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Game: **MORDHEIM**
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For best results, print on card, laminate and trim to size.

SETUP

The player with the lowest **warband rating** rolls on the **Scenario table** to determine the scenario, and may choose whether to be **attacker** or **defender**. Set up **terrain** and **warbands** according to the scenario.

Roll for warriors with **old battle wounds** to see if they take part in the battle.

Characteristic Tests

To pass, roll a d6 and obtain a result equal to or less than the characteristic. A roll of 6 automatically fails. **Leadership tests** are taken with 2d6.

TURN SEQUENCE

One player takes a full turn consisting of the following four phases, then the next player, and so on.

1. RECOVERY

Roll 2d6 to rally models that have lost their nerve. If less than or equal to the model's Leadership the model stops fleeing and can be turned to face any direction. It cannot move or shoot (but can cast spells) for the rest of the turn.

A model cannot rally if the closest model to him is an enemy model (*fleeing, stunned, knocked down and hidden* models do not count).

Stunned models become *knocked down*. *Knocked down* models may stand up.

2. MOVEMENT

Models may **move** in any direction, up and down ladders and stairs and over low obstacles less than 1" high. Models are moved in the following order:

1. CHARGE

Charging is the only way models can move into H-to-H combat with one or more models. A charging model strikes first in the ensuing combat.

Without measuring distance, declare the model is charging any opposing model in an unobstructed line of sight.

Models charging a foe within 4" that cannot be seen but is not declared as *hidden* must pass an Initiative test to do so. If he fails he may not charge, but may move, shoot and cast spells as normal.

Charging models make a direct double move towards their enemy and end engaged in H-to-H combat, bases touching (or close together over a low wall or obstacle).

One unengaged enemy within 2" of the charge route may choose to **intercept** the charger. If he would normally have to pass a *Fear* test to engage the charger he must pass one to move. If he *causes* fear then move the models into contact and make a *Fear* test for the original charger as if he was being charged. The original charger strikes first regardless.

If a model miscalculates the charge distance, the charge is failed; make a normal move towards the enemy. The model cannot shoot in the same turn but may cast spells.

2. COMPULSORY MOVES

Take all **compulsory moves**, eg, fighters whose nerves have broken.

MORDHEIM

3. REMAINING MOVES

Models may **move** up to their move rate in any direction.

Running

Models may **run** at double rate if there are no enemies within 8" at the *start* of the turn (*fleeing, stunned, knocked down* and *hidden* models do not count). A running model may not hide or shoot that turn, but may cast spells as normal.

Hiding

A model that ends his move behind a low wall, column or similar place of concealment may be declared **hidden**. Place a hidden counter beside the model. He cannot be seen, charged or shot at, and may stay hidden over several turns as long as he is not seen by an enemy and does not shoot or cast spells.

Enemy models will always detect hidden foes within their Initiative value in inches. A model that runs, *flees*, is *stunned* or *charges* cannot hide that turn.

Terrain

Open Ground: Tabletop, building floors, ladders, ropes, through doors and hatches. *Move at normal rate.*

Difficult Ground: Steep slopes, bushes, roofs. *Move at half rate.*

Very Difficult Ground: Narrow crawlholes, dangerous terrain. *Move at quarter rate.*

Climbing

A model can **climb** a fence or wall he is touching at the start of the movement phase. He may not run, and if the height is more than the model's normal move, he cannot climb the wall.

Take an Initiative test. If failed while climbing up, he cannot climb that turn. If failed while climbing down, he *falls* from where he started his descent.

Jumping Down

A model may **jump down** up to 6" at any time during movement.

Take an Initiative test for every full 2" jumped; if he fails any test the model falls from the beginning of the jump, takes damage and may not move anymore that phase.

If successful the model may continue to move—jumping down does *not* use up any movement.

Diving Charge

If an enemy is within 2" of the place where a model lands he may make a **diving charge** against it.

If the jump down is successful (see above), the model gains a +1 Strength bonus and a +1 to hit bonus during the following hand-to-hand combat phase only.

Jumping Over Gaps

Models may **jump** over gaps up to 3" wide. Without measuring beforehand, deduct the distance from the model's movement. If he doesn't have enough movement to jump the distance the model *falls*; otherwise pass an Initiative test or fall.

The model may still fire a missile weapon if not running, and may jump as part of a charge or running move.

Falling

A model that falls takes D3 hits at a Strength equal to the distance fallen, no armour save, no critical hits. A model that falls cannot move any further or *hide* during that turn, even if not hurt.

Warriors Knocked Down or Stunned

If *knocked down* or *stunned* within 1" of an edge, a model will fall if it fails an Initiative test.

3. SHOOTING

Each warrior, one at a time in any order, may shoot once with one weapon at a target he can see in any direction.

He may not fire if engaged in H-to-H combat, has run or failed a charge, has rallied this turn or is *stunned* or *knocked down*.

Possible Targets

A model must fire at the closest target unless a more distant target is easier to hit, a model is a *large* target, or closer models are *stunned* or *knocked down*.

You cannot shoot at models engaged in H-to-H combat.

Cover

If any part of a target model is in cover the shooter suffers a -1 to hit penalty.

If a shot versus a model in cover misses by 1, the shot strikes the cover instead.

Shooting From an Elevated Position

If more than 2" above the table surface, a model may freely pick any target, unless there are enemies in the same building in line of sight.

Shooting Procedure

Measure Range: Targets beyond a weapon's maximum range cannot be hit.

Roll to Hit: Roll a d6. The score needed to hit is based on the model's BS. See reference sheet for modifiers.

Roll to Wound: Compare the Strength of the weapon with the target's Toughness.

Roll Critical Hits: If a 6 is rolled to wound, roll another d6 and consult the **Critical Hit chart**. If the attacker needed a 6 to wound the target he cannot cause a Critical Hit.

If the critical hit causes more than one wound and the weapon normally causes several, use the one that causes the most damage.

Make Armour Saves: Roll a d6, reducing the save according to the Strength modifiers for the weapon used.

Injuries

When a model's Wounds are reduced to zero, roll d6 on the **Injury Chart** for that Wound, and every Wound after that.

If a model receives several wounds in one turn, roll once for each and apply the highest result.

Knocked Down

Turn the model face up. It may crawl 2" during the movement phase but may not fight, shoot or cast spells.

If engaged in H-to-H, the model may only crawl away if the enemy is engaged with another opponent; he may not strike back.

On his next turn the warrior may stand up and move at half rate, shoot and cast spells, but *not* charge or run. If engaged in H-to-H he may not move away and automatically strikes last. After this turn the model functions normally but is still at 0 wounds.

Stunned

Turn the model face down; next recovery phase the model is turned face up and treated as *knocked down*.

Out of Action

The model is out of the game.

4. HAND-TO-HAND COMBAT

All models in base contact, whether in the front, sides or rear, are engaged in hand-to-hand (H-to-H) combat and fight in this phase. They do not shoot in the shooting phase. Close range attacks (eg pistols) are treated as H-to-H attacks.

Models touching more than one enemy can choose who to fight and may divide multiple attacks if desired.

Who Strikes First

Charging models strike first, otherwise in order in descending Initiative. A model who stood up that turn always strikes last.

If several models can 'strike first' for some reason, then they determine the order among themselves first, by Initiative.

If Initiatives are equal roll a die to see who strikes first.

Close Combat Procedure

Roll a d6 for *each* attack. The score needed to hit is based on the Weapon Skills of the fighters.

A model armed with two one-handed weapons receives an extra Attack. If armed with two different weapons, he may make a single attack with one weapon of his choosing, and all other attacks with the remaining weapon, all rolled separately.

Roll to Wound: Compare the Strength of the fighter with the target's Toughness. Some weapons confer Strength bonuses.

Follow the same procedure for wounding, critical hits and armour saves as shooting. *Each model may only cause one critical hit in each hand-to-hand phase.*

Parry

Bucklers and swords may **parry** one blow per H-to-H phase. Roll a d6; if higher than the number the opponent rolled to hit, the hit is ignored.

If the opponent scored several hits, the model must try and parry the highest score; if fighting several opponents, he may only parry the first hit.

If armed with a **buckler and a sword** you may re-roll any failed parries once.

Attacks made with twice a model's own basic Strength or more *cannot* be parried.

Attacking Warriors Knocked Down and Stunned

All attacks against a *knocked down* warrior hit automatically. If any attacks wound the model and the armour save is failed (he may not parry), the model is automatically *out of action*. A *stunned* model is automatically *out of action* if attacked in H-to-H.

A model with multiple attacks may not *stun/knock down* and then automatically take a model *out of action* in the same H-to-H phase. This can only be achieved with multiple models attacking.

If the model is engaged with enemies still standing, he cannot attack any other *stunned/knocked down* models.

Moving From Combat

Models may not move away from combat and must fight until *out of action*, they win, or a model breaks and runs.

Breaking From Combat

A model who *panics* in H-to-H combat and runs is hit once, automatically, by each of his opponents.

Escaping from Combat (Optional)

Models engaged in H-to-H combat at the start of their own turn may try to escape from combat.

Declare which will try to escape from combat at the start of your movement phase, at the same time as you declare charges. Turn the models around to show this.

Take a Leadership test for each warrior trying to escape from combat.

If he passes, he can move up to double his normal Movement rate away from combat and the enemy he was fighting, in any direction.

If he fails, his opponent may make 1 automatic hit against him, and the fleeing model (if he survives) will run 2D6" directly away from combat. He will have to take a Leadership test at the beginning of his next turn.

If successful he will stop, but may not do anything else during that turn. If the test is failed, he will continue to run 2D6" towards the closest table edge and must test again the following turn if he is still on the table.

If charged while fleeing, the charger is moved into contact as normal, but the fleeing model runs a further 2D6" before any blows are struck.

LEADERSHIP & PSYCHOLOGY

The Rout Test

A player *must* take a **Rout test** at the start of his turn if 25% or more of his warband (even a warband normally immune to psychology) is *out of action*.

Roll 2d6; if equal to or less than the leader's Leadership, the test is passed. If the leader is *out of action/stunned*, use the highest Leadership of any remaining fighters not *out of action/stunned*.

If the test is failed the warband automatically loses, the surviving warriors retreat, and the game ends.

A player may choose to voluntarily Rout at the start of his own turn if he is required to take a test, or if 25% or more of his warband is *out of action*.

Leaders

A model within 6" of his leader may use his leader's Leadership when taking tests, unless the leader is *knocked down, stunned or fleeing*.

All Alone

A model fighting alone against 2 or more opponents and with no friendly models within 6" (*fleeing/stunned/knocked down* do not count), must make a test at the end of his combat phase.

If the 2d6 score is greater than his Leadership the model runs 2d6" directly away from his enemies—each opponent gets an automatic hit against him.

At the start of each of his turns, the model must test again—if he passes, he stops but can do nothing else but cast spells for the rest of the turn. If he fails or is charged, he runs 2d6" towards the nearest table edge (and is removed if he reaches it), avoiding enemy models.

If charged while fleeing, the charger is moved into contact as normal but the fleeing model runs a further 2d6" before any blows are struck.

Fear

Creatures that cause **fear** ignore these tests. Otherwise take a *fear* test in the following circumstances:

If charged by a feared enemy. Test when the charge is declared and the model is determined to be within range. If the test is failed the model must roll 6's to score hits in the first turn of combat.

If wishing to charge a feared enemy. If failed the model must remain stationary for the turn (treat as a failed charge).

Frenzy

Frenzied models must always charge enemies within their charge range and fight with double their Attack characteristic in H-to-H combat. If carrying a weapon in each hand he receives an extra attack as normal, but this extra attack is not doubled.

Once within charge range, **frenzied** models are unaffected by other psychology. If *knocked out* or *stunned* he is no longer frenzied for the rest of the battle.

Hatred

Warriors who **hate** their H-to-H opponents may re-roll any misses on the first turn of combat.

Stupidity

Stupid models must make a Leadership test at the start of their turn; if the test is failed:

If in combat half the model will not strike any blows or cast spells this turn. **If not in combat** roll a d6:

1-3 moves forward at half speed; no charging an enemy (stop 1" away) or shooting, and will stop if he falls off an edge or hits an obstacle.

4-6 the warrior does nothing for the rest of the turn.

MAGIC

Allocated Spells

Wizard	Type of Magic
Chaos Magisters	Chaos Rituals
Warlocks	Lesser Magic
Skaven Eshin Sorcerer	Magic of the Horned Rat
Sisters of Sigmar/Warrior-Priests	Prayers of Sigmar
Necromancers	Necromancy

Each wizard starts with one randomly determined spell. Roll d6 on the appropriate chart. Either reroll duplicates or lower the spell's difficulty by 1.

Casting Spells

Spells are cast once per turn in the shooting phase (may not use missile weapons) and can be cast even if the model is engaged in H-to-H combat or running.

Roll equal to or greater than the spell's Difficulty on 2D6. If he fails, he may not cast a spell that turn. If passed, consult the spell description for effects.

With the exception of Sisters of Sigmar and Warrior-Priests, wizards may not use magic if wearing armour or has a shield or buckler.

Spells do not cause critical hits and always receive armour saves unless noted otherwise.

MOUNTED WARRIORS

A warrior and his horse are treated as a single model. Should the rider be taken *out of action*, then the entire model is removed from the battle.

Mounted warriors use the rider's Leadership value for all Leadership-based tests. When attacked, use the rider's Toughness and Wounds.

Any shooter may always pick a mounted warrior as a target, even if there are enemies closer.

In H-to-H combat, a warhorse can make 1 attack. A normal horse does not attack in close combat.

Mounted warriors automatically have an armour save of 6+, even if the rider has no armour. If the rider has armour his save will be +1 better than if on foot.

Armour (barding) for a warhorse adds a further +1 bonus to the its armour save, but subtracts one from its Movement. A normal horse may not wear barding. A barded warhorse is only killed on a serious injury roll of '1' if the model goes *out of action*.

If a mounted warrior is taken *out of action*, roll a D6 after the battle. On a 1-2, the mount is killed and removed from the warband roster. A horse increases a warband's rating by +3 points, and a warhorse by +5 points.

Mounted Models and Movement

Mounted models may not move into buildings. A horse or warhorse may jump over an obstacle up to 2" in height with no movement penalty.

A mounted warrior may dismount during his movement phase. He loses half his movement and may not charge or run during that turn. Once dismounted he is followed by his steed and may mount it again whenever he wishes, provided he is not inside a building or place such as on a roof. He loses half his movement when remounting and may not charge or run during that turn.

WARBANDS

Starting warbands are recruited and equipped from the lists with 500 gold crowns. Any unspent crowns are kept in the warband's treasury.

Beginning warbands must have at least 3 warriors including a leader. Weapons, armour and mutations must be represented on the models, with the exception of knives and daggers.

Warriors are classified as **heroes** and **henchmen**. Apart from its leader, the warband may include up to 5 other heroes (see lists for other restrictions).

Henchmen are bought in groups of 1-5 models and gain experience and advances collectively. Other henchmen such as Warhounds and Zombies do not gain experience. In any case, henchmen may never use special equipment.

Each warrior may be armed with up to 2 close combat weapons (not including his free dagger), up to 2 different missile weapons, and armour chosen from the appropriate list. Additional equipment may be bought between battles, but only if listed in the warband's entry. Every model in a henchmen group must be armed and armoured the same way.

Each warband has a **warband rating**—the number of warriors x 5, plus accumulated experience. Large creatures are worth 20 points plus their experience.

CAMPAIGNS

Post Battle Sequence

After each battle the players work out the **experience** points warriors have earned and the amount of **wyrdstone** the warband has collected.

You may disband a warband at the end of any game and start a new one, or dismiss any warrior. When a warrior is killed all his weapons and equipment are lost. If a leader is killed, the hero with the next highest Leadership takes command.

- Injuries:** A henchman *out of action* at the end of the game is removed permanently on a D6 roll of 1-2. Roll on the **Serious Injuries** chart for each hero *out of action* at the end of the game.
- Allocate Experience.** Heroes and henchmen gain experience for surviving battles; extra points if they are fighting a warband with a higher warband rating. As they accumulate more points heroes and henchmen can make **Advance rolls**.
- Roll on the Exploration chart.**
- Sell Wyrdstone.**
- Check Available Veterans.** Roll to see how much experience worth of veterans is available to hire.
- Make Rarity rolls and buy Rare Items.**
- Look for Dramatis Personae.**
- Hire new recruits and buy common items.** New recruits come with a free dagger and may be bought common items. They cannot buy rare items, but can be equipped with ones from the warband's stash.
- Reallocate Equipment.** Swap equipment between models (they must be eligible to use it).
- Update Warband Rating.**

Pre Battle Sequence

- The player with the lowest warband rating rolls on the Scenario table to determine which scenario is played. In scenarios where there is an attacker and a defender, the same player may choose which he is.
- Roll for warriors with old battle wounds to see whether they can take part or not.
- Set up the terrain and warbands according to the rules for the scenario you are playing. The more buildings the better.

For more detail on Campaign games, see the rules.

CLOSE COMBAT WEAPONS

Fist
STR: user -1 +1 armour save
6+ armour save if none normally. Fist only applies to models without weapons, and they can only ever make one attack.

Dagger
STR: user +1 armour save
6+ armour save if none normally.

Hammer, Staff, Mace or Club
STR: user
A roll of 2-4 is treated as stunned when rolling for injuries.

Axe
STR: user Extra save modifier of -1
Sword
STR: user May parry.

Flail
STR: user +2
+2 Strength bonus applies only in the first turn of each H-to-H combat. Cannot use a shield, buckler or additional weapon in H-to-H combat (still gets a +1 armour save from shooting if he has a shield).

Morning Star
STR: user +1
+1 Strength bonus applies only in the first turn of each H-to-H combat. Cannot use a buckler or additional weapon but may carry a shield.

Halberd
STR: user +1
Cannot use a shield, buckler or additional weapon in H-to-H combat (still gets a +1 armour save from shooting if he has a shield).

Spear
STR: user
Strikes first even if charged (first round of H-to-H combat only). Mounted warriors receive a +1 Strength bonus for the turn they charge.

Lance
STR: user +2
Can only be used from horseback; +2 Strength bonus for the turn the mounted warrior charges.

Double-Handed Sword, Hammer, Axe etc
STR: user +2
Cannot use a shield, buckler or additional weapon in H-to-H combat (still gets a +1 armour save from shooting if he has a shield). Always strikes last, even if charging.

Gromril Weapon Extra save modifier of -1.
Ithilmar Weapon +1 Initiative in H-to-H combat.

RANGED WEAPONS

Short Bow
MxRange: 16" **STR: 3**

Bow
MxRange: 24" **STR: 3**

Long Bow
MxRange: 30" **STR: 3**

Elf Bow
MxRange: 36" **STR: 3**

Extra save modifier of -1.

Crossbow
MxRange: 30" **STR: 4**
May not move and fire on the same turn other than to pivot or stand up.

Sling
MxRange: 18" **STR: 3**
May fire twice at a maximum range of 9" if no move in the movement phase. Each shot -1 to hit if firing twice.

Throwing Star/Knife
Range: 6" **STR: user**
No penalties for range; cannot be used in close combat.

Repeater Crossbow
MxRange: 24" **STR: 3**
May fire twice per turn at -1 to hit per shot.

Crossbow Pistol
MxRange: 10" **STR: 4**
May shoot in the first round of H-to-H combat. The shot is always resolved first and has a -2 to hit (use BS).

Pistol
MxRange: 6" **STR: 4** -2 armour save
Can only fire every other turn unless model has 2 pistols. Can be used in H-to-H once per combat. If firing with 2 pistols fire with 2 Attacks in the first round.

Duelling Pistol
MxRange: 10" **STR: 4** -2 armour save
+1 to hit. Can only fire every other turn unless model has two pistols. Can be used in H-to-H once per combat. If firing with 2 pistols fire with 2 Attacks in the first round.

Blunderbuss
MxRange: Special **STR: 3**
Can only fire once per battle. Draw a straight line 16" long and 1" wide. Any models in the path are automatically hit.

Handgun
MxRange: 24" **STR: 4** -2 armour save
Can only fire every other turn. May not move and fire on the same turn other than to pivot or stand up.

Hochland Long Rifle
MxRange: 48" **STR: 4** -2 armour save
Can only fire every other turn. May not move and fire on the same turn other than to pivot or stand up. Can target any enemy in sight, not just the closest.

ARMOUR

Light Armour **Basic D6 save of 6+**

Heavy Armour **Basic D6 save of 5+**
If also carrying a shield, suffers a -1 Movement penalty.

Shield **Basic D6 save of 6+**

Buckler May parry.

Helmet
Special 4+ save (unmodified by Strength) against being stunned; if successful treat the result as knocked down.

Gromril Armour **Basic D6 save of 4+**
Does not slow the model down if also armed with a shield.

Ithilmar Armour **Basic D6 save of 5+**
Basic d6 save of 5+, and does not slow the model down if also armed with a shield.

MISCELLANEOUS EQUIPMENT

BLESSED WATER

A vial contains enough liquid for just one use, and has a thrown range of twice the thrower's Strength in inches. Roll to hit using the model's BS. No modifiers for range or moving apply. Blessed water automatically causes 1 wound on *Undead, Daemon* or *Possessed* models (no armour save). *Undead* or *Possessed* models may not use blessed water.

BUGMAN'S ALE

A warband that drinks a barrel of Bugman's before a battle is immune to *fear* for the whole of the battle. Elves may not drink Bugman's ale. There is only enough ale to supply the warband for one battle.

CATHAYAN SILK CLOAK

Any *Mercenary* warband whose leader is wearing silk clothes may re-roll the first failed Rout test. After each battle in which the leader is taken *out of action*, roll a D6: on 1-3 the clothes are ruined and must be discarded.

ELVEN CLOAK

A warrior aiming a missile weapon at a warrior wearing an Elven cloak suffers -1 on his *to hit* roll.

GARLIC

A Vampire must pass a Leadership test or it will be unable to charge a model carrying a clove of garlic. Garlic lasts for the duration of one battle only, used or not.

HALFLING COOKBOOK

The maximum number of warriors allowed in your warband is increased by +1 (neither an *Undead* nor a *Carnival of Chaos* warband can use this item).

HEALING HERBS

A model with healing herbs can use them at the beginning of any of his recovery phases as long as he is not engaged in H-to-H combat. They restore all wounds he has previously lost during the game.

HOLY (UNHOLY) RELIC

A model with a holy/unholy relic automatically passes the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before. You can only ignore the *first* Leadership test in any single game—two or more holy relics will not allow you to ignore second and subsequent tests.

HOLY TOME

A *Warrior Priest* or *Sister of Sigmar* with a holy tome can add +1 to the score when determining whether he/she can recite a spell successfully or not.

HUNTING ARROWS

A model using a short bow, bow, long bow or Elf bow may use these arrows. They add +1 to all Injury rolls.

LANTERN

A model with a lantern may add +4* to the distance from which he is able to spot hidden enemies.

LUCKY CHARM

The first time a model with a lucky charm is hit in a battle he rolls a D6: on a 4+ the hit is discarded and no damage is suffered. Owning two or more charms does not confer any extra benefits.

MORDHEIM MAP

When you buy a map, roll a D6:

- 1 Fake.** The map is a fake, and is completely worthless. Your opponent may automatically choose the next scenario you play.
- 2-3 Vague.** Though crude, the map is generally accurate. You may re-roll any one dice during the next exploration phase if you wish but you must accept the result of the second roll.
- 4 Catacomb map.** The map shows a way through the catacombs into the city. You may automatically choose the scenario next time you fight a battle.
- 5 Accurate.** The map is recently made and very detailed. You may re-roll up to 3 dice during the next exploration phase if you wish, but must accept the result of the second roll.
- 6 Master map.** From now on you may always re-roll one dice when rolling on the Exploration chart as long as the hero who possesses this map was not taken out of action in the battle.

NET

Once per game, the net may be thrown in the shooting phase instead of the model shooting a missile weapon. Treat the net as a missile weapon in all respects with a range of 8". Use the model's BS to determine whether the net hits or not—there are no movement or range penalties.

If it hits, the target rolls a D6: if the result is equal to or lower than his Strength, he rips the net apart. If the result is higher, he may not move, shoot or cast spells in his next turn, although he is not otherwise affected. In either case the net is lost.

ROPE & HOOK

A model equipped with a rope & hook may re-roll failed Initiative tests when climbing up and down.

TOME OF MAGIC

If a warband includes a wizard, he will permanently gain an extra spell from the tome. He may randomly generate this new spell from his own list or the Lesser Magic list. The benefits from each Tome apply to only one model.

SUPERIOR BLACKPOWDER

Adds +1 Strength to all blackpowder weapons that the model has. There is enough to last for one game.

TEARS OF SHALLAYA

A model who drinks a vial of the Tears of Shallaya at the beginning of a battle will be completely immune to all poisons for the duration of combat.

Undead and *Possessed* warriors may not use the Tears of Shallaya. There is enough liquid in a vial to last for the duration of one battle.

POISONS AND DRUGS

Poison may not be used with blackpowder weapons. A vial gives you only enough to last the duration of one battle, and only a single weapon can be poisoned with one vial.

Black Lotus

A weapon coated with Black Lotus wounds its target automatically if you roll a 6 to hit. You can still roll a dice for every wound inflicted in this way. If you roll a 6, inflict a critical hit with that roll. If you do not roll a 6, cause a normal wound (armour saves as normal).

Dark Venom

Any hit caused by a weapon coated with Dark Venom counts as having +1 Strength. Armour saves are modified to take into account the increased Strength of the attack.

Mad Cap Mushrooms

Any warrior who takes Mad Cap Mushrooms before a battle will be subject to *frenzy*. They have no effect on *Undead* such as Vampires and Zombies, or the *Possessed*.

After the battle, roll a D6: on a roll of a 1 the model becomes permanently *stupid*.

Crimson Shade

A model using Crimson Shade has his Initiative increased by +D3 points, and Movement and Strength by +1 (this effect lasts for one game). It has no effect on *Undead* such as Vampires and Zombies, or the *Possessed*.

After the battle, roll 2D6. On a roll of 2-3, the model is addicted and you must buy him a new batch of Crimson Shade before every battle from now on; if you fail, he will leave your warband. On a roll of 12 the model's Initiative is increased permanently by +1.

Mandrake Root

A model taking Mandrake Root has his Toughness increased by +1 for the duration of a battle, and he treats all *stunned* results as *knocked down* instead. It has no effect on *Undead*, such as Vampires and Zombies, or on the *Possessed*.

At the end of the battle, roll 2D6. On a roll of 2-3 the model loses 1 point of Toughness permanently.

ANIMALS

HORSES & WARHORSES

You may mount one of your Heroes on a horse or warhorse in the coming battles. Horses and warhorses can only be used if you are using the optional rules for mounted models. Only Humans can buy or use war/horses.

	M	WS	BS	S	T	W	I	A	Ld
Horse	8	0	0	3	3	1	3	0	5
Warhorse	8	3	0	3	3	1	3	1	5

WARDOGS

If you purchase a wardog, it will fight exactly like a member of your warband, though it is treated as part of the equipment of the Hero who bought it. You will need a model to represent it on a battlefield. Wardogs never gain experience, and if they are put out of action they have exactly the same chance of recovering as Henchmen (*ie*, 1-2: Dead; 3-6: Alive). Wardogs count towards the maximum number of warriors allowed in your warband.

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

SPELLS

D6

PRAYERS OF SIGMAR

1 The Hammer of Sigmar Difficulty 7
The wielder gains +2 Strength in H-to-H combat and all hits he inflicts cause double damage. The Priest must test each shooting phase he wants to use the Hammer.

2 Hearts of Steel Difficulty 8
Any allied warriors within 8" become immune to *fear* and *all alone* tests. In addition, the whole warband gains +1 to any Rout tests they have to make. The spell lasts until the caster is *knocked down*, *stunned* or put out of action. If cast again the effects are not cumulative.

3 Soulfire Difficulty 9
All enemy models within 4" suffer a Strength 3 hit (no armour save). Undead and Possessed models in range suffer a Strength 5 hit instead.

4 Shield of Faith Difficulty 6
The Priest is immune to all spells. Roll at the beginning of each turn in the recovery phase. On a roll of 1 or 2 the shield disappears.

5 Healing Hand Difficulty 5
Any one model within 2" (including himself) may be healed—restored to his full quota of Wounds. In addition, if any friendly models within 2" are *stunned* or *knocked down*, they immediately stand up and continue fighting.

6 Armour of Righteousness Difficulty 9
The Priest has an armour save of 2+, replacing his normal armour save. He also causes *fear* in his enemies and is immune to *fear* himself. The spell lasts until the beginning of the Priest's next Shooting phase.

NECROMANCY

1 Lifestealer Difficulty 10
Choose a single model within 6" to suffer a wound (no save allowed); the Necromancer gains an extra wound for the duration of the battle. This may take his Wounds above his original maximum value. This spell will not affect the *Possessed* or any *Undead* models.

2 Re-Animation Difficulty 5
One Zombie that went *out of action* during the last H-to-H combat or Shooting phase immediately returns to the battle within 6" of the Necromancer. It cannot be placed straight into H-to-H combat with an enemy model.

3 Death vision Difficulty 6
The Necromancer causes *fear* in his enemies for the duration of the battle.

4 Spell of Doom Difficulty 9
One enemy model within 12" must immediately roll equal to or less than his Strength on a D6; if he fails, you may roll on the Injury table to see what happens to the model.

5 Call of Vanhel Difficulty 6
A single Zombie or Dire Wolf within 6" of the Necromancer may immediately move again up to its maximum Movement distance. If this moves it into base contact with an enemy model, it counts as charging.

6 Spell of Awakening Difficulty 4
If an enemy hero is killed (*ie*, your opponent rolls 11-16 on the Serious Injury chart after the battle), the Necromancer may raise him to fight as a Zombie.

The dead Hero retains his characteristics, weapons and armour but may not use any other equipment or skills. He may no longer run, counts as a henchman group on his own, and may not gain additional experience. This spell always succeeds. The new Zombie follows all the normal Zombie rules (immune to poison, causes fear) except for retaining his profile, weapons and armour.

CHAOS RITUALS

1 Vision of Torment Difficulty 10
This spell has a range of 6" and must be cast on the closest enemy model. If the Chaos Mage is in H-to-H combat, he must choose his target from those in base contact with him. The affected model is immediately *stunned*. If the model cannot be *stunned* it is *knocked down* instead.

2 Eye of God Difficulty 7
This spell may be used successfully only once per battle. Choose any model within 6", friend or foe and roll a D6:

D6 Result
1 The model is taken out of action immediately (but does not have to roll on the Serious Injury chart after the battle).

2-5 The model gains +1 to any one of his characteristics during this battle (chosen by the caster).

6 The model gains +1 to all of its characteristics for the duration of the battle.

3 Dark Blood Difficulty 8
This attack has a range of 8" and causes D3 S5 hits. It hits the first model in its path. After using this spell the Chaos Mage must roll on the Injury table for himself, though treat the *out of action* result as *stunned* instead.

4 Lure of Chaos Difficulty 9
The spell has a range of 12" and must be cast on the closest enemy model. Roll a D6 and add the Chaos Mage's Leadership to the score, then roll a D6 and add the target's Leadership to the score. If the Chaos Mage beats his opponent's score he gains control of the model until the model passes a Leadership test in his own recovery phase. The model may not commit suicide, but can attack models on his own side, and will not fight warriors from the Chaos Mage's warband. If he was engaged in H-to-H combat with any warriors of the Chaos Mage's warband, they will immediately move 1" apart.

5 Wings of Darkness Difficulty 7
The Chaos Mage may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit and then his opponent will flee again (if he survives).

6 Word of Pain Difficulty 7
All models within 3" of the Chaos Mage, friend or foe, suffer one S3 hit (no armour saves).

LESSER MAGIC

1 Fires of U'Zhu Difficulty 7
The fireball has a range of 18" and causes one Strength 4 hit. It strikes the first model in its path. Armour saves are taken as normal (*ie*, with -1 modifier).

2 Flight of Zimmerman Difficulty 7
The wizard may immediately move anywhere within 12",

including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy in the close combat phase he will score 1 automatic hit and then his opponent will flee again (if he survives).

3 Dread of Aramar Difficulty 7
A single model within 12" of the wizard must pass a Leadership test or flee 2D6" directly away from him. If he flees, he must test at the start of each of his own movement phases and will continue to flee until he passes a test. This spell does not affect *Undead* or any model immune to fear.

4 Silver Arrows of rha Difficulty 7
This spell *cannot* be cast whilst in H-to-H combat. The spell summons D6+2 arrows which the wizard can use to shoot against one enemy model (range 24"). Use the wizard's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. The arrows cause one S3 hit each.

5 Luck of Shemtek Difficulty 6
The wizard may re-roll all his failed dice rolls, though the second results stand. The effect lasts until the beginning of his own next turn.

6 Sword of Rezhebel Difficulty 8
This flaming sword gives the wizard +1 Attack, +2 Strength and +2 Weapon Skill. Take a Leadership test at the beginning of each of the wizard's own turns. If the test fails, the sword disappears.

MAGIC OF THE HORNED RAT

1 Warpfire Difficulty 8
The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on its target, and one Strength 3 hit on each model within 2" of the target.

2 Children of the Horned Rat Difficulty 4
This spell may only be used once, before the game. When cast, the spell summons D3 Giant Rats, which are placed within 6" of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats disappear afterwards. They do not count towards the maximum size of the Skaven warband.

3 Gnowdoo Difficulty 7
The Gnowdoo causes 2D6 Strength 1 hits on a single model within 8" of the caster.

4 Black Fury Difficulty 8
The Sorcerer may immediately charge any enemy model within 12" (ignoring any terrain and interposing models) and gains 2 extra Attacks and +1 Strength during this turn's H-to-H combat phase only.

5 Eye of the Warp Difficulty 8
All standing models in base contact with the Sorcerer must take an immediate Leadership test. If they fail, they each suffer a Strength 3 hit and must run 2D6" directly away from the Sorcerer, exactly as if they had lost their nerve when fighting against more than one opponent.

6 Sorcerer's Curse Difficulty 6
The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven H-to-H phase and his own next shooting and H-to-H combat phases.

1. RECOVERY

Roll 2d6 to rally models. If \leq Ld model stops fleeing. It cannot move or shoot (may cast spells) for the rest of the turn. Cannot rally if the closest model is an enemy (*fleeing*, *stunned*, *knocked down* and *hidden* models do not count).

Stunned models become *knocked down*. *Knocked down* models may stand up.

2. MOVEMENT

Open Ground: Normal rate.

Difficult Ground: Half rate.

Very Difficult Ground: Quarter rate.

1. CHARGE

Declare charge and target (no measuring).

Charge move is Mx2 and ends with models engaged in H-to-H combat, bases touching.

Must pass an I test to charge an unseen (not *hidden*) foe within 4". One unengaged enemy within 2" of the charge route may **intercept** the charger.

If the model cannot reach the foe, charge is failed; make a normal move to enemy; no shooting (may cast spells).

2. COMPULSORY MOVES

3. REMAINING MOVES

Running: Mx2 if no enemies within 8" at start of turn (*fleeing*, *stunned*, *knocked down* and *hidden* models do not count). No hiding or shooting (may cast spells).

Hiding: Cannot be seen, charged or shot at, stays hidden while not seen by enemy and does not shoot or cast spells.

Enemies detect hidden foes within their I in inches. Model that runs, *flees*, is *stunned* or charges cannot hide that turn.

Climbing: Height equal to M in a single movement phase.

I test: If failed while climbing up, he cannot climb. If failed while climbing down, fall.

Jumping Down: Up to 6"; I test for every 2" jumped: any fail and model falls from the beginning of the jump.

Diving Charge: If enemy within 2" of the landing spot and jump down is successful, +1 Str bonus and +1 to hit bonus during the following H-to-H phase only.

Jumping Over Gaps: Up to 3" wide (no measuring). If not enough movement model falls; otherwise pass I test or fall. May still fire if not running, and may jump as part of a charge or run.

Falling: D3 hits at a Str equal to height, no armour save, no critical hits. Cannot move any further or *hide* during that turn, even if not hurt.

Warriors Knocked Down or Stunned: If within 1" of an edge, model will fall if I test failed.

3. SHOOTING

Roll to Hit (D6):

Shooter's BS	1	2	3	4	5	6	7	8	9	10
Score	6	5	4	3	2	1	0	-1	-2	-3

Hit Modifiers:

-1 Target is in cover	-1 Long range
-1 Moving & shooting	+1 Large target

Roll to Wound: D6 score required to wound:

Wpn Str	Target's Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6						
2	3	4	5	6	6					
3	2	3	4	5	6	6				
4	2	2	3	4	5	6	6			
5	2	2	2	3	4	5	6	6		
6	2	2	2	2	3	4	5	6	6	
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

ARMOUR SAVES

Wpn Str	Save Modifier	Wpn Str	Save Modifier
1-3	None	7	-4
4	-1	8	-5
5	-2	9+	-6
6	-3		

Armour	Minimum D6 score to save
Light armour	6
Heavy armour	5
Gromril armour	4
Shield	Adds +1 to armour save

4. HAND-TO-HAND COMBAT

The model that charged strikes first. Otherwise, models fight in order of descending I. Roll D6 for each attack.

Attacker's WS	Opponent's WS									
	1	2	3	4	5	6	7	8	9	10
1	4	4	5	5	5	5	5	5	5	5
2	3	4	4	4	5	5	5	5	5	5
3	3	3	4	4	4	4	5	5	5	5
4	3	3	3	4	4	4	4	5	5	5
5	3	3	3	3	4	4	4	4	4	4
6	3	3	3	3	3	4	4	4	4	4
7	3	3	3	3	3	3	4	4	4	4
8	3	3	3	3	3	3	3	4	4	4
9	3	3	3	3	3	3	3	3	4	4
10	3	3	3	3	3	3	3	3	3	4

Roll to Wound: Compare target's T against weapon's Str to find the D6 score required to wound.

Armour Save Modifiers: reduction in enemy's armour saving throw compared to the attacker's Str.

Strength	1-3	4	5	6	7	8	9+
Save Modifier	-	-1	-2	-3	-4	-5	-6

Warriors Knocked Down: An enemy model fighting a warrior who is *knocked down* may attack him to put him *out of action*.

Roll to wound as normal. If any attacks wound, take armour save modified by Str of the attacker as normal. If save is failed, warrior is automatically *out of action*.

BASIC CRITICAL HITS

A wound roll of 6 causes a critical hit.

A model may only cause one critical hit in each H-to-H combat phase. Roll D6:

1-2 Hits vital part. 1 wound = 2 wounds. Roll armour saves first.

3-4 Hits exposed spot. 1 wound = 2 wounds. No armour saves.

5-6 Master Strike! 1 wound = 2 wounds. No armour saves; +2 to Injury roll(s).

ADVANCED CRITICAL HITS

MISSILE WEAPONS

1-2 Hits a Weak Spot. The missile penetrates its target's armour. Ignore all armour saves.

3-4 Ricochet. If there are any other models within 6", the closest enemy model is also hit. Roll to wound and take any saves as normal for both targets.

5-6 Master Shot. The missile hits an eye, the throat, or some other vulnerable part. The target suffers 2 wounds instead of 1. There is no armour save.

BLUDGEONING WEAPONS

1-2 Hammered. The target is knocked off balance. Your opponent may not fight this turn if he hasn't already fought.

3-4 Clubbed. The hit ignores armour saves and saves from helmets.

5 Wild Sweep. Your opponent's weapon is knocked from his hand. If he is carrying two weapons, roll to see which one he loses. He must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to wound and take armour saves as normal.

6 Bludgeoned. The victim automatically goes *out of action* if he fails his armour save. Even if he has several wounds remaining, he will be taken out of action by this attack.

BLADED WEAPONS

1-2 Flesh Wound. This attack hits an unprotected area, so there is no armour save.

3-4 Bladestorm. The warrior unleashes a virtual hail of blows. The attack causes 2 wounds instead of 1. Take armour saves separately for each wound. Remember that, as with other critical hits, if an attack causes multiple wounds for other reasons as well, you choose the highest number of wounds.

5-6 Sliced! The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.



UNARMED COMBAT

1-2 Body Blow. Your opponent staggers, allowing you to seize the initiative and make an additional attack. Immediately roll to hit and to wound. Any saves are taken as normal.

3-4 Crushing Blow. The blow lands with tremendous force. You gain +1 to the Injury roll if your opponent fails his save.

5-6 Mighty Blow. With a mighty punch or flying kick, you send your opponent sprawling to the ground. The attack ignores armour saves and you gain +2 to any Injury rolls.

THRUSTING WEAPONS

1-2 Stab. With a quick strike, you penetrate your opponent's defences. You gain +1 to any Injury rolls. Armour saves are taken as normal.

3-4 Thrust. The thrust lands with great force and the target is knocked down. Take armour saves as normal and see whether the model suffers a wound.

5-6 Kebab! The thrust knocks the target back with titanic force, ripping apart armour and puncturing flesh. The attack ignores armour saves and you gain +2 to any Injury rolls. The victim is knocked backwards D6" and the attacker follows, staying in base contact.

Any other models involved in the combat are separated and only the model which struck the blow and his target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.

BLACKPOWDER WEAPON MISFIRES

Each time you roll a 1 when rolling to hit with a black-powder weapon (handgun, pistol, blunderbuss, warlock pistol, etc), roll a D6:

1 BOOM! The weapon explodes with a deafening roar! The shooter suffers an S4 hit (this does not cause critical hits) and the weapon is destroyed.

2 Jammed. The weapon is jammed and useless for the remainder of the battle. You may use it as normal in the next battle.

3 Phut. The weapon fails to fire and you must remove the shot. This means that the shooter must wait one extra turn before he can fire this weapon again.

4-5 Click. The weapon fails to fire, but there is no additional effect.

6 KA-BOOM! The weapon roars and spits a cloud of black smoke and flame! The shot hits the intended target and counts as having +1 Strength.

INJURIES

As soon as a model loses its last wound roll a D6:

1-2 Knocked down. The force of the blow knocks the warrior down. Place the model face up.

3-4 Stunned. The target falls to the ground, barely conscious. Turn the model face down.

5-6 Out of action. Remove the model from the game.