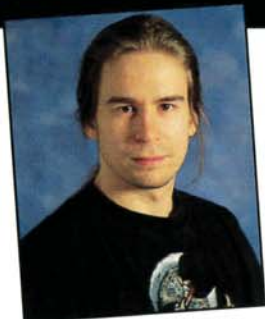


MORDHEIM

CITY OF THE DAMNED



Tuomas Pirinen

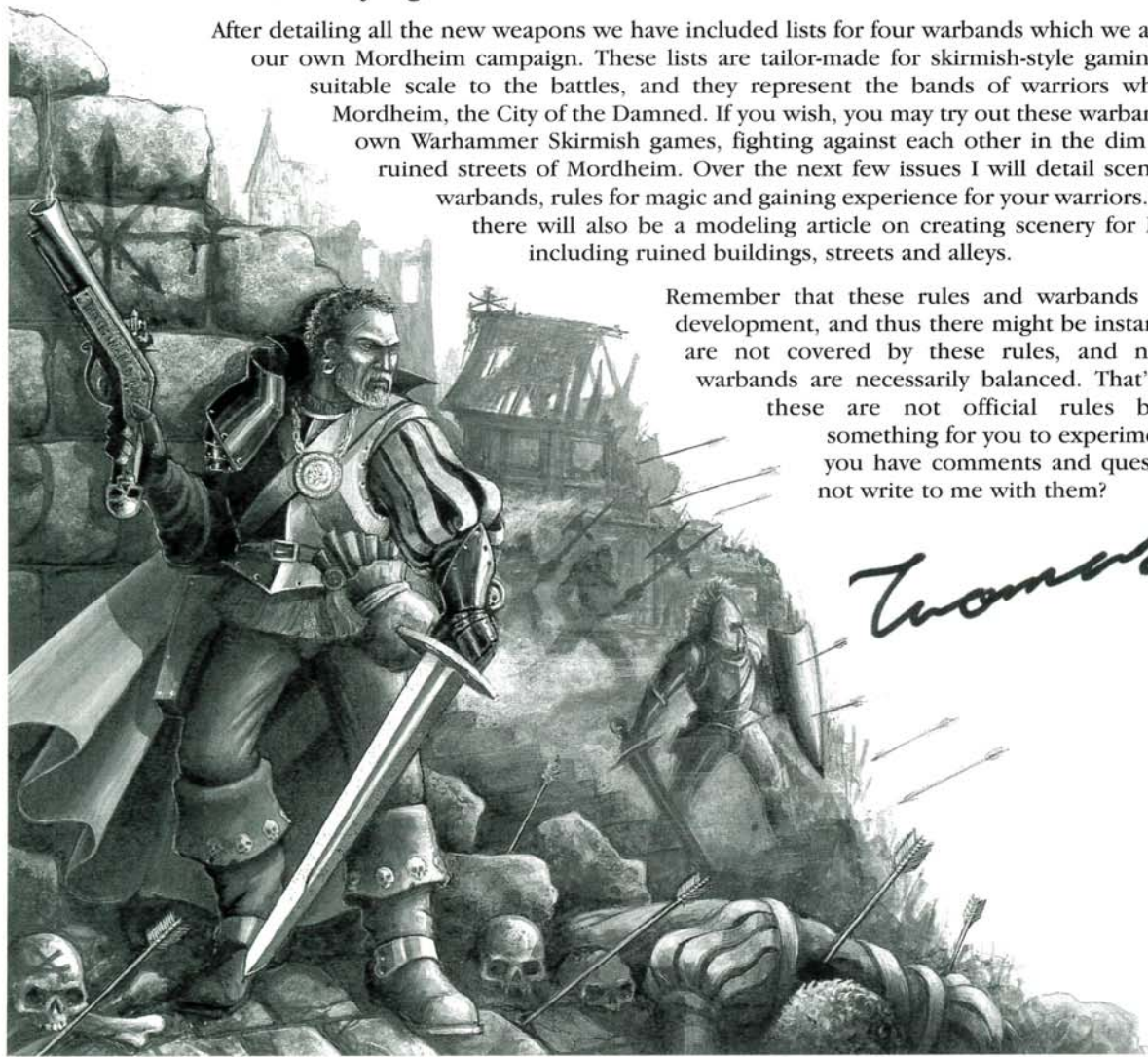
By Tuomas Pirinen

Welcome to the third part of my series of articles about Warhammer Skirmish games and the cursed city of Mordheim, the setting of the game. In this issue I will cover all the rules for the more unusual and new weapons used in the Warhammer Skirmish game. Some of the weapons detailed here are already available in the Warhammer game but have slightly different rules when used in Skirmish battles. This represents the way these weapons function in small-scale battles compared to the massed battles fought in the Warhammer world.

After detailing all the new weapons we have included lists for four warbands which we are using in our own Mordheim campaign. These lists are tailor-made for skirmish-style gaming, giving a suitable scale to the battles, and they represent the bands of warriors who fight in Mordheim, the City of the Damned. If you wish, you may try out these warbands in your own Warhammer Skirmish games, fighting against each other in the dim alleys and ruined streets of Mordheim. Over the next few issues I will detail scenarios, new warbands, rules for magic and gaining experience for your warriors. Hopefully, there will also be a modeling article on creating scenery for Mordheim, including ruined buildings, streets and alleys.

Remember that these rules and warbands are under development, and thus there might be instances which are not covered by these rules, and not all the warbands are necessarily balanced. That's alright – these are not official rules but rather something for you to experiment with. If you have comments and questions, why not write to me with them?

Tuomas



WEAPONS AND ARMOUR

Weapons used in Warhammer Skirmish games are by and large the same ones you use in the Warhammer game, though there are several new weapons which suit the style of skirmish fighting.

Use the normal Warhammer rules for the following weapons and armour: halberds, flails, double-handed weapons, lances, short bows, bows, long bows, slings, crossbows, repeating crossbows, javelins, hand guns, pistols, heavy armour, light armour, shield.

Apart from these standard weapons there are several more unusual weapons which are rarer or more suited to individual warriors than units of troops. Life and death in Mordheim is decided by the amount and quality of weapons a man (or Dwarf, or Orc) carries. Below we describe the different weapons which warriors may wield as well as other equipment such as armour and shields. It is not unusual to see these much rarer weapons used in the streets of Mordheim.

CLOSE COMBAT WEAPONS

DAGGER

Daggers and knives are extremely common, and men are allowed to carry them in places where weapons are otherwise forbidden. Many a warrior in Mordheim has died with a dagger stuck in his back.

Range	Strength	Save modifier	Special Rules
Close Combat	As user	-	-

HAMMER, STAFF, MACE OR CLUB



Perhaps the simplest type of weapon, a hammer or a mace is brutal but nevertheless effective. These weapons range from primitive

wooden clubs studded with spikes to elaborately forged Dwarf hammers made from the finest steel. A blow from a mace can easily crush a skull or knock a man unconscious.

Range	Strength	Save modifier	Special Rules
Close Combat	As user	-	Stun on 2-4

SPECIAL RULES

Concussion. Hammers and other bludgeoning weapons are excellent at knocking people senseless. When using a hammer, club or a mace, a roll of 2-4 is treated as 'stunned' result on the injury table.

AXE

The axe is the traditional equipment of the Empire woodsman, and in poorer, rural areas it is also used as a weapon. An axe has a heavy blade and if swung by a strong man, it is a difficult weapon to parry. The heavy blade of an axe can easily cut through armour, though it requires a considerable strength from the wielder.

Range	Strength	Save modifier	Special Rules
Close Combat	As user	-	Extra -1 save modifier

SPECIAL RULES

Cutting edge. A battle axe has an extra save modifier of -1, so a model with Strength 4 using a battle axe has a -2 save modifier when he hits an opponent in hand-to-hand combat.



SWORD

The sword is often referred to as the king of weapons. The most common sword available, the broadsword of the Empire, is a masterpiece by the standards of any smith: a full four feet of gleaming steel, double-edged and razor-sharp.

Swords are much more effective weapons than crude clubs and axes, though learning to use a sword is a long and difficult process. It takes years to truly master the way of the sword. Most warriors of Mordheim die long before that.

Range	Strength	Save modifier	Special Rules
Close Combat	As user	-	Parry

SPECIAL RULES

Parry. Swords offer an excellent balance of defense and offense. A model armed with a sword may parry blows. When the opponent rolls to hit, a model with a sword may roll 1D6. If the score is greater than the highest to hit score of his opponent, then the model has parried the blow, and that attack is discarded. Note that you may parry only one attack in each hand-to-hand combat phase (even if you have two swords).

MORNING STAR

A morning star consists of a wooden or steel shaft with several heavy chains with spiked, steel balls attached. It is a very destructive weapon, but requires a great deal of skill from the warrior wielding it.

Range	Strength	Save modifier	Special Rules
Close Combat	As user+1	-	Heavy, Difficult

SPECIAL RULES

Heavy. The morning star is extremely tiring to use and thus the +1 Strength bonus applies on the first hand-to-hand combat phase only.

Difficult to use. A model armed with a morning star may not carry a second weapon in his other hand. He requires all his skill to wield the morning star. He can use a shield.

SPEAR

Spears range from the sharpened sticks used by Goblins to the impressive cavalry spears that are typical of the Elves. The long reach of a spear gives a warrior a considerable advantage in battle.

The best spears available are the broad-bladed, steel spears of the Dwarfs, though there are several types available in the shanty towns around Mordheim.

Range	Strength	Save modifier	Special Rules
Close Combat	As user	-	Strike first/+1 S



SPECIAL RULES

Strike first if charged. The long shaft of the spear allows a warrior to thrust at oncoming enemies before they have a chance strike the spearman down. A warrior armed with a spear will always strike first in the first round of combat, even if charged. Note that this does not apply against enemies armed with spears or lances.

Cavalry bonus. A mounted warrior armed with a spear receives a +1 Strength bonus when he charges. If the warrior's Strength is 3, for example, his total Strength will become 4 when he charges. Note that this bonus only applies for that turn.

MISSILE WEAPONS

Bows and slings have been used in the Old World since time immemorial, but blackpowder weapons are a very recent invention. They are unreliable and temperamental weapons, but they have a long range and they hit exceedingly hard. Armour offers almost no protection against blackpowder weapons, as the lead bullets can penetrate even the strongest steel of a breastplate or shield. The loud noise that blackpowder weapons make is very frightening and that alone can scare off the enemy!

Most blackpowder weapons are bought from Dwarfs at great expense, though some of the forges of Nuln and Altdorf have started to experiment with making Hand Guns.

DUELING PISTOL

A duelling pistol is a work of art, and a gunsmith labors long and hard on producing a single one. Duelling pistols are often carried by Imperial nobles. They are used to solve disputes over love and honor, and many a noble has died at dawn in a duel over some grievance or other.

Duelling pistols are expensive weapons, and poorer warriors rarely have them, for even though they sometimes manage to steal or buy one, the ammunition is very expensive.

The wealthiest warband leaders and merchants in Mordheim carry pistols as status symbols, commanding great respect, admiration and envy.

Range	Strength	Save modifier	Special rules
10"	4	-2	+1 to hit. Fire every other turn

SPECIAL RULES

Accuracy. A Duelling pistol is built for accuracy. An accomplished duelist is able to hit a coin from twenty paces. All shots from a duelling pistol have a +1 bonus to hit rolls.

Prepare shot. A duelling pistol takes a complete turn to reload, so you may fire only every other turn. If you have a brace of pistols you may fire every turn.

BLUNDERBUSS

The Blunderbuss is a primitive blackpowder weapon, which fires a hail of lead balls, rusty bolts, bent nails, and other assorted scrap metal. A blunderbuss can be a powerful, if erratic weapon. It takes such a long time to load that most warriors discard it after the first shot.

Range	Strength	Save modifier	Special Rules
Template	3	-	Fire once only

SPECIAL RULES

Template. Take the large teardrop-shaped template from the Warhammer game and place the narrow end at the nozzle of the Blunderbuss and the broad end over the target.

Any models under the template take 1 S3 hit.

One Shot. It takes very long time indeed to load a Blunderbuss. You may only fire it once per battle.

THROWING STAR/KNIFE

Throwing stars are used mainly by the assassins of the sinister House of Shadows, or street thugs who specialize on ambushing the unwary. A perfectly balanced knife, thrown from behind, has ended the life of many a noble, warrior and merchant in Mordheim.

Range	Strength	Save modifier	Special
6"	As user	-	-

SPECIAL RULES

Thrown weapon. Models using throwing stars or knives do not suffer penalties for range or moving as they are perfectly balanced for throwing.

CROSSBOW PISTOLS

Crossbow pistols are the masterpieces of expert weaponsmiths: miniature crossbows with all the power and accuracy of a real crossbow. As these weapons may be easily concealed, they are a favorite weapon of assassins.

Range	Strength	Save modifier	Special
12"	4	-1	H-T-H

SPECIAL RULES

Shoot in hand-to-hand. A model armed with a Crossbow pistol may shoot it in the first round of hand-to-hand and this shot is always resolved first, before any blows are struck. This shot has a -2 'to hit' penalty.

NEW ARMOUR

When fighting becomes desperately close, a good suit of armour may mean the difference between life and death. The finest armour in the Known World is made in the forges of the Dwarf Strongholds, where the secrets of steel and fire are well understood.

Hardened leather jackets are often worn by the hunters of Ostland, while the more urban soldiers of the cities prefer mail coats and steel breastplates. The forges of the Empire have many skilled smiths capable of forging fine armour, for the humans learned this craft from the Dwarf master smiths.

In Mordheim, only the wealthy and powerful are able to afford the luxury of armour, apart from leather tunics and odd helmets and wooden shields. But the richest leaders of the most successful warbands wear suits of high quality armour. A good suit of armour is just as much a symbol of wealth and power as it is protection against the weapons of enemies.

ARMOUR

DWARF ARMOUR

Dwarfs make the finest armour in the world, and in this they far surpass any humans or even the great Elven smiths. A suit of armour from Karak Kadrin can withstand a blow or turn aside an arrow which would penetrate a shoddy suit of armour made by mere humans.

SPECIAL RULES

Save. A warrior wearing Dwarf armour has a basic D6 saving throw of 4, 5 or 6 against a wound.

Initiative. A warrior wearing Dwarf armour will have his Initiative score halved.

Dwarf-Sized. Only Dwarfs may wear Dwarf armour.

BUCKLER

Bucklers are small, round shields designed for parrying or deflecting blows. They are most often made of steel for they need to be tremendously durable to survive the brutal blows of hand-to-hand combat.

Using a buckler requires great skill, but a nimble warrior can protect himself from blows which would otherwise cripple him.

SPECIAL RULES

Parry. A model equipped with a buckler may parry blows. When the opponent rolls to hit, a model with a buckler may roll one die. If the score is greater than the highest to hit score of his opponent, then the model has parried the blow, and that attack is discarded. If a warrior is also armed with sword he may re-roll failed attempts to parry. You may only parry 1 attack in each hand-to-hand combat phase.

HELMET

From the shining, steel helmets of Bretonnian Knights to the leather caps of Skaven, all sensible warriors try to protect the most vulnerable part of their bodies. Even races like Orcs, who are not too bothered about head wounds, prefer to wear helmets because they can have an impressive array of horns and plumes.

SPECIAL RULES

Save. A model equipped with a helmet has a special 4+ save on D6 against being stunned. If the save is made then treat the 'stunned' result as 'knocked down' instead. This save is not modified by the opponent's Strength.

STARTING A WARBAND

The Warband lists in this article are used to recruit and equip your warband. You must recruit at least three warriors including a leader. You have 500 Gold Crowns to recruit your warband and buy them weapons and armour. Any Gold Crowns unspent are discarded.

HEROES AND HENCHMEN

For game purposes we separate the warriors in your warband into heroes and henchmen.

LEADER

Every Warband must have a leader. He represents you, the player. He makes the decisions and leads your warriors through the ruthless battles in the darkness of Mordheim.

OTHER HEROES

Your Warband may include up to five other Heroes apart from your leader. They represent exceptional individuals who have the potential to grow to be mighty warriors and wizards. They form the core of your warband. Note that your warband may not include more Heroes of any specific type than listed in the Warband list. This means that some warbands can not have six Heroes. In the forthcoming articles we will hopefully include the experience system which will allow the Heroes to grow to their true potential, and Henchmen to become Heroes.

HENCHMEN

Henchmen typically fall into two groups. There are Henchmen like Dwarf Clansmen, Skaven Clanrats and

Mercenary warriors, who represent typical members of their race, and Warhounds, Chaos Hounds and Dire Wolves which represent more unusual creatures who may fight in a warband.

All henchmen belong to a Henchmen group. The typical size for a Henchman group is 1-5. All Henchmen in a group must stay within 6" of each other. If the members of the group become separated (because of missile casualties, for example) you will have to rectify this in the next Movement phase. The Henchmen group may be joined by a hero and the whole group may use his Leadership value. When charging, the rule for keeping models within 6" is suspended until all hand-to-hand combats are resolved. This means that Henchmen may charge separate targets.

WEAPONS & ARMOUR

Each hero you recruit can be armed with one or more weapon and any armour chosen from the appropriate list (see below). The different types of warriors are restricted to different types of weapon. The Equipment lists of each warband tell you exactly what equipment is available to them.

Every model in each Henchman group must be armed and armoured in exactly the same way. This means that if your Henchmen group has four warriors, and you want to buy them swords, you must buy four swords.

READY FOR BATTLE!

The warband is now ready to start its fighting career!

REIKLANDERS – HUMAN MERCENARIES

"War is good."

– Fritz Roseman, Mercenary Captain of the Sellswords Mercenary warband

These are times of unremitting warfare, civil strife, violence and famine. Times of orphan children and wanton slaughter. These are good times. Mordheim is the place to be now, for all the nobles and merchants have promised huge rewards for the magic stones which rained down from the skies and destroyed the city. So bring your broadsword and don your armour. It's time to win riches and fame. Perhaps even carve your own kingdom...

REIKLANDERS

Reikland is the heart of the Empire. The Reiklanders are professional, disciplined soldiers. They take war extremely seriously and will let nothing stand between Dietmar, the dynamic and ambitious Grand Prince of Reikland, and the throne of the Emperor.

Alt Dorf, the capital of Reikland is also the seat of the Grand Theogonist. Thus it is not surprising that the Reiklanders are devout Sigmarites, and the Grand Prince's claim to the throne is backed up by the powerful Cult of Sigmar. There is a long-standing feud

between the rulers of Reikland and Middenheim, separated as they are by their character and religion.

SPECIAL RULES

The men of Reikland are well disciplined, and thus they may use their captain's Ld within 12" instead of 6".

CHOICE OF WARRIORS

A Mercenary warband must include a minimum of 3 models. You have 500 Gold Crowns. The maximum number of warriors in the warband is 15.

HEROES

Captain: Each Mercenary warband must have one Captain.

Youngbloods: Your warband may include up to 2 Youngbloods.

Champions: Your warband may include up to 2 Champions.

HENCHMEN

Warriors: Your warband may include any number of Warriors.

Marksmen: No more than half of your warband may be Marksmen.

Swordsmen: Your warband may include no more than 5 Swordsmen.



Mercenary Captain Francis Burg. Based on the new Soldiers of the Empire plastic models, Alan has added a shield with a converted shield device on it. In order to bang the model's pistol, Alan has made a gun belt from modeling putty.



Reiklander Marksman. This model was originally a Bretonnian Archer, with a bead taken from the Soldiers of the Empire plastic sprue.

Notice the surface of Alan's bases. He has cut up small pieces of card to make a stone effect.



Alan Merrett's Reiklander Human Mercenary warband, 'The Punishers'.

HEROES

1 MERCENARY CAPTAIN .. 60 Gold Crowns to hire

A Mercenary Captain is a tough and professional warrior, a man who will fight anyone or anything if the price is right.

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

Weapons and Armour: A Mercenary Captain may be equipped with weapons and armour chosen from the Mercenary Equipment list.

SPECIAL RULES

Leader: Any warrior within 12" of the Mercenary Captain may use his Leadership characteristic when taking any Leadership tests.

CHAMPIONS 25 Gold Crowns to hire

Champions are amongst the toughest and the best fighters in the Mercenary warband. They often answer challenges issued to the warband, and they get the pick of equipment and loot, after the Captain.

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

Weapons and Armour: Champions may be equipped with weapons and armour chosen from the Mercenary Equipment list.

YOUNGBLOODS 15 Gold Crowns to hire

These are young fighters who are still inexperienced, but eager to win their spurs in the savage fights amongst the ruins of Mordheim.

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

Weapons and Armour: Youngbloods may be equipped with weapons and armour chosen from the Mercenary Equipment list.

HENCHMEN Bought in groups of 1-5

WARRIORS 25 Gold Crowns to hire

These dogs of war are seasoned, grim fighters, fearing no man or beast in combat.

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

Weapons and Armour: Warriors may be equipped with weapons and armour chosen from the Mercenary Equipment list.

MARKSMEN 25 Gold Crowns to hire

The archers and hunters of the Old World are famed for their skill, and it is said that they can hit a coin from 300 paces with a long bow.

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

Weapons and Armour: Marksmen may be equipped with weapons and armour chosen from the Marksman Equipment list.

SWORDSMEN35 Gold Crowns to hire

Swordsmen are professional warriors, experts at taking on and beating several opponents at once. They are much sought-after by Warband leaders, as their skills are ideally suited for fighting in Mordheim.

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

Weapons and Armour: Swordsmen may be equipped with weapons and armour chosen from the Mercenary equipment list.

SPECIAL RULES

Expert Swordsmen. Swordsmen are so skilled with their swords that they may re-roll any failed hits when charging. Note that this only applies if armed with swords, and not with double-handed swords or any other weapons.

MERCENARY EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Sword	5 GC
Double-handed weapon	15 GC
Spear	10 GC
Halberd	10 GC
Morning Star	10 GC

Missile Weapons:

Crossbow	25 GC
Pistol	15 GC (30 for a brace)
Duelling pistol	25 GC (50 for a brace)
Bow	10 GC

Armour:

Light armour	20 GC
Heavy armour	50 GC
Shield	5 GC
Buckler	5 GC
Helmet	10 GC

MARKSMAN EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Sword	5 GC

Missile Weapons:

Crossbow	25 GC
Pistol	15 GC (30 for a brace)
Duelling pistol	25 GC (50 for a brace)
Bow	10 GC
Long bow	15 GC
Blunderbuss	35 GC
Hand Gun	35 GC

Armour:

Light armour	20 GC
Shield	5 GC
Helmet	10 GC

THE POSSESSED

Come now child and bear of the power and glory of the Dark God. Your nobles and priests have fooled you, for it is Tzeentch, the Changer of Ways, who is the true master of this poor, thin world.

Now you have heard this. Now you too must change... or die.

As the Magister Magistri of a Cult of Possessed, you command a group of worshippers of the Dark Gods. Your warriors are no ordinary men, but crazed fanatics who willingly let the Daemons of the dark take over their bodies and minds. Human sacrifices, dark rituals, Daemon worship – nothing is too base or low for you.

The Possessed worship an Unspeakable Beast which lurks in the darkness of the Pit, the crater which the meteor left to scar the earth. They believe that this mythical creature is an emissary of Tzeentch, the Master of Change. The Possessed carry a symbol of the Dark Moon on their shields and robes.

CHOICE OF WARRIORS

A Possessed warband must include a minimum of 3 models. You have 500 Gold Crowns to recruit your warband. Maximum number of warriors in the warband is 15.

HEROES

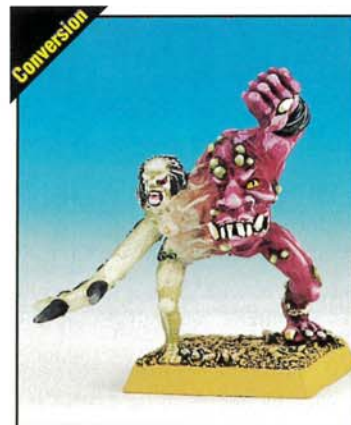
- Magister:** Each Possessed warband must have one Magister.
- Possessed:** Your warband may include up to two Possessed.
- Acolytes:** Your warband may include up to two Acolytes.

HENCHMEN

- Initiates:** Any number of models may be Initiates.
- Mutants:** Any number of models may be Mutants, but the mutants may not outnumber Initiates. If the number of Initiates ever falls below the number of Mutants, you may not recruit new mutants until the you have corrected the unbalance.
- Daemons:** Daemons may only be summoned to battle. See special rules.



Magister Lord Coronarius von Redig. This model is based on Abriman, with the head of a classic Chaos Sorcerer model and a Chaos Warrior mace.



This Possessed is made from a Pink Horror and a classic Two Headed Beastman model with a Chaos Spawn tentacle, a Gorkamorka Nob's fist, a Daemonette head and copious amounts of modeling putty to fill in the holes.



Paul Sawyer's Possessed warband, 'Brotherhood of the Dark Moon'.

HEROES

MAGISTER 60 Gold Crowns to hire

Magisters lead the covens of the Possessed. They have been granted magical powers by their patron god. They are fanatical followers of the Dark Gods, utterly dedicated on bringing Chaos on earth.

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

Weapons and Armour: The Magister may be equipped with weapons and armour chosen from the Cultist Equipment list.

SPECIAL RULES

Leader. Any models in the warband within 6" of the Magister may use his leadership instead of their own.

POSSESSED 70 Gold Crowns to hire

The Possessed have committed the greatest of heresies: they have given their bodies to the Daemons. As a result they are nightmarish creatures, a melding of flesh, metal and black magic. Inside each of them lives a supernatural thing of evil, a daemon from the dark reaches of the Realm of Chaos.

Profile	M	WS	BS	S	T	W	I	A	Ld
Possessed	5	4	0	4	4	2	4	2	10

Weapons and Armour: None. The Possessed never use weapons or armour and do not suffer penalties for fighting without them.

SPECIAL RULES

Fear. Possessed are terrifying, twisted creatures and therefore cause *fear*. See the Psychology section of the Warhammer rules for details.

ACOLYTE 25 Gold Crowns to hire

Acolytes are innocent men who have been driven insane by Daemonic possession. They may no longer be possessed, but their insane strength makes them dangerous fighters. The Cultists regard them as holy, and let them work out their unreasoning rage in battle.

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

Weapons and Armour: The Acolytes may be equipped with weapons and armour chosen from the Acolyte Equipment list.

SPECIAL RULES

Immune to psychology. The Acolytes have been driven insane by Daemonic possession and therefore they are immune to all psychology.

HENCHMEN (bought in groups of 1-5)

DAEMONS 50 Gold Crowns to summon

Daemons are supernatural creatures made of pure magic. They can be called forth from the dark reaches of the shadowy Realm of Chaos with bloody sacrifices and dark magic. Such processes are insanely dangerous, but the deranged Possessed cults are willing to take the risk.

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

Weapons and Armour: Daemons are armed with hellish weapons which cause D3 Wounds per wounding hit.

SPECIAL RULES

Cause Fear. Daemons are creatures from the dark dimensions of insanity and nightmare. All Daemons cause *fear*.

Daemonic aura. Daemons have a 4+ saving throw, just as if they were wearing armour. This save is completely negated by magic weapons.

Summoned: Daemons must be summoned to battle. Roll a D6 to see how many turns a Daemon will fight for before it automatically returns to the Realm of Chaos.

D6	1	2	3	4	5	6
	2 Turns	4 Turns	4 Turns	5 Turns	6 Turns	7 Turns

INITIATES 25 Gold Crowns to hire

Initiates are crazed, human followers of the Cult, eager to descend into damnation. Their vile deeds and unspeakable acts have driven them to the brink of insanity.

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

Weapons and Armour: The Initiates may be equipped with weapons and armour chosen from the Cultist Equipment list.

ACOLYTE EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Sword	5 GC
Double-handed weapon	15 GC
Flail	15 GC

Armour:

Light armour	20 GC
Heavy armour	50 GC
Shield	5 GC
Helmet	10 GC

CULTIST EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Sword	5 GC
Double-handed weapon	15 GC
Spear	10 GC

Missile Weapons:

Bow	10 GC
Short Bow	5 GC

Armour:

Light armour	20 GC
Heavy armour	50 GC
Shield	5 GC
Helmet	10 GC

WITCH HUNTERS

"I will burn every inhabitant of the Empire if I have to!"

– Witch Hunter General Bernhardt van Hal

After the tragedy of Mordheim, the Grand Theogonist, high priest of the cult of Sigmar, has declared a crusade against the wicked city. This evil place must be purified with fire and sword. All must die so their souls can be saved. The hell-stone which laid waste to the city is cursed, a device of Daemons. Witches and Chaos-worshippers worm in the catacombs below Mordheim. The city and all its inhabitants must burn in the purifying flames.

It is time for the order of the Witch Hunters to emerge from the shadows, and head for Mordheim. The hour of blood and fire is at hand.



HEROES

- Captain:** Each Witch Hunter warband must have one Captain.
- Sigmarite Priest:** Your warband may include a single Sigmarite Priest.
- Witch Hunters:** Your warband may include up to three Witch Hunters.

HENCHMEN

- Seekers:** Any number of models may be Seekers.
- Flagellants:** Your warband may include up to 5 Flagellants.
- Warhounds:** Your warband may include up to 5 Warhounds.

CHOICE OF WARRIORS

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



Both these Witch Hunters are based on Necromunda Redemptionist models.



These are both classic Marauder Dark Elf Warhound miniatures.



Ian Strickland's Witch Hunter warband, 'The Soldiers of Faith'.

HEROES

1 WITCH HUNTER

CAPTAIN..... 60 Gold Crowns to hire

A driven man, full of fanaticism, a Witch Hunter Captain is obsessed with cleansing the ruins of Mordheim and bringing the justice of Sigmar on earth.

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

Weapons and Armour: A Witch Hunter Captain may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Witch Hunter Captain may use his Leadership characteristic when taking any Leadership tests.

WITCH HUNTERS 25 Gold Crowns to hire

Witch Hunters are the members of the grim Order of Witch Hunters. They are dedicated to eradicating Chaos and all its minions.

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

Weapons and Armour: Witch Hunters may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

WARRIOR-PRIEST 45 Gold Crowns to hire

Many powerful fighting men have come from the ranks of the Faithful.

With fire burning in their eyes, these warrior-priests of Sigmar stride into battle, chanting aloud Deus Sigmar.

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

Weapons and Armour: Warrior Priests may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

SPECIAL RULES

Healing Hand: Any model in base contact with the Warrior Priest at the end of the Movement phase will immediately stand up, with all Wounds recovered.

HENCHMEN (bought in groups of 1-5)

FLAGELLANTS 40 Gold Crowns to hire

Flagellants are fanatics obsessed with the end of the world.

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

Weapons and Armour: Flagellants may be equipped with weapons and armour chosen from the Flagellant Equipment list. Flagellants never use missile weapons, even if they gain Advance rolls which would otherwise allow them to do so.

SPECIAL RULES

Fanatical: Flagellants are convinced that the end of the world is nigh. Nothing in this world holds any terrors to them, so Flagellants automatically pass all Leadership-based tests they are required to take. Note that you may not use their Leadership for Rout tests – they are insanely brave but not great leaders.

SEEKERS 20 Gold Crowns to hire
Seekers are men who have forsaken their lives and live only to destroy the evil minions of Chaos. They are often men who have lost their homes and families to the forces of Chaos.

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

Weapons and Armour: Seekers may be equipped with weapons and armour chosen from the Seeker Equipment list.

WARHOUNDS 15 Gold Crowns to buy

Witch Hunters are often followed by packs of ferocious hunting dogs. With their huge jaws and powerful bite, they are perfect for hunting down (and tearing apart) any heretics.

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

Weapons and Armour: Jaws and brutality! Warhounds cannot use weapons or armour.

WITCH HUNTER EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Sword	5 GC
Double-handed weapon	15 GC

Missile weapons:

Crossbow.....	25 GC
Pistol	15 GC (30 for a brace)

Armour:

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

FLAGELLANT EQUIPMENT LIST

Hand-to-hand combat weapons:

Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Flail	15 GC
Morning Star	15 GC
Double-handed weapon	15 GC

SEEKER EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Sword	5 GC
Double-handed weapon	15 GC
Spear	10 GC

Missile weapons:

Bow	10 GC
Short bow	5 GC

Armour:

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

SKAVEN WARPHUNTERS

"And thus I am glad to announce that an irrefutable scientific proof exists that Skaven are merely a figment of imagination."

– Hieronymous Bach of the University of Nuln

It is the time of Chaos. It is the time of civil war. It is the time of the Skaven. The Thirteen Lords of Decay have chosen Clan Eshin to recover the priceless magical stones which the manlings would use foolishly and perhaps do harm to the Greater Cause of the Horned Rat. No-no, the Wyrystone belongs to the Skaven. More potent by far than Warpstone and far safer to use, the meteoric stone's value to the Skaven is incalculable.

It is your clan, the silent and deadly Clan Eshin which has been assigned the mission to recover all the Wyrystone. You must lead a warband of the clan's finest scouts and killers into the ruins, and quickly, stealthily and silently gather the priceless shards. If someone gets in your way... Well, you don't want the manlings to start believing in Skaven again do you? None must survive.



CHOICE OF WARRIORS

A Skaven warband must include a minimum of 3 models. You have 500 Warptokens which you can use to recruit and equip your initial warband. Maximum number of warriors in the warband is 20.



Clan Rat armed with a jezzail. The gun was cut away from the jezzail gunner with only the left hand remaining. This was then glued onto the new miniature.

HEROES

- Assassin Adept: Each Skaven warband must have one Adept.
- Gutter Runners: Your warband may include up to two Gutter Runners.
- Night Runners: Your warband may include up to two Night Runners.

HENCHMEN

- Clanrats: Any number of models may be Clanrats.
- Skavenslaves: Any number of models may be Skavenslaves.
- Giant Rats: Your warband may include any number of Giant Rats.
- Rat Ogre: Your warband may include a single Rat Ogre.



Alexander Boyd's Skaven warband, 'Skrak's Vermin'.

HEROES

1 SKAVEN ASSASSIN ADEPT 60 Warptokens

You have been sent by the Nightmaster of Clan Eshin to collect the precious Wyrystone. Success means many breeders, wealth and a better position amongst the Clan. Failure... ah, but you are not going to fail, are you?

Profile	M	WS	BS	S	T	W	I	A	Ld
Assassin Adept	6	4	4	4	3	1	5	1	7

Weapons and Armour: A Skaven Assassin Adept may be armed with weapons and armour chosen from Skaven equipment list.

SPECIAL RULES

Leader. Any warrior within 6" of the Skaven Adept may use the Adept's Leadership instead of his own.

Poisoned weapons. The Skaven Adept causes D3 Wounds with each wounding hit.

0-2 GUTTER RUNNERS 40 Warptokens

Gutter Runners are the silent and fearsome infiltrators of Clan Eshin. They are already trained in the deadly skills which they must master to become full Assassins.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gutter Runner	6	4	4	4	3	1	5	1	7

Weapons and Armour: A Gutter Runner may be armed with weapons and armour chosen from the Skaven equipment list.

0-2 NIGHT RUNNERS 10 Warptokens

Night runners are young apprentices of Clan Eshin. Initiated into the secrets of the Clan, they make up for their lack of knowledge with their ambition and ruthlessness.

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

Weapons and Armour: Nightrunners may be armed with weapons and armour chosen from the Skaven Clanrat equipment list.

HENCHMEN (bought in groups of 1-5)

CLANRATS 25 Warptokens to recruit

Clanrats are the mainstay of the great hordes of Skavendom. The strongest who survive amongst them will become Stormvermin, the most feared warriors of the Skaven warbands.

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

Weapons and Armour: Clanrats may be armed with weapons and armour chosen from the Skaven Clanrat equipment list.

SKAVENSLAVES 10 Warptokens to buy

Skavenslaves are used by their masters in vast numbers, both in war and for labor. In the alleys of Mordheim they can be used to tie down enemies while the mighty Gutter Runners finish them off.

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

Weapons and Armour: Skavenslaves may be armed with weapons and armour chosen from the Skaven Clanrat equipment list.

SPECIAL RULES

Group size: Slaves can be bought in groups as large as you wish.

GIANT RATS 15 Warptokens to buy

Giant Rats are creations of the twisted Clan Moulder. All of the other Great Clans buy and use them in battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
Giant Rat	6	2	0	3	3	1	3	1	4

Weapons and Armour: None. Giant Rats cannot use armour or weapons.

SPECIAL RULES

Pack size: Giant Rats can be bought in groups as large as you wish.

0-1 RAT OGRE 215 Warp tokens to buy

These horrible monsters are creations of Clan Moulder and they are much in demand as bodyguards for important Skaven such as Warlocks, Grey Seers and Chieftains.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rat Ogre	5	4	3	5	5	3	5	2	5

Weapons and Armour: Jaws, claws and brute force! Rat Ogres cannot use weapons or armour.

SPECIAL RULES

Fear. Rat Ogres are huge and frightening monsters which cause *fear*.

Stupidity. A Rat Ogre is subject to *stupidity* unless a Skaven Hero is in base contact with it.

SKAVEN EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 WT
Mace	3 WT
Hammer	3 WT
Battleaxe	5 WT
Sword	5 WT
Flail	15 WT
Spear	10 WT
Halberd	10 WT

Missile weapons:

Sling	2 WT
Throwing Stars	15 WT
Pistol	15 WT (30 for a brace)

Armour:

Light armour	20 WT
Heavy armour	50 WT
Shield	5 WT
Helmet	10 WT

SKAVEN CLANRAT EQUIPMENT LIST

Hand-to-hand combat weapons:

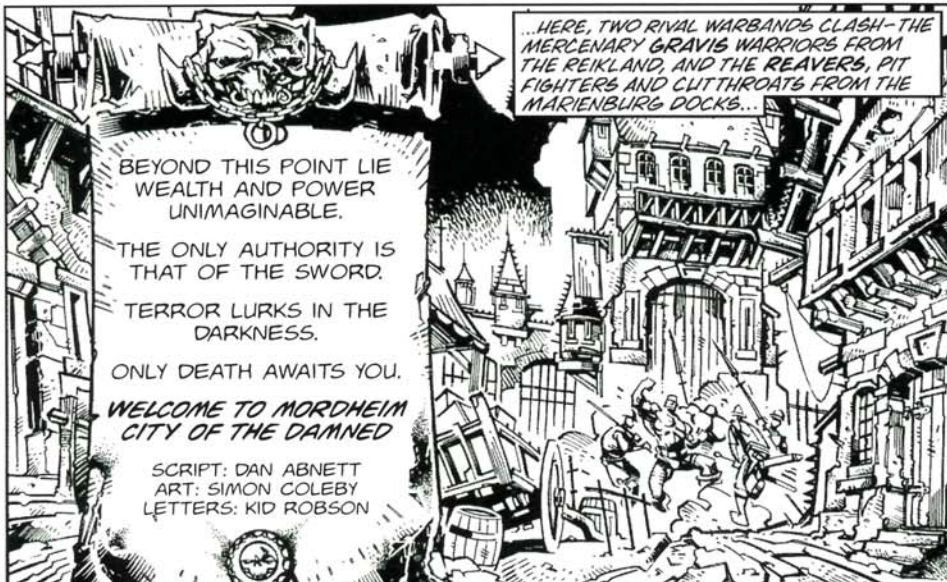
Dagger (1st free)	2 WT
Mace	3 WT
Hammer	3 WT
Battleaxe	5 WT
Sword	5 WT
Spear	10 WT

Missile weapons:

Sling	2 WT
-------------	------

Armour:

Light armour	20 WT
Shield	5 WT
Helmet	10 WT



BEYOND THIS POINT LIE WEALTH AND POWER UNIMAGINABLE.
THE ONLY AUTHORITY IS THAT OF THE SWORD.
TERROR LURKS IN THE DARKNESS.
ONLY DEATH AWAITS YOU.
**WELCOME TO MORDHEIM
CITY OF THE DAMNED**

SCRIPT: DAN ABNETT
ART: SIMON COLEBY
LETTERS: KID ROBSON

...HERE, TWO RIVAL WARBANDS CLASH—THE MERCENARY GRAVIS WARRIORS FROM THE REIKLAND, AND THE REAVERS, PIT FIGHTERS AND CLUTTHROATS FROM THE MARIENBURG DOCKS...



WAS IT WORTH IT, EMPIRE DOG? WAS THE WYRDSTONE WORTH YOUR DEATH?



I'D SAY SO, PIT-SCUM!

SHAKKK!



SO IT GOES, THE KILLING, THE RUTHLESSNESS... EVERY WARRIOR BLIND TO THE PAIN AND THE DANGER, THINKING ONLY OF THE TREASURES TO BE HAD...



...UNTIL ONLY TWO SURVIVE... JUST YOU AND ME, ROT-FACE! NOW GIVE ME THE WYRDSTONE!

GIVE YOU..? WE THOUGHT YOU HAD IT, FILTH!



WE'VE BUTCHERED EACH OTHER FOR NOTHING?

WHAT WAS THAT NOISE?



WYRDSTONE -GIVE WYRDSTONE!

OFT TIMES, IT IS THE MERE PROMISE OF WYRDSTONE THAT BRINGS SLAUGHTER AND DEATH TO MORDHEIM... **The End.**