

Q&A 2nd December Q&A 15th December

This is an on-going FAQ for Mordheim as compiled by myself and submitted to Tuomas Pirinen for the Mordheim List. As of **12.6.99** the FAQ contains answers to questions asked on the list and answered by Tuomas in a post to the list. As I have time, I will locate the post # of Tuomas message for reference.

Questions are being compiled monthly and are submitted to Tuomas for review. If you have a question regarding Mordheim that you'd like to see an "official" answer for, you have 2 options - either send it to me privately at legion@ennui.net with a subject line of **"Questions for Mordheim"** or submit it to the list, preferably with **"Question"** beginning the subject-line (more as a convenience for me, as my filter will separate it from other posts).

Remember, please search out your answer in the Mordheim rule-book before you request that I mail it to Tuomas. If you cannot answer it from what is presented in the rule book, check the official FAQ at www.games-workshop.com. And, if that fails, then I'll be happy to submit it.

As Keeper of the FAQ, I reserve the right to answer questions myself, if I think the answer does indeed reside in the rulebook or to submit the question to the List for review. Tuomas is a busy man and I'd like to keep the questions to a minimum.

Thanks for your support!

Todd "Gor" Estabrook

Q&A 2nd December 1999

Q - Why is there a tarot card in my Mordheim box?

A - It has no game significance and was simply included as something "in theme" and "cool". (until I can locate Tuomas' explanation in the 8000+ messages)

-Todd Estabrook

Q - What is up with the proliferation of fish on the Mordheim list anyways?

A - One of the symbols for Penitence is a fish. And on the Mordheim box cover and in the rulebook you can see several people with fish on their heads or somewhere on their body. Therefore when a Mordheim listmember makes a mistake, s/he symbolically (is that right, Tachyon??) get a fish nailed to his forehead for punishment. The only way to remove this fish is to post an article, optional rule, story, battle report or whatever to the list. This way we get an almost error-free list with plenty of good posts :-). Also you can keep track of the amount of fishes you have accumulated in a special database in the Mordheim Vault.

-Donato Ranzato

Q - In the Skaven section the Equipment List (page 91) has the Blowpipe as 30gc.

However, on the description in "Skaven special Equipment" (page 92) the Blowpipe is listed as 25 gc. Anyone know which is correct?

A - 25 (I need to flog my editors).

-Tuomas

Q. Which equipment lists do Skaven Nightrunners Use? Heroes or Henchmen? The problem is that the white dwarf battle report clearly has both night runners armed with throwing stars - weapons only available on the heroes list. Also the article by Gareth Hamilton also has a nightrunner armed with fighting claws - also only available on the heroes list. So is it a misprint or is the henchmen list wrong?

A - Misprint. Gareth was using playtest rules, and Mark Bedford only plays occasionally and sometimes makes little mistakes -don't be too hard on them.

-Tuomas

Q - There are a number of items that say they add +1 to the injury chart roll. Am I correct that this refers to the roll in the back of the book after the battle to determine what happened to the warrior, .or is this for the roll to see if the warrior is taken out of action, knocked down, or stunned?

A - No, that's the SERIOUS injury chart. Would be really difficult to remember, as well. The second is correct.

-Tuomas

Q - Why is the Witch Hunter warband limited to 12 models while most of the others have a limit of 15 or more? They don't seem to have any real advantage in stats compared to any other group so why are they lower? Perhaps I am missing something.

A - Because the Witch Hunters move in small bands. Get a Halfling cook for them. He gives +1 to the size of the warband.

-Tuomas

Q - Can you really climb up a wall and then charge someone? We made a house rule that said you can't, but is there something official?

A - You can, as otherwise buildings would be too good positions.

-Tuomas

Q - Can Henchmen groups be split up after you begin the campaign or they start getting Experience?

A - No, the limit is in place to prevent experienced warbands gaining even more powerful warriors with just money.

-Tuomas

Q - Do the HtH rules for Black Powder pistols apply to Warplock pistols?

A - Yes. A pistol is a pistol.

-Tuomas

Q - Can Skaven use equipment normally forbidden to them if they find it through Exploration?

A - Yes, they can.

-Tuomas

Q - When a fighter with a spear attacks a fighter with a spear, who strikes first?

A - Check initiative and if the same, roll a d6.

-Tuomas

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All Answers supplied by Toumas Pirinen

Compiled by **Todd "Gor" Estabrook**

Q - In regards to ladders (and other small terrain, actually), is it within reason to assume that they can be knocked down or pulled up or even carried around by models?

A - Strictly speaking by rules no, but what a great article that would make! I have to scribble something...

Q - Does the 'free dagger' count as a close combat weapon against the "No more than 2 Close Combat Weapons" limit?

A - We play that it doesn't. Models are supposed to have the dagger no matter what.

Q - Regarding spells which have a Range, is the 'area of affect' a plane or a sphere? (eg, does Soulfire affect enemy models above the caster (or below) if they fall within the spells radius)

A - It affects models above and below. (The wording is WITHIN the range).

Q - If a spell does not specifically state that LoS is needed, do obstacles or buildings

prevent a model within range from being hit?

A - No.

Q - Can captured race specific weapons be used by models not of that race? If so, do they gain any of the special rules of said weapons?

A - Yes, but obviously you need a suitable skill to use the weapon.

Q - If you can see an enemy through the windows of a house, can you then charge him by:

a) going through the windows?

A - Yes, if window is big enough. (Rat Ogre won't fit through most!)

b) going around the house?

A - If window is too small, yes. Remember you charge via MOST DIRECT ROUTE.

Q - Can a model climb up a wall and slip into a window or hole in the wall rather than continue onto the next floor/roof?

A - Yes.

Q - Given the dramatic, yet unfortunately static, poses of the models, what is the rule regarding moving through doors and windows? Can it be assumed:

a) Any model may pass through any portal (door, window, hole, etc)?

b) The model must be able to reasonably fit through the portal?

c) Its really up to those playing to agree on how that is to be handled.

A - C is the only sensible answer -I cannot foresee every single conversion done by players.

B is a good guideline.

Q - During the shooting phase you have several models armed with missile weapons and all targeting the same enemy model. The first shot knocks the enemy model out of line of site to your other missile weapon-armed troops. Can you still fire on them with other models?

A - Yes, but you don't have to.

Q - Can models with the same Initiative value still fire?

A - ??? I don't understand!

Q - Can the jumping skill be used to allow a model to jump upwards (rather than just across gaps)?

A - No. Suggest house rule halving the distance when jumping up.

Q - Models with missile weapons that are up on a building or wall - can they trace a line of site to a model standing against the building or wall (assuming that the model with the missile weapon can lean over the edge and look down)?

A - Yes.

Q - Model A wants to charge model B. However, behind a wall (and out of line of site) is

model C (who is in the same warband as B) who is within 2" of the Charge path. Because A cannot see C and C cannot see A, can A charge B?

A - Yes. Here is a piece of text I wrote originally, use it if you like (strange things get removed from manuscripts):

"A model may charge any model within its charge range, but it may not charge a model if there is another unengaged (i.e., not in hand-to-hand combat) enemy model within 2" of the charge route (see diagram). It will undoubtedly be intercepted if it tries to run past the enemy!"

"In this situation, move the intercepting model into the charge path and the charging model engages the intercepting model instead of his original target. The charging model still counts as charging for the purposes of determining the strike order, weapon bonuses etc."

Q - To give this question a definitive answer once and for all: If a model wants to charge and there is another model who can Intercept, does the charge still take place (only with the intercepting model) ? Or, does the Charge not happen because a model could intercept?

A - See above.

Q - Speaking of intercepting a Charge, can you intercept a Fear causing model without taking a Fear Test?

A - No, but the fear test is for being charged.

Q - If you have the maximum number of heroes allowed by your warband list, how many "lads got talent" heroes can you accumulate from your Henchmen?

A - Your warband has maximum number of 6 heroes. Re-roll any results that would give you more -or dismiss existing heroes.

Q - Can a model armed with two spears 'strike first' twice (get 2 attacks) against a charging enemy?

A - Technically yes. I'd punch anyone who tried to pull that one, though.

Q - The Quick Shot skill allows a model to fire twice per turn. Can a model armed with a sling and having the Quick Shot skill then fire four shots if they are less than half range?

A - No -the spec. rule and the skill do the same thing. They both change A into B, doing the same thing -end result is the same. No doubling doubles!

Q - The Eagle Eye skill allows you to add 6" to the range of a missile weapon. In regards to the Sling, is this +6" applied to both short and maximum ranges (thus allowing 2 shots at short range+6")?

A - +3" (The overall range increases 6", increasing short range by 3).

Q - In a campaign, after the initial creation of the warband, can you choose to arm Henchmen with weapons that are not found on their list if you acquire them? (eg, could you arm a Skaven Verminkin with Fighting Claws?)

A - No. See rulebook.

Q - Does the crossbow pistol count as a pistol in the case of the Pistoleer skill?

A - Yes. All weapons with name pistol (Warplock, duelling Crossbow) are pistols.

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