

Optional Turn Sequence

by Karl P. Hayden with suggestions by Tommy Fransson

This sequence change makes the game a bit more exciting. The sequence changes from one side move/other side moves to a more dynamic turn. It adds an element of uncertainty, makes your leader more important, and better mimics the chaos of coordinating a fight in a ruined city.

The basic turn sequence for Mordheim:

Recovery

Charges

Normal Move

Shooting

Hand to Hand

A player moves all his figures, while the other player waits and defends.

Try this method instead:

Get a deck of playing cards, remove the jokers.

1. Deal a number of cards to each player equal to their warband leader's leadership statistic.
2. Each player then plays the card of their choice. The highest card is then used to activate one hero or group of henchmen.
3. The activated figure or henchmen may now charge, move, shoot, and fight, while the other player defends as normal. Then the player with the lower card picks a figure or henchman group and charges, moves, shoots, or fights with that activated figure. Multi-player games just keep moving to the player with the next lowest card until all the players are done.
4. Each player then plays another card and the movement, fighting is resolved as above. Play proceeds this way until all the dealt cards are used, or all of the figures have been moved. Figures or groups that don't get a card play on them can only defend if attacked.
6. All sides then perform a recovery phase, the deck is reshuffled, and players are dealt new cards.

Rules:

Card ranks in highest to lowest are: Spades, Diamonds, Hearts, Clubs (i.e. the Ace of Spades would beat an Ace of Diamonds) Each hero or group of

henchmen may only be activated once per turn. If the leader is killed or removed from the game for any reason, the number of cards dealt falls to the next highest leadership hero -2 (LD-2). If no heros are left on a side, then the number of cards dealt is equal leadership of the highest leadership henchmen group -2 (LD-2). If a side does not get enough cards to activate all its heros and henchman groups, it can only activate the heros or groups that have cards played on them. Heros or groups that don't get a card played on them only get to defend if attacked, but may not move, shoot, or cast