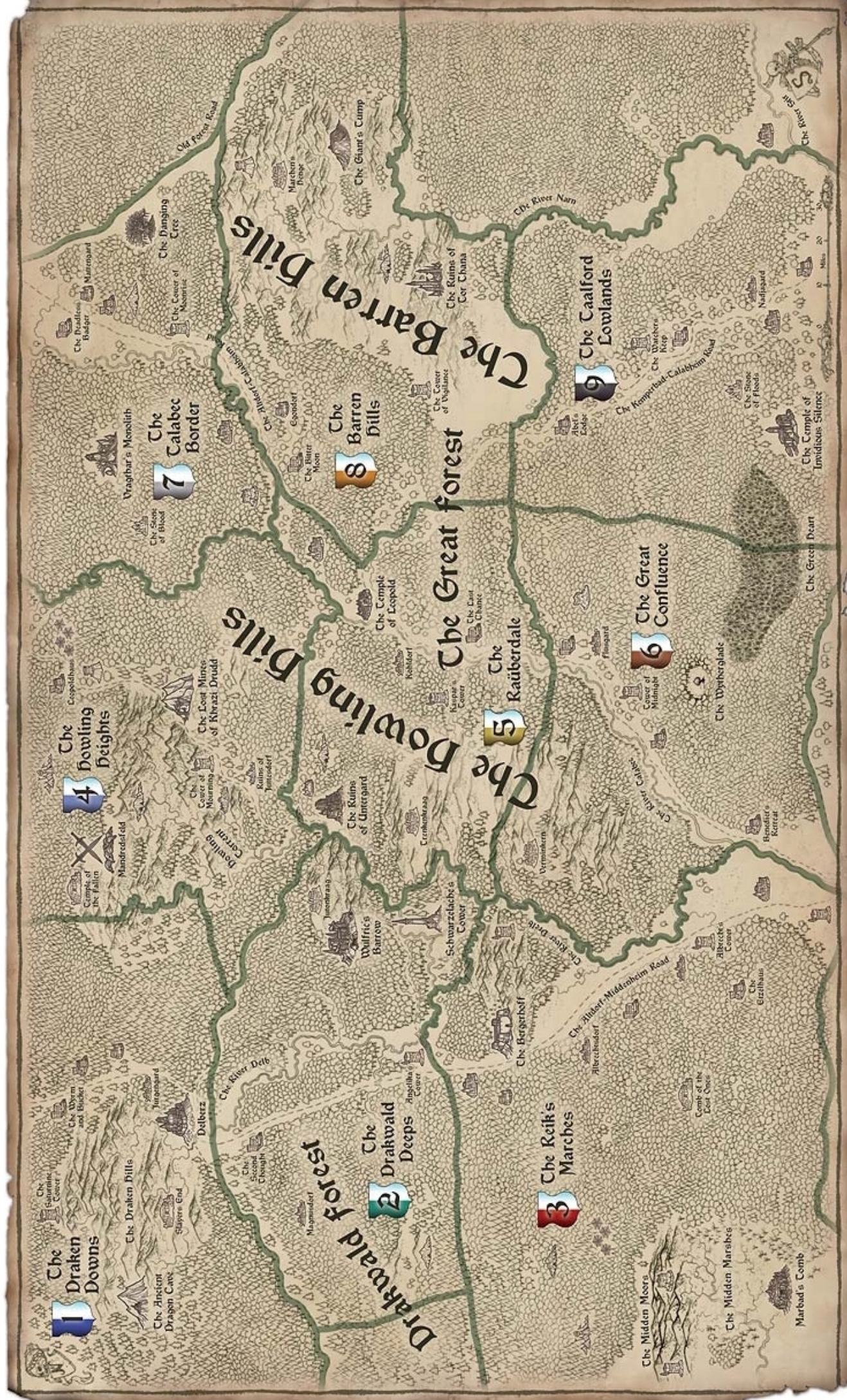




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MORDHEIM

Supplement



1 The Draken Downs

4 The Howling Heights

The Draken Hills

The Lost Mines of Kivazi Druid

7 The Calabec Border

2 The Drakwald Deeps

5 The Howling Hills

8 The Barren Hills

3 The Rauberdale

6 The Great Confluence

3 The Reik's Marches

9 The Caalford Lowlands

The Midden Marshes

The Wytherglade

The Temple of Invidious Silence

Marbad's Comb

The Green Dean

The Shrine of Fledgling

The River Narn

The River Delb

The Ancient Dragon Cave

The Temple of the Fallen

The Shrine of Blood

The Dangling Cree

The Dangling Cree

The Second Chough

The Ruins of Untergrund

The Ruins of the Temple

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Supplement

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Welcome to the Great Forest where the race for the artefact known as the Nemesis Crown has begun.

Lying deep within the heart of the Empire, the locale presents a problem for the Vampire Counts, the Skaven Lords, the Chaos Champions and the other warlords who would search for the fabled relic. Marching an army roughshod through the lands of the Empire would be a foolish and inefficient use of resources. If these races are to scour the very heart of the land then stealth and subterfuge will be required.

And being a dark, dense, tangled and vast area of wilderness, the Great Forest contains many areas too wild and remote for even the Empire's own armies to access. Thus the responsibility for scouring for clues will often fall to small foraging parties, operating beneath the gaze of the armies who march upon the region.

These rules are designed to help you participate in the Quest for the Nemesis Crown campaign with your Mordheim warbands. Besides just being a fun excuse to play Mordheim, remember that your warbands' achievements will make a real difference to the fate of the Crown. Games Workshop will be accepting the results of any Mordheim games played in the setting on their Nemesis Crown website (<http://nemesis.games-workshop.com/>). It's not just for Warhammer players you know!

As well as a number of territorially-themed scenarios, we present a handful of new unofficial warbands - some representing emissaries from the main protagonists of the story: Dwarfs, Orcs and Empire; others represent bands from the local area, such as the sneaky Forest Goblins or men from the nearby city of Nuln. We hope they add colour to your campaign.

All the new rules have been rigorously tested but - with the number of new scenarios, warbands and so on - there will undoubtedly be times when the players happen across situations that are not covered. We trust you to agree on a suitable resolution that all parties are happy with.

Finally if you have any comments or questions then all the developers are regular posters on the Mordheim Yahoo discussion group at <http://games.groups.yahoo.com/group/mordheim> . We'd love to hear your thoughts.

Happy hunting!

*The Mordheim Nemesis Crown
Development Team*

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Wilderness Rules

The hunt for the Nemesis Crown takes place around the area known as the Great Forest, a great expanse of woodland lying deep within the heart of the Empire. This is a vast region encompassing a variety of terrain - dense tangled undergrowth, bleak desolate hills, lonely moorland broken only by great towers of granite, waterways ranging from small brooks to vast unfordable rivers. And trees. Lots and lots of trees.

To represent this, players should use the wilderness rules from Games Workshop's "Empire In Flames" supplement for Mordheim. A free copy of this supplement can be downloaded at:
<http://www.specialist-games.com/mordheim/rulebook.asp>



The background provided in the Empire In Flames supplement provides a strong flavour of the land in which the Nemesis Crown campaign takes place and we urge you to find the time to read it.

The supplement also provides detailed rules on the terrain likely to be encountered: marshes, rivers, forest, etc. We see no point in replicating this work here.

However, as an addition we would recommend the following subdivision of types of woods:

WOODLAND

Unless the scenario dictates, players should agree which stands of trees represent which type of woodland at the start of the game.

Dense Woodland

A stand of trees represents an area of dense forest, where sight is limited to 2". This is the type of woods described on page 13 of the Empire In Flames supplement.

Dense woodland counts as *difficult ground*.

Mounted models may not enter dense woodland without dismounting.

Light Woodland

Here the terrain is wysiwyg (what you see is what you get), i.e. a stand of four trees represents a copse of four trees. To determine if the trees block line of sight you'll need to crouch down and squint through them.

Light woodland counts as *open ground*.

Mounted models may enter light woodland without dismounting.

ILL-GOTTEN GAINS

We also recommend that the Wilderness Exploration Chart be used for your Nemesis Crown games as this represents the kinds of treasure more likely to be found in the forest than in the ruined depraved streets of the City of the Damned.



If you go down to the woods today...

The deep dark woods can be a strange place. The locals who dwell in cleared settlements within the forest tell of mischievous spirits who trick the unwary. Others still tell of areas where the untamed power of the green forest flows raw and unchecked. And tales abound of lost travellers happening across forest-dwellers who are not what they seem.

Whatever the truth of these rumours, the honest pilgrim is urged to take care when straying from the roads of the forest.

This optional table of strange events is intended to add a little spice to Nemesis Crown skirmishes without being too overbearing. Each event is designed to be quick to resolve without slowing the game down. As such, it would be ideal for tournaments or games where the players are short of time.

At the start of each player's turn roll D6. On a six, an event will occur. Roll D66 and refer to the table below to determine precisely which event. No further events will happen during that battle.

For events which affect a random Hero, first roll to determine which side is affected then determine the specific Hero by rolling again.



11. A random hero from each side sees sinister shadows in the undergrowth. He behaves exactly as if he was *All Alone* except he will run in the opposite direction from that he is facing. Warriors immune to psychology may ignore this.

12. Spindly branches grab at a random Hero. He must pass an S test or be unable to move. If he fails he may retry every recovery phase.

13. A random Hero becomes spooked by the forest. He must reroll all successful dice until he passes a Ld test in his recovery phase. Warriors immune to psychology may ignore this.

14. Warriors suddenly become aware that every tree in the area is filled with hundreds of skulls. Every warrior within 1" of a tree (except those immune to psychology) must immediately pass a Ld test or flee directly from the tree during their next movement phase, jumping from heights if necessary.

Any warrior who leaves combat (assuming his opponent isn't also fleeing) must pass an I test or receive one automatic hit.

After the shock of the initial discovery, warriors may behave as normal.

15. An eerie atmosphere pervades the area, giving the warriors the feeling that they're being watched. All models' Ld values are reduced by 1 for D6 full game turns. Warriors immune to psychology may ignore this.

16. There is a torrential downpour of twigs, branches and seeds, as if the trees are attempting to repel the invader. All models take an S1 auto-hit.

21. Rivers of blood. Any rivers on the board suddenly swell violently and burst their banks, running red with the blood of those slain in the forest. All models within 3" of a river must roll three S tests. If all are failed the model is swept away. Remove the affected warriors and roll on the Serious Injury table as normal at the end of the battle.

The rivers return to normal as quickly as they swelled.

22. The trees suddenly become hostile. Every warrior within 3" of a tree must pass an I test or take an S3 hit. The trees then return to normal.

23. An warding spell placed by a forest-dwelling wizard long ago teleports a random Hero to highest point on board. Ha!

24. Concealed trap. A random Hero must pass an I test or tumble into a 2" deep trap. He takes an S2 hit and must pass an I test to rejoin the board. He may



exchange missile fire with any models within 1" of the pit if he does not attempt to climb.

25. A wandering peddler appears at the middle of a random table edge. He moves randomly 8" per turn. The first Hero to reach him may buy a basket of Madcap Mushrooms for 10GC (the warband must have the cash on them, or the Hero may swap items worth 20GC)

26. Faerie Glamour. A random Hero becomes mesmerized by a wondrous object he espies 6D6" away. He will run (irrespective of enemy models within 8") until he gets to it. If he breaks from HTH he must pass an I test or receive one automatic hit.

Every recovery phase *after the first* he may attempt a Ld test to break the spell. If he reaches the object he discovers it is merely a mirage, and may now behave as normal.

31. One random Hero finds a golden feather from a rare Wekki bird nesting in this area. This enables him to fly for the duration of the battle. He must end each movement phase on solid ground though.

32. A random Hero disturbs a forest mammal scuttling among the undergrowth. It bites Hero for one automatic S3 hit before disappearing into its burrow.

33. Loose branches fall from an ancient twisted oak tree. A random Hero takes an S4 hit.

34. One random Hero on each side becomes Possessed by a mischievous forest spirit. For one turn the affected warrior is run by his opponent (who may not have him commit suicide).

35. Those cheeky forest Spites are up to their tricks. A random Hero teleports 3D6" in a random (horizontal) direction. He will not leave the board (place him at the edge).

36. The magic of the wild is strong here. All warriors legs elongated and they grow hooves for the remainder of the battle. Every model gains +1M. Animals are not affected.

41. A crazed leper, forced to wander the forest having been driven out by his townsfolk, will pester the warbands for a cure. Place him centrally. He moves 4" in a random direction at the beginning of each player's turn. He will desperately plead for deliverance from the first model with whom he makes base contact.

The beleagured model may easily put him out of his misery (he's a defenceless loony). However, that model must pass a T test or be forced to make a Serious Injury Roll at the end of the battle, irrespective of whether he went OOA (if he goes OOA he must make two Serious Injury Rolls)



42. This area was once a sacred grove. Both Leaders (or acting Leaders) are filled with the raw power of nature. Both double all their stats except Wounds & Leadership for one game turn. Thereafter they must both pass a Ld test in their respective recovery phases. If a Leader fails this test then he will return to normal.

43. Wild Magic. This part of the forest is rich in natural magic. For the next D6 full game turns, apply the Wild Magic rules below:

Each time a model attempts to cast a spell or prayer, roll on the following chart first to determine what effects the spooky forest has on his spellcasting:

D6	Effect
1	The model is overloaded with power and may cast no spells or prayers this turn.
2	+1 Difficulty on any spell or prayer attempted this turn.
3	The range of any spell or prayer the model casts this turn is halved. Note that this has no effect on a spell or prayer that doesn't have a range (like a spell or prayer centered on the caster).
4	-1 Difficulty on any spell or prayer attempted this turn.
5	The range of any spell or prayer the model casts this turn is doubled. Note that this has no effect on a spell or prayer that doesn't have a range (like a spell or prayer centered on the caster).
6	The model may direct his spell or prayer at two targets within range instead of one. Spells or prayers that affect the caster may be directed at another friendly model within 6" as well.

44. A bent old man dressed in grey appears at the centre of a random table edge (roll as for the Surprise Attack scenario on page 133 of the Mordheim rulebook. The player whose turn it is may nominate which edge is "1").

The old man has something on his mind: he mutters to himself and is seemingly oblivious to the warbands. In each player's Movement Phase he hobbles 4" directly towards the centre of a different random table edge (roll D3 to determine), skirting any obstacles by the shortest route.

This mysterious hermit is charmed: no hand-to-hand attacks, missile weapons nor spells will affect him. In addition, any nearby warriors will benefit from this charm. Any model within 2" of him is immune to the effects of spells, prayers or missile weapons (but not hand-to-hand combat).

45. The battle is taking place around a shrine to the forest god, Taal. The spirit of Taal possesses the warriors in a frenzy of blood-lust. Every model's M stat is doubled for one full game turn.

46. The magic-users and prayer-casters in the area draws the attention of the Taal. All Spells & Prayers known by the casters go off automatically, affecting the nearest model whether friend or foe.

51. Thick fog penetrates the forest. Visibility (meaning missiles, spells & charges) is limited to 3D6". Roll D6 in each player's recovery phase. On a 6+ the fog clears permanently. Add one for every such roll previously made.

52. Pretty white flowers spring up from the ground, releasing fragrant pollen. Every model must immediately pass a Toughness test or become *knocked down*.

53. The spirit of the forest exudes a fearsome, almost tangible, dread on the warriors near its perimeter. All Henchmen not in hand-to-hand combat must pass a Ld test or move at full speed (irrespective of enemy models within 8") directly towards the edge of the board. Any model leaving the board may re-appear at the point he left during the following turn. He may not charge on the turn he re-appears.



54. A murder of crows flies overhead, cawing noisily...a very bad omen! For the next full turn, each player must reroll all successful rolls he makes for his warband (this includes rolls to hit, to wound, armour saves, Leadership tests, etc.).

55. A random warrior spies a nubile young lady in the woods at the edge of the battlefield. He must immediately move as quickly as possible toward the nearest board edge (leaving combat as necessary...any model leaving combat receives automatic hits from his opponent!). If he makes it off the board edge before the end of the game, he is gone for the rest of the battle, but returns for the next game. He gains one extra experience point.

56. A random warrior suddenly notices strange patterns in the trees and rocks nearby...he has gained insight into the spirit of the forest. No effect this game, but if the next game is also set in the wilderness, his warband may automatically choose sides.

61. A random warrior spies a White Hart in the woods...a very good omen! That warrior may reroll all failed rolls (to hit, to wound, armour saves, etc.) for the next D3 turns.

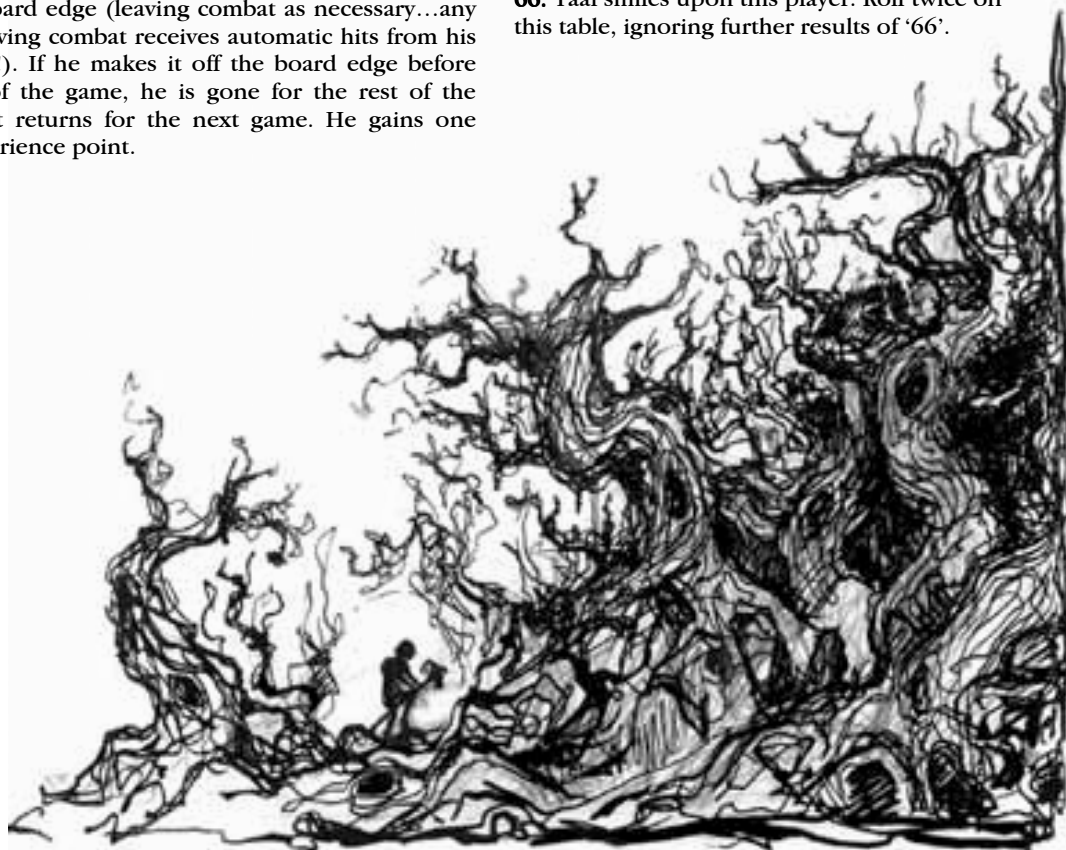
62. One (randomly determined) warrior upsets a nest of hornets (at least they LOOK like hornets...). That warrior and every model within 3" of him (and anyone they are in combat with) may do nothing until the start of this player's next turn.

63. A White Woman appears in the air above the battlefield...a very bad omen! Each warband must automatically let their opponent choose the deployment area in their next game. If they play each other, determine setup areas as normal.

64. Meddlesome forest sprites play their tricks on a random warrior, and his weapon disappears! He must resort to a backup weapon (or his fists if he hasn't got one). Assuming he's still alive at the end of the game, roll a D6: 1-3 = his weapon is lost; 4-6 = he finds his weapon leaning up against a tree as he walks away from the battlefield.

65. Something spooks the animals of the forest and they stampede through the playing area! All models from both warbands can do nothing until the start of this player's next turn as they try to dodge claws, hooves and horns

66. Taal smiles upon this player. Roll twice on this table, ignoring further results of '66'.



The Scenarios



Each of these new scenarios is designed to tie in with a specific region within the Nemesis Crown campaign map. That said, players should feel free to adapt these as they wish.

Territory	Suggested Scenario
The Draken Downs	Scenario 1: Nightfall
The Drakwald Deeps	Scenario 2: The Necromancer's Tower
The Reik's Marches	Scenario 3: The Warmachine
The Howling Height	Scenario 4: The Lost Mines of Khrazi Drudd
The Rauberthal	Scenario 5: Last Orders
The Great Confluence	Scenario 6: The Flood Plain
The Talabec Borders	Scenario 7: The Shifting Paths
The Barren Hills	Scenario 8: Fowl Play
The Taalford Lowlands	Scenario 9: The Wild Wood

You won't find instructions for running a Nemesis Crown based campaign here - that bit's up to you. However we hope this healthy slew of new scenarios will serve to inspire your imagination.

While each of the scenarios will stand alone, there's no reason why you can't use them to steer your campaign in a particular direction. Many of them refer to intriguing locales, characters or special items. An imaginative moderator should have no problem making use of one of these as story hooks to propel the campaign forward.

Remember that the area covered by the map is equivalent to a European country. It follows that the warbands are likely to spend some time investigating and exploring each of the territories before moving onto the next. Artefact hunting is a time-consuming business.

Scenario 1: Nightfall

Deep within the Great Forest dangerous creatures prowl after dark. Each human settlement protects itself by erecting a stout wall around its perimeter, the gates of which are locked shut at night.

It may happen that a warband becomes delayed until after nightfall. Should this happen, the only way for them to access the sanctuary of the village is by scaling the wall.

Other more sinister bands may attempt to climb the walls in order to loot and pillage the village while it sleeps.

TERRAIN

The scenario should be played on a 2' x 4' board. On the board place trees, ruins, rocks and any other terrain you wish.

One of the board's short edges represents the only reasonably accessible section of the village's protective wall. You may wish to place wall sections along this edge, although they will have no real effect on the game.

DEPLOYMENT

Divide the board into imaginary quarters.

Both players roll D6, the player with the higher result deploying first within one of the board quarters furthest from the town wall. His opponent sets up within the remaining board quarter that lies furthest from the town wall, but not within 8" of enemy models.

STARTING THE GAME

The warband whose troops move the slower takes the first turn. Undead's troops are classed as having M4. Where each warband has the same movement each player rolls D6, with the higher number takes the first turn.

SPECIAL RULES

To break into the village, models must first scale the wall. The wall is 4" high. Remember that to begin climbing, a model must first be within base contact with the wall. A model who fails his second climbing roll is assumed to fall 2" to the ground.

Mounted warriors must dismount before attempting to climb

Once upon the wall the models are assumed to climb down the ladders on the other side and enter the village safely. These models may not return to the board.

WINNING THE GAME

Due to the importance of entering the town there are no rout tests.

As night falls, the forest becomes too dark to see anything. At this point the game ends. From the end of game turn six, roll on the following table to determine when this happens.

End game turn six:	6+
End game turn seven:	4+
End of all subsequent turns:	2+

The winner is the warband with the most models in the village.

EXPERIENCE

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

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

+1 Wall Scaler. Any Hero successfully scaling the wall gains +1 Experience

Scenario 2: Enter the Necromancer's Tower

The locals in the area of the Drakwald Deeps tell of an isolated tower far far away from the comforts of civilisation. Known as Schwarzlache's Tower, it is said to be the dwelling of an evil Necromancer. Rumours have it that the Necromancer has recently left his tower to assist an accursed Vampire as he musters his forces for the Nemesis War.

The warbands figure that there must be some easy pickings to be had while the wizard is away. What they don't know is that he has set a number of guards and wards to protect his lair.

TERRAIN

Set the table for a wilderness battle, including hills, tors, trees, streams and anything else the players wish.

In the centre of the board should be placed a building to represent the tower.

DEPLOYMENT

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

SPECIAL RULES

The wizard's wards will cause the following effects on any warband that dares venture within the vicinity of his tower.

Blast of Schwarzlache: At the beginning of each player's turn roll D6. On a 4+ this spell will activate. It has a range of between 12" & 48", measured from the edge of the tower.

Place a 5" circular template over the nearest standing model that lies within the range. Models in hand-to-hand combat are valid targets. If two or more models stand the same distance then roll to see which one will be the target. The enchantment power is weakening and hence the spell will *always* scatter 2D6" from its intended target, even if a "hit" is rolled.

A model directly under the centre of the template will suffer D3 x S6 Wounds. Any models under the rest of the template receive 1 x S3 Wound. Models partially covered will receive 1 x S3 Wound on a 4+. Armour saves apply.

Bolt of Schwarzlache: At the beginning of each player's turn roll D6. On a 4+ a bolt of raw energy will shoot forth from the tower. It will be directed at the farthest standing model. If this model is in hand-to-hand combat then randomise to determine which combatant is hit. Note that there must be a line of sight between the tower and the target model.

The bolt hits on a 3+, although it suffers to hit penalties for cover and long range

exactly as if it were a missile. The bolt has Strength 3 and a range of 48", measured from the edge of the tower.

March of the Dead: At the beginning of each player's turn roll D6. On a 6+ a Zombie appears at the door to the tower. During each player's movement phase, any Zombies will shuffle 4" towards the nearest standing model. Once within 8" the Zombies will charge the nearest standing model. The Zombies have the same stats as in the Undead warband.

ENDING THE GAME

The Necromancer's wards and spells will cease as soon as one warband fails a rout test. The remaining warband must take any existing Zombies Out Of Action, although no more will appear. If they succeed in doing this then they have won the game.

Note that it is possible for both warbands to fail their rout tests before the game ends. In this case, the game is a draw.

REWARDS

Both warbands may explore the area as normal.

In addition, the winning warband will find a Tome of Necromantic Magic. This may only be used by non-good warbands. If given to a Hero with the Arcane Lore skill, that Hero may learn a random Necromantic spell. Unless the Hero is part of an Undead warband, reroll any dice that indicate "Re-animation" or "Call Of Vanhel".

Imaginative campaign moderators might wish to consider that the Necromancer may want his tome back at some point in the future.

Good warbands may sell or destroy the tome. They will receive 50gc for their troubles.

EXPERIENCE

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

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

+1 Per Enemy Out of Action.

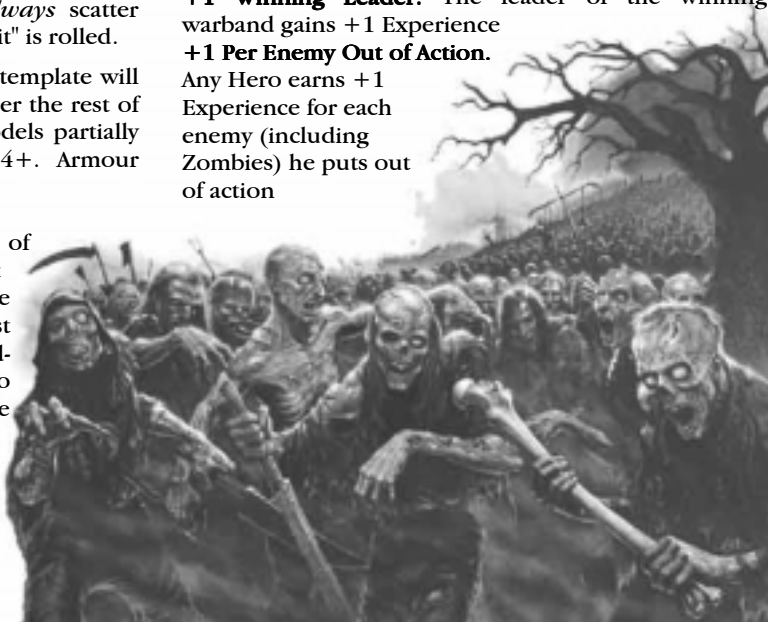
Any Hero earns +1

Experience for each

enemy (including

Zombies) he puts out

of action





Scenario 3: The Warmachine



Word reaches the warbands of a ruined fort once occupied by a regiment of the Empire's finest. Repeated raids from the nefarious creatures of the forest decimated both their numbers and their morale, causing these hard-pressed men to abandon their post. They took with them all they could carry but left behind a fully-functional mortar, too large to transport in their haste.

The warbands have heard rumours of this mighty warmachine and are putting into action plans to salvage it. It would no doubt be useful for their kinsmen in the Nemesis War.

TERRAIN

Set the table for a wilderness battle, including hills, tors, trees, streams and anything else the players wish.

In the centre of the board should be placed a building to represent the ruined keep. A model to represent the mortar should be placed within.

DEPLOYMENT

The warband with the lower warband rating may choose to be the Attacker or the Defender.

The Defender sets up first inside, or within 2" of, the ruined keep.

The Attackers may deploy up to 8" of any table edge. They may spread themselves around as many table edges as they wish.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn.

SPECIAL RULES

A lucky find: Creeping through the undergrowth, the Attackers discover a Hochland Long Rifle, presumably dropped by the garrison soldiers in their haste to leave. It has all the normal rules of such a device (page 49 of the rulebook). However, having been left exposed to the elements, the rifle is filled with worms and corrosion - apply the optional Blackpowder Misfire rules (page 164).

The rifle is of elegant design and is surprisingly easy to use. Any model capable of using missile weapons may fire the rifle. However, if the rifle is not on the model's weapons list then subtract 1 from their BS value.

The Mortar: The Defenders have full use of the mortar. Its rules are as for a Warhammer mortar, summarised below.

One model capable of gaining experience must be standing in base contact with the mortar in order for it to be fired.

At the start of the Shooting Phase the Defender must nominate a direction that the mortar will fire. Before measuring he must state how many inches it will fire, between 12" and 48". Measure the distance, placing a large 5" Warhammer template at the appropriate point.

To see where the shell lands roll both a Warhammer scatter dice and a Warhammer artillery dice. Unfortunately the mortar is rusted and long overdue a

maintenance service. It will always scatter, even if the scatter dice indicates a HIT.

The scatter dice indicates the direction that the shell veers off in. Move the template the distance indicated by the artillery dice.

Models under the template receive one Strength 3 hit with a -1 armour save modifier. Models partially covered by the template must roll D6. On a 4+ they too are hit as previously described.

Models directly under the template's central hole receive a Strength 6 hit causing D3 wound, with no armour save allowed.

If a MISFIRE is indicated on the artillery dice then roll a D6 and consult the table below:

D6	Effect
1	Boom! The mortar shell explodes before it is fired. The mortar is destroyed and the crewman taken Out Of Action.
2-3	Dud. The fuse fizzles and the gun fails to fire. It takes a complete turn to replace the shell, so the mortar cannot fire this turn or next.
4-6	Short fuse. The shell explodes in mid air, so the shot has no effect this turn.

WINNING THE GAME

The winner is the last warband to rout.



REWARDS

Both warbands may explore the area as normal.



If the warband carrying the Hochland Long Rifle fled then roll D6: on 1-3 they dropped it in their haste to escape. Otherwise they may keep it. However, months of neglect have left it somewhat defective. Roll on the Blackpowder Misfire Chart (page 164 of the rulebook) every time a "1" is rolled to hit.

The winning warband may keep the mortar. The simplest option is to sell it for 40gc. On the other hand the campaign moderator may prefer to build this into his story. Maybe the warband wishes to make use of the fort as a base camp, with the mortar for extra security. Maybe a scenario could be devised with the warband attempting to drag the mortar across open countryside to be sold at the nearest black market. Maybe the Empire will eventually despatch some long-awaited reinforcements to the fort, and they want their gun back.

We leave it up to you.

EXPERIENCE

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

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

+1 Per Enemy Out of Action. Any Hero earns +1 experience for each enemy (including Zombies) he puts out of action



Scenario 4: The Lost Mines of Abrazi Drudd



There are many miles of abandoned mines beneath the Great Forest. In particular, the region known as the Howling Heights contains many derelict shafts now depleted of their precious ores and abandoned by the Dwarfs. In their stead have moved many creatures of the dark, making these perilous places indeed. But there is still much treasure to be found within for those warbands either brave, greedy or unwise enough to seek it.

In your campaign your warbands may wish to explore the mines of the area in greater depth. Almost all of the existing Mordheim scenarios can be played here, the claustrophobic tunnels lending a unique flavour to the battles. Below is a list of suggested rules to cover such battles, taken from the Khemri rules. The original article can be found at <http://www.specialist-games.com/mordheim/articles.asp>.

GOING UNDERGROUND

Those of you who have played Warhammer Quest will remember the fun of exploring dungeons and encountering all manner of evil creatures in the depths. You can also play Mordheim games in dungeons using the following rules. These rules are applicable to any setting including Mordheim, Khemri and Karak Azgal (a fallen Dwarf stronghold).

FIGHTING IN TUNNELS

For the most part fighting skirmished in the confined tunnels of a Khemrian tomb or a Dwarf stronghold follows the normal rules for fighting in city streets. There are however a few additional restrictions on movement:

Large Creatures. Large creatures (Ogres, Trolls or mounted models) can move and run normally in rooms and halls but cannot run in tunnels, as they have to stoop. If they charge in a tunnel they are limited to normal movement.

Flying. Flyers may fly only in rooms and caverns where there is more height. In tunnels they must walk or if there is no normal move characteristic corresponding to walking then half movement.

Blocking tunnels. Space in tunnels is limited, for a model to pass by another there must be a gap equal to the width of the passing models base. This is especially important to prevent models charging around the back of an enemy who is blocking a passage. In three-dimensional terrain it is easy enough to obey but care should be taken when playing on two-dimensional tiles.

Narrow passages: On occasions the corridors will be as narrow as 1". These are often the secret passages linking other locations. As they are so narrow only models with 20mm or 25mm wide bases will be able to creep along them. Running is not possible. Large creatures such as trolls and ogres will not be able to enter a narrow passage at all.

UNDERGROUND TERRAIN

There are several ways of simulating tunnels and catacombs in which to fight. The simplest is the tile system used by Warhammer Quest. If you have access to that game you can lay out a dungeon by taking turns to place a tile which links onto a previous one. If you prefer to explore an unknown dungeon then use the rules below for randomising tiles. If you don't have the Quest tiles then they can be reproduced as simply as cutting rectangles from cereal packets.

For a regular dungeon player (and it can become addictive) then it is worth constructing a set of 'Foot Tiles'. Each player builds 8 tiles 1 ft square (hence the name) which can be laid out to fill a 4' x 4' table in a variety of ways. The tiles are made to standard dimensions and are hence compatible whoever builds them. The simplest can be painted onto a flat piece of card or board. I have made a simple set by sticking photocopies of Quest tiles onto cork floor tiles. Those of you who visited Games Day UK may have seen our demo table with fully modelled 3D scenic modules.

EXPLORE AS YOU GO

These rules are for placing Warhammer Quest dungeon tiles for underground scenarios. Each player starts with a small room at one corner of the table. From here they will build the Tomb as they go, unless a scenario states other wise. Also a large room is placed in the centre as the objective, unless stated otherwise in the scenario. Start each turn by rolling to see what type of tile you may place on the board and then roll a d6 to find out where to place it. When adding a tile it must:

1. Be off the end that is not connected to a previous tile
2. Connect to the tile you most recently placed
3. Not go off the table

Roll a d6 to determine onto which edge of the last tile the new tile is placed, (eg: the last tile you placed was a hall. Select each side to be a different value 1-2 left side, 3-4 end, 5-6 right side after you roll for the edge place the tile connecting to that edge.

You may connect to other halls, rooms, etc. but you should never end up going off the table.

Roll 2d6 to find out what type of tile you may place on the board:

- 2 Large Room
- 3-6 Hall (corridor)
- 7-8 T junction
- 9-11 Small room
- 12 is your choice



FOOT TILES

Foot Tiles are modular terrain sections for use in tunnel settings. They are meant to be portable as well as functional. Each foot tile is a 12" square piece of terrain for use in underground scenarios. The rules for creating them are a standard for creating modular terrain.

There are several advantages to using standardised tile rules. The foremost of which is that each player can

build terrain that is 'favourable' to his (or her) style of play. A player with a 'shooty' warband is going to want some areas with long corridors that he (or she) can take advantage of. A player with a 'goon squad' of hand-to-hand warriors is going to want lots of short hallways and areas roomy enough to set up a good skirmish line in. Both players can get what they want, provided they build it.

Which points the way to another advantage of the foot tile standard. Every time a player plays against a previously unmet opponent, the challenge of the table's layout is renewed. If both the players are playing warbands that prefer to kill at a distance, the foot tile standard will generate a table with lots of long hallways to shoot down (making both players happy).

If both players are using warbands that go for getting 'stuck in', the table will be a labyrinth of turning hallways (again, making both players happy). If the players split in their warband fighting styles, the table will have elements of both.

The last point in favour of using this standard is one of simple mechanics. If everyone is working off the same standard, then the Set Up rules for any scenario can take the standard into account as they are being written, allowing for a more robust cross-section of scenarios. By allowing part of the tabletop to use more traditional terrain a large underground gallery can be created.

This would allow for a scenario that takes place in a Great Hall, Calendar Chamber, or Treasure Store Room and the corridors around it. In essence, the standard allows a 'short-hand' method of describing very complex areas of the underground setting.



Building the modular terrain for the Foot Tile Standard follows these rules.

1) While it would be nice for each tile to be exactly 12"

by 12", some allowance has to be made for the fact that the tiles are not likely to be perfectly square or sized. If the tile is fractionally under measured then it will still work fine. So the tile should be as close to 12" x 12" without exceeding that measurement. If there is to be fractional error, the must be fractionally LESS than 12".

2) All tiles are to be built with the exit/entrance points CENTRED on the tiles edges and all exit/entrances should be 2" wide. Again there will be some error in measurement but errors in the 'doorways' between tiles will not cause the table to 'warp' (so they are much less critical).

3) The minimum width for a hallway is 2". This allows two 20mm or 25 mm base models or one monster base model to effectively block a hallway and still leaves a little room to get your fingers in and move models without grazing them off of one another.

4) The measurement between the most distant exits MUST be no greater than 20". This is to prevent players from creating filigree labyrinths pieces that would take a dozen turns to cross and screw up time based scenarios.

5) No section of the tile can cause a 'dead end'. Please note that if a pair of tunnels that cross 'over and under' each other, but never join is still acceptable.

6) Each player is required to have 8 tiles. Of the eight tiles, 5 of them MUST have four exits. The remaining 3 must have three exits.

7) The tiles may have terrain that builds 'upward', but the tile's height should never exceed 6" and the area of the 'floor space' may not exceed 216 square inches. This allows that a tile may be built that has a 'second story', but the area it covered could not exceed 1/2 of the 'first floors' area.

As long as the 'terrain' created adheres to these rules, the players may build on the tile as they choose. While I would like to see players create their own layouts in three dimensions by placing walls on the tile, drawing and colouring them would do. People who feel that their modelling/painting talents are limited could colour copy or scan the tiles from WH Quest and paste them to the tile.

By agreement with your game group you may also create larger chambers of maybe 2' x 1' or even 2' x 2'. These larger rooms should still confirm to multiples of the standard dimensions for any doorways. As large underground chambers they should have lots of pillars holding the ceiling up and lots of other cover. Think of the amount of cover you would expect in Mordheim.

You may also want to create special 'objective rooms'. These are rooms containing a special feature, which is used as a scenario objective. These may be tombs, treasure chambers, a monster's lair or maybe a prison. These rooms are a good excuse to use your imagination and go to town with the detailing.

Underground Scenarios

In general any Mordheim scenario which can be played in the streets of a ruined city can also be played in the tunnels and chambers of an underground dungeon. There are just a few things that need to be changed.

Entrances: When a scenario refers to deployment on a table edge, it clearly isn't possible as there are no distinct edges in a dungeon. Whichever way you construct your dungeon there must be at least one entrance per warband. Treat each entrance as a potential deployment zone. The warband should all be placed within 8" of the entrance doorway. Either the player can choose an entrance in the same way as he would a table edge or you can randomise the entrances. Place one of those numbered counters that came with the Mordheim box set, adjacent to each entrance and roll a D6. If you roll a non-existent entrance then re-roll. If the entrance is already occupied by a warband then also re-roll.



Exits: One of the nasty things about dungeons is that as soon as you enter, the door slams shut behind you. If there is a need to get off the table with treasure or for a breakthrough etc., then it should be done via a different entrance unless the scenario says otherwise.

Rooms: Where the scenario calls for the occupation or searching of a building then treat a room as a building. A room is any space 3" or wider in both directions. When placing treasure markers you can either randomise the rooms or randomise the entrances to deploy. Either way it prevents one side taking advantage of the setup.

The following are examples of how certain scenarios are affected. Unless otherwise stated, the scenarios follow the instructions given in the Mordheim rulebook.

1. Defend the Find

The dungeon is laid out with a large objective room at the centre. The objective room should have at least three entrances, more if possible. The defending warband is deployed first, inside or within 6" of the objective room. The attacker is deployed within 6" of any one or more entrances. The game ends if at the end of the defender's turn the attacker has more standing models inside the objective room than the defender. Alternatively, when one warband fails its route test the game ends.

2. Skirmish

The warbands are each deployed at a random entrance and fight until one warband routes.

4. Breakthrough

The attacker deploys within 8" of a chosen entrance. The defender may then deploy anywhere in the dungeon at least 14" away from any attacker. The attacker wins if two of his warriors leave the dungeon via an exit other than the one they entered by.

7. Hidden Treasure

The warbands are deployed within 8" of a random entrance. Warriors (not animals) must search for treasure by exploring rooms. As soon as a warrior enters a room roll 2D6. On a roll of 12 the treasure is found. Warbands may not search the room in which they start. If the treasure is not found when there is only one room left, then it must be in that last room. The warband must then get the treasure chest out of the dungeon via an exit other than the one they came in at.

9. Surprise Attack

The defending player determines which warriors are available at the start of the game according to the instructions in the rulebook. The models are deployed anywhere within the dungeon but must be no closer than 8" to another model. No model may be deployed closer than 8" to an entrance. The attacker is deployed within 8" of a random entrance. When defender's troops appear after the first turn they arrive through hidden passages. Number the rooms within the dungeon (place Mordheim numbered tokens) and randomise, which passage each hero or henchman group, arrives through.

Using these principles, almost any Mordheim scenario can be adapted to playing underground. You may also wish to make up your own based on them. Oh, and if you want to try a multi-player scenario then try Monster Hunt from Best of Town Cryer. The Troll Slayers love that one.

The Lost Mines of Khrazi Drudd

The mines of Khrazi Drudd were excavated long ago by Dwarfs seeking iron and other less common ores. It was within these long-abandoned workings that Alaric the Mad chose to hide the Nemesis Crown.

As the centuries passed the mines collapsed, and it was only when the Howling Hills were afflicted by a great earthquake that the mines were uncovered once more. It is here that a band of Dwarf miners happened upon the Crown, itself later stolen by a black-hearted Night Goblin.

The warbands have decided to investigate the old mines in the hope of finding further clues to the Crown's whereabouts.

TERRAIN

Unlike normal games of Mordheim, where the board edges are largely open, this game takes place underground, where most of the board edges are solid rock!

Each player takes it in turn to place a piece of terrain; most terrain for this scenario should be tunnel sections, with perhaps a few scattered small (6"x 6" maximum) rooms or other open areas. You can find suitable corridor PDF files at:

<http://www.specialist-games.com/assets/Dungeonbowl.pdf>

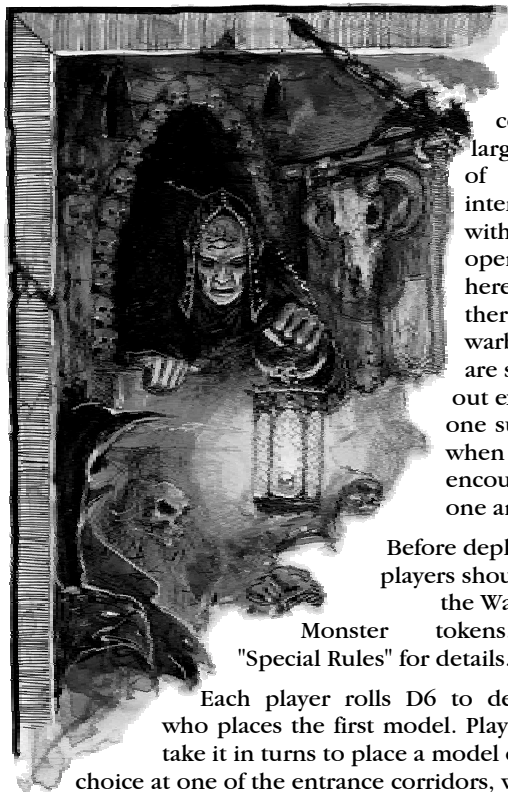
The table may also include piles of rubble, old mining equipment or anything else the players feel appropriate. The walls of the mine are covered with a strange luminescent fungus that provide sufficient light for the warriors to operate.

We suggest that the terrain is set up within an area roughly 4'X4', or 4'X6' for multiplayer games.

Each board edge must have at least one entrance tunnel section crossing it, preferably more.

DEPLOYMENT

There are several sections of tunnels in the old mine that resemble vast mazes. The dwarf mine networks all



consist of large areas of corridor interspersed with small open areas here and there. The warbands are spread out exploring one such area when they encounter one another

Before deployment, players should place the Wandering Monster tokens. See "Special Rules" for details.

Each player rolls D6 to determine who places the first model. Players then take it in turns to place a model of their choice at one of the entrance corridors, within 8" of the table edge, according to the following rules:

- A model may not be placed in a corridor where there is already an enemy model
- A model must be placed at the corridor containing the least number of friendly models. Where two or more corridors have the same number of friendly models, the player may choose.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

SPECIAL RULES

Labyrinth: Warriors may leave the board by any of the tunnel sections on the board edge. If they do so they appear at another randomly-determined board edge tunnel section after 1D3 of that player's turns spent off the table. Begin counting with the turn the model leaves the table (so it is possible for the model to return that player's next turn).

Wandering Monsters: All sorts of strange creatures dwell in the abandoned mine shafts.

Prior to deployment, each player should take it in turns to place a total of 2D3 counters. Whenever a model moves within 2" of a counter, roll 2D6 and consult the table below.

2D6 Effect

- 2 Troll.** Whilst you can't avoid combat you do strike first
- 3 Orc.** Compare Initiative to determine who strikes first
- 4 A lone Goblin.** Compare Initiative to determine who strikes first
- 5 Giant Rat.** Stats as per the Skaven band. The rat counts as charging
- 6 Spider Webs.** The model must make a Strength test at the beginning of its turn before it can move on. If attacked he may defend himself but may not strike back
- 7 Pah, nothing!** You're jumping at shadows. Nothing to see here.
- 8 Lucky Find.** You find D6 gold crowns. End your move as you gather them.
- 9 Oops!** A pothole causes you to trip. The model is knocked down.
- 10 Aggh!** Something scuttles up the model's leg. Make an all Alone test or run screaming as per test.
- 11 Come back yur!** A snotling leaps from the dark and snatches a shiny piece of equipment (randomise from the model's equipment) and runs 2D6" away from the model. Place a snotling on the board. After the warband's next phase it disappears into the darkness, never to be seen again. If it is hit (by hand-to-hand or missiles; WS1, S1, T1) before then, it drops the item - place a marker to represent it. The item may be picked up by any model that ends their movement next to it.
- 12 Troll.** Whilst you can't avoid combat you do strike first.

The statistics for the Orc, Goblin and Troll are as in the Orc warband. The Orc is a Big'Un. The Orc and Goblin are armed with a club and a shield.

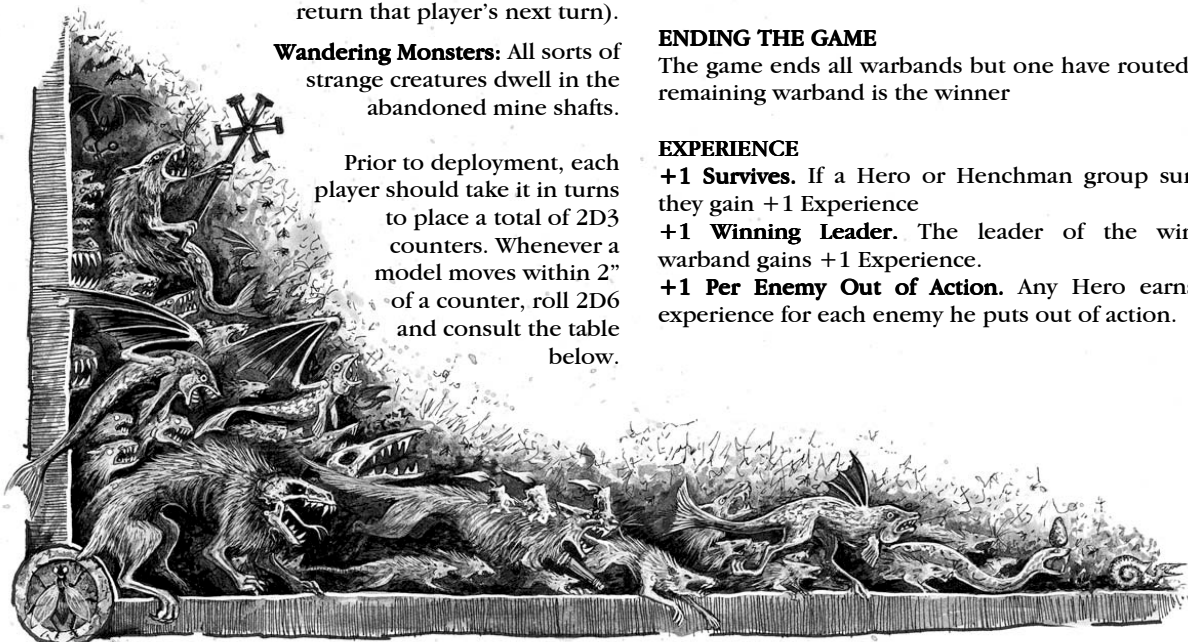
If the Goblin, Orc or Troll wins a fight they will move as quickly as possible towards the nearest table edge (measuring along the corridors) - they will not finish off Stunned or Knocked Down models as they want to escape the area. As they attempt to leave the table they will charge any model in the way if necessary. Giant rats disappear into the darkness when their fight ends.

ENDING THE GAME

The game ends all warbands but one have routed. The remaining warband is the winner

EXPERIENCE

- +1 Survives.** If a Hero or Henchman group survives they gain +1 Experience
- +1 Winning Leader.** The leader of the winning warband gains +1 Experience.
- +1 Per Enemy Out of Action.** Any Hero earns +1 experience for each enemy he puts out of action.





Scenario 5: Last Orders!



Your warband is scouring the Raubertal region, and has decided to take a short respite from their quest at the local watering hole – The Last Chance Inn, a notorious haven for the scum of society, where all manner of low-lives and ne'er-do-wells rub shoulders. And that's just the warbands!

The inn is known locally as a particularly seedy establishment (which is really saying something in a haven of scoundrels like the Raubertal!), but one that puts a premium on security. Between the Ogre bouncers and the confiscation of your weapons, you don't expect much trouble here. Of course, that drunken Halfling at the end of the bar seems to be looking for trouble...

TERRAIN

This battle takes place inside a large inn. The layout of the inn is ultimately down to the players and the terrain that they have available, although we would suggest the following:

The battlefield should consist of 2-3 small (at least 1'x 1', and not more than 1 1/2' x 1 1/2') areas. Each area represents a level of the inn.

The "ground level" should be the pub itself, and should be relatively open, with a bar, a few tables and several chairs scattered around, stairs at one wall that lead to the upper level, and probably a fireplace.

The "second level" (as well as a third level if you desire) should consist of a series of rooms off a main hallway. Each room should have a small bed, but keep the number of other furnishings to a minimum. Do not forget to include an area to represent the top of the stairs from below (and a set of stairs to the next level if you have one!).

Suitable floor-plans can be downloaded at <http://www.specialist-games.com/assets/BrewhouseBash.pdf> or <http://www.specialist-games.com/assets/Dungeonbowl.pdf>.

Note that models may always attempt a Diving Charge from the tables and bar, irrespective of the true height of the furniture.

SPECIAL RULES

Unarmed: All weapons have been confiscated for this game. If a player wishes, he may have any fighter who owns one to attempt to sneak in a dagger. If this is tried, roll a D6 for that character – on a 4-6 the attempt succeeds, and he gets his dagger; however, on a 1-2 the character has been caught trying to sneak a weapon in, and is banned from the pub (you cannot use him this game)! No other weapons may be sneaked in.

Improvised Weapons: Not being able to bring their weapons with them doesn't mean that the warriors cannot make do with what is available in the pub itself though. At the start of any turn, a fighter can try to find some sort of blunt implement from a nearby table to use as a weapon (this could be a beer mug, a plate, a large wooden cooking spoon, or even the local codger's walking stick!). Only warriors capable of gaining experience may attempt this.

If this is attempted roll a D6 – on a 3-6 the fighter finds something suitable, but on a 1-2 nothing close by will work and the warrior will have to make do with his fists. A warrior MAY search for such a weapon if in combat, but if he does so he will strike LAST in that round (regardless of whether or not he found something). If a weapon is found, treat as a Club with the following characteristics:

Range: Close Combat; **Strength:** As User; **Special Rule:** +1 Enemy Armour Save, Concussion, Breakable

+1 Enemy Armour Save: As the equivalent rule for Daggers and Fists in the Rulebook.

Concussion: As the equivalent rule for Clubs in the Rulebook.

Breakable: If the warrior attempts a close combat attack with this weapon and rolls a '1' on his To Hit roll, the item has broken and become useless. The warrior must find another weapon or resort to his fists for the rest of the combat.

Throwable: A player may choose to throw his weapon. Any model may attempt this, irrespective of his usual ballistic prowess. Use the models' BS and include penalties for cover as normal

Range: 6"

Strength: As user

Special Rules:

Thrown weapon: Models using their improvised weapons as missiles may ignore penalties for moving or range

Other Patrons: The warbands are not the only visitors to The Last Chance, and the other patrons enjoy a good brawl as well! At the start of each player's turn, one randomly determined member of his warband takes a single Strength 3 hit from a random patron. These attacks will NOT cause Critical Hits.

SET-UP

The warbands are scattered about the inn when the trouble starts. Randomly determine which level of the inn each warband member is at. Then each player takes turns placing each warrior in his warband.

After all warband members have been placed, each will scatter 1D6" in a random direction (use whichever method you prefer to determine direction, but the dice Games Workshop makes for figuring things like this out are probably easiest!). Warriors will not scatter past the edge of the level they are on, but CAN scatter "through" walls into another room!

STARTING THE GAME

Both players roll a D6. The higher scoring player takes the first turn.

ENDING THE GAME

The game ends when one warband has failed their Rout test. The Routing Warband automatically loses.

"A bloody nose and two black eyes": Due to the generally non-lethal nature of the weapons used in this fight, players should roll twice for Injury for each

warrior who was Taken Out of Action during the game, and choose the best result. For example, Hans the henchman was Taken Out of Action during the game, the player rolls two dice for Injury, resulting in a '2' and a '5'. Normally a '2' would result in removal from the roster, but the player would choose the '5' instead, resulting in a normal recovery. Injuries for Heroes are done in a similar manner (though in some cases which result is "best" may be something the player has to decide for himself!).

EXPERIENCE

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

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

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts Out of Action.

OPTIONAL RULES

The following rules are included for groups who would like to add a little more spice to their brawl. Players are invited to use some, all or none of the following rules, or even to make up their own.

In fun scenarios such as this, the players - being infinitely resourceful - will invariably dream up new sub-rules to fit the situation. As long as all concerned are in agreement then we encourage this approach.

Option A: Royal Rumble

The above rules describe how to run the scenario as a two-player game. However you may wish to play it as a special scenario that involves all the players in your campaign (or as many as you can fit around the table anyway).

In this case it won't be appropriate for players to field their full warbands - that would be far too many models for a fun game. Instead each warband should be limited to enough warriors to give a reasonable number of models on the board. We'd suggest that a total somewhere between 18 and 24 models would be about right.

On the first go-around, each player randomly determines a Hero from his warband to take part in the scenario. On the second round of selection, each player randomly determines a Henchman. This is alternated each round until the desired number of fighters is reached. No player may include more than half his warband in the scenario - as soon as a player has reached this number of models, he drops out of the selection process and the remaining players continue.

With a limited number of models per player, you should also play the following Special Rules

Drunken Bravado: The warriors have been indulging in the inn's refreshments, and are now very "refreshed" indeed! No rout tests are necessary - the winner is the player with the last standing model.

Drunken and Disorderly: Numbed to the pain of the bruises, the models are able to fight on beyond their normal limits. Any model that starts with only one Wound may add +1 to their number of Wounds before they roll on the Injury table.

Rich Pickings: Warbands may attempt a limited amount of looting and pickpocketing before the local constabulary turn up to sort out the mess. Each Hero that makes a Full Recovery on the Serious Injury table may roll on the exploration table at the end of the battle.

Players should use the standard Mordheim exploration table rather than the Empire In Flames version, as this better represent the types of item likely to be found amongst the inn's patrons.

Option B: Belligerent Drunks

In the (almost nightly) event of a fight breaking out, most of the inn's patrons will quickly go to ground. However there will always be a few who are eager to wade in.

If this option is used then it should replace the "Other Patrons" rule above.

After all the warriors have been deployed, each player may place one drunk model anywhere in the bar. The models will then stagger D6" in a random direction.

The drunks will move and fight in their own turn, which occurs after all the players have taken theirs.

Belligerent Drunk

Profile	M	WS	BS	S	T	W	I	A	Ld
Drunk	4	2	0	3	3	1	2	1	9

Weapons: Improvised Weapon (see rules above)

SPECIAL RULES

"Did you spill my pint?": The drunk will always move at full pace towards the nearest player model, charging if within range.

Option C: The Weapons Cache

The popularity of The Last Chance Inn amongst the rogues of the area is partly due to the safety lent by their strict admissions policy. Armed warriors will only be allowed entrance to the establishment if they agree to deposit their weapons in a locked storage box just inside the door. The doorman, a local Ogre name Grout, confiscates all the weapons at the entrance and drops them into the box.

Warriors may not donate their weapons to their non-playing colleagues at this stage. You might want to make a list of all the confiscated weapons.

Grout the Ogre will stand guard over the box during the entire game. He will not initiate combat, although he will fight back if attacked.

Once the game has begun, models may choose to attack Grout. If Grout is taken Out Of Action, the model that dealt the killing blow is assumed to have gained the key. The box will take one turn to unlock.

Once it's opened, any model in base contact with the box may grab one (and only one) weapon from the list. The weapon may be a hand-to-hand or missile weapon and doesn't need to be the model's own weapon, although it must be one that he is capable of using.

Grout The Ogre

Profile	M	WS	BS	S	T	W	I	A	Ld
Grout	6	3	2	4	4	3	2	3	7

Weapons: Club.

SPECIAL RULES

Fearsome: Grout causes *fear*.

Large: Grout is a Large target

We suggest that all the weapons be returned to their rightful owners at the end of the brawl, although if you'd prefer to have some fun with this then you have our blessing.



Option D: The Busty Barmaid

Frederica the busty barmaid flits around the bar, flirting with all and sundry.

During each player's Recovery Phase roll a D6. On a roll of 6 she will approach a randomly-determined model from that player's party and ask him to defend her honour against "that nasty man over there". If the player has no models then Frederica will move on.

That warrior must pass a Leadership test or move with all haste to charge a randomly-determined model (first roll to determine the player, then roll to see which of his models is the target), breaking from combat if necessary. Use the optional rules for "Escaping from Combat" on page 161 of the rulebook.

The warrior will pursue and fight his new rival until one of them is taken Out Of Action.

Warriors that are Immune To Psychology may ignore Frederica's advances.

All the warriors know that attacking the staff is a sure-fire way of getting banned. No model will attack Frederica.

Option E: Da Bouncer

The landlord has hired a local Ogre, Trug, as a bouncer. And Trug's not too happy that he's got some work to do.

Trug the Ogre

Profile	M	WS	BS	S	T	W	I	A	Ld
Trug	6	3	2	4	4	3	2	3	7

Weapons: Club.

At the start of the turn during which the fighting first

breaks out, place Trug at the doorway to the inn. Trug will move and fight in the same turn as the "Beligerent Drunks" (see Option B above), i.e. after all the players have finished their turns.

He will move full pace towards the nearest hand-to-hand combat, charging the participants if within reach. He will engage as many combatants as possible, dividing his attack equally amongst them (randomise any excess Attacks).

If no hand-to-hand combat is taking place then Trug will stand his ground, watching for any further trouble.

SPECIAL RULES

Fearsome: Trug causes *fear*.

Large: Trug is a *large* target.

Bull Charge: Trug's combination of momentum and mass gain him an automatic S4 hit when he charges greater than 6".

Stupid: Years of being paid in cheap grog have taken their toll. Trug suffers from Stupidity.

Option F: Liquid Courage

A model may choose to take a slug from a nearby drink during his Recovery Phase. This model may ignore the effects of fear during this turn. He may also ignore the effects of enemy within 8" if he wishes to run this turn. Only models capable of gaining experience may benefit from this.

Note that a model fleeing due to breaking from combat, All Alone or a spell may take a swig during his recovery phase. The model will automatically rally although he may do nothing else this turn.

Unfortunately the effects of the alcohol are not all beneficial. Models taking a swig must also roll on the following table:

D6	Effect
1	the model suffers -1 BS for rest of game
2	the model suffers -1 WS for rest of game
3	the model suffers -1 I for rest of game
4	the model suffers -1 M for rest of game
5	the model suffers +1 W for rest of game
6	The model has unwisely swigged from a flagon of the landlord's extra-distilled moonshine. Roll on this table twice. If a further "6" is rolled add another +1 to the total number of rolls. Keep on doing this indefinitely until the player stops rolling 6's.

Should any stat be reduced to zero, we suggest the following effects:

BS 0: May not use a missile weapon

WS 0: Cannot hit in hand-to-hand combat. Will be hit automatically.

I 0: Always strikes last, regardless of other circumstances such as charging, etc. May also not attempt anything that requires an Initiative test

M 0: May not move (but may fight as normal)

Option G: The One-Armed bandit

There is a one-armed bandit leaning against the wall, quietly sipping his beer and watching proceedings. An unengaged model in base contact with him may pay him three Gold Crowns (models are assumed to be carrying any excess from their warband's last Post-Battle phase).

If paid, roll a D6. On a 5+ he'll throw a Throwing Knife at a target of the player's choice. On a 1-4 he'll pocket the money and then ask for more.

The bandit will not initiate combat but will fight back if attacked.

One-armed Bandit

Profile	M	WS	BS	S	T	W	I	A	Ld
Bandit	0	3	4	4	3	2	3	1	7

Weapons: Smuggled Dagger; Smuggled Throwing Knives

Skills: *Eagle Eyes, Trick Shooter, Step Aside, Dodge*



Scenario 6: The Flood Plain



It's summertime in the area known as the Great Confluence, where the Rivers Talabec & Delb meet. As ever, the banks have burst from the snow-melt from the distant World's Edge Mountains and the nearer Middle Mountains. The entire area is flooded except for the series of islands that were once hills.

Much flotsam and jetsam has washed up on these islands - perhaps the last remains of a cargo from a now-sunken freight barge, long ago ambushed by the bandits that dwell in the forest.

TERRAIN

The game takes place on a 4' x 4' board. The board itself represents the flooded land.

You should also place a large number of hills to represent the relatively dry islands on the plain. These hills will have various obstacles such as ruined buildings, trees, etc. Feel free to add walkways and jetties if you have something to represent this.

Trees, rocks and ruins should be placed on both the hills and within the floodwater.

A number of small, flat-bottomed boats (used by the locals) may also be placed on the board. One or two at each end should suffice.

DEPLOYMENT

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

SPECIAL RULES

Flooded Land: The water here is 1'-2' deep and counts as difficult ground (half movement but running allowed, e.g. a human that runs may move up to 4").

Any model who finishes his turn stunned while in the water must pass an Initiative test or be taken Out Of

Action. However, if a friendly model is standing in base contact then this model may rescue him providing the rescuer does nothing else that turn.

Rafts: These are small rafts used by the locals and may hold up to two normal or one large model. They may be punted over the water at up to 2 x Movement rate i.e. they effectively allow the models to run. At least one model must be capable of gaining experience in order to punt. Models in the raft may only shoot if they moved less than their Movement value.

Flotsam: The players take it in turns to place D3+1 Treasures tokens on the islands. The rules for the Treasures are exactly as for Wyrystone in the "Wyrystone Hunt" scenario (p.128 of rulebook).

To pick up a Treasure, a model must stop alongside the token.

WINNING THE GAME

The winner is the player whose warband is last to rout. The routing warband must roll 4+ in order to keep each treasure held at the end of the game – otherwise it falls into the water as he flees.

REWARDS

The players may keep all of their Treasures as described above. They may also roll on the Empire In Flames Exploration Chart.

EXPERIENCE

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

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

+1 Treasure Hunter. A Hero carrying a Treasure at the end of the game gains +1 Experience.



Scenario 7: The Shifting Paths

The paths deep within the Great Forest are said by the locals to never lead the same way twice, as though the forest itself is trying to entrap intruders within its realm.

TERRAIN

This scenario is best played on a green 4' x 4' table. The table itself represents dense forest, completely impenetrable to the warbands (even to the Horned Hunters). You may wish to scatter some trees around the table although these are cosmetic and have no real game function.

A network of paths should be arranged by the players. Each table edge should have at least two paths running to it. Players may prefer to model their own paths. Alternatively try using strips of card or find something suitable to print from an internet web site.

In addition, place D3+1 hills or other suitable terrain. These represent glades within the forest. Each glade should have some sort of treasure token placed within it.

DEPLOYMENT

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

Models may only be placed on the paths.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn.

SPECIAL RULES

The Moving Paths: The trees in the old part of the forest are indeed sentient and will try to get the models lost.

After each player has taken one full turn, roll D6 at the beginning of each player's Recovery Phase. On a 4+ all the trees move. This is achieved by scattering each unoccupied section of path D6" in a random direction.

The orientation of the moved paths should be left generally unaltered. If the dice indicate that the path section should leave the board then move it to the perimeter and rotate it clockwise by the excess number of inches instead.

Note that the glades will not move.

Bursting through: Where the paths are 2" or less from another path or glade, the models may attempt to burst through the dense tangle of forest. To do so, the model must pass a Toughness test.

If the test is failed then the model stops adjacent to the section of forest that he attempted to burst through.

A model may charge a model after bursting through but he must follow the rules for charging an unseen enemy, i.e. be within 4" and pass an Initiative test.

Once a section of forest has been burst through, the thorns and branches will knit themselves back together. Further attempts to pass through this section will require further successful burst-through tests.

Note that it is not possible to burst through to the board edge.

Treasure: Models that end their movement phase in base contact with the treasure token may pick it up providing that he is not in hand-to-hand combat. If a model carrying a token is taken out of action, place the token where he fell.

Should the model's warband fail a rout test, the model will escape with the treasure on a 4+. In a multiplayer game, place the token where the model stood before fleeing.

WINNING THE GAME

The game ends when all but one warband has failed their rout tests.

REWARDS

The warbands may explore the area as normal. Any warband carrying a treasure may keep it on a 4+ as explained above

EXPERIENCE

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

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

+1 Treasure Hunter. Any Hero carrying the treasure at the end of the game (providing they didn't drop it while fleeing) gains +1 Experience





Scenario 8: Fowl Play



During times of war the use of carrier pigeons to relay information to agents in the field is a vital strategy of the Empire. These pigeons carry important intelligence and for this to fall into the wrong hands could spell disaster. For this reason, important messages are often divided amongst several birds, to minimize the risk of key information being intercepted.

Unfortunately there's been a mix-up at the despatch office. A series of vital messages have been inadvertently sent out strapped to a flock of pigeons already fitted with the legendary Herstel-Wenkler Pigeon Bomb.

Now the warbands must attempt to recover or intercept these unfortunate fowl before they fall into enemy hands.



DEPLOYMENT

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

At the centre of the board should be placed 2D6 tokens to represent the pigeons.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

SPECIAL RULES

Pigeon Movement: Once a model is within 8" of the pigeons they will begin to move randomly. At the start of each player's turn, roll a scatter dice and a Warhammer artillery dice to determine the distance of the pigeons movement. Roll separately for each pigeon. The pigeon will always land upon the highest terrain feature beneath it, e.g. if the dice indicate that the pigeon is to fly above a building, it is assumed to be on the roof or the highest storey.

Should the artillery dice indicate a misfire then the poor pigeon has exploded in a flurry of feathers and charred message. Any model within 3" of the bird (i.e. a small Warhammer template) will receive an automatic S3 hit.

Catch The Pigeon: A model may catch the pigeon by finishing his Movement Phase in contact with the pigeon token. The model will carry the bird with message, bomb and all – there is no time to remove these in the heat of battle. While carried there is no risk that the pigeon will explode.

Any model carrying a pigeon who becomes Knocked Down, Stunned or Out Of Action will drop it. The bird will fly away as described above at the start of the following player's turn.

Fly my Beauties: The carrier may opt to use his pigeon offensively, lighting the fuse and sending it out with the aim of blowing up the enemy. The player should nominate a visible target and roll on the following table:

D6 Effect

- | D6 | Effect |
|-----|---|
| 1 | Oops! The confused pigeon returns to its handler! Place the template over the initial carrier and resolve the explosion. |
| 2-4 | Boom! A poorly cut fuse means the bomb explodes harmlessly in mid air (harmlessly for everyone except the pigeon) |
| 5-6 | Huzzah! The pigeon lands exactly on the head of the right target. Place the template over the target model and resolve the explosion |

WINNING THE GAME

The game ends when a player fails a rout test. Due to the importance of the mission, voluntary routs are not permitted.

A player failing a rout test must roll D6 for each pigeon being carried. On a result of 1-3, the pigeon manages to fly off as the warrior scrambles for safety.

Players gain +1 Victory Point (VP) for every pigeon still carried at the end of the game. The winner is the warband with the most VPs.

In the event of a tie, the winner is the warband that didn't fail a rout test.

EXPERIENCE

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

+1 Winning Leader. The leader of the winning warband gains +1 Experience. In the event of a draw, neither leader receives this bonus.

+1 Pigeon Fancier. Any Hero still carrying a pigeon at the end of the game gains +1 Experience



Scenario 9: The Wild Wood

Deep within the depths of the Great Forest lurk fey enchanted creatures who do not welcome intruders.

DEPLOYMENT

Both players roll D6, the player with the higher result deploying first within 8" of a table edge of his choice. His opponent sets up on the opposite edge.

STARTING THE GAME

Both players roll D6, the player with the higher result taking the first turn. The remaining player goes next.

SPECIAL RULES

This area of the forest is inhabited by mischievous Spites. These are magical creatures said to be distant relatives to the Wood Elves. Whatever their origins, they do not welcome intruders into their domain and will use their woodland magic to see them off.

At the start of the game there will be D2 Spites per warband, placed in the centre of the board. At the start of each player's turn they will move 3D6" in a random direction. Roll separately for each Spite model.

If the dice indicate that the Spite has left the board then it is assumed to have lost interest and will take no further part in the game.

Spites may be attacked or shot at as normal. Any successful wound will cause the Spite to flee the board.

Profile	M	WS	BS	S	T	W	I	A	Ld
Spite	3d6	2	0	1	2	1	6	1	8

Special Rules:

Fey Quickness: The Spite has an innate 4+ save vs magic, missiles and hand-to-hand combat

Insubstantial: Spites do not affect another model's movement, even when within 8"

Tricky: After moving, each Spite still on the board will then cast one of its "Tricks" on the nearest standing model that hasn't already been a recipient this turn. The Spites' magic covers the entire board and does not require line of sight (this is their domain after all).

Roll a D6 to determine the effect of the trick:

D6 Effect

- 1 The Spite magically pushes the target model D3" directly away from it. A collision with buildings/trees/etc. will cause a S2 hit. Collisions with models cause S2 hit on both. The model will stop at the point of collision.
- 2 The Spite causes a nearby tree to grab the warrior in its spindly branches. If the model fails a Strength test it cannot move during this turn. He may not attack although he may defend himself.
- 3 The enchanted model imagines that he sees monsters in every shadow of the forest. He behaves exactly as if he was All Alone except he will run in the opposite direction from that he is facing. Warriors immune to psychology may ignore this. If he leaves the table then he is considered lost in the forest. Heroes should roll on the Serious Injury table; a Henchman is eternally lost on a 1-2.
- 4 The Spite uses its glamour to enchant a woodland object. The warrior becomes mesmerized by this seemingly wondrous object. He will run towards it (irrespective of enemy models within 8") until he gets to it. The object is 6D6" in a random direction. If he breaks from hand-to-hand combat he must pass an I test or receive one automatic hit. If the model is charged then the spell will be immediately broken.
- 5 The warrior becomes possessed by a mischievous spirit. For one turn the affected warrior is run by his opponent (who may not have him harm himself). If he attacks a fellow warrior then that warrior must pass a Ld test or attack back. Orcs & Goblins will always retaliate.
- 6 The Spite pulls out a long hollow tube and blows magic dust all over the warrior. The victim must pass a Toughness test or be *knocked down*. The victim may not get up until he wakes himself by passing a Toughness test at the start of one of his turns (test every turn until he awakes).

A sleeping victim who is attacked by an enemy model is awakened immediately. A friendly model may also wake a sleeping victim by spending one whole close combat phase doing nothing but attempting to get the lazy git up (must be in base contact and not fighting in close combat). After the victim has been awakened, he stands up as normal for a warrior who has been *knocked down*.

WINNING THE GAME

The last warband to rout wins the game.

EXPERIENCE

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

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



Dwarf Rangers

There is a traditional school of thought amongst many Dwarfs that 'the old ways are best', that new-fangled contraptions dreamt up by younger dwarves, especially those in the Engineering Guild, are weakening them by straying from time-honoured tactics and the ways of the Ancestors.

These Dwarfs tend to be older and as such travel together to prove this simple fact, appealing the Ancestors by only using traditional weapons and tactics, retrieving lost treasures and artefacts and making every effort to cleanse fallen and lost Holds of the scum that have 'temporarily' taken them.

The newest Runesmiths, seen as the keepers of tradition, tend to be the leaders of these groups, gathering together a large number of like-minded members to undertake these expeditions. Their remit is simple – show the young whippersnappers that the Old Ways are the best way forward for the survival of the Dwarf race.

Special Rules

A Dwarf Rangers Warband is subject to the following special rules in addition to the ones for Dwarf Warbands.

Don't Trust 'Em: While Ranger Warbands are free to ally with other Dwarf warbands in multi-player games, their point of view is so different that they do not trust them fully. Members of a Dwarf Rangers warband are never considered 'friendly models' to other dwarfs and vice versa.

This means that members of one warband WILL stop members of the other from Marching, they won't keep each other from taking All Alone tests, etc. They don't count as enemy models and may split any treasure found at the end of the game as normal, but the two bands are not friends, make no mistake!

Choice of warriors

A Dwarf Rangers warband must include a minimum of 3 models. You have 500 Gold Crowns with which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Runesmith: Each Dwarf Rangers warband must have one Runesmith: no more, no less!

Apprentice Runesmith: Your warband may include up to 1 Apprentice Runesmith.

Troll Slayers: Your warband may include up to 2 Troll Slayers.

Dwarf Longbeards: Your warband may include up to 5 Dwarf Longbeards.

Dwarf Clansmen: Your warband may include any number of Dwarf Warriors.

Dwarf Crossbowmen: Your warband may include up to 5 Dwarf Crossbowmen.

Beardlings: Your warband may include any number of Beardlings.

Starting Experience

Runesmith starts with 20 experience.

Apprentice Runesmith starts with 0 experience.

Troll Slayers start with 8 experience.

All **Henchmen** start with 0 experience.

Characteristic Increase

When warband members gain enough experience for an Advance (see the Experience section of the Mordheim rulebook), it is likely that they will roll a characteristic increase. Dwarf characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only add one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	7	6	4	5	3	5	4	10

'Old' Borin was respected and revered amongst his contemporaries as he had outlived the majority of them and grown the beard to prove it. He was used to reverence. Yet there was more to it than simple age, even in Dwarf Society where that carried a great deal of respect. He was also a member of the Order of Runesmiths, it's rites and rituals secretive and powerful.

Now, as he struck the axe blade, forging another ancient rune into its surface, uttering the words of power that would enhance the potency of the weapon, Borin knew that the axe would be another step in repairing the mistakes of the past as it maintained the Ways of the Ancestors, and would thus return his people to a Golden Age

Staring at the finished axe, the Runesmith felt a surge of pride, but fought it back. Yes the weapon was complete and empowered, but it was no better than any produced now. Not compared to the great weapons forged yesteryear and wielded in the hands of the greatest heroes. Only time could tell how true it would be...

Dwarf Skill Table

	Combat	Shooting	Academic*	Strength	Speed	Special
Runesmith	✓	✓	✓	✓		✓
Apprentice	✓		✓	✓		✓
Troll Slayer	✓			✓		✓

*Note that Dwarfs may never take the Arcane Lore skill. It is not possible for a dwarf to learn to cast spells.

Dwarf Ranger equipment list

The following lists are used by a Dwarf Rangers warband to pick their equipment:

DWARF WARRIOR EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Battleaxe.....	5 gc
Dwarf Axe	15 gc
Sword	10 gc
Two-handed weapon.....	15 gc
Spear	10 gc
Halberd	10 gc
Gromril Weapon*	3x normal cost of a weapon

Missile weapons

Pistol.....	15 gc
	(30 gc for a brace)

Armour

Gromril Armour**	75 gc
Light Armour.....	20 gc
Heavy Armour	50 gc
Shield	5 gc
Helmet.....	10 gc



CROSSBOWMEN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Battleaxe.....	5 gc
Sword	10 gc

Missile weapons

Crossbow	25 gc
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Armour

Light Armour.....	20 gc
Heavy Armour	50 gc
Shield	5 gc
Helmet.....	10 gc

* Any weapon a Dwarf may normally purchase may be purchased as a Gromril weapon instead. This multiplies the cost of the weapon by three. For rules on Gromril weapons see the Mordheim rulebook. Note that this price is only for a starting warband, as it represents the Dwarfs outfitting themselves at their own stronghold. Later purchases of Gromril weapons are done using the Price Charts in the Mordheim rulebook.

** The price of a suit of Gromril armour is cheaper for a starter warband to represent the relative ease with which Dwarfs can find such items in their own stronghold. Later purchases of Gromril Armour must be done using the normal Price Chart in the Mordheim rulebook.



Heroes

1 Runesmith



85 Gold Crowns to hire

Dwarf Runesmiths are champions of the old ways. 'If it was good enough for my ancestors, it's good enough for me!' is a popular saying. Fresh out of their decades-long apprenticeships, these Runesmith's are normally on a quest to prove this saying and so will gather together a party of like-minded individuals to seek out lost treasures of their ancestors to confirm this adherence to the traditional ways.

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

Weapons/Armour: A Dwarf Runesmith may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Dwarf Runesmith may use his leadership characteristic when taking any Leadership tests.

Inscribe Runes: A Runesmith knows one minor rune (see list at the end of this warband list), determined randomly when the warband is first created. He may inscribe the rune on an item carried by one of the warriors of his warband, and (if successful, see below) the item will gain a bonus from the rune for that game. When a Runesmith advances and rolls a skill on the Hero Advance table, he may choose to learn a new rune instead of learning a skill (exactly like a spellcaster advancing and learning a new spell).

0.1 Apprentice Runesmith

40 Gold Crowns to hire

An Apprentice Runesmith follows his master wherever he goes and is normally just as anxious to prove that the old ways are best. For if they aren't, he is wasting a good portion of his life...

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

Weapons/Armour: An Apprentice Runesmith may be armed with weapons chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Extra Set of Hands: An Apprentice Runesmith helps his master fashion runic items, doing all the boring grunge-work that makes his master more efficient in his efforts. An Apprentice Runesmith in the warband allows a Master Runesmith to inscribe on two items before each game, instead of only one.

0.2 Troll Slayers



50 Gold Crowns to hire

While it may seem that Troll Slayers shouldn't fit in with the rest of a Runic Ranger warband, make no mistake – they are strict adherents to tradition and the old ways! Indeed they usually find it easier to get along with the more traditional minded Dwarfs than other dwarfs, who Slayers feel lack determination and the insight to see what the true problems are with their race.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Troll Slayers may be equipped with weapons chosen from the Dwarf Warrior Equipment List. Slayers may never carry or use Missile Weapons or any form of armour.

SPECIAL RULES

Deathwish: Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and never need to test if fighting alone.

Genchmen

0.5 Dwarf Longbeards

50 Gold Crowns to hire

Tested Dwarf veterans who've fought in hundreds of battle over their long lives, Longbeards are typically more than willing to support an expedition to prove what they've said all along – the old ways are best!

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

Weapons/Armour: Dwarf Longbeards may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Stubborn: Dwarf Longbeards have seen just about everything in their long careers and they know it. They are used to fighting by themselves against impossible odds and it hasn't killed them yet. On top of all this they are just generally more set in their ways than other Dwarfs and they're not about to let a bunch of weedy goblins drive them off! A Dwarf Longbeard may reroll any failed Leadership test he is required to take. Remember that you can never reroll a reroll, so the result of this second roll must always be accepted.



Dwarf Clansmen

40 Gold Crowns to hire

There are many Dwarfs who see the 'wisdom' in reliance on the old ways. Most of these Dwarf warriors venerate Runesmiths and are honoured to be chosen as part of an expedition including one.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Dwarf Clansmen may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

0.5 Dwarf Crossbowmen

40 Gold Crowns to hire

More Dwarfs who see the old ways as best use the older crossbow instead of the newer (and very unreliable to their eyes) handguns. If their ancestors had wanted them to use black powder weapons, they would have developed them generations ago.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour: Crossbowmen may be armed with weapons and armour chosen from the Dwarf Crossbowmen equipment list.

Beardlings

25 Gold Crowns to hire

Many of the proponents of the old ways are older members of Dwarf community. However there are still youngsters who believe and they often accompany a Runic warband to lend a hand as needed to the respected oldsters. More spry than their fellows, they are often used as scouts, roaming ahead of the rest to spy the land and observe enemy activity.

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

Weapons/Armour: Beardlings may be armed with weapons and armour chosen from the Dwarf Warrior equipment list.



Dwarf Special Skills



Dwarf Heroes may use the following Skill List instead of the standard skill lists available to them.

True Grit

Dwarfs are hardy individuals and this hero is hardy even for a Dwarf! When rolling on the Injury Table for this hero, a roll of 1-3 is treated as Knocked Down, 4-5 as Stunned and 6 is Taken Out.

Combat Master

This Dwarf's martial skills surpass those of a normal warrior; he is used to fighting by himself against hordes of opponents and coming through unscathed. When using a weapon that has a Parry special rule, this hero parries successfully if he beats OR MATCHES his opponent's highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry two attacks (if his two dice match or beat the highest two attack dice against him) instead of the normal maximum of one.

Thick Skull

The hero has a thick skull even for a Dwarf. He has a special 3+ save on a D6 to avoid being Stunned. If the save is made, treat a Stunned result as Knocked Down instead. If the Dwarf also wears a Helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).

Extra Tough

This Dwarf is notorious for walking away from wounds that would kill a lesser being. When rolling on the Heroes Serious Injury Chart for this hero after a game in which he has been taken Out of Action, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

Resource Hunter

This Dwarf is especially good at locating valuable resources. When rolling on the exploration chart at the end of a game, the hero may modify one die roll by +/-1.

Ferocious Charge

The Slayer may double his attacks on the turn in which he charges. He will suffer a -1 to hit penalty on that turn. Slayers only.

Monster Slayer

The Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own strength (with weapon modifiers) would mean that a lower roll than this is needed. Slayers only.

Berserker

The Slayer may add +1 to his to hit rolls during the turn in which he charges. Slayers only.



Dwarf Runes

Runesmiths harness the magic of the Warhammer world by inscribing magical runes on items, imbuing them with a variety of wondrous abilities. When a Runesmith graduates from his long apprenticeship he has knowledge of one or two minor runes taught to him by his master. These runes are less powerful than normal Dwarf runes, in that they can only utilise magic for a short time. As the Runesmith practices and studies on his own, he gains the knowledge required to inscribe the more powerful permanent runes on to items.

Before each game, the Runesmith may attempt to inscribe the rune on an item one of the warriors in his warband is carrying. To do so he must roll 2D6. If he rolls a number equal to or greater than the Difficulty Level of the rune, the item gains the appropriate bonus FOR THAT GAME. If he rolls a '2' on the 2D6, he has fumbled the inscription, fractured the blade of the weapon or shattered the breastplate of the armour, etc. The item is destroyed and must be removed from the warrior's list of items, though it may be replaced before the game if the warband has sufficient gold crowns. Any other failure simply means the Runesmith failed to inscribe the rune correctly and the warrior gains no bonus.

The leader of a Dwarf Rangers warband represents a younger Runesmith that has recently left the tutelage of his master. He knows one of the following minor runes:

- 1 – **Rune of Stone:** +1 to Armour Save. Difficulty 8.
- 2 – **Rune of Sharpness:** -1 Armour Save modifier to weapon. Difficulty 6.
- 3 – **Rune of Speed:** Initiative doubled on weapon. Difficulty 7.
- 4 – **Rune of Warding:** Special 4+ save Vs. Spells affecting target (placed on belt, armband, etc. Cost to replace: 1 GC). Difficulty 8.
- 5 – **Rune of Accuracy:** +1 to hit on weapon. Difficulty 9.
- 6 – **Rune of Striding:** +1 Movement (placed on boots, belt, etc. Cost to replace: 1 GC). Difficulty 8.

The Jealousy of Runes: Bonuses from Runes are not cumulative with magical bonuses from other items. In other words, a warrior may not combine a Rune of Stone on his shield and a Rune of Shield on his armour for a total bonus to his Armour Save of +2. Similarly the warrior could not combine the Rune of Stone on his shield with some suit of magic elven armour (for example) that added +1 to the warrior's Armour Save.



Dorval raised his axe to let the light shine on to its edge and, more specially, the rune engraved on it. The younger dwarfs around the table stared at it in murmuring awe, recognising the superior workmanship in it. Not one of them didn't know that it would take them centuries to attain such skills.

"Where did ye find it?" One of them asked.

"Find, lad, find! It were recovered from Karak Azgal, deep deep down. It's me great-great grandfather's axe and I went back for it. Now I can truly get me revenge on those bloody greenskins. It's what me father would have wanted and I want too. I need some stouter arms than mine to aid me quest and you look like a bunch of fine lads, stout of arms and courage."

Some of them scoffed, one scowled and another got up and walked away.

"Here me boys, now is the time to claim back what once was ours and I have a plan."

Now the others stood up and walked away, leaving only two young dwarves, beards barely at the collars, sat there waiting for him to continue, their eyes wide in respected remembrance for their Ancestors.

"Now you look like two wise dwarfs and I'm sure your Fathers'll be proud."

Forest Goblins

Forest Goblin tribes dwell deep within The Great Forest. They have completely adapted to their surroundings, learning stealth and camouflage to evade their neighbours.

Gold motivates the Forest Goblins as it does any warband, albeit for different reasons. It is worthless to them as currency but as a metallic resource, it is valuable nonetheless. Instead of using gold to buy weapons and armour, Forest Goblins actually coat their stone equipment with the metal. This has led unscrupulous leaders to send their henchmen into certain ambush, only to arrive later to collect the arrowheads and spear points from the remains of their former employees

Forest Goblins are able to create poisons with a precision surpassing even the Dark Elves. Their natural surroundings harbour any number of poisonous creatures, including the gigantic spiders they are rumoured to prod into combat with their enemies. Coating their weapons with deadly venom, the Goblins are capable of felling any foe, no matter their size. Led by their Chieftain (usually the Goblin with the loudest voice), the Forest Goblins appear from nowhere and strike with feral ferocity before receding into the trees, leaving injuries as the only proof they were ever there.

Special Rules

Natives: Used to poking through the underbrush, Forest Goblins suffer no movement penalties from moving through any wooded terrain.

Animosity: Standard rules for Animosity (as per the Orc Mob Rules in the Mordheim Annual 2002).



Choice of warriors

A Forest Goblin warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 20.

Chieftain: Each Forest Goblin warband must have one Chieftain.

Braves: Your warband may include up to four Braves.

Shaman: Your warband may include one Shaman.

Forest Goblins: Any number of models may be Forest Goblins.

Red Toof Boyz: Your warband may include up to five Red Toof Boyz.

Sluggas: Your warband may include up to five Sluggas.

Gigantic Spider: Your warband may include one Gigantic Spider.

Starting Experience

A **Chieftain** starts with 17 experience.

A **Brave** starts with 6 experience.

A **Shaman** starts with 6 experience.

Henchmen start with 0 experience.

A **Gigantic Spider** does not gain experience.

Characteristic Increase

Characteristics for Forest Goblin warriors may not be increased beyond the maximum limits shown on the following profile. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchman can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	5	6	4	4	3	6	4	7



Forest Goblin Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Chieftain	✓	✓	✓		✓	
Brave	✓	✓			✓	✓
Shaman			✓		✓	

A Forest Goblin Brave may choose to remove his Animosity instead of choosing a skill, should they earn one.



Forest Goblin special equipment



Boss Pole



20 gold crowns

Availability: Common

Some influential Goblins carry badges of office, usually taking the form of long wooden poles with an icon or sharp blade on the end. This allows the hero and any Goblin benchmen within 6" to ignore animosity. Additionally, the Boss Pole acts as a spear in close combat.

Range	Strength	Special rules
Close Combat	As user	Strike First Cavalry bonus

SPECIAL RULES

Strike First: A warrior with a spear strikes first, even if charged. Note that this only applies in the first turn of hand-to-hand combat.

Cavalry Bonus: If using the optional rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

Blowpipe

25 gold crowns

Availability: Common

The Blowpipe is a short hollow tube which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, the poison can cause searing agony and even death.

Range	Strength	Save Modifier	Special rules
8"	1	+1	Poison, Stealthy

SPECIAL RULES

Poison: The needles fired by a blowpipe are coated in a venom very similar in its effects to the Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe *cannot* cause critical hits. This weapon has a positive armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur, or the like.

Stealthy: A Goblin armed with a blowpipe can fire while *hidden* without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the firing Goblin. If the test is successful, the Goblin no longer counts as *hidden*.

Poisoned Weapon

25 gold crowns

Availability: Common

Forest Goblins commonly jab their weapon points into the bodies of giant spiders in hopes of coating them with deadly poison. Once this poison is bought, it is applied to one weapon, and may not be traded or sold later on. The weapon in question, once poisoned, adds +1 to any injury rolls from then on.

Magic Gubbinz

50 gold crowns

Availability: Rare 9

These are odds and ends carried around by the Shaman to focus his powers. Most are bat feet, lizard lips, and the like, but still seem to provide benefits to their owner.

The Shaman may re-roll a failed magic test on a D6 roll of 4+.

Red Toof Tribal Jewellery

40 gold crowns

Availability: Rare 9

Only proving one's prowess in battle can attract the attention of this cadre of warriors. Once inducted to the tribe, the warrior undertakes excessive body piercing!

This cannot be removed. The model will now be subject to the rules for Frenzy as described in the Mordheim rulebook.

Giant Spider Mount

45 gold crowns

Availability: Rare 5

If you are using the optional rules for mounts, then your warband's heroes may ride giant spiders. The rider's Movement is increased to 6, and armor save increased by +1, exactly as if mounted on an ordinary horse. The rider need not dismount to climb terrain (including building exteriors) and the spider's natural climbing abilities allow the rider to re-roll any failed climbing attempts.



Forest Goblin equipment lists

The following lists are used by Forest Goblin warbands to pick their equipment:

HERO EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Axe	5 gc
Sword.....	10 gc
Two-handed weapon	15 gc
Spear.....	5 gc
Halberd.....	10 gc
Boss Pole	20 gc

Missile weapons

Blowpipe	25 gc
Short bow	5 gc

Armour

Light Armour	20 gc
Shield	5 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Sword.....	10 gc
Spear.....	5 gc

Missile weapons

Blowpipe	25 gc
Throwing Weapons.....	15 gc
Bow.....	10 gc

Armour

Shield.....	5 gc
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Heroes



1 Chieftain

50 Gold Crowns to hire

Forest Goblins are usually led by the biggest, strongest, and most cunning Goblin in the band. This Chieftain routinely comes up with ways to drive off the Old World invaders, and collect gold for Mork and Gork

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

Weapons/Armour: A Chieftain may be equipped with weapons and armour chosen from the Hero equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Chieftain may use his Leadership value when taking Leadership tests.

0-4 Braves

20 Gold Crowns to hire

Forest Goblin Braves are just a tad more intelligent than their peers, and aid the Chieftain in directing them in battle. This does not improve their temperament, however, since they are as prone to infighting as their henchmen.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Braves may be equipped with weapons chosen from the Hero equipment list.

SPECIAL RULES

Animosity: Braves are subject to the rules for Animosity.

0-1 Shaman

20 Gold Crowns to hire

Shamans use the power of the Waaagh to direct the might of G'rrk and M'rrk against their foes. Usually found scrounging up mysterious animal parts instead of gold, most other Goblins agree that 'dey is odd'.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	4	1	6

Weapons/Armour: A Shaman may be equipped with weapons chosen from the Hero equipment list.

SPECIAL RULES

Wizard: A Shaman begins with one spell randomly chosen from the Forest Goblin Spell list.





Henchmen



Forest Goblins

15 Gold Crowns to hire

Forest Goblin warriors form the rank and file of a Goblin warband. They use their natural talents to harass their enemies while keeping out of sight in the dense foliage.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Forest Goblins may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Animosity: Forest Goblins are subject to the rules for Animosity.

0.5 Red Toof Goblins

25 Gold Crowns to hire

Of all the various factions that comprise the Forest Goblins, the infamous Red Toof tribe is the most feared. They are elite shock troops, valued by Chieftains for their berserk rage in battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Red Toof Boyz may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Animosity: Red Toof Boyz are subject to the rules for Animosity.

Berserkers: Forest Goblins of the Red Toof tribe allow themselves to be bitten by all sorts of poisonous wildlife before entering battle. The mingling venom drives them into frothing convulsions, making them extremely ferocious. Red Toof Boyz are affected by the rules for Frenzy as described in the Mordheim rulebook. In addition, if they begin their turn within charge range of an enemy, they are immune to animosity for that turn.



0.5 Sluggas

20 Gold Crowns to hire

Sluggas practice the art of throwing various objects until they can hurl several projectiles in a split second. This makes them useful for distracting enemies with a hail of heavy stones.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Sluggas may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Animosity: are subject to the rules for Animosity.

Sluggas: In the shooting phase, the Sluggas may throw thrown weapons up to three times. This may not be combined with Quick Shot if they should be promoted to hero status.

0.1 Gigantic Spider



200 Gold Crowns to hire

Gigantic Spiders are best avoided when encountered in the wild, due to their deadly poison and huge size. When urged into fighting by Forest Goblin beastmasters, they become doubly dangerous and much harder to evade.

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

Weapons/Armour: A Gigantic Spider never needs or uses weapons or armour.

SPECIAL RULES

Fear: Gigantic Spiders cause *fear* as described in the Mordheim Rulebook.

Large Monster: Gigantic Spiders are large targets, and may always be shot at.

Poisonous: The Gigantic Spider's maw drips with vile poisons. When it wounds an enemy and a roll is made on the injury table, 1: knocked down, 2-4: stunned, and 5-6: Out of Action.

Native: Negotiating woodlands is no trouble for spiders. They move through any wooded terrain without penalty.

Non-sentient: Spiders are affected by the *stupidity* rules in the Mordheim rulebook. In addition, they never gain experience, as they are animals. Note however that they may climb as normal.

May Ride: The Forest Goblin Chieftain, may ride the Gigantic Spider, if you are using the optional rules for mounts. The chieftain gains +1 armour save, and shall move at the Gigantic Spider's rate of 6. Shooting attacks hit the Chieftain on a die roll of 1-2, and the Gigantic Spider on a 3-6. In close combat, the opponent may choose which to hit. The Gigantic Spider no longer has to check for *stupidity* if it is being ridden, as the Chieftain is directing its actions.

Forest Goblin Magic

D6 Result

- 1 Wind of Gork** **Difficulty 6**
A blast of foul flatulence signals G'rrk's Wrath.
A blast of foul flatulence signals Gork's wrath. Range: 12" The first model in its path must roll under its Toughness or take a S2 hit and be knocked down automatically.
- 2 Gaze of Mork** **Difficulty 8**
The Shaman invokes the presence of the God Mork to smite his foes with lightning.
Range 12". D3 S3 hits strike the first model in their path.
- 3 'Eadbanger** **Difficulty 8**
The Shaman channels pure Waaagh! energy through his body and vomits it toward the enemy.
Range 6". Fire bolts equal to the number of the Shaman's Attacks. Resolve with Strength equal to the Shaman's Toughness at the first model in their path. After the bolts effects are resolved, roll a die. On a 1 the Shaman has drawn upon too much power. The Shaman collapses and goes out of action.
- 4 Leap of Waaagh!** **Difficulty 7**
The Shaman summons a giant green hand to lift any Goblin and carry him into the fray.
The Shaman or any other Goblin within 3" may be moved up to 12". If this move brings them into close combat, they count as charging in the close combat phase.
- 5 Idol of Gork** **Difficulty 8**
Swirling energy crackles around the Shaman, giving him the appearance of a huge orc hero.
The Shaman gains +1 WS, +1 S, and +1 A. This enhancement lasts until the Shaman takes a wound.
- 6 'Ere we go!** **Difficulty 8**
The Shaman and nearby Goblins become filled with the essence of the Waaagh!
All friendly models within 6" of the Shaman treat stunned results on the injury table as knocked down instead. The effects last until the Shaman takes a wound.



Hochland Bandits



The biggest fallout of the Storm of Chaos was the influx of refugees from across the border. Though many from Ostermark and Ostland have returned, either to push back whatever forces remain in the areas they once called home or to start anew elsewhere in the Empire, a large population of Hochland have not and this has raised tensions throughout Talabecland. In and around Talabheim it is felt that they should cross the River Talabec, separating the two Provinces, and make efforts to rebuild.

Talabheim has had great difficulty with refugees and Talagaad, the port on the banks of the Talabec that sees most of the trade that flows along that great waterway, has had riots at the docks and in the area of the district known as 'Little Kislev' where longstanding Kislev migrants have clashed in the streets with the Hochland invaders. This bad blood is brewing a deep vintage and the winter has helped none.

It was a bad winter, food was short and even the aristocracy was having to make do as best they could. The harvest had been bad leading up to the Storm and the loss of so many men folk to the fighting and the return of many broken by it did not help. What excess grain and meat there was given charitably (or sold to the highest bidder) in those lands that had suffered worse. The trading that passed through Talagaad was slight and poor, for it drew from the realms that had been hardest hit by the war – Ostland, Ostermark and distant Kislev, and the mercantile routes along the Stir that passed through Krugenheim were equally poor, for it passed through Sylvania and that has nothing that few would wish to trade in. With trade weakened employment became scarce and men have been driven to take desperate measures in order to survive.

Rumours have spread of a treasure hidden deep in the Great Forest. Adventurous gangs of petty crooks led by villainous individuals now prowl the wilderness. Men and women have started disappearing. There is much which stands between them and success yet these men are opportunists who seek a prize for their own selfish gain.

Special rules

Hired Swords: Bandits have no compunction about hiring mercenaries, and may hire any Hired Swords allowed to a Human Mercenary warband.

Powder's Expensive! Bandits are often too poor to purchase or upkeep expensive equipment like gunpowder weapons. The exception to this is Bandit heroes, who often see such extravagances as pistols as symbols of their status and higher wealth. The higher costs for black powder weapons in the equipment chart, and the fact that henchmen can't purchase them at all, reflect the extreme rarity of these types of weapons for Bandit warbands.

Foragers. Bandits are used to lean times, and know how to make their gold stretch. Because of this, they usually have fewer expenses between adventures. When determining Income for a Bandit warband, always use the next lower warband size category (a warband with 1-3 members still uses the first column however!). For example, a warband with 15 members finds 4 Treasures in the Exploration Phase. When they sell these Treasures, they use the 10-12 members column instead of the 13-15 members column, resulting in a gain of 5 gold pieces for the warband.

Know Who To Sell To. Bandits are used to getting rid of stolen goods, and have built up contacts for doing so. When a Bandit warband sells equipment, they get half of any random element of the equipment cost, in addition to the normal half of the item's basic cost.

Choice of warriors

A Bandit warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband is 12.

Bandit Prince: Each Bandit warband must have one Bandit Prince: no more, no less!

Footpads: Your warband may include up to 2 Footpads.

Huckster: Your warband may include a single Huckster.

Duelist: Your warband may include a single Duelist.

Thugs: Any number of models may be Thugs.

Blackhearts: Your warband may include up to 2 Blackhearts.

Looters: Your warband may include up to 4 Looters.

Gutterscum: Your warband may include any number of Gutterscum.

Poachers: Your warband may include up to 2 Poachers.

Starting Experience

A **Bandit Prince** starts with 20 experience.

Footpads start with 8 experience.

Duelists start with 12 experience.

Hucksters start with 8 experience.

All **Henchmen** start with 0 experience.



Bandit Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Bandit Prince	✓	✓		✓	✓	✓
Footpad	✓	✓			✓	✓
Huckster	✓		✓			✓
Duelist	✓	✓			✓	✓

Bandit equipment list

The following lists are used by Bandit warbands to pick their equipment:

BANDIT EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Hammer	3 gc
Battle Axe	5 gc
Sword	10 gc
Spear	10 gc
Two-handed weapon	15 gc

Missile weapons

Throwing Axe	15 gc
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Armour

Light Armour	20 gc
Shield	5 gc
Helmet	10 gc

DUELIST EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Rapier	15 gc
Main Gauche	7 gc
Sword	10 gc
Spear	10 gc

Missile weapons

Pistol	20 gc (40 gc for a brace)
Duelling Pistol	30 gc (60 gc for a brace)

Armour

Shield	5 gc
Buckler	5 gc

COWARD EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Spear	10 gc

Missile weapons

Sling	2 gc
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Armour

None



POACHER EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Spear	10 gc

Missile weapons

Short bow	5 gc
Bow	10 gc
Longbow	15 gc
Crossbow	25 gc

Armour

Helmet	10 gc
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Bandit Special Skills

Bandit Heroes may use the following skill lists instead of the standard skill lists available to them.

banditry

Between missions, the bandit goes off and robs travelers or other innocent victims. Instead of searching for Rare equipment, the hero may engage in banditry - roll a D6, on a result of 2-6, the banditry is successful and the hero adds D6+1 gold to the warband's stash. However, on a result of 1, the attempted robbery has somehow gone wrong - roll on the Serious Injury table for the bandit, as if he had been taken Out of Action in the last game. If several heroes have this skill, it is quite possible that some are successful and some not in their Banditry attempt between games...that is the nature of thieves' honor - if a man falls behind, he is usually on his own! This skill may not be combined with the Huckster's Slick Operator special ability.

hide in shadows

The Bandit has become an expert at concealing himself from his enemies (and potential victims!). An enemy warrior attempting to detect this warrior when he is Hidden must halve his Initiative (round up) before measuring the distance.

jump back

This warrior is an expert at getting himself out of sticky situations. If the warrior is in close combat with an

enemy warrior (and not Knocked Down or Stunned) at the start of his Movement Phase, he may attempt to jump out of combat. To attempt to do so, the warrior must make an Initiative test. If he fails the test, the warrior will automatically strike last in that round of combat. However, if he passes, immediately move him 1" away from the enemy warrior (this does not count against his movement for that Movement Phase); he may then move and otherwise act normally for the test of that that turn (even charging back into combat if he chooses!).

sniper

The bandit is an expert at shooting his victims from the comfort of cover. When Hiding, the warrior may cast spells or shoot and still remain Hidden. Note that the bandit may not use this skill if he is shooting a Blackpowder weapon!

throw voice

This rogue has mastered the art of misdirecting enemies who get too close by making them hear noises or voices some distance from his location. If an Enemy warrior is attempting to detect the bandit While he is Hidden, roll a D6 - on a result of 4 or better, the bandit is undetected and remains Hidden.



Bandit special equipment

Rapier

(from the "Ye Olde Curiosity Shoppe" in TC 7)

15 gold crowns

Availability: Rare 5;

Reiklanders, Marienburgers, Hochland Bandits only

The rapier is a long thin blade commonly used by duellists. It is a deadly, sharp weapon capable of delivering a multitude of blows but lacks the power of a broadsword.

Range	Strength	Special rules
Close Combat	As user -1	Parry, Barrage

SPECIAL RULES

Parry: see Mordheim Rulebook.

Barrage: A rapier is light and flexible, and while this makes it less powerful than a broadsword or an axe it means that a warrior using a rapier can make a barrage of quick attacks before his opponent can react. A well trained swordsman could inflict a multitude of light wounds in mere seconds, often enough to incapacitate the hardest of foes. A warrior armed with a rapier rolls

to hit and to wound as normal. However, if you manage to hit your opponent but fail to wound you may attack again just as if you had another attack but at -1 to hit (down to a maximum of needing a '6' to hit). You may continue attacking as long as you hit and it is possible to strike your opponent many times, particularly if your warrior has more than one attack on his profile.

Main Gauche

7 gold crowns

Availability: Rare 7, Hochland Bandits only

A main gauche is a dagger with a large hand guard, often used in conjunction with a rapier or other sword. Popular among duellists and petty nobles, the main gauche is sometimes seen as a "foppish" weapon, but in reality it provides the wielder the ability to be strong both in attack and defense.

Range	Strength	Special rules
Close Combat	As user	Parry, +1 Enemy Armour Save

1 Bandit Prince

60 Gold Crowns to hire

Many young men of meager means and wild imaginations dream of forging their own empire out of the wilderness. Some actually take steps to make their dreams reality, and gather a group of men together to seek their fortunes. Unfortunately reality often overtakes these small adventuring bands, and instead of forging ahead through hard times, many settle for claiming a small stretch of highway or forest as their 'domain', imposing 'taxes' or 'tolls' on any travelers unlucky enough to be traveling by. The leaders of such bands are sometimes bitter, hardened men who have seen their dreams trampled in the dust, but just as often they are carefree spirits who have found they actually prefer a more open forum for their 'court'. Many a romantic tale is spun about this latter sort, and often young ladies of noble birth find themselves falling in love with the ideal of the 'daring scoundrel'. Most are often disappointed (and slightly poorer) when they meet the real item in the flesh however.



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

Weapons/Armour: A Bandit Prince may be equipped with weapons and armour chosen from the Bandit Heroes Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Bandit Prince may use his Leadership characteristic when taking any Leadership tests.

0'2 Footpads

45 Gold Crowns to hire

Footpads specialize in sneaking behind their target (or 'mark') and taking him while he is unaware of their presence (preferably from behind...in the dark). While out in the open a Footpad fights no better than any other warrior, if given the opportunity to surprise his enemy, a Footpad can often be a dangerous opponent indeed.

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

Weapons/Armour: Footpads may be equipped with weapons and armour chosen from the Bandit Equipment list.

SPECIAL RULES

Concealment: Enemy warriors often find it difficult to detect a Footpad until he strikes. If an enemy warrior wishes to charge a Footpad that he cannot see (but was

not declared as *Hidden*), he must subtract 1 from his Initiative before making his Initiative test. Note that a roll of '6' always fails when rolling to charge a Footpad that the warrior cannot see. Also, models halve their Initiative when checking the range to see if they can detect a Footpad who has been declared as *Hiding*.

0'1 Duelist

45 Gold Crowns to hire

It is inevitable that sometimes heated arguments just cannot be settled peacefully. On such occasions an injured party may decide that his honor cannot be restored with anything less than his enemy's blood, and challenges his opponent to a duel. Among the rich and powerful in the cities of the Empire, life is often considered more important than personal honour, and a third party is hired to stand in for the challenged. A professional warrior who specializes in standing in on these occasions is known as a Duelist. Being a Duelist can prove quite a lucrative, if somewhat short, career. Many families take offense to a trained fighter cutting their kin down in the street, and will hire killers of their own to exact revenge. A situation such as this will often result in a Duelist joining a party of wandering brigands for a time, taking a short 'vacation' from life in the city until things cool down a bit...

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

Weapons/Armour: A Duelist may be equipped with weapons and armour chosen from the Duelist equipment list.

SPECIAL RULES

Swordmaster: In order to remain alive, a Duelist picks up swordfighting techniques that few others master. The Duelist successfully parries an enemy blow on a roll equal to or over the roll to hit, not just over the roll as with normal parries. Obviously a Duelist must first be armed with a weapon or armour that allows him to Parry in order to use this rule.

Weapon Knowledge: A Duelist must be prepared to fight an opponent with any weapon at any time, so a working knowledge of even exotic weapons is critical for his survival. The weapons in the Bandit equipment chart merely represent the weapons a Duelist may start with. A Duelist may use any close combat or missile weapon that the warband members can get hold of.

0'1 Huckster

40 Gold Crowns to hire

Among the cities of the humans there are those who find that they have a natural gift for convincing others to help them in their endeavors. Typically very

intelligent and possessing a silver tongue, a huckster can convince a man that the stones in his hand are really magical beans, or that ownership of a nearby bridge is the answer to his dreams. Often quite well-to-do until their victims track them down, hucksters often find a Bandit warband offers them considerably more security than life alone.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	2	3	1	3	1	6

Weapons/Armour: A Huckster may be equipped with weapons and armour chosen from the Coward Equipment list.

SPECIAL RULES

Convincing Manner: Hucksters specialize in convincing strangers of their benevolent intentions. When an

enemy warrior attempts to charge a member of the huckster's warband within 12" of the huckster, the enemy must first pass a successful Leadership test. If the warrior fails the test he may not charge and remains stationary for the turn (treat as a failed charge), exactly as if he had failed a test to charge a Fear-causing enemy. Note that individuals subject to Stupidity and animals are immune to this effect (they are too stupid to understand what the huckster is saying).

Slick Operator: In between games the player may choose to have the huckster run a con on the local inhabitants of the region. Roll a D6: On a result of 2-6, the con is successful and the warband gains 2D6 gold (the huckster keeps the rest). However, on a result of 1 the huckster's con has backfired and he is on the run (he misses the next game and no gold is received by the warband).

Bandits

Thugs

30 Gold Crowns to hire

Brawn without brains. Those stronger than their fellows are often drawn to a life of banditry, as it is an easy way for them to earn a living. Many a town bully has found that he has been, quite by accident, training himself for a life of crime.

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

Weapons/Armour: Thugs may be equipped with weapons and armour chosen from the Bandit Equipment list.

0-4 Looters

25 Gold Crowns to hire

Not all members of a Bandit warband find close-up fighting enjoyable. Many are cowards who make their living off of shooting a victim from afar and then stripping the body for anything that can be sold.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	4	3	3	1	3	1	6

Weapons/Armour: Looters may be equipped with weapons and armour chosen from the Coward Equipment list.

SPECIAL RULES

Looting the Dead: Normally when a warrior is killed or his wounds cause him to leave the warband and he is taken off the warband's roster, all of his equipment is lost. However, some unscrupulous individuals will stoop to robbing a dead or incapacitated warrior, thereby gaining his equipment for themselves. When rolling for warriors who were taken Out of Action at the end of a battle, the Bandit player may roll a D6 for any

warriors who are to be removed from their warband's roster. On a roll of 4+ the looter has taken all of the warrior's equipment—it is the Bandit player's to keep. Failure indicates that the Looter either didn't notice the warrior going down, or he didn't get the opportunity to rob the body. Obviously any warrior can only be looted once, but multiple Looters allow the Bandit player multiple chances that his warband members got the equipment off of each downed warrior. Note also that warriors to be looted can be from any warband participating in the game, including the Bandit warband—Bandits are certainly not above looting their own dead!

0-2 Blackhearts

35 Gold Crowns to hire

Rapists and killers, Blackhearts are truly soulless individuals who represent the worst elements of any society. Such cruel and evil beings have usually seen the worst life has to offer and revel in it. Most Blackhearts have severely anti-social tendencies, so a Bandit warband will never be found with more than one or two of these depraved creatures.

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

Weapons/Armour: Blackhearts may be equipped with weapons and armour chosen from the Bandit Equipment list.

SPECIAL RULES

Hardened: Blackhearts are not as put off by the evils of the world when they come across them...in fact persons of this nature are often more uncomfortable around situations where warmth and love are in abundance! Blackhearts are immune to Fear, and never have to take All-Along tests (they prefer to work alone anyway...).

02 Poachers

35 Gold Crowns to hire

While most members of a Bandit warband are hardened criminals, some are just individuals who were down on their luck for one reason or another, and were forced to resort to poaching the local lord's game. While these individuals may not have the same temperament or lack of morals as the rest of the warband, they are usually hunted just as relentlessly. While they often find most of their fellows distasteful (to say the least!) poachers are so useful to the warband that they are usually given more slack than anyone else. After all, a band of outlaws needs places to hide and food to eat, and Poachers know where the best of both are to be found...

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

Weapons/Armour: Poachers may be equipped with weapons and armour chosen from the Poacher Equipment list.

SPECIAL RULES

Trailblazers: Poachers are experts at finding new game or safe campsites for the warband. In the game this is represented by allowing the warband to reroll one D6

for each Poacher in the Exploration phase. Poachers are not as good as Elf Rangers for scouting, but they are often darned close!

Gutterscum



10 Gold Crowns to hire

Gutterscum are the lowest of the low—those whose laziness or other vices have driven them to a life they are utterly unsuited for. They often make up the bulk of a Bandit Warband, as the slums of most cities are filled with those desperate enough to view a life of preying on their fellow man and fleeing from the authorities as an opportunity to improve their lot.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: Gutterscum may be equipped with weapons and armour chosen from the Coward Equipment list.

SPECIAL RULES

Utterly Inept: Gutterscum have turned to a life of crime because they lack the ability to fit into normal society. They lack both the ambition and the capacity for self-improvement. Gutterscum do not gain experience.

Bogrutz sat down on the boulder and put his chin on his fist. "Boyz, one day ab'll tell meself, never trust a gobbo. Dey lie, steal an' run off jus' when yer needs 'um." The other orcs nodded in agreement, partly because it was true and partly because it was never wise to argue with Bogrutz when he was on one of those moods. "L'il buggers. If's ab sees 'em agin, ab'll frottle 'em all."

The black orcs had survived, mainly through sheer pigheadedness and refusal to give up fighting, even when a very malicious spirit of the wood had torn one of their number to pieces. They'd been the last ones left on the battlefield, the stunties being forced to retreat, the bumies running away and the gobbos sneaking off with a prize, which Bogrutz knew must have been what the stunties were keeping. It made him so mad to have won and yet lost. He really needed to bit something until there was nothing left but a smear.

Slowly he stood up and pointed. "Dis way, boyz, an' Gork 'elp 'oever steps in front o' us."

"Why boss?"

"'Cos we'll batter 'em until dey's dead. Den we batter 'em some more."

"An' more affer dat?"

"Yeab."

By a less then spectacular coincidence not that far away and in the direction that the black orcs were moving in, sat a small group of disconsolate men wearing clothing that had been repaired to the point of being thread-bare, weapons stained with blood that was so old it wouldn't wash off and a mood blacker than night at the bottom of the ocean.

Patrick Richards was in the foulest mood he could ever remember being in and, to top it off, the person he most bated at that moment was himself. Ever since he'd taken charge things had gone downhill. The light at the end of the tunnel turned out to be a lure to an even bigger drop. They numbered only 5 now and two of those Richards couldn't even remember their names.

He missed Hagman and the way the old poacher could sing a song to raise their spirits. He missed Perkins and the young man's exhilaration for life. He missed Harris and the ex-priest's sayings. He missed Tongue and the way the cutpurse had been able to work a piece of wood with a knife. He missed Robin Sharper, for the man had been a better leader than Patrick had been. He had had presence, charisma. He hadn't led them wrong.

Now they were down to five men, lost in the Great Forest and whatever hope they had had for finishing Robin's mission was gone, lost in the mire of their depression and just generally not in a good place. It wasn't even as if Pat could just tell them all to give up and go home, they were stuck together till the bitter end and it seemed to be very bitter indeed.

He should have said that they'd go north, back to Hochland, back at the beginning, fight Robin's legacy from there, win back their homeland, but he'd promised the dying man he'd go on to Altdorf and defeat the Rossensteins. Damn me for promising a dying man a wish I'll never fulfil, he thought.

And then the day got worse.

Gunnery School of Nuln

The province of Nuln is respected across the Empire as the home to the finest handguns and war machines, save for those constructed by the Dwarfs. This makes them a desired commodity for any Imperial army using cannonry and as such graduates from the Imperial Gunnery School are highly prized for their skills in training artillery on vulnerable targets with unerring accuracy and maintaining the war machines.

Perhaps the most surprising fact is that the Imperial Gunnery School does not create new weapons of war. Such tasks are executed by the College of Engineering, either the well known one in Altdorf, where luminaries as von Meinkopt (creator of the Hellblaster) and Pfeilmann (Grenade Launching Blunderbuss) were taught, or the Gunnery School's neighbouring one in Nuln. Once the Colleges of Engineering create a war machine, the Imperial Gunnery School then start training gunners to use them.

This creates a high demand for their services with only a limited number available at any one time. Yet this demand has still led to the school refusing to lower its standards to concentrate on producing better skilled gunners and engineers, rather than a lot of sub-standard graduates barely capable of knowing which end of the cannon shoots the balls out.

Most of the students at the school come from the Imperial nobility, sons who show talents in mathematics or an interest in things that go boom, as well as not being immediately in line for succession. Once they graduate, students are given the choice of staying in the school for further studies (and eventually becoming a Master Gunner) or returning home. For some the prospect of yet more years of studies will send them home where they will go on to fight as an army's pistoliers or outriders. Those who remain will attain the pinnacle of their craft and get to watch their former trainees charge across the battlefield, often to their deaths.

One of the requirements of the school is that all students undergo fieldwork to see how weapons perform in the field, and how the students perform too. They are sent out under the tutelage of a Senior Gunnery Officer and an instructor, one who has graduated recently and who knows what is expected with fieldwork.

For such an excursion, the group leave the school and Nuln for a period of time and travel wherever they feel. The instructor evaluates the aptitude of the students, making assessments of whether they are likely to graduate. Their abilities vary from undeveloped to talented, but they are always very well equipped.

Special rules

Impeccable Care

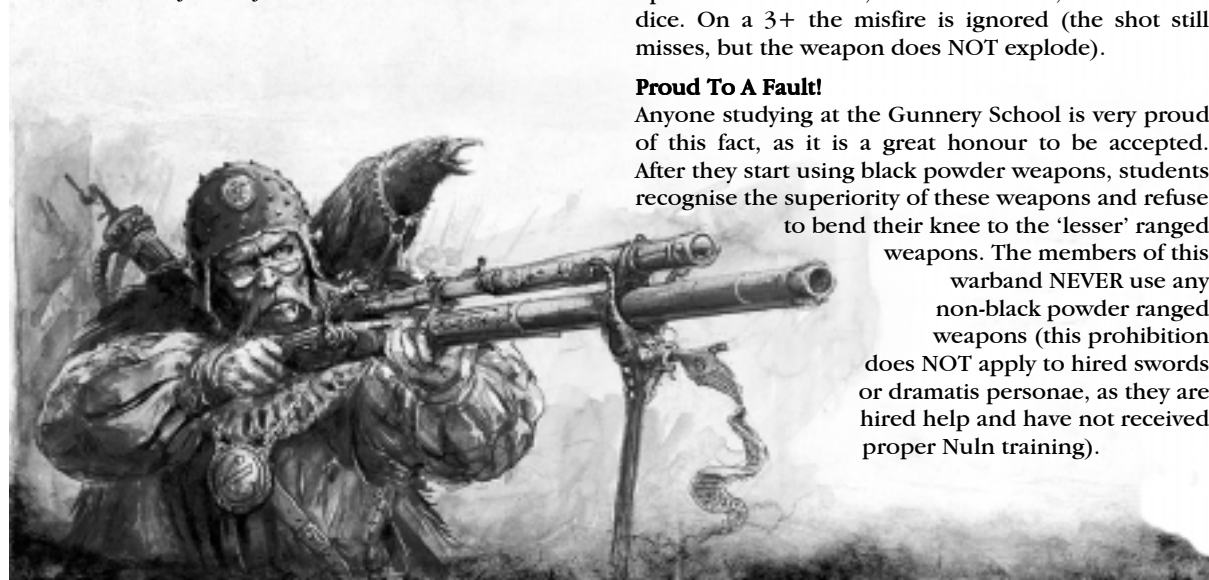
Amongst one of the first things that the students are taught is to take proper care of their equipment and the right way to perform that maintenance. Once they have mastered this function, they learn to repair the same weapons should they become damaged and because of this they can buy such black powder weapons on the cheap and quickly return them to good working order. As a result they can buy these weapons at a fairly reduced price! They can ALWAYS use the reduced cost for black powder weapons listed in their starting Equipment List, and they gain an additional +2 on rare rolls to find any black powder weapons since people don't mind selling broken guns!

Properly Used

The students know the proper way to use their weapons, spending many hours on the school's shooting range. This is considered to be a good use of time between lessons and recommended by all the school's instructors, after all if the students constantly blow themselves up with their weapons, there wouldn't be many graduates. When using the optional Misfire rules, if a one is rolled, roll a second dice. On a 3+ the misfire is ignored (the shot still misses, but the weapon does NOT explode).

Proud To A Fault!

Anyone studying at the Gunnery School is very proud of this fact, as it is a great honour to be accepted. After they start using black powder weapons, students recognise the superiority of these weapons and refuse to bend their knee to the 'lesser' ranged weapons. The members of this warband NEVER use any non-black powder ranged weapons (this prohibition does NOT apply to hired swords or dramatis personae, as they are hired help and have not received proper Nuln training).



Choice of warriors

A Gunnery School warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Senior Gunnery Officer – Each warband must start with a single Senior Gunnery Officer, no more, no less.

Instructor – A warband may include up to one Instructor.

Senior Student – A warband may include up to one Senior Student.



Underclassmen – A warband may include up to two Underclassmen.

Sons of the Guns – A warband may include any number of Sons of the Guns.

Marksmen – A warband may include up to 7 Marksmen.

Pistoliers – A warband may include up to 5 Pistoliers.

Starting Experience

A **Senior Gunnery Officer** starts with 20 experience.

An **Instructor** starts with 12 experience.

Senior Students start with 8 experience.

Underclassmen start with 0 experience.

Henchmen start with 0 experience

Gunnery School Skill Table

	Combat	Shooting	Academic	Strength	Speed
Senior Gunnery Officer	✓	✓	✓	✓	✓
Instructor		✓	✓		✓
Senior Student	✓	✓		✓	✓
Underclassmen	✓	✓			✓



Gunnery School equipment list

The following lists are used by Gunnery School warbands to pick their equipment:

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Mace/Hammer.....	3 gc
Axe.....	5 gc
Sword.....	10 gc
Double-handed weapon.....	15 gc
Spear.....	10 gc
Halberd.....	10 gc
Morning Star.....	15 gc

Missile weapons

Pistol.....	10 gc (20 gc for a brace)
Double Barreled Pistol.....	20 gc (35 gc for a brace)
Duelling Pistol.....	20 gc (35 gc for a brace)
D. B. Duelling Pistol.....	35 gc (65 gc for a brace)
Handgun.....	25 gc
Double Barrelled Handgun.....	45 gc

Armour

Light armour.....	20 gc
Heavy armour.....	50 gc
Shield.....	5 gc
Buckler.....	5 gc
Helmet.....	10 gc

Miscellaneous

Superior Black Powder.....	25 gc
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MARKSMEN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Mace/Hammer.....	3 gc
Axe.....	5 gc
Sword.....	10 gc

Missile weapons

Pistol.....	10 gc (20 gc for a brace)
Double Barreled Pistol.....	20 gc (35 gc for a brace)
Repeater Pistol.....	25 gc
Blunderbuss.....	20 gc
Handgun.....	25 gc
Double Barrelled Handgun.....	45 gc
Hochland Long Rifle.....	100 gc
Repeater Handgun.....	50 gc
Hand-Held Mortar.....	70 gc
Pigeon Bombs.....	25 gc

Armour

Light armour.....	20 gc
Shield.....	5 gc
Helmet.....	10 gc

Miscellaneous

Superior Black Powder.....	25 gc
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Gunnery School special weapons



Double Barrelled Pistols

25 + D6 gold crowns (46 + 2D6 gold crowns brace)

Availability: Rare 9 (Rare 10 for a brace)

Originally created by a forward thinking blacksmith in Ostland for a vampire hunter, the engineers in the College at Nuln picked up on the trick very quickly. The design was simple enough; it is merely a pistol with a pair of barrels and a two-part trigger, which is capable of firing one or both barrels at a time, giving it the ability to punch a hole in even the toughest armour.

Range	Strength	Special rules
6"	4	Prepared Shot, Save Modifier, Hand-to-hand, Double-barrelled

Prepared Shot: As per the Mordheim rulebook.

Save Modifier: As per the Mordheim rulebook.

Hand-to-hand: As per the Mordheim rulebook.

Double-barrelled: A double-barrelled weapon is a tricky piece of engineering, but it's a wonderful piece for combat. When firing such a weapon, the bearer must declare whether he is firing one or both barrels. If firing a single barrel, treat the shot as you would a normal weapon. However when firing both barrels, the method changes slightly:

To hit – roll a single dice as you would normally. This allows for a narrow field of fire emanating from the weapon.

To wound – roll for each shot individually, as each shot can wound on it's own. Treat each shot that inflicts Critical Hits separately.

Reloading: After firing both barrels, place 2 tokens on the model. In your next shooting phase remove 1 token to represent one barrel having been reloaded. Token removal should be the last thing done in your shooting phase and you cannot shoot in the same phase as your reload.

Firing a Brace: If you fire both guns and barrels at the same time, place 4 tokens down, 2 each of different colours (one for each pistol in the brace). Remove one token of each colour every turn.

Double Barrelled Duelling Pistols

45 + 2D6 gold crowns (80 + 4D6 gold crowns brace)

Availability: Rare 11 (Rare 12 for a brace)

A natural evolution from the double-barrelled pistol, but it has proven less popular than envisaged. It had been thought that nobles would invest in them as a showpiece and put a stop to pointless duels, as who would want to shoot a rival who could shoot, miss, and then shoot again, even if you got two shots at them as well. Perhaps the designer should have put a few more hours thinking into it.

Range	Strength	Special rules
9"	4	Accuracy, Prepared Shot, Save Modifier, Hand-to-hand, Double-barrelled

Accuracy: As per the Mordheim rulebook.

Prepared Shot: As per the Mordheim rulebook.

Save Modifier: As per the Mordheim rulebook.

Hand-to-hand: As per the Mordheim rulebook.

Double Barrelled: As above.

Double Barrelled Handgun

60 + 2D6 gold crowns

Availability: Rare 10

Created from a request by a Nuln nobleman who had been impressed by a demonstration model, the gunsmiths slaved long and hard to replicate it until a final model was forged. By then the noble had forgotten about it and the Colleges was left with a job lot. These were given to the Gunnery School as a gift and sort of disappeared on route.

Range	Strength	Special rules
24"	4	Prepared Shot, Save Modifier, Move or Fire, Double-barrelled

Prepared Shot: As per the Mordheim rulebook.

Save Modifier: As per the Mordheim rulebook.

Move or Fire: As per the Mordheim rulebook.

Double Barrelled: As above.

Repeater Handgun

60 + 2D6 gold crowns

Availability: Rare 11

The next step in the evolution of multi-barrelled weapons, a Repeater Handgun mounts a number of handgun barrels around a rotating cylinder, each one firing in turn. Prone to misfiring or other malfunction, Repeater Handguns are still highly sought after items, as they will launch a veritable storm of lead at the enemy if they don't break down.

Range	Strength	Special rules
24"	4	Save Modifier, Move or Fire, Fire Thrice, Experimental

Save Modifier: As per the Mordheim rulebook.

Move or Fire: As per the Mordheim rulebook.

Fire Thrice: The Repeater Handgun may fire up to three shots; if more than one shot is made the to hit roll is at -1. Resolve each shot individually, you may choose to shot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

Experimental: The Repeater Handgun is always subject to the optional Blackpowder Weapons rules from the Mordheim rulebook, even if they are not normally used in your campaign. On any result other

than "BOOM!", the weapon has jammed or run out of loaded barrels and must be reloaded.

Slow Reload: To reload a Repeater Handgun takes a long time and a bit of focus. The warrior must do nothing (no moving, no shooting, no fighting in close combat, etc.) for a complete turn in order to reload the weapon.

Repeater Pistol

30 + 2D6 gold crowns

Availability: Rare 9

It wasn't long after the invention of the repeater handgun that the same principle was being used on pistols. Still prone to misfiring or other malfunction, they have found a place in gunnery bands armouries. Stories of calm instructors gunning down hordes of foes within feet of themselves are legendary and in all likelihood untrue. But it just could happen...

Range	Strength	Special rules
6"	4	Save Modifier, Fire Thrice, Experimental, Quick Reload, Not a Club

Save Modifier: As per the Mordheim rulebook.

Move or Fire: As per the Mordheim rulebook.

Fire Thrice: The Repeater Pistol may fire up to three shots; if more than one shot is made the to hit roll is at -1. Resolve each shot individually, you may choose to shot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

Experimental: As per the rule for the Repeater Handgun, above.

Quick Reload: The basic design of the pistol and number of barrels allows quick reloading, the pistol will always be able to fire at least one shot. After shooting more than one shot in a single turn the model must spend a complete shooting phase without shooting and without being in combat, before firing multiple shots (see **Fire Thrice**, above) may be taken again.

Not a Club: The Repeater Pistol may be used as a normal pistol in the first round of combat. After that it doesn't count as an additional hand weapon as it is far too delicate to risk in such a crude fashion. Its owner will not willingly discard it in a fight and so must fight on without the use of an additional hand weapon.

Hand-Held Mortar

80 + 2D6 gold crowns

Availability: Rare 12

The explosive power of a mortar, in a small enough package to be carried by a single man, the Hand-Held Mortar enables a warrior to launch an explosive into the midst of the enemy, sowing death and disorder.



Range	Strength	Special rules
24"	4	Prepared Shot, Save Modifier, Move or Fire, Scatter, Experimental, Explosive Radius

Prepared Shot: As per the Mordheim rulebook.

Save Modifier: As per the Mordheim rulebook

Move or Fire: As per the Mordheim rulebook.

Scatter: If the warrior misses his roll to hit, the shot will land 2D6" in a random direction (determined using a Warhammer directional die, using the "clock-face method" of scattering, or whatever other method the players can agree to).

Experimental: As per the Repeater Handgun rule, above.

Explosive Radius: After determining the final landing spot, the explosion created by the bomb will cover a small area. The target and any models within 1 1/2" of him each take a single S4 hit from the blast.

Hersten-Wenkler Pigeon Bombs

30 + 2D6 gold crowns

Availability: Rare 8

When the full potential of gunpowder was realized in the Empire, it became only a matter of time before some enterprising engineers combined explosives and small animals. After initial failures with attempts to use rats, bats, and dogs, promising results were realized with pigeons. While not completely accurate due to having something of a mind of their own, pigeons are able to get to even distant targets quickly, and are very hard to prevent from reaching their target once they have been launched. Once it gets there, pigeon's small metal harness will fall away, freeing the bomb to ravage a small area below, while the pigeon returns home..

Range	Strength	Special rules
Unlimited	4	Move or Fire, Explosive Radius Tempermental

Move or Fire: As per the Mordheim rulebook.

Explosive Radius: If the Pigeon Bomb lands on target, use the Explosive Radius rule under the Hand-Held Mortar above to determine the area of effect.

Tempermental: When launching a pigeon bomb, do not use the BS of the warrior. Instead, roll a D6: on a 5-6, the a pigeon bomb hits its target; on a 2-4 the fuse wasn't cut properly and the pigeon explodes harmlessly in the air before reaching its target; on a result of 1, something has gone disastrously wrong and the pigeon explodes in the hero's hands... he and everyone within 1 1/2" takes a S4 hit.

Pigeon Roost: Once a Hero buys pigeon bombs, he has enough for the full game, and his supply gets replenished at the start of each new game.



Heroes



1 Senior Gunnery Officer

60 Gold Crowns to hire

A veteran of many excursions, extremely skilled and a deadly foe, these Officers have seen a lot of action, sometimes a little too much for some, and have partially retired from the front line to teach. They enjoy these little 'days out'.

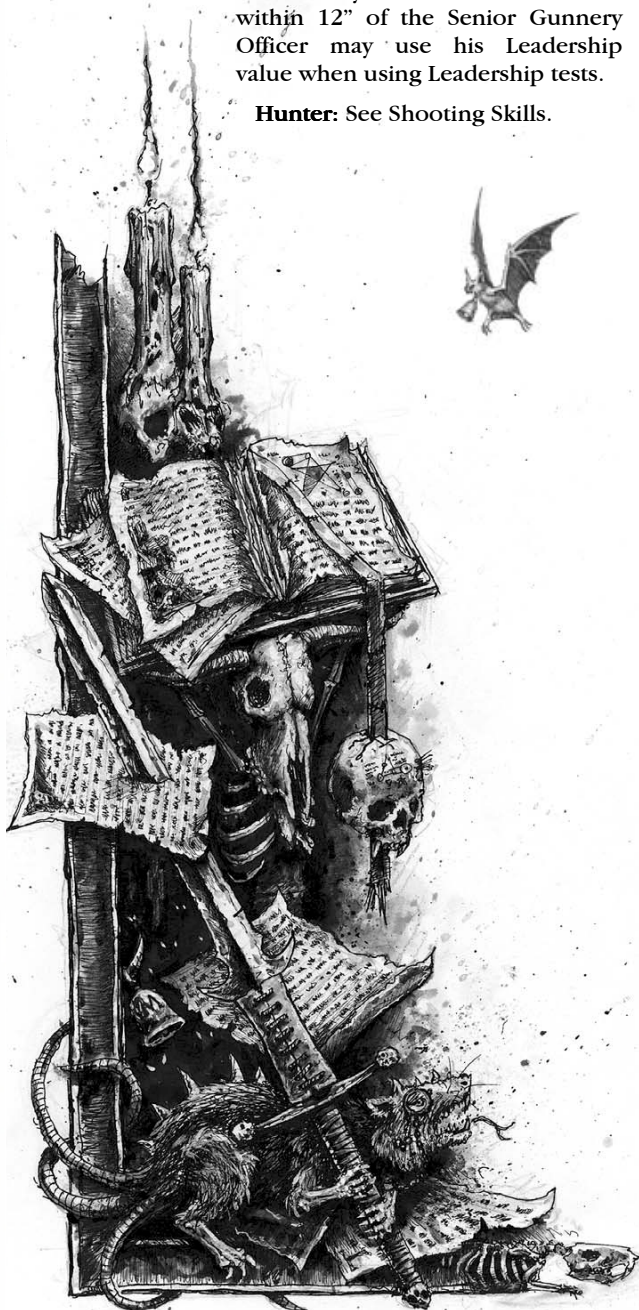
Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: The Senior Gunnery Officer may be equipped with weapons and armour chosen from the Gunnery School Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 12" of the Senior Gunnery Officer may use his Leadership value when using Leadership tests.

Hunter: See Shooting Skills.



0.1 Instructor

45 Gold Crowns to hire

The gunners of Nuln are the most respected in the Old World. They are in charge of keeping up the mighty Empire war machines such as the great cannons. They are well educated and extensively trained, but not yet too battle-hardened, so these excursions give them field experience, even in the smallest things.

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

Weapons/Armour: The Instructor chooses weapons and armour from the School's Armoury List or the Marksman Equipment List.

SPECIAL RULES

Expert Weaponsmith: The Instructors know every trick in the book when it comes to working with black powder weapons. While there is an Instructor in the warband all Pistol weapons receive a +3" range bonus and all other black powder weapons receive a +6" range bonus.

0.1 Senior Student

45 Gold Crowns to hire

The upperclassmen at the school are well acquainted with the forms of combat and mechanics used by the Empire. The years of using pistols and firing cannons has given them plenty of experience with weaponry and this is not their first excursion into the wilds of the Empire. It is likely to be their last before they graduate.

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

Weapons/Armour: Senior Students are allowed to choose weapons and armour from the Gunnery School Equipment List.

0.2 Underclassmen

20 Gold Crowns to hire

This is the first excursion for these freshmen, who have had maybe only months of training and shooting. Most will see this as a chance to escape the stuffy halls of academia and go hunting for pleasure. The brighter ones will realise that this is a true test of their dedication and knowledge.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	3	1	6

Weapons/Armour: Underclassmen choose their weapons and armour from the School's Armoury List.



Gentlemen



Sons of the Guns

25 Gold Crowns to hire

Orphans left on the doorsteps of the school, well cared for and trained to take care of the constructs as apprentices and assistants. Many go on to form gun crews for the cannons taken into battle and some even rise as far as commanding such crews. For the most part they remain a background element to the successful workings of any cannon or black powder weapon and have become an essential part of the school. On the excursions, Sons of the Guns provide a much-needed set of arms to carry provisions and spare powder, as well as providing much needed additional firepower in a fight.

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

Weapons/Armour: The sons of the guns choose weapons and armour from the Gunnery School's Equipment List.

0.7 Marksmen

30 Gold Crowns to hire

It is said that some of the finest marksmen in the Empire have graduated from the Gunnery School, though many backwoodsmen in Hochland disagree. Certainly compared to their rural counterparts, Marksmen show more proficiency over a wider range of black powder weapons, even the Long Rifle.

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

Weapons/Armour: The Marksmen choose their weapons and armour from the Marksmen Equipment List.

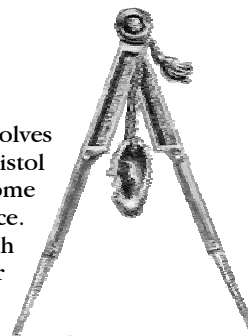
SPECIAL RULES

Quick Reload: Marksmen trained at the Gunnery School are forced to practice many drills day after day, including those that teach them to load their weapons for speed under high-pressure conditions. Marksmen have the *Hunter* skill from the Mordheim rulebook. A Marksman who becomes a Hero gains no further effect from taking the *Hunter* skill in addition to this.

0.5 Pistoliers

35 Gold Crowns to hire

Part of any student's tutoring involves learning pistols and pistol maintenance and many become crack shots with repeated practice. Sadly they do not devote as much time to learning from the other parts of the curriculum and often graduate through money and luck, returning home to show off their skills, drifting into the army as Pistoliers or Outriders.



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

Weapons/Armour: The Pistoliers choose their equipment from the Gunnery School's List.

SPECIAL RULES

Crack Shot: Experts with pistols in close quarters; they have an uncanny ability to turn what should have missed its target into a success. When using pistols in close combat, they may re-roll any missed to-hit rolls with the pistol in the first round of combat.

Reinhardt smiled menacingly as he reloaded his double-barrelled handgun in front of the cowering village folk. The two mutants he'd put down in front of them lay slumped a few feet away and the explosive bangs had put the fear of Sigmar in them. How superstitious and ignorant they looked to him, a man of confidence, style and training.

He turned to them and spoke, raising his gun above his head. "All right, peasants! See this, this is my boomstick." He fired both barrels in the air, spooking them. "It's Nuln's top of the line, made by Mssr's Steinbock and Ulstadt. It costs more money than you'll ever see in five lifetimes, comes with an oaken stock, silver trim and a hair trigger. Now that I've killed off your little problem, I expect the best food and accommodation you can give me - for free."

A woman in the crowd shrieked and the entire crowd started running away from Reinhardt, leaving him puzzled until he heard the slow laboured grunts coming from behind him. One of the mutants was standing up, the shot having evidently only scratched it. It got to its feet and shook its head around.

Reinhardt's smile grew wider and he raised his handgun, the mutant firmly in his sights, not yet moving. He pulled the trigger and the hammer fell onto two empty barrels with a loud click.

The mutant seemed to notice him at the sound and leapt for Reinhardt's throat.



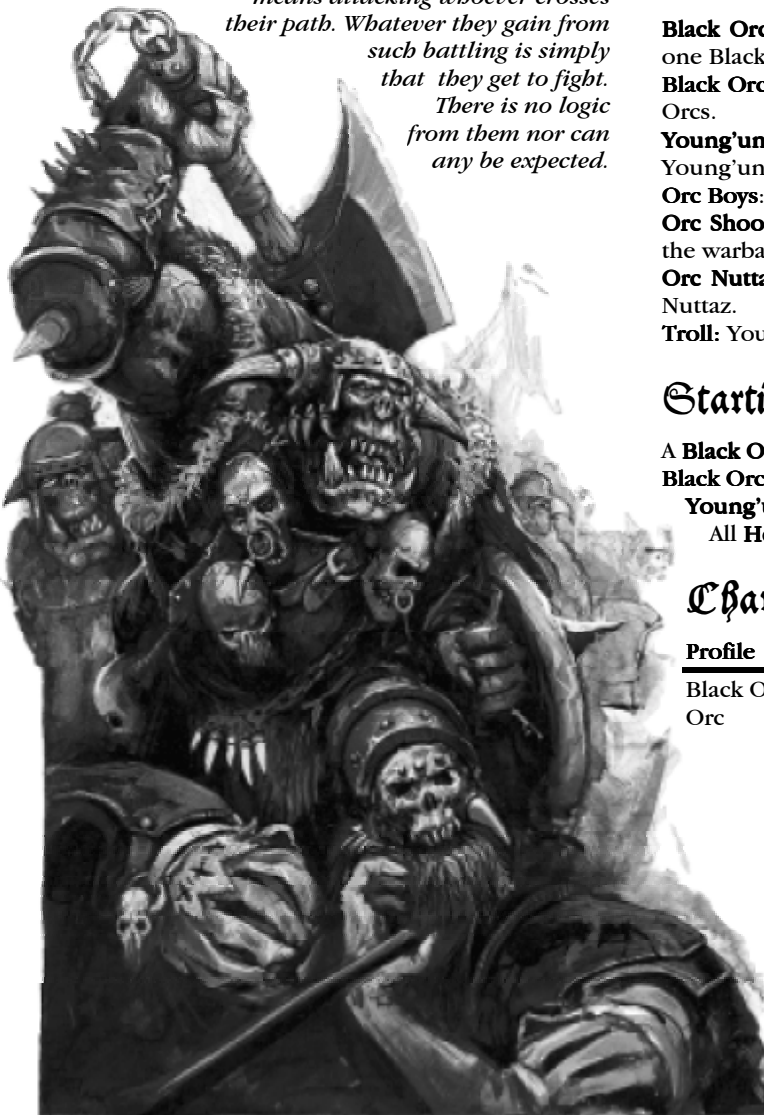
Black Orcs



Smarter, stronger, more vicious and better equipped than the normal Orc (and that's saying something about Orcs). Black Orcs are amongst some of the worst foes anyone can face in single combat and a band of them is certainly something to put the fear into the hearts of men. They do appear more built than born and it is little wonder that there are many rumours regarding their origins.

Since the Storm of Chaos there are many, many more of these monsters now wandering the Empire, having followed Grimgor Ironhide in his Waaagh! Where once the forces of the Empire could have tracked down warbands in a matter of weeks, now there is no means or enough men to perform such a task and thus the Black Orcs roam freely.

What aims do the Black Orcs have? What is the point of a tornado? It is meaningless to ponder such matters because all the Orcs want is to fight and that means attacking whoever crosses their path. Whatever they gain from such battling is simply that they get to fight. There is no logic from them nor can any be expected.



Special rules

Animosity: Standard rules for Animosity (as per the Orc Mob Rules in the Mordheim Annual 2002).

Let the goons do the work: Black Orcs rely on themselves to do the killing and do not ride mounts of any kind. Only normal Orcs may ride a boar or other such mount.

Da Boss is Dead! If the Boss should be killed a Black Orc will always assume leadership of the warband before any other type, irrespective of relative experience. The replacement will automatically acquire the "Oi Behave!" skill.

Choice of warriors

A Black Orc warband must include a minimum of three models. You have 500 Gold Crowns with which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Black Orc Boss: Each Black Orc warband must have one Black Orc Boss.

Black Orcs: Your warband may include up to 2 Black Orcs.

Young'uns: Your warband can include up to 2 Young'uns.

Orc Boys: Any number of models may be Orc Boys.

Orc Shootaz: You may only have as many Shootaz as the warband has Boyz.

Orc Nuttaz: Your warband may include up to 4 Orc Nuttaz.

Troll: You may include a single Troll in the warband.

Starting Experience

A **Black Orc Boss** starts with 20 experience.

Black Orcs start with 8 experience.

Young'uns start with 0 experience.

All **Henchmen** start with 0 experience.

Characteristic Increase

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Orc	4	7	6	5	6	3	5	4	9
Orc	4	6	6	4	5	3	5	4	9



Black Orc Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Black Orc Boss	✓	✓		✓	✓	✓
Black Orc	✓	✓		✓	✓	✓
Young'uns	✓	✓				✓

Black Orc equipment list

The following lists are used by Black Orc warbands to pick their equipment:

BLACK ORC LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Axe	5 gc
Sword	10 gc
Choppa (counts as a Morning Star)	10 gc
Spear	10 gc
Two-handed weapon	15 gc

Missile weapons

Bow	10 gc
Crossbow	25 gc

Armour

Light Armour	20 gc
Heavy Armour	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

HENCHMAN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Axe	5 gc
Sword	10 gc
Choppa (counts as a Morning Star)	10 gc
Spear	10 gc
Two-handed weapon	15 gc

(Boyz and Nuttaz only)

Missile weapons

Bow	10 gc
Crossbow	25 gc

(Shootaz only)

Armour

Light Armour	20 gc
Shield	5 gc
Helmet	10 gc

Black Orc Special Skills

Black Orc Heroes may use the following Skill list instead of the standard skill lists available to them.

proven warrior

This young warrior has proven himself worthy of his Black Orc heritage. This skill may only be taken by a Young'un with the Black Orc blood ability and 25 experience. Once he gains this skill, the model is now considered a full Black Orc Warrior (yet still retains the title of Young'un). He follows all the rules for Black Orcs and uses their equipment list and has access to the same skill lists as a Black Orc.

'ard ead

The warrior has a thick skull even for an Orc. He has a special 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Orc also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal helmet special rule).



waaagh!

Orcs are aggressive creatures and some are experts at bulldozing charges. The warrior may add +D3" to his charge range.

'ere we go!

Orcs often charge even the most fearsome opponents. The model may ignore Fear and Terror tests when charging.

Da cunnin' plan

Only the Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not *out of action*.

'eadbasßer

Orcs have massive physical strength and some of them even learn to aim their blows at the heads of their opponents, with obvious results. Any *knocked down* results which the Orc causes in hand-to-hand count as *stunned* results instead.



Heroes



1 Black Orc Boss

90 Gold Crowns to hire

Amongst some of the toughest of the tough, a Black Orc Boss has fought in numerous battles and proven to the gods just how truly powerful they can become. Taking a warband is the start of their ambitions as they will seek victories to meld the Boyz into larger and larger warbands until they have a Horde at their beck and call.

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

Weapons/Armour: A Black Orc Boss may be equipped with weapons and armour chosen from the Black Orc list.

SPECIAL RULES

Leader: Any warrior within 6" of the Boss may use his Leadership characteristic when taking Leadership tests.

Black Orc: Model starts with a natural 6+ Armour Save. This save may be combined with other equipment to improve it.

Oi Behave! If any Henchman fails his Animosity test within 6" of the Boss, the player may opt to have the boss stamp his authority (and clenched fist) on the situation.

The misbehaving Henchman will receive an automatic hit at the strength of the Orc player's choosing. If the Henchman is still on his feet after his slap, he may add a number equal to the strength of the slap to his subsequent roll to determine the effects of Animosity.

E.g. The player decides that the Boss will hit a misbehaving Henchman with a S2 slap. If the slap fails to Knock Down, Stun or Out of Action the Henchman, then he adds +2 to the Animosity Effect roll.

0 - 2 Black Orcs

60 Gold Crowns to hire

In it for the mayhem, maybe even some loyalty to the Boss of the warband, these Black Orcs lead the charge at every turn, knowing that killing is only at arm's reach all the time and they don't care what the target is, some Imperial peasant, herd of Beastmen or even the Boyz in the warband. The Black Orcs just don't care.

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

Weapons/Armour: Black Orcs may choose any equipment from the Black Orc equipment list.

SPECIAL RULES

Black Orc: Model starts with a 6+ Armour Save. This may be improved upon by other equipment.

0 - 2 Young'uns

25 Gold Crowns to hire

Keen eager and, above all, green recruits to any warband, these lads haven't seen anywhere near as much action as the others in the warband and they're plenty keen to get in there and do some damage. Of course one day, they know it'll be their warband.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	4	1	2	1	6

Weapons/Armour: Young'uns may be equipped with weapons and armour taken from the Henchmen Equipment List.

SPECIAL RULES

Black Orc Blood: One Young'un may be upgraded to a Black Orc Young'un for 10gc. This upgrade allows him to take the 'Proven Warrior' skill upgrade, thus making him a fully-fledged Black Orc Warrior.





Henchmen



Orc Boyz

25 Gold Crowns to hire

No warband would be complete without the warm bodies to makeup the number and thus the Boyz are essential, purely because the Black Orcs need someone to kick around when they can't find anything else to do it too.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	2	1	6

Weapons/Armour: Boyz may choose equipment from the Henchman equipment list.

SPECIAL RULES

Animosity: At the start of every turn, every Boy must take a Ld Test for Animosity, as per the rules in the Mordheim 2002 Annual.

Orc Shootaz

25 Gold Crowns to hire

Not all Orcs enjoy getting into a fight straight away. Some are hunters, tracking prey and shooting it down from a distance, others recognise that sometimes you need to soften up a really tough foe from a distance before moving in to finish them off. This is the closest Orcs come to outright cowardice.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	2	1	6

Weapons/Armour: Shootaz may choose equipment from the Henchman equipment list.

SPECIAL RULES

Animosity: At the start of every turn, every Shoota must take a Ld Test for Animosity, as per the rules in the Mordheim 2002 Annual.

Uncommon: A warband may not hire more Shootaz than they have Boyz. If a boy dies and the Shootaz outnumber the Boyz, the next hire must be a boy so that the balance is restored.



0 - 4 Orc Nuttaz

40 Gold Crowns to hire

These are Orcs who have been left a little bit... unstable by the Storm of Chaos. They ain't right in the head, I tell you, especially by Orc standards. Eventually they'll kill themselves, but only after they've killed everyone else.

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

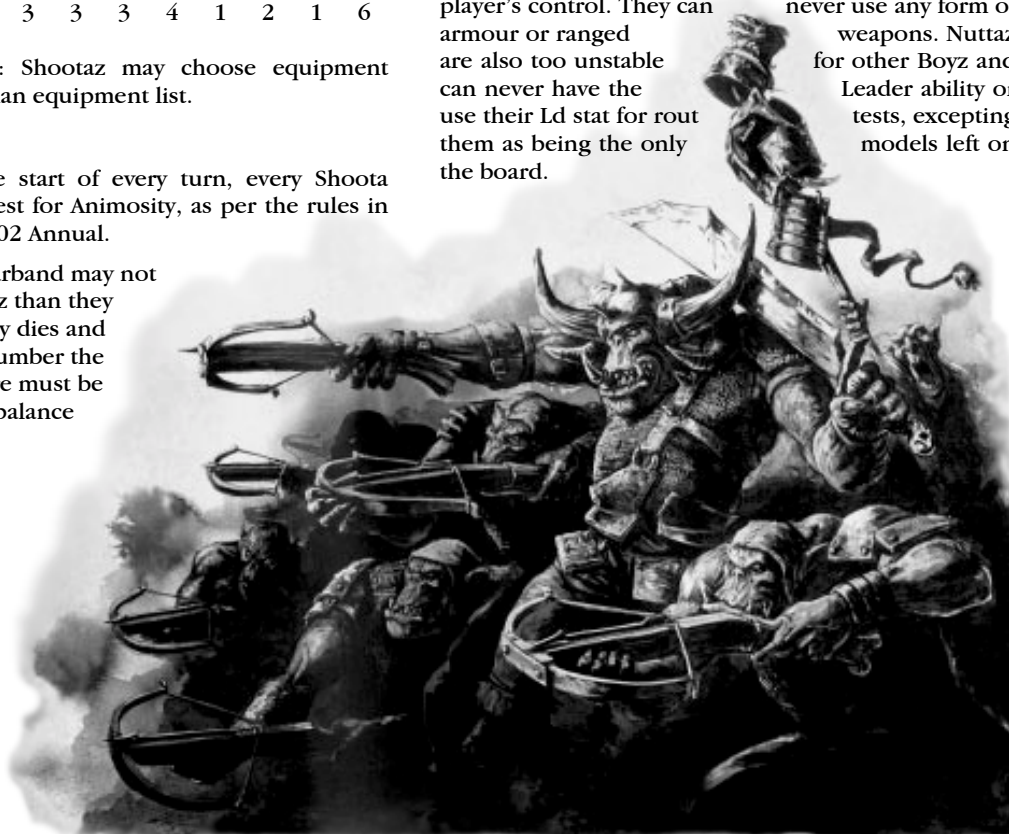
Weapons/Armour: Nuttaz may choose weapons and armour from the Henchman equipment list.

SPECIAL RULES

Unstable: These Orcs are not quite all there. They do not suffer from Animosity, but instead have a host of their own issues to deal with.

Crazy: Nuttaz always pass any Leadership-based Tests they have to take. A side effect of this is that their minds are too far-gone and they may never learn Academic Skills should they become a Hero on an Advance Roll.

Savage: Nuttaz must always run or charge their maximum distance towards the nearest opponent they can see. Friendly models do not block line of sight. Additionally they fight with an extra attack whilst in combat. This does not appear on their profile nor does it count towards the racial maximum. If no enemy is visible they are moved under the player's control. They can never use any form of armour or ranged weapons. Nuttaz are also too unstable for other Boyz and can never have the Leader ability or use their Ld stat for rout tests, excepting them as being the only models left on the board.



0 - 1 Troll

200 Gold Crowns to hire.

Trolls are not intelligent enough to recognise the value of gold, but large amounts of food can often instil a certain loyalty in them. Black Orc Boss like having Trolls in their bands because it's good to have someone who'll follow any order, no matter how stupid or suicidal.

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

Weapons/Armour: Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armour.

SPECIAL RULES

Fear: Trolls are frightening monsters, which cause Fear.

Stupidity: A Troll is subject to the rules for stupidity.

Large Target: Trolls are large targets with regards to being targets for shooting.

Regeneration: Trolls have a unique physiology that allows them to regenerate wounds. Whenever an

enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle, unless they were taken Out of Action by a Flaming weapon or spell. Then they roll after the battle as a normal Henchman.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 20 gold crowns after every game in order to keep the Troll. If a warband lacks the gold to pay the upkeep, the Boss has the option to let him count as 2 members, letting the Troll cost only 5 crowns. However this does effectively drop your maximum warband size down to 11 models).

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.



Bogrutz looked at the various Orcs stood in front of him and then rolled his eyes. Not a veteran amongst them. Oh they had weapons that looked rusty, blood-stained and used, but you could nab such weapons from any battlefield.

He looked down on one of the 'volunteers'. "Boy, was yer doin' 'ere? 'Ever sliced a 'umie from belly to skull?"

The Orc nodded with a large smile and shook his cleaver. "Wid dis fing. Gots seven o' 'em."

"Course yer did, boy an' ab'm Grimgor bisself." Bogrutz took a step away and a deep breath. He'd seen worse in his years, but you could never fault dedication. He just wished that there were more experienced warriors there.

"Right, 'ere's wot we be doin'. Goin' down dis 'ill, bit anyone boo stands in front o' us, batter everyt'ing we like an' den we be doin' somet'in' impertent. Gots it?"

The Boyz nodded and even cheered a little. It was always good to do subtle and easy stuff with new warriors. Get some action under their belt before throwing them at the enemy or something really big. Bogrutz had a good feeling about them and if they did fail him, there were plenty more from where they came from.

The Horned Hunters



Horned Hunters prowl the woods both within the crater walls of the Taalbaston and throughout Talabecland and claim allegiance only to Taal – the God of nature and wilderness.

The rites of Taal demand great mental, physical, and emotional fortitude from its practitioners. Some see the trappings of civilisation – cities, courts, and the like – as a failing in the interpretation of Taal's will. Followers of Taal avoid firearms and other works of science, preferring to take pride in self strength and natural skill

Taal is represented as a powerfully built man with long, wild hair crowned with the skull of a great stag. He wears animal skins and golden leaves flutter from his beard. In some tales he manifests as one of his totems: a stag or bear. Devotees dress in the image of their patron deity. While Taal is not usually revered in cities, in Talabheim, which is founded on river trade, he is called the Father of Rivers and is the city's foremost God.

Special rules

Woodcraft: Followers of Taal make their homes in the wilderness and shall only frequent towns or cities when it is compulsory for them to do so. They are expert woodsmen and their knowledge of the wilds is unrivalled by all except perhaps the Wood Elves. Horned Hunter warbands move through any difficult terrain they encounter without suffering any movement penalties.

Choice of warriors

A Horned Hunter warband is a cult composed of feral devotees to Taal, the God of nature and the wilds. The warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Horned Hunter: Each Horned Hunter warband must have one Horned Hunter.

Priest of Taal: Your warband may include a single Priest of Taal.

Initiates: Your warband may include up to three Initiates.

Zealots: Any number of models may be Zealots.

Drunken Gang: Your warband may include up to five Drunken Gang.

Warhounds: Your warband may include up to five Warhounds.

Starting Experience



A **Horned Hunter** starts with 20 experience.

Initiates start with 8 experience.

A **Priest of Taal** starts with 12 experience.

Henchmen start with 0 experience.

Horned Hunter equipment list

The following lists are used by Horned Hunter warbands to pick their equipment:

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	5 gc

Missile weapons

Longbow	15 gc
Bow	10 gc
Short bow	5 gc

Armour

Light armour	20 gc
Toughened Leathers	5 gc
Shield	5 gc

Miscellaneous

Hunting arrows	20 gc
Blessed Stag Hide	40 gc
Trip wire	15 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	5 gc

Missile weapons

Bow	10 gc
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Armour

Toughened Leathers	5 gc
Shield	5 gc



Horned Hunter Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Horned Hunter	✓	✓		✓	✓	✓
Initiates	✓	✓		✓	✓	✓
Priest of Taal	✓		✓	✓	✓	✓



Horned Hunter special skills



Horned Hunter Heroes may choose to use the following Skill list instead of any of the standard Skill tables available to them.

master trapper

This huntsman is a masterful trap setter. Trip wire range has been extended by this warrior to reach 4". Traps set by a master trapper are triggered by a score of 2+.

infiltration

A warrior with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

foul odour

Worshippers of Taal are one and all prodigious drinkers and none too hygienic! This warrior rises head and shoulders above the rest. After a lifetime of drinking, liquor has little effect on him any more... not that this stops him from consuming massive quantities!

His unwashed clothes and sweat reek of alcohol and all living enemies (not Undead or Possessed) are at -1 to

hit him in close combat. In addition, the warrior cannot carry any open flames (torch, lantern, etc.) and fire attacks made against him are resolved at +1 Strength as his beer soaked clothing burns readily.

animal friendship

Having grown up amidst the animals of the forest this warrior exudes a certain charm to all 'normal' animals (warhorses, warhounds, etc.). Animals will never attack him and up to two wardogs (see Mordheim book, page 54) that the warrior owns do not count against the maximum number of models in the Warband.

pathfinder

Taal has gifted this hunter with an uncanny ability to find paths through unexplored territories. Roll one additional D6 during the exploration phase. A warband may only contain one pathfinder.

hide in shadows

The hunter has learned to crouch unseen in any cover they can find. Enemy models must halve their Initiative when attempting to find this warrior when he is *Hidden*.



Horned Hunter special equipment



Blessed Stag Hide (40 gold crowns / Rare 10)

The animal skin is worn as a drape and is a symbol of honour once blessed by the hierarchs of Taal. A blessed hide bestows unchallenged grace to the wearer allowing the re-roll of a failed Initiative test once per turn.

Trip Wire (15 gold crowns / Common)

Horned Hunters are expert trappers. A Hero may set a trap if he spends a turn doing nothing else (he may not set traps if he's just recovered from being *knocked*

down). Place a marker in base contact with the Hero. When a model, friend or foe, moves within 2" of the marker he risks setting off the trap – roll a D6. On a score of 3+ he has triggered the trap and suffers a S4 hit (note that the Hero won't trigger his own traps).

If the trap did not wound the model or it didn't trigger, the victim may finish his move otherwise he is placed *knocked down* or *stunned* 2" from the marker. The marker is removed whether the trap was triggered or not.



Heroes



1 Horned Hunter

60 Gold Crowns to hire

The Horned Hunters are deeply zealous and shun the city of Talabheim. They safeguard pilgrims from the predations of bandits and hunt down dangerous beasts and the Mutants that flout Taal's will.

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

Weapons/Armour: A Horned Hunter may be equipped with weapons and armour chosen from the Horned Hunter equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Horned Hunter may use his Leadership value when taking Leadership tests.

Hang the Bandit!: A Horned Hunter *bates* all Bandits and Outlaws.

01 Priest of Taal

45 Gold Crowns to hire

It is said that every priest of Taal is born during the darkest phase of the moon. A few Priests are ordained by their hierarchs to live in the wilderness, following the Path of Taal. They are guardians of wild places and those who wander them. To the creatures of Chaos lurking in the woods, they are terrors.

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

Weapons/Armour: A Priest of Taal may be equipped with weapons chosen from the Horned Hunter equipment list.

SPECIAL RULES

Prayers: A Priest of Taal may use the prayers of Taal listed below.

Strictures: Priests of Taal may never wear heavy armour.



03 Initiates

40 Gold Crowns to hire

Part of their initiation into this group is to undergo extensive tattooing, covering their chest and face. These feral hunters serve as masterful scouts.

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

Weapons/Armour: Initiates of Taal may be equipped with weapons chosen from the Horned Hunter equipment list.

SPECIAL RULES

Infiltrator: A warrior with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Hang the Bandit!: Taal's Initiates *bate* all Bandits and Outlaws.

Strictures: Taal's Initiates may never wear armour.





Henchmen



0.5 Drunken Gang

30 Gold Crowns to hire

The militia is a hodgepodge of trusted citizens, woodsmen, and hunters that band together in times of need. Ancient law dictates all able-bodied men must muster when summoned by the Hunters Council in times of war. Though how many come depends on the amount of Rotfire moonshine consumed the night before. For this reason the army commonly refers to them as the 'Drunken Gang'. Despite its malign reputation, the militia is capable, made up of rugged and dependable Talabeclanders.

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

Weapons/Armour: Drunken Gang may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Drunk: The militia are blasted out of their tiny minds on Rotfire moonshine and cheap ale. As such, they automatically pass all Leadership-based tests they are required to take.



Zealots

20 Gold Crowns to hire

While they lack the fiery rhetoric of most zealots, Taal's followers are still fervent in their beliefs. They give up much in the way of a material life. They shun normal clothing and armour and wear animal skins, loincloths or less.

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

Weapons/Armour: Zealots may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Strictures: Zealots may never wear armour.

0.5 Warhounds

15 Gold Crowns to hire

Horned Hunters often keep packs of ferocious hunting dogs. With their huge jaws and powerful bite, they are perfect for hunting down (and tearing apart) any bandits, beasts and mutants.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons/Armour: Jaws and brutality! Warhounds never use or need weapons and armour.

SPECIAL RULES

Animals: Warhounds are animals and thus do not gain experience



Prayers of Taal

Taal is the God of Nature and demands the respect of all those who enter the wild regions of the Empire. He is portrayed as a tall, broad-shouldered man with long, wild hair and a thick beard. He wears a stag skull as a helm and is clothed in bison and bear skins. He is often called the Lord of Beasts. His followers include rangers, trappers and those who live in the wilds of the Empire.

Prayers of Taal work like the Prayers of Sigmar although the Taal Priest never wears armour.

D6 Result

1 Stag's Leap (Difficulty 7)

Many of Taal's priests wear a stag skull as a symbol of their devotion and the Forest Lord's power can be used to emulate the speed and beauty of this magnificent beast.

The Priest of Taal may immediately move anywhere within 9", including into base-contact with the enemy, in which case he counts as charging and gains a +1 Strength to his first round of attacks. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit at +1 Strength and then his opponent will flee again (if he survives).

2 Blessed Ale

Difficulty 5

Like his brother Ulric, Taal has a great appetite for the strong ales of the Northern Empire. During the summer equinox each Priest opens one keg of ale (at least!) in Taal's honour.

Drinking a flask of Taal-blessed ale (the priest is assumed to carry as many flasks as are needed) may heal any one model within 2" of the Priest (including himself). The warrior is restored to his full quota of Wounds. In addition, any living enemy models (not Undead or Possessed) within 2" of the Priest will be lose 1 Attack during the next round of combat due to the potent fumes of the ale.

3 Bear's Paw

Difficulty 7

Many an armoured knight has been knocked to the ground by the surprising Strength of the followers of Taal. Although traditionally called 'Bear's Paw' this spell is sometimes referred to as 'Moose's Breath' by those who have felt its power.

The Priest invokes the blessing of Taal on himself or a single friendly model within 6". The target receives a bonus of +2 to his Strength until the Priest's next turn.

4 Earthshudder

Difficulty 9

Taal's domain includes both the earth and the skies and his power can reach out even into the dark streets of Mordheim. When his name is invoked three times and the blood of an eagle is poured on the ground, the Lord of the Wild will cause thunder to rumble and the earth to shake.

The spell is cast on a single building within 4". Any enemy models touching the building will suffer a single S3 hit. In addition the building will collapse and any models on it will count as having fallen to the ground (for example a model falling 5" to the tabletop must pass two Initiative tests to avoid taking D3 S5 hits.) Remove the terrain feature from the board for the rest of the game.

5 Tanglefoot

Difficulty 8

It is said that when Taal walked the earth, living things would spring up behind him as he passed. A portion of his power can be summoned by his followers to help regrow forests and aid in the return of the land to its natural state.

Plants, vines and even small trees burst forth from the earth, hindering all those who attempt to move through them. All models (friend as well as foe) with the exception of friendly Zealots within 12" of the Priest can only move at 1/2 speed until the next shooting phase.

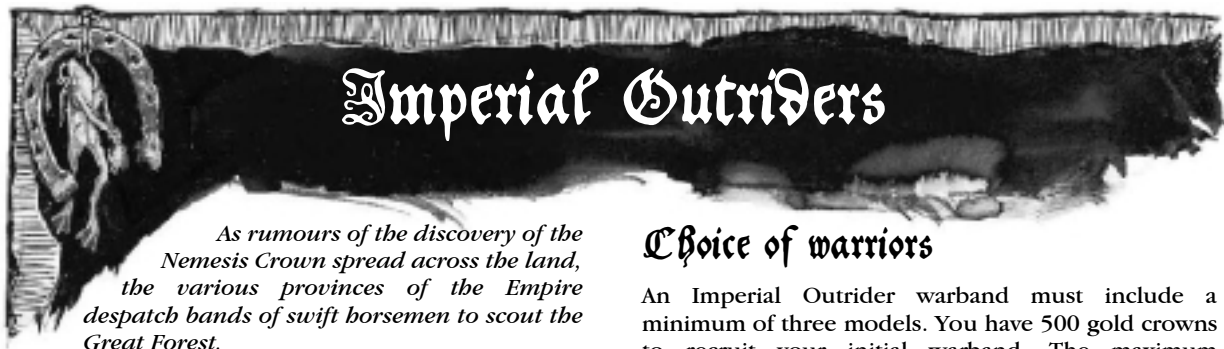
6 Summon Squirrels

Difficulty 7

Taal is the master of all beasts both great and small. Those who anger him may be mauled by a mountain lion or drowned in a flood caused by an angry beaver.

With this spell the Priest invokes the wrath of the Lord of Beasts, summoning forth dozens upon dozens of enraged squirrels. The furious rodents assault one enemy within 12" of the Priest, crawling inside the warrior's clothing and armour, pelting him with nuts and causing numerous tiny bites and welts. The target suffers 2D6 Strength 1 hits. No armour saves allowed.



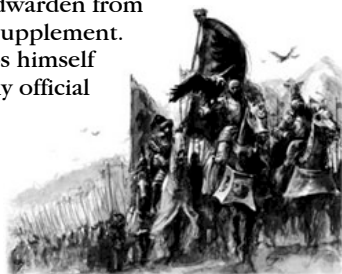


Imperial Outriders

As rumours of the discovery of the Nemesis Crown spread across the land, the various provinces of the Empire despatch bands of swift horsemen to scout the Great Forest.

Theirs is not to take on the enemy in a head-on clash. Instead their role is about stealth. Outpacing and outmanoeuvring the enemy to leave them empty-handed as they gallop into the distance with the prize.

Hired Swords: The Imperial Outriders may only be accompanied by mounted Hired Swords. This includes the Freelance Knight from the Mordheim Rulebook and the Roadwarden from the Empire In Flames supplement. The Highwayman keeps himself A safe distance from any official representatives of the Empire and so may not be hired.



Choice of warriors

An Imperial Outrider warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Knight: Each Outrider warband must have one Knight: no more, no less!

Outriders: Your warband may include up to 2 Outriders.

Scouts: Your warband may include up to 2 Scouts.

Chasseurs: Your warband may include up to 5 Chasseurs.

Hussars: Your warband may include up to 5 Hussars.

Grooms: Your warband may include up to 2 Grooms.

Starting Experience

The **Knight** starts with 20 experience.

Outriders start with 8 experience.

Scouts start with 0 experience.

All Henchmen start with 0 experience

Imperial Outriders Skill Table

	Combat	Shooting	Academic	Strength	Speed	Cavalry
Knight	✓	✓	✓	✓	✓	✓
Outrider	✓	✓		✓		✓
Scout	✓	✓			✓	✓

Imperial Outriders equipment list

The following lists are used by Imperial Outrider warbands to pick their equipment:

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Morning Star	15 gc
Spear	10 gc
Lance	40 gc

Armour

Barding	80 gc
Buckler	5 gc
Gromril Armour	150 gc
Heavy Armour	50 gc
Helmet	10 gc
Ithilmar Armour	90 gc
Light Armour	20 gc
Shield	5 gc

Outrider Missile weapons

Pistol	15 gc
Handgun	35 gc
Blunderbuss	30 gc
Hochland Long Rifle	200 gc

Scout Missile weapons

Throwing Knives	15 gc
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Heroes

1 Knight

85 Gold Crowns to hire

Knights who show the greatest potential are often chosen to lead small bands on quests into dangerous territory in order to prove their worth.

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

Weapons/Armour: The Knight may be equipped with hand-to-hand weapons and armour chosen from the Imperial Outriders' equipment list. The Knight comes with a Riding Horse. This may be upgraded to a Warhorse for an additional +40 gc.

SPECIAL RULES

Leader: Any warrior within 6" of the Knight may use his Leadership characteristic when taking a Leadership test.

Ride: The Knight has the *Ride* skill as detailed in the Blazing Saddles article.

0.2 Outriders

65 Gold Crowns to hire

Usually the offspring of nobility, Outriders are often cocksure young guns and confident in the saddle. Eager to earn their spurs they readily sign up for dangerous missions requiring speed, stealth and bravery.

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

Weapons/Armour: Outriders may be equipped with hand-to-hand weapons and armour chosen from the Imperial Outriders' Equipment List. They may be equipped with missile weapons from the Outriders' Missile Weapon List. Outriders come with a Riding Horse which may be upgraded to a Warhorse for an additional +40 gc.

SPECIAL RULES

Ride: Outriders have the *Ride* skill as detailed in the Blazing Saddles article.

0.2 Scouts

45 Gold Crowns to hire

Accustomed to riding fast over long distances, Empire couriers are an obvious choice to include in raids into the wilder lands. Less experienced at fighting, they need to learn quickly or risk falling at the wayside.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: Scouts may be equipped with hand-to-hand weapons and armour chosen from the Imperial Outriders' Equipment List. They may be equipped with missile weapons from the Scouts' Missile Weapon List. Scouts come with a Riding Horse.

SPECIAL RULES

Ride: Scouts have the *Ride* skill as detailed in the Blazing Saddles article.

Chenchmen

0.5 Chasseurs

55 Gold Crowns to hire

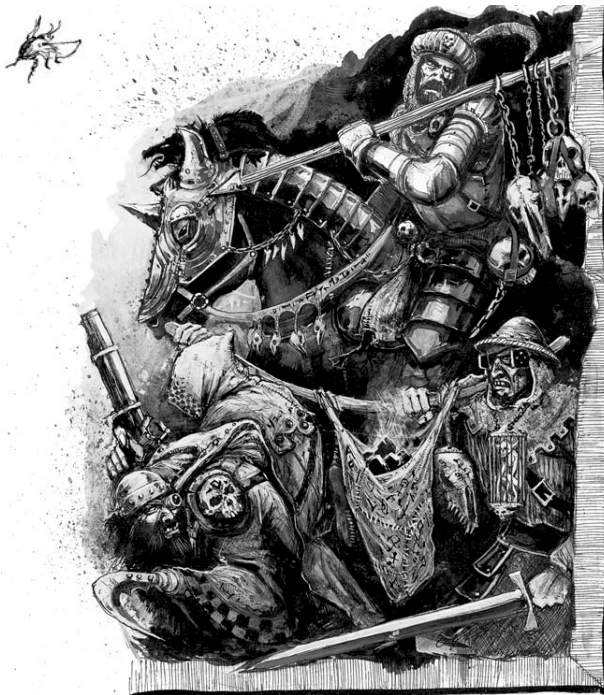
Skilled at firing a range of Blackpowder weapons from the saddle, these men are regarded as the finest young prospects of the Empire's armies. Chasseurs provide vital missile cover for the band.

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

Weapons/Armour: Chasseurs may be equipped with hand-to-hand weapons and armour chosen from the Imperial Outriders' Equipment List. They may be equipped with missile weapons from the Outriders' Missile Weapon List. Chasseurs come with a Riding Horse.

SPECIAL RULES

Ride: Chasseurs have the *Ride* skill as detailed in the Blazing Saddles article.



0.5 Hussars

60 Gold Crowns to hire

Selected for their combat skills, these grizzled warriors pack a hard punch as the Outriders charge.

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

Weapons/Armour

Hussars may be equipped with hand-to-hand weapons and armour chosen from the Imperial Outriders' Equipment List. Hussars come with a Riding Horse. This may be upgraded to a Warhorse for an additional +40 gc.

SPECIAL RULES

Ride: Horsemen have the *Ride* skill as detailed in the Blazing Saddles article.

Combat Riding: Horsemen have the *Combat Riding* skill as detailed in the Blazing Saddles article

0.2 Grooms

50 Gold Crowns to hire

Unskilled in the ways of war, nevertheless these young men have an empathy with the steeds. Grooms have a vital part to play in their party.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	3	1	6

Weapons/Armour: Grooms may be equipped with hand-to-hand weapons, missile weapons and armour chosen from the Imperial Outriders' Equipment List. They may be equipped with missile weapons from the Scouts' Missile Weapon List. Grooms come with a Riding Horse.

SPECIAL RULES

Ride: Grooms have the *Ride* skill as detailed in the Blazing Saddles article.

Horse Handling: Grooms have the *Animal Handling* skill as detailed in the Blazing Saddles article

Further Mounted Rules

Rules for mounted warriors can be found on page 163 of the Mordheim Rulebook and in the Blazing Saddles articles in the 2002 Mordheim Annual or online at:

<http://www.specialist-games.com/assets/Mountedrules.pdf>

The clarifications below generally work in tandem with these.

Two Weapon Fighting

Mounted warriors may not fight with two weapons, although a shield or buckler may be used as normal. Two-handed weapons are not permitted. The use of a pistol in the first round of hand-to-hand combat replaces the model's usual weapon.

Targeting Mounted Warriors

Enemies may not target a ridden horse, whether by missiles or in hand-to-hand combat. The rider will always be seen as the greater threat.

Due to their prominence, any mounted warrior may always be chosen as a target by a shooter even if there are enemies closer.

However the shooters do not gain +1 to hit - the rider is still the same size as before.

Injuries

To determine the effects of wounds on mounted models, use the Whoa Boy! table from the Blazing Saddles article.



Stunned Riders

Stunned riders will fall from their mounts as indicated on the Whoa Boy! table. Mounts which subsequently bolt may be remounted should the warrior make base contact with the horse before it leaves the table.

Note that whether the mount leaves the table or not, it will be recovered unscathed after the battle.

Out-Of-Action Models

It is possible for a rider to be killed while his mount survives. In this case the mount may be ridden by the dead model's replacement, reducing his cost by 40gc.

Dead Horses

Dead horses must be replaced before any other income is spent. All Treasures must be sold to fund this.

Any model without a mount may not take part in the battle.

Dense Terrain

Imperial Outriders may ignore the normal warband limitation of two mounts in areas of dense terrain.

Scenarios

Several scenarios involve the moving of models across the board to achieve the objective, either chasing treasure or exiting the board. In these scenarios the players should place sizeable areas of dense terrain such that it is impossible to traverse the board without entering them. This will force the Outriders to dismount and so improve the game.



Designer's Notes

The Outriders are an interesting, but not an easy, warband to play.

I'm sure I'm not the only player who, upon seeing a mass of mounted models, becomes seduced into thinking that they'll surely kick some ass in combat. Disavow yourself of this belief immediately.

The Outriders are not a brigade of heavy cavalry commissioned to take on the enemy head-on. Their reason for being out in the wilds is due to their strengths of stealth, manoeuvrability and speed. And this is how they are best played.

The Outriders do not excel in a straight fight. Why not? Simple: their inability to wield two weapons puts them at a big disadvantage compared to other warbands.

So concentrate more on the scenario objective - that's why they're there. If you're the sort of player who prefers to push his models into the middle and hope the dice will see him through then it may be that the Outriders are not for you.

If achieving the objective is not an option then you can at least gallop around the battlefield, mopping up any bonus treasures - you'll find that you need the money as soon as you start to lose some models.

The "Skirmish" scenario is your enemy. If you find yourself in this situation - and you undoubtedly will - the best advice is to co-ordinate your charge (and you will get the charge, right?), targetting sufficient enemy to force a rout test right from the start. Get in, hit hard, then get out again quickly. Horsemen who become bogged down in hand-to-hand combat are in big trouble.

Of course there are ways to increase the number of Attacks. Most noticeably the Combat Riding skill will probably become a familiar choice.

For those more daring, the Running Dismount skill is a tempting option: once on foot your models may use two weapons as normal (and it's nasty surprise for those cowardly enemy models that like to hide in difficult terrain, shooting missiles at you). Plus you have the possibility of gaining a Diving Charge en route. Unfortunately you'll also face the possibility of falling flat on your face. Ask yourself, do you feel lucky?

Of course it's not all bad. As well as the aforementioned skills, there are a couple of items that you'll find suddenly more useful:

Shields: Most players won't take them as they'll lose their models' second attack. Outriders don't have that consideration. The shield is now a good option, doubling your existing 6+ armour save for a mere 5gc.

Spears: Again, no need to worry about that lack of a second weapon for you. And you get +1 Strength if (or should that be when) you charge. Result!

But the best advice is to be patient as your band develops. Quite apart from anything else, the cost of your models means that becoming embroiled in a prolonged slug-fest could spell the end of your warband as a viable unit. Do not be afraid of taking a strategic retreat if things start to look messy, particularly during the early stages of a campaign. As a wise sage once observed, the graveyards of the Empire are filled with the bodies of brave men.

If you've any comments or questions then I'd love to hear them. Drop me a line at <http://games.groups.yahoo.com/group/Mordheim/>.

Good luck.

Mordheim 2005 team



Sample starting list

Heroes

1 Knight with spear & shield	100 gc
1 x Outrider with hammer & dagger	68 gc
1 x Outrider with hammer & dagger	68 gc
1 x Scout with hammer & dagger	48 gc
1 x Scout with dagger	45 gc

Henchmen

1 Groom with dagger	50 gc
2 Hussars with daggers	120 gc

Total: 499 gc



Hired Swords

The following Hired Swords are available in the *Nemesis Crown* setting. They follow the generic rules for hiring and maintaining Hired Swords from page 147 of the Mordheim rulebook.

Black Orc Overseer

60 gold crowns to hire + 40 gold crowns upkeep

Hand-picked from a cadre of his finest guards, these elite Orcs have been ordered by none other than Grimgor Ironhide to infiltrate the Great Forest and so keep an eye on the progress of his roving gangs.

May be Hired: Any greenskin warband may hire a Black Orc Bodyguard.

Rating: A Black Orc Bodyguard increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: The Black Orc Bodyguard wears heavy armour and a helmet. He may choose between two axes or a double handed weapon.

SPECIAL RULES

I said 'shut it'. Whilst the Boss has this ferocious warrior in the warband the greenskins are reluctant to make trouble. Any orcs or goblins within 6" of the Black Orc do not suffer from the effects of Animosity. The rest of the warband tests as normal.

Who'se Da Man! - If any Goblin leader is taken OOA during the battle, the Black Orc HS steps up to replace him. For the duration of the battle he gains the "Leader" ability. If the Goblin leader gets the "Killed" result after the battle, then the Black Orc decides to fill the new vacant position permanently. The Black Orc becomes the new warband leader, but he keeps his upkeep cost (hey, a Black Orc can't live on mushrooms and fungus alone). The Black Orc does not count towards the warband size when selling treasure.



Dwarf Pathfinder

35 gold crowns to hire + 15 gold crowns upkeep

Not all Dwarfs enjoy being shut up beneath the ground all of their lives; some enjoy an occasional trip into the open air. Usually these Dwarfs are younger, and not quite as set in their ways. After a few trips aboveground, many Dwarfs learn something of the surrounding terrain and the skills required to survive in the open air. Such Dwarfs are called Dwarf Pathfinders, and they fulfill a special role in Dwarf society, as representatives to (and the first line of defense against) the outside world.

May be Hired: Any Dwarf or Human warband (excluding Chaos Dwarfs and Possessed) may hire the Dwarf Pathfinder.

Rating: A Dwarf Pathfinder increases the warband's rating by +12 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pathfinder	4	4	3	3	3	1	2	1	9

Weapons/Armour: The Dwarf Pathfinder carries an Axe, Dagger, and Crossbow. He wears Light Armour.

SPECIAL RULES

Explorer: Dwarf Pathfinders are experts at foraging and living off whatever they can find in the wild. A warband with a Dwarf Pathfinder may roll one more dice than normal in the Exploration Phase, and discard one die of the player's choice.

Skills: A Dwarf Pathfinder may choose from Combat, Shooting, or Dwarf (see 'Dwarf Special Skills' in the rules for the Dwarf Runic Ranger Warband) skill lists when he gains a new skill. Alternatively, he may choose the new Dwarf Pathfinder skill, below.

DWARF PATHFINDER SKILLS

Pathfinder: Dwarf Pathfinders also learn how to find hidden paths in the forest. A Dwarf Pathfinder is able to Infiltrate (as the Skaven skill of the same name —see the Skaven warband rules in the Mordheim rulebook).

Old Prospector

The Great Forest is full of old mines, long since exhausted and abandoned by the Dwarfs. Despite this, there are grizzled old men who still spend their lives surveying the land, looking for the big payoff.

Hire fee: A Prospector may be hired for two Treasures (most likely a gemstone or a nugget of precious metal). His upkeep fee is a single Treasure (he figures he can resale it better than some fresh-faced youngster).

May be Hired: Any warband may hire a Prospector ("I duzzent care if'n ye looks a mite strange... as long as yer pay in stone") except Dwarfs, who regard him as an amateur.

Rating: A Prospector increases the warband's rating by 15 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Prospector	4	2	2	3	3/4*	1	3	1	9

Weapons/Armour: Blunderbuss, pick (two-handed weapon).

Skills: An Old Prospector has the *Wyrystone Hunter* and **Resilient* skills. He may choose from Strength and Speed skill lists when he gains a new skill.

SPECIAL RULES

Hardened. Prospectors have seen many strange things in their battered lives and are immune to the effects of *Fear*.

Finders Keepers. In any scenario where extra Treasures/Wyrystone are involved, the Prospector will keep any that he somehow gets his hands on. This will not count as his upkeep, as he will deny that he found any ("You 'cusin me of *claim-jumpin'* sonny?"). For the purpose of *Chance Encounter* he will keep the Wyrystone of any enemy heroes that he takes out action - neither warband will gain that shard. He has no effect on *Defend the Find* as the claim has already been staked.

Old Coot. Prospectors are prone to wander off, either because they've heard of a better strike or because they have fallen out with their fellows. At the end of each game roll a D6. On a result of "1" the Prospector has pulled up his pegs and left the warband.



Human Scout

10 gold crowns to hire + 5 gold crowns upkeep

Not all men are comfortable living in cities among their peers. Some prefer a solitary life in the wilderness, only returning to civilization to trade for things they cannot make themselves. Such men are naturally bard for most others to understand and get along with, but their skills in the wild can prove invaluable to a band of warriors seeking adventure in unfamiliar territory. A warband traveling through the Great Forest will often hire such an individual to guide them to the remote parts of the forest and back.

May be Hired: Any warband except Orcs, Goblins, Beastmen or Possessed may hire the Human Scout.

Rating: A Human Scout increases the warband's rating by +9 points, plus 1 point for each experience point he has.

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

Weapons/Armour: The Human Scout carries a Bow, Sword and Dagger.

Skills: A Human Scout may choose from Combat Skills, Speed skills or Quick Shot, Eagle Eyes, or Trick Shooter from the Shooting skills list when he gains a new skill. Alternatively, he may choose one of the new Human Scout skills, below.

SPECIAL RULES

Not a Fighter: If a Human Scout is taken *Out of Action* during a game, he decides to leave on a 1-3, instead of the normal 1-2 when rolling for injury at the end of the game.

HUMAN SCOUT SKILLS

Expert Hunter: A Human Scout that has been declared as *Hidden* may only be detected by models within **half** their Initiative value in inches, not their Initiative value as normal. In addition, a Human Scout may fire his Bow without giving away his position (he may fire and remain *Hidden*).

Sit in Wait: A Human Scout is able to Infiltrate (as the Skaven skill of the same name—see the Skaven warband rules in the Mordheim rulebook).

Runesmith Journeyman

30 gold crowns to hire +15 gold crowns upkeep

Having finished his apprenticeship it is usual for a Runesmith to spend several years seeking to increase his knowledge of the art. For some this may mean moving to another forge or hold and working with a different master. Some however are fired to discover things lost in the past and travel to old holds, looking for secrets that have passed out of knowledge. Recovery of ancient Runes is seen by most as a worthy exercise, unlike the pursuit of new knowledge. For this reason a journeyman will accompany parties seeking to right grudges and maintain their equipment in return for protection on his expedition.

May be Hired: Mercenaries and Witch Hunters may hire a Journeyman. Warbands that include Elves may hire them, but must pay 30 gold crowns after each battle instead of 15 gold crowns. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

Rating: A Runesmith increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Runesmith	3	4	3	3	4	1	2	1	9

Weapons/Armour: A Runesmith is equipped with a gromril hammer and heavy armour.

Skills: A Runesmith may choose from Combat and Strength skills when he gains a new skill. In addition, there is a unique Rune use skill, which he can have instead of a normal skill when he gains a new skill.

SPECIAL RULES

Runesmith: A Runesmith may inscribe runes as detailed below.



Armourer: A Runesmith can repair and make weapons and armour. The warband may purchase one item per post game trading session from the following: axes, hammers, swords, two handed weapons, helmets, shields, light and heavy armour at a 2d6GC discount to a minimum price of 1GC. This applies only if the Runesmith did not go OOA.

Armour: Dwarfs never suffer movement penalties for wearing armour. Hate Orcs and Goblins. All Dwarfs hate Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of hatred.

Hard to Kill: Dwarfs are tough, resilient individuals who can only be taken out of action on a D6 roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 5 as stunned.

Hard Head: Dwarfs ignore the special rules for maces, clubs etc. They are not very easy individuals to knock out.

RUNE USE

A Runesmith may inscribe Runes before a battle; they start knowing one Rune but may learn more as spellcasters learn spells. These Runes are only temporary due to the haste of the Runesmith but may not be dispelled during the game. Runes may be inscribed on axes, hammers, swords, two handed weapons, helmets, shields, light and heavy armour. The runes are:

Rune	Effect	Effective on	Difficulty
Iron	6+ ward	Armour	6
Stone	+1 armour save	Armour	6
Fury	+1 A	Weapon	7
Striking	+1 WS	Weapon	6
Speed	+1 I	Weapon	5
Cleaving	+1 S	Weapon	8

Before the battle the Runesmith may attempt to inscribe every Rune he knows, but once only. No Rune may be inscribed on an item with a Rune already on it. If he passes the difficulty roll he has succeeded and the Rune will affect the weapon/armour for the coming battle.

If he rolls a natural 2 the process has highlighted shoddy (and hence nondwarf) manufacturing and the item being inscribed on is broken, remove it from your roster.

A gromril item (including dwarf axes) may reroll a result of 2 but a second 2 stands. If he rolls a natural 12 the rune is "durable" and will last beyond one battle else it fades after the game.

Durable: If a Rune becomes durable roll a d6 after each battle, but not the first, on a roll of 1 or 2 it fades and ceases to be effective, otherwise it will be effective in the next battle.

Witch Hunter

30 gold crowns to hire + 15 gold crowns upkeep

Witch Hunters are driven men who make it their job to free the Empire of the taint of chaos. Although these troubled times have often meant witch hunters operating in small groups or by requisitioning support from local authorities many still prefer to work alone. Some of course have other reasons, their excessive zeal can lead to other hunters shunning them or even their expulsion from the order, in a few cases they themselves have darker secrets they don't want their brothers in arms investigating. These solitary witch hunters are not above joining roving bands if it suits their aims, providing they are reimbursed for the skills they bring. They care little for the morals of such groups providing that they are a human band and not tainted in any way by chaos. The threat of chaos is so great that they have even put aside their prejudices against followers of Ulric to better fight chaos.

May be Hired: Any non-chaos human warband may hire a Witch Hunter, he has his own reasons, but will not stay with a Witch Hunter band for more than one battle. See also the Burn the witch rule below.

Rating: A Witch Hunter increases the warband's rating by 15 points plus 1 point for each Experience point he has.

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

Weapons/Armour: Dueling or Crossbow Pistol, sword and dagger. He starts every game with a vial of Holy water and a garlic.

Skills: A Witch Hunter may choose from Combat, Speed, Shooting, Academic and Strength skills when he gains a new skill.

SPECIAL RULES

Burn the Witch: The Witch hunter hates all enemy spellcasters. He will not work for a band with a spellcaster, unless it is a priest of Sigmar, Ulric, Taal or Morr.

In Sigmar's name: The Witch hunter can call on his faith in Sigmar, he is allowed to reroll all failed fear tests.

Sigmar's reward: Doing Sigmar's work is reward enough at times. If the band take the leader of a chaos or undead band out of action the Witch Hunter waives part of his fee, at the end of the battle he only charges 5gc upkeep. Chaotic bands only includes bands truly chaotic, not merely nonhuman, eg not skaven, dark elves etc.





Dramatis Personae:

Maximilian the Mad



Maximillian the Mad was a once-respected Warrior Priest and envoy in the thrall of the Grand Theogonist. Roaming the Great Forest with his bands of Flagellants, he acted as the eyes and ears of the Sigmaritic faith, looking for signs of corruption as he marched from town to town. Any that were found were ruthlessly and systematically purged.

That was until he was commissioned by his overseers to investigate rumours of blasphemy deep within the heart of the Great Forest. What Maximillian discovered there is unrecorded but is said to have driven him beyond the brink of sanity.

Now largely a loner, he continues to rove the paths of the Great Forest, but the religious fervour within his soul combined with the hatred and intolerance of his passion threatens to destroy him and all he encounters.

Maximillian the Mad will readily take up arms to assist those who fight the enemies of Sigmar, although he will demand a tithe to Sigmar for his services.

Hire Fee: 80 gold crowns hire tithe, plus 30 gold crowns upkeep tithes.

May Be Hired By: Dwarfs and all human warbands except The Cult of the Possessed, Sisters of Sigmar, Carnival of Chaos, Horned Hunters and Middenheimers.

Rating: Increases warband rating by 25 points.

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

Armour/Weapons: Mad Max is armed with a double handed Holy Weapon. This grants +2 Strength as per the rulebook and being a holy weapon, it gives +1 to rolls to wound on Undead, Possessed, Carnival of Chaos, Beastmen.

SPECIAL RULES

Fanatical: Max will automatically pass all Leadership-based tests he is required to take. Mad Max follows the rules for hatred when encountering the following warbands: Orcs and Goblins, Black Orcs, Forest Goblins, Horned Hunters, Sisters of Sigmar, Middenheimers, Skaven, Undead, Beastmen, Possessed, Carnival of Chaos.

Religious Fervour: Mad Max follows the rules for frenzy as per the rulebook. (Note, he must always charge, even if this requires a diving charge!) Also, he must always end his turn closer to the enemy than at the start as his desire to fight the enemies of Sigmar is so strong.

Fear: His reputation is such that he causes fear as per the rulebook. Any models from the warband hiring him that are within 3" of him are also immune to fear. Note: models wishing to charge a fear causing enemy outside 3" still need to pass a fear test as normal.

Strongman: As the Combat skill of the same name.

