



Starting a warband

Before you begin to play you must recruit a warband to take part in the battle for Mordheim. The warbands are represented by a whole range of Citadel models available as boxed sets and blister packs. The boxed sets are designed to form an ideal starting point for your collection and further models can be added as your warband grows and thrives.

In this section of the book we take a detailed look at each of the warbands and provide the information you need to recruit a warband of that type.

Use the lists that follow to recruit and equip your warband (an example warband has been included at the back of the book.)

You have 500 gold crowns to spend. Each model and their equipment (if you choose to buy any) costs a set amount of money. As you make your choices, subtract the money you have "spent" from your total until you have bought all you can. Any unspent gold crowns are put into the warband's treasury and can be used later or hoarded to buy something more expensive.

To start with you must recruit at least three warriors including a leader. The weapons, armour and mutations you choose for your warriors must be represented on the models themselves. The exceptions are knives and daggers, which you may assume are tucked in boots or concealed in clothing if not represented on the model.

skill tables and starting experience

The warband lists also include information about the starting experience of the warriors and which skills they can choose as they progress in the game. Some warbands also include separate skill lists unique to the warband.

The rules about experience and skills will be fully explained in the Campaign section, so don't worry about them for now.

Heroes and Henchmen

For game purposes the warriors in your warband are classified as *Heroes* and *Henchmen*.

Heroes



These are exceptional individuals who have the potential to become legends. Heroes can be armed and equipped individually and may carry any special equipment they might pick up during the campaign.

leader

Every warband must have a leader. He represents you, the player. He makes the decisions and leads your warriors through the dark streets of Mordheim.

other Heroes

Apart from its leader, your warband may include up to five other Heroes, who form the core of your warband. A warband may never include more Heroes of any specific type than the number given in the Warband list. This means that some warbands can only get the maximum of six Heroes by gaining experience with their Henchmen (see the Experience section).

Henchmen

Henchmen typically fall into two groups. There are Henchmen such as the Brethren of the Possessed, Skaven Verminkin and Mercenary Swordsmen. These Henchmen gain experience and become better as time goes by. They are bought in groups of one to five models.



The other type of Henchmen are those such as Warhounds and Zombies. These are too dim or too primitive to gain experience.

Henchmen may never use any special equipment you acquire during their adventures (unless otherwise noted); only Heroes may do so. Henchmen can include potentially powerful warriors, but Heroes always have an edge over them with their potential to gain extra experience.

All Henchmen belong to a *Henchmen group*, which usually consists of between one and five individuals. Henchmen groups gain experience collectively and gain advances together.

weapons and armour

Each warrior you recruit can be armed with up to two close combat weapons (in addition to his free dagger), up to two different missile weapons and any armour chosen from the appropriate list. For these purposes, a brace of pistols counts as a single missile weapon. Warriors may be restricted in regard to which types of weapons they can use. The warband's equipment lists tell you exactly what equipment is available. Note that you may buy rare weapons and armour when starting a warband, as indicated by the list in the warband's entry, but after playing the first game the only way to get further rare weapons and armour is to roll to see if you can locate them (see the Trading section).

You may buy additional equipment between battles, but your warriors can only use the weapons and armour listed in their warband entry. As they accumulate experience and gain skills, Heroes may learn to use weapons other than those initially available to them.

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

warband roster

You'll need a *warband roster sheet* to record the details of your warband. Blank roster sheets can be found printed at the back of this book, one for Heroes and one for Henchman groups. We suggest that you photocopy or copy as many sheets as you need, so that you can keep a neat and accurate record of your warband as it changes from game to game.

When you choose a warband, take a warband roster sheet and write down the details of each Hero and Henchman group in the appropriate places. You'll notice that Heroes and Henchmen have slightly different spaces provided to reflect the different ways

in which they gain experience and use weapons, armour and equipment.

It is a good idea to work out the warband on a piece of scrap paper first, as you will have to juggle the weapons and fighters to get as close to the maximum permitted value of the warband as possible. If you have any cash left after choosing your warband write this down in the space marked as 'Treasury'. At the end of the book you'll find an example warband; you can use this if you want or choose your own – it's up to you.

The warband roster is a record of your brave group of warriors and is useful to keep beside you as you play. During a battle you may wish to make notes on the sheet itself, to record details such as extra experience, equipment used, etc.

You will need to give your warband a name, and also name all your Heroes and each Henchman group. It's up to you to invent suitable names, though you'll find plenty of inspiration throughout this book.

calculate the warband rating

Each warband has a *warband rating* – the higher the rating, the better the warband. The warband rating is simply the number of warriors multiplied by 5, plus their accumulated experience.

Large creatures such as Rat Ogres are worth 20 points plus the number of Experience points they have accumulated.

ready for battle

The warband is now ready to start its fighting career!





Warbands

“Listen to me boy, there are many in Mordheim who you must face. Men from the lands of Middenheim to as far as Marienburg have staked their claim upon this forsaken city. Then there are the rat-men, the Walking Dead and those crazed Witch Hunters...

So seeing as I'm feeling generous, I will describe them all. Then maybe you'll have an idea of what you're up against. So pay attention boy, for this information just might save your life!”

The Cult of the Possessed

The Possessed. The Damned. The bogeymen. These scum are the worst of the worst. They are dangerous creatures, perhaps more so than any other group in the entire city. This Chaos-worshipping scum consists of mutants, Beastmen and cultists, and even worse things called the Possessed. If you ever let them get close to you, you'll be in big trouble - there are few who are a match for this scum in close quarters.



The Undead

The Restless Dead plague Mordheim. Zombies, Ghouls and huge hellhounds prowl the streets, and woe to anyone caught by them. He'll be eaten alive, or end up as one of the walking corpses himself. I lost my eye to one of the fanged horrors who leads the Undead. Let me tell you, that thing was not human. I put my sword through it and it still kept coming.



Witch Hunters

Witch Hunters will burn you and your warband if you give them the slightest reason. They are well armed and equipped, and show no mercy to anyone who dares to stand in their way. They are followed everywhere in Mordheim by a rabble of fanatics and those crazed Flagellants. One word from a Witch Hunter and they'll tear you apart, burn you, decapitate you and excommunicate you from the grace of Sigmar.

Middenheimers

These Northerners are nutters, madmen, berserkers! They are as strong as Ogres and meaner than Orcs. Watch out for them in close quarters – the chances are they'll crush your skull with a hammer or behead you with one of those hefty axes they carry around with them.



Reiklanders

Ah, Reiklanders, the finest of men! Disciplined, magnificent archers and good, solid warriors! Reiklanders need the best leaders, so you'd better shape up boy! For these warriors are good at almost all the skills of war, and they are more likely to hold their nerve than others in Mordheim.

Sisters of Sigmar

Don't believe everything those Witch Hunters say about the Sisters. They're no more heretics than I am and I'll skewer any man that says different. Not that the Sisters need looking after – they're mean fighters and you gotta be tough just to live like they do in that big fortress in the middle of Mordheim.

Skaven

These are no ordinary vermin – big as a man, fast on their feet, and smart too, not like common rats. The whole city's full of 'em and the worse of it is they're waitin' in the old drains and sewers, watchin' for a chance to catch you on your own. Let 'em and you're a dead man.



Marienburgers

The rich boys of Marienburg. Never turn your back on them. I'll grant them this: they are completely ruthless and have more money than anyone else – hardly surprising, as those fat leeches in the Merchant's Guild fill their coffers. That's why they have such good armour and weapons, and usually a few more men than most as well. Don't let their fancy clothes and flash jewellery fool you, though. They're not wearing those weapons just for show, they know how to use them as well!

“So there you have it. You'll encounter all these motley crews in Mordheim sooner or later. Each has its own weakness but each also has its strengths that you must learn to deal with. Remember, it is foolish to rush into close combat with the Possessed scum – you'll only get killed. Neither should you try to outpace the Skaven vermin, for they're as fast as quicksilver.

If you heed nothing else, lad, remember this. Make your warband as flexible as possible so that you are prepared for almost anything this cursed city will throw at you.



Mercenaries

This is a time of unremitting war, civil strife, violence and famine. A time of orphan children and wanton slaughter. For warriors these are good times! Since the discovery of wyrdstone Mordheim has become a magnet for fighting men from all over the Empire. Nobles, merchants, and the Temple of Sigmar itself offer rich rewards for shards of the mysterious stone. Foremost amongst the patrons of mercenary warriors are the

three most powerful contenders for the Emperor's throne: the Grand Prince of Reikland, the Count of Middenheim, and Lady Magritta of Marienburg – favourite of the merchant guilds.

As a mercenary warband you must decide which of the three contenders for Sigmar's throne you are fighting for. Warbands from different places will vary in many respects, offering different benefits as well as having a unique appearance and character.

Reikland

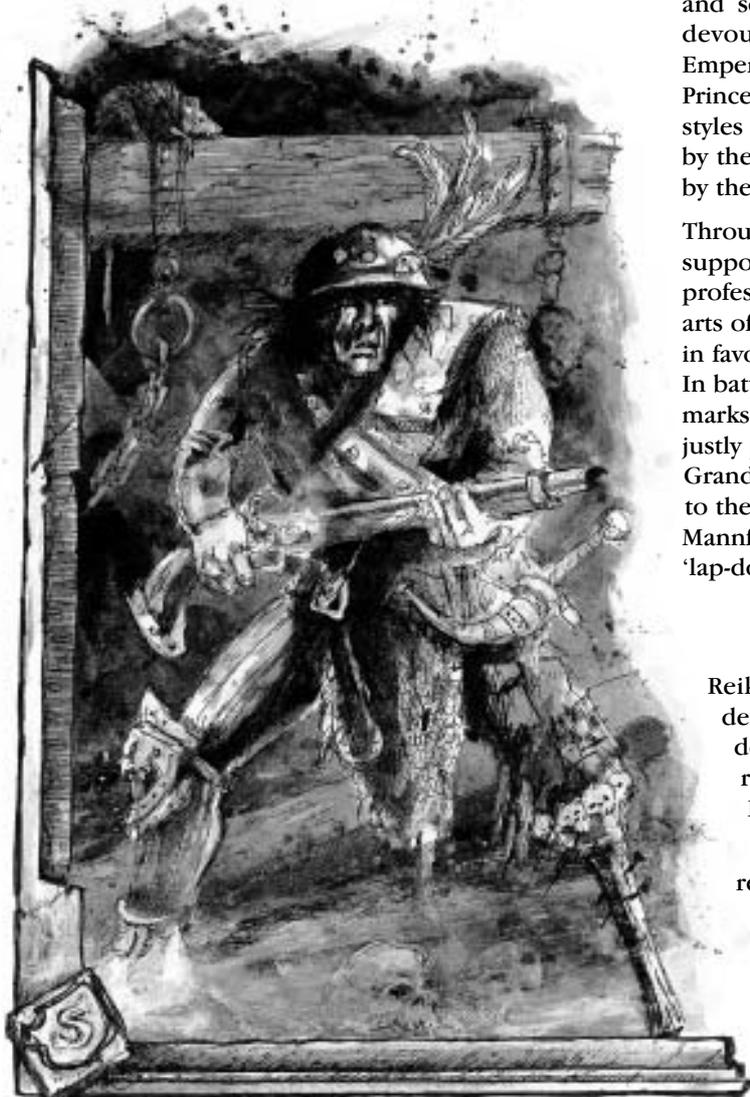
Reikland lies at the heart of the Empire and its greatest city is Altdorf, home of the Grand Theogonist and seat of the Temple of Sigmar. Reiklanders are devout followers of Sigmar, the founder, first Emperor, and patron god of the Empire. The Grand Prince of Reikland (as Siegfried, the ruler of Reikland, styles himself) is supported in his claim to the throne by the Grand Theogonist and opposed most strongly by the Count of Middenheim and the Priests of Ulric.

Throughout the Empire Reiklanders are commonly supposed to embody the discipline and loyalty of the professional warrior. Brave and well-versed in the arts of war, Reiklanders disdain fashionable clothing in favour of well-made and practical wargear. In battle they often wear coloured ribbons as marks of identification or authority. They are justly proud of their dynamic and ambitious Grand Prince and contemptuous of other claimants to the throne, especially the Count of Middenheim, Manfred Todbringer, whom they sneeringly call the 'lap-dog of Ulric'.

special rules

Reikland Mercenaries are accustomed to the demands of military discipline and have a strongly developed loyalty between officers and men. To represent this, fighters may use their Captain's Leadership if within 12" rather than the usual 6".

A strong tradition of martial training is also responsible for the high standards of archery amongst the people of Reikland. All Marksmen therefore add +1 to their Ballistic Skill, whether they are recruited when the warband is first formed or added later.



Middenheim

Middenheim stands on a mountain pinnacle surrounded by dark forest in the centre of Middenland, and is also known as the City of the White Wolf after Ulric, the old god of wolves and winter. The Priesthood of Ulric is still strong in Middenheim where Ulric is venerated as the patron of the city. The tradition of rivalry between Middenheim and Reikland goes back hundreds of years, and the Count of Middenheim, Mannfred Todbringer, is one of the chief contenders for the Emperor's throne. As a result there has always been a great deal of friction between Middenheimers and the Temple of Sigmar.

Middenheimers are typically large, strongly built men with a well deserved reputation for ferocity. Many wear wolf pelts which custom decrees to be the mark of those who have slain a wolf with their own hands. These grim warriors are famously contemptuous of danger. They frequently go into battle bare-headed, scoffing at those who choose, for reasons of good sense, to wear helmets. As Middenheimers favour long hair and beards their lack of headgear makes them look especially fierce when they charge upon their enemies howling their brutal battle-cries.

special rules

The men of Middenheim are famous for their physical prowess. To represent their advantage in size and bulk, the Champions and Captains of a Middenheim warband start with Strength 4 instead of Strength 3.

Marienburg

Marienburg is the largest and most prosperous trading city in the Old World. Many call it the City of Gold which alone conveys a good idea of the wealth of this sprawling cosmopolitan city. Nowhere else can be found the vast array of shops selling goods from as far away as the Elven kingdoms of Ulthuan in the west and distant Cathay in the east. The city's craftsmen represent every skill known to man, and a few others beside, so that it is said in Marienburg there is no activity that cannot be quickly turned to profit.

Many mercantile guilds have their headquarters in Marienburg, most important of all the secretive High Order of Honourable Freetraders which represents the elite amongst mercantile society. This large, rich, and ambitious body of men feel themselves shackled by the old order and are eager to seize power for themselves. Their champion for the Emperor's throne is the Lady Magritta. Thanks to the unseen influence of Freetraders throughout the Empire all the minor Electors were persuaded to support the Lady Magritta's claim. It was only the Grand Theonist's refusal to crown her that denied



Marienburg the throne driving a wedge between the City of Gold and the Temple of Sigmar.

Warbands sent to Mordheim are sumptuously dressed and armed. Though Marienburgers are often ridiculed as foppish and effete, their skill at arms and complete ruthlessness has earned them grudging respect. Their chief skills lie in duelling and in the use of poisons and other clandestine fighting methods. Richer individuals dress flamboyantly and wear jewellery. However, the bulk of most warbands are recruited from the dockland thugs, ships' crews, and stevedores who favour a simpler appearance: leather coats, bandanas and short swords that are easy to conceal.

special rules

As natural traders with contacts in the merchant guilds Marienburg warbands receive a +1 bonus when attempting to find rare items (see the Trading section for rules).

To reflect their enormous wealth Marienburgers start off with an extra 100 gold crowns (600 in total) when fighting in a campaign. In a one-off game they are permitted an extra 20% gold crowns when recruiting a warband. For example, in a 1,000 gold crown game a Marienburger warband will have 1,200gc.

Choice of warriors

A Mercenary warband must include a minimum of three models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 15.

Captain: Each Mercenary warband must have one Captain: no more, no less!



Champions: Your warband may include up to two Champions.

Youngbloods: Your warband may include up to two Youngbloods.

Warriors: Your warband may include any number of Warriors.

Marksmen: Your warband may include no more than seven Marksmen.



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

Starting experience

The **Captain** starts with 20 experience.

Champions start with 8 experience.

Youngbloods start with 0 experience.

Henchmen start with 0 experience.



Mercenary skill tables

REIKLAND MERCENARIES

	Combat	Shooting	Academic	Strength	Speed
Mercenary Captain	✓	✓	✓	✓	✓
Champion	✓	✓		✓	
Youngblood	✓	✓			✓

MIDDENHEIM MERCENARIES

	Combat	Shooting	Academic	Strength	Speed
Mercenary Captain	✓	✓	✓	✓	✓
Champion	✓			✓	✓
Youngblood	✓			✓	✓

MARIENBURG MERCENARIES

	Combat	Shooting	Academic	Strength	Speed
Mercenary Captain	✓	✓	✓	✓	✓
Champion	✓	✓			✓
Youngblood	✓	✓			✓

Mercenary equipment lists

The following lists are used by Mercenary warbands to pick their weapons:

Hand-to-hand Combat Weapons

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

This list is for Marksmen only

Hand-to-hand Combat Weapons

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

Missile Weapons

Crossbow	25 gc
Pistol	15 gc (30 for a brace)
Bow	10 gc
Long bow	15 gc
Blunderbuss	30 gc
Handgun	35 gc
Hunting rifle	200 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc



Heroes

1 Mercenary captain

60 gold crowns to hire

A Mercenary Captain is a tough professional warrior, a man who will fight for anyone or against anything so long as the price is right. Mordheim offers such a man the chance to become rich beyond his dreams, though at great risk. But as ruthlessness and lack of mercy and pity are the hallmarks of a successful Mercenary Captain, it is no wonder that they flock to Mordheim.

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

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

SPECIAL RULES

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

0-2 Champions

35 gold crowns to hire

In any Mercenary warband there is one warrior who is bigger, stronger (and often uglier) than his comrades. These men are called Champions (or berserkers, first swordsmen and various other names). Champions are amongst the toughest and the best fighters in the warband. They often answer challenges issued to the warband and, after the Captain, they get the pick of any equipment and loot.

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

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

0-2 Youngbloods

15 gold crowns to hire

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

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

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



Men

(Bought in groups of 1-5)

Warriors

25 gold crowns to hire

These dogs of war are grim, seasoned fighters, fearing no man as long as they have their weapons and armour. They form the core of any Mercenary warband.

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

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

0-7 Archers



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. In the savage street fights of Mordheim they snipe at the enemy from the windows of ruined buildings and pick out enemy leaders with their arrows.

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

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

0-5 Swordsmen

35 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.

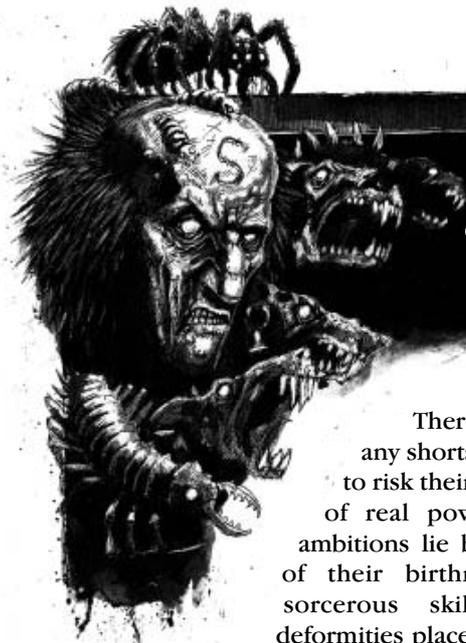
Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

Weapons/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 weapons that they may re-roll any failed hits when charging. Note that this only applies when they are armed with normal swords, and not with double-handed swords or any other weapons.





Cult of the possessed

There is never any shortage of men willing to risk their lives for a chance of real power: men whose ambitions lie beyond the scope of their birthright, or whose sorcerous skills or physical deformities place them in constant danger of persecution. What do such men have to lose if they pledge their souls to the dark gods of Chaos! In the aftermath of the destruction of Mordheim all manner of mutants have appeared whilst many hitherto unblemished folk feel the stirring of strange powers, the first awakenings of magical gifts destined to bring them to a fiery death at the hands of the Witch Hunters.

Now a leader has appeared, a new Dark Emperor, who claims lordship of the City of the Damned. He is called the Shadowlord, Master of the Possessed, and followers of the cults of Chaos gather from all over the Empire to pledge their souls to him. Though none know whether he is man or Daemon all proclaim him their saviour and eagerly seek to do his bidding.

As all students of the dark arts know, it is by the power of magic that creatures such as Daemons and spirits are able to stalk the mortal world. The wyrdstone that proliferates in Mordheim grants unnatural life to many vile things that by all natural rights should never exist. The Possessed were once men but by surrendering themselves wholly to the dark gods they have allowed Daemons to possess their bodies. Their appearance is horrific – corrupted from within, their flesh is twisted into a new and monstrous form.

With the power of the Possessed behind them the followers of the Shadowlord have grown powerful in Mordheim. In the Massacre of Silver Street the Cult of the Possessed ambushed and destroyed a large force sent in to hunt them down. Now the streets of Mordheim belong to the Shadowlord and his servants. The contaminated air does not affect them at all or, more likely, it nourishes their inner corruption. Men who venture into Mordheim alone are hunted down and sacrificed to the dark gods. All warbands of the Possessed gather wyrdstone for the Shadowlord who remains hidden in the Pit where he is said to be guarded by titanic Possessed the size of houses. A few shards of the precious stone are kept by the warbands and used to create more of the Possessed.

The leaders of cult warbands are called Magisters and each leads a group of cultists: minions of the dark gods of Chaos. These are men whose hunger for power knows no bounds, who willingly give their bodies over to possession. All take part in the blood sacrifices, dark rituals, and worship of Daemons – nothing is too base for them! These degenerate humans are joined by other creatures as vile as they – things half-man half-beast that call themselves Gors, and which men refer to as Beastmen.

There are few sights as horrific as a cult warband. Deranged warriors smeared with blood and dirt wave jagged weapons and chant blasphemous rites as they throw themselves upon their foes. Many are hardly recognisable as human, their bodies are so scarred and disfigured. The stigmata of mutation is borne by most, but the most unsettling of all are the Possessed themselves – melded flesh made of men, beasts, and metal driven by the implacable will of a Daemon.

Choice of warriors

A Possessed 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.

Magister: Each Possessed warband must have one Magister: no more, no less!

Possessed: Your warband may include up to two Possessed.



Mutants: Your warband may include up to two Mutants.

Darksouls: Your warband may include up to five Darksouls.

Brethren: Any number of models may be Brethren.

Beastmen: Your warband may include up to three Beastmen Gors.

Starting experience

A **Magister** starts with 20 experience.

Possessed start with 8 experience.

Mutants starts with 0 experience.

Henchmen start with 0 experience.

Possessed skill table

	Combat	Shooting	Academic	Strength	Speed
Magister	✓		✓		✓
Possessed	✓			✓	✓
Mutant	✓				✓

Possessed equipment lists

The following lists are used by Possessed warbands to pick their equipment.

Hand-to-hand Combat Weapons

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

Missile Weapons

Bow	15 gc
Short bow	10 gc

Armour

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

DARKSOULS EQUIPMENT LIST

This list is for Darksouls and Beastmen only

Hand-to-hand Combat Weapons:

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

Missile Weapons

None

Armour

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

When you are facing an enemy that is really scary like the living dead or creatures of Chaos, always shoot at them. Never attack them in close combat if you have the option.

I've seen many powerful warriors losing precious seconds trying to overcome their fear and charge these monsters.

And when they did it, it was often too late...



Heroes

1 Magister

70 gold crowns to hire

Magisters lead the covens of the Possessed. They have been granted magical powers by their patron gods. They are fanatical followers of the Dark gods, utterly dedicated to bringing Chaos to the world.

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

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

SPECIAL RULES

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

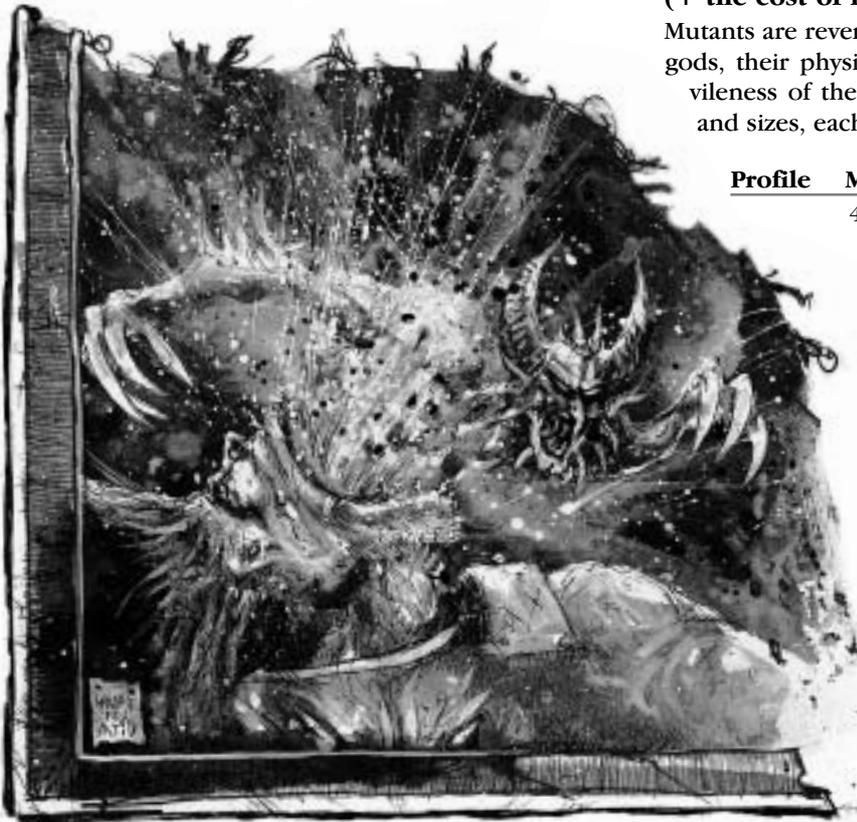
Wizard: The Magister is a wizard and uses Chaos Rituals. See the Magic section for details.

0-2 The possessed



90 gold crowns to hire
(+ the cost of mutations)

The Possessed have committed the greatest of heresies: they have given their bodies to Daemons. As



a result, they are nightmarish creatures, a melding of flesh, metal and black magic. Inside them lives a supernatural thing of evil, a Daemon from the dark reaches of the Realm of Chaos.

The powerful spirit of a Daemon can meld several creatures together, be they men or animals, into a multi-faceted horror. These monstrous Possessed are perhaps the most dangerous of the creatures of Mordheim, and certainly the most loathsome and dreadful.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	0	4	4	2	4	2	7

Weapons/Armour: None. The Possessed never use weapons or armour.

SPECIAL RULES

Fear: The Possessed are terrifying, twisted creatures and therefore cause *fear*. See the Psychology section for details.

Mutations: Possessed may start the game with one or more mutations each. See the Mutations list over the page for costs.

0-2 Mutants



25 gold crowns to hire
(+ the cost of mutations)

Mutants are revered as the favoured ones of the Dark gods, their physical disfigurements marking out the vileness of their soul. They come in many shapes and sizes, each more bizarre than the next.

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

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

SPECIAL RULES

Mutations: Mutants must start the game with one or more mutations each. See the Mutations list over the page for the cost.



Henchmen (Bought in groups of 1-5)

0-5 Darksouls

35 gold crowns to hire

Darksouls are men who have been driven insane by the daemonic possession which became all too common after the destruction of Mordheim. The Daemons have left the bodies of these men, but their minds have been scarred by the horror of the experience.



Their insane strength makes Darksouls dangerous fighters. The Cultists regard them as holy men, and let them work out their unreasoning rage in battle. In their tortured minds the Darksouls believe themselves to be Daemons. They wear leering daemonic masks and garb themselves in armour and clothing resembling the scaled skin of Daemons.

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

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

SPECIAL RULES

Crazed: Darksouls have been driven insane by daemonic possession and know no fear. They automatically pass any Leadership tests they are required to take.

Brethren

25 gold crowns to hire

Brethren are the crazed human followers of the cults of the dark gods, 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
	4	3	3	3	3	1	3	1	7

Weapons/Armour: The Brethren may be equipped with weapons and armour chosen from the Possessed Equipment list.



0-3 Beastmen

45 gold crowns to hire

Beastmen are mutated monstrosities that infest the forests of the Empire: massive horned creatures with an inhuman resistance to pain. The destruction of Mordheim brought many Beastmen into the ruined city to prey upon the survivors. They readily ally with the Magisters of the Possessed warbands.



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

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



Mutations

Those who dwell in Mordheim soon develop horrible mutations, and the Cult of the Possessed seem to be especially susceptible. In addition, Mordheim attracts mutants from all over the Empire, who are always quick to join the Chaos covens. Most mutations are simply inconvenient or hideous, but some make their bearers extremely dangerous in combat.

Mutations may be bought for a Mutant or a Possessed warrior only when they are recruited; you may not buy new mutations for a model after recruitment. Any Mutant or Possessed may have one or more mutations. The first mutation is bought at the price indicated, but second and subsequent mutations bought for the same model cost double.

daemon soul

A Daemon lives within the mutant's soul. This gives him a 4+ save against the effects of spells or prayers.

Cost: 20 gold crowns.

great claw

One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.

Cost: 50 gold crowns.

cloven hoofs

The warrior gains +1 Movement.

Cost: 40 gold crowns



tentacle

One of the mutant's arms ends in a tentacle. He may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.

Cost: 35 gold crowns

blackblood

If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.

Cost: 30 gold crowns

spines

Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.

Cost: 35 gold crowns

scorpion tail

The mutant has a long barbed tail with a venomous tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase. If the model hit by the tail is immune to poison, the Strength of the hit is reduced to 2.

Cost: 40 gold crowns



extra arm

The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or a buckler in the extra arm. If a Possessed chooses to do this, he gains an extra attack but still cannot carry a weapon.

Cost: 40 gold crowns

hideous

The mutant causes *fear*. See the Psychology section for details.

Cost: 40 gold crowns

Witch Hunters

The Order of the Templars of Sigmar, universally known as the Witch Hunters, is an organisation dedicated to the eradication of heretics, be they warlocks, witches, sorcerers, fortune-tellers, necromancers, worshippers of the dark gods, deviants, mutants, blasphemers, sinners, utterers of profanities, servants of Daemons, or composers of corrupting music. Indeed, there are few who altogether escape the suspicions of the Witch Hunters with the possible exception of other Witch Hunters.

It is wise to remember that the practice of magic in all its forms is deemed a most heinous crime in the Empire. Death by fire is the proscribed punishment for this particular heresy. Many of the Witch Hunters' victims treacherously avoid their fate by perishing under torture before making a full confession. In these troubled times the Witch Hunters are kept busy as more and more men turn to the dark arts. The most dangerous of all these heretics are the followers of the Chaos gods. These depraved individuals practise Daemon worship and (it is claimed) even offer human sacrifices in the name of their vile masters. Of all the enemies of Sigmar they are the most abhorrent!

The destruction of Mordheim has fired the Witch Hunters with a new and irresistible sense of purpose. In the light of events the Grand Theogonist has proclaimed Sigmar's punishment on the City of the Damned. The Witch Hunters rejoice that their crusade against widespread corruption has been vindicated. Now they are ready to complete Sigmar's holy purpose by destroying his enemies within the ruins of the city itself. The Grand Theogonist has commanded the Witch Hunters to go unto that place and recover the wyrdstone for Sigmar's temple. Their crusade also pits them into the same arena as their old enemies the so-called Sisters of Sigmar – those loathsome Daemon-worshipping she-heretics whose very existence is a vile affront to the majesty of Sigmar.

Witch Hunters are charismatic rabble-rousers who can soon turn a crowd to their own ends. They are universally dreaded, for everyone has something or someone to hide, and there are countless individuals who would willingly and enthusiastically hunt down and burn their own kin were a Witch Hunter to command them to do so. Bands of Witch Hunters are often accompanied by zealous citizens, Flagellants, and even holy Priests of Sigmar as well as the huge



vicious warhounds which the Witch Hunters employ to track and bring down fugitives.

As men accustomed to fighting Witch Hunters are well-armed and sturdy individuals. They favour hooded cloaks and headgear which conceal their appearance from the overly curious. Some wear chains about their throats to remind them of fallen comrades and old rivalries and also, so it is said, so that the iron might serve as protection against witchcraft.

The followers of the Witch Hunters, the rabble that accompany them to Mordheim, are a far more dire sight indeed – crazed and self-mutilated men who have lost or surrendered all their worldly goods and, most likely, their reason as well.

Choice of warriors

A Witch Hunter 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.

Witch Hunter Captain: Each Witch Hunter warband must have one Witch Hunter Captain.

Warrior-Priest: Your warband may include a single Warrior-Priest.

Witch Hunters: Your warband may include up to three Witch Hunters.

Zealots: Any number of models may be Zealots.

Flagellants: Your warband may include up to five Flagellants.

Warhounds: Your warband may include up to five Warhounds.



Starting experience

A **Witch Hunter Captain** starts with 20 experience.

Witch Hunters start with 8 experience.

A **Warrior-Priest** starts with 12 experience.

Henchmen start with 0 experience.

Witch Hunter skill table

	Combat	Shooting	Academic	Strength	Speed
Witch Hunter Captain	✓	✓	✓	✓	✓
Witch Hunter	✓	✓	✓		✓
Warrior-Priest	✓		✓	✓	

Witch Hunter equipment lists

The following lists are used by Witch Hunter warbands to pick their equipment.

Hand-to-hand Combat Weapons

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

Missile Weapons

Crossbow	25 gc
Pistol	15 gc
(30 for a brace)	
Crossbow pistol	35 gc

Armour

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

FLAGELLANT EQUIPMENT LIST

This list is for Flagellants only

Hand-to-hand Combat Weapons

Flail	15 gc
Morning star	15 gc
Double-handed weapon	15 gc

Missile Weapons

Missile Weapons	None
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Armour

Armour	None
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ZEALOT EQUIPMENT LIST

This list is for Zealots only

Hand-to-hand Combat Weapons

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



1 Witch Hunter captain

60 gold crowns to hire

Driven by fanaticism, Witch Hunter Captains are obsessed with cleansing Mordheim and bringing the justice of Sigmar to all. Carrying the edict of the Grand Theogonist himself, they have the divine right to judge and execute warlocks, witches, Chaos worshippers... in fact all who dare to oppose them.

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

Weapons/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 value when taking Leadership tests.

Burn the Witch!:

A Witch Hunter Captain *bates* all models who can cast spells.

0-3 Witch Hunters

25 gold crowns to hire

Witch Hunters are members of the grim Order of Witch Hunters, dedicated to eradicating Chaos and all its minions. Usually they prowl the Old World individually trying and executing the enemies of Sigmar, but the situation in Mordheim requires them to band together.

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

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

SPECIAL RULE

Burn the Witch!: Witch Hunters *bate* all models who can cast spells.

0-1 Warrior-priest

40 gold crowns to hire

Many powerful fighting men have come from the ranks of the faithful. The Priests of Sigmar are no exception, and the military wing of the cult is feared and respected throughout the Empire.

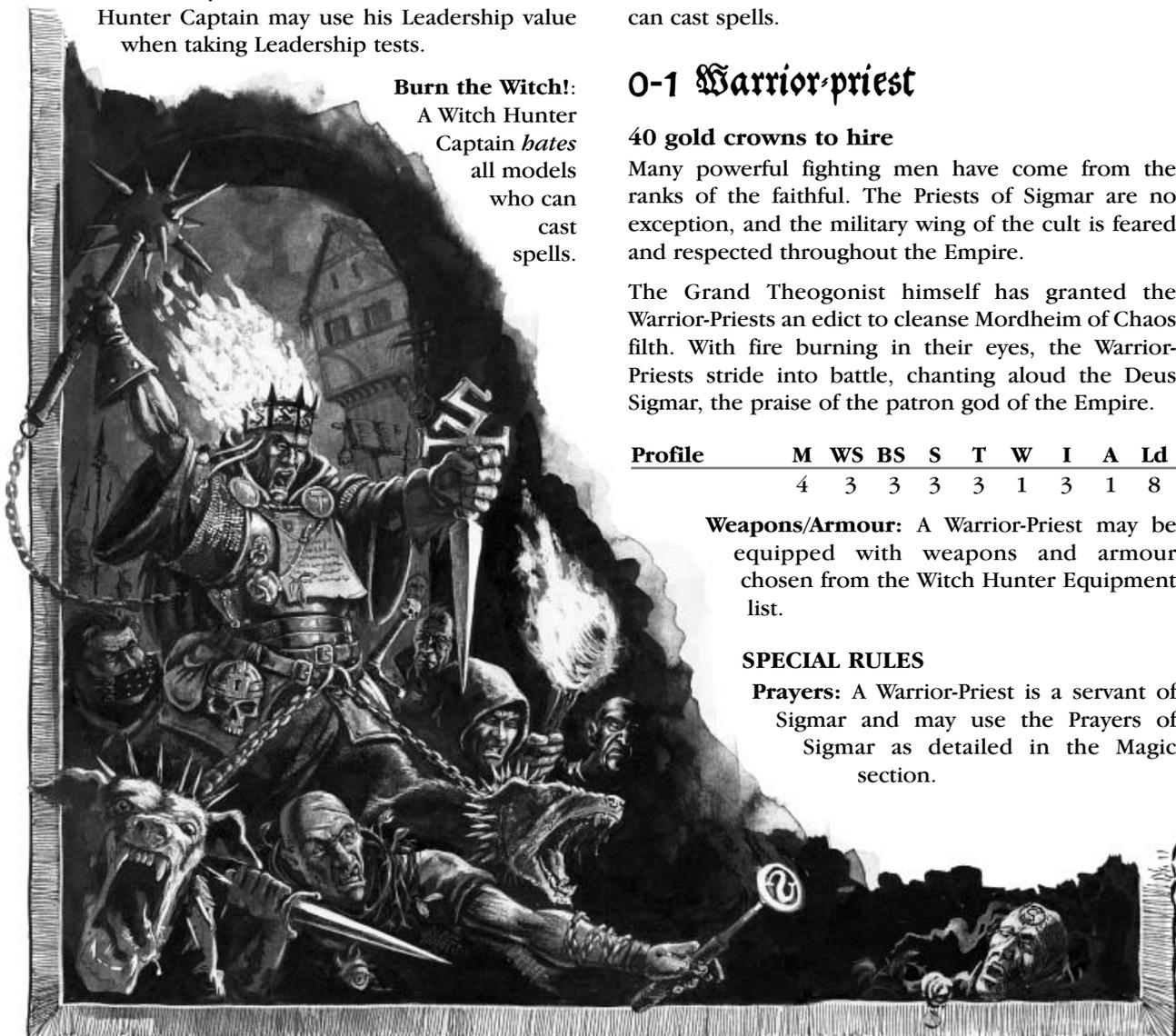
The Grand Theogonist himself has granted the Warrior-Priests an edict to cleanse Mordheim of Chaos filth. With fire burning in their eyes, the Warrior-Priests stride into battle, chanting aloud the Deus Sigmar, the praise of the patron god of the Empire.

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

Weapons/Armour: A Warrior-Priest may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

SPECIAL RULES

Prayers: A Warrior-Priest is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic section.





Henchmen (Bought in groups of 1-5)



0-5 Flagellants

40 gold crowns to hire

Flagellants are fanatics and madmen obsessed with the end of the world. They are often men who have lost their families to war or the ravages of nature, and have also lost their minds. With insane persistence, they travel the length and breadth of the Empire, preaching their view of the end of the world. With their rousing speeches, Witch Hunters can muster these dangerous lunatics to fight in the streets of Mordheim, where no sane man dares tread.

Flagellants are extremely dangerous opponents in close combat, for they have the strength of madmen, and their bodies have become inured to pain because of self-mutilation.

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

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

SPECIAL RULES

Fanatical: Flagellants are convinced that the end of the world is nigh, and nothing in this world holds any terror for them. Flagellants automatically pass all Leadership-based tests they are required to take. A Flagellant may never become a warband leader.

Zealots

20 gold crowns to hire

When a man loses his family, home and all he cared for, religion is often the last refuge left to him. Such men become wandering pilgrims, bitter and dangerous fanatics who are prepared to avenge their loss at any cost. These men are called Zealots.

Zealots have forsaken their former lives and exist only to destroy evil and the minions of Chaos. Whilst they might have been peasants and craftsmen before, and thus may not be as dangerous in a fight as seasoned mercenaries, their determination and fanaticism should not be underestimated. Witch Hunters find ready allies in their ranks, and many a band of Zealots is led by Witch Hunters.

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 and armour chosen from the Zealot Equipment list.

0-5 Warhounds

15 gold crowns to buy

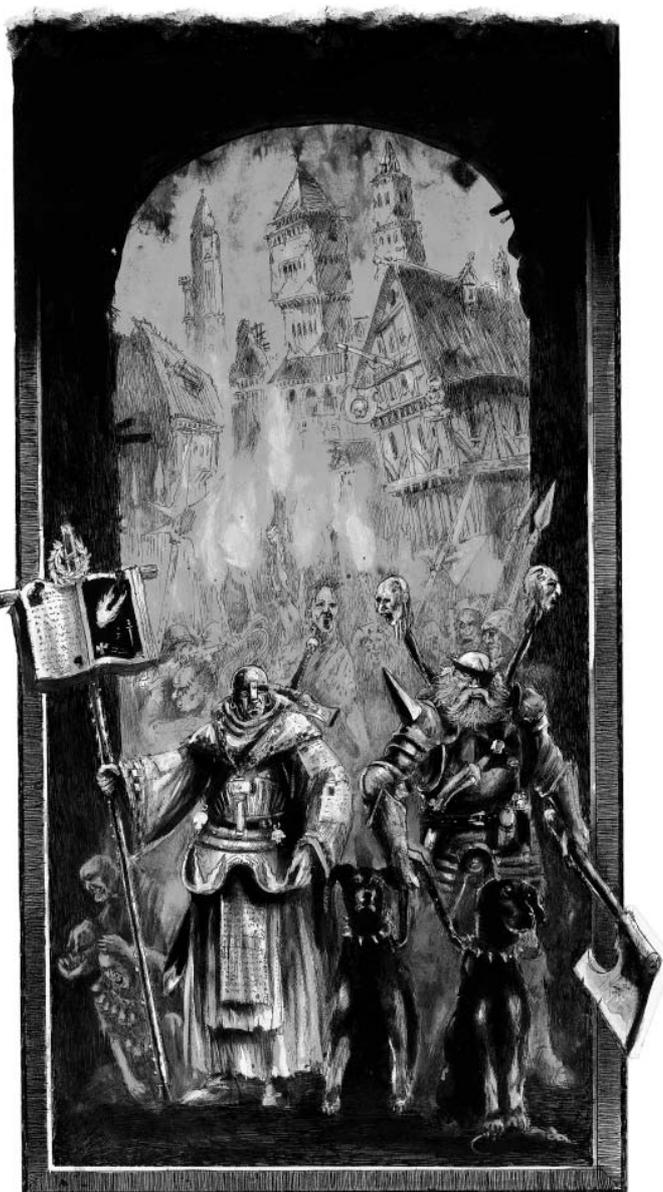
Witch Hunters often keep packs of ferocious hunting dogs. With their huge jaws and powerful bite, they are perfect for hunting down (and tearing apart) any heretics, mutants, deviants and witches.

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.





The Sisters of Sigmar

For centuries the nobility of the Empire has sent its wayward or troublesome daughters to the Holy Convent of the Order of Merciful Sisters of Sigmar in Mordheim to be initiated into the only order of priestesses dedicated to the Empire's patron god. The Sisters of Sigmar, as they are commonly called, have traditionally travelled the Empire administering to the sick and poor, tending to the needs of orphans, curing the diseased and mending broken bodies. As well as the healing arts, which they practise with expert knowledge of herb-lore and prayer, their advice is frequently sought by those about to make an important decision, for the Sisters of Sigmar are famed for their ability to predict the fickle course of fate.

Though once much loved by the common people, the Sisters have seen their popularity wane in recent years. Rabble-rousing Witch Hunters have denounced them as witches and heretics, so that even in the countryside they are attacked and driven away by the very peasants they seek to help. Many of Sigmar's priests wish to disband the order altogether, claiming that women have no right to teach the holy word of Sigmar. Even the Grand Theogonist, ostensibly the chief authority over the order, has cooled towards the sisterhood, denying the throne to Magritta of Marienburg who was brought up by the Sisters and said to be sympathetic to their cause. These days the Sisters of Sigmar have retreated to their convent situated high on the craggy island of Sigmar's Rock in the river Stir in Mordheim.

Of all the inhabitants of Mordheim only the Sisters of Sigmar were prepared for its destruction. Seeress Cassandra foretold of the disaster and at their nightly vigil the Maidens of Sigmar heard the voice of Sigmar speaking in their dreaming minds. Thus they knew that they would be safe in their fortress high above the city, raised as it is above the polluted vapours, if only they were prepared to survive the fire of Sigmar's Fury.

While the rest of Mordheim fell under a spell of madness the Sisters of Sigmar offered prayer after prayer, scourging themselves to drive out all thoughts of sin, fervently accepting a punishing penitential regime to harden their minds against the wantonness running rampant outside their walls. When the blow finally came the Sisters gathered beneath the great temple dome of their convent which, well built and fortified as it was by the prayers of the Sisters, protected them from the fire and heat of their master's ire.

The Sisters believe they have a holy mission, a task that they have been set by Sigmar himself and to which they must submit themselves body and soul. Their sacred duty is to gather up the shards of wyrdstone and hide it deep beneath Sigmar's Rock in the vaults of their convent where, shielded by a great depth of solid granite and guarded by the eternal prayers of the sisterhood, it will cause no harm to Sigmar's people. It is a nigh hopeless task, for there are few Sisters and countless shards of stone. Worse still, there are many who want the stone for themselves, to take it from Mordheim and spread its contagion amongst the cities of the Empire.

The warbands of the sisterhood are led by tough Matriarchs, each accompanied by a body of warrior sisters. The training and harsh discipline of the convent includes mastery of martial as well as ecclesiastic skills, for mastery of the body is but the first step towards the mastery of the soul. Their favoured weapon is the warhammer, the instrument of Sigmar, seen as his holy symbol, alongside the twin-tailed comet.

Choice of warriors

A Sisters of Sigmar 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.

Sigmarite Matriarch: Each Sisters of Sigmar warband must have one Matriarch to lead it: no more, no less.

Sister Superior: Your warband may include up to 3 Sister Superiors.

Augur: Your warband may include a single Augur.

Novices: Your warband may include up to 10 Novices.

Sisters: Any number of models may be Sisters.

Starting experience

A **Matriarch** starts with 20 experience.

Sisters Superior start with 8 experience.

An **Augur** starts with 0 experience.

Henchmen start with 0 experience.

Special skills

The Sisters of Sigmar may use the following skill list instead of the standard skill lists.



Sign of Sigmar

The Sister is favoured by the great god Sigmar. Possessed or Undead opponents lose their first attack against the Priestess in the first round of hand-to-hand combat (down to a minimum of 1).

Protection of Sigmar

The Sister has been blessed by the High Matriarch. Any spell which would affect her is nullified on a D6 roll of 4+. Note that if the spell is nullified it will not affect any other models either.

Utter Determination

Only the Matriarch may have this skill, which allows her to re-roll any failed Rout tests.

Righteous Fury

The Sister feels cold fury and utter contempt towards any evil that pollutes the soil of the holy Empire with its presence. The model *bates* all Skaven, Undead or Possessed warbands and all models in them.

Absolute Faith

The Sister puts her faith in Sigmar, and faces dangers unflinchingly. She may re-roll any Fear tests and does not have to test if she is fighting alone against several opponents.



Sisters of Sigmar skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Matriarch	✓		✓	✓	✓	✓
Sister Superior	✓		✓	✓	✓	✓
Augur			✓		✓	✓

Sisters of Sigmar equipment lists

The following lists are used by the Sisters of Sigmar to pick their equipment.

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Sigmarite warhammer	15 gc
Flail	15 gc
Steel whip	10 gc
Double-handed weapon	15 gc

Missile Weapons

Sling	2 gc
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Armour

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

Miscellaneous Equipment (Heroines only)

Holy tome	120 gc
Blessed water	10 gc
Holy relic	15 gc



Heroines

1 Sigmarite matriarch

70 gold crowns (dowry to the temple)

The Sigmarite Matriarchs, of whom there is an inner circle of twelve, are answerable to the High Matriarch of the temple. Each must lead a warband of Sisters in frequent searches of the city in order to purge the ruins. Matriarchs are driven by a zealous devotion to the Cult of Sigmar and a relentless determination to redeem the Sisterhood in His eyes.

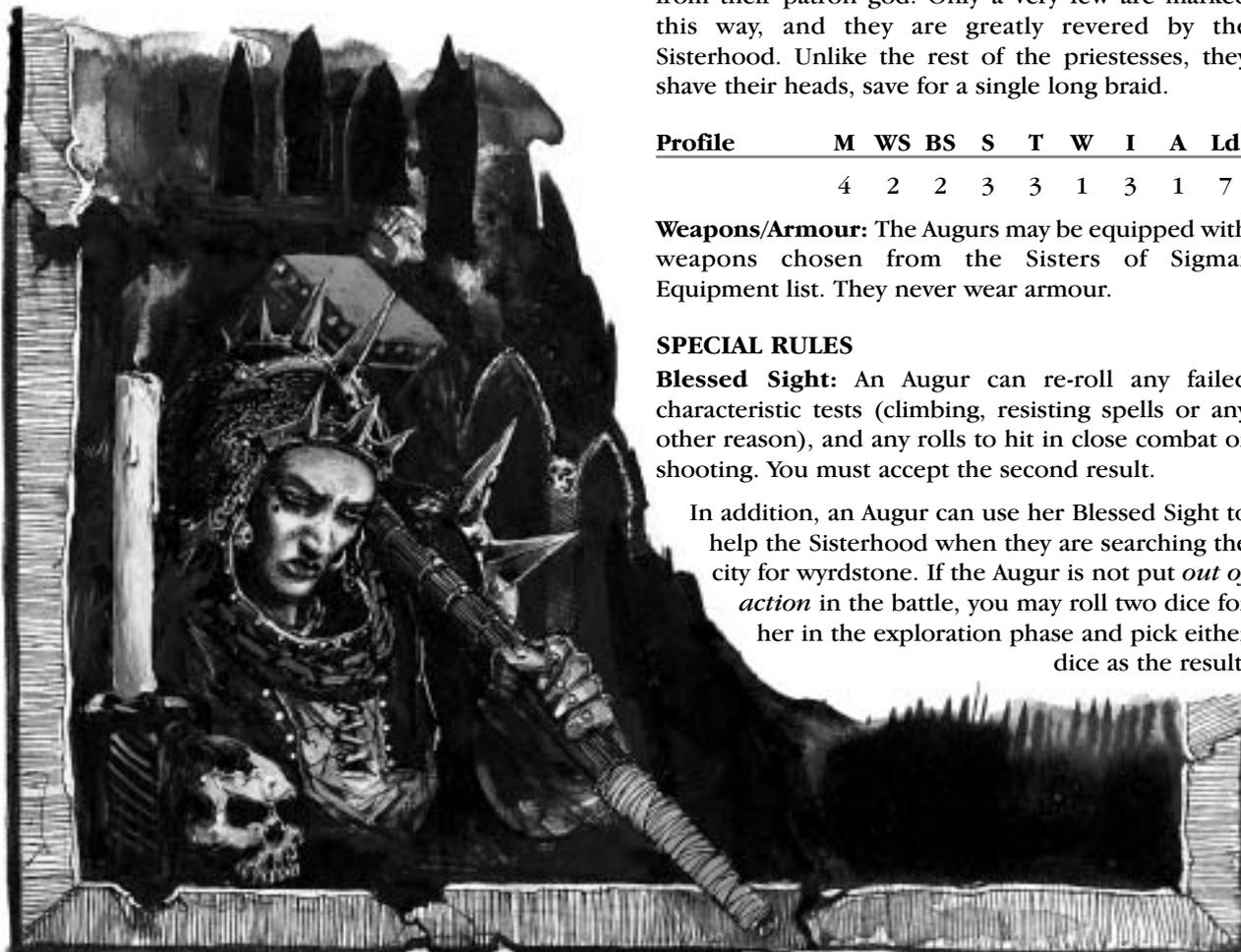
Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: The Sigmarite Matriarch may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

SPECIAL RULES

Leader: Any warband member within 6" of the Sigmarite Matriarch may use her Leadership characteristic when taking any Leadership tests.

Prayers of Sigmar: The Matriarch has studied the Prayers of Sigmar. See the Magic section.



0-3 Sister superior

35 gold crowns (dowry to the temple)

Each of the Sisters Superior is a long-serving priestess of the Cult of Sigmar, well versed in the rituals of the temple and an example to the younger Sisters and Novices. The Sisters Superior are entrusted with maintaining the faith and fervour of the order. Any peril or foe that may lurk in the ruins of Mordheim is as nothing compared to the wrath of a Sister Superior.

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

Weapons/Armour: A Sister Superior may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

0-1 Augur

25 gold crowns (dowry to the temple)

The blind Augurs of the Sisterhood are blessed beyond their comrades. By giving up their sight they have gained something far more, second sight – a gift from their patron god. Only a very few are marked this way, and they are greatly revered by the Sisterhood. Unlike the rest of the priestesses, they shave their heads, save for a single long braid.

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

Weapons/Armour: The Augurs may be equipped with weapons chosen from the Sisters of Sigmar Equipment list. They never wear armour.

SPECIAL RULES

Blessed Sight: An Augur can re-roll any failed characteristic tests (climbing, resisting spells or any other reason), and any rolls to hit in close combat or shooting. You must accept the second result.

In addition, an Augur can use her Blessed Sight to help the Sisterhood when they are searching the city for wyrdstone. If the Augur is not put *out of action* in the battle, you may roll two dice for her in the exploration phase and pick either dice as the result.

Genchmen (bought in groups of 1-5)

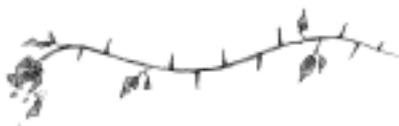
Sigmarite sister **0-10 Novices**

25 gold crowns (dowry to the temple)

Sigmarite Sisters know that their entire order is shamed in the eyes of their Lord Sigmar. Every one of them is sworn upon His altar to pacify the city and thereby redeem themselves. Whatever the perils and horrors that stand in their way, they will be overcome!

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

Weapons/Armour: The Sigmarite Sisters may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.



15 gold crowns (dowry to the temple)

By tradition, the Sisters draw their recruits only from the most noble houses of the Empire, and families consider it a great honour to have their daughter accepted into the order. Only maidens of noble lineage can be relied upon to have the devotion to duty and innate sense of honour. Few though the recruits may be, they must endure several years as Novices during which time their devotion will be tested to the full. All are eager to prove themselves worthy to be the handmaidens of Sigmar.

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

Weapons/Armour: The Novices may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.

Special weapons

sigmarite warhammer

15 gold crowns

Availability: Common (Sisters of Sigmar only).

One of the traditional weapons of the Sisterhood, the warhammer echoes Ghal-Maraz, the great hammer of Sigmar himself.

Range	Strength	Special rules
Close Com As user+1		Concussion, Holy

SPECIAL RULES

Concussion: Warhammers are excellent at striking people senseless. When using a warhammer in close combat a roll of 2-4 is treated as *stunned* when rolling on the Injury chart.

Holy Weapon: Each warhammer is blessed by the High Matriarch herself before it is handed to the Sisters. The warhammer has a +1 bonus on all to wound rolls against any Possessed or Undead models. Note that you will still need to score a 6 before any modifiers in order to cause a critical hit. Only Matriarchs and Sister Superiors may carry two Sigmarite warhammers.

steel whip

10 gold crowns

Availability: Common (Sisters of Sigmar only).

Another weapon unique to the Sisterhood is the steel whip, made from barbed steel chains.

Range	Strength	Special rules
Close Com As user		Cannot be parried, whipcrack

SPECIAL RULES

Cannot be parried: The steel whip is a flexible weapon and the Priestesses use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a steel whip may not make parries with swords or bucklers.

Whipcrack: when the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

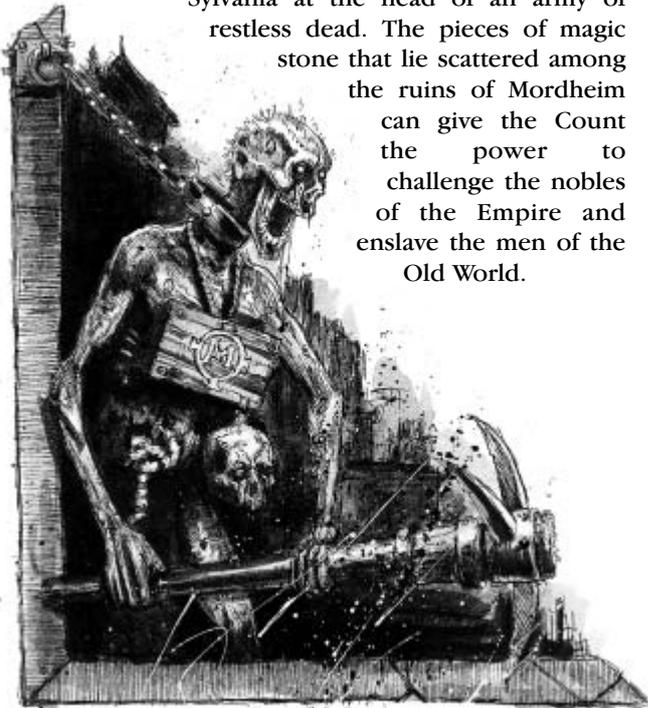


The Undead

Count Vlad von Carstein and his wife Isabella have ruled the province of Sylvania for as long as anyone can remember – peasants whisper of some dark secret, Witch Hunters revile them, and the Priests of Sigmar shun their court. Indeed, Sylvania has the most dire reputation of all the provinces of the Empire. Few men sent to spy on the rulers of Sylvania have ever returned from those dark Sylvanian forests, and then rarely with their sanity intact.

In the dimly-lit chamber of the Drakenhof castle, on a throne of black obsidian, sits Vlad von Carstein, the ruler of Sylvania. He waits in shadows, having set himself apart from the politics and bickering of the Empire. For he holds a terrible secret: he, and all the ruling aristocracy of his province are Vampires, undying monsters from beyond the grave. Here he patiently waits, drinking the blood of maidens from gold goblets.

For many long years Vlad has gathered his strength and mustered his Undead legions in secrecy. One day soon he will march from the forests of Sylvania at the head of an army of restless dead. The pieces of magic stone that lie scattered among the ruins of Mordheim can give the Count the power to challenge the nobles of the Empire and enslave the men of the Old World.



Wyrdstone holds enough captured magical energy to unleash a great spell of doom to rival that of Nagash the Black. If the Count is successful, he will raise all the dead between the Worlds Edge Mountains and the borders of Stirland, and go to war against the divided rulers of the Empire. His plans laid out, Vlad sends his thralls, the immortal Vampires, to do his bidding.

During dark, moonless nights, black coaches arrive at the gates of Mordheim carrying coffins. Ghouls scuttle from their hiding places to greet them, and corpses are stirred by a command which the living cannot hear. Following the commands of the Vampire, they hunt for shards of wyrdstone.

The night belongs to the Undead, and in Mordheim it is always night.

Choice of warriors

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

Vampire: Each Undead warband must have one Vampire: no more, no less!

Necromancer: Your warband may include a single Necromancer if you wish.

Dregs: Your warband may include up to three Dregs.

Zombies: Your warband may include any number of Zombies.

Ghouls: Your warband may include any number of Ghouls.

Dire Wolves: Your warband may include up to five Dire Wolves.

Starting experience

A **Vampire** starts with 20 experience.

A **Necromancer** starts with 8 experience.

Dregs start with 0 experience.

Henchmen start with 0 experience.

Undead skill tables

	Combat	Shooting	Academic	Strength	Speed
Vampire	✓		✓	✓	✓
Necromancer			✓		✓
Dreg	✓			✓	

Undead equipment lists

The following lists are used by Undead warbands to pick their equipment.

Hand-to-hand Combat Weapons

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

"All who profit from the spoils of Chaos shalt be doomed.' So quoth Grand Theogonist Vilgrim the Third," Marius said vehemently. "I am not a looter or a thief!"

"It's been three weeks now, Marius!" Hensel argued bitterly. "We've run out of money. We need more men, we need new weapons. For Sigmar's sake, Marius, we'll all starve!" Hensel paused for a moment, and a sly look entered his dark brown eyes. "That broken vault is there, and someone will find it. Others, less righteous than us, will be looking for it. Would you see the wealth of the Empire stolen by wicked creatures or men of no moral virtue. At least we'll be spending it to further our noble cause!"

As the two spoke, Enderlin, one of Lapzig's men, came around the corner, clearly excited.

"We've found the merchant's house. The vault is there, alright!" he told them with a grin. "We better be quick, and grab the hoard before there's any trouble." With that he hurried off again, the Witch Hunter and Hensel following.

Enderlin led them down a narrow alleyway, choked with debris. At the far end, where the alley opened onto a wider street, a skeleton hung from a

gibbet, its rusted metal creaking as the cadaver swung in the stale wind. A corner of a nearby building had broken through its foundations and within the dark confines of the exposed cellar gold glinted in the dim light.

"We'll be taking that!" a voice called out, and from the shadows stepped a dozen men, some carrying crossbows, the others wielding swords and spears. They were all well dressed, in the manner of Marienburgers.

"Dare not oppose me!" cried Marius, pulling forth his own blade. "I am sent here by Sigmar himself. Cross my path and be forever damned. The world around us is in turmoil, Chaos gnaws upon the bones of our lands, foul creatures lurk in our once proud cities. Men should not fight men in these troubled times, for have we not a common foe to fight against?"

"All the same, that gold is ours!" their leader replied, signalling his men to advance.

"Then so be it, you shall be in the arms of damnation before the sun sets!" Marius snarled back, leaping to the attack.

1 Vampire

110 gold crowns to hire

Vampires lead the Undead in their search for the magical stones that will give their master the power to conquer the Empire.

Although but pale shadows when compared to the dread Vampire Lords, the immortal servants of Vlad are still some of the most powerful creatures who fight in Mordheim. Most of them serve the undying count of Sylvania, but some have found the city to their liking, and have become independent.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	4	2	5	2	8

Weapons/Armour: Vampires may be armed with weapons and armour chosen from the Undead Equipment list.

SPECIAL RULES

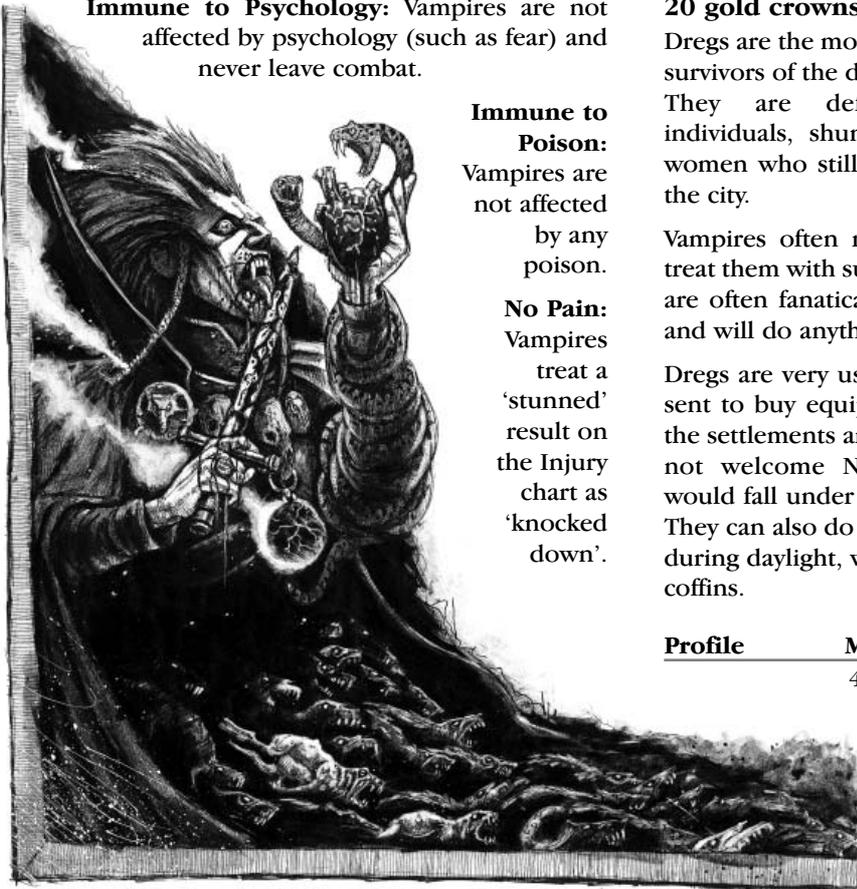
Leader: Any models in the warband within 6" of the Vampire may use his Leadership instead of their own.

Cause Fear: Vampires are terrifying Undead creatures and therefore cause *fear*.

Immune to Psychology: Vampires are not affected by psychology (such as fear) and never leave combat.

Immune to Poison: Vampires are not affected by any poison.

No Pain: Vampires treat a 'stunned' result on the Injury chart as 'knocked down'.



0-1 Necromancer

35 gold crowns to hire

Necromancers are evil wizards, studying the corrupt art of Necromancy. Many of them are acolytes and servants of Vlad von Carstein, and follow the agents of their master to the city of the Damned. Others are recruited from amongst wizards and warlocks who have come under the suspicion of the various agents of Sigmar and have fled to Mordheim to avoid persecution.

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

Weapons/Armour: Necromancers may be armed with weapons and armour chosen from the Undead Equipment list.

SPECIAL RULES

Wizard: Necromancers are wizards and so are able to use Necromantic magic. See the Magic section for details.

0-3 Dregs

20 gold crowns to hire

Dregs are the most miserable human survivors of the demise of Mordheim.



They are deformed and rejected individuals, shunned even by the other men and women who still live in the ruins and catacombs of the city.

Vampires often recruit Dregs as their servants and treat them with surprising kindness. As a result, Dregs are often fanatically loyal to their Undead overlords and will do anything to protect and serve them.

Dregs are very useful to their masters as they can be sent to buy equipment, weapons and supplies from the settlements around Mordheim which would often not welcome Necromancers or where Vampires would fall under the suspicion of the Witch Hunters. They can also do the bidding of their vampiric master during daylight, when the Vampires must rest in their coffins.

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

Weapons/Armour: Dregs may be armed with weapons and armour chosen from the Undead Equipment list.

Henchmen

Zombies

15 gold crowns to hire

Zombies are the most common of the Undead: creatures animated by the will of their Necromantic masters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	0	3	3	1	1	1	5

Weapons/Armour: Zombies may not have any weapons or armour and suffer no penalties for this.

SPECIAL RULES

Cause Fear: Zombies are terrifying Undead creatures and therefore cause *fear*.

May not run: Zombies are slow Undead creatures and may not run (but may charge normally).

Immune to Psychology: Zombies are not affected by psychology and never leave combat.

Immune to Poison: Zombies are not affected by any poison.

No Pain: Zombies treat a *stunned* result on the Injury chart as *knocked down*.

No Brain: Zombies never gain experience. They do not learn from their mistakes. What did you expect?

Ghouls

40 gold crowns to hire (bought in groups of 1-5 models)

Ghouls are the descendants of evil and insane men who ate the flesh of the dead. When the lean and hungry times of famine come upon the Old World, the most depraved and destitute took to feasting on corpses to survive.

Driven by their unspeakable craving for the meat of their fellow men, these creatures have given up their human life and dwell near graveyards, crypts and tombs, digging up the rotting corpses of the recently buried and consuming the cold flesh with their bare teeth and claws.

The destruction of Mordheim attracted many Ghoulish clans from the north, and now they have taken up permanent residence in the crypts and cemeteries of the ruined city.

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

Weapons/Armour: Ghouls never carry any equipment, apart from a few bones which they use as primitive weapons.

SPECIAL RULES

Cause Fear: Ghouls are twisted and repulsive creatures and therefore cause *fear*.

0-5 Dire wolves

50 gold crowns to hire

Dire Wolves are slaving Undead hounds, the animated remains of the giant wolves of the Worlds Edge Mountains. Their chilling howls can strike fear into the hearts of even the bravest warriors or most ruthless Dwarf mercenaries. They prowl the streets of Mordheim like shadows, and many men have died with the cold jaws of a Dire Wolf around their neck.

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

Weapons/Armour: None.

SPECIAL RULES

Charge: Dire Wolves are slaving creatures that overpower their opponents when they charge. Dire Wolves fight with 2 attacks instead of 1 during the turn they charge.

May not Run: Dire Wolves are slow to react and may not run (but may charge normally).

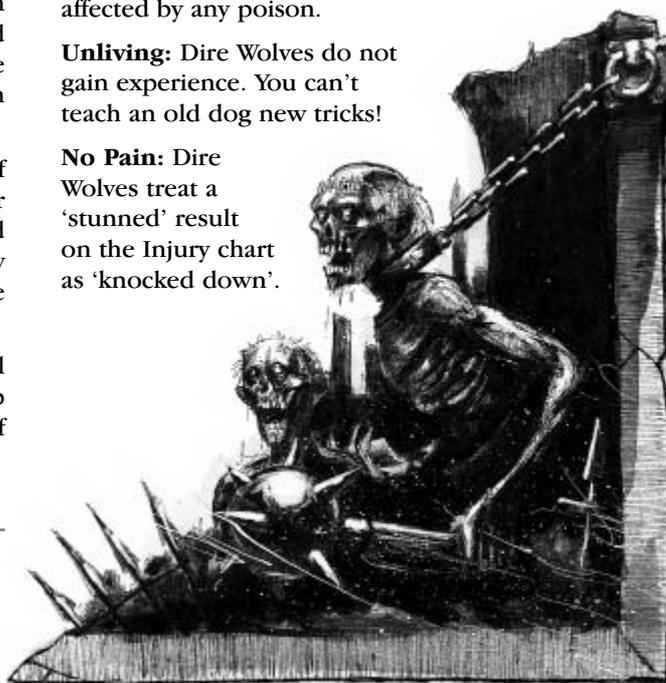
Cause Fear: Dire Wolves are terrifying Undead creatures and therefore cause *fear*.

Immune to Psychology: Dire Wolves are not affected by psychology and never leave combat.

Immune to Poison: Dire Wolves are not affected by any poison.

Unliving: Dire Wolves do not gain experience. You can't teach an old dog new tricks!

No Pain: Dire Wolves treat a 'stunned' result on the Injury chart as 'knocked down'.





Skaven

Unbeknownst to man, for thousands of years he has shared his world with another and altogether different race. There have always been signs for those who cared to see them: a scurrying black shadow, an inhuman scream from the sewer, scuttling shapes at the back of the cellar.

All these years these creatures have worked away in secret, burrowing beneath the world of man, undermining his great cities, infiltrating his sewers and cellars, and joining all up into a vast world-spanning labyrinth of tunnels and nests. These creatures call themselves Skaven and they are ratmen, the mutant spawn of an older age of chaos and mutation.

Doubtless one day the Skaven will be ready to emerge from their tunnels and wage open war



upon mankind. For centuries they have been content to feed upon his ruins, to seed plague in his cities, and spread contagion amongst his lands. At least they were content to wait and watch, for now everything has suddenly changed. Now the destruction of Mordheim has created new opportunities in the secret war against mankind.

Since ancient times the Skaven have searched the world for the stones of power that men in their ignorance call wyrdstone but which Skaven have long since known as warpstone, blackstone, or seerstone. It was as a result of gnawing upon this magic stone in ages past that commonplace rats began the slow process of mutation that spawned the Skaven race. Wyrdstone is quite literally in their blood, for they feed upon it and make use of it in their foul sorceries. Until now the ratmen's search for wyrdstone has been difficult and time-consuming as the stone has grown increasingly rare, but now a new and abundant source has appeared – a dark blessing from the skies!

For the Skaven of Clan Eshin, this is an especially opportune time for such a thing to happen, for, just as the Empire is divided, so the Skaven race is divided amongst itself. Clan fights clan the world over, each struggling for domination of the Council of Thirteen whose masters rule the Skaven race. Mordheim's secret is not yet revealed to all the clans, or else the City of the Damned would already be overrun with ratmen. The Nightmaster of Clan Eshin is keen to guard this secret, and for this reason has not sent his multitudinous armies into Mordheim. Instead, he has sent small warbands of Skaven skittering through secret tunnels into the city to gather up the shining stones and bring them back to the clan nests.

The Skaven of Clan Eshin are supremely adapted to their task. Masters of the art of bringing silent death to their foes, they are skilled in the use of poison and trained in the thousand secrets of the assassin. Since birth Skaven warriors practise martial crafts in the ruinous temples of the Horned Rat, their ever-hungry and hideous god. There are none better amongst their verminous kind to gather up the treasure of Mordheim, but they must be silent, swift and efficient. Were rival Skaven clans to discover the secret of Mordheim there would come not hundreds, not thousands, but millions upon millions to contend for the wyrdstone in the City of the Damned.

Skaven equipment lists

The following lists are used by the Skaven to pick their equipment.

HEROES EQUIPMENT LISTS

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	10 gc
Flail	15 gc
Spear	10 gc
Halberd	10 gc
Weeping Blades	50 gc
Fighting Claws	35 gc

Missile Weapons

Sling	2 gc
Throwing stars	15 gc
Blowpipe	25 gc
Warplock pistol	35 gc (70 for a brace)

Armour

Light armour	20 gc
Buckler	5 gc
Helmet	10 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Sling	2 gc
-------	------

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Choice of warriors

A Skaven warband must include a minimum of three models. You have 500 gold crowns (representing your resources) which you can use to recruit and equip your initial warband. The maximum number of warriors in the warband may never exceed 20.

Assassin Adept: Each Skaven warband must have one Assassin Adept: no more, no less!



Eshin Sorcerer: Your warband may include a single Eshin Sorcerer.

Black Skaven: Your warband may include up to two Black Skaven.

Night Runners: Your warband may include up to two Night Runners.

Verminkin: Any number of models may be Verminkin.

Giant Rats: Your warband may include any number of Giant Rats.

Rat Ogre: Your warband may include a single Rat Ogre.

Starting experience

An **Assassin Adept** starts with 20 experience.

Eshin Sorcerers and **Black Skaven** start with 8 experience.

Night Runners start with 0 experience.

Henchmen start with 0 experience.



Skaven special equipment

This equipment is only available to Skaven, and no other warbands may purchase it. See the Trading section for full rules on acquiring rare items.

blowpipe

25 gold crowns

Availability: Rare 7, Skaven only

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 used by the Skaven can cause searing agony and eventual death.

The other advantage of a blowpipe is that it is silent, and a well-hidden shooter can fire the darts undetected.

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



warplock pistol

35 gold crowns (70 for a brace)

Availability: Rare 11, Skaven only

Warplock pistols are terrifying weapons, testimony to the mad genius of Clan Skryre engineers. Warplock pistols shoot ammunition made of magically treated warpstone and wounds caused by warplock pistols are horrible to behold and often cause infections.

Range	Strength	Save modifier	Special rules
8"	5	-3	Fire every other turn

fighting claws

35 gold crowns per pair

Availability: Rare 7, Skaven only

The martial arts practised by Clan Eshin employ many unusual weapons. The most famous of these are the Eshin Fighting Claws: sharp metal blades attached to the paws of a Skaven warrior. It takes a real expert to use them effectively, but an adept of Clan Eshin is a fearsome opponent when armed this way.

Range	Strength	Save modifier	Special rules
Close Com.	As user	-	Pair, Climb, Parry, Cumbersome

SPECIAL RULES

Pair: Fighting Claws are traditionally used in pairs, one in each hand. A warrior armed with Fighting Claws gets an additional attack.

Climb: A Skaven equipped with Fighting Claws can add +1 to his Initiative when making Climbing tests.

Parry: A Skaven armed with Fighting Claws may parry blows and can re-roll a failed attempt once, in the same way as a model armed with a sword and buckler.

Cumbersome. A model armed with Fighting Claws may not use any other weapons in the entire battle.

weeping blades

50 gold crowns (per pair)

Availability: Rare 9, Skaven only

The adepts of Clan Eshin use weapons called Weeping Blades, murderous swords constructed with a small amount of warpstone in their structure. A Weeping Blade constantly sweats a deadly corrosive venom.

Range	Strength	Special rules
Close Com.	As user	Pair, Venomous, Parry

Pair: Weeping Blades are traditionally used in pairs, one in each hand. A warrior armed with Weeping Blades gets an additional attack.

Venomous: The venom of Weeping Blades will enter the blood of the victim and ravage his organs and muscles. These weapons count as being permanently coated in black lotus (see the Equipment section). No additional poison may be applied to Weeping Blades.

Parry: Weeping Blades are swords and can be used for parrying.

Skaven skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Adept	✓	✓	✓	✓	✓	✓
Black Skaven	✓	✓		✓	✓	✓
Eshin Sorcerer			✓		✓	✓
Night Runners	✓	✓				✓

Skaven special skills

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

black hunger

The Skaven can draw upon the dreaded Black Hunger, the fighting frenzy which gives him unnatural strength and speed but can ravage him from inside. The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.

tail fighting

The Skaven may wield a shield, knife or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

wall runner

The Skaven does not need to take an Initiative test when climbing up walls and other sheer surfaces.

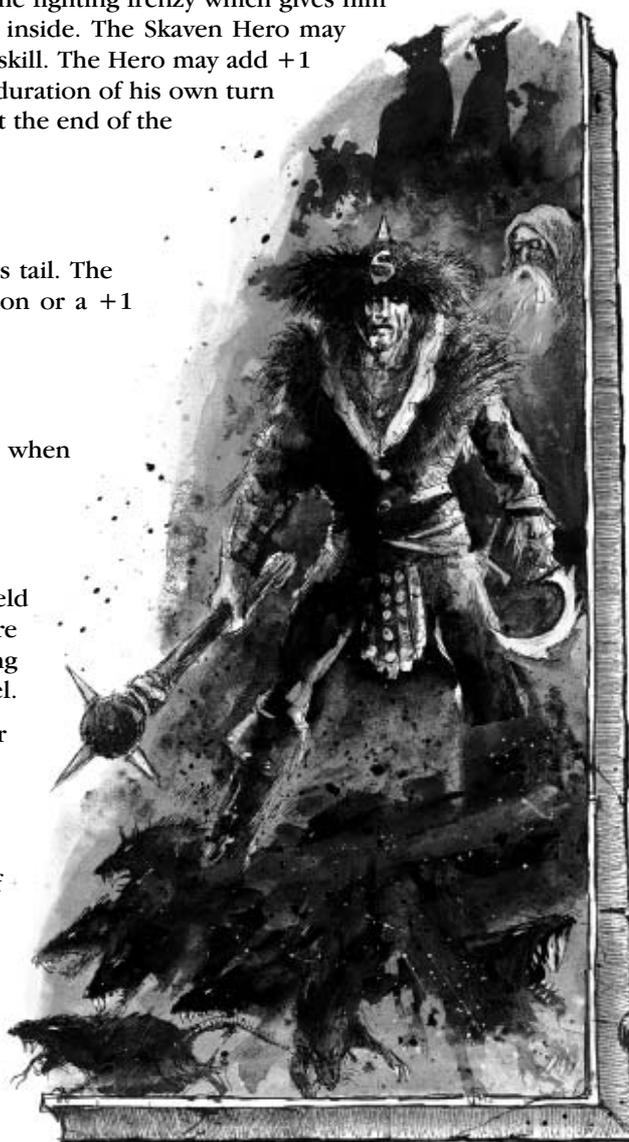
infiltration

A Skaven 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.

art of silent death

The Skaven has patiently mastered the deadly art of open-hand fighting, as taught by the mystics of Cathay in the temples of the far East. In hand-to-hand combat, the Skaven can fight with his bare paws without any penalties and counts as having two weapons (ie, +1 attack). In addition, a Skaven Hero with this skill will cause a critical hit on a To Wound roll of 5-6 instead of just 6. This skill may be used in conjunction with the Eshin Fighting Claws (+2 Attacks instead of +1).





Heroes



1 Assassin adept

60 gold crowns to hire

The Nightmaster of Clan Eshin has sent the Assassin to collect precious wyrdstone. Success means many breeders, wealth and a better position amongst the clan. Failure, on the other hand, is best not contemplated...

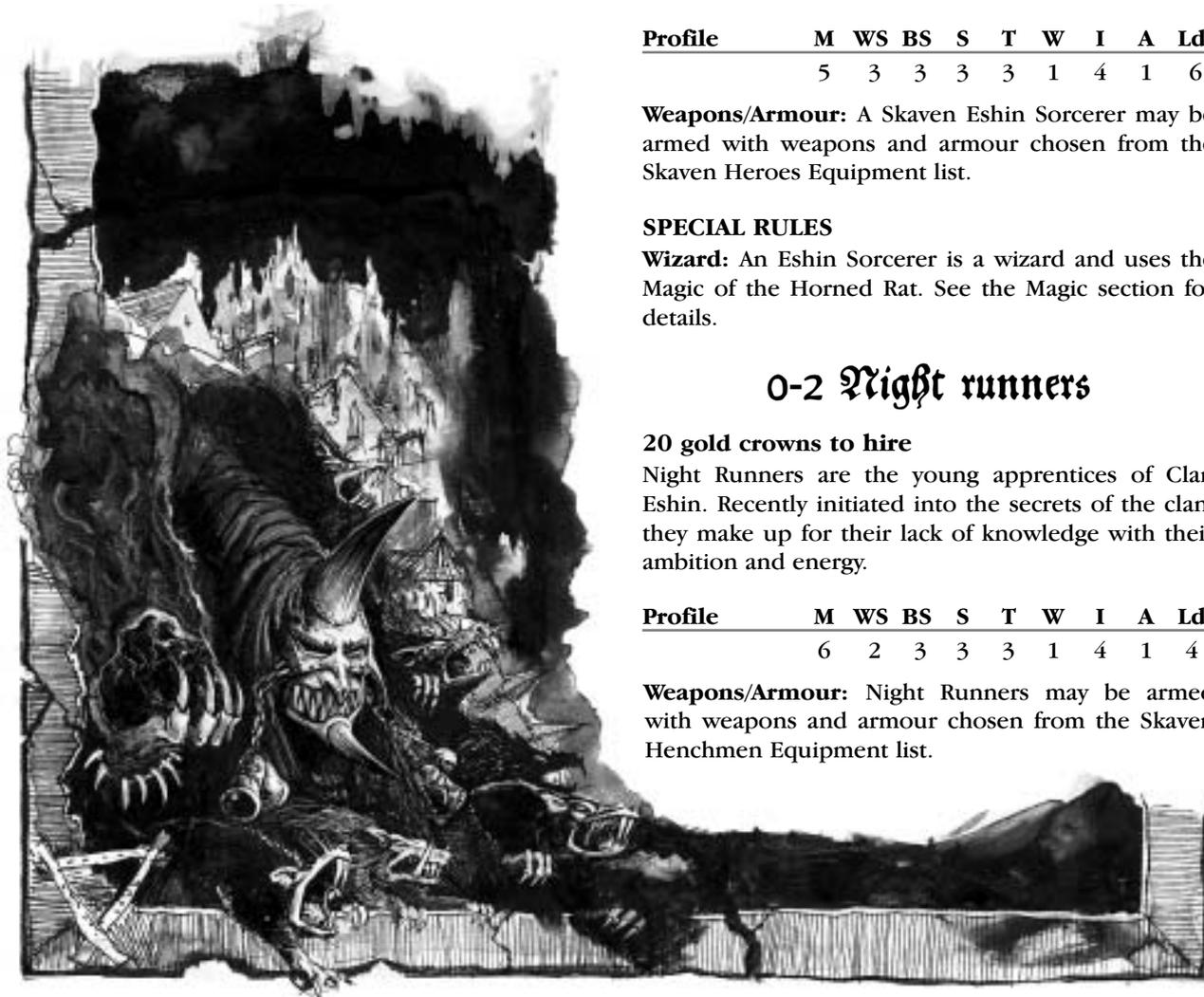
Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	3	1	5	1	7

Weapons/Armour: An Assassin Adept may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Assassin Adept may use his Leadership instead of his own.

Perfect Killer: An Assassin Adept always has an extra -1 modifier to any armour save the enemy has to take against wounds they inflicted (both with shooting and close combat weapons).



0-2 Black skaven

40 gold crowns to hire

Black Skaven are the most powerful fighters of Clan Eshin: black-furred killers trained in the martial arts of their clan. In Mordheim they excel at ambushing and assassinating man-things.

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

Weapons/Armour: A Black Skaven may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

0-1 Eshin sorcerer

45 gold crowns to hire

The Sorcerers of Clan Eshin are black magicians who manufacture the enchanted weapons of the Assassins. Though their power is slight compared to the Warlocks of Clan Skryre or the mighty Grey Seer, their black sorcery is still potent.

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

Weapons/Armour: A Skaven Eshin Sorcerer may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

SPECIAL RULES

Wizard: An Eshin Sorcerer is a wizard and uses the Magic of the Horned Rat. See the Magic section for details.

0-2 Night runners

20 gold crowns to hire

Night Runners are the young apprentices of Clan Eshin. Recently initiated into the secrets of the clan, they make up for their lack of knowledge with their ambition and energy.

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

Weapons/Armour: Night Runners may be armed with weapons and armour chosen from the Skaven Henchmen Equipment list.



Henchmen (bought in groups of 1-5)



Verminkin

20 gold crowns to hire

Verminkin are the Clanrats of Clan Eshin. The strongest amongst them are initiated into the secrets of the clans and begin their training to become Assassins, the most feared warriors of the Skaven warbands. All the Clanrats of Clan Eshin dream of rising to the status of an Assassin one day.

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

Weapons/Armour: Verminkin may be armed with weapons and armour chosen from the Skaven Henchmen Equipment list.

Giant rats

15 gold crowns to buy

Giant Rats are creations of the twisted genius of the Skaven. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering any opponents by sheer weight of numbers.

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

Weapons/Armour: None. Giant Rats never use any armour or weapons.

SPECIAL RULES

Pack size: You can recruit as many Giant Rats as you wish.

Experience: Giant Rats are animals and do not gain experience.

0-1 Rat ogre

210 gold crowns to buy

These horrible monsters are much in demand as bodyguards to important Skaven.

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

Weapons/Armour: Jaws, claws and brute force! Rat Ogres can never use weapons or armour.

SPECIAL RULES

Fear: Rat Ogres are so frightening they cause *fear*.

Stupidity: A Rat Ogre is subject to *stupidity* unless a Skaven Hero is within 6" of it.

Experience: Rat Ogres do not gain experience.

Large Target: Rat Ogres are Large Targets as defined in the shooting rules.

