; Sisters of Sigmar [V]; Possessed [-]; Skaven Eshin [-]; Undead [-]

0-1 Freelancer 43gc

Combat [V]; Shooting [-]; Academic [-]; Strength [V]; Speed [V]; Special [-]

Starting XP: 12

Race: Human

M4 WS4 BS4 S3 T3 W3 I3 A1 Ld7

(No Special Rules.)

FREELANCER WEAPONS LIST

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)

Great Weapon (Club/ Axe/ Sword)

Spear

Halberd

Morning Star

Lance

Shooting

Bow

Crossbow

Pistol

Handgun

Armour

Light Armour

Heavy Armour

Shield

Buckler

Helmet

Hired Swords

Pit Fighter

May be Hired

Mercenaries [V]; Witch Hunters [V]; Sisters of Sigmar [V]; Possessed [V]; Skaven Eshin [-]; Undead [-]

0-1 Pit Fighter 63gc

Combat [V]; Shooting [-]; Academic [-]; Strength [V]; Speed [V]; Special [-]

Starting XP: 18

Race: Human

M4 WS4 BS3 S4 T3 W3 I4 A1 Ld7

Spiked Gauntlet Training: May use Sword in off hand while fighting with Morning Star.

Net Fighting: May use Buckler in off hand while fighting with Spear or Halberd.

PIT FIGHTER WEAPONS LIST

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)

Great Weapon (Club/ Axe/ Sword)

Morning Star

Flail

Spear

Halberd

Shooting

Javelins

Armour

Light Armour

Buckler

Helmet

Warlock

May be Hired

Mercenaries [V]; Witch Hunters [-]; Sisters of Sigmar [-]; Possessed [V]; Skaven Eshin [V]; Undead [V]

0-1 Warlock 43gc

Combat [-]; Shooting [-]; Academic [V];

Strength [-]; Speed [V]; Special [-]

Starting XP: 6

Race: Human

M4 WS2 BS2 S3 T3 W3 I3 A1 Ld7

Wizard (Lesser Magic): Starts with two spells.

WARLOCK WEAPONS LIST

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)

Shooting

Sling

Short Bow

Armour

Light Armour

Heavy Armour

Shield

Helmet

Hired Swords

Priest of Ulric

May be Hired

Middenheim Mercenaries only.

0-1 Priest of Ulric 45gc

Combat [V]; Shooting [-]; Academic [V];

Strength [V]; Speed [-]; Special [-]

Starting XP: 8

Race: Human

M4 WS3 BS3 S3 T3 W3 I3 A1 Ld7

Priest (Prayers of Ulric): Starts with 1 prayer.

Grudge: Will not join a warband that includes wizards and will leave any warband that also includes wizards.

PRIEST OF ULRIC WEAPONS LIST

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)

Great Weapon (Club/ Axe/ Sword)

Shooting

Sling

Throwing Axes

Armour

Light Armour

Heavy Armour

Wolf Cloak

Shield

Helmet

Ogre Bodyguard

May be Hired

Any warband may hire an Ogre.

0-1 Ogre Bodyguard 90c

Combat [V]; Shooting [-]; Academic [-];

Strength [V]; Speed [-]; Special [-]

Starting XP: 20

Race: Ogre

M6 WS3 BS3 S5 T4 W4 I3 A1 Ld7

Cause Fear

Cannot Hide

Ignores -1 to hit for outnumbered

Impact hits (1 S4 hit): Whenever an Ogre

charges an enemy, that enemy takes 1

automatic Strength 4 hit. (No Critical Hits. -

This hit is resolved in the charging phase, i.e.

before actual close combat.) If multiple

enemies are engaged with this charge, only

one of them will receive an impact hit.

Randomly determine which one.

Upkeep: After each battle you must pay 15gc

or the Ogre leaves your warband.

OGRE BODYGUARD WEAPONS LIST

Close Combat Weapons

Hand Weapon (Dagger/ Club/ Axe/ Sword)

Great Weapon (Club/ Axe/ Sword)

Shooting

Pistol

Blunderbuss

Armour

Light Armour

Helmet

Dramatis Personae

Dramatis Personae are Unique

There is only one of each kind of Dramatis Personae available per campaign. (I.e. if one warband has hired Johann the Knife, no other warbands can hire him; if Johann the Knife has died at some point during the campaign, he cannot be hired again for the rest of the campaign.)

Dramatis Personae and Rarity Rolls

To hire Dramatis Personae you must pass a rarity roll, just like if you were looking for a rare item.

Dramatis Personae

Once recruited, Dramatis Personae are just like heroes but with the following exceptions:

Ld Not for Rout Tests

You can never use the Ld of Dramatis Personae for Rout Tests. (Except for Bertha Bestraufung who has an exception to this rule.)

Dramatis Personae XP

Dramatis Personae do not gain XP.

Dramatis Personae Items

Dramatis Personae have their own items. You cannot give them other items. (Except for Johann the Knife who may be given Crimson Shade.)

Dramatis Personae

Aenur, Sword of Twilight

May be Hired

Mercenaries and Witch Hunters. May not be hired until an enemy warband has reached at least 20 victory points. Can only be hired while all other warbands in the campaign have more victory points than you.

0-1 Aenur 55gc rare 11+

Race: Elf

M5 WS8 BS4 S4 T3 W3 I7 A2 Ld8

Always Strikes First

+1 to hit in all rounds of close combat

Weapons and Equipment

Ienh-Khain; Ithilmar Armour; Elven Cloak

Ienh-Khain

Ithilmar Greatsword with +1 to hit and +2 to rolls on the critical hit chart.

Combat Skills

Dodge: Close Combat; Web of Steel

Academic Skills

Arcane Lore

Strength Skills

Crushing Blow; Killing Blow

Speed Skills

Dodge: Shooting; Alertness

Johann the Knife

May be Hired

Mercenaries and Witch Hunters. Can only be hired while all other warbands in the campaign have more victory points than you.

0-1 Johann the Knife 65c rare 10+

Race: Human

M4 WS4 BS6 S4 T3 W4 I6 A1 Ld7

All his attacks are poisonous

+1 to all his rolls on the critical hit chart

Has Multiple Shots x5 with Throwing Knives

You may give him Crimson Shade

Weapons and Equipment

Two Daggers; Throwing Knives; Light Armour.

Combat Skills

Swashbuckler; Buccaneer; Dodge: Close Combat.

Shooting Skills

Run and Gun.

Speed Skills

Dodge: Shooting; Wall Runner; Quicksilver; Sprint; Rooftop Fighter; Alertness.

Dramatis Personae

Bertha Bestraufung

May be Hired

Sisters of Sigmar only. May not be hired until an enemy warband has reached at least 20 victory points. Can only be hired while all other warbands in the campaign have more victory points than you.

0-1 Bertha 55gc rare 11+

Race: Human

M4 WS5 BS3 S4 T3 W4 I4 A2 Ld10

Leader (6")

May use her Ld for Rout Tests

Priest (Prayers of Sigmar): Knows all 6 prayers.

+1 to all prayercasting rolls (+2 with Holy Tome)

You may give her Holy Relics

Impact Hits (1 S4 hit): Whenever Bertha charges the charged enemy takes 1 automatic Strength 4 hit. (No Critical Hits. - This hit is resolved in the charging phase, i.e. before actual close combat.) If multiple enemies are charged, only one of them will receive an impact hit. Randomly determine which one.

Weapons and Equipment

Two Sigmarite Hammers; Sling; Gromril Armour; Holy Tome; Sigmarite Relic

Combat Skills

Swashbuckler; Buccaneer.

Strength Skills

Crushing Blow; Mighty Blow; Knighthood.

Blessing Skills

Utter Determination; Righteous Fury.

Veskit, Eshin Executioner

May be Hired

Skaven Eshin only. May not be hired until an enemy warband has reached at least 20 victory points. Can only be hired while all other warbands in the campaign have more victory points than you.

0-1 Veskit 55gc rare 11+

Race: Skaven

M5 WS5 BS5 S4 T4 W4 I5 A2 Ld6

Immune to fear and all alone

Ignores concussive effects

Weapons and Equipment

Fighting Claws; Two Warplock Pistols; Unblinking Eye; Metallic Body

Unblinking Eye

Ignores -1 to hit for cover. Also +2" to spot *hidden* enemies.

Metallic Body

Natural 4+ armour save. Also -1 to all rolls on the critical hits chart when rolling against this warrior.

Combat Skills

Swashbuckler; Buccaneer.

Skill Lists

About Skills

Whenever a hero gains a new skill, he may choose one skill from any of the skill lists available to him.

Each skill may only be taken once unless it says otherwise.

Combat Skills

Strike to Injure

+2 to rolls on the critical hit chart with close combat attacks. (Including Pistols fired in close combat.)

Swashbuckler

No -1 to hit for fighting with two weapons.

Buccaneer

Can cause critical hits while fighting with two weapons.

Block

6+ ward save when using Shield/Buckler and Club, Axe, or Sword. If warrior is also armed with missile weapons, he only gets the save while engaged in close combat.

Combat Master

No -1 to hit for being Outnumbered.

Dodge: Close Combat

All enemy close combat attacks have -1 to hit this warrior. (Including Pistols fired in close combat.)

Weapons Training: Close Combat

Warrior can use any close combat weapons that he comes across, not just those on his list. (Shields/Bucklers are armour.)

Web of Steel

Warrior can parry enemy attacks that rolled a natural 6 to hit. (Thus negating Critical Hits - warrior still needs a weapon or ability that allows Parry.)

Swordsmaster

Warrior may re-roll failed rolls 'to hit' with one-handed Swords the turn he charges.

Skills Lists

Shooting Skills

Aim to Injure

+2 to rolls on the critical hit chart with shooting attacks.

Eagle Eyes

No -1 to hit for long range.

Crack Shot

No -1 to hit for cover.

Quick Shot

Multiple Shots x2 with any kind of Bow, Sling or Javelins.

Rapid Reload

May move and fire with 'Move or Fire' weapons. -1 to hit for moving as normal.

Weapons Training: Shooting

Warrior can use any shooting and Blackpowder weapons that he comes across, not just those on his list.

Run and Gun

No -1 to hit for moving and shooting.

Snap Shot

Multiple Shots x2 becomes Multiple Shots x3 when shooting at range 8" or less. No effect with Pistols.

Academic Skills

Battle Tongue

+6" to the range of the 'Leader' ability. Or gain the 'Leader' ability (Range 6") if he has none.

Beastmaster

Animals within 6" may use this warrior's Ld. (This follows the rules for the 'Leader' ability in all respects.)

Streetwise

2 rarity rolls after each battle.

Warrior Wizard

May wear armour and cast spells.

Brew Poison

At the start of each battle, this warrior may poison one of his own weapons. Choose which.

Impeccable Care

Ignores first Blackpowder misfire each battle though shot still misses.

Arcane Lore

May re-roll 1 result on the Random Happenings chart each battle (even if it pertains to the enemy). Warrior must be deployed to use this skill.

Battle Meditation

Wizards ignore first miscast each battle, though the spell still fails. Priests may re-roll their first failed prayercasting roll each battle.

Skill Lists

Strength Skills

Crushing Blow

Warrior's close combat attacks cannot be parried. Pistols he fires in close combat are not affected.

Mighty Blow

Warrior has +1 Strength in close combat. Pistols fired in close combat are not affected.

Killing Blow

Warrior's attacks with 'Two-handed' weapons (e.g. Great Weapons, Flails, Halberds, etc.) have Overwound (1).

Knighthood

No Initiative penalties from wearing Heavy Armour of any kind.

Hard Head

Immune to concussive effects.

Strongman

Great Weapons lose 'Always Strike Last'. Flails and Morning Stars give strength bonuses and concussive bonuses in all rounds of combat

Weapons Training: Armour

Warrior can use any armour that he comes across, not just that on his list. (Shields/Bucklers are armour.)

Resilient

-1 to all rolls on the critical hits chart when rolling against this warrior.

Speed Skills

Dodge: Shooting

All enemy shooting attacks have -1 to hit this warrior. (NOT Pistols fired in close combat.)

Run Away!

5+ ward save vs. Free Hacks. Also flees 3D6".

Wall Runner

Warrior automatically passes Initiative tests for climbing up and down. NO effect on jumping down.

Quicksilver

+1 Initiative on profile and automatically wins Initiative ties in close combat.

Sprint

Warrior has +2" to the total distance moved when running or charging, up to a maximum of 12".

Rooftop Fighter

Warrior has 'Always Strikes First' as long as he is a full 2" or more above ground level. May also jump down any distance with no dice rolls needed, although cannot be used for diving charges.

Alertness

+1 Initiative on profile and automatically passes Initiative tests for charging enemies without line of sight. (NO effect on climbing or jumping.)

Leaping Charge

Cannot be *intercepted* when charging. Also +1 to critical hits scored the turn he charges. (ALSO pistols fired in close combat.)

Victory Points

Victory Points

Victory Points are used for winning the campaign. Warbands gain Victory Points as follows:

- +1 VP: Losing a Scenario
- +2 VP: Winning a Scenario
- +1 VP: Per Artefact owned
- +½ VP: Shipping a Wyrldstone Shard to the warband's patrons

Shipping Wyrldstone to Patrons

After each battle you may ship up to 3 shards of Wyrldstone from your warband's stash to the warband's patrons. Each shard dispatched in this way gives the warband +½ Victory Point.

Losing Victory Points

A warband can lose Victory Points if it loses Artefacts. (For example, if a hero that was fighting with an Artefact rolls 'Dead' or 'Robbed' for Campaign Injuries.)

"First to 30"

Once a warband has accumulated 30 Victory Points, enemy warbands that lose a battle against them are eliminated from the campaign. When there are no other left, then you have won the campaign.

Max 30 Victory Points

Warbands cannot have more than 30 Victory Points. Any Victory Points gained while at 30 are discarded.

No Warband Rating

As opposed to the 1999 edition of the Mordheim rules, there is no need to calculate 'Warband Ratings' to see who is more powerful. Victory Points fill that function in Cambriaheim.

Scenarios

Warband Groups

When determining deployment, each player should divide his warband into 1-3 Warband Groups before it is determined what scenario that will be played. Each group can contain 0-2 heroes and 0-4 henchmen as follows:

Group 1:

| | | |
|------|----------|----------|
| Hero | Henchman | Henchman |
| Hero | Henchman | Henchman |

Group 2:

| | | |
|------|----------|----------|
| Hero | Henchman | Henchman |
| Hero | Henchman | Henchman |

Group 3:

| | | |
|------|----------|----------|
| Hero | Henchman | Henchman |
| Hero | Henchman | Henchman |

Empty Warband Groups

Warband Groups can be empty. However, they still count as groups for the purposes of scenarios where the player has to deploy a random warband group. (So try to make your groups equally strong or you might end up deploying zero models on turn 1!)

Determining Scenarios

Unless some prior factor in the campaign has determined the next scenario, roll 2D6 and play the scenario rolled.

Tabletop Zones

Many scenarios use Tabletop Zones. We recommend outlining the zones by marking the edges of these zones with coins, dice, or something similar.

Holding Tabletop Zones

Some scenarios refer to 'holding a zone uncontested of the enemy.' To hold a zone a warband must have at least one warrior inside that zone at the end of the game. (Warbands that lost can still hold zones.)

Warriors that are *hiding*, *fleeing* or unable to capture scenario objectives never count as holding or disputing tabletop zones.

The First Turn

Unless the scenario says otherwise, the warband with the least Victory Points always takes the first turn. If Victory Points are tied, roll dice.

Underdog Bonuses

If one warband has 3 or more Victory Points less than its opponent, it is eligible for Underdog Bonuses as follows:

- **Difference is 3 Victory Points:** One random hero from the first Warband Group that is deployed by the underdog's warband starts with +1 Wound.
- **Difference is 4 Victory Points:** The underdog starts with +2 Power Dice that can be used by any Wizard or Priest in the warband.
- **Difference is 5 Victory Points:** One random henchman from the second Warband Group that is deployed by the underdog's warband starts with +1 Wound.
- **Difference is 6+ Victory Points:** The first Critical Hits caused by the underdog's warband has an additional +1 Strength modifier. (If the hit is doubled to two hits, both hits will have an additional +1 Strength.)

All Underdog Bonuses Stack.

Scenario (2-3): Ambush

Background

One warband has carefully laid an ambush for another, using every trick in the book.

Special Rules for Ambush

The warband with the fewest Victory Points is always Red. (Unless Mordheim Map.)

The difference between the two warbands must be at least 4 Victory Points. Otherwise, re-roll the dice to see which scenario is played. If Ambush is played because of some other effect (like a Mordheim Map), it may be played even if the difference between the warbands is less than 4 Victory Points.

Deployment

Both players divide their warbands up into warband groups as described on page 57. Blue's biggest Group is then deployed in his deployment zone on turn 1. (If several groups are of equal size, randomly determine which one.) Blue deploys first and may deploy anywhere within his own deployment zone, although all warriors must be at least deployed on ground level.

Red then rolls twice to determine which two of his Groups that are deployed on turn 1. Each Group must be deployed in a different Deployment zone, as detailed to the right. Red may deploy anywhere in this deployment zones, including on the upper floors of buildings, but not with Line of Sight to Red warriors.

At the start of Turn 4, Blue deploys another group in the Blue Backup Zone as detailed to the right.

At the start of Turn 7, Blue deploys his last group in the Blue Backup Zone and Red deploys his last group in one of his deployment zones, determined at random.

Groups not deployed on turn 1 can be deployed no more than 8" in from the table edge.

The First Turn

Red always takes the first turn.

Fleeing

Blue warriors *flee* towards the table edge where they can escape. (If they reach the edge, they escape.) Red warriors *flee* towards the table edge of their own deployment zone. (If they reach the edge, they rally.)

Blue warriors cannot move or *flee* into the escape zone (i.e. last 33% of the board) until the beginning of turn 3.

The Board:

| | | |
|---------------------------------------|------------------------|-------------|
| Blue can escape along this table edge | Red's Deployment Zone | |
| | Blue's Deployment Zone | Blue Backup |
| | Red's Deployment Zone | |

Winning

If three or more Blue heroes escape, Blue immediately wins. If four or more Blue heroes are *out of action*, Red immediately wins. If either side has 5 or more models escaped and/or *out of action*, it may voluntarily Rout at the start of its own turn and must take a Rout Test at the start of each of its own turns.

Exploration Dice

+1 Winning the Scenario

+1 being the warband with the least Victory Points

-1 being the warband with the most Victory Points

Blue: +2 per Blue hero that escaped

Red: +2 per Blue hero *out of action*

Scenario (4): Lost

Background

One warband has gotten lost in the maze of the ruins. The other warbands decides to capitalize on it!

Red and Blue

The warband with the fewest Victory Points is always Blue.

Deployment

Players divide their warbands up into warband groups as described on page 57. Then each player deploys two of his groups, determined at random, on turn 1.

At the start of Turn 4, each player deploys his last Group in his own deployment zone.

Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.

Blue always deploys in his own deployment zone. Red must deploy his first two groups in Zone (1) and (2) and then his last group in Zone (3).

Red groups are never deployed in the same deployment zone.

The Zones

The board is divided into zones as follows:

| | | |
|---------------------------------|--|---------------------------------|
| Red's Deployment Zone (3) | | Red's Deployment Zone (2) |
| | | |
| Red's Deployment Zone (1) | | Blue's Deployment Zone |

Fleeing

Warriors *flee* towards the table edge of the deployment zone they were deployed in. (If they reach the edge, they rally.)

Winning

If either side has 5 or more models escaped and/or *out of action*, it may voluntarily Rout at the start of its own turn and must take a Rout Test at the start of each of its own turns.

Exploration Dice

+1 Winning the Scenario

+1 being the warband with the least Victory Points

-1 being the warband with the most Victory Points

Red: +2 for holding Deployment Zone (1) or (2) uncontested of the enemy. (Or +4 for holding them both.)

Blue: +3 for holding Deployment Zone (1) or (2) uncontested of the enemy. (Or +6 for holding them both.)

Bonus XP

+1: Blue heroes gain an additional +1 XP each time they take a *fleeing* enemy *out of action*.

+1: A Red hero that was deployed in Deployment Zone (1) and is the only Red warrior left in that zone at the end of the battle gains an additional +1 XP.

+1: A Red hero that was deployed in Deployment Zone (2) and is the only Red warrior left in that zone at the end of the battle gains an additional +1 XP.

Scenario (5): Breakthrough

Background

One warband has found a treasure and is guarding the passageway to the loot.

Red and Blue

The warband with the fewest Victory Points may choose to be either Red or Blue. Red always takes the first turn.

Deployment

Players divide their warbands up into warband groups as described on page 57. Blue deploys one of his groups, determined at random in the Blue Defense Zone on turn 1.

Red deploys one of his groups, determined at random, in the Red Deployment Zone on turn 1.

At the start of Turn 4, each player deploys another random Group in his own deployment zone.

At the start of Turn 7, each player deploys his last Group in his own deployment zone.

Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.

The Zones

The board is divided into zones as follows:

| | | |
|------------------------------|--|-----------------------------|
| | Blue Defense (Red can Exit here) | |
| | | |
| Blue's Deployment Zone | | Red's Deployment Zone |

Exit to Treasure

The exit to the treasure is 8" wide and in the center of the table edge of the Blue Defense Zone.

Fleeing

Warriors *flee* towards the table edge of their own deployment zone. (If they reach the edge, they rally.)

Winning

If two or more Red heroes exit through, Blue's Defenses, Red immediately wins.

If either side has 5 or more models *out of action* (but not escaped), it may voluntarily Rout at the start of its own turn and must take a Rout Test at the start of each of its own turns.

Exploration Dice

+1 Winning the Scenario

+1 being the warband with the least Victory Points

-1 being the warband with the most Victory Points

Red: +3 per warrior that exited through the Blue Defense table edge (NOT warriors that Cannot Capture Scenario Objectives).

Either side: +1 per enemy taken *out of action* inside the Blue Defense zone.

Either side: +1 having more models than the enemy inside the Blue Defense zone at the end of the battle.

Scenario (6): The Brawl

Background

Both warbands are headed back out of Mordheim after a day of searching the ruins. They run into each other next to a city gate and a big brawl ensues!

Deployment

Players divide their warbands up into warband groups as described on page 57.

Then each player deploys two of his groups, determined at random, on turn 1.

At the start of Turn 4, each player deploys his last Group in his own deployment zone.

Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.

The Zones

The board is divided into zones as follows:

| | | |
|-----------------------------|----------|------------------------------|
| | The Gate | |
| | | |
| Red's Deployment Zone | | Blue's Deployment Zone |

The Gate

The Gate is 8" wide and in the center of the table edge.

Fleeing

Warriors that *flee* move towards the Gate. If they reach the Gate, they exit.

Scenario Special Rules

Whenever a hero is taken *out of action*, roll a D6: On a roll of 5+, he drops a shard of Wyrdstone where he stood. Each warband can only drop 1 shard per battle.

Winning

If either side has 5 or more models escaped through the Gate and/or *out of action*, it may voluntarily Rout and must take a Rout Test at the start of each of its own turns, no matter what.

Exploration Dice

+1 Winning the Scenario
+1 being the warband with the least Victory Points
-1 being the warband with the most Victory Points
+1 per hero that escaped through the gate
+1 per enemy hero taken *out of action*
+2 for each enemy hero taken *out of action* while that hero was in the same zone as the Gate.

Scenario (7): Skirmish

Background

Both warbands are spread out, searching the ruins for valuables, when a detachment from each warband stumbles upon the other.

Deployment

Players divide their warbands up into warband groups as described on page 57. Then each player rolls a D3 to determine which group that is deployed on turn 1.

Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.

At the start of Turn 4, each player another Group, determined at random.

At the start of Turn 7, each player deploys his last Warband Group.

The Zones

The board is divided into zones as follows:

| | | |
|----------------|------------------------|----------------|
| +2 (Blue Only) | Red's Deployment Zone | +2 (Blue Only) |
| +1 | +1 | +1 |
| +2 (Red Only) | Blue's Deployment Zone | +2 (Red Only) |

+2 Zones

The Zones next to a player's own Deployment Zone confer no benefits to that player, but confer double benefits to the opposing player.

Fleeing

Warriors *flee* towards the table edge of their own deployment zone. (If they reach the edge, they rally.)

Winning

Zones cannot be held or contested until the beginning of Turn 3.

Once a warband occupies 3 or more zones uncontested of the enemy, the enemy must start taking Rout Tests at the start of each of his turns. (Warriors with the 'Cannot Capture Scenario Objectives' rule cannot hold zones and do not count as contesting a zone.)

If a warband re-contests a zone, so that the enemy no longer holds 3 or more zones uncontested of the enemy, that warband will stop taking Rout Tests.

If either side has 5 or more models *out of action*, it may voluntarily Rout and must take a Rout Test at the start of each of its own turns, no matter what.

Exploration Dice

+1 Winning the Scenario

+1 being the warband with the least Victory Points

-1 being the warband with the most Victory Points

+2 per zone held uncontested of an enemy (+2 Zones give +4 Exploration Dice)

+1 per zone held which the enemy also contests (+2 Zones give +2 Exploration Dice)

Scenario (8-9): Flanking

Background

As patrols from each warband catches sight of the other, both parties' comrades rush to the scene to help out.

Deployment

Players divide their warbands up into warband groups as described on page 57. Then each player rolls a D3 to determine which group that is deployed on turn 1.

Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.

At the start of Turn 4, each player deploys another Group, determined at random.

At the start of Turn 7, each player deploys his last Group.

Groups that are not deployed on turn 1 are deployed in Flanking zones, see below.

The Zones

The board is divided into zones as follows:

| | | |
|------------------------|-----------|-----------------------|
| Flank (1) | Flank (3) | Red's Deployment Zone |
| Flank (2) | | Flank (6) |
| Blue's Deployment Zone | Flank (4) | Flank (5) |

Flanking Zones

Groups that are deployed on turn 4 and 7 are not Deployed in the Deployment Zones. Instead, roll a D6 to see which Flanking Zones they are deployed in, as detailed to the left.

Once a group has been deployed in a Flanking Zone, remove that zone from the possible zones that groups can be deployed in. (I.e. no two groups can be deployed in the same zone.)

Fleeing

Warriors *flee* towards the table edge of their own deployment zone. (If they reach the edge, they rally.)

Winning

If a warband holds the enemy's Deployment Zone uncontested of the enemy at the start of its own turn, the enemy must take a Rout Test.

When either side has 5 or more models *out of action*, it may voluntarily Rout at the start of each of its own turns and must take a Rout Test at the start of each of its own turns.

Exploration Dice

+1 Winning the Scenario

+1 being the warband with the least Victory Points

-1 being the warband with the most Victory Points

+3 holding the enemy's Deployment Zone uncontested of the enemy

+2 contesting the enemy's Deployment Zone

+1 per zone held uncontested of the enemy (except Deployment Zones)

Scenario (10): Bounty Hunt

Background

One warband is hunting an infamous Ogre Mercenary with a large bounty on his head. The other warband rushes to his aid.

Red and Blue

The warband with the fewest Victory Points is always Red.

Deployment

Players divide their warbands up into warband groups as described on page 57. Then each player rolls a D3 to determine which group that is deployed on turn 1.

Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.

At the start of Turn 4, each player deploys another Group, determined at random.

At the start of Turn 7, each player deploys his last Group.

The Zones

The board is divided into zones as follows:

| | | |
|------------------------------|-------|-----------------------------|
| | Ogre? | |
| Blue's Deployment Zone | Ogre? | Red's Deployment Zone |
| | Ogre? | |

Fleeing

Warriors *flee* towards the table edge of their own deployment zone. (If they reach the edge, they rally.)

Finding the Ogre

The first warband that moves into a 'Ogre?' zone immediately rolls a D6: On 5+, the Ogre is there. Red deploys him roughly in the center of the zone, and he may deploy above ground level. If the Ogre was not found in the first two zones, he will automatically be found in the third zone. Once the Ogre has been found, he fights as a member of the Red warband.

Winning

When either side has 5 or more models *out of action*, it may voluntarily Rout at the start of each of its own turns and must take a Rout Test at the start of each of its own turns.

Red also counts the Ogre as a member of his own warband for these purposes.

Exploration Dice

+1 Winning the Scenario

+1 being the warband with the least Victory Points

-1 being the warband with the most Victory Points

+2 Searching a zone without finding the Dramatis Personae

+1 being the warband that first finds the Dramatis Personae

+1 per enemy taken *out of action* by the Ogre (Red only)

+4 taking the Ogre *out of action* (Blue only)

Bonus XP

A hero that takes the Ogre *out of action* gains an extra +1 XP.

A henchman that takes the Ogre *out of action* gains an automatic promotion (no effect if he has the 'No Promotion' rule.)

Scenario (11+): Artefact Hunt

Background

Both warbands have heard rumors that a Magical Artefact is hidden in this quarter of town. Now they race to find the stash.

Deployment

Players divide their warbands up into warband groups as described on page 57. Each player rolls a D3 to determine which group that is deployed on turn 1.

Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings within the area.

At the start of Turn 4, each player another Group, determined at random.

At the start of Turn 7, each player deploys his last Warband Group.

The Zones

The board is divided into zones as follows:

| | | |
|-----------------------------|-----------|------------------------------|
| Artefact? +3 (Blue Only) | Artefact? | Artefact? +3 (Red Only) |
| Red's Deployment Zone | Artefact? | Blue's Deployment Zone |
| Artefact? +3 (Blue Only) | Artefact? | Artefact? +3 (Red Only) |

+3 Zones

The Zones next to a player's own Deployment Zone confer no benefits to that player, but gives the opposing player +3 to the D6 roll to see if the Artefact is found.

Fleeing

Warriors *flee* towards the table edge of their own deployment zone. If they reach the edge, they rally. A warrior that has the Artefact *flees* towards the nearest table edge. If he reaches the edge, he exits the battle.

Finding the Artefact

Zones cannot be searched until the beginning of Turn 3.

Once a warband occupies a zone uncontested of the enemy at the start of its own turn, roll a D6: On a roll of 5+, you have found the Artefact. (Warriors with the 'Cannot Capture Scenario Objectives' rule cannot search zones or contest zones.)

Holding the Artefact

A warrior that has the Artefact may exit the battle through any table edge. If he is taken *out of action*, he drops the Artefact where he stood. If the battle ends with nobody holding or having discovered the Artefact, the victor will find it on a D6 roll of 4+.

Winning

If the warrior that holds the Artefact exits through any table edge, his warband immediately wins the battle.

When either side has 5 or more models escaped and/or *out of action*, it may voluntarily Rout at the start of each of its own turns and must take a Rout Test at the start of each of its own turns.

Exploration Dice

+1 Winning the Scenario

+1 being the warband with the least Victory Points

-1 being the warband with the most Victory Points

+3 Searching a zone without finding the Artefact

Bonus XP

A hero that finds the Artefact gains +1 XP, even if loses it by going *out of action*.

A henchman that finds the Artefact gains an automatic promotion (no effect if he has the 'No Promotion' rule.)

Random Happenings

Using Happenings

At the start of each player's turn, that player rolls a D6: If the result is a natural 1, then a Random Happening takes place.

The player must then roll D66 and see what happens by consulting the chart on the following pages.

Affects Active Player

Except where otherwise noted, the effects of Random Happenings always pertain to the player whose turn it is.

(Thus, when an event affects "a random warrior" this must be a random warrior from the active player's warband.)

If there are no eligible warriors for a given happening (e.g. an event effects a warrior "inside a building" and there are none of the active player's warriors inside a building") then the random event is naught.

Optional Rules

Random Happenings are hazardous to your warriors and their effects are – well – random. As such, Random Happenings should only be used in a campaign where all players agree to use them.

Encounters and XP

Certain happenings can cause a player's warriors to be attacked by a neutral model. Warriors can gain XP for taking such enemies *out of action*, however henchmen do not gain promotion rolls by doing so.

Random Happenings

(11) Rat Swarm

A swarm of rats suddenly emerge from a sewer and race down the street.

One random warrior that is on ground level takes D3 automatic Strength 2 hits with armour saves as normal.

(12) Earthquake

The ground suddenly quakes and rumbles.

All movement is halved (rounding up), all Initiative tests of any kind have an extra -2 modifier, and all shooting is at -1 to hit this turn.

(13) High Winds

The winds suddenly start soaring high the rooftops.

All Initiative tests of any kind have an extra -1 modifier, and all shooting is at -1 to hit this turn.

Additionally, all models, friend or foe, that are a full 2" or more above ground level must take 1 Initiative test; if failed, they suffer 1 automatic Strength 3 hit with armour saves as normal.

(14) Lucky Find

A warrior has discovered Wyrdstone!

One random warrior that is not *fleeing* or in close combat, and does not have the 'Cannot Capture Scenario Objectives' rule, finds 1 shard of Wyrdstone. If he is not taken *out of action* this battle, your warband keeps the Wyrdstone. If he is taken *out of action*, he drops the shard where he stood. Other warriors can then pick it up.

(15) Man-eating Tree

A Chaos-infested carnivorous tree sprouts from the ground.

One random warrior that is on ground level is charged by a Tree. Place a tree in base contact with that warrior. The Tree counts as charging this turn. Warriors may leave close combat with the Tree by *fleeing* as normal.

Man-eating Tree

Race: Tree-kin

M- WS3 BS- S4 T6 W6 I3 A2 Ld4

Immune to Fear and All Alone

Flammable: All *flaming* hits have Overwound (1) vs. this warrior.

(16) Collapsing Building

One of the burned-out buildings finally gives in.

One random warrior that is a full 2" or more above ground level must pass three Initiative tests: If he fails any one of them, he falls to ground level immediately below, taking falling damage as normal.

If it is not possible for the warrior to fall to the ground immediately below where he stood, he will fall to the nearest possible point on ground level to where he stood.

(21) Flies and Locusts

A warrior is suddenly beset by a cloud of flies and locusts.

One random warrior must halve all his movement (rounding up) and suffers -2 to all to hit rolls (both shooting and close combat) this turn.

Random Happenings

(22) Hidden Cache

A warrior finds a hole in the cobblestone.

One random warrior that is on ground level and does not have the 'Cannot Capture Scenario Objectives' rule may stick his arm into the hole. If he does, rolls a D6:

- (1-2) One automatic Strength 3 hit with armour saves as normal.
- (3) A Helmet.
- (4-5) A Sword.
- (6) A Lucky Charm.

Any items found may be used at once. If the warrior cannot use the item found, he keeps it on his body for the rest of the battle. If he is taken *out of action*, he drops the item where he stood. Other warriors can then pick it up.

(23) Sinkhole

A warrior is suddenly swallowed up by the ground.

One random warrior that is on ground level must take 1 Initiative test: If failed, he takes 1 automatic Strength 5 hit with armour saves as normal. If he rolls a natural 6 for his Initiative test, the warrior takes 2 automatic Strength 5 hits instead.

(24) Survivor

A panicked survivor lies injured in the gutter.

This happening does not take place until the end of the battle. Whichever warband wins the battle may roll 1 extra Exploration Dice.

(21) Dense Fog

A thick, unnatural fog descends on the city.

Roll 2D6 and note down that number in inches: Warriors cannot charge, shoot, or cast spells if the range to their target exceeds the distance rolled on the 2D6.

(22) Forbidden Fruit

A lush, otherworldly bush appears amongst the ruins.

A shrubbery appears in base contact with any one warrior that is on ground level and not fleeing or in close combat. The shrubbery has D3 fruits on it and the warrior immediately eats the first fruit. Roll a D6:

- (1-4) D3 automatic *poisonous* Strength 3 hits with no armour saves allowed.
- (5-6) +1 XP

If the warrior survives and is not *fleeing*, he may keep eating the fruit until there are no more pieces left. Undead and Daemons cannot eat the fruit.

(23) Crazy Martyr

A martyr appears to cleanse the ruins.

One random warrior is charged by a Flagellant armed with a Flail.

Flagellant

Race: Human

M4 WS2 BS2 S3 T3 W2 I3 A2 Ld6

Immune to Fear and All Alone

(Note that the martyr has 2 Wounds.)

Random Happenings

(24) Screaming Walls

Daemonic faces appear in the walls, screaming and twisting and intermingling with the lost souls of the people who were killed by the comet.

One random warrior that is not *fleeing* or immune to All Alone must take an All Alone test.

(25) Reflecting Pool

A hero notices a small pool of what looks to be still water. Reflecting the gloomy sky above, it appears to be liquid metal or unnaturally deep silvery water, rippling only slightly with the dank breeze.

One random hero that is not *fleeing* must roll a D6:

- (1) Warrior must take an All Alone test.
- (2) Warrior takes 1 automatic Strength 2 hit with no armour saves allowed.
- (3) Warrior is immune to fear and all alone for the rest of the battle
- (4) All *hidden* enemies are immediately *un-hidden*.
- (5) Warrior has +1 to hit for the rest of the battle, in both shooting and close combat.
- (6) Warrior gains +1 XP

(26) Silence

The warriors are suddenly unable to speak.

No warriors, neither friend nor foe, can use the 'Leader' ability or cast spells/ prayers this turn.

(31) Chaos Storm

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

Roll a D6:

- (1) *Warp Lightning strikes from above.* D3 random warriors (from your warband only) that are under an open sky take 1 automatic Strength 4 hit with armour saves as normal.
- (2) *Fish fall out of the sky and pelt the area.* All movement is halved (rounding up) this turn.
- (3) *Wyrdstone-tainted rain.* All warriors, friend or foe, under an open sky take 1 automatic Strength 2 hit with armour saves as normal.
- (4) *Blood for the Blood God!* There is no shooting phase this turn and all close combat attacks have an extra +1 Strength.
- (5) *Thunderclasp.* All warriors that are a full 2" or more above ground level must pass two Initiative tests each: Each warrior that fails any one of his tests, will fall to ground level below, taking falling damage as normal. Also affects enemy warriors.

If it is not possible for the warrior to fall to the ground immediately below where he stood, he will fall to the nearest possible point on ground level to where he stood.

- (6) *Surge of Chaos.* All wizards on the board, friend or foe, roll a D3 each and gain that number of Power Dice.

Random Happenings

(32) Scrawling on a Wall

Daemonic faces appear in the walls, screaming and twisting and intermingling with the lost souls of the people who were killed by the comet.

One random hero that is not *fleeing* must roll a D6:

- (1) *Curse*. Warrior suffers -1 to hit, in both shooting and close combat, for the rest of the battle.
- (2) Nothing happens.
- (3) *Power Rune*. One wizard or priest in the warrior's warband, chosen by the player, gains +1 Power Dice.
- (4) *Holy/unholy symbol*. Warrior is immune to fear and All Alone for the rest of the battle.
- (5) *Directions*. Roll 1 extra Exploration Dice after this battle.
- (6) *Blessing*. Warriors has +1 to hit, in both shooting and close combat, for the rest of the battle.

(33) Weapons Rack

A warrior discovers a weapons rack partly covered in rubble.

One random warrior that is inside a building and does not have the 'Cannot Capture Scenario Objectives' rule, rolls a D6:

- (1-2) D3 Axes
- (3-4) D3 Bows
- (5-6) D3 Swords

Any items found may be used at once. If the warrior cannot use the items found, he keeps it on his body for the rest of the battle. If he is taken *out of action*, he drops the items where he stood. Other warriors can then pick it up.

(34) Flooding

The sewers suddenly run over and flood the streets in an ankle-high layer of sewage.

All warriors that wish to move this turn must roll a D6: On 2-6 they move as normal but on a natural 1 they fall over and take 1 *poisonous* Strength 1 hit.

Only applies to warriors on ground level.

(35) Tears of Blood

The city itself seems to weep as even more blood is shed on its streets.

Warriors from any warband that take an enemy *out of action* this turn will cause *fear* for the rest of the battle (also makes them immune to fear themselves).

(36) Exhaustion

A warrior is overcome with fatigue.

One random hero that must halve his Initiative (rounding up) for the rest of the battle.)

(41) Rivalry

Bitter rivalry seizes the warband.

You may re-roll 1 failed Rout Test this battle.

(42) Celebration!

The warband decides to go drinking or conduct a holy (/ unholy) mass after the battle.

This happening does not take place until the end of the battle. After the battle you must roll 1 Exploration Dice less than you otherwise would.

Random Happenings

(43) The Challenge

A piece of parchment has been nailed to a wall. It details where those who dare can find the fighting pits.

This happening does not take place until the end of the battle. After the battle you may send any of one of your heroes that were not *out of action*, chosen by you, to fight in the pits, as if he had rolled a 'Sold to the Pits' Campaign Injury. (See Campaign Injuries.)

(44) Acidic Muck

A drainage pipe appears to have been corroded by an acidic, bubbling pool.

One random hero that is not in close combat, not *fleeing*, and does not have the 'Cannot Capture Scenario Objectives' rule, must roll a D6:

(1-2) *Mucked!* The warrior takes D3 automatic *poisonous* Strength 2 hits with armour saves as normal.

(3-6) *Scrape up the muck.* All of the warrior's close combat weapons are *poisonous* for the rest of the battle and he also scoops up D3 doses of Dark Venom.

If Dark Venom is found, the warrior keeps it on his body for the rest of the battle. If he is taken *out of action*, he drops the items where he stood. Other warriors can then pick it up.

(45) Deep Rumble

The ground shakes mildly and a deep rumble startles the animals in the area.

All Animals must take an All Alone test.

(46) Suffocating Heat

A sudden heat wave arises and smothers the warriors.

All warriors, friend or foe, suffer -1 to their Movement characteristic and -2 to their Initiative characteristic this turn. Undead and Daemons are not affected.

(51) Chaos Gate

A warp gate appears and a whole building (or similar feature) is sucked into the realm of Chaos.

You nominate a piece of terrain and your opponent nominates two pieces of terrain. Then roll a D6 to see what piece is affected:

(1-2) Your piece

(2-3) Opponent's first piece

(5-6) Opponent's second piece

The affected piece of terrain is removed from the board. All models on or inside the affected piece must pass an Initiative test or be sucked into the portal, taking them *out of action*.

Random Happenings

(52) Old Crone

An old crone approaches from the ruins and offers a boon – for a fee.

One random hero that is not *fleeing* and not in close combat may pay the Crone 10gc to work a miracle. If you do, roll a D6:

(1-2) *Cursed*. The warrior permanently loses 1 point of Initiative.

(3) *Hex*. One random enemy hero suffers -1 to hit for the rest of the battle, in both shooting and close combat.

(4) *Midwife Elixir*. The warrior is permanently immune to poison from now on.

(5) *Healing Balm*. The warrior regains 1 wound that he has lost this battle. No effect if the warrior is at his starting number of wounds.

(6) *Miraculous Healing*. The warrior is permanently healed of 1 random campaign injury.

(53) Power Surge

The winds of magic twist and swirl in the skies above Mordheim.

Whenever a wizard (not priest) from either warband cast a spell, an extra D3 is added to the spellcasting roll, whether they want to or not. If this D3 is a natural 1, it will contribute to miscasts.

This effect remains in play until a wizard suffers a miscast.

(54) Wyrdstone Enlightenment

A warrior breathes deeply for a moment and everything is suddenly clear, still, one, and continuous.

One random hero gains a 4+ ward save vs. the next D3 hits he suffers. (Saves are used up even if they fail to save and stack with other ward saves.)

However, if the warrior is taken *out of action* this battle, he gains no experience at all this post-battle phase (i.e. from surviving the battle, taking enemies out of action, certain injuries and exploration locations that grant XP, etc.).

(55) Murderous Rage

One warrior suddenly snaps as he is overcome with insane bloodlust.

One random hero cannot *hide* for the rest of the battle and may re-roll natural 1s 'to wound' in close combat for the rest of this battle.

If the warrior has an armour save, all his rolls to save will have an extra -1 modifier for the rest of the battle.

(56) Wyrdstone Infection

One unfortunate warrior appears to have inhaled Wyrdstone dust. He hacks and coughs uncontrollably.

Determine one random warrior who is not immune to poison: All close combat attacks against that warrior will count as *poisonous* for the rest of the battle.

Random Happenings

(61) Knife Thrower's Kit

Opening a small chest, one warrior is surprised to find a finely-balanced set of Throwing Knives wrapped in a piece of cloth.

One random hero, who is not *fleeing* or engaged in close combat and whose BS is at least 2, and who is not proficient with Throwing Knives / Stars, is immediately armed with a set of Throwing Knives / Stars and counts as being proficient with it for the rest of the battle.

If the warrior successfully takes any enemy out of action with Throwing Knives / Stars this battle, he will also become proficient with Throwing Knives / Stars for the rest of the campaign.

(62) Gambler's Statue

The warrior comes across a statue. A small sign next to the statue advises passer-bys to place gold crowns in its mouth. Does he want to play?

One random hero who is not *fleeing* or engaged in close combat may place 5gc in the mouth of the statue if he wants to. If he does, roll a D6:

- (1) *Biting the Hand that Feeds*. The 5gc are lost and the warrior takes 1 Strength 4 hit with armour saves as normal.
- (2-3) *Thanks for Playing*. The 5gc are lost and there is no further effect.
- (4-5) *Small Prize*. The 5gc are retained and another D6gc are added to the warband's stash.
- (6) *Jackpot!* The 5gc are retained and another + 2D6gc are added to the warband's stash. The warrior also gains a dose of Crimson Shade, which he may immediately take (if he can take Drugs) or transfer to the warband's stash.

(63) Bat Swarm

A group of bats that were sleeping beneath a roof are startled by the warrior.

One random warrior takes D3 automatic, Strength 1 hits.

(64) Arrow Trap

A warrior triggers a trap and an arrow comes flying through the air.

One random warrior takes 1 automatic, *poisonous* Strength 3 hit with armour saves as normal.

(65) Wheel of Fortune

A maelstrom of magical energy hovers high in the sky above Mordheim, hissing and crackling out unnatural magical energies.

All of the following happens:

1. All currently active 'remains in play' spells (not prayers) are dispelled.
2. All wizards currently deployed lose all accumulated power dice. Then each wizard currently deployed gains D3 power dice. (Roll separately for each caster.)
3. All wizards currently deployed must re-roll on their spell chart to see what spells they know this battle. (E.g. if a wizard knows two spells, he forgets them both and rolls for two new spells as described on page 17.)

(66) Synchronicity

A kaleidoscopic series of events suddenly take place at once.

Roll D3+1 times more on this chart, and apply all eligible results, ignoring any further rolls of 'Synchronicity'.

Post-game Sequence

Explore

1. Roll the number of Exploration Dice determined by the Scenario just played.
2. When exploring you can never choose more than 6 Exploration Dice as your final result. If you are allowed to roll more than 6 Exploration Dice, choose any 6 to keep as your final result.
3. If you roll any doubles, triples, etc., you have found a bonus location. See next page for details.
4. Calculate the sum of all your exploration dice to see how much Wyrdstone you find:

Wyrdstone Found

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

Determine Injuries

1. Roll a D6 for each henchman that was taken *out of action*: (1) = Dead and equipment is lost. (2) = Dead but equipment is recovered. (4-6) = Survives with all equipment.
2. Roll a D66 for each hero or Dramatis Personae that was taken *out of action* and see 'Campaign Injuries.' (D66 means two D6 where the first dice represents 'tens' and the second represents 'ones'.)

Gain Experience

1. Each hero that survived the battle gains +1 XP for participating, even if he was *taken out of action*.
2. A hero gains +1 XP each time he takes any enemy *out of action*.
3. The leader of the warband that won the battle gains an additional +1 XP.
4. 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 XP roll for Level Up. (See 'Experience and Level Up'.)

Buy, Sell, and Reinforce

1. Each player may send 0-3 shards of Wyrdstone they own off to the warband's patrons at +½ Victory Point per shard sent off this way.
2. Each player may sell Wyrdstone shards for gold crows according to the table on the next page.
3. Each player may sell weapons, armour, and equipment that he owns at half the base price, rounded down.
4. Each player may buy new recruits, weapons, armour, equipment, Hired Swords, and Dramatis Personae.
5. Only heroes not taken *out of action* this battle can search for Dramatis Personae and rare items.

Calculate Victory Points:

- +1 VP: Per Scenario Lost
- +2 VP: Per Scenario Won
- +1 VP: Per Artefact owned
- +½ VP: Per Wyrdstone Shard shipped to patrons

Ready to Fight Again!

Exploration Chart

Max 6 Exploration Dice

When exploring you can never choose more than 6 Exploration Dice as your result. If you are allowed to roll more than 6 Exploration Dice, choose any 6 to keep as your final result.

Wyrdstone Found

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

Locations

When exploring the ruins after the battle, if you roll any doubles, triples, etc. you have found a Location.

You can only find one Location after each battle. If you score multiple Locations after a battle, you must choose which one to find.

Selling Wyrdstone

Number of Warbands in the Campaign with at least 3 Victory Points than you:

| Number of Shards sold | 4+ | 3 | 2 | 1 | 0 | |
|-----------------------|----|-----|-----|-----|-----|-----|
| | 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 |

All incomes are listed in gold crows. (E.g. if there is one warband in the campaign with more Victory Points than you and you sell two shards of Wyrdstone, you get 60gc.)

Doubles

(1 1) Well

If you wish, choose a hero that was not *out of action*: He must take a Toughness test. If passed: +1 shard of Wyrdstone. If failed: Miss next battle. Multiple 'Miss next battles' stack.

(2 2) Shop

+ D6 gc. If you roll a 1, you also find 1 Lucky Charm.

(3 3) Corpse

Roll a D6:

(1-2) +D6 gc

(2) Club

(4) Axe

(5) Sword

(6) Light Armour

(4 4) Straggler

Skaven: Sell to slavers for 2D6 gc.

Possessed: Sacrifice for +1 XP to any hero of your choice (NOT Hired Swords.)

Undead: 1 free Zombie.

Other warbands: +1 Exploration Dice after next battle.

(5 5) Overturned Cart

Roll a D6:

(1-2) Mordheim Map

(3-4) +2D6 gc

(5-6) Silk Hat & Plumes (see Mercenaries warband)

(6 6) Ruined Hovels

+ D6 gc. If you roll a 1, you also find 1 dose of Dark Venom.

Triples

(1 1 1) Tavern

Choose a hero that was not *out of action*: He must take a Leadership test. If passed: +4D6 gc. If failed: +2D6 gc.
Undead, Witch Hunters, and Sisters of Sigmar automatically pass the test.

(2 2 2) Smithy

Roll a D6:
(1) Sword
(2) Great Sword
(3) Flail
(4) Halberd
(5) Lance
(6) +2D6 gc

(3 3 3) Prisoners

Possessed: Sacrifice for +1 XP to D3 different random heroes in the warband (NOT Hired Swords.)
Undead: + D3 free Zombies
Skaven: Sell to slavers for 3D6 gc
Other warbands: +2D6 gc and 1 free henchman of their choice, chosen from their warband list.

(4 4 4) Fletcher

Roll a D6:
(1-2) D3 Short Bows
(3) D3 Bows
(4) Long Bow and Hunting Arrows
(5) Elf Bow
(6) Crossbow

(5 5 5) Market Hall

+ 2D6 gc. If you roll a 2-4, you also find 1 Healing Herbs.

(6 6 6) Returning a Favor

-20gc from the price of the next Hired Sword you want to hire. Must be used before next battle or is lost.

Four of a Kind

(1 1 1 1) Gunsmith

Roll a D6:

- (1) Blunderbuss
- (2-3) Two Pistols
- (4) Dueling Pistol and Sword
- (5) Handgun
- (6) Long Rifle

(2 2 2 2) Shrine

Witch Hunters, Sisters of Sigmar: Any one hero in your warband may miss next battle to study the Shrine and learn either 'Arcane Lore' or 'Battle Meditation' (see Academic skills). (No Hired Swords.) Hero may learn this skill even if he does not normally have access to Academic skills.

Other warbands: +3D6 gc and D3 Holy Relics.

Possessed: Desecrate the Shrine for +D6 gc, +½ Victory Point and -10 gc from the price of the next Mutation you buy.

(3 3 3 3) Townhouse

+3D6 gc and D3 Lanterns. If the number of Lanterns found is 1, you also find a Mordheim Map.

(4 4 4 4) Armourer

Roll a D6:

- (1-2) D3 Shields or Bucklers (Choose which)
- (3) D3 Helmets
- (4) D3 Suits of Light Armour
- (5) Heavy Armour
- (6) Ithilmar Armour

(5 5 5 5) Graveyard

Undead: +½ Victory Point, +D3 Free

Skeletons, and a 'Catacombs' (see below).

Other warbands: Loot for D6x10gc. If you roll a 1, you also find a 'Catacombs' (see below).

Witch Hunters and Sisters of Sigmar: Seal the Graves for +1 XP to D3+1 different random heroes in the warband (NOT Hired Swords.)

(6 6 6 6) Catacombs

If you want, choose a hero that was not *out of action* (no Hired Swords): He must fight a Skeleton Warrior armed with Great Axe, Heavy Armour, and Helmet. (See Undead warband.) And the 'Killing Blow' Strength skill. Initiative determines who charges. If warrior wins, he gains +1 XP and a 1 magical Artefact. If he loses, he must roll on Campaign Injury chart, re-rolling any results of 'Sold to the Pits'.

Five of a Kind

(1 1 1 1 1) Moneylender's House

+ D6x10gc. If another warband has more Victory points than you, also -20gc from the price of the next Hired Sword you want to hire. Must be used before next battle or is lost.

(2 2 2 2 2) Alchemist's Laboratory

Forbidden Tome and D3 Smoke Bombs that can be carried by any heroes, not just those with access to Eshin Arts skills. (See Skaven warband.)

In addition, you find a mercury pendulum that allows you to modify one Exploration Dice by +1/-1 after next battle.

(3 3 3 3 3) Jewelsmith

Precious Stones that can be sold for D6x5 gc or be kept as a piece of Special Equipment that gives wearer +1 to all rarity rolls.

You also find a Special Dagger that is Armour Piercing (2). It can be kept or sold for 10gc.

(4 4 4 4 4) Warden's Office

+ 2D6gc and automatically pass the rarity roll of the next Dramatis Personae you want to hire. Also -25gc from his hire fee.

(5 5 5 5 5) The Fighting Pits

If you wish choose a Hero that was not *out of action* (no Hired Swords). Warrior must fight a Pit Fighter armed with Sword, Morning Star, Light Armour, and Helmet. (See Hired Swords.) Initiative determines who charges. If warrior wins, he gains +1 XP and 25gc. If he loses, he is robbed of all his times and must roll on this chart again, re-rolling all further results of 'Sold to the Pits'.

If warrior won this fight, he also gains +1 WS for the rest of the campaign. This may take him over his racial maximum. If he can use weapons, he furthermore gains proficiency with Buckler for the rest of the campaign.

(6 6 6 6 6) White Wolf Chapterhouse

Roll a D6:

(1-2) Horse

(3) Warhorse

(4) D3 White Wolf Hammers (See Mercenaries warband.)

(5) Holy Tome

(6) Magical Artefact

Six of a Kind

(1 1 1 1 1 1) The Comet Pit

If you wish, choose any hero that was not *out of action*: That hero ventures down into the Pit.

Roll a D6: On a 1 the hero is never heard from again. On 2+ he comes back up with D6 shards of Wyrdstone. If 1-3 is rolled for the number of Wyrdstone, you also find 1 Magical Artefact.

(2 2 2 2 2 2) Slaughtered Warband

Roll a D6 for each of these:

| | |
|--------------------------|------|
| D3 Suits of Light Armour | 4+ |
| Heavy Armour | 5+ |
| D6 Daggers | Auto |
| Mordheim Map | 4+ |
| D3 Halberds | 5+ |
| D3 Swords | 3+ |
| D3 Shields | 3+ |
| D3 Bows | 4+ |
| D3 Helmets | 5+ |
| 2D6 gc | 5+ |

(3 3 3 3 3 3) Herdstone

Possessed: +1 Victory Point. Also, if you wish the next Gor or Ungor you hire gets a free promotion to hero and is a Wizard that uses Chaos Rituals and knows 1 spell. (This also gives him knowledge of the signature spell.) Other warbands: +1 Magical Artefact and +D3 shards of Wyrdstone.

(4 4 4 4 4 4) Merchant's House

D6x10gc, D6 Silk Cloaks and 1 Magical Artefact.

(5 5 5 5 5 5) Hidden Treasure

Roll a D6:

(1-2) Gromril Armour

(3-4) Elven Cloak

(5-6) 1 Magical Artefact.

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

D6x10gc, D6 Crimson Shade and 1 Magical Artefact.

Magical Artefacts

Finding Artefacts

When you find a Magical Artefact, roll a D66 to see what you find.

Magical Artefacts

(11) Boots and Rope of Pieter

Special Equipment. Wearer gains 'Wall Runner' and 'Sprint' (see Speed skills).

(12) Count Ventimiglia's Misericordia

Dagger with Armour Piercing (2) and Overwound (1).

(13) Attla's Plate Mail

Suit of Gromril Armour that gives wearer a 4+ ward save vs. hostile spells.

(14) Shrieking Blade

Sword. Wielder causes *fear* (this makes him immune to fear himself).

(15) Seaguard Spear

Spear that is Armour Piercing (1) and can also parry. (Wielder's WS must still be higher than opponent's.)

(16) Alchemist's Tooth

Dueling Pistol. All shots from this weapon are Mercurial Shots (See Special Equipment).

(21) Asp Bow

Bow with *poisonous* attacks. Also ignores cover.

(22) Ring of Volans

Special Equipment. Owner starts every battle with +1 Power Dice.

(23) Old Faithful

Sling with +1 to hit and +1 Strength on all hits.

(24) Sword of Command

Sword. Wielder gains the Leader (6") or Leader (12") if he already has it.

(25) Taalspawn Feather

Special Equipment. Once per game, owner may take an Ld test at the start of his own turn. If passed, he may *fly* 12" this turn instead of moving. Feather can only be activated once per battle, even if it fails.

(26) Filth Mace

Great Club with *poisonous* attacks. Whenever wielder takes an enemy *out of action* by an attack from Filth Mace, he causes *fear* for the rest of the battle (this makes him immune to fear himself).

(31) Biting Blade

Sword with Armour Piercing (2).

(32) Silver Sigil Sword

Sword with +3 Initiative when determining strike order in close combat.

(33) Krakenslayer Harpoons

Javelins with Overwound (1).

(34) Martyr Flail.

Flail. Wielder cannot use armour but gains a 6+ ward save, even while *fleeing*.

(35) Armour of Ranald

Light Armour. Wearer has +1" to the total distance moved when running or charging and may Jump Down any distance with no dice rolls needed.

(36) Morning Star of Fracasse

Morning Star. Enemies successfully wounded by this weapon must pass a strength test or lose 1 random close combat weapon for the rest of the battle. Warriors will not lose their last close combat weapon because of this.

Magical Artefacts

(41) Book of Ashur

Special Equipment. +1 to all spellcasting rolls.

(42) Glittering Scales

Light Armour. Enemies have -1 to hit wearer in close combat.

(43) Reaver Bow

Elf Bow with +1 Strength.

(44) Khufa Bean Blunderbuss

Blunderbuss that is Armour Piercing (1) and Concussive.

(45) Trollbane Axes

Pair of Hand Weapons. Cannot be Separated. Same as two Axes but always wound on 4+ or better, regardless of the target's Toughness. Also ignore Regeneration saves.

(46) Thaneshield

Shield. Wielder's armour save cannot be negated beyond 6+. No effect vs. attacks that ignore armour saves.

(51) Fishdragon Helm

Helmet. Wearer is immune to poison and has a 4+ ward saves vs. *flaming* attacks.

(52) Halberd of Conquest

Halberd. Wielder is immune to fear and all alone.

(53) Ogre Gauntlets

Special Equipment. Wearer gains access to Combat and Strength skills. Once equipped, cannot be robbed, swapped, or sold.

(54) Carstein Trinket

Special Equipment. Next time wearer rolls 'Dead' or 'Captured' treat that as 'Multiple Injuries' instead. Then Carstein Trinket is used up.

(55) Quicksilver Pins

Throwing Knives that ignore cover and Dodge: Shooting (see Speed skills)

(56) Heart of Woe

Special Equipment. Whenever wearer is taken *out of action*, all models within 2" take 1 automatic Strength 5 hit with armour saves as normal. This does not use up Heart of Woe.

(61) Belt of Sigismund

Special Equipment. +1 Strength on profile.

(62) Ring of Rebirth

Special Equipment. 6+ Regeneration save vs. Shooting (NOT spells/ prayers.)

(63) Armour of Taal

Light Armour. Wearer is immune to poison and animals have -1 to hit wearer.

(64) Mace of Morr

Club. +1 Strength vs. Undead and Ghouls. Wearer is immune to fear.

(65) Pendant of Woe

Special Equipment. Wearer gains +1 XP each time he survives a roll of the campaign injuries chart.

(66) Von Luitpold's Long Rifle

Long Rifle with range 48". Also ignores Long Range.

Campaign Injuries

Henchman Injuries

Henchmen that *were out of action* at the end of the battle must roll a D6:

- (1) Dead and Equipment is Lost
- (2) Dead but Equipment is Recovered
- (3-6) Full Recovery

Hero Injuries

Heroes that were *out of action* at the end of the battle must roll a D66 and see the next page.

Hired Swords

Hired Swords follow the rules for heroes.

Dramatis Personae

Dramatis Personae that were *out of action* at the end of the battle must roll a D66 and see the next page. However, they treat all rolls of 'Captured', 'Robbed by Enemy', and 'Robbed by Stragglers' as 'Multiple Injuries' instead.

Campaign Injuries

(11-14) Dead

Hero and all items he was carrying are lost.

(15) Captured

Hero and all items he was carrying are transferred to the enemy warband. See next page.

(16-22) Multiple Injuries

Roll 2D3 times more on this table, re-roll any results of 'Dead'; 'Captured'; 'Sold to the Pits', and further 'Multiple Injuries.'

(23) Chest Wound

-1 Toughness

(24) Arm Wound

-1 Strength

(25) Hand Injury

-1 Weapon Skill

(26) Eye Injury

-1 Ballistic Skill

(31-32) Nervous Condition

-1 Initiative

(33-34) Madness

Roll a D6: (1-5) -1 Leadership (6) Immune to fear

(35) Robbed by Enemy

All items hero was carrying are transferred to the enemy warband.

(36) Robbed by Stragglers

All items hero was carrying are lost.

(41-43) Smashed Leg

Miss next battle. Multiple 'Miss next battles' stack.

(44) Sold to the Pits

Warrior must fight a Pit Fighter armed with Sword, Morning Star, Light Armour, and Helmet. (See Hired Swords.) Initiative determines who charges. If warrior wins, he gains +1 XP and 25gc. If he loses, he is robbed of all his times and must roll on this chart again, re-rolling all further results of 'Sold to the Pits'.

(45-64) Full Recovery

(No Effect.)

(65) Bitter Enmity

Warrior hates the entire enemy warband including Hired Swords.

(66) Survives against the Odds

Additional +1 XP

Captured

Ransom (All Warbands)

The two players may work out a ransom for the exchange of the captive, with or without some or all of his items. The ransom can be any mix of gold crowns, Wyrdstone shards, weapons, armour, and equipment, and even magical Artefacts.

Kill (All Warbands)

The captive dies and you keep his items for yourself. (Killing gives no XP.)

Repent (Sisters of Sigmar)

Convert the captive to fight as a hero in your warband by throwing all his worldly possessions away. Captive must be a human who have no mutations and who is not Undead or Daemons. (If you already have 6 heroes, fire an existing hero, or choose another option.)

The captive retains his troop type, race, stats, injuries, and experience. Also all skills, prayers, and special rules, but NOT spells. He has the same weapons proficiencies as before, but you must buy him new items. (Cannot buy items that are unique to other warbands.)

Also +1 Victory Point if the redeemed captive was a Wizard.

Burn the Witch! (Witch Hunters)

Kill the captive and keep his items for yourself. One hero in the warband, chosen by you, gains a free Sigmarite skill of your choice (Cannot be a Hired Sword but the chosen hero can gain the blessing even if he does not normally have access to the Sigmarite skill list). Also +1 Victory Point if the captive was a Wizard, Daemon, or Mutant.

Sell to Slavers (Skaven)

Sell the captive and keep his items for yourself. Gain his hire price in gc +1gc for each point of experience the captive had, excluding starting experience. Slavers never pay more than 50gc for a single slave.

For the rest of the campaign, the captive's old warband may attempt to buy him back from the slavers. He is rare 10+ and has sustained a roll of 'Multiple Injuries' from the hardships of slavery. (NB: Do not roll to see what the Multiple Injuries are until you have paid to buy him back.)

Sacrifice to the Shadowlord (Possessed)

Kill the captive and keep his items for yourself. One hero in the warband, chosen by you, gains D3+2 XP (NOT Hired Swords). Also +1 Victory Point if the captive was a Priest.

Raise Dead (Vampire Counts)

Raise the warrior anew as per the warband's special rules (see Undead warband) but without paying the 35gc that it normally costs.

Experience and Level Up

Hero XP

Heroes gain XP as follows:

+1 XP: Taking any enemy *out of action*.

+1 XP: Surviving a battle (even if they went *out of action* – as long as they survived).

Level Up

Heroes Level Up whenever they reach 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 XP.

| 2D6 | Level Up |
|-------|--------------------|
| 2-4 | New Skill |
| 5 | Choose +1 S or T |
| 6-7 | Choose +1 WS or BS |
| 8 | Choose +1 I or Ld |
| 9 | Choose +1 A or W |
| 10-12 | New Skill |

Racial Maximums

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

| | WS | BS | S | T | W | I | A | Ld |
|-----------|----|----|---|---|---|---|---|----|
| Human | 7 | 7 | 4 | 4 | 4 | 6 | 3 | 9 |
| Halfling | 7 | 7 | 3 | 3 | 4 | 7 | 3 | 8 |
| Possessed | 8 | - | 6 | 5 | 4 | 7 | 4 | 10 |
| Ungor | 7 | 7 | 4 | 3 | 4 | 6 | 3 | 7 |
| Gor | 7 | 6 | 4 | 4 | 4 | 6 | 3 | 7 |
| Skaven | 7 | 7 | 4 | 4 | 4 | 7 | 3 | 7 |
| Vampire | 9 | 7 | 5 | 5 | 5 | 9 | 4 | 10 |
| Skeleton | 7 | 6 | 4 | 4 | 4 | 5 | 3 | 7 |
| Ghoul | 6 | 5 | 4 | 5 | 4 | 6 | 3 | 7 |
| Elf | 8 | 8 | 4 | 3 | 3 | 9 | 3 | 10 |
| Dwarf | 8 | 7 | 4 | 5 | 4 | 5 | 3 | 10 |
| Ogre | 7 | 6 | 6 | 5 | 4 | 5 | 3 | 9 |

Note that these maximums only apply to level ups: Modifiers from skills, weapons, diving charges, etc. can take warriors above these values.

Henchman XP

Henchmen do not gain experience, but whenever a henchman takes an enemy hero *out of action*, roll a D6: (1-5): Nothing (6): The Lad's Got Talent.

The Lad's Got Talent

After the battle you may promote that henchman to a hero. If you already have 6 heroes, you may fire an existing hero to make room for the new hero, or, if an existing hero dies after this battle, you may have the new hero take his place.

The new hero retains his old henchman type and weapons proficiencies. He gains access to any three skill lists of your choice. These may be any of the five basic skill lists (Combat; Shooting; Academic; Strength; Speed) or it may be any Special skill list that is available to your warband. (NB: access to Special skills is not free but costs one choice.)

If the promotion is not used after the battle where it was gained, it is lost.

May Choose Any Basic Skill List

As opposed to the 1999 edition of the Mordheim rules, promoted henchmen may choose from any of the five basic skill lists (like Shooting) even if no existing warriors had access to that list.

XP and Grey Areas

With any grey areas, such as a hero knocking an enemy off a building etc., the hero still gains XP.

The exception to this is when a hero accidentally takes a member of his own warband *out of action*. (Such as a Skaven shooting a Skavenslave, etc.) XP is never gained for taking members of your own warband *out of action*.

Play Sheets

Two Ways to Play

There are two ways to play Cambriaheim: Classic and Smooth. The only difference is how to work out rolls 'to hit' in close combat.

Classic

Uses the classic WS vs. WS tables from Warhammer Games. This makes games slower and close combat less bloody, but more nuanced.

Smooth

Uses a static 'to hit' table as known from modern skirmish games. This makes games quicker and combat more bloody, but less nuanced.

Discuss with your group which method you want to use!

Play Sheet (Classic)

To Hit (Close Combat)

A natural 1 is always a miss.

A natural 6 is always a hit.

| WS | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|----|----|----|----|----|----|----|----|----|----|
| 1 | 4+ | 4+ | 5+ | 5+ | 5+ | 5+ | 5+ | 5+ | 5+ | 5+ |
| 2 | 3+ | 4+ | 4+ | 4+ | 5+ | 5+ | 5+ | 5+ | 5+ | 5+ |
| 3 | 3+ | 3+ | 4+ | 4+ | 5+ | 5+ | 5+ | 5+ | 5+ | 5+ |
| 4 | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ | 4+ | 5+ | 5+ |
| 6 | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ | 4+ | 4+ |
| 6 | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ | 4+ |
| 7 | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ | 4+ |
| 8 | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ | 4+ |
| 9 | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ | 4+ |
| 10 | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 3+ | 4+ |

- -1 to hit: Warrior is outnumbered
- -1 to hit: Target has Dodge: Close
- +1 to hit: Warrior *hates* his target
- +1 to hit: Diving Charge

To Hit (Shooting)

A natural 1 is always a miss.

A natural 6 is always a hit.

| BS | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|---|---|---|---|---|---|---|----|----|----|
| D6 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 |

- -1 to hit: Target is in Cover
- -1 to hit: Target has Dodge: Ranged
- -1 to hit: Moving and Shooting
- -1 to hit: Shooting over Half Range
- -1 to hit: Firing Multiple Shots

No Knocked Down or Stunned!

As opposed to the 1999 edition of the Mordheim rules, there is no *knocked down* or *stunned*. When a model loses its last wound, it goes straight *out of action*!

Critical Hits

A natural 6 to hit is a critical hit, unless the attacker would hit only on a 6.

- *Flaming* hits have an extra +1 modifier when rolling on the critical hit chart.
- Re-rolled dice never cause critical hits.

| D6 | Result |
|-----|--|
| 1-2 | Body Blow: +1 Strength |
| 3-4 | Riposte: Gain 1 bonus attack with the same weapon. Immediately roll to hit again. (No Critical Hits.) |
| 5-6 | Deathblow: Hit is doubled to two hits. Take saves against them separately. |

To Wound

A natural 1 always fails to wound.

A natural 6 always wounds.

| | T1 | T2 | T3 | T4 | T5 | T6 | T7 | T8 | T9 | T10 |
|-----|----|----|----|----|----|----|----|----|----|-----|
| S1 | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| S2 | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| S3 | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 7+ | 6+ | 6+ |
| S4 | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| S5 | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ |
| S6 | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ |
| S7 | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ |
| S8 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ |
| S9 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ |
| S10 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ |

Armour Saves

A natural 1 always fails to save.

Armour saves are negated by the Strength of the attack as follows. This may completely negate a warrior's armour save:

| S | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|---|---|---|----|----|----|----|----|----|----|
| AS | - | - | - | -1 | -2 | -3 | -4 | -5 | -6 | -7 |

Play Sheet (Smooth)

To Hit (Close Combat)

A natural 1 is always a miss.

A natural 6 is always a hit.

| WS | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|---|---|---|---|---|---|---|----|----|----|
| D6 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 |

- -1 to hit: Warrior is outnumbered
- -1 to hit: Target has Dodge: Close
- +1 to hit: Warrior *hates* his target
- +1 to hit: Diving Charge

To Hit (Shooting)

A natural 1 is always a miss.

A natural 6 is always a hit.

| BS | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|---|---|---|---|---|---|---|----|----|----|
| D6 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 |

- -1 to hit: Target is in Cover
- -1 to hit: Target has Dodge: Shooting
- -1 to hit: Moving and Shooting
- -1 to hit: Shooting over Half Range
- -1 to hit: Firing Multiple Shots

No Knocked Down or Stunned!

As opposed to the 1999 edition of the Mordheim rules, there is no *knocked down* or *stunned*. When a model loses its last wound, it goes straight *out of action*!

Critical Hits

A natural 6 to hit is a critical hit, unless the attacker would hit only on a 6.

- *Flaming* hits have an extra +1 modifier when rolling on the critical hit chart.
- Re-rolled dice never cause critical hits.

| D6 | Result |
|-----|--|
| 1-2 | Body Blow: +1 Strength |
| 3-4 | Riposte: Gain 1 bonus attack with the same weapon. Immediately roll to hit again. (No Critical Hits.) |
| 5-6 | Deathblow: Hit is doubled to two hits. Take saves against them separately. |

To Wound

A natural 1 always fails to wound.

A natural 6 always wounds.

| | T1 | T2 | T3 | T4 | T5 | T6 | T7 | T8 | T9 | T10 |
|-----|----|----|----|----|----|----|----|----|----|-----|
| S1 | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| S2 | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| S3 | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 7+ | 6+ | 6+ |
| S4 | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ | 6+ |
| S5 | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ | 6+ |
| S6 | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ | 6+ |
| S7 | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 6+ |
| S8 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ |
| S9 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ |
| S10 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ |

Armour Saves

A natural 1 always fails to save.

Armour saves are negated by the Strength of the attack as follows. This may completely negate a warrior's armour save:

| S | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|---|---|---|----|----|----|----|----|----|----|
| AS | - | - | - | -1 | -2 | -3 | -4 | -5 | -6 | -7 |

Miscasts and Misfires

Magical Miscasts

Whenever a wizard rolls 2 or more natural 1s on his spellcasting roll, he has caused a miscast and must roll on the chart below. Prayers never cause miscasts.

| D6 | Result |
|----|--|
| 1 | Shattering Pulse: Wizard, and everyone within 2" of wizard, take 1 Strength 4 hit. Take armour saves as normal. |
| 2 | Daemonic Apparition: Wizard must immediately take an all alone test. No effect on wizards immune to all alone. |
| 3 | Memory Lapse: Wizard cannot cast the spell he was attempting to cast for the rest of the battle. |
| 4 | Backlash: One random enemy wizard gains D3 extra power dice. |
| 5 | Fizzle: Any active 'remains in play' spells cast by this wizard are immediately dispelled. |
| 6 | Stumbles Upon Power Word: Wizard gains D3 power extra power dice and may immediately attempt to cast a new spell. |

Blackpowder Misfires

Whenever a warrior rolls a natural 1 to hit with a Blackpowder weapon, his weapon has misfired and he must roll on the misfire chart.

When shooting with two pistols, both shots are resolved simultaneously. (So even if one shot misfires, thereby taking its owner *out of action*, the other shot will still fire as normal.)

Blunderbusses can also misfire, even though they have no 'to hit' roll: Roll a D6 to see if they misfire.

| D6 | Result |
|-----|---|
| 1 | Boom!: Weapon cannot fire until the <u>end</u> of your next turn and wielder takes 1 Strength 4 hit. Take armour saves as normal. |
| 2 | Phut: Weapon cannot fire until the <u>end</u> of your next turn and suffers -1 Strength for the rest of the battle. (Multiple Phut results stack, down to Strength 1.) |
| 3-4 | Jammed: Weapon cannot fire until the <u>end</u> of your next turn. |
| 5 | Click-click: Weapon fails to fire but no extra effect. |
| 6 | Ka-boom!: Shot hits its intended target with additional +1 Strength. |

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Games Workshop

Cambriaheim is made better by players just like you.

Report Errors, Rules Questions, etc. to:

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