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Questions & Answers



'Here are some of the most common questions that have been raised about the cursed City of Mordheim. We have compiled these Q & A from a number of different sources including the internet. The answers printed here may be considered official rules and interpretations and if you don't like them – cast yourself into the pit!'

Errata

Mordheim Rulebook (English, 1st Printing)

p.42 "Strike First" rule. Add: "If the model is armed with a spear and another weapon, resolve any strikes with the other weapon according to when it would normally strike."

p.46 under Crossbow Pistol "Shoot in hand-to-hand combat" rule. Add, "This bonus attack is in addition to any close combat weapon attacks."

pp.47 & 48 "Hand-to-Hand" rule. Add: "These attacks are resolved with a model's Weapon Skill like any normal close combat attack and likewise may be parried."

p.48 "Accuracy" rule. Change the last sentence to read: "All shots and close combat attacks from a duelling pistol have a +1 bonus to hit."

p.52 "Bugman's Ale". Add: "There is only

enough ale to supply the warband for one battle."

p.53 "Tome of Magic". Add: "The benefits from each tome of Magic apply to only one model."

p.53 "Animals". Change: "Only Humans can buy horses and warhorses." to: "Only Humans can buy or use horses and warhorses."

p.57 "Hearts of Steel". Add: "The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, ie, the maximum bonus to Rout Tests remains +1."

p.58 "Spell of Awakening". Add: "The new Zombie follows all the normal Zombie rules (immune to poison, causes *fear*) except for retaining his profile, weapons and armour."

p.65 "Calculate the Warband Rating". Delete the reference to "Ogres" since they are Hired Swords and add to the warband rating based on their description, not this general rule.

p.69 The entry for marksmen should read: "Your warband may include no more than seven Marksmen." in line with p.71.

p.91 The cost for a Blowpipe should be 25gc, in line with p.92.

p.93 The entry on the skill chart for "Warlock Engineer" should read "Eshin Sorcerer".

p.121 "The lad's got talent" entry in the Henchmen advance table.

Replace the last sentence with: "The remaining members of the henchmen group, if any, roll again for the advance that they have earned, re-rolling any results of 10-12."

p.121 Add the following missing maximum characteristic profiles:

	M	WS	BS	S	T	W	I	A	Ld
Ogre	5	6	5	5	5	5	6	5	9
	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	5	7	3	3	3	8	4	10

p.134 2nd paragraph. Replace the sentence: "If you won your last game, you may re-roll any one dice but you must accept the second result." with: "If you won your last game, you may roll one extra dice."



New official rules clarifications collated by our revered panel of seers
– Space McQuirk, Donato Ranzato, Stephanus Harburgh and his dark majesty Tuomas Pirinen.



p.155 "Hire Fee". Add: "A request for Bertha to aid the warband must be made for each battle you wish her to help the warband."

p.163 Add: "Armour may be purchased for a warhorse, called barding (refer to the Trading chart). It adds a further +1 bonus to the model's armour save, but subtracts one from his movement. A normal horse may not wear barding. A barded warhorse is only killed on a serious injury roll of "1" if the model goes *out of action*."

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Beastmen Raiders – Beastman warband.
Change the price of swords and spears in the equipment lists to 10gc each.

Racial maximum profile for Ungors.

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

Add "Immune to All Alone tests" under the Fearless skill.

Town Crier 8

Bretonnian warband
The cost and rarity of Bretonnian barding differs radically from that listed on the trading chart. This is special Bretonnian blessed horse armour not normally available except to Bretonnian knights. So change the cost of Bretonnian swords from 5gc to 10gc. Add to the Knight's Equipment list: "Axe...5gc".



The Bretonnian Special Skills list has the further line "Bretonnian Questing Knights may use the following skills..." Since all of the skills are Knight's Virtues, references to any Hero being able to take them should be deleted and the list redefined as "Knight Virtues".

At the Mouth of Madness – Rules for Insanity
Under "Going Insane" replace the sentence: "For each Hero the normal experience track is used" with: "For each Hero the normal experience track is used, but marked off from the opposite end."

In the Insanity table:

"Criminal Psychosis": Replace the reference to Animosity with Hatred.

"Fear of Heights": The warrior must make an All Alone test not a Fear test.

"Panzaism/Quixotism": Delete the reference to failing a Leadership test for *Frenzy*.

"I hate you all!": Replace: "...and Animosity to friendly warriors" with: "...and must roll for Animosity just like an Orc henchman at the start of each turn"

Town Crier 9

Shiver me Timbers! – Pirate Warband
"Kidnapped!": Delete the reference to being captured on a Serious Injury roll of 62, that is a result of 'Hardened'.

The Pirate Captain should have an Initiative of 4 and not 3

Change the cost of Cat O' Nine Tails on the price chart to 8gc, the same as on p.36.

Toughened Leathers should cost Pirates 5gc and not 7gc.

The cost for a Spy Glass should be 20gc and not 206gc! It's obviously a typo.

Characteristics

Q How do multiple Wounds work? When a guy has a Wounds attribute of 2 or more how does it work? I understand that he can't get *Knocked Down/Stunned/Out of Action* until his wounds are reduced to zero. But when (if ever) does he regain both Wounds?

A *A model will regain all wounds automatically after the battle, he starts his new battle with his full wounds. During a battle if he has healing herbs, he may use them to regain wounds.*



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Movement

Q Can a model run past an enemy model without engaging in HTH? (presuming of course that the enemy model was more than 8" away at the start of the turn). I would presume not for the same reasons as the intercept rule but unless I am blind the rule book does not specify and I was wondering how you played it?

A *No, it's quite legal to do so. But since the moving model has to start more than 8" away from all enemy models (even ones he can't see) chances are he will be setting himself up to be charged by the enemy. He can't run so close to the enemy that he would be in base-to-base, though, as that would be a charge.*

Q If you can see an enemy through the windows of a house, can you then charge him by: a) going through the windows? b) going around the house?

A *a) Yes, if window is big enough. (things like Rat Ogres won't fit through most!); b) If the window is too small, yes. Remember you charge via the MOST DIRECT ROUTE.*

Q If a warrior declares a charge and an opposing model can intercept him, does the model that can intercept actually move or does the fact that my charge could be intercepted simply prevent me from charging?

A *In bare essence it means that you cannot charge THAT model (ie, check before moving the charger whether he can charge or not). However, many players move the intercepting model and let the charge be targeted against that model.*

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.*

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.



Hiding

Q If an enemy model moves so that he can see a hidden warrior, the model is no longer hidden and the counter is removed. How much must he see to end the other model hiding? In Necromunda he had to see the whole model. In Mordheim it is not specified. Does he need to see all the model, or is any part of the model (even a finger) enough?

A *If the players don't agree on a reasonable result, he must see the whole model.*

Q Should hidden models and models out of sight of the firer be able to be hit by a blunderbuss?

A No.

Terrain

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) It's really up to those playing to agree on how that is to be handled.

A *C is the only sensible answer, it's not possible to foresee every single conversion done by players. B is also a good guideline.*

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 down...*

Shooting

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 sight 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 It doesn't state whether a Troll (Ork warband, Town Cryer 6) or Minotaur (Beastmen warband) are large targets. Are they? Also, is a rider on horse large target?

A *The rules say: Any model higher than 2" or longer than 2" is large target, so yes, all of them, Troll, Minotaur and rider mounted on horse are large targets.*

Q Does the Eagle Eye skill increase the range of a blunderbuss? This seems silly, since the weapon is not affected by Ballistic Skill.

A No.

Q On the other hand, does the Dwarf Engineer increase the range of any blunderbusses in his warband? This makes more sense, since it is the weapon being improved.

A Yes.

Weapons & Armour

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

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

Q If a warrior armed with a spear and a sword (or any other one-handed weapon) gets charged by an enemy model, does the spear-wielder get both of his attacks to strike first or does he get an attack with the spear, the enemy strikes and then an attack with his sword?

A *Refer to page 35 of the rulebook.*

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 – Tuomas.*

Q Is it legal to arm warriors with a longbow and a crossbow, so they can fire the heavy crossbow when they didn't move and fire the longbow whenever they did move... is that legal?

A *Yes, it is legal, but it is expensive. If you lose a Marksman and he leaves the warband after the battle, it will cost you the cost of the Marksman (25gc) plus the cost of the Longbow and the Crossbow (15gc + 25 gc). This is 65 gc plus twice the Henchmen group's experience to replace that Marksman. You'd be better off just buying extra Marksman, equipping all of them with crossbows, moving them into position and pounding your enemy.*

Q How do you define a brace of pistols? Must I purchase a brace or can I buy one pistol and later buy a second one and use them as brace?

A *You can buy one now and the second one later and use them as brace.*

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

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

Q The rulebook states that you can arm a warrior 'with up to two close combat weapons, up to two different missile weapons and any armour chosen from the appropriate list.' How do pistols count?

A *Pistols are listed under blackpowder weapons (which is a special kind of shooting weapon), in the price list they are listed under missile weapons. According to rules, pistol is a missile weapon, brace of pistols counts as two missile weapons (although some clubs play it that a brace counts as one missile weapon only). It doesn't take 'slots' for your hand-to-hand weapons.*

Q Can a pistol be parried in hand-to-hand combat?

A *Yes. Do not imagine it as stopping the bullet, but as pushing the pistol out of direction at the last moment.*

Q Can I reload a pistol (or handgun or whatever else) while running? Is it possible to fire from it one turn, next to run, and the third turn to fire it again?



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A Yes, this is permitted. You reload it no matter what else you do that second turn.

Q Does a helmet count as armour for preventing spell casting? Shields and bucklers are listed separately as doing so, but not helmets.

A Yes, they are armour.

Miscellaneous Equipment

Q With regards to blessed weapons which wound Undead and Possessed on a 2+. Do the list members here think that this would refer to all members of an Undead or Possessed warband (excluding Hired Swords) or just Undead like Vampires, Zombies, Dire Wolves, and maybe Ghouls but not Necromancers and Dregs? And with Possessed, just Possessed models, not Beastmen, Mutants, or Magisters etc, (which would seem odd)?

A Blessed water and weapons only affect Undead that are dead! Since Dregs and Necromancers are human, they are not affected. The manual actually states that Zombies and Dire Wolves are undead, and therefore can be wounded. However it doesn't say in the book that Vampires are Undead but naturally they are. As for Possessed – Magister, The Possessed, Dark Souls and Mutants are all affected.

Q When you buy Hunting Arrows, are they for one battle, for a campaign or are there a number of arrows (like say 20).

A They last for the whole campaign.

Q If I buy a Tome of Magic and my Wizard learns a spell from it, can I give it then to another model so he can learn magic later using the Arcane Lore skill? I mean will my wizard forget the spell he learned from Tome of Magic or not?

A The Tome of Magic gives a one-off effect when it is found – you may transfer it to another character but it will have no added effect.

Q Who can wear the Toughened Leathers from the Opulent Goods chart in White Dwarf #239?

A Since they are purchased as equipment, all Heroes can wear them. Henchmen cannot wear Toughened Leathers.

Q Can each Hero have a Halfling Cookbook and thus have six more Henchman?

A No, you can only get a single extra member, multiple cookbooks are not cumulative. However, it does prevent you from losing that extra member when the Hero carrying a cookbook dies.

Magic

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 spell's radius).

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

Q Can spells be cast on a model out of line of sight to the caster or which are hidden? What about spells which simply affect all models within a certain radius of the caster?

A Spells cannot be targeted at models which are out of sight. However, models which are out of sight may still be affected by spells with an area effect provided another model is targeted and they fall within the spell's radius.

Q If in the spell description there is written nothing about how long the spell lasts, well, how long does it last? To the end of game?

A The spell lasts until the model that cast it is taken out of action. Taking him out of action removes all effects of all spells he cast in the game.

Q Is it possible to cast Hearts of Steel several times to add several +1s to a Rout test? If yes, what's the maximum for Rout test.

A No, even when cast several times, the bonus for Rout test is only +1. Rulebook errata: Hearts of Steel, remove reference to Terror tests.

Q Spells do not cause critical hits, but what about spells that simply boost the target such as 'Hammer of Sigmar', 'Black Fury', 'Eye of God' and 'Sword of Rezhebel'?

A No, they do not.

Q Do spells (and prayers) that create a magical weapon allow the use of an additional

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hand weapon, buckler or shield in the other hand? Is it possible to cast such a spell twice to get an additional magical weapon?

A Yes an additional weapon may be used. No the spell may not be cast maintained twice.

Warbands

Q The Wolf Priest for Middenheimers from Town Cryer #8 – is he an additional Hero to your warband, is he Hired Sword or what?

A On page 10 of TC 8 it states that the Wolf Priest replaces one of the Champions.

Q Can you take a multiple of the same mutation so that each one gives you a benefit? For example: Tentacle twice for -1 Attack per tentacle.

A Yes.

Q Can the Steel Whip be used to attack an enemy model in close combat from a distance?

A Yes. Also, there is no need to randomise the hit, only the enemy model is attacked.

Q If a model has Righteous Fury, does he have a *hatred* of Orcs? The skill was made before Orcs were added – I just figured I'd run it by you guys.

A The fluff says that the fury is toward 'evil that pollutes the soil of the holy Empire', so I agree yes as well. You can add Beastmen, Dark Elves and any other 'evil' race as well. Non-Chaos humans who just like to kill, loot, etc, should not be included.

Q If a model has steel whips and is *Frenzied* does she have to charge into base-to-base contact, or can she stop within 4" and whip to her crazy heart's content?

A Yes, she has to charge, as per the Frenzy rules (Give the crazy bitch some hammers).

Q Under the Henchmen listing for Ghouls, it says that they can never carry equipment. However, if your Ghoul gets the 'That Lad's Got Talent' advancement and you make him a Ghoul Hero, he



can get Combat Skills for one of his choices. If he gets the chance to learn a new skill, can you give him Weapons Training to allow him to use weapons or is the listing about Ghoul Henchmen never using weapons final?

A The letter of the rule is that Ghouls can have NO equipment. However, so many people enjoy equipping their Ghouls that I (Tuomas) rarely point this out. I hate seeing all of those Ghoul conversions going to waste!

Q The Blowpipe is 30 gc in the Skaven Equipment list and 25gc in its description on the next page. Which one is it?

A 25gc.

Q Under Giant Rats (p.95) 'Pack Size; You can recruit as many Giant Rats as you wish.' What does this mean? Can I have more than 20? No other answer seems to make sense. Since rats cannot get experience, there is no special benefit to having large groups of them. If it really just means that the Henchmen group does not have to be 1-5 models, then why make this a special rule at all? Is there a benefit, beyond experience, to having large Henchmen groups?

A It takes up less room on the warband roster sheet. Pragmatic and simple!

Q The Master Map result of the Mordheim Map item gives a permanent re-roll in exploration, but unlike the other results does not say, "the re-roll may not be re-rolled". Is this a deliberate exception to the normal convention that a re-roll may not be re-rolled, or an omission?

A You may never re-roll a re-roll under any circumstances.

Q Should Possessed warriors count as large creatures for the purpose of warband rating? We have noticed that Possessed warbands can end up with quite low warband ratings for their power level.

A No.

Q I have noticed in the Town Cryers that you haven't printed any maximum racial characteristics for Shadow Elves or Lizardmen, what should we use?

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Q *Shadow Elves is simple – just use the Elven racial characteristic from page 121 of the rule book. Lizardmen, now that was an oversight so here you go:*



	M	WS	BS	S	T	W	I	A	LD
Skinks	6	5	6	4	3	3	7	4	8
	M	WS	BS	S	T	W	I	A	LD
Saurus	4	6	0	5	5	3	4	4+1	10

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 Night Runner armed with fighting claws – also only available on the Heroes list. So is it a misprint or is the Henchmen list wrong?

Q *Misprint. Gareth was using playtest rules, and Mark Bedford only plays occasionally and sometimes makes little mistakes – don't be too hard on them! Therefore Nightrunners should use the Henchmen list.*

Q Do the Hand-to-Hand rules for Black Powder pistols apply to Warplack pistols?

A *Yes. A pistol is a pistol.*



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

A *Yes, they can.*

Q My friend and I had a discussion about the skill 'Art of silent death'. It concerned the ability to make a critical on 5+ instead of a 6. On high T creatures he meant that it should be raised to a 6, as you cannot make a critical hit on a creature that you need a 6 to wound in normal cases. Hence you shouldn't be able to make a critical hit on a 5 if you needed a 5 to wound it. I meant the rule was quite clear and it only mattered vs. high T creatures, which probably would be a pain in the ass anyway. And this one skill might actually prove much more dangerous to this particularly type of creatures. What do you think?



Q *As you can't make a critical hit on a 6 if you require a 6 to wound, play it the way that if a model with Art of Silent Death skill requires 5+ to wound, then the critical hit can be scored only when dice rolls 6. If you required 6+ to hit and score 5 you cause neither hit nor critical hit.*

Q Does a Tilean Marksman gain the benefit of the extra 6" range in a Dwarf Warband if the warband has an Engineer?

A *No, only Dwarfs in the warband will benefit and not Hired Swords or Dramatis Personnae.*

Q As Squigs do not have to declare charge (they move 2D6" each turn and if they come into base-to-base contact they automatically charge) do they have to roll for the *fear* test when charging a fear-causing enemy?

A *A Squig's movement is not voluntary. A Squig who ends up in base to base with a fearsome opponent must make a test and hits on 6s if it fails as all charging rules apply.*

Q Can an Orc warband purchase another Big 'Un if his first Big 'Un became the leader and he has one other Big 'Un?

A *No. The new Leader is still a Big 'Un, albeit with the Leader ability. You can fill the empty Hero spot with promoted Orcs, but you may never have more than 2 Big 'Uns.*

Q Skill Massive Strength. A Beastman Hero is titanic in size and may use a double-handed weapon in one hand. Now, read literally, the means ONLY double-handed weapons (+2 Str, Strike Last) can be used one-handed. But, is it intended that other two-handed weapons (Halberd, Flail, etc) can be used one-handed with this skill?

A *No, those weapons rely more on skill. This skill simply represents the brutish strength of the aforesaid Beastman.*

Q I have a henchman group with 3 members. One dies after the battle. Does the rest of the group gain +1 experience for surviving (ie, does the whole group have to survive to gain + 1 Experience point for surviving the battle)?

Q Yes, if at least one member from Henchman group survived, the group gets +1 experience for surviving.

Q Can a Sister of Sigmar use a sling in the shooting phase and then attack with a Steel Whip in the Close Combat phase?

A No! Just because you can attack from a range of 4" with a Steel Whip you must still declare a charge in order to attack with it during the Close Combat phase. Therefore all charging rules apply and you may not attack in the Shooting phase as well as fight in close combat.

Q When the Undead gain an enemy Hero as a Zombie (I can't recall the spell name) it says they get no other skills or equipment. Do they get to keep the skills they already have?

A No, Zombies have no skills.

Q When choosing the Third Arm mutation on my mutant it says that, using this arm I can choose any one-arm weapon... does that include the Sisters of Sigmar Steel Whip? I know it is only available to the Sisters of Sigmar but does the mutation void this rule?

A As long as the Mutant in question has Weapons Training, he can use a Steel Whip, Dwarf Axe, or other one handed close combat weapon in the arm. Of course, the only possibility to get this weapon is if an enemy Hero is captured by you at the end of a battle and you sell him into slavery (some warbands get other options too). In this case you get their equipment, to dispose of as you see fit, including giving it to Weapons Trainees to use.

Q A Mutant has Str 3/ A 1, an extra arm (+1 A), a great claw (+1 A at +1 Str), and a double-handed weapon (+2 Str). He gets 1 attack at Str 4, 2 at Str 5, or 1 Str5 and 2 Str 4. Is this correct? Does it matter if the claw is on an original, or a third arm (especially a gift of the Shadowlord arm)?

A This is not correct. The Great Claw replaces an arm. The text reads "One of the

mutant's arms ends in a great, crab-like claw". The extra attack represents the ability to attack once with the claw and once with a hand weapon in the non-mutated arm. On your mutant above you start out with two arms. You get the extra arm mutation so you have three arms. One of those arms mutates into a claw, so now you have one claw and two arms. The extra arm may be used to wield an additional hand weapon or a shield (this arm may be growing out of his head!). This gives you 1 Str 4 attack with the claw and two at Str 3 attacks with the arms.

General questions

Q Can I take a Lucky Charm or another item before my first battle in a campaign, when I'm starting a new band?

A No, you can't take Lucky Charms from the start. You can't take anything that isn't in your equipment list from the start.

Q Rulebook, page 144 says: As with other new Henchmen, you must pay for all their weapons and armour... OK, I just found a Fletcher with two bows. Does it mean that I can hire new a Marksman and give him one of the bows I have found?

A Yes.

Q If I recruit a new warrior in the middle of campaign, what price of equipment do I pay for him? The price that is listed at my gang rules (he brought the equipment with him from his homeland)? Or the price in the Trading section of rulebook (he came without equipment, I hired him, bought equipment in local trading post and gave it to him)? Or can I freely choose?

A You must always equip any newly hired warriors using the equipment list from your warband.

