

A black eagle with its wings spread, perched behind the title 'Mordheim'. The eagle's head is turned to the right, showing its sharp beak and intense eyes. The feathers are dark and detailed, with some highlights on the wings. The background is solid black.

Mordheim

- Tales from the Dammed City -

Notes and Credits

About

Welcome to Mordheim: Tales from the Dammed City!

Credits

Mordheim: Tales from the Dammed City is a custom ruleset of Mordheim created by Isaac Gibson.

Mordheim: Tales from the Dammed City is heavily based on the ongoing custom Mordheim ruleset Wyrd Wars.

All content has been reviewed, rewritten, expanded, and added to with original ideas and others adapted from other sources.

Special thanks to Tuomas Pirinen, with Rick Priestley & Alessio Cavatore, for creating the original Mordheim rules and setting. Also to John Blanche and the other artists who helped to bring the twisted city to life.

Version

v0.4

For version history, see Book 5, Version History.

Dev Notes & Todo:

Style:

- Review cross-referencing parts of the book in other parts. Currently (See Book 1, <h2Heading>) .
- Remove brackets from dot points etc throughout except for dicerolls values
- Check h5 space before.
- Style of skill names so they don't look like special rules
- Add skills heading for unit entries that need it
- Check / fix number style in properties style
- Capitalisation on pronouns names (Hired Swords)

Table of contents

- Update page numbers

Weapons and Equipment

- Add more special equipment
- Consider specifying the weapon type on each entry

Terrain Actions

- Explain / expand.
- Consider only allow use in specific scenarios

Campaigns

- New Campaigns, redo groups. Add sub objectives.
- Winning. Locations. Territories. Map. Etc

Warbands

- Hired swords. Review / explain practitioners pride.

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Note: chapter picture

Book 1:

Gameplay & Special Rules

Characteristics

Movement (M)

How far the warrior can move in inches.

Weapon Skill (WS)

The warrior's ability to hit in close combat.

Ballistic Skill (BS)

The warrior's ability to hit with missile weapons.

Strength (S)

The warrior's raw strength.

Toughness (T)

The warrior's ability to withstand blows.

Wounds (W)

How many times the warrior can be wounded before going out of action.

Initiative (I)

How fast, perceptive and nimble the warrior is.

Attacks (A)

How many swings the warrior can make in a single round of close combat.

Leadership (Ld)

The warrior's courage, self control and charisma.

Maximum and Minimum Characteristics

Characteristics may be increased to any level, but cannot be reduced below 1.

Temporary bonuses or penalties, such as from diving charges, may take warriors outside of their racial maximums (See Book 4, Experience).

Tests

Characteristics Tests

To perform a Characteristic Test, roll a D6 and compare it to the value of the warrior's characteristic being tested. If the result is equal or lower than the value, the test is passed. Otherwise it is failed.

- Leadership is tested on 2D6.

A natural 1 always succeeds and a natural 6 always fails, regardless of the warrior's characteristic.

Basic

Measuring Distances Beforehand

You may always measure all distances before deciding whether to take a given action. This includes charging, shooting, etc.

Line of sight

Note: add basic rules

Cover

Note: add basic rules

Turns / phases

Note: add basic rules

Dice Rolls

Any dice rolls should be done in the presence of another player on a flat surface clear of items, such as a dedicated dice box. Re-roll any dice that are prevented from laying flat for any reason.

The Turn Sequence

Overview

Players, when it is their turn, work through the following phases in sequential order.

Included below are the main items, but please refer to each section for more detail where available.

1. Power Phase

- Non-fleeing Wizards and Priests gain power dice.
- Check any psychology special rules

2. Deployment Phase

- Deploy all warriors for the turn if directed to by the scenario being played.
- Check whether any Random Events occur.

3. Charge Phase

- Declare all charges that you wish to make. Once all charges have been declared, work through each charge movement one at a time, in any order that you wish.

4. Rally Phase

- Stunned warriors recover.
- Nominate any fleeing warriors to take a Leadership Test to rally.
- For warriors still fleeing, work through their movement.

5. Other Movement Phase

- Perform any remaining movement of warriors, working through them one at a time, in any order that you wish.
- Declare any warriors to be hiding.

6. Shooting / Casting / Praying Phase

- Nominate any warriors who are shooting, casting a spell or prayer, or performing a terrain action. Work through each result, one at a time, in any order that you wish.

7. Close Combat Phase

- Work through all close combat groups one at a time, in any order that you wish.
- Perform any step back from combat movements.

Moving and Hiding

Normal Moves

Warriors may perform a normal move up to their base Movement value in inches.

- Warriors cannot move within 1" of an enemy unless performing a charge or full line of sight is blocked.

Running Moves

Warriors may perform a running move instead of making a normal move.

Running warriors move 2" for every 1" of their movement allowance.

- Warriors cannot run if there is an enemy in line of sight within 4" at the start of their run, who is also not fleeing, stunned, hidden or engaged in combat.
- Warriors who run as part of their movement cannot hide, shoot or cast spells or prayers that turn.

Moving Over Obstacles

Warriors can move over obstacles up to 1" high without deducting it from their movement or needing to climb.

Moving over Stunned Warriors

Stunned warriors occupy standing space as if they are standing up.

Friendly warriors may move over them freely without penalty

Enemy warriors treat them as if they are not stunned, for the purposes of movement.

Climbing Up and Down

Warriors able to climb can perform one or more as part of their movement, up to a height equal to their base Movement value in inches.

Surfaces eligible for climbing should be discussed with all players before the start of the game but generally will include fences, stone walls, walls with grip points, etc.

Warriors can make multiple climbs at separate stages of their movement.

Climbing counts as normal movement. The height of the climb is deducted from their movement as if they are moving normally for the duration of the climb.

- Warriors performing a movement at an increased speed due to running or otherwise do not climb faster.

For each climb, warriors must take an Initiative Test. Take each test as each climb is attempted. If they fail then they count as failing the climb:

- Warriors who fail while climbing up stop at the foot of where they started to climb. They count as moving and cannot hide or move any further this turn, but may still shoot or attempt to cast a spell or prayer if eligible to do so.
- Warriors who fail while climbing down fall the entire distance.

Climbing Terrain Features: Rope and Ladders

Warriors who can climb can use and rope and ladders that exist as part of the battlefield terrain.

There is no penalty for using any rope or ladder up to 6" at a time. Deduct the height climbed from their movement as if it were clear terrain.

Rope and ladders longer than 6" can be climbed in their entirety by warriors in one turn provided that they start the turn touching the rope or ladder.

- Warriors performing this action may not do anything else for the rest of their turn, except cast spells or prayers and fight back in close combat.
- Warriors performing this action may move further than their movement would normally allow them to, up to the full length of the rope or ladder.

Climbing Through Openings

Warriors able to climb may attempt to climb through an opening that they can reasonably fit through, such as an open window. This doesn't have to be part of a normal climb attempt.

They can make multiple climb through attempts at separate stages of their movement.

For each climb through attempt, warriors must take an Initiative Test at -1. Take each test as each climb through is attempted. If they fail they will fail the climb through:

- Warriors who fail to climb through an opening while climbing up stop at the foot of where they started to climb. They count as moving and cannot hide or move any further this turn, but may still shoot or attempt to cast a spell or prayer if eligible to do so.
- Warriors who fail to climb through an opening in any other circumstance will trip on the edge and fall through to the other side of the opening.

Jumping Down

Warriors can attempt to jump down up to a maximum of 6", as part of their movement.

Warriors may climb through a window before and/or after jumping down.

- Warriors may not mix normal climbing and jumping at the same time but may, however, climb and jump at different stages of their movement.

Warriors that jump down must take an Initiative Test for each full 2" jumped. If they pass all tests, they land safely and may continue their turn as normal, but if they fail any, they will instead fall the entire distance.

- Warriors who jump down do not have the distance deducted from their movement.

Jumping Horizontally

Warriors can jump horizontally over gaps up to a maximum of 4" as part of their movement, deducting half the distance jumped (rounded up) from their total movement as they do so.

For distances over 1", they must take an Initiative Test or fall from the point where they began their jump.

Warriors may climb through a window before and/or after jumping horizontally.

- Warriors may not mix normal climbing and jumping horizontally at the same time but may, however, climb and jump horizontally at different stages of their movement.

Falling

Falling warriors take damage depending on the height that they fell.

Falling warriors take D3 Strength X hits where X is equal to the distance in inches that they fell.

Warriors that fell may not do anything else for the rest of their turn, except fight back in close combat if able.

Falling off Buildings

Warriors that lose a Wound, or are stunned, while standing within 1" of an elevated edge such as a balcony, bridge or rooftop must pass an Initiative Test or fall over the edge.

- Warriors will not fall off edges that have railings or walls that reach up to their waist.

- Warriors do not gain Free Hacks against enemies that fall out of close combat in this way, but they do gain experience if they cause an enemy to fall who is then taken out of action by the falling damage.

Flying

Warriors that are able to fly may do so instead of other movement, jumping or climbing.

When flying, warriors may move up to 8" in any direction, ignoring any blocking terrain.

They may move up or down as part of this movement, up to a maximum of 8".

- Warriors do not have the vertical distance deducted from their movement.
- Warriors may fly into openings provided that the opening is reasonably large enough to fit through.

Flying otherwise follows the rules for normal moves.

Hiding

Warriors that are able to hide, and that have roughly at least half of their body in cover and/or out of line of sight from all enemies, may hide as part of a normal move. Warriors may be declared as hiding at any stage of their movement and may continue their normal move while hidden.

Hidden warriors cannot be charged, shot at, or targeted with prayers or spells. If a warrior can fly for any reason, they cannot hide at the end of a flying move.

Warrior are automatically no longer hidden If:

- They run, declare a charge, shoot, or attempt to cast a spell or prayer.
- An enemy comes within its Initiative value in inches of them.
- They are in cover and an enemy has line of sight to roughly over half of their body.
- They are out of cover and an enemy has line of sight to any part of their body.

Carrying Heavy Objectives

Warriors carrying Heavy Objectives (See Book 4, Scenarios) suffer -2" to the maximum distance moved, down to a minimum of 6".

Charging

Declaring a Charge

Warriors may charge a single enemy during the charge phase. They may target any non-hidden enemy that they can form a valid charge path to.

Although targeting a single enemy, a valid charge path can bring them into combat with multiple enemies.

You must declare all charges before testing if each succeeds or fails.

Charge Path

Warriors performing a charge must follow a charge path in the most direct way to their target, navigating all warriors (friend or foe) and terrain, and ending in base to base contact with their target.

- A valid charge path must maintain a width roughly the same as the warrior's body when passing friendly warriors and the same width as the warrior's base when passing enemies.

Warriors can only enter close combat by performing a charge.

- Warriors are also considered to be in combat even their charge ends with them and their target separated by a low wall or obstacle, up to 1" in height, where it is impossible for the bases to touch physically.

Distance Moved when Charging

Charging warriors move 2" for every 1" of their movement allowance.

If their total distance is enough to reach the enemy, the charge is successful. Otherwise, it is a failed charge.

Charge Bonus

Warriors that successfully charge an enemy gain +1 Initiative for determining strike order in close combat that turn.

Charging Enemies without Line of Sight

Warriors may declare a charge against enemies out of line of sight provided that they are within 6". Once declared, they must pass an Initiative Test or fail the charge.

Charging up ladders

Warriors charging enemies who are standing at the top of a ladder or similar defensive position may do so but do not gain a charge bonus to their initiative.

Charging Stunned Warriors

Warriors may charge stunned warriors provided that they do not have any other valid charge targets.

Charges Involving any Climbing and/or any Jumping

When a charge involves any form of climbing and/or any form of jumping, charging warriors must test for these as normal (See Book 1, Moving and Hiding).

- Warriors who pass all tests can continue their charge as normal.
- Warriors who fail any tests will also fail their charge.

Diving Charges

Warriors who successfully perform a charge which involves them jumping down and landing within 1" of their target, gain for that turn an additional +1 Strength and an additional +D3 Initiative for determining strike order.

Failing a Charge

Warriors that fail their charge are moved towards their target as if they are moving normally, suffering the consequences of any tests that they may have failed.

- Example: Warriors who fail to climb while charging will suffer any consequences of failing a test for climbing as normal.

Warriors that fail their charge may not shoot missile weapons that turn, but may cast spells or prayers.

Intercepting

Warriors whose movement brings them within 1" of an enemy are eligible to be intercepted by that enemy.

- Enemies may only intercept if they are not fleeing or already engaged in close combat and are closer to the charger than the target at the point of intercept.
- Enemies may not intercept charges directed at them in the first place.

Interceptors are moved into the movement path at the point of interception and will stop any further movement from the charging warrior.

- Warriors who are intercepted while charging will count as having charged the Interceptor
- Warriors who are intercepted while performing any other move will count as being charged by the interceptor.
- Warriors can each only be intercepted by a single enemy.
- Interceptions can be made against any kind of move, except flying.

Charging over stunned warriors

Warriors whose only charge path will involve them ending their charge standing over stunned friendly warriors push them out of the way as part of the charge.

Move the stunned warriors back along the charge path to make standing room.

- Stunned warriors being moved may not be moved over any obstacles or moved where it would require climbing.
- Stunned warriors being move may not be moved into combat with another enemy.
- If it is not possible to make standing room, the charge path is not valid.

Flying Charge

Warriors able to fly may perform a flying charge.

They follow all normal rules for flying and charging except for the following differences:

- They gain no combat benefit from moving up or down as part of the charge.
- Although they must still move in the most direct way to their target, they may move over any enemy warriors in their way.

Shooting

Declaring Shots

Nominate any of your warriors who are shooting and who they are shooting at.

You must declare all shots to be taken before working through any.

Work through each result, one at a time, in any order that you wish.

Who can Shoot?

Warriors armed with a suitable weapon may attempt to shoot at an enemy each turn.

Warriors can shoot 360° around themselves,

Warriors may shoot one weapon per turn, unless otherwise stated, regardless of how many attacks they have on their profile or how many missile weapons they are carrying.

- Warriors cannot shoot while in combat, stunned, or fleeing.

Moving and Shooting

Warriors who have performed any movement suffer a -1 to hit for any shooting that turn.

- Warriors cannot shoot if they have run or attempted to charge during any part of their movement.

Choosing a Target

Warriors must target the closest enemy in line of sight who is not fleeing, stunned or hidden.

- Warriors can instead target a more distant enemy provided that they are easier to hit, such as if the closer enemy is in cover.
- Warriors can always target Large Targets over normal enemies.
- Warriors cannot shoot through allied warriors that are completely blocking line of sight.
- Warriors cannot shoot into close combat involving members of their own warband.

If the only available targets are fleeing or stunned, then they may target their choice of these instead.

Firing from an Elevated Position

Warriors elevated 2" or more above ground level may target any enemy in line of sight below them, not just the closest.

- Warriors cannot choose their targets despite being elevated if there is an enemy within 6" who is in the

same terrain piece, at roughly the same elevation, in line of sight and not hidden, stunned or fleeing.

Cover

Warrior's who have any portion of their body obscured from line of sight by terrain or another warrior (friend or foe) will count as being in cover and suffer a -1 to hit penalty.

- When shooting at warriors in cover, shots that miss by 1 will instead hit the closest object to the shooter which provided the cover, such as a wall or friendly warrior.

Long-Range Shots

Any shots greater than 12", which are also over half of the weapon's maximum, count as Long-Range and suffer a -1 to hit penalty.

Testing to Hit

To determine whether a shot is successful, roll a D6 and consult the table below with reference to the shooter's Ballistic Skill:

BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

- A natural 1 is always a miss.
- A natural 6 is always a hit.

Generic to-hit penalties:

- 1 to hit: Target is in cover.
- 1 to hit: Moving and shooting.
- 1 to hit: Long-Range.

Additionally there may be other modifiers from skills, special rules, equipment or active spells. Consult these as necessary when working out if a shot is successful.

Successful Hits

Shots that hit successfully have a chance to cause a wound. For each hit, test for wounding as normal (See Book 1, Wounding).

Critical Hits

A roll of 6 to hit will count as a critical hit.

Consult the critical hit table for the weapon which caused the hit and resolve the shot as needed (See Book 1, Critical Hits).

Leaning Through Openings / Windows

Warriors that are less than 1" from an opening or window may chose to draw line of sight from the other side of the opening.

Warriors that do so will count, until their next movement phase, as being in line of site to any enemies who are able to see the outside edge of the opening.

Close Combat

Who Can Fight?

Warriors within 1" of an enemy in line of sight, are considered to be engaged in combat with them.

Warriors may fight over low obstacles up to 1" in height.

All warriors, friend or foe, are eligible to fight in each combat turn, not just their own.

- If there are more than two warbands in the battle, only warriors belonging to the player whose turn it currently is, and any warriors in combat with them, fight

Warriors can fight 360° around themselves.

Choosing a Target

Warriors in combat with more than one enemy can choose which to attack each turn, directing all their attacks at their chosen target.

- Warriors cannot target stunned warriors while also in combat with non-stunned enemies.

Who Strikes First?

Strike order is always resolved by Initiative order after taking into account any modifiers. Warriors with higher values fight before warriors with lower values. If Initiative values are equal, roll a D6 to determine.

Switching Weapons in Close Combat

Warriors that are armed with multiple weapons and equipment may switch freely between them, or swap which hand they are held in, at the start of any round of close combat.

Fighting with Two Weapons

Warriors fighting with two weapons hold one in their main hand and one in their offhand.

Warriors use their main hand weapon to make a number of attacks equal to their attack value, and use their offhand weapon to make a bonus +1 Attack.

All attacks suffer a -1 penalty to hit and cannot cause Critical Hits.

Fighting Unarmed

Unarmed attacks suffer a -1 Strength penalty, down to a minimum of 1.

Testing to Hit

To determine whether an attack is successful, roll a D6 and consult the table below.

		Defender WS									
		1	2	3	4	5	6	7	8	9	10
Attacker WS	1	4 ⁺	4 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺
	2	3 ⁺	4 ⁺	4 ⁺	4 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺
	3	3 ⁺	3 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺
	4	3 ⁺	3 ⁺	3 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺	5 ⁺	5 ⁺
	5	3 ⁺	3 ⁺	3 ⁺	3 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺
	6	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺
	7	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺
	8	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	4 ⁺	4 ⁺	4 ⁺
	9	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	4 ⁺	4 ⁺
	10	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	4 ⁺

- A natural 1 is always a miss.
- A natural 6 is always a hit.
- Attacks against a stunned warrior automatically hit.

Generic to-hit penalties:

- -1 to hit: Fighting with two weapons.

Additionally there may be other modifiers from skills, special rules, equipment or active spells. Consult these as necessary when working out if an Attack is successful.

Successful Hits

Attacks that hit successfully have a chance to cause wounds. For each hit, test for wounding as normal (See Book 1, Wounding).

Critical Hits

A roll of 6 to hit will count as a critical hit.

Consult the critical hit table for the weapon which caused the hit and resolve the shot as needed (See Book 1, Critical Hits).

Fighting against stunned warriors

Warriors engaged in combat with stunned warriors hit automatically

- Test for wounds and armour as normal

If they reduce their opponent to 0 wounds, they are automatically taken out of action.

Breaking from Combat

Warriors can be forced to break from combat due to a variety of ways.

Warriors may also voluntarily break from combat at the start of the controlling player's turn after they have been in combat for at least one round.

Warriors who break from combat will grant eligible enemies a free hack against them. Immediately determine who is eligible to perform a free hack and resolve their free hacks in any order that the opposing player wishes.

even if this means entering combat with other enemies as well.

Free Hack

Free hacks are special attacks performed in addition to any other attacks that occur in combat.

- Free Hacks hit automatically.
- Free hacks do not use up a warrior's normal attacks
- Warriors can only make one free hack a turn.

Warriors are eligible for a free hack if they:

- Are in close combat with the enemy who is granting a free hack
- Are not in combat with any other enemies who are not stunned

Step Back from Combat

Warriors still engaged in combat at the end of the combat phase may make a special move up to 3" out of combat provided there is an eligible path for this movement.

- Warriors using this move must follow all normal rules for moving normally stepping back directly from their enemies 1" before they can turn/curve, etc.
- Warriors may not use this move to end their movement within 1" of any enemies or enter combat with a new enemy.
- Warriors may not perform any climbing or other types of movement as part of this move
- Both players can move their warriors in this manner each turn, with the player whose turn it is moving their warriors first.
- Warriors whose opponents back out of combat, leaving them no longer in combat, may also move in the same way, or they can use their special move to pursue their opponent and maintain them in combat,

Wounding

Testing to Wound

To determine whether an hit causes a wound, roll a D6 and consult the table below.

To Wound

		Defender Toughness									
		1	2	3	4	5	6	7	8	9	10
Attacker Strength	1	4 ⁺	5 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺
	2	3 ⁺	4 ⁺	5 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺
	3	2 ⁺	3 ⁺	4 ⁺	5 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺
	4	2 ⁺	2 ⁺	3 ⁺	4 ⁺	5 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺
	5	2 ⁺	2 ⁺	2 ⁺	3 ⁺	4 ⁺	5 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺
	6	2 ⁺	2 ⁺	2 ⁺	2 ⁺	3 ⁺	4 ⁺	5 ⁺	6 ⁺	6 ⁺	6 ⁺
	7	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	3 ⁺	4 ⁺	5 ⁺	6 ⁺	6 ⁺
	8	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	3 ⁺	4 ⁺	5 ⁺	6 ⁺
	9	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	3 ⁺	4 ⁺	5 ⁺
	10	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	3 ⁺	4 ⁺

- A natural 6 is always a wound.

Successful Wounds

For each wound caused, warriors lose 1 wound from their profile.

- Hits that successfully cause a wound may be avoided by armour (See Book 1, Armour).

Panic

Warriors who suffer one or more wounds which leaves them on one wound must take a Leadership Test at the end of the current phase. If failed, they flee.

Zero Wounds

Warriors who are reduced to 0 wounds immediately test to see the consequences. Roll a D6 for each wound that would take them to 0, and every wound caused after that.

- (1–4) Stunned
- (5–6) Out of Action

Take the tests one at a time. For every test taken past the first, the chance of being taken Out of Action increases; add an additional +1 to the roll

- Example: on the third test, a natural roll of 3 would be increased to 5 resulting in out of action

Stunned

Warriors stunned are lain on their side and may do nothing at all until they recover.

Stunned warriors recover and automatically stand up in their next rally phase. They suffer a –1 Initiative penalty for the remainder of their turn.

Out of Action

Warriors taken out of action are removed from the board for the rest of the game.

Keep track of warriors taken out of action and who took them out of action as they may have additional consequences in the post-game stages (See Book 4, Post-game Sequence).

Armour

Armour Save (x+)

A measure of the effectiveness of armour to protect it's wearer from wounds.

The armour save value for each piece of armour is detailed in their entry.

Armour save values stack. All normal armour save values of any armour and equipment that is being carried is combined resulting in a single Armour Save value.

Protecting Against Wounds

Warriors who are wounded can test to avoid the wound using their Armour Save value.

For each wound caused roll a D6: If the result is equal to or higher than their Armour Save value then their armour has protected them from the wound.

Armour Save Penalties

Stronger hits can more easily pierce armour than weaker hits.

When performing an armour save, compare the hit's strength with the table below to determine the armour save penalty.

S	1-4	5	6	7	8	9	10
AS	-	-1	-2	-3	-4	-5	-6

Fleeing & Rallying

Fleeing Movement

Warriors who flee will make their initial fleeing move immediately. They will make all subsequent fleeing movement during the rally phase.

- Work through each fleeing warrior's movement one at a time, in any order that you wish.

Fleeing warriors move 2D6", up to a maximum of double their normal movement value fleeing in a (roughly) straight line towards a point indicated by the scenario played.

- Fleeing warriors will navigate around enemies as normal.
- Where no point is indicated, they flee towards the table edge they deployed on.
- A fleeing warrior will avoid climbing if possible, even if it means taking a longer route.
- If there is no option besides climbing or jumping, the warrior will attempt it, testing as normal. If descending, declare if they are climbing down or jumping down.
- Fleeing warriors that can fly follow the rules for navigating terrain as if they are flying.

Fleeing & Combat

Warriors who are in combat but then flee will count as breaking from combat (See Book 1, Close Combat).

Already fleeing warriors who are in combat are hit automatically by any attacks from their opponents.

- They will not attempt to fight back in close combat
- If they fail to rally, they will break from combat as part of their fleeing movement.

Rallying

To Rally, Fleeing warriors may take a Leadership Test during the controlling player's rally phase.

- If skipped or failed, they remain fleeing.

Fleeing the board

When fleeing warriors hit the board edge, immediately perform another Leadership Test to rally.

- If there are no enemies within 12" test at +1 Ld
- If passed, they may not move further this turn but may otherwise act as normal. If failed, they are removed from the game.

Spells and Prayers

Choosing a lore

Wizards and Priests cast spells or prayers from their practiced lore only.

If given a range of lore options, they must decide which lore they practice when they are hired.

Which Spells / Prayers are Known?

Casters know all spells or prayers in their lore, but may only memorise a certain amount before a battle.

Casters can memorise a number of spells or prayers equal to the number of spell/prayer slots that they have.

The spells or prayers memorised are randomly determined before each battle. Roll a D6 for each slot and refer to their lore table to determine what is memorised, re-rolling any duplicates (See Book 3, Spells).

- Regardless of spells or prayers memorised, casters are always able to attempt to cast the signature spell or prayer from their lore.

Gaining More Spell / Prayer Slots

Casters that learn a new skill through experience may instead increase the number of their spell or prayer slots by one (See Book 4, Experience).

Power Dice

Power Dice are normal D6 and represent the amount of power or fervour than a wizard or priest has accumulated.

Accumulating Power Dice

Casters start each battle without Power Dice and generate 1 power dice per turn during the Power Phase, adding it to their power dice pool.

- Casters who are fleeing do not generate Power Dice.
- Casters do not generate Power Dice the turn they are deployed.
- Casters deployed on Turn 7 or later start the battle with a free power dice.

There is no maximum to the amount of Power Dice a Caster can store, though any remaining Power Dice are lost at the end of the battle.

Declaring Cast Attempts

Nominate any of your casters who are attempt to cast a spell or prayer and who they are targeting.

You must declare all spells or prayers to be cast before working through any.

Work through each result, one at a time, in any order that you wish.

Who can cast?

Casters can attempt to cast one spell or prayer per turn instead of shooting a missile weapon.

Casters can target 360° around themselves,

- Casters cannot attempt to cast a spell or prayer if they have run or attempted to charge during any part of their movement.
- Casters who are fleeing cannot attempt to cast a spell or prayer.

Choosing a Target

Casters follow all rules for shooting when choosing a target with a few exceptions:

- Casters may target warriors engaged in combat.

Testing to Cast Spells / Prayers

To attempt to cast a spell or prayer, Casters select one of the spells or prayers that they have memorised and declare how many of their power dice they are expending in the attempt

If the combined value of the roll is greater than the difficulty of the spell or prayer then it is successfully cast.

- Regardless of success or failure, casters remove the power dice expended from their power dice pool.
- Casters may only draw from their own power dice pool for any casting attempt.
- Casters who have access to equipment which provides a bonus to their attempt must declare that they are using it before they roll.

Augmented Spells

Some spells have the option to be augmented. When attempting to cast these spells, test against their second, higher difficulty value.

- You must declare which version is being attempted before rolling.

Successful Casts

Spells or Prayers that are successfully cast may have a chance to cause wounds. Where required, test for wounding as normal.

Casting While in Close Combat

Casters may cast while engaged in combat but may only target warriors who are within 1" of them.

Casters who cast a spell while in combat suffer a -1 Initiative penalty for the determining strike order in combat for that turn.

Spells / Prayers with 'Remains in Play'

Spells or prayers with the "remains in play" rule are immediately dispelled if the caster goes out of action, or if the caster attempts to cast the same spell or prayer again.

Spells and Armour

Wizards cannot cast spells if they are wearing armour or carrying a shield.

Priests can cast prayers even if they are wearing armour and/or carrying a shield.

Miscast Spells

If two or more 1s are rolled when attempting to cast a spell, the spell fails and the Wizard must roll on the Magical Miscast chart (See Book 1, Miscasts and Misfires).

Prayers cannot miscast.

Prayers are not Spells and Vice Versa

Rules that affect spells do not affect prayers and vice versa.

- Example: Warriors that have a 4+ save vs. spells cannot use this save against prayers.

Universal Special Rules

Psychology

Cause Fear

At the start of all close combat rounds, warriors that are in close combat with enemies that cause fear must take a Leadership Test: If failed, they suffer -3 Initiative to strike order, and -1 to hit, vs. all enemies this round.

- Warriors only have to test for fear once per round, even if they are fighting multiple enemies that cause fear.
- Warriors that have Cause Fear are Immune to Fear themselves.

Fast Flee

Warriors flee 3D6" rather than the usual distance.

Fear (enemy type)

Warriors with fear treat enemies that they are afraid of as having Cause Fear.

The enemy that they fear is detailed in the entry name

Hatred (enemy type)

Warriors with Hatred have +1 to hit enemies that they hate in all rounds of close combat.

The enemy that they hate is detailed in the entry name.

Immune to Panic

Warriors with Immune to Panic automatically pass any tests for Panic due to being reduced to their last wound (See Book 1, Wounding).

Immune to Fear

Warriors with Immune to Fear automatically pass any tests for Cause Fear.

Leader

Warriors with Leader may give their leadership value to any friendly warriors within 6" who are required to take a test for Cause Fear, Panic, or to rally.

- They may not do this if the warrior with leader is out of line of sight, stunned or fleeing.

No Retreat

May not leave close combat voluntarily.

Stubborn

Warriors who have stubborn may re-roll failed Leadership Tests.

Stupidity (ally race)

Warriors that are not within 6" of a valid allied warrior, at the start of each of their power phases, must take a Leadership Test or suffer from Stupidity:

- Warriors suffering from stupidity may do nothing for the rest of the turn except strike back in close combat.

Valid allied warriors are those that match the race detailed in their entry, are in line of sight, and are not hiding, stunned or fleeing.

Equipment & Abilities

Armour Piercing (x)

Attacks with Armour Piercing impose an additional penalty to armour saves.

- This is in addition to any strength-based armour save penalties (See Book 1, Armour).

The amount of penalty is detailed in their entry.

Blackpowder Weapon

If a 1 is rolled when attempting to hit with a Blackpowder Weapon, the weapon has misfired and the shooter must roll on the Blackpowder Weapon Misfire chart (See Book 1, Miscasts and Misfires).

- When firing two or more, the shots are resolved independently and simultaneously.
- Blackpowder weapons cannot be poisonous.
- Some Blackpowder weapons or skills prevent misfires from occurring.

Cannot Hide

Warriors with cannot hide may never attempt to hide.

- They may still be deemed to be hidden due to other reasons however.

Cannot Capture Objectives

Warriors with this rule are not counted when deciding if an objective is captured as part of a scenario and cannot pick up any objective items.

Cannot Use Weapons or Equipment

Warriors may not use any weapons, armour or equipment.

Concussion (x)

Warriors who lose a wound to a concussion hit, and have their wounds brought down to equal or lower than the concussion value of the hit, must immediately test to avoid being stunned.

Roll a D6:

- (1–3) Target avoids being stunned.
- (4–6) Target is stunned

Warriors who lose a wound to a Concussion (Heavy) hit are immediately stunned.

Exposure:

Enemy close combat attacks have +1 to hit wielder, except the turn the wielder charges.

Flammable

Warriors who are Flammable lose 2 wounds instead of 1 when wounded by an attack which is flaming.

Flaming

Flaming hits ignore regeneration saves.

Heirloom

Heirloom items may not be swapped or sold, but may be robbed and discarded as normal.

Immune to Concussion

Warriors ignore concussion.

Immune to Poison

Poisonous attacks are treated as normal attacks instead.

Large Target

Large Targets grant a +1 to hit on any shots fired at them.

Lethal

Critical hits roll twice on the critical hit table and choose the highest result.

Multiple Shots (x)

Weapons with multiple shots may fire more than 1 shot per turn, as indicated in their entry.

Warriors firing multiple shots must target the same enemy with all of their shots and suffer a –1 to hit penalty.

Never Misfires

Weapon ignores rules for misfiring

No Penalties for Fighting Unarmed

Warrior ignores all penalties for fighting unarmed.

No Promotion

Warrior never gains experience.

Paired Weapons

Paired Weapons are a set of two-identical one-handed close combat weapons. They must be used as a pair and cannot

be bought, traded or sold individually. If poisoned, they use two lots of poison.

Using the paired weapons counts as fighting with two close combat weapons as normal.

Poisonous

Attacks which are Poisonous may re-roll results of 1 when testing to wound.

- If an attack is both flaming and poisonous, poison has no effect.
- Blackpowder weapons cannot be poisonous.

Scaly Skin (x+)

Warriors with Scaly Skin have a natural armour save.

If combined with other armour, the protection stacks resulting in a new single armour save value.

Slow Swing

Wielder is not eligible to perform any Free Hacks with this weapon.

Stand and Shoot

Warriors who are not in close combat and who are successfully charged may make a special shooting attack at the charging enemy.

- If successfully charged by multiple enemies, they chose who to target but must target all shots at a single enemy.
- Shots from 'Stand and Shoot' are resolved before any close combat blows are struck.
- Shots from 'Stand and Shoot' have an additional –1 to hit and are resolved using Ballistic skill.

Once shots are resolved, combat will proceed as normal.

- Warriors cannot make further stand and shoot attacks until they are free from combat and are charged again.

Regeneration (x+)

Warriors with regeneration have a special saving throw that they may use after any normal armour saves.

If combined with other regeneration saves, the protection stacks resulting in a new single regeneration save value.

- Regeneration saves suffer no penalties from the strength of the attack or armour piecing.

- Regeneration cannot be increased beyond 4+ due to stacking.

- Warriors with both Regeneration and a Ward Save must choose which one to use.

Ward Save (x+)

Warriors with a ward save have a special saving throw that they may use after any normal armour saves.

If combined with other ward saves, the protection stacks resulting in a new single ward save value.

- Ward saves suffer no penalties from the strength of the attack or armour piecing.
- Ward saves cannot be increased beyond 4+ due to stacking.
- Warriors with both Regeneration and a Ward Save must choose which one to use.

Magic Items

Magic Items

The list of all Magic Items can be found in Book 3 (See Book 3, Magic Items).

Gaining Magic Items

Magic items cannot be bought. Warbands will acquire them through exploration, scenarios, or by trading with other warbands.

Finding Magic Items

Magic items may be found when working out the results of finding double, triples, etc, from unique locations found during the exploration phase. (See Book 4, Unique Locations).

Which Item is Found?

When a magic item is acquired, it is always randomly generated from the magic items chart. The new owner cannot decide what type of magic item it will be. Once a new item is found, roll D66 to determine which Magic Item it is.

- To roll D66, roll 2D6 where one dice designates 'tens' and the other designates 'ones'.

Magic Items are Unique

All magic items are unique. This means that if one warband already owns a given magic item, no other warband can acquire it through rolling on the Magic Item Chart.

- If you roll an existing magic item, re-roll the dice until a unique Magic Item is found.
- If a magic item was present in the campaign, but disappeared (e.g. because the hero that was carrying it died) that item can be found again if its number is rolled on the magic item chart.

Selling Magic Items

Magic items can be sold for 10gc per item.

Magic Item Types

Where magic items belong to a given class of weapon or armour, that magic item will gain all of the usual properties of the type of weapon or armour to which it belongs.

- Example: A magic club will have all the properties of a normal club in addition to its magical effects.

Magical Shields

Where a magical Shield gives increased armour saves or ward saves, the shield grants the bonus in the same way that a normal shield does.

Magic Items and Skills

Magic items and skills can be used in conjunction.

- Example: Warriors with skills that affect great weapons also gain the skill bonus on magical great weapons.

Magic Items and other Items

Magic items cannot be boosted or used in conjunction with other items and equipment.

- Example: Warriors with magical Bows cannot boost it with Hunting Arrows

Magic Items and Poison

Magic items may be poisoned by skills, rules, or Special Equipment that the wielder has as normal.

Critical Hits

Overview & Rules

What Attacks can be Critical?

Unless specifically ruled out, all attacks are able to cause a critical hit.

Resolving Critical Hits

When a critical hit is scored, determine the weapon type causing the hit and roll a D6, referring to the lists below:

Critical Hits List

Missile Weapons

Bows, crossbows, blackpowder weapons, throwing knives, etc.

- (1–2) Cripple Shot: The shot strikes an exposed knee or calf. The target may not move in their next movement phase. Roll to wound as normal.
- (3–4) Ricochet: If there are any other models within 6", the closest enemy model is also hit. Resolve both hits as normal.
- (5–6) Master Shot: The missile hits an eye or some other vulnerable part. The target suffers 2 wounds instead of 1, wounding automatically, and has an additional Armour Piercing (1).

Bludgeoning Weapons

Clubs, maces, hammers, flails, double-handed hammers, etc.

- (1–2) Hammered: The target is knocked off balance and may not fight this turn if they haven't already fought.
- (3–4) Wild Sweep: The target's weapon is knocked from their hand for the rest of this combat. If they are carrying two weapons, roll to see which one they lose. Roll to wound as normal.
- (5–6) Bludgeoned: The target is automatically Stunned. If the weapon has Concussion (Heavy) the attack wounds automatically, otherwise roll to wound as normal.

Bladed Weapons

Swords, axes, double-handed swords, etc.

- (1–2) Biting Wound: The attack hits square on and cuts deep into the target's flesh. The attack has +1 strength.
- (3–4) Bladestorm: The warrior unleashes a virtual hail of blows. The target may not fight this turn if they haven't already fought. The attack has an additional Armour Piercing (1).
- (5–6) Sliced! The attack hits an exposed spot and slices a long bleeding wound. The attack causes 2 wounds instead of 1. The attack ignores Regeneration saves. If the target is reduced to 0 wounds they are automatically taken out of action.

Miscasts and Misfires

Unarmed Combat

Warhounds, warhorses, Zombies, Possessed, animals, etc.

- (1–2) Body Blow. The attack causes the target to stagger, allowing the attacker to make an additional special attack. Immediately roll to hit and to wound for this additional attack.
- (3–4) Crushing Blow. The blow lands with tremendous force. The attack has +1 Strength.
- (5–6) Tearing Attack. The attacker launches a ferocious attack, Tearing away flesh, clothing and armour. The attack causes 2 wounds instead of 1. If the target loses a wound they have whatever armour they are wearing rendered useless for the rest of the battle. Regeneration and ward saves are unaffected

Thrusting Weapons

Spears, halberds, lances, etc.

- (1–2) Stab. With a quick strike, the attacker penetrates the target's defences. The attack has an additional Armour Piercing (2).
- (3–4) Thrust. The thrust lands with great force. The attack has +1 Strength and an additional Concussion (1).
- (5–6) Kebab! The thrust knocks the target back with titanic force, ripping apart armour and puncturing flesh. The attack causes 2 wounds instead of 1. In addition, the target is knocked back 4" and the attacker follows, staying in base contact. Any other models involved in the combat are separated so that only the original two are in combat with each other. If the target collides with another warrior, that warrior is hit with a Strength 3 hit and moved out of the way so that they are not in combat also.

Magical Miscast

When a spell is miscast, roll a D6:

- (1) Shattering Pulse: Wizard, and everyone within 1" of Wizard (friend or foe), take 1 Strength 4 hit with armour saves as normal.
- (2) Daemoniac Apparition: Wizard must immediately take a Leadership Test. If they fail, they not only flee, but also cannot cast their signature spell for the rest of the battle. No effect on Wizards with Immune to Panic.
- (3) Memory Lapse: Wizard cannot cast the spell they were attempting to cast for the rest of the battle.
- (4) Backlash: One random enemy Wizard (not Priest) gains D3 Power Dice.
- (5) Fizzle: All active 'remains in play' spells cast by this Wizard are immediately dispelled.
- (6) Stumbles upon Power Word: Wizard gains D3 Power Dice and may immediately attempt to cast a new spell.

Blackpowder Weapon Misfire

When a blackpowder weapon misfires, roll a D6:

- (1) Backfire: Weapon cannot fire until the end of your next turn and wielder takes 1 Strength 4 hit.
- (2) Phut: Weapon cannot fire until the end of your next turn and suffers –1 Strength for the rest of the battle. Multiple 'Phuts' stack, down to a minimum of Strength 1.
- (3–4) Jammed: Weapon cannot fire until the end of your next turn.
- (5) Click-click: Weapon fails to fire, but there is no additional effect.
- (6) Ka-boom!: Shot hits its intended target with an additional +1 Strength.

Random Events

Overview & Rules

Testing for Random Events

At the start of each player's turn, that player rolls a D6. If the result is 6, a Random Event takes place.

- If the player's warband is currently holding more Wyrdstone Shards or objective items on the board than their opponent, the chance of an event taking place is higher; add the difference to the roll.
- Each scenario will list what items are objective items and their effect on random events.

Resolving Random Events

If a random event occurs, The player must then roll D66 on the Random Event List and see what happens.

Events Affect Active Player

Unless otherwise noted, the effects of Random Events always refer to the player whose turn it is.

- Unless otherwise stated, events only effect warriors who are not stunned or fleeing.
- If there are no eligible warriors for a given event then the event has no effect.

Events are Optional.

Random Events are hazardous to your warriors and their effects introduce more randomness to the game as well as acting as a balancing force against the leading player. Random Events should only be used in a campaign where all players agree to use them.

Random Events List

(11) Hounded Man

A screaming man, naked and bloody, appears running for his life. Behind him are two demonic hounds braying for his flesh. Whenever he stumbles they fall upon him with sharp teeth and claws. After a time foul energies cause him to rise and he continues his plight harried by the hounds once more.

The opposing player places three tokens representing the man and the hounds. They may be placed on any edge of the board but not be within 12" of any warrior.

The man and the hounds will move 2D6 in a group, each player's movement phase, to exist directly on the opposite side of the board.

They will always take the shortest distance and may not climb, jump, etc.

They cannot be attacked or harmed in any way but will block line of sight and movement as if they were an enemy warrior (i.e they may provide cover when shooting past and cannot be moved to within 1" of).

(12-13) Rat Swarm

A swarm of rats suddenly emerge from a sewer or drainage pipe and race down the street.

One random warrior in the encountering player's warband that is on ground level takes D3 automatic Strength 1 hits with armour saves as normal.

(14) High Winds

Swooping winds suddenly start roaring among the rooftops.

All Initiative Tests, that have to be taken by any warrior, have an extra -1 modifier to that warrior's Initiative this turn, and all shooting is at -1 to hit this turn. Additionally, all models (friend or foe) that are a full 2" or more above ground level must take 1 Initiative Test; if failed, they suffer 1 automatic Strength 2 hit with armour saves as normal.

(15) The Dammed

Many survivors of the impact cling desperately to life inside the city in same way.

A group of desperate, delirious, survivors emerges from a hiding place and seek salvation from a nearby warrior. They cling to straps and clothing in tangled misery as they loudly beseech aid, hindering movement greatly.

One random warrior in the encountering player's warband can no longer run, charge, or climb, but may jump down as normal.

They may remove the effect by doing any of the following:

- Spend a full movement phase stationary as they fend off the dammed.
- Jump down greater than 2".
- Be stunned or forced to flee.

(16) Earthquake

The ground suddenly quakes and rumbles.

All movement, running, and charging distances are halved (rounding up), all Initiative Tests, that have to be taken by any warrior, have an extra -2 modifier to that warriors' Initiative. Furthermore, all shooting is at -1 to hit this turn.

- All effects from this event are removed at the end of this turn.

(21) The Dead Are Restless

The Full moon of Morrslieb emerges from behind the city's skyline, weakening the barriers between the living and the dead.

The next warrior in the encountering player's warband who is taken out of action is replaced with a zombie on 1 wound. (See Book 2, Undead)

The zombie becomes active at the start of the encountering player's next turn and will always attempt to move as normal towards the nearest member of their warband and engage them in combat.

The zombie acts on their own and may not benefit from any necromancy or passive abilities of other warbands.

(22) Man-Eating Tree

A Chaos-infested carnivorous tree sprouts from the ground.

One random warrior in the encountering player's warband that is on ground level is attacked by a Tree. The opposing player places the tree on ground level and in combat with the affected warrior. The Tree counts as charging this turn. Warriors can gain Experience for taking the Man-eating Tree out of action.

Man-Eating Tree

Race: Daemon

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

Special Rules

Causes Fear

Immune to Panic

Flammable

(23-24) Collapsing Building

One of the burned-out buildings finally gives in.

One random warrior in the encountering player's warband that is a full 2" or more above ground level must pass three Initiative Tests: If they fail any one of them, they fall to the nearest possible point on ground level below their original position, taking falling damage as normal.

(25) Restless Spirit

Countless unfortunates have suffered agonising deaths in since the comet crashed into the city. Not all of these individuals can easily accept their fate and they refuse to rest; drifting listlessly through the city, attempting to finish some important task, or to seek revenge on those who did them harm.

The encountering player places a token representing the restless spirit anywhere on the board that is within 12" of one of their warband members.

Any warrior who is within 8" of the spirit at the start of their movement phase must make a Leadership Test or flee.

- No effect vs. warriors with Immune to Fear or Immune to Panic

The spirit moves 4" in a random direction, moving through walls, obstacles or warband members as if they were not there. It will not charge and cannot be harmed in any way.

(26-31) Flies and Locusts

A warrior is suddenly beset by a cloud of flies and locusts.

One random warrior in the encountering player's warband must halve his movement, running, and charging distances (rounding up) and suffers -2 to all to hit rolls (both shooting and close combat) this turn.

(32-33) Sinkhole

A warrior is swallowed up by the ground.

One random warrior in the encountering player's warband that is on ground level must take 1 Initiative Test: If failed, they take 1 automatic Strength 5 hit with armour saves as normal.

(34-35) Burning Building

A gust of wind buffets a cache of smouldering coals, deep within a ruined building, sparking a fire that quickly become a raging inferno.

One random building which is occupied by a warrior from the encountering player catches on fire.

Warriors for any warband who are still in the building at the beginning on the encountering player's next movement phase are taken out of action.

Afterwards the building is treated as impassible terrain and may not be climbed, etc.

(36) Silence

The warriors are suddenly unable to speak.

No warriors, neither friend nor foe, can use the Leader special rule or cast spells/ prayers this turn.

(41-42) Dense Fog

A thick, unnatural fog descends on the city. Roll 2D6 and mark down the sum in inches:

No warriors can charge, shoot, or cast spells if the range to their target exceeds the distance rolled on the 2D6. Lasts until the beginning of your next turn.

(43) Fountain of Blood

The city itself seems to react in anger as even more blood is shed on its streets. Torrents of blood pour from the ground in revenge against those who have called it into being by their bloodthirsty actions.

For the next turn whenever a warrior in the encountering player's warband takes a warrior out of action, they must immediately take a Strength Test or be stunned.

The event lasts until the start of the encountering player's next turn.

(44) Screaming Walls

Daemonic faces appear in the walls, screaming and twisting and intermingling with the lost souls of the people who were killed by the comet.

One random warrior in the encountering player's warband must take a Leadership Test or flee.

- No effect vs. warriors with Immune to Fear or Immune to Panic.

(45-46) Suffocating Heat

A sudden heat wave arises and smothers the warriors.

All warriors (friend or foe) suffer -1 to their Movement characteristic and -2 to their Initiative characteristic this turn. Undead and Daemons are not affected.

(51) The Pull

The Wyrdstone Shards do not behave as one would expect. They slip out of fingers, and tumble down passages. Warriors who seek to retrieve them always find themselves heading deeper into the city, being drawn towards it's dark centre.

The encountering player chooses one of their warriors who is carrying at least one Wyrdstone Shard.

That warrior drops one Wyrdstone Shard, placing it 4" away in a direct line towards the opponent's board edge.

The Wyrdstone Shard must be placed on ground level. If this is not possible, another warrior must be chosen. If no warriors are eligible the event has no effect.

(52) Cursed Survivor

An unknown warrior emerges from the shadows. Covered in blood, but without any wounds of their own, they are the sole survivor of their warband wiped out due to freakish bad luck. They cackle with mad laughter and point a bloody finger menacingly towards the nearest warrior, before disappearing without a trace.

One random warrior in the encountering player's warband must re-roll all passed climbing and jumping tests until the end of their next movement phase.

(53) The Dammed City

The city of Mordheim is a maze where buildings seem to move.

The opposing player may swap any two buildings which are of a similar size and do not contain any warriors, Wyrdstone Shards, or other tokens.

- Maintain the position of any linked bridges as best as possible.

(54) Flooding

The sewers suddenly run over and flood the streets in an ankle-high layer of sewage.

All warriors on ground level that wish to move this turn must roll a D6: On 2–6 they move as normal but on a natural 1 they fall over, cannot move, and take 1 poisonous Strength 2 hit.

(55-56) Power Surge

The winds of magic twist and swirl in the skies above Mordheim.

Whenever a wizard (not priest) from either warband attempts to cast a spell, using at least 1 Power Dice, an extra +D3 Power Dice are added to that roll (roll separately for each spellcasting roll). Lasts until the beginning of your next turn.

(61-62) Deep Rumble

The ground shakes mildly and a deep rumble startles the animals in the area.

All Animals (friend or foe) must take a Leadership Test or flee. No effect vs. animals with Immune to Fear or Immune to Panic.

(63-64) Chaos Gate

A warp gate appears and a whole building (or similar feature) is sucked into the realm of Chaos.

You nominate a piece of terrain and your opponent nominates a piece of terrain. Then roll a D6 to see what piece is affected:

- (1–2) Your piece
- (3–4) Opponent's piece
- (5–6) Nothing happens

The affected piece of terrain is removed from the board. All models standing on or inside, that were elevated a full 2" or more above ground level, fall to the ground, testing for falling as normal.

- No effect vs. warriors that were already on ground level.

(65-66) Wheel of Fortune

A maelstrom of magical energy forms in the sky, hissing and crackling out magical energies.

All of the following happens:

- All currently active spells (not prayers) with 'remains in play' are dispelled.
- All wizards (not priest) currently deployed lose all accumulated power dice. Then each wizard currently deployed gains D6 power dice. (Roll separately for each wizard.)
- All wizards currently deployed must re-roll on their spell chart to see what spells they know this battle (e.g. if a wizard knows two spells, they forget them both and rolls for two new spells).

Terrain Actions

Todo. Ignore for now

Overview & Rules

What are Terrain Actions?

Terrain Actions are a special interaction that warriors can perform on identifiable terrain elements as part of their turn.

There are various types of terrain actions available, depending on the warrior and the terrain.

Declaring a Terrain Action

Declare any eligible warriors who are performing a terrain action, the type of action they are performing and the terrain they are interacting with.

You must declare all terrain actions to be taken before working through any.

Work through each case, one at a time, in any order that you wish.

Who can perform a Terrain Action?

Eligible warriors may perform a terrain action instead of shooting.

Only Heroes can perform terrain actions.

Warriors can only perform an action if they:

- Are in base to base contact with the terrain they wish to interact with
- Have remained stationary or moved normally that turn.

Warriors may not perform an action if they:

- Are hidden, stunned, fleeing or in close combat.
- Have performed any running, charging, jumping or climbing.

What terrain is eligible

Terrain which has identifiable elements, such as bookcases or chests can be flagged as eligible items to perform a terrain Action on. These should be discussed and agreed on before the start of the game.

Resolving Terrain Actions

When a terrain action is declared, consult the terrain list and resolve as required.

Each terrain item can only have one terrain action performed on it per game.

Terrain Actions List

Note: need to make the risk real and the reward interesting but not overpowering. Perhaps also some way of randomising the type of item in terrain.

Generic

Note: a catch all to use until a full list is created. temporary but might retain it if it's useful.

Search (all): Search through the item and see if there is anything of value. Roll 2D6:

- (2) Plague rat bite. Suffer a strength 4 hit with no armour or ward saves allowed.
- (3) Horror in the box. Leadership Test or flee
- (4–6) Nothing of value
- (7) Coin for the dead. 1gc
- (8–10) Nothing of value
- (11) Small cache worth 1D6gc
- (12) Wyrystone Fragment worth 2D6gc

Fountain

Search (All): Dip your hands into the pool and attempt to find something of value, roll a D6:

- (1) Severed Hand. A cold but iron grip clamps around your hand
- (2) Skull.
- (3) Nothing. Just a handful of slime
- (4)
- (5)
- (6) Small Find. D6 gc

Use (All): Drink from the fountain, roll a D6:

- (1) Foul Liquid. Immediately stunned
- (2–4) No effect.
- (5) Quench thirst. Remove any initiative penalties
- (6) Replenish. The warrior counts as having been wounded one less time than it has when determining if stunned or out of action next roll.

Corrupted Fountain**Well****Dry Well****Poisoned Well****Regular Bookshelf****Church Bookshelf**

Search (All Others):

Search (Wizard):

Arcane Bookshelf**Cultist Bookshelf****Small Chest**

Search (all): Pry open the chest and see what it contains, roll a D6:

Large Chest**Ornate Chest****Cultist Chest****Church Alter****Chaos Alter****Summoning Circle****Blacksmith Weapon Rack****Blacksmith Furnace****Execution Square****Grave****Corpse****Corpse Pile****Trapdoor****Basement**

Note: Chapter Picture

Book 2:

Warbands & Hired Swords

Creating a Warband

Recruiting Warriors

Warband Specifications

- Starting Gold: 350 Gold Coins (gc)
 - 200gc for warriors
 - 150gc for equipment
- Max Warband Members: 15
- Max Number of Heroes: 6

Warband Composition

A warband consists of a combination of heroes and henchmen.

Each warband must have at least one hero.

A warband may not be formed so that there are more heroes than henchmen.

If a hero has the leader special rule they will be default be the leader of the warband. Otherwise the player can designate which hero is the leader.

Each warband list will detail how many of each unit type you can have at any one time.

Hired Swords

Hired swords may not be part of a starting warband.

Heroes and Additional Skill Lists

Some heroes have options to buy access to extra skill lists when they are hired. In such cases, this access can only be purchased when they are hired. It is not possible to upgrade their skill lists later on.

No Level Ups from Starting Experience

Some warriors have starting experience. Mark this down but do not roll for any advances that this might indicate. Their starting experience and unit characteristics represents their experience and abilities that they acquired before joining the warband.

Left Over Gold Coins

Any left over gold coins from starting a warband are stored in your warband's stash.

Expanding your warband

After the first battle your warband will likely have gained income, experience and injuries. From this you may wish to expand or adjust your warband. Rules for this and all post-game stages can be found in Book 4 (See Book 4, Post-game Sequence).

Promoted Henchmen

Henchmen that are promoted to heroes retain their type and effect the maximum number of warriors of that type that you can have in your warband.

- E.g. if your warband says 0–6 Marksmen under henchmen and a Marksman is promoted to a hero, that Marksman still counts towards the Marksman limit.

Henchmen that become heroes also take up one of the warband's 6 hero slots.

Arming Warriors

Weapon Proficiencies

Warriors are proficient with the weapons and armour specified on their equipment proficiencies lists.

They may only use items from these lists unless they expand their proficiencies via skills or advances.

Number of Weapons and Armour

Warriors can carry any number of weapons, but can only carry a single Shield and a single suit of armour.

Special Equipment

Only heroes can use Special Equipment unless an entry says 'May be given to henchmen.' Warriors can carry any number of Special Equipment, but can only carry one instance of each type of Special Equipment at a time.

- Animals and monsters never use Special Equipment.

Hand Weapons and Great Weapons

Clubs, Axes, and Swords are considered Hand Weapons. Great Clubs, Great Axes, and Great Swords are considered Great Weapons.

Common vs Warband-Specific Equipment

All items and special equipment which appears in the common lists are available to all Warbands even if there is no-one who can use them.

Items and special equipment which appears on a specific warband entry can only be bought by that warband.

Mercenaries

Special Rules

Home Provinces

When creating a Mercenary warband, choose Reikland, Middenheim, Marienburg, Nuln or Stirland as your home province. This choice affects the special items, skills and prayers available to your warband.

Prayer Lore

The prayer lore of Warrior Priests in the warband is determined by the warband's home province as follows:

- Reikland: Prayers of Sigmar.
- Middenheim: Prayers of Ulric.
- Marienburg: Prayers of Manaen.
- Nuln: Prayers of Myrmidia.
- Stirland: Prayers of Taal.

Regional Champion

Warriors with this rule start with one free skill from the Combat or Home Province list when hired. Choose separately for each warrior.

Provinces Skills

Henchmen in the warband who are promoted to heroes automatically gain access to Home Province skills in addition to their other skill list choices. (This is an exception to the rule that access to special skills counts as one of a promoted henchman's skill list choices.)

Mercenary Connections

Mercenary warbands deduct 5gc from the price of all Hired Swords employed throughout the campaign.

Special Equipment

Long Rifle 30gc
Range: 36"

Strength: 4

Armour Piercing (1)

Lethal

Move or Fire.

Handgun: Affected by anything that affects Handguns and can be used by anyone who can use normal Handguns.

Blackpowder Weapon

Full Plate Armour 30gc
Reikland Only

Heavy Armour: Affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

Armour Save: 4+

Initiative Penalty: -1

Wolf Cloak 10gc
Middenheim Only

Heavy Armour: Affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

Cloak: May be worn in combination with other armour.

Armour Save: Wearer gains a 6+ save vs. shooting attacks. (No effect vs. spells or prayers.)

Silk Hat & Plumes 10gc
Marienburg Only

Special Equipment: Wearer cannot hide, loses 'Stealth' if they have it, and gain an additional +1 XP each time they takes an enemy out of action.

- Silk Hat & Plumes is automatically lost whenever wearer is taken out of action.

Skills & Equipment

Grenade Launcher 20gc

Nuln Only

Range: 18"

Strength: 3

- Grenade Blast: If target hit (even if not wounded), all warriors friend or foe within 2" of target also take 1 Strength 3 hit with Concussion (1).

Concussion (1)

Handgun: Not affected by anything that affects Handguns, but can be used by anyone who can use normal Handguns.

Harpoon Gun 20gc

Stirland Only

Range: 18"

Strength: 4

Armour Piercing (1)

Lethal

Handgun: Not affected by anything that affects Handguns, but can be used by anyone who can use normal Handguns.

Skill Lists

Captain: Combat, Shooting, Academic, Strength, Speed, Home Province.

Sergeant: Combat, Shooting, Academic, Strength, Speed, Home Province.

Warrior Priest: Combat, Academic, Strength, Home Province.

Wizard: Combat (+10gc), Academic, Speed, Home Province.

Youngblood: Combat, Shooting, Academic (+5gc), Strength (+5gc), Speed, Home Province

Equipment Proficiencies

Captain, Sergeant, Youngblood, Free Company, Greatsword:

- Close Combat: Hand Weapon, Great Weapon, Spear, Halberd, Morning Star
- Shooting: Bow, Crossbow, Handgun, Pistol
- Armour: Light Armour, Heavy Armour, Shield

Warrior Priest:

- Close Combat: Hand Weapon, Great Weapon, Spear, Halberd
- Shooting: Sling, Bow, Crossbow, Handgun, Pistol
- Armour: Light Armour, Heavy Armour, Shield

Battle Wizard:

- Close Combat: Hand Weapon, Great Weapon
- Shooting: Sling
- Armour: None

Marksmen:

- Close Combat: Hand Weapon
- Shooting: Bow, Long Bow, Crossbow, Blunderbuss, Handgun
- Armour: Light Armour, Heavy Armour

Halflings:

- Close Combat: Hand Weapon
- Shooting: Sling, Short Bow, Throwing Stars / Knives
- Armour: Light Armour

Mercenaries Heroes

0-1 Captain 45gc

Starting Experience: 20

Race: Human

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

Special Rules

Leader

Regional Champion

0-2 Sergeants 30gc

Starting Experience: 12

Race: Human

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

Special Rules

Regional Champion

0-1 Warrior Priest35gc

Starting Experience: 12

Race: Human

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

Special Rules

Priest: Start with 1 prayer.

0-1 Battle Wizard 30gc

Starting Experience: 6

Race: Human

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

Special Rules

Wizard (Any of the 8 Basic Lore): Start with 1 spell.

0-3 Youngbloods15gc

Starting Experience: 0

Race: Human

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

Mercenaries Henchmen

Free Company..... 25gc

Starting Experience: 6

Race: Human

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

0-6 Marksmen..... 20gc

Starting Experience: 4

Race: Human

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

0-4 Greatswords 40gc

Starting Experience: 14

Race: Human

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

Special Rules

Stubborn

Heirloom: Heavy Armour

0-3 Halflings.....15gc

Starting Experience: 4

Race: Halfling

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

Special Rules

Skills

Stealthy: Starts with the speed skill Stealth.

0-3 Warhounds..... 30gc

Starting Experience: 0

Race: Animal

M	WS	BS	S	T	W	I	A	Ld
6	4	–	4	3	2	4	1	5

Special Rules

Cannot Climb, Cannot Hide, Cannot Capture Objectives, Cannot Use Equipment, No Penalties for Fighting Unarmed, No Promotion, Cannot use the Leader's Ld, Fast Flee

Witch Hunters

Special Rules

Break the Idols

In each post-battle sequence, a Witch Hunter warband may destroy any number of magical artefacts in its possession that have Can only be carried by wizards.

For each artefact destroyed in this manner, one hero in the warband, excluding hired swords, gains D3+1 XP.

Hooded Hunter

At the start of each of your turns any two members of your warband with this rule may swap places on the board.

- Neither warrior may be fleeing, stunned or engaged in Close Combat.
- Only one such exchange can be made per turn.
- These exchanges cannot involve warriors that are out of action or have not been deployed yet.
- Any scenario objectives or objects that either warrior is carrying will not change places; They will stay in the same position and be carried by the warrior who was moved into that position.

Expose

Warriors with this rule add +3" to the maximum distance they spot hidden enemies. Stacks with other modifiers, such as from Lanterns.

Devastating Charge

Warriors with this rule gain +1 Attack the turn they charge.

Special Equipment

Concealed Blade5gc Close Combat Weapon

Fatal: Attacks with this weapon ignore armour saves when striking at enemies that are down to 1 wound.

Only Club, Axe or Sword in off hand.

Tools of Judgment10gc

Special Equipment: All of warrior's close combat and shooting attacks have an additional +1 Strength vs. Wizards.

Can only be carried by warriors with Hooded Hunter.

Hangman's Shackles10gc

Special Equipment: Warrior has +1 Strength on Free Hack attacks and may re-roll Free Hack attacks that failed to wound. May be given to henchmen.

Aegis Seal10gc

Special Equipment: Wielder has a 4+ ward save vs. the effects of hostile spells. May be given to Henchmen.

Leaden Cloak.....10gc

Special Equipment: Warrior gains Hooded Hunter. Cannot be worn by Ogres.

Cloak: May be worn in combination with other armour.

Brazier10gc

Special Equipment: Warrior cannot hide and loses Stealth if they have it.

Set Alight: All of warrior's close combat attacks with Club, Great Club and Flail are flaming, and all critical hits inflicted by them with these weapons have an additional +D3 modifier to rolls on the critical hits chart.

Skills & Equipment

Skill Lists

Inquisitor: Combat, Shooting, Academic, Strength, Speed, Sigmarite.

Witch Hunter: Combat, Shooting, Academic, Speed, Sigmarite.

Priest of Sigmar: Combat, Academic, Strength, Sigmarite.

Raven Priest: Combat, Shooting (+5gc), Academic, Strength.

Informant: Combat, Shooting, Academic, Speed.

Equipment Proficiencies

Inquisitor, Witch Hunters:

- Close Combat: Hand Weapon, Great Weapon, Combat Whip, Concealed Blade.
- Shooting: Throwing Stars / Knives, Bolas, Pistol, Crossbow Pistol, Light Crossbow, Crossbow, Nets.
- Armour: Light Armour, Heavy Armour.

Priest of Sigmar:

- Close Combat: Hand Weapon, Great Weapon.
- Shooting: Sling, Pistol, Crossbow.
- Armour: Light Armour, Heavy Armour, Shield.

Raven Priest, Raven Knights:

- Close Combat: Hand Weapon, Great Weapon, Halberd, Morning Star.
- Shooting: Pistol, Bow, Crossbow.
- Armour: Light Armour, Heavy Armour, Shield.

Informants:

- Close Combat: Hand Weapon.
- Shooting: Sling, Short Bow, Pistol, Throwing Stars / Knives, Crossbow Pistol.
- Armour: Light Armour.

Zealots:

- Close Combat: Hand Weapon, Great Weapon, Spear.
- Shooting: Sling, Bow, Nets.
- Armour: Light Armour, Shield.

Flagellants:

- Close Combat: Great Weapon, Flail.
- Shooting: Sling.
- Armour: None.

Halflings:

- Close Combat: Hand Weapon.
- Shooting: Sling, Short Bow, Throwing Stars / Knives.
- Armour: Light Armour.

Witch Hunters Heroes

0-1 Inquisitor 40gc

Starting Experience: 18

Race: Human

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

Special Rules

Leader

Hooded Hunter

Hatred (Wizards)

0-2 Witch Hunters 25gc

Starting Experience: 6

Race: Human

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

Special Rules

Hooded Hunter

Hatred (Wizards)

0-1 Priest of Sigmar35gc

Starting Experience: 12

Race: Human

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

Special Rules

Priest (Prayers of Sigmar): Start with 1 prayer.

0-1 Raven Priest..... 45gc

Starting Experience: 18

Race: Human

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

Special Rules

Immune to Fear

Priest (Prayers of Morr): Start with 1 prayer.

0-3 Informants 20gc

Starting Experience: 4

Race: Human

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

Special Rules

Hooded Hunters

Stealthy: Starts with the speed skill Stealth.

Expose

Witch Hunters Henchmen

Zealots 20gc

Starting Experience: 4

Race: Human

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

Special Rules

Hatred (Wizards)

0-3 Halflings.....15gc

Starting Experience: 4

Race: Halfling

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

Special Rules

Stealthy: Starts with the speed skill Stealth.

0-5 Flagellants 30gc

Starting Experience: 6

Race: Human

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

Special Rules

Immune to Fear

Immune to Panic

Devastating Charge

No Retreat

0-5 Warhounds..... 30gc

Starting Experience: 0

Race: Animal

M	WS	BS	S	T	W	I	A	Ld
6	4	–	4	3	2	4	1	5

Special Rules

Cannot Climb, Cannot Hide, Cannot Capture Objectives, Cannot Use Equipment, No Penalties for Fighting Unarmed, No Promotion, Cannot use the Leader's Ld, Fast Flee

0-2 Raven Knights..... 40gc

Starting Experience: 14

Race: Human

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

Special Rules

Heirloom: Heavy Armour

Immune to Fear

Sisters of Sigmar

Special Rules

Sigmarite Vows

Warriors with this rule may not use Axes, Swords, Great Axes, or Great Swords unless a training skill allows them to do so. Does not apply to Augurs.

Sigmar's Favoured

Warriors with this rule start with one free skill from the Sigmarite list when hired.

Exalted Vision

Warriors with this rule start with two free skills from the Augur list when hired.

Initiate's Vision

Warriors with this rule start with one free skill from the Augur list when hired. Choose separately for each warrior.

Warrior Wizard

Warrior may wear armour and cast spells.

Sigmarite and Augur Skills Eligibility

When Henchmen are promoted to Heroes:

- Those without Sigmarite Vows cannot choose Sigmarite skills as their gained skill list.
- Those with Sigmarite Vows cannot choose Augur skills as their gained skill list.

Inner Sight

Warrior treats all results of Eye Injury on the campaign injuries chart as Full Recovery instead.

Righteous Fury

Warriors with this rule Hate all enemies in the first round of each close combat.

Special Equipment

Sisterhood Hammer10gc

Close Combat Weapon: Hammer: Is affected by anything that affects Hammers and can be used by anyone who can use normal Hammers.

Strength Bonus: +1 S in all rounds of close combat.

Concussion (1)

Two-handed.

Steel Whip10gc

Close Combat Weapon: Combat Whip: Is affected by anything that affects Combat Whips, but is a separate proficiency from normal Combat Whips.

Whipcrack: At the start of each close combat phase where wielder is using this weapon, one enemy of your choice that is within 1" of this warrior suffers -2 Initiative to strike order that turn. Not active while wielder is fleeing.

Only Club, Axe, Sword or Shield in off hand.

Auspice Dagger10gc

Special Equipment: Warrior becomes a Priest who knows one random Prayer of Morr each battle. Warrior does not know the Signature Prayer of Morr because of this ability, and owning this equipment does not allow warrior to choose more Prayers of Morr when gaining a new skill.

Can only be carried by warriors whose type is Augur Seer.

Aegis Seal10gc

Special Equipment: Wielder has a 4+ ward save vs. the effects of hostile spells. May be given to Henchmen.

Sacred Ointment5gc

Special Equipment: Drug: Warrior may ignore the effects of up to two campaign injuries this battle. One use only.

Skills & Equipment

Skill Lists

Sigmarite Matriarch: Combat, Academic, Strength, Speed, Sigmarite.

Sister Superior: Combat, Academic, Strength, Speed, Sigmarite.

Sister Librarian: Combat (+10gc), Academic, Speed, Sigmarite (+10gc).

Augur Seer: Academic, Speed, Augur.

Sisterhood Novice: Combat, Shooting (+10gc), Academic, Strength (+10gc), Speed, Sigmarite.

Equipment Proficiencies

Sigmarite Matriarch, Sister Superior:

- Close Combat: Hammer, Great Hammer, Combat, Whip, Steel Whip, Morning Star, Flail.
- Shooting: Sling, Bolas, Handgun.
- Armour: Light Armour, Heavy Armour, Shield.

Sister Librarian:

- Close Combat: Hammer, Great Hammer
- Shooting: Sling
- Armour: Light Armour, Heavy Armour

Augur Seer, Augur Initiates:

- Close Combat: Hand Weapon, Great Weapon.
- Shooting: Sling, Short Bow, Javelins.
- Armour: Light Armour.

Novices, Warriors, Devoted:

- Close Combat: Hammer, Great Hammer, Combat Whip, Morning Star, Flail.
- Shooting: Sling, Bolas, Handgun.
- Armour: Light Armour, Heavy Armour, Shield.

Gunnery Sisters:

- Close Combat: Hammer.
- Shooting: Sling, Bolas, Blunderbuss, Handgun.
- Armour: Light Armour, Heavy Armour.

Sigmar's Children:

- Close Combat: Hand Weapon.
- Shooting: Sling, Short Bow.
- Armour: None.

Sisters of Sigmar Heroines

0-1 Sigmarite Matriarch 50gc
Starting Experience: 24

Race: Human

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

Special Rules

Leader

Sigmar's Favoured

Sigmarite Vows

Priest (Prayers of Sigmar): Starts with 1 prayer.

0-2 Sister Superior..... 30gc
Starting Experience: 12

Race: Human

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

Special Rules

Sigmar's Favoured

Sigmarite Vows

0-1 Sister Librarian 30gc
Starting Experience: 6

Race: Human

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

Special Rules

Sigmarite Vows

Warrior Wizard

Wizard (Fire, Light, Heavens, or Metal): Starts with 1 spell.

0-1 Augur Seer..... 25gc
Starting Experience: 6

Race: Human

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

Special Rules

Inner Sight

Exalted Vision

0-3 Sisterhood Novices15gc
Starting Experience: 0

Race: Human

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

Special Rules

Sigmarite Vows

Sisters of Sigmar Henchwomen

Sisterhood Warriors 25gc

Starting Experience: 6

Race: Human

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

Special Rules

Sigmarite Vows

0-3 Gunnery Sisters 20gc

Starting Experience: 4

Race: Human

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

Special Rules

Sigmarite Vows

0-2 Augur Initiates 20gc

Starting Experience: 4

Race: Human

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

Special Rules

Inner Sight

Initiate's Vision

0-3 Sigmar's Children 15gc

Starting Experience: 0

Race: Human

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

Special Rules

Stealthy: Starts with the speed skill Stealth.

Adept Climber: Starts with the speed skill Ally Cat.

Runner: Starts with the speed skill Sprint.

Thieves Highway: Starts with the speed skill Rooftop Fighter.

0-4 Sister Devoted 40gc

Starting Experience: 14

Race: Human

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

Special Rules

Sigmarite Vows

Righteous Fury

Heirloom: Heavy Armour

Cult of the Possessed

Special Rules

Blasphemous Pilgrimage

Whenever a hero with this rule gains a new skill, they make a pilgrimage to the Shadowlord to receive a blessing.

Roll on the Pilgrimage to the Shadowlord table instead of picking a skill.

Spawn Mutations

Warrior may acquire Mutations from the Mutations skill list at 10gc per Mutation. Any number of Mutations may be acquired in this way when the warrior is first hired, as well as between each battle.

Mutated Monstrosity

Warriors with this rule suffer no penalties for fighting unarmed and never use weapons or armour.

- They may still use Special Equipment as normal.

Beseech the Shadowlord

Whenever a warrior with this rule takes an enemy out of action, roll a D6:

- (1–3) No additional effect.
- (4–6) Warband gains +1 Power Dice that may be used by any wizard in the warband.

Cloven Hoofs

May re-roll failed tests for jumping down.

Primal Fury

Warriors with this rule gain Hatred (all enemies) in the first round of each close combat they are in.

Murderous Rage

Warriors with this rule may re-roll their first natural 1 'to wound' in each close combat phase.

Shadowcoil

Warrior may attempt any number of spellcasting rolls in their Shooting Phase, not just one.

Fly

Warrior may fly 10" instead of moving. They may use flying moves to move into close combat with enemies, in which case they counts as charging. Warrior cannot hide at the end of a flying move.

Unruly

When deploying the warband, there can only be one warrior with this rule in each Combat Group.

Brayherd Skills

Only warriors whose race is Gor or Ungor may choose Brayherd skills as one of their skill lists when promoted to heroes.

Pilgrimage to the Shadowlord

Visiting the Shadowlord

Roll 2D6:

- (2) Displeased the Shadowlord:
Hero is killed. All weapons, armour, and equipment they were carrying is retained, but any heirlooms that they had are lost.
- (3–6) Ignored by the Shadowlord:
Nothing happens and the skill advance is forfeit.
- (7–8) Entropy or Mutation:
Roll a D6:
 - (1) The warrior suffers one roll of 'Multiple Injuries' from the Campaign Injuries chart.
 - (2–6) The warrior gains one mutation of your choice. This cannot be a Mutation that they already have and may gain this Mutation even if they do not normally have access to Mutation skills.
- (9) Magical Artefact:
The warrior gains one random Magical Artefact that becomes their personal heirloom. The artefact is always one that they are proficient with. Keep re-rolling the result on the Magic Items chart until an item that they can use is rolled.
- (10) Daemon Weapon:
The warrior gains a Daemon Weapon that becomes their personal Heirloom. The weapon has all the properties of a normal weapon of its kind, as well as a +1 Strength bonus in all rounds of close combat. Roll a D6 to see which weapon type:
 - (1) Club
 - (2) Axe
 - (3) Sword
 - (4) Great Club
 - (5) Great Axe
 - (6) Great Sword.

- (11) Chaos Armour:
The warrior becomes proficient with Chaos Armour and gains an heirloom suit of Chaos Armour that becomes their personal heirloom.
 - If warrior also has the 'Metal Skin' Mutation, that Mutation is lost.

Chaos Armour

Chaos Heavy Armour: Affected by anything that affects Heavy Armour but only warriors who are specifically proficient with Chaos Armour may use it.

Armour Save: 4+

Initiative Penalty: -1

Does not prevent Wizards from casting spells.

- (12) Possessed!
The warrior gains all of these:
 - The warrior's race becomes Daemon instead of their former race, and they now uses the maximum characteristics of Daemons when determining advances. Any characteristics values the warrior had that exceed the maximum profile of Daemons are reduced to the maximum value of Daemons.
 - Warrior gains +1 Strength, +1 Initiative, +1 Attack, and Cause Fear. These bonuses may not take them above the racial maximums of Daemons.
 - Warrior loses the Blasphemous Pilgrimage rule.
 - Warrior gains access to Combat, Strength, Speed, and Mutation skills and loses access to all other skill lists.
 - Warrior gains the 'Mutated Monstrosity' rule, but not the 'Buy Mutations' rule.

Special Equipment

Daemonscales10gc

Armour: Prevents Wizards from casting spells. May be worn in combination with Light or Heavy Armour.

Armour Save: Wearer gains 'Scaly Skin (6+)' vs. shooting attacks. (No effect vs. spells / prayers.)

Sacrificial Dagger5gc

Special Equipment: Whenever owner takes an enemy out of action with a close combat attack, they gain +1 Power Dice.

Can only be carried by Wizards.

Blight Arrows5gc

Special Equipment: All of wielder's shots with any kind of Bow are poisonous. If wielder also has other special arrows, such as Hunting Arrows, they must choose which arrows to use at the start of each Shooting phase. Last entire campaign. May be given to Henchmen.

Can only be carried by Ungors.

Shadowtangle Familiar10gc

Special Equipment: Enemy wizards within 1" of this warrior suffer -3 to their spellcasting rolls. Being within 1" of multiple Shadowtangle Familiars does not stack.

Chaos Icon10gc

Special Equipment: Wielder cannot hide and loses 'Stealth' if they have it.

Darkpool Vortex: Wizards in the warband who are within 12" of wielder add +1 to all their spellcasting rolls when casting spells from the Lore of Shadow or Chaos Rituals.

- Does not require line of sight.
- Does not affect wielder if they are a Wizard.
- Is not active while wielder of Chaos Icon is fleeing.
- Being 12" of multiple Chaos Icons does not stack.

Skills & Equipment

Skill Lists

Coven Master: Combat, Academic, Speed, Mutations (+5gc).

Possessed: Combat, Strength, Speed, Mutations.

Magister: Combat (+10gc), Academic, Speed, Mutations (+10gc).

Ungor Shaman: Combat (+10gc), Academic, Speed, Brayherd.

Initiate: Combat, Shooting (+10gc), Academic (+5gc), Strength (+10gc), Speed, Mutations.

Equipment Proficiencies

Coven Master, Ungor Shaman, Magister:

- Close Combat: Hand Weapon, Great Weapon.
- Shooting: Sling.
- Armour: None

Initiates, Cultists:

- Close Combat: Hand Weapon, Great Weapon, Spear.
- Shooting: Sling, Bow.
- Armour: Light Armour, Shield.

Darksouls:

- Close Combat: Great Weapon, Flail.
- Shooting: Sling, Throwing Axes.
- Armour: Light Armour, Heavy Armour, Daemonscales.

Ungors:

- Close Combat: Hand Weapon, Great Weapon, Spear.
- Shooting: Sling, Short Bow, Javelins.
- Armour: Light Armour, Shield.

Gors

- Close Combat: Hand Weapon, Great Weapon, Morning Star.
- Shooting: Sling, Throwing Axes, Javelins.
- Armour: Light Armour, Shield.

Possessed Heroes

0-1 Coven Master..... 45gc

Starting Experience: 18

Race: Human

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

Special Rules

Leader

Blasphemous Pilgrimage

Shadowcoil

Wizards (Shadow, Chaos Rituals or Dark Magic): Starts with 1 spell.

0-2 Possessed 45gc

Starting Experience: 14

Race: Daemon

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

Special Rules

Cause Fear

Mutated Monstrosity

Spawn Mutations

0-1 Magister..... 30gc

Starting Experience: 6

Race: Human

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

Special Rules

Blasphemous Pilgrimage

Shadowcoil

Wizard (Shadow or Chaos Rituals): Starts with 1 spell.

0-1 Ungor Shaman..... 30gc

Starting Experience: 6

Race: Ungor

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	2	3	1	6

Special Rules

Cloven Hoofs

Wizard (Shadow, Beasts, Chaos Rituals or Kin-Magic):

Starts with 1 spell.

0-3 Initiates15gc

Starting Experience: 0

Race: Human

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

Special Rules

Blasphemous Pilgrimage

Possessed Henchmen

Cultists..... 25gc
Starting Experience: 6

Race: Human

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

Special Rules
Beseech the Shadowlord
Blasphemous Pilgrimage

0-3 Darksouls 30gc
Starting Experience: 8

Race: Human

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

Special Rules
Immune to Fear
Immune to Panic
No Retreat
Murderous Rage
Heirloom: Daemonscales

0-6 Ungors..... 20gc
Starting Experience: 4

Race: Ungor

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

Special Rules
Cloven Hoofs

0-3 Gors35gc
Starting Experience: 8

Race: Gor

M	WS	BS	S	T	W	I	A	Ld
5	3	2	3	4	2	3	1	6

Special Rules
Cloven Hoofs
Primal Fury

0-3 Harpies.....35gc
Starting Experience: 0

Race: Animal

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

Special Rules
Flying
Unruly
Cannot Climb, Cannot Hide, Cannot Capture Objectives,
Cannot Use Equipment, No Penalties for Fighting Unarmed,
No Promotion, Cannot use the Leader’s Ld, Fast Flee

Undead

Undead Special Rules

Undead

Has Cause Fear, Immune to Poison, Immune to Concussion, and Cannot take Drugs.

Immortal

Warriors with this rule treat campaign injury rolls of 'Dead' as 'Multiple Injuries.'

Warrior Wizard

Warrior may wear armour and cast spells.

Crumble

When warriors with this rule would flee, they take 1 S3 hit instead with no saves of any kind allowed. If this takes them out of action, enemies will gain experience for their demise.

Rending Claws

May re-roll one failed roll 'to hit' in each close combat phase when fighting unarmed.

Spectral

Warriors with this rule may move through walls and other solid objects.

- They may not move through other warriors.
- This has no effect on jumping or climbing.

Vigour Mortis

Warriors with Vigour Mortis gain the following bonuses as long as they are within 6" of a Wizard from the warband with at least one Necromancy spells:

- +1 Movement, +1 Weapon Skill, and +1 Initiative.
- Regeneration (6+) vs. all types of attacks, including spells and prayers.

This ability:

- Does not require line of sight.
- Is active even while the Wizard is hiding.
- Not active while the Wizard is fleeing.
- Does not stack from multiple Wizards

Raise Dead

After each battle, any enemy heroes that die may be raised as a henchman in your warband by paying their hire fee +1gc for each point of experience that they had, excluding starting experience:

Raised heroes:

- Become henchmen and follow all henchmen rules, including promotion.
- Retain their race, characteristics values, campaign injuries, and experience.
- Retain all weapons, armour and equipment they were carrying. All these items become heirloom items.
- Can still use any Special Equipment they were carrying, discarding any that is only usable by heroes. Discarded items are lost.
- Lose 2 points of Initiative, 2 points of Leadership, all skills known, and lose the ability to cast spells or prayers.
- Lose all special rules that they had, gaining Undead, Crumble and No Retreat special rules in their place.
- Undead, Monsters, Ogres, and Daemons cannot be raised by this ability.

Special Equipment

Wight Axe / Wight Blade 20gc

Close Combat Weapon: Great Axe or Great Sword.

- Chose what type when first bought.

Killing Blow: If warrior's race is Skeleton, attacks made at enemies who are down to 1 wound wound automatically and ignore saves of any kind.

Balefire 10gc

Special Equipment: Wielder cannot hide and loses 'Stealth' if they have it.

Malefic Fumes: Warrior's attacks with Great Clubs and Flails are flaming. Enemy wizards who are within 12" of wielder suffer -1 to their spellcasting rolls.

- Does not require line of sight.
- Active even while warrior is hiding.
- Being within 12" of multiple Balefires does not stack.

Can only be carried by Skeletons.

Blasphemous Tome 10gc

Special Equipment: Wielder adds +2 to all spellcasting rolls when casting the Signature Spell from the Lore of Necromancy.

- Applies to both its normal and augmented version.
- Does not grant access to that spell if they do not have it already.

Can only be carried by Wizards.

Blood Chalice 10gc

Special Equipment: Whenever wielder is deployed, roll a D6:

- (1) No effect.
- (2-6) Wielder may ignore the effects of a single campaign injury, chosen by you, this battle.

Can only be carried by Vampires.

Skills & Equipment

Skill Lists

Vampire: Combat, Academic, Strength, Speed, Revenant.

Wight: Combat, Strength, Revenant.

Crypt Liche: Combat (+10gc), Academic, Revenant.

Necromancer: Combat (+10gc), Academic, Speed.

Dreg: Combat, Shooting (+10gc), Academic, Strength, Speed (+10gc).

Equipment Proficiencies

Vampire:

- Close Combat: Hand Weapon, Great Weapon, Halberd, Morning Star.
- Shooting: Bow, Throwing Axes, Throwing Stars / Knives.
- Armour: Light Armour, Heavy Armour, Shield.

Wights, Skeletons:

- Close Combat: Hand Weapon, Great Weapon, Spear, Halberd, Morning Star.
- Shooting: Bow.
- Armour: Light Armour, Heavy Armour, Shield.

Necromancer, Crypt Liche:

- Close Combat: Hand Weapon, Great Weapon.
- Shooting: Sling.
- Armour: None.

Dregs:

- Close Combat: Hand Weapon, Great Weapon, Spear.
- Shooting: Sling, Bow.
- Armour: Light Armour, Shield.

Ghouls:

- Close Combat: Great Weapon.
- Shooting: Sling.
- Armour: None.

Hexwraiths:

- Close Combat: Great Weapon, Flail.
- Shooting: None.
- Armour: Light Armour, Heavy Armour.

Undead Heroes

0-1 Vampire 70gc
Starting Experience: 28

Race: Vampire

M	WS	BS	S	T	W	I	A	Ld
5	4	4	4	3	2	4	1	8

Special Rules

Leader

Undead

Warrior Wizard

Immortal

Wizard (Death, Shadow, Necromancy or Dark Magic):
Starts with 1 spell.

0-2 Wights 30gc
Starting Experience: 12

Race: Skeleton

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

Special Rules

Undead

Crumble

No Retreat

0-1 Crypt Liche 30gc
Starting Experience: 6

Race: Skeleton

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

Special Rules

Undead

Crumble

No Retreat

Wizard (Death, Necromancy or Dark Magic): Starts with 1 spell.

0-1 Necromancer 30gc
Starting Experience: 6

Race: Human

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

Special Rules

Wizard (Death, Shadow or Necromancy): Starts with 1 spell.

0-3 Dregs15gc
Starting Experience: 0

Race: Human

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

Undead Henchmen

Skeleton Warriors 25gc

Starting Experience: 6

Race: Skeleton

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

Special Rules

Undead

Crumble

No Retreat

Zombies15gc

Starting Experience: 0

Race: Zombie

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

Special Rules

Undead

Crumble

No Retreat

No Penalties for Fighting Unarmed

No Promotion

Vigour Mortis

0-5 Ghouls 40gc

Starting Experience: 6

Race: Ghoul

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

Special Rules

Cause Fear

Rending Claws

No Penalties for Fighting Unarmed

Poisonous Attacks

0-3 Dire Wolves35gc

Starting Experience: 0

Race: Animal

M	WS	BS	S	T	W	I	A	Ld
6	4	–	4	3	2	2	1	5

Special Rules

Undead

Crumble

No Retreat

**Cannot Climb, Cannot Hide, Cannot Capture Objectives,
Cannot Use Equipment, No Penalties for Fighting Unarmed,
No Promotion, Cannot use the Leader's Ld, Fast Flee**

0-2 Hexwraiths 30gc

Starting Experience: 8

Race: Skeleton

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

Special Rules

Undead

Crumble

No Retreat

Spectral

Cannot Hide

Cannot Capture Objectives

Skaven Clan Eshin

Special Rules

Pack Tactics

Skaven warbands add an extra +1 modifier to all Rout Tests they have to take.

Eshin Arts

Warriors with this rule start with one free skill from the Combat, Speed or Assassin list. Choose separately for each warrior.

Treacherous

Warriors with this rule may never use the Leader's Leadership characteristic.

Expendable

Other warriors in the warband who do not have this rule may fire into close combat involving warriors who do have this rule. Roll to randomize hits.

Favour of the Horned Rat

Whenever this warrior rolls a natural 13 for any of their spellcasting rolls, they gain +D3 Power Dice and may immediately attempt to cast a spell again. Only Power Dice are counted, modifiers to the spellcasting roll and D3 from Power Scrolls are not. This ability can trigger multiple times during the same turn.

Cornered Rat

Whenever a warrior with this rule would flee, all warriors within 1" of him take 1 Strength 3 hit. Then warrior flees.

Special Equipment

Weeping Blades 20gc

Close Combat Weapon: Swords: Affected by anything that affects Swords but only warriors who are specifically proficient with Weeping Blades may use them.

Paired Weapons

Poisonous.

Initiative Bonus: +1 Initiative in all rounds of close combat.

Warpstone Throwing Stars10gc

Missile Weapon: Throwing Stars / Knives: Affected by anything that affects Throwing Stars / Knives, and can be used by anyone who can use normal Throwing Stars / Knives.

Range: 6"

Strength: 2

Armour Piercing (1)

Multiple Shots (2)

Assault: May Run and Fire.

Warpstone Tokens5gc

Special Equipment: Drug: May be taken during any of the controlling player's Power Phases where owner is not fleeing. When taken, roll a D6:

- (1) Warrior takes D3 poisonous Strength 4 hits with no saves of any kind allowed.
- (2-6) Warrior gains +D3 Power Dice.

One use only.

Can only be carried by Wizards.

Warpfire Thrower.10gc

Range: 12"

Strength: 3

Flaming Attacks

Incendiary: +D3 to all rolls on the Critical Hit chart. Stacks with other modifiers.

Quick to Fire: No -1 to hit for moving and shooting.

Blackpowder Weapon

Warplock Pistol.....15gc

Pistol: Affected by anything that affects Pistols but only warriors who are specifically proficient with Warplock Pistols may use them.

Range: 6"

Strength: 5

Assault: May Run and Fire.

Stand and Shoot**Lethal**

Unstable: When this weapon misfires, roll twice on the Blackpowder Weapon Misfire chart and apply the lowest result.

Multiple Shots (2): If equipped with another Warplock Pistol.

Blackpowder Weapon**Warpmusket 30gc**

Handgun: Affected by anything that affects Handguns but only warriors who are specifically proficient with Warpmuskets may use them.

Range: 24"

Strength: 5

Lethal**Armour Piercing (2)**

Unstable: When this weapon misfires, roll twice on the Blackpowder Weapon Misfire chart and apply the lowest result.

Blackpowder Weapon**Move or Fire****Smoke Bombs5gc**

Special Equipment: Use at the start of a close combat phase, before any blows are struck. Wielder may flee without granting any Free Hacks.

One use only.

Can only be carried by warriors with access to Assassin skills.

Skavenbrew5gc

Special Equipment: Drug: This battle, warrior is immune to Concussion and gains Hatred (all enemies).

One use only.

Side Effect: When warrior takes this drug, roll a D6: On a roll of 1 they also take one Strength 3 hit with no saves of any kind allowed.

Skills & Equipment

Skill List

Chieftain: Combat, Shooting, Academic, Strength, Speed.

Assassin: Combat, Shooting, Speed, Assassin.

Grey Seer: Combat (+10gc), Academic, Speed.

Sorcerer: Combat (+10gc), Academic, Speed, Assassin (+10gc).

Night Runner: Combat, Shooting, Speed, Assassin.

Equipment Proficiencies

Chieftain, Stormvermin:

- Close Combat: Hand Weapon, Great Weapon, Halberd, Morning Star, Flail, Combat Whip.
- Shooting: Sling, Throwing Axes, Javelins, Warplock Pistol, Warpmusket.
- Armour: Light Armour, Heavy Armour, Shield.

Assassins, Night Runners:

- Close Combat: Hand Weapon, Fighting Claws, Weeping Blades.
- Shooting: Sling, Bolas, Blowpipe, Throwing Stars / Knives, Crossbow Pistol, Warplock Pistol.
- Armour: Light Armour.

Sorcerer, Grey Seer:

- Close Combat: Hand Weapon, Great Weapon.
- Shooting: Sling.
- Armour: None.

Clanrats:

- Close Combat: Hand Weapon, Great Weapon, Spear.
- Shooting: Sling, Javelins, Bolas, Warplock Pistol, Warpmusket.
- Armour: Light Armour, Shield.

Sharpshooters:

- Close Combat: Hand Weapon.
- Shooting: Sling, Blunderbuss, Warpmusket, Warpfire Thrower.
- Armour: Light Armour.

Skavenslaves:

- Close Combat: Hand Weapon, Great Weapon, Spear.
- Shooting: Sling.
- Armour: Light Armour, Shield.

Skaven Heroes

0-1 Eshin Chieftain 40gc

Starting Experience: 18

Race: Skaven

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	2	4	1	7

Special Rules

Leader

Fast Flee

0-2 Eshin Assassins 35gc

Starting Experience: 14

Race: Skaven

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

Special Rules

Stealthy: Starts with the speed skill Stealth.

Fast Flee

Eshin Arts

Poisonous Attacks

0-1 Grey Seer 30gc

Starting Experience: 8

Race: Skaven

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	2	4	1	6

Special Rules

Fast Flee

Favour of the Horned Rat

Wizard (Lore of Horned Rat): Starts with 1 spell.

0-1 Eshin Sorcerer 30gc

Starting Experience: 8

Race: Skaven

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	2	4	1	6

Special Rules

Fast Flee

Wizard (Death, Heavens, Shadow or Beasts): Starts with 1 spell.

0-3 Night Runners 20gc

Starting Experience: 4

Race: Skaven

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

Special Rules

Fast Flee

Stealthy: Starts with the speed skill Stealth.

Skaven Henchmen

Clanrats 25gc

Starting Experience: 6

Race: Skaven

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

Special Rules

Fast Flee

0-6 Skavenslaves 15gc

Starting Experience: 0

Race: Skaven

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

Special Rules

Fast Flee

Expendable

Treacherous

Cornered Rat

No Retreat

No Promotion

0-4 Sharpshooters 25gc

Starting Experience: 6

Race: Skaven

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

Special Rules

Fast Flee

0-4 Stormvermin 40gc

Starting Experience: 14

Race: Skaven

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	3	2	4	1	7

Special Rules

Fast Flee

Heirloom: Heavy Armour

0-3 Giant Rat 35gc

Starting Experience: 0

Race: Animal

M	WS	BS	S	T	W	I	A	Ld
6	4	–	4	3	2	4	1	5

Special Rules

Poisonous Attacks

**Cannot Climb, Cannot Hide, Cannot Capture Objectives,
Cannot Use Equipment, No Penalties for Fighting Unarmed,
No Promotion, Cannot use the Leader's Ld, Fast Flee**

Dwarf Treasure Hunters

Special Rules

Treasure Hunters

Whenever a Dwarven warband acquires a Magic Item, it may re-roll the result. The second result must be accepted.

- This ability cannot be used where the Magic Item is already determined, such as if the warband acquired the item through a Robbed by Enemy Warband result on the injury chart.

Few in Number

Dwarven warbands have a maximum of 12 warriors. In a Dwarven warband, each combat group may consist of no more than 0–2 heroes and 0–2 henchmen.

Resolute

Warriors with this rule add +1" to the maximum distance moved when running.

- No effect when charging, climbing, jumping down, jumping horizontally, or any other moves.

Sturdy and Stout

Warriors with this rule have Immune to Concussion and suffer no Initiative penalties for wearing suits of Heavy Armour.

Indomitable

Warriors with this rule may re-roll Armour Save rolls of 1 vs. close combat attacks.

- No effect vs. spells/prayers.

Slayer Vows

Warriors with this rule will never use other weapons than Axes, Great Axes, or Throwing Axes, unless a training skill allows otherwise. They may use Special Equipment as normal.

Slayer Fighting

Warriors with this rule start with one free skill from the Combat, Strength, or Dawi list. Choose separately for each warrior.

Dawi Skills

Only warriors whose race is Dwarf may choose Dawi skills as one of their skill lists when promoted to heroes.

Special Equipment

Gromril Axe10gc

Close Combat Weapon: Axe: Is affected by anything that affects Axes and can be used by anyone who can use normal Axes.

Sunder: Each time an enemy is hit by an attack with this weapon (even if not wounded) one item of armour or shield that they have is rendered unusable for the rest of the battle.

- If the enemy has multiple items, they chose which item is disabled.
- No effect on Scaly Skin, Ward or Regeneration saves.

Cinderblast Bombs.....10gc

Range: 8"

Strength: 4

Concussion (1)

Quick to Fire: No –1 to hit for moving and shooting.

Blackpowder Weapon

Never Misfires

Flamethrower.....10gc

Range: 12"

Strength: 3

Flaming Attacks

Incendiary: +D3 to all rolls on the Critical Hit chart. Stacks with other modifiers.

Quick to Fire: No –1 to hit for moving and shooting.

Blackpowder Weapon

Drakegun.....35gc

Cumbersome: Wielder suffers –1 Movement and –1 Initiative for the entire battle, unless their race is Dwarf.

Unwieldy: There can only be one Drakegun in each Combat Group.

Move or Fire

Blackpowder Weapon

Shots: Each turn, a Drakegun may fire in one of the following ways:

Ball Shot.....**Range:** 30", 1" wide, 1" high.**Strength:** 4.**Armour Piercing (1)**

Unstoppable: Roll 'to hit' against all warriors in the line of fire. Ball Shots stop if they hit a terrain feature. Subject to the normal rules for picking a target.

Shrapnel Shot.....**Range:** 24"**Strength:** 3

Shrapnel: If target is successfully hit, all warriors within 3" of target, and with line of sight to target, also take 1 Strength 3 hit.

Chained Axes Shot**Range:** 24"**Strength:** 4**Armour Piercing (1)**

Linked Shots: May re-rolled failed rolls to hit.

Trollhammer Shot**Range:** 18"**Strength:** 5**Lethal****Ignores Regeneration saves****Flameshot.....****Range:** Flame Template**Strength:** 3

- All warriors, including friendly warriors, under or partially under the template take 1 hit.
- When firing a up or down, the template is assumed to be 1" high.
- Follows the normal rules for targeting shooting.

Flaming Attacks

Congested: Once Flameshot is fired, Drakegun cannot shoot for the rest of the battle.

Never Misfires**Gromril Armour 25gc**

Heavy Armour: Affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

Armour Save: 5+**Initiative Penalty:** -1**Indestructible:**

- Cannot be destroyed due to Sunder.

Trollskin Cloak 20gc

Heavy Armour: Affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

Cloak: May be worn in combination with other armour.

Armour Save: Wearer gains 'Regeneration (6+).

Oath Stone10gc

Special Equipment: Owner gains the Kingsguard Dawi skill.

Can only be carried by Dwarfs. No effect if they have it already. May be given to henchmen.

Skills & Equipment

Skill List

Thane: Combat, Shooting, Academic, Strength, Speed, Dawi.

Longbeard: Combat, Academic, Strength, Dawi.

Engineer: Combat (+10gc), Shooting, Academic, Strength, Dawi.

Rune Priest: Combat, Academic, Strength, Dawi.

Beardling: Combat, Shooting (+10gc), Academic (+10gc), Strength, Dawi.

Equipment Proficiencies

Thane, Longbeards, Beardlings, Clansmen, Rune Priest:

- Close Combat: Hand Weapon, Great Weapon.
- Shooting: Pistol, Handgun, Crossbow, Throwing Axes.
- Armour: Light Armour, Heavy Armour, Shield.

Engineers:

- Close Combat: Hand Weapon.
- Shooting: Blunderbuss, Handgun, Drakegun, Flamethrower, Cinderblast Bombs.
- Armour: Light Armour, Heavy Armour.

Ironbreakers:

- Close Combat: Hand Weapon, Great Weapon.
- Shooting: Pistol, Blunderbuss, Flamethrower, Cinderblast Bombs, Drakegun.
- Armour: Light Armour, Heavy Armour, Shield.

Troll Slayers:

- Close Combat: Axe, Great Axe.
- Shooting: Throwing Axes.
- Armour: Trollskin Cloak.

Halflings:

- Close Combat: Hand Weapon.
- Shooting: Sling, Short Bow, Throwing Stars / Knives.
- Armour: Light Armour.

Dwarf Heroes

0-1 Thane..... 50gc

Starting Experience: 28

Race: Dwarf

M	WS	BS	S	T	W	I	A	Ld
3	5	4	3	4	2	3	1	9

Special Rules

Leader

Resolute

Sturdy and Stout

0-2 Longbeards..... 45gc

Starting Experience: 24

Race: Dwarf

M	WS	BS	S	T	W	I	A	Ld
3	5	3	3	4	2	2	1	9

Special Rules

Resolute

Sturdy and Stout

Starting Skill: Dawi: Kingsguard.

0-2 Rune Priests 45gc

Starting Experience: 24

Race: Dwarf

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

Special Rules

Resolute

Sturdy and Stout

Priests (Lore of Runes): Start with 1 prayer.

0-3 Engineers 40gc

Starting Experience: 18

Race: Dwarf

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

Special Rules

Resolute

Sturdy and Stout

0-3 Beardlings..... 30gc

Starting Experience: 8

Race: Dwarf

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

Special Rules

Resolute

Sturdy and Stout

Dwarf Henchmen

Clansmen 40gc
Starting Experience: 18

Race: Dwarf

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

Special Rules

Resolute

Sturdy and Stout

0-3 Troll Slayers 45gc
Starting Experience: 24

Race: Dwarf

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

Special Rules

Resolute

Sturdy and Stout

Immune to Fear

Immune to Panic

No Retreat

Slayer Fighting

Slayer Vows

0-3 Ironbreakers55gc
Starting Experience: 24

Race: Dwarf

M	WS	BS	S	T	W	I	A	Ld
3	5	3	3	4	2	2	1	9

Special Rules

Resolute

Sturdy and Stout

Indomitable

Heirloom: Heavy Armour.

0-3 Halflings.....15gc
Starting Experience: 4

Race: Halfling

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

Special Rules

Stealthy: Starts with the speed skill Stealth.

0-3 Warhounds..... 30gc
Starting Experience: 0

Race: Animal

M	WS	BS	S	T	W	I	A	Ld
6	4	–	4	3	2	4	1	5

Special Rules

**Cannot Climb, Cannot Hide, Cannot Capture Objectives,
Cannot Use Equipment, No Penalties for Fighting Unarmed,
No Promotion, Cannot use the Leader's Ld, Fast Flee**

Night Goblins

Special Rules

Gork Complex

Night Goblin warbands have +2 Ld for all Rout Tests.

Animosity

At the start of each of your own turns, roll a D6:

- (1–5) nothing happens,
- (6) You and your opponent each nominate a warrior in your warband with the 'Animosity' rule that is not fleeing, not engaged in close combat, and not within 6" of a visible, non-hidden enemy.

Then roll a D6:

- (1–3) The warrior your opponent chose is affected by Animosity this turn.
- (4–6) The warrior you chose is affected by Animosity this turn.

The warrior that is affected by Animosity cannot move, shoot, hide, or cast spells/prayers that turn. They can only squabble on the spot and fight back in close combat if they are somehow engaged.

Warriors affected by Animosity:

- Cannot use passive abilities such as the 'Leader' or 'Animal Handler' skills, or can they benefit from these skills in others.
- Still generate Power Dice if they are a spellcaster.
- Are immediately un-hidden.

Unruly

When deploying the warband, there can only be one warrior with this rule in each Combat Group.

Throw Squig

River Trolls may throw an allied Squig as a normal shooting attack in the shooting phase.

- The throw has a minimum range of 6" and a maximum of 24".

They may attempt to perform a throw if:

- They have not moved
- There is an allied Squig within 1" who is not fleeing, stunned, or in close combat.

If they attempt to perform a throw, they may do nothing else for the rest of the turn except fight back in combat.

The throw follows all normal rules for shooting and picking targets except that they may throw a Squig into combat involving friendly warriors.

- If the throw hits, place the Squig in base contact with the target. They count as performing a diving charge.
- If the throw misses, the Squig lands anywhere within 4" of the target, but not in combat, chosen by your opponent.
- In either case, the Squig takes 1 automatic Strength 3 hit for having been thrown.

Troll Vomit

Trolls count as being armed with a missile weapon which they may shoot in the Shooting Phase in the same way as a normal shooting weapon.

Troll Vomit.....

Range: 6"

Strength: 4

Armour Piercing (1)

Quick to Fire: No –1 to hit for moving and shooting.

Cannot be Robbed, Swapped, or Discarded.

Squig Breeder

Friendly Squigs that declare a charge within 6" of this warrior gain +1 Strength that turn.

- Being within 6" of multiple warriors with this ability does not stack.
- This ability requires line of sight and is not active while this warrior is stunned or fleeing.

Go Wild!

If a Squig fails a test for Stupidity, it is immediately placed out of action. Enemies do not gain experience for its demise. Furthermore, all warriors (friend or foe) within D3" of where it was also take 1 Strength 4 hit with armour saves as normal.

Bouncy

Enemies cannot 'Stand and Shoot' at charging Squigs and Squigs cannot be intercepted when charging.

Carry and Release (Fanatics)

Fanatics start each battle as a piece of Special Equipment carried by another Goblin (hero or henchman) in your warband. At the start of each of your Shooting Phases, the carrier may release the Fanatic instead of shooting a missile weapon.

The carrier cannot release the Fanatic if they are fleeing, stunned, ran that turn or are in close combat.

- If the carrier releases a fanatic they are automatically un-hidden.

If the carrier is taken out of action before having released the Fanatic, place a 'Caged Fanatic' counter where they went out of action. Other Goblins in the warband (who are not Fanatics) may then pick it up by moving over it.

- Fanatics still count towards the number of warriors in the warband and their combat group, even though they start as equipment.

Fanatic Movement

Once released, Fanatics move in a special way. At the start of each of your charge phases, roll a D6 for each Fanatic:

- (1–3) the Fanatic moves in a straight line, its direction determined by you.
- (4–6) your opponent determines the direction of the line.
- The direction is determined by you the turn it is released.
- The Fanatic moves 2D6 along this line.

All warriors (friend or foe) that are within 1" of the straight line suffer D6 Strength 5 hits.

- The fanatic carrier that released the Fanatic is unaffected on the turn it was released.
- Fanatics cannot be intercepted, never climb or move around corners, and automatically pass all tests for jumping down.
- If a Fanatic moves into a terrain feature more than 1" high, it stops until next turn and suffers 1 Wound with no saves allowed.
- Fanatics are automatically placed out of action if they move off a table edge.

Fanatic Fighting

Fanatics never charge or actively engage in Close Combat.

If in combat, they will automatically move out of combat when they next move without granting free hacks.

Fanatics may be charged as normal, however, enemies that charge a Fanatic each take D6 Strength 5 hits before they may strike at the Fanatic.

- This counts as a fanatic's close combat attacks.

Special Equipment

Bad Moon Stick10gc

Special Equipment: Wielder cannot hide and loses 'Stealth' if they have it, but gains the Leader special rule or adds +6" to its range if they have it already.

Magic Mushrooms5gc

Special Equipment: Drug: May be taken during any of the controlling player's Power Phases where owner is not fleeing. When taken, roll a D6:

- (1) Warrior takes D3poisonousStrength 3hits with no saves of any kind allowed.
- (2-6) Warrior gains +D3 Power Dice.

Can only be carried by Wizards.

One use only.

Chained Squig.....10gc

Special Equipment: Wieldercannot hideand loses 'Stealth' if they have it.

Mawbeast: Wielder may re-roll their first roll of 1 'to wound' in each close combat phase.

Puffball Bombs5gc

Special Equipment: Used at the start of any close combat phase, before any blows are struck. Warrior may immediately flee close combat without enemies gaining Free Hacks against them. May be given to Henchmen.

Can only be carried by warriors with one or more Assassin skills.

One use only

Skills & Equipment

Skill List

Goblin Boss: Combat, Shooting, Academic, Speed, Assassin.

Squig Herder: Combat, Shooting, Speed, Assassin.

Great Shaman: Combat (+10gc), Academic, Assassin.

Shaman: Combat (+10gc), Academic, Assassin.

Sneak: Combat, Shooting, Speed, Assassin.

Equipment Proficiencies

Goblin Boss, Squig Herders, and Goblin Warriors:

- Close Combat: Hand Weapon, Great Weapon, Spear, Bad Moon Stick.
- Shooting: Short Bow, Javelins, Bolas, Nets.
- Armour: Light Armour, Shield.

Goblin Shaman and Great Shaman:

- Close Combat: Hand Weapon, Great Weapon, Bad Moon Stick.
- Shooting: Sling.
- Armour: None.

Goblin Sneaks:

- Close Combat: Hand Weapon.
- Shooting: Short Bow, Blowpipe, Throwing Knives / Stars, Javelins, Bola, Nets.
- Armour: Light Armour.

Ded Shootys:

- Close Combat: Hand Weapon.
- Shooting: Short Bow, Javelins.
- Armour: Light Armour.

Night Goblin Heroes

0-1 Night Goblin Boss 20gc

Starting Experience: 8

Race: Goblin

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

Special Rules

Leader

Animosity

Hatred (Dwarves)

Fear (Elves)

0-1 Night Goblin Shaman15gc

Starting Experience: 2

Race: Goblin

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

Special Rules

Wizard (Little Waaagh!): Start with 1 spell.

Animosity

Hatred (Dwarves)

Fear (Elves)

0-2 Squig Herders15gc

Starting Experience: 6

Race: Goblin

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

Special Rules

Animosity

Hatred (Dwarves)

Fear (Elves)

Squig Breeder

0-3 Night Goblin Sneaks10gc

Starting Experience: 0

Race: Goblin

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

Special Rules

Animosity

Hatred (Dwarves)

Fear (Elves)

0-1 Night Goblin Great Shaman..... 30gc

Starting Experience: 6

Race: Goblin

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

Special Rules

Wizard (Little Waaagh!): Start with 3 spells.

Animosity

Hatred (Dwarves)

Fear (Elves)

Night Goblin Henchmen

Night Goblin Warriors10gc

Starting Experience: 0

Race: Goblin

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

Special Rules

Animosity

Hatred (Dwarves)

Fear (Elves)

0-4 Ded Shootys10gc

Starting Experience: 0

Race: Goblin

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

Special Rules

Animosity

Hatred (Dwarves)

Fear (Elves)

Skilled Archer: Starts with the shooting skill Eagle Eyes.

0-2 Night Goblin Fanatics 30gc

Starting Experience: 0

Race: Goblin

M	WS	BS	S	T	W	I	A	Ld
–	–	–	5	2	2	3	–	5

Special Rules

Immune to Fear, Immune to Panic, Immune to Concussion, Carry and Release, Fanatic Movement, Fanatic Fighting, Cannot Climb, Cannot Hide, Cannot Capture Objectives, Cannot Use Equipment, No Penalties for Fighting Unarmed, No Promotion, Cannot use the Leader's Ld

0-3 River Trolls 85gc

Starting Experience: 18

Race: Troll

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

Special Rules

Cause Fear, Cannot Hide, Immune to Concussion, Cannot Capture Objectives, Cannot Use Equipment, No Penalties for Fighting Unarmed, No Promotion.

Stupidity (Goblin)

Throw Squig

Troll Vomit

Unruly

Regeneration (6+)

Regenerative Regrowth: If taken out of action, roll on the hero injury table instead of the henchman injury table. Trolls treat all rolls as 'Full Recovery,' except for rolls of 'Dead' and 'Thrown to the Pits.'

Large Target

Huge (2 Henchman Slots): Takes up two henchman slots and counts as two members of the warband, models for all Rout Tests, deployment slots, etc.

0-5 Cave Squigs 25gc

Starting Experience: 0

Race: Animal

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

Special Rules

Stupidity (Goblin), Bouncy, No Retreat, Go Wild!, Cannot Climb, Cannot Hide, Cannot Capture Objectives, Cannot Use Equipment, No Penalties for Fighting Unarmed, No Promotion, Cannot use the Leader's Ld

Hired Swords

Only One of Each Hired Sword

Your warband may hire any number of Hired Swords, but there can only be a single instance of each type Hired Sword in a warband at the time (e.g. only one Warlock at a time).

This does not prevent other warbands from hiring their own Hired Sword of the same type.

Cannot Use for Rout Tests

The Leadership characteristic of Hired Swords cannot be used for Rout Tests.

Weapons, Armour, and Equipment

Hired Swords have weapon and armour proficiencies just like other heroes and may use Special Equipment as normal. They do not bring their own equipment when hired, but must be equipped by you.

- Where applicable, Hired Swords may take training skills to gain more weapon proficiencies.

Take Up A Hero Slot

Each Hired Sword takes up one of your warband's six hero slots. Once Hired, they are treated like a normal hero in your warband.

No Upkeep

Hired Swords have no upkeep that needs to be paid after each battle. Once hired, they are part of your warband for good.

Special Skills

Hired Swords who have access to special skill lists (such as Dawi or Pit Fighter skills) do not allow promoted henchmen to select these skill lists when they become heroes if they could not do so already.

Hired Swords and Heirlooms

Hired Swords who bring unique Heirlooms when hired, cannot buy new instances of these items if they lose them (e.g. through being robbed or discarded) unless the employing warband had these items on its sheet under 'Warband Special Equipment'.

Imperial Freelancer 50gc

May be Hired by: Mercenaries, Witch Hunters, Sisters of Sigmar, Dwarf Treasure Hunters.

Starting Experience: 12

Race: Human

Skills: Combat, Shooting, Strength

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

Special Rules

Heirloom: Full Plate Armour

Equipment Proficiencies

Close Combat: Hand Weapon, Great Weapon, Spear, Halberd, Morning Star.

Shooting: Bow, Crossbow, Handgun, Pistol.

Armour: Light Armour, Heavy Armour, Shield.

Special Equipment

Full Plate Armour

Heavy Armour: Affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

Armour Save: 4+

Initiative Penalty: -1

Ogre Bodyguard 70gc

May be Hired by: Mercenaries, Witch Hunters, Sisters of Sigmar, Cult of Possessed, Undead, Night Goblins.

Starting Experience: 20

Race: Ogre

Skills: Combat, Strength

M	WS	BS	S	T	W	I	A	Ld
5	3	3	5	4	2	3	1	7

Special Rules**Cause Fear**

Huge (1 Hero Slot; 1 Henchman Slot): An Ogre Bodyguard takes up one hero slot and one henchman slot and counts as two members of the warband, models for all Rout Tests, deployment slots, etc.

Large Target**Equipment Proficiencies**

Close Combat: Hand Weapon, Great Weapon.

Shooting: Sling, Crossbow, Pistol, Blunderbuss, Handgun.

Armour: Light Armour.

Pit Fighter 35gc

May be Hired by: Mercenaries, Witch Hunters, Sisters of Sigmar, Cult of Possessed, Dwarf Treasure Hunters.

Starting Experience: 12

Race: Human

Skills: Combat, Strength, Speed, Pit Fighter

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

Special Rules

Pit Veteran: Starts with one Combat or Pit Fighter skill, chosen by you.

Equipment Proficiencies

Close Combat: Hand Weapon, Great Weapon, Morning Star, Flail, Spear, Fighting Claw, Combat Whip.

Shooting: Sling, Throwing Knives / Stars, Throwing Axes, Javelins, Bolas, Nets.

Armour: Light Armour, shield.

Elven Ranger.....35gc

May be Hired by: Mercenaries, Witch Hunters, Sisters of Sigmar.

Starting Experience: 28

Race: Elf

Skills: Combat, Shooting, Speed, Asur

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	2	2	5	1	8

Special Rules

Skilled Archer: Starts with the shooting skill Eagle Eyes.

Frail but Fey: Treats all campaign injuries as ‘Full Recovery’ except for rolls of ‘Dead’, ‘Robbed by Stragglers’, ‘Robbed by Enemy Warband’, and ‘Thrown to the Pits.’

- Positive results from the campaign injury chart are also transformed into Full Recovery by this rule.

Streetwise: If this warrior was deployed and not out of action at the end of the battle, you may modify one exploration dice by +1/–1.

- Multiple warriors with this skill do not stack.

Elven Bow (+15gc): When hired (but not later on) an Elven Ranger may opt to come equipped with an Elven Bow for +15gc. If so, this item becomes their personal Heirloom.

Dislikes Dwarves (+10gc): An Elven Ranger costs +10gc to hire if there are any Dwarves in the warband at the time when they are first employed.

Equipment Proficiencies

Close Combat: Hand Weapon, Great Weapon.

Shooting: Javelins, Bow, Long Bow.

Armour: Light Armour.

Special Equipment

Elven Bow.....
Missile Weapon: Long Bow: Is affected by anything that affects normal Long Bows and can be used by anyone who can use normal Long Bows.
Range: 30"
Strength: 3
Armour Piercing (1)

Kislev Ranger 30gc

May be Hired by: Mercenaries, Witch Hunters, Sisters of Sigmar, Dwarf Treasure Hunters.

Starting Experience: 8

Race: Human

Skills Lists: Combat, Shooting, Speed

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

Special Rules

Heart Strike (+1 S): All of this warrior’s shooting attacks have +1 Strength vs. Ogres and Monsters.

Wilderness Survivor: Animals attacking this warrior must re-roll their first successful roll ‘to hit’ in each close combat phase.

- No effect vs. Undead and Daemons.

Hunting Falcon / Hawk (+10gc): When hired (but not later on) a Kislev Ranger may opt to come equipped with a Hunting Falcon / Hawk for +10gc. If so, this item becomes their personal Heirloom.

Equipment Proficiencies

Close Combat: Hand Weapon, Great Weapon.

Shooting: Bow, Javelins, Bolas, Hunting Falcon / Hawk, Nets.

Armour: Light Armour, Shield.

Special Equipment

Hunting Falcon / Hawk
Range: 24"
Strength: 3
Bird of Prey: Ignores enemy ‘Stealth’ and Cover.
Move or Fire.

Troll Slayer 45gc

May be Hired by: Mercenaries, Witch Hunters, Sisters of Sigmar, Dwarf Treasure Hunters.

Starting Experience: 24

Race: Dwarf

Skills: Combat, Strength, Dawi

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

Special Rules

Immune to Fear

Immune to Panic

No Retreat

Resolute: Add +1" to the maximum distance moved when running.

- No effect when charging, climbing, jumping down, jumping horizontally, or any other moves.

Sturdy and Stout: Immune to concussion and suffers no Initiative penalties for wearing suits of Heavy Armour.

Slayer Fighting: Starts with one Combat, Strength or Dawi skill, chosen by you.

Slayer Vows: May never use other weapons than Axes, Great Axes, or Throwing Axes, unless a training skill allows otherwise. (May use Special Equipment as normal.)

Trollskin Cloak (+20gc): When hired (but not later on) a Troll Slayer may opt to come equipped with a Trollskin Cloak at +20gc (See Book 2, Dwarf Treasure Hunters). If so, this item becomes their personal Heirloom.

Dislikes Elves (+10gc): A Troll Slayer costs +10gc to hire if there are any Elves in the warband at the time when they are first employed.

Equipment Proficiencies

Close Combat: Axe, Great Axe.

Shooting: Throwing Axes.

Armour: Trollskin Cloak.

Halfling Cook..... 20gc

May be Hired by: Mercenaries, Witch Hunters, Sisters of Sigmar, Dwarf Treasure Hunters.

Starting Experience: 6

Race: Halfling

Skills: Shooting, Academic, Speed

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

Special Rules

Stealthy: Starts with the speed skill Stealth.

Cook (+1 Wounds): At the start of any battle that Cook is participating in, chose any other friendly hero in the warband: That hero has +1 Wounds this battle.

- This ability cannot target Undead or Daemons.

Trinket Collector (-5gc): When first hired, as well as between each battle, warrior may purchase Lucky Charms at -5gc price, but any Charms purchased in this manner become this warrior's personal Heirlooms.

Equipment Proficiencies

Close Combat: Hand Weapon.

Shooting: Sling, Short Bow, Throwing Knives / Stars.

Armour: Light Armour.

Warlock35gc

May be Hired by: Mercenaries, Undead, Cult of Possessed, Skaven Clan Eshin, Night Goblins.

Starting Experience: 6

Race: Human

Skills: Academic, Speed

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

Special Rules

Wizard: Starts with 3 spells.

Unschooler: Warlocks do not have lores of magic and never know any signature spells. Instead, when generating their spells, roll a D8 for each spell to see which lore it will come from:

- (1) Fire, (2) Death, (3) Shadow, (4) Beasts, (5) Life, (6) Metal, (7) Light, (8) Heavens.

Wheel of Fortune: Once per battle, if not fleeing, this warrior may use this ability in any of their Power Phases:

- All Warlock's currently active spells with Remains in Play are ended. Roll again to see which spells are known to them this battle. Can be used in Pit Fights.

Heirloom: Wyrdstone Staff.

Practitioner's Pride: If hired, this warrior must take up one of the warband's Wizard or Priest slots, chosen by you.

Equipment Proficiencies

Close Combat: Hand Weapon, Great Weapon.

Shooting: Sling.

Armour: None.

Special Equipment

Wyrdstone Staff.....

Close Combat Weapon: Club: Is affected by anything that would affect a Club, and can be used by anyone who can use normal Clubs.

Concussion (1)

Power Surge: Whenever wielder successfully casts a spell using more than one Power Dice, they gain +1 Power Dice if all dice are identical. Can only be carried by Wizards.

Witch.....35gc

May be Hired: Mercenaries, Undead, Cult of Possessed, Skaven Clan Eshin, Night Goblins.

Starting Experience: 6

Race: Human

Skills: Academic, Speed

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	2	3	1	68

Special Rules

Wizard (Kin-Magic): Starts with 2 spells.

Treacherous: May not use the 'Leader' ability of other warriors in the warband.

Heirloom: Soothsayer Staff

Practitioner's Pride: If hired, this warrior must take up one of the warband's Wizard or Priest slots, chosen by you.

Equipment Proficiencies

Close Combat: Hand Weapon, Great Weapon.

Shooting: Sling.

Armour: none.

Special Equipment

Soothsayer Staff

Close Combat Weapon: Club: Is affected by anything that would affect a Club, and can be used by anyone who can use normal Clubs.

Concussion (1)

Foretell Magic: Once per battle, wielder may re-roll all Power Dice involved in one of their own spellcasting rolls, provided it was not a miscast.

- Ability available only once per battle, no matter how many Soothsayer Staffs they are carrying.

Can only be carried by Wizards.

Priestess of Shallya35gc

May be Hired by: Mercenaries, Witch Hunters, Sisters of Sigmar, Dwarf Treasure Hunters.

Starting Experience: 14

Race: Human

Skills: Academic, Speed

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

Special Rules

Priest (Prayers of Shallya): Starts with 2 prayers.

Trance Aura: All enemies within 1" of this warrior suffer -1 Initiative in all rounds of close combat.

Pacifist: Warrior may not perform a charge, either through a charge move or a spell cast on them. They may still fight in combat as normal if otherwise engaged.

Healer: If not taken out of action, warrior allows one single henchman injury result of death to be re-rolled.

Practitioner's Pride: If hired, this warrior must take up one of the warband's Wizard or Priest slots, chosen by you.

Equipment Proficiencies

Close Combat: Quarterstaff (Hand Weapon: Club).

Shooting: Sling.

Armour: Light Armour, Shield.

Priest of Ranald 40gc

May be Hired by: Mercenaries, Witch Hunters, Sisters of Sigmar, Dwarf Treasure Hunters.

Starting Experience: 14

Race: Human

Skills: Combat, Shooting, Academic, Speed, Assassin

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

Special Rules

Priest (Prayers of Ranald): Starts with 1 prayer.

Treacherous: May not use the 'Leader' ability of other warriors in the warband.

Grifter: If warrior is carrying a Lucky Charm, it is not lost at the end of post-game sequences where the warrior went out of action. Not even if they used the Charm to modify their Campaign Injury roll.

Heirloom: Concealed Blade.

Practitioner's Pride: If hired, this warrior must take up one of the warband's Wizard or Priest slots, chosen by you.

Equipment Proficiencies

Close Combat: Hand Weapon, Concealed Blade.

Shooting: Sling, Short Bow, Throwing Knives / Stars.

Armour: Light Armour.

Special Equipment

**Concealed Blade
Close Combat Weapon**

Fatal: Attacks with this weapon ignore armour saves when striking at enemies that are down to 1 wound.

Only Club, Axe or Sword in off hand.

Rat Ogre 80gc
May be Hired: Skaven Clan Eshin.

Starting Experience: 0

Race: Monster

Skills: N/A

M	WS	BS	S	T	W	I	A	Ld
5	3	–	5	5	2	3	2	5

Special Rules

Cause Fear

Cannot Hide

Immune to Concussion

Cannot Capture Objectives

Cannot Use Equipment

No Penalties for Fighting Unarmed

No Promotion.

No Retreat

Stupidity (Skaven)

Huge (2 Henchman Slots): Unlike other Hired Swords, a Rat Ogre does not take up any hero slots, but takes up two henchman slots instead.

Large Target

Equipment Proficiencies

Close Combat: None

Shooting: None

Armour: None

Beggar10gc
May be Hired: Mercenaries, Witch Hunters, Sisters of Sigmar, Cult of Possessed, Dwarf Treasure Hunters.

Starting Experience: 0

Race: Human

Skills: Speed

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

Special Rules

Treacherous: May not use the ‘Leader’ ability of other warriors in the warband.

Scrounge: If not taken out of action, warrior grants an additional die for rolling for exploration.

Not a Threat: Enemy warbands may ignore warrior when picking a target for shooting.

Equipment Proficiencies

Close Combat: Hand Weapon, Great Weapon.

Shooting: Sling.

Armour: Light Armour.

Barbarian 40gc

May be Hired: Mercenaries, Witch Hunters, Sisters of Sigmar, Cult of Possessed, Dwarf Treasure Hunters.

Starting Experience: 12

Race: Human

Skills: Combat, Strength, Speed

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

Special Rules

Treacherous: May not use the 'Leader' ability of other warriors in the warband.

Counter-charge: Warrior counts as charging at the start of every new combat that they are engaged into. Enemy warriors do not receive any bonus for charging warrior.

Heirloom: Rune Axe

Equipment Proficiencies

Close Combat: Hand Weapon, Great Weapon, Morning Star, Flail, Rune Axe.

Shooting: Throwing Axes, Javelins.

Armour: Light Armour, Shield.

Special Equipment**Rune Axe**

Close Combat Weapon: Axe: Is affected by anything that would affect a Axe but only warriors who are specifically proficient with Rune Axes may use it.

Sunder: Each time an enemy is hit by an attack with this weapon (even if not wounded) one item of armour or shield that they have is rendered unusable for the rest of the battle.

- If the enemy has multiple items, they chose which item is disabled.
- No effect on Scaly Skin, Ward or Regeneration saves.

Note: Chapter Picture

Book 3:

Equipment, Spells & Skills

Close Combat Weapons

Dagger1gc

Weak penetration: Daggers are not the best weapons to use for penetrating armour. An enemy wounded by a dagger gains a +1 bonus to their armour save, and a 6+ armour save if they have none normally.

Club / Hammer / Mace5gc
Concussion (1)

Axe5gc
Strong Penetration: Hits have an additional Armour Piercing (1).

Sword5gc
Initiative Bonus: +1 I in all rounds of close combat.

- Fighting with a Sword and another weapon in the other hand can give a warrior two separate Initiative values when determining strike order.

Great Club / Hammer / Mace10gc
Concussion (Heavy)

Strength Bonus: +2 S in all rounds of close combat.

Initiative Penalty: -2 I in all rounds of close combat.

Slow Swing

Two-handed

Great Axe10gc

Sunder: Each time an enemy is hit by an attack with this weapon (even if not wounded) one item of armour or shield that they have is rendered unusable for the rest of the battle.

- If the enemy has multiple items, they chose which item is disabled.
- No effect on Scaly Skin, Ward or Regeneration saves.

Strength Bonus: +2 S in all rounds of close combat.

Initiative Penalty: -2 I in all rounds of close combat.

Slow Swing

Two-handed

Great Sword10gc

Strength Bonus: +2 S in all rounds of close combat.

Initiative Penalty: -1 I in all rounds of close combat.

Slow Swing

Two-handed

Spear5gc

Initiative Bonus: +2 I in first round of close combat.

Only Shield in off hand

Halberd10gc

Strength Bonus: +1 S in all rounds of close combat.

Initiative Bonus: +2 I in first round of close combat.

Slow Swing

Two-handed

Morning Star10gc

Strength Bonus: +1 S in first round of close combat.

Only Shield in off hand

Flail10gc

Strength Bonus: +2 S in first round of close combat.

Slow Swing

Two-handed

Combat Whip5gc

Whiplash: May re-roll up to one failed roll 'to hit' in the first round of close combat.

Only Club, Axe, or Sword in off hand

Fighting Claw5gc

Charge Bonus: Attacks from this weapon have +1 Initiative and +2 to rolls on the Critical Hits chart the turn wielder charges.

- Fighting with a Fighting claw and another weapon in the other hand can give a warrior two separate Initiative values when determining strike order.

Missile Weapons

Sling.....5gc

Range: 18"

Strength: 2

Concussion (1)

Cannot be Poisoned

Short Bow.....5gc

Range: 18"

Strength: 3

Bow.....5gc

Range: 24"

Strength: 3

Long Bow.....10gc

Range: 30"

Strength: 3

Light Crossbow.....10gc

Range: 24"

Strength: 3

Armour Piercing (1)

Crossbow..... 20gc

Range: 30"

Strength: 4

Armour Piercing (1)

Lethal

Move or Fire

Crossbow Pistol.....10gc

Range: 8"

Strength: 3

Armour Piercing (1)

Assault: May Run and Fire.

Stand and Shoot

Multiple Shots (2): If equipped with another Crossbow Pistol.

Throwing Knives / Stars.....5gc

Range: 6"

Strength: 2

Multiple Shots(2)

Assault: May Run and Fire.

Throwing Axes.....10gc

Range: 6"

Strength: 4

Armour Piercing (1)

Assault: May Run and Fire.

Javelins.....5gc

Range: 12"

Strength: 3

Quick to Fire: No -1 to hit for moving and shooting.

Bolas.....5gc

Range: 12"

Strength: 3

Concussion (1)

Cannot be Poisoned

Two-handed

Blowpipe.....5gc

Range: 12"

Strength: 3

Poisonous

Nets.....5gc

Range: 6"

Strength: -

Entangle: Nets do not roll 'to wound,' but a warrior hit by a Net suffers -1 to hit (in both shooting and close combat) and -2 points of Initiative until the beginning of your next Shooting phase.

Snare: May fire into close combat involving friendly warriors, but on a 1 'to hit,' the Net hits a random friendly warrior instead of the targeted enemy.

Ignore Saves of any Kind

Quick to Fire: No -1 to hit for moving and shooting.

Blackpowder Weapons

Pistol10gc
Range: 8"

Strength: 4

Armour Piercing (1)

Assault: May Run and Fire.

Stand and Shoot .

Blackpowder Weapon.

Multiple Shots (2): If equipped with another Pistol.

Handgun 20gc
Range: 24"

Strength: 4

Armour Piercing (1)

Lethal

Move or Fire.

Blackpowder Weapon.

Blunderbuss15gc
Range: Flame Template

Strength: 3

- All warriors, including friendly warriors, under or partially under the template take 1 hit.
- When firing a up or down, the template is assumed to be 1" high.
- Follows the normal rules for targeting shooting.

Fire only once per battle.

Blackpowder Weapon.

Never Misfires.

Duelling Pistol15gc
 Same as Pistol but +1 to hit on all stand and shoot attacks.
 Can be used by anyone who can use Pistols.

Mastercrafted Handgun35gc
 Same as Handgun but first use each battle has +1 to hit.
 Can be used by anyone who can use Handguns.

Armour

Light Armour5gc
Armour Save: 6+

Heavy Armour15gc
Armour Save: 5+

Initiative Penalty: Wearer has -1 Initiative.

Shield5gc
Requires one hand to use.

Armour Save: 6+

Ward Save (6+): If wearer is fighting with a Club, Axe, or Sword in the other hand, they also gains a 6+ ward save vs. all types of attacks.

Cumbersome:

- Warriors armed with Two-Handed missile weapons, including slings and bolas, can only use their Shield against close combat attacks.
- Warriors armed with Two Handed close combat weapons can only use their Shield against shooting attacks.

Special Equipment

Rope & Hook5gc

Warrior rolls 2D6 for Initiative Tests for climbing and jumping and picks either as his result. May be given to henchmen.

Lantern.....5gc

Warrior adds +3" to the distance they spot hidden enemies. They lose Stealth if they have it and may not hide. May be given to henchmen.

Sling Bullets.....5gc

Warrior's shots from Sling have +1 Strength. Lasts entire campaign. May be given to henchmen.

Hunting Arrows.....5gc

Owner's shots from any kind of Short Bow, Bow, and Long Bow have +1 Strength vs. Animals and Monsters. Lasts entire campaign. May be given to henchmen.

Blunt Bolts10gc

Owner's shots from Crossbows (not Light or pistol Crossbows) have Concussion (Heavy). Lasts entire campaign. May be given to Henchmen.

Mercurial Rounds.....10gc

Owner's shots with Handgun are Flaming and have an additional +D3 modifier to rolls on the Critical Hits chart. Last entire campaign. May be given to Henchmen.

Aiming Scope10gc

Warrior suffers no -1 to hit for shooting over half range with Handguns. May be given to henchmen.

Poison Vial5gc

Warrior may make one of his weapons poisonous this battle. You may choose which. One use only. May be given to henchmen.

Lucky Charm.....10gc

Owner may modify his next roll on the Campaign Injuries chart by +1/-1. Charm automatically lost at the end of any post-game sequence where owner went out of action, even if they chose not to modify the roll.

Power Scroll.....5gc

+3 to any one spellcasting roll (declare that you are using the Scroll before rolling any dice). One use only. Can only be carried by Wizards.

Spellbook.....10gc

Owner knows one more spell from his lore than they otherwise would. Can only be carried by Wizards.

Holy Tome.....10gc

+1 to all Prayercasting rolls. Can only be carried by Priests.

Wyrdstone Dust.....10gc

At the start of the magic phase, Wizards can consume Wyrdstone Dust to automatically gain 1 Power Dice.

The next time they cast a spell, if they suffer a miscast then they must roll twice on the miscast table.

Can only be carried by Wizards. One use only.

Holy Relic10gc

When Owner suffers their first wound, they immediately generate +1 Power Dice. Can only be carried by Priests.

Tears of Shallya.....5gc

Drug: Warrior is immune to Poison this battle. One use only. May be given to henchmen.

Crimson Shade.....5gc

Drug: +3 Initiative this battle. One use only.

Side Effect: When warrior takes this drug, roll a D6: On a roll of 1 they take one automatic Strength 3 hit with no saves of any kind allowed.

Madcap Mushrooms5gc

Drug: Warrior gains Immune to Fear, Immune to Panic, and may not voluntarily leave close combat this battle. One use only.

Side Effect: When warrior takes this drug, roll a D6: On a roll of 1 they take one automatic Strength 3 hit with no saves of any kind allowed.

Mandrake Root.....5gc

Drug: Warrior is Immune to Concussion this battle and critical hits scored against him have a -D3-1 modifier to rolls on the Critical Hits this battle. One use only.

Side Effect: When warrior takes this drug, roll a D6: On a roll of 1 they take one automatic Strength 3 hit with no saves of any kind allowed.

Magic Items

Skull Staff (11)

Close Combat Weapon: Club

Whenever caster rolls on the miscast table, they may re-roll the result once each casting attempt.

Can only be carried by Wizards.

Skull Wand of Kaloth (12)

Close Combat Weapon: Club

Enemies who lose a wound to an attack from this weapon must take a Leadership Test or flee.

- No effect on warriors with Immune to panic.

Can only be carried by Wizards.

Sword of Striking (13)

Close Combat Weapon: Sword

Critical Hits scored with this weapon have +D6 to all rolls on the critical hits chart. (stacks with other modifiers).

Sword of Battle (14)

Close Combat Weapon: Sword

Wielder may re-roll 1 failed roll to hit with this weapon each turn.

Sword of Might (15)

Close Combat Weapon: Sword

Attacks with this weapon have +1 Strength.

Shrieking Blade (16)

Close Combat Weapon: Sword

Wielder gains Causes Fear.

Biting Blade (21)

Close Combat Weapon: Sword

Attacks with this weapon have and additional Armour Piercing (2).

Sword of Command (22)

Close Combat Weapon: Sword

Wielder gains the Leader special rule or adds +6" to it's range if they already have it.

Skabskrath (23)

Close Combat Weapon: Sword

Enemies within 1" of wielder must take Leadership Tests on 3D6, using the highest two as their result.

Filth Mace (24)

Close Combat Weapon: Great Club

Attacks are poisonous. Whenever wielder takes an enemy out of action with an attack from this weapon, they gain Causes Fear for the rest of the battle.

Black Axe of Krell (25)

Close Combat Weapon: Great Axe

Enemies who lose a wound to an attack from this weapon immediately roll a D6: On a roll of 5+ that enemy takes an extra Strength 3 hit.

Battleaxe of the Last Waaagh! (26)

Close Combat Weapon: Great Axe

Wielder has -1 to hit with this weapon but +2 Strength to attacks with this weapon.

Chaos Tomb Blade (31)

Close Combat Weapon: Great Sword

Ignores armour and regeneration saves.

Enchanted Shield (32)

Armour: Shield

This Shield grants a 5+ armour save instead of the normal 6+.

Shield of Ptolos (33)

Armour: Shield

This Shield grants a 5+ ward save vs. shooting attacks instead of the normal 6+.

Spelleater Shield (34)

Armour: Shield

This Shield grants a 4+ ward save vs. spells instead of the normal 6+.

Dragonshield (35)**Armour:** Shield

This Shield grants Scaly Skin (6+) instead of the normal Armour Save (6+).

Dragon Bow (36)**Missile Weapon:** Long Bow**Range:** 36"**Strength:** 3**Asp Bow (41)****Missile Weapon:** Bow**Range:** 24"**Strength:** 3

Shots are poisonous and ignore cover.

Ring of Volans (42)**Special Equipment**

Wearer starts each battle (and pit fight) with 1 free Power Dice.

Can only be carried by Wizards.

Wand of Jet (43)**Special Equipment**

Wielder has +1 to all spellcasting rolls.

Can only be carried by Wizards.

Book of Ashur (44)**Special Equipment**

Owner gains one random spell from any of the 8 basic Magic lores (chosen by you) each battle. Warrior also knows the Signature Spell from chosen lore for the duration of the battle.

Can only be carried by Wizards.

Heart of Woe (45)**Special Equipment**

When wielder is taken out of action all warriors (friend or foe) within 1" of him take 1 automatic Strength 6 hit with armour saves as normal. Then Heart of Woe is lost. Wearer can gain experience for taking enemies out of action this way, even while out of action themselves.

Armour of Renald (46)**Suit of Armour:** Light Armour

Wearer may re-roll Armour Save rolls of 1 against all types of attacks and gains the 'Alley Cat' Speed skill.

Grudgebringer Sword (51)**Close Combat Weapon:** Sword

Attacks with this weapon are flaming. Wielder gains access to the 'Fireball' spell from the lore of Lore of Fire and generates power dice each turn as if they were a Wizard.

Cannot be carried by Wizards.

Wielder may wear armour and cast Fireball.

Does not make the warrior count as a Wizard.

Crown of Command (52)**Special Equipment**

Wearer gains +1 Ld and Stubborn.

Van Horstmann's Speculum (53)**Special Equipment**

Use only once per battle: At the start of each of wearer's own turns, choose an enemy within **12"** of wearer and choose a profile characteristic that is not Wounds: Wearer and that enemy then swap their values for that characteristic for the rest of the battle.

- This ability requires line of sight and wearer cannot use this ability while fleeing.
- Only the unmodified characteristics values are swapped between the two warriors: Modifiers from skills, spells, prayers, injuries, etc, are not counted.

Skull of Katam (54)**Special Equipment**

Bearer adds +D3 to all his spellcasting rolls, but also takes 1 Strength 6 hit with no saves of any kind allowed each time they fail a spellcasting roll.

Can only be carried by Wizards.

Golden Shield of Atrazar (55)**Armour:** Shield

Wearer cannot be critically hit. Treat as normal hits instead.

Skills

Hail of Doom Arrow (56)

Special Equipment

Use only once per battle: Bearer gains Multiple Shots(D3+1) this shooting phase with any non-magical Short Bow, Bow, or Long Bow that they are carrying. This ability replaces any other 'Multiple Shot' abilities that the warrior may have that turn.

Book of Grudges (61)

Special Equipment

Bearer gains hatred (all enemies).

Morning Star of Fracasse (63)

Close Combat Weapon: Morning Star

Attacks with this weapon have Concussion (Heavy).

Ruby Chalice (62)

Special Equipment

Shooting attacks have an additional -2 to hit wearer as long as they are down to 1 Wound.

Flail of Skulls (64)

Close Combat Weapon: Flail

Attacks with this weapon have +D6 to all rolls on the critical hits chart.

Crimson Amulet (65)

Special Equipment

Wearer gains +1 Initiative and automatically passes all Characteristic Tests that are not Leadership Tests. (May also be used during exploration, i.e. with locations.)

Black Gem of Gnar (66)

Special Equipment

Use only twice per battle: At the start of any close combat phase choose any enemy within **1"** of bearer: Neither bearer nor the targeted enemy may strike any blows in close combat or be struck at in close combat this turn. Any passive abilities they may have (such as Cause Fear) are still active.

Common and Special Skills

Some skills are common and can be accessed by all warbands while others are special and generally only accessible by specific warbands.

Refer to each warband list to see what skills are available to it's warriors.

Each skill can only be taken once unless otherwise stated.

Combat Skills

Swashbuckler

Warrior suffers no –1 to hit for fighting with two weapons.

Buccaneer

Warrior can cause critical hits while fighting with two weapons.

Dodge: Close

All enemy close combat attacks have an additional –1 to hit this warrior.

Strike to Injure

Warrior's close combat attacks have an additional +D3 modifier on the critical hit chart.

Swordmaster

Warrior may re-roll failed 'to hit' rolls with Swords or Great Swords on the turn they charge.

Sentry

Warrior may re-roll failed 'to hit' rolls with Spears and Halberds when charged or intercepting a charge. Warrior must not be already engaged in close combat at the start of the turn.

Bodyguard

+2" to the distance the warrior can intercept and +1 to hit with all close combat attacks the turn they intercept an enemy.

Sixth Sense

Warrior automatically passes Initiative Tests for charging enemies without line of sight (e.g. charging those around a corner, behind a wall, etc).

Shield Smash

When armed with a shield or buckler, warrior may make an additional attack using their Strength value. Attack suffers a –1 penalty to hit and cannot cause Critical Hits.

Weapons Training: Close

Warrior can use any close combat weapons that they come across, not just those on their list.

Shooting Skills

Eagle Eyes

Shooting attacks ignore enemy 'Stealth' skill

Crack Shot

Warrior suffers no –1 to hit for shooting at enemies in cover.

Skirmisher

Warrior suffers no –1 to hit for moving and shooting.

Aim to Injure

All of warrior's shooting attacks have an additional +D3 modifier on the critical hit chart.

Rapid Reload

Warrior may move and fire with weapons that have the 'Move or Fire' rule. (With –1 to hit for moving and shooting as normal.)

Piercing Shot

Warrior's shooting attacks have an additional Armour Piercing (1)

Pistolier

Warrior suffers no –1 to hit with 'Multiple Shots' from with Pistols and Crossbow Pistols.

Warrior suffers no –1 to hit from performing 'Stand and Shoot' attacks.

Quick Shot

Warrior gains both of these:

- Multiple Shots (2) with Sling, Blowpipe, and any type of Bow, and Light Crossbow.
- Multiple Shots (2) becomes Multiple Shots (3) with Throwing Knives / Stars.

Blackpowder Expert

Warrior makes adds an additional +2 to their roll on the Blackpowder Misfire result.

Weapons Training: Ranged

Warrior can use any shooting weapons that they come across, not just those on their list.

Academic Skills

Brew Poison

Warrior may make one of his weapons poisonous each battle. You may choose which.

Apothecary

Warrior has +1T for testing against the side effects of drugs and may pick one free drug from the Special Equipment list before each battle (See Book 3, Special Equipment). The potion can only be used this battle and can only target themselves.

Battle Tongue

Warrior gains the Leader special rule. If they already have it, their Leader range increases by 3" instead. This skill can be taken multiple times.

Battle Meditation

Wizards ignore their first miscast each battle, though the spell still fails. Priests add +D3 to their first prayercasting roll each battle.

Acolyte

Whenever this warrior is deployed, the warband gains 1 Power Dice that may be used by any Wizard or Priest in the warband.

Animal Trainer

In any battle where warrior participates, up to 3 Animals in the warband, chosen by you, gain the 'Sixth Sense' Combat skill this battle. Active even while warrior has not yet been deployed or is out of action.

Streetwise

If this warrior was deployed and not out of action at the end of the battle, you may modify one exploration dice, chosen by you, by +1/-1. Multiple warriors with this skill do not stack (i.e. you can still only modify one dice by +1/-1).

Quick Mind

Warrior gains both of these:

When Warrior gains a level, they may chose to either:

- Gain a 'New Skill' result instead of rolling on the level up chart
- Roll on the level up chart as normal, but gain an additional XP on a result of 11 or 12.

Strength Skills

Killing Blow

When striking at enemies that are down to one Wound, this warrior's attacks with Great Weapons wound automatically (if they hit) and ignore saves of any kind.

Crushing Blow

Warrior's attacks with Great Clubs and Great Axes have a -2 modifier to the enemy's Ward and Regeneration saves.

Piercing Blow

Warrior's close combat attacks have an additional Armour Piercing (1)

Indomitable

Warrior may re-roll a single Armour Save results of 1 each turn vs. close combat attacks. No effect vs. any other type of attack.

Sturdy

Warrior gains Immune to Concussion.

Stout

Warrior suffers no Initiative penalty for wearing Heavy armour.

Impale

All attacks with Halberds, Throwing Axes, and Javelins have and additional Armour Piercing (1).

Backswing

Warrior ignores the Slow Swing rule.

Whirling Death

Warrior's attacks with Flail and Morning Star have +1 to hit and Concussion (1) the turn warrior charges.

Strongman

Warrior gains both of these:

- Warrior gains +2 Initiative to strike order when fighting with Great Weapons.
- Warrior gains the Strength bonus from Morning Stars and Flails in all rounds of close combat, not just the first.

Speed Skills

Dodge: Ranged

All enemy shooting attacks have an additional –1 to hit this warrior. (No effect vs. spells / prayers.)

Sprint

Warrior has +2" to the maximum distance moved while running, up to a maximum of 10". (This skill has no effect on charging.)

Flurry of Blows

Warrior receives +1 Initiative to strike order while fighting in close combat with two weapons.

Quick Draw

Warrior may fire a missile weapon the same turn they failed a test for climbing, fell, failed a spell or prayercasting roll, or failed a charge.

Lightning Strike

Warrior ignores the –1 to hit penalties for striking and shooting at warriors with the 'Dodge: Close' and 'Dodge: Ranged' skills.

Dashing Strike

Warrior gains an additional +D3 Initiative to strike order the turn they successfully charge an enemy.

Alley Cat

Warrior automatically passes tests for climbing and jumping down.

Quicksilver

Enemies cannot Stand and Shoot at this warrior or intercept them the turn the warrior charges.

Rooftop Fighter

Warrior gains both of these:

- Warrior automatically passes Initiative Tests for falling when losing a Wound 1" from an edge or rooftop.
- Warrior gains +2 Initiative to strike order in close combat in all turns where they are 2" or more above ground level.

Stealth

While warrior is in cover, shooting against him suffers an additional –1 to hit.

Pit Fighter Skills

Ferocious

Warrior has +1 Strength when charging.

To the Death!

Warrior may re-roll failed tests for Cause Fear and Panic. No effect if they also have Stubborn.

Self Medication

Warrior may remove one Campaign Injury from itself. This skill may be taken multiple times.

Close-Quarters Fighting

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6", as long as this warrior is within 2" of any terrain.

Skullcracker

Warrior's Free Hacks have both +1 Strength and may re-roll any failed rolls to wound.

Arena Champion

All of warrior's close combat and shooting attacks have an additional +1 Strength vs. Ogres, Animals and Monsters.

Dirty Blow

At the start of each close combat phase one enemy of your choice that is within 1" of this warrior suffers –2 Initiative to strike order that turn. No effect vs. Undead and Daemons. Not active while this warrior is fleeing.

Ironclad

Warrior becomes proficient with Heavy Armour.

Gauntlet Fighting

Warrior may fight with Morning Star in one hand and a Fighting Claw in the other.

Puncture

Warrior's shooting and close combat attacks have an additional Armour Piercing (1).

Nordland Champion

When equipped with Nets and a Spear, all of warrior's attacks with nets have +1 to hit and may Run and Fire, and all of warrior's attacks with Spears have an additional Armour Piercing (1).

Home Province Skills

Trusted Commander (Reikland)

Warrior gains the 'Leader' rule, or extends its range to 12" if they have it already.

Advance and Fire (Reikland)

Each turn, henchmen in the warband who end their move within 6" of this warrior may ignore the 'Move or Fire' special rule on any weapons they are carrying. Requires line of sight.

Right to Rule (Reikland)

Each battle, if this warrior is deployed and not fleeing, the warband may re-roll one failed Rout Test. Multiple warriors with this skill may allow multiple Rout Tests to be re-rolled, but each test can only be re-rolled once. Must have the 'Leader' ability to take this skill

Expert Fletcher (Middenheim)

Warrior gains 'Heirloom: Hunting Arrows.' All of warrior's shots with any kind of Bow using Hunting Arrows roll twice on the critical hits chart and apply the highest result. (Stacks with other modifiers.)

Wolfspurs (Middenheim)

All critical hits scored against this warrior have a -2 modifier to rolls on the critical hits chart. (Stacks with other modifiers they may have.)

Crush the Weak (Middenheim)

Warrior may re-roll failed rolls to hit with Hammers and Great Hammers in the first round of close combat.

Gunnery Cadet (Nuln)

All warrior's shots with Handguns and Grenade Launchers may re-roll results on the Blackpowder Misfire chart.

Honour Guard (Nuln)

All warrior's critical hits with Spear and Halberd roll twice on the critical hits chart and apply the highest result. (Stacks with other modifiers.)

Ironside (Nuln)

All of warrior's shots with Handguns have an additional Armour Piercing (1).

Confident Duellist (Marienburg)

Warrior may purchase Duelling Pistols at -5gc. Any items purchased with this discount become the warrior's personal Heirlooms.

All warrior's critical hits with Pistols of any kind roll twice on the critical hits chart and apply the highest result. (Stacks with other modifiers.)

Ostentatious Taste (Marienburg)

Warrior may purchase Lucky Charms and Silk Hat & Plumes at -5gc. Any items purchased with this discount become the warrior's personal Heirlooms.

Clandestine Connections (Marienburg)

Each battle when warrior is deployed, roll a D6:

- (1-4) Warrior gains 1 Poison Vial or 1 dose of Crimson Shade (choose which).
- (5-6) Warrior gains both.

If warrior was already carrying one or more instances of the items generated, they may poison a second weapon and/or take a double dose of Crimson Shade. Warrior must use these items itself. Items not used are lost.

Deathjack (Stirland)

Warrior can no longer use Heavy Armour, becomes proficient with Long Bow and all of his shots with Long Bow suffer -1 to hit for shooting further than 26" instead of the normal -1 to hit for shooting over half range.

Superstitious (Stirland)

If warrior is carrying a Lucky Charm, it is not lost when warrior goes out of action or if they used it to modify their campaign injury roll.

Waylay (Stirland)

All of this warrior's shots with Bows of any kind have an additional +1 to hit when they count as 'Firing from an Elevated Position' (See Book 1, Shooting).

Sigmarite Skills

Fanatical

Warrior gains Stubborn.

Bless Weapons

Warrior's close combat and shooting attacks have +1 Strength vs. Undead, Ghouls, Daemons, and any warrior with one or more Mutation skills.

Absolute Faith

Warrior has a 4+ ward save vs. the effects of hostile spells.

Sign of Sigmar

Whenever this warrior is deployed, the warband gains 1 Power Dice that may be used by any Priest (not Wizard) in the warband.

Righteous Fury

Warrior hates all enemies in the first round of each close combat.

Utter Determination

Warrior has a 5+ ward save against all types of attacks as long as they are down to one wound. No effect while warrior is fleeing.

No Retreat – No Surrender!

If this warrior is deployed and not fleeing, the warband may re-roll one failed Rout Test. Multiple warriors with this skill may allow multiple Rout Tests to be re-rolled, but each test can only be re-rolled once. Must have the 'Leader' ability to choose this skill.

Fiery Orator

Other warriors in the warband that are eligible to use this warrior's 'Leader' ability roll an extra D6 for tests for Cause Fear and Panic and discard the highest D6. Being within 6" of multiple warriors with this skill does not stack. No effect if warrior does not have the 'Leader' ability.

Hammershock

Warrior may re-roll all failed rolls 'to hit' with Hammers and Great Hammers the turn they charge.

Divine Power

When generating Power Dice, warrior gains one extra if they pass a Leadership Test with a –2 penalty to their roll.

Auger Skills

Guided Strikes

Warrior may re-roll their first natural 1 'to hit' in each close combat phase.

Guided Aim

Warrior's shots with missile weapons of any kind suffer –1 to hit for shooting further than 22" instead of the normal –1 to hit for shooting over half range.

Divine Intuition

Warrior may re-roll all failed Characteristic Tests they have to take that are not Leadership Tests. Can also be used with Exploration Locations.

Awareness

Warrior has an additional +3" to the range to the range they spot hidden enemies.

Truestrike

Warrior's shooting and close combat attacks have an additional Armour Piercing (1).

Premonition

All critical hits scored against this warrior have a –2 modifier to rolls on the critical hits chart. (Stacks with other modifiers they may have.)

Farsight

Warrior adds +6" to the maximum range of all missile weapons they are using where the weapon's original range was 12" or more.

Inner Omen

Whenever this warrior is deployed, the warband gains 1 Power Dice that may be used by any Wizard or Priest in the warband.

Martial Insight

Warrior permanently gains either +1 WS and access to Combat skills or +1 BS and access to Shooting skills. Must be a Hero to choose this skill

Blood Portent

Warrior gains an additional +1 XP in each post-battle sequence where they survived at least one roll on the Campaign Injuries chart. Must be a Hero to choose this skill.

Dawi Skills

Grudgebearer

Warriors with this rule gain hatred (all enemies) in the first round of each close combat.

Gritty

Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

Bombardier

Warrior has 'Multiple Shots x2' with Cinderblast Bombs.

Ranger

Warrior has an additional +3" to the range to the range they spot hidden enemies.

Hammerer

Warrior may re-roll all failed rolls 'to hit' with Hammers and Great Hammers in the first round of close combat.

Grim

Warrior gains Stubborn.

Forgemaster

Warrior's close combat attacks (but not shooting attacks) have an additional Armour Piercing (1).

Master of Ballistics

Warrior's shots with Blackpowder weapons of any kind suffer -1 to hit for shooting further than 22" instead of the normal -1 to hit for shooting over half range.

Thunderer

Warrior's shots with Handguns may re-roll results on the Blackpowder misfire chart.

Runelord

Warrior adds +6" to the range of all prayers they are attempting to cast. Must be a priest to choose this skill. (Prayers that can only affect caster are not affected.)

Kingsguard

Warrior may re-roll their first natural 1 'to hit' in each close combat phase.

Irondrake

All of warrior's shots with Flamethrower have +1 to hit.

Slayer Skills

Deathblaze

Whenever warrior is taken out of action, all enemies within 1" of him take 1 Strength 3 hit with armour saves and other saves as normal. Warrior gains experience for taking enemies out of action this way. Must be a Slayer to choose this skill.

Ferocious Charge

Warrior adds an additional +D3" to the maximum distance moved when charging, up to a maximum of 12". Must be a Slayer to choose this skill.

Deathblow

All of this warrior's Critical Hits with Axes, Great Axes, and Throwing Axes have an additional +2 Strength and automatically result in 'Sliced' on the critical hits table. Must be a Slayer to choose this skill.

Talismanic Tattoos

Warrior has a 4+ ward save vs. the effects of hostile spells. Must be a Slayer to choose this skill.

Doomseeker

Warrior gains an additional +1 XP in each post-battle sequence where they survived at least one roll on the Campaign Injuries chart. Must be a Slayer to choose this skill.

Monster Slayer

Warrior gains Hatred of enemies that have Cause Fear in all rounds of close combat against them. Warrior also gains an additional +1 XP each time they take an enemy Monster out of action. Must be a Slayer to choose this skill.

Brayherd Skills

Encircle

Warrior gains +1 Strength and warrior may re-roll his first natural 1 'to hit' in close combat the turn they successfully charges an enemy that was already engaged in close combat at the start of the turn.

Herdcall

Other warriors in the warband who ended their charging moves within 3" of this warrior may re-roll failed rolls 'to hit' in close combat this turn, provided that this warrior did not declare a charge this turn.

Uncanny Senses

Warrior has +3" to the range to the range they spot hidden enemies. Stacks with other modifiers, such as from Lanterns.

Ambusher

Enemies must re-roll their successful Initiative Tests for charging this warrior without line of sight (e.g. from charging around a corner, behind a wall, etc).

- No effect vs. enemies that automatically pass such tests

Befouler

Warrior may poison one of their weapons each battle. You may choose which. This skill may be taken multiple times.

Darktongue Oracle (Wizards Only)

Each battle, warrior knows the Black Tongue spell from the Lore of Chaos Rituals in addition to their other spells. Warrior also adds +1 to all their spellcasting rolls when casting Black Tongue. Must be a Wizard to choose this skill

Beastroar (Gor Only)

Warrior gains Cause Fear.

Rugged Pelt (Gor Only)

All critical hits scored against this warrior have an additional -D3-1 modifier to rolls on the critical hits chart.

Shaggy Hide (Gor Only)

Warrior gains Scaly Skin (6+) and can no longer wear Heavy Armour. No effect if they already have Scaly Skin. If the warrior is a wizard, this will not prevent them from casting spells.

Despoiler (Gor Only)

Whenever warrior takes an enemy out of action with a close combat attack, or with an attack from Throwing Axes, they gain Immune to Fear and Immune to Panic for the rest of the battle.

Rampage (Gor Only)

Warrior has +1 Strength on Free Hacks and may re-roll Free Hack attacks that failed to wound.

Alphabeast (Gor Only)

Animals attacking this warrior must re-roll their first successful roll to hit in each close combat phase (including opponent's).

- No effect vs. Undead and Daemons.

Shadowpelt (Ungor Only)

If this warrior has Stealth, all enemies suffer an additional -1 to hit for shooting at this warrior while warrior is in cover.

- No effect if warrior does not have Stealth or vs. enemies that ignore Stealth.

Deepwood Raider (Ungor Only)

Warrior gains Multiple Shots x2 with Javelins and Bolas.

- This skill does not grant proficiency with Javelins or Bolas.

Direflock Trainer (Ungor Only)

In any battle that warrior is participating in, up to 3 Animals, chosen by you, have an additional Armour Piercing (1) on their attacks. Active even if warrior has not deployed yet, stunned, fleeing, or out of action.

Cowardly Desecrater (Ungor Only)

All of warrior's poisonous shooting attacks have +1 to hit.

- No effect vs. enemies immune to poison.

Blightkin (Ungor Wizards Only)

Warrior uses Kin-Magic in addition to their other lore(s). Warrior always knows the Signature Spells from both lores and when generating spells before each battle, they may freely decide which lore each of their spells will come from. Must be a Wizard to choose this skill.

Mutation Skills

Extra Head

All critical hits scored against this warrior have a –2 modifier to rolls on the critical hits chart. (Stacks with other modifiers they may have.)

Metal Skin

Warrior gains Scaly Skin (6+) and can no longer wear Heavy Armour. No effect if they already have Scaly Skin (6+). If the warrior is a Wizard, this Mutation will not prevent them from casting spells.

Cloven Hoofs

Warrior has +1 Movement, up to a maximum of Movement 5, and may re-roll failed tests for jumping down. No effect if warrior already has the 'Cloven Hoofs' rule.

Hideous Visage

Warrior gains Cause Fear. If they already have Cause Fear, enemies that have to take a test for Cause Fear within 1" of them must instead roll an additional D6 and use the highest two.

Blackblood

Whenever this warrior loses a wound, all warriors with 1" of him (friend and foe) take 1 Strength 2 hit. Warrior can gain experience from taking enemies out of action this way, even if they are out of action themselves.

Poison Glands

Warrior may make one of his weapons poisonous each battle. You may choose which. If warrior is fighting unarmed, a single attack each turn will be poisonous.

Acid Excretion

All of this warrior's shooting and close combat attacks have an additional Armour Piercing (1).

Distensible Maw

Warrior's Free Hacks have both +1 Strength and may re-roll any failed rolls to wound.

Tentacle

At the start of each close combat phase one enemy of your choice that is within 1" of this warrior suffers –2 Initiative to strike order that turn. Not active while this warrior is fleeing.

Horns

Warrior has +1 Strength the turn they charge.

Conjoined Homunculus

Enemies must re-roll their successful Initiative Tests for charging this warrior without line of sight. No effect vs. enemies that automatically pass such tests (e.g. enemies with the 'Sixth Sense' skill).

Protean Form

Warrior has Regeneration (5+) when on 1 Wound.

Acid Ichor

Warrior counts as being armed with an Acid Ichor missile weapon as described below.

Acid Ichor

Range: 6"

Strength: 4

Armour Piercing (1)

Quick to Fire: No –1 to hit for moving and shooting.

Acid Ichor: Warrior may fire this weapon using his BS or WS, whichever is higher.

Cannot be Robbed, Swapped, or Discarded.

Breathe Fire

Warrior counts as being armed with a Breathe Fire missile weapon as described below.

Breathe Fire

Range: Flame template

Strength: 3

- All warriors, including friendly warriors, under or partially under the template take 1 hit.

Flaming Attack

Fire only once per battle.

Cannot be Robbed, Swapped, or Discarded.

Burning Body

All Warrior's close combat attacks are flaming. Warrior cannot hide and loses 'Stealth' if they have it.

Revenant Skills

At the end of all close combat phases, all warriors (friend or foe) within 1" of this warrior take 1 flaming Strength 1 hit with armour saves as normal. This ability is active even while fleeing.

Great Claw

One of the warrior's arms now counts as a close combat weapon as described below.

- Fighting with a Claw and another one-handed weapon counts as fighting with two weapons (See Book 1, Close Combat).

Great Claw

Sunder: Each time an enemy is hit by an attack with this weapon (even if not wounded) one item of armour or shield that they have is rendered unusable for the rest of the battle.

- If the enemy has multiple items, they chose which item is disabled.
- No effect on Scaly Skin, Ward or Regeneration saves.

Concussion (1).

Cannot be Robbed, Swapped, or Discarded.

Dredknight

Warrior may re-roll their first natural 1 'to hit' in each close combat phase

Nightshroud

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6". No effect vs. enemies that ignore 'Stealth.'

Supernatural Horror

Enemies that take a test for Cause Fear and Panic within 1" of this warrior must re-roll dice rolls of 1. No effect vs. Undead and Daemons.

Angstfeeder

All of warrior's close combat attacks have +1 to hit when attacking an enemy under the effects of failing a test for Cause Fear.

Might of Arms

Warrior has +1 Strength the turn they charge.

Seneschal

Warrior ignores hits from the 'Crumble' rule. No effect if warrior does not have 'Crumble.'

Chill Touch

Warrior's attacks (both shooting and close combat) have an additional Armour Piercing (1).

Dark Acolyte

Warrior starts each battle with 1 free Power Dice. Warrior must be a wizard to take this skill.

Master of the Dead

If warrior is eligible to confer 'Vigour Mortis', they extend it's range from 6" to 12". Must be a wizard to take this skill.

Master of the Black Arts

Warrior combines one of the other lores known to him with the Lore of Necromancy. Choose which lore before each battle. Warrior always knows the Signature Spells from both lores and when generating spells before each battle, they may freely decide which lore each spell will come from. Must be a wizard to take this skill.

Assassin Skills

Rapid Killer

Warrior suffers no –1 to hit for firing Multiple Shots with Throwing Knives / Stars.

Perfect Killer

Warrior's attacks (both shooting and close combat) have an additional Armour Piercing (1).

Poisonous Killer

Warrior may make one of their weapons poisonous each battle. You may choose which.

Venomous Killer

All of warrior's poisonous attacks have +1 to hit. No effect vs. enemies immune to poison.

Clawed Killer

Warrior may re-roll all failed rolls 'to hit' with Fighting Claws the turn they charge.

Swift Killer

Warrior gains +1 Movement, up to a maximum of Movement 5, and may re-roll failed tests for jumping down.

Fearless Killer

Warrior gains Immune to Fear.

Unseen Killer

Enemies must re-roll their successful armour saves vs. this warrior's shots with Blowpipe, Throwing Knives / Stars.

Concealed Killer

If this warrior has 'Stealth,' all enemies suffer an additional –1 to hit for shooting at this warrior while they are in cover. No effect vs. enemies that ignore 'Stealth.'

Distracting Killer

At the start of each close combat phase one enemy of your choice that is within 1" of this warrior suffers –2 Initiative to strike order that turn. No effect vs. Undead and Daemons. This ability cannot be used while warrior is fleeing.

Ambushing Killer

If warrior was hidden at the beginning of the turn where they declared a charge, they may re-roll all failed rolls 'to hit' in close combat that turn.

Asur Skills

Valour of Ages

Warrior may re-roll failed Leadership Tests for when testing for Cause Fear and Panic.

Shield of Lileath

Warrior has a 4+ ward save vs. the effects of hostile spells.

Martial Prowess

Warrior may re-roll their first roll of 1 to hit in each close combat phase.

Witness to Destiny

Warrior has a 5+ ward save against all types of attacks as long as they are down to one wound.

- Not active while warrior is fleeing.

Lionclaw

All of this warrior's Critical Hits with Great Axes, and Throwing Axes have an additional +2 Strength and automatically result in 'Sliced' on the critical hits table.

Elven Precision

Warrior's close combat attacks have an additional Armour Piercing (1).

Blaze of Glory

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12".

Pureblood

Warrior is immune to poison.

Fury of Khaine

Warrior has +1 Strength the turn they charge.

Virtue of Heroism

Warrior gains Hatred of enemies that have Cause Fear in all rounds of close combat against them. Warrior also gains an additional +1 XP each time they take an enemy Monster out of action.

Lileath's Blessing

Warrior has +D6 to all rolls they have to make on the magical miscast table. Must be a wizard to choose this skill

Spells

Basic and Special Spells

Spells are divided into two basic types: basic and special.

Refer to each spellcaster's entry to see what spells or prayers are available to them.

Lore of Fire (Basic)

Signature Spell: Fireball..... D6+ / D8+

The wizard hurls a ball of fire at his enemies.

Range: 18"

Effect: 1 flaming Strength 4 hit and anyone with 2" of target also take 1 flaming Strength 2 hit.

Augment (D8+): +6" to range.

1. Cascading Fire-Cloak..... D7+

A shield of flame appears around the wizard or his ally, scorching enemies that approach.

Range: 6" or caster.

Effect: At the end of each close combat phase all warriors, friend or foe, within 1" of this warrior take 1 flaming Strength 2 hit. Warrior can gain experience for taking enemies (but not allies) out of action this way. Target cannot hide and loses Stealth if they have it

Remains in Play.

2. Flaming Sword of Rhuin..... D6+

The close combat weapons of the target warrior blaze forth with flame.

Range: 6" or caster.

Effect: All of warrior's close combat attacks have +1 Strength and are flaming.

Remains in Play.

3. Burning Head D8+ / D10+

The wizard conjures up a crackling flaming skull and hurls it at his enemies.

Range: 18" long, 1" wide, 1" high.

Effect: All warriors (friend or foe) in the line of fire take 1 flaming Strength 3 hit. This spell stops if it hits a terrain feature.

Augment (D10+): All warriors (friend or foe) successfully wounded by this spell, must take a Leadership Test or flee. No effect vs. warriors with Immune to Panic.

4. Fulminating Flame Cage D5+

A soaring flame cage entraps an enemy.

Range: 24"

Effect: Target suffers 1 flaming Strength 4 hit if it moves or is moved, other than to pivot on the spot.

Lasts Until: The beginning of your next turn.

5. Flamestorm..... D7+ / D10+

A scorching burst of flame strikes the enemies of the wizard, burning away their flesh.

Range: Flame Template

Effect: All warriors under, or partially under, the template take 1 flaming Strength 2 hit.

Augment (D10+): Hits have +1 Strength.

6. Aqshy, the Key of Secrets D4+

The sacred key makes all flame burn brighter.

Range: Caster, affects entire board.

Effect: All flaming hits may re-roll natural 1s to wound.

- Affects both friendly and hostile, magical and mundane hits.
- Bonuses from this spell do not stack: Only one such re-roll will be allowed no matter how many instances of this spell are active.

Remains in Play.

Lore of Beasts (Basic)

Signature: Feast of Crows D7+ / D10+

The wizard summons a flock of crows to the feast.

Range: 24".

Effect: Target suffers D3+1 Strength 2 hits.

Augment (D10+): Hits may re-roll 1s to wound.

1. Beasthide D8+ / D11+

The target's skin is clothed in fur and hide.

Range: 6" or caster.

Effect: Target gains +1 Strength or +1 Toughness.

Augment (D11+): Target gains both.

Remains in Play.

2. The Wolf Hunts D4+

The wizard establishes a spirit link with a beast.

Range: 12"; must target a friendly animal.

Effect: Whenever the animal causes an enemy to lose a wound, caster regains 1 lost wound or gains 1 free Power Dice.

Remains in Play.

3. Curse of Rust D6+ / D8+

The nature spirits hate the cowardly foes that hide behind artificial steel and armour.

Range: 24"

Effect: Target has no armour save, including Scaly / Stony Skin saves.

- Target may still use his Ward and Regeneration saves as normal, including Ward saves from Shields.

Augment (D8+): Target also has -1 to hit in close combat. No effect vs. warriors fighting unarmed.

Remains in Play.

4. Cape of Thorns D6+ / D8+

A shield of thorns surrounds the target, protecting him from incoming blows.

Range: 6" or caster.

Effect: All enemies striking at this warrior in close combat suffer 1 Strength 3 hit at the end of the close combat phase for each natural 1 they rolled to hit that phase. No effect on 'to hit' rolls that were re-rolled. Warrior can gain experience for taking enemies out of action this way.

Augment (D8+): Target also gains Scaly Skin (6+).

Remains in Play.

5. Savage Beast of Horrors D8+

The beast within is a formidable thing when unleashed.

Range: 6" or caster.

Effect: Target has +2 Strength and +1 Attack on profile until the end of this turn.

6. Ghur, the Amber Arrow D8+ / D11+

A mighty hunting spear is hurled through the enemy ranks with all the force of a bolt thrower.

Range: 18" long, 1" wide and 1" tall.

Effect: The first warrior, friend or foe, in the path takes 1 Strength 4 hit, the next 1 Strength 3 hit, the next 1 Strength 2 hit, and the next 1 Strength 1 hit. This spell stops if it hits a terrain feature.

Augment (D11+): All hits re-roll 1s 'to wound.'

Lore of Metal (Basic)

Signature: Brimstone Blast D5+ / D7+
The wizard conjures forth a small exploding pouch of brimstone.

Range: 18"

Effect: Target takes 1 Strength 4 hit with Concussion (1).

Augment (D7+): +6" to range.

1. Silver Arrows of Arha D8+ / D10+
The wizard summons a quiver of silver arrows and hurls them at his enemies.

Range: 24"

Effect: D3 Strength 3 hits.

Augment (D10+): Hits are Armour Piercing (1).

2. Transmutation of Lead D7+
An enemy's metallic items become heavy, soft, and cumbersome.

Range: 24"

Effect: Target suffers -1 to all his rolls 'to hit' for both shooting and close combat and -1 Initiative.

Remains in Play.

3. Glittering Robe D7+
A golden, shimmering magical cloak shields the wizard from incoming blows.

Range: Caster.

Effect: Warrior gains Scaly Skin (5+). Does not prevent wizards from casting spells.

Remains in Play.

4. Squall of Molten Silver D7+ / D9+
A rippling wave of liquid, molten silver spews forth from the wizard's staff.

Range: Flame Template

Effect: All warriors, friend or foe, under, or partially under, the template take 1 flaming Strength 2 hit.

Augment (D9+): Hits are Armour Piercing (1).

5. Gehenna's Golden Hounds D9+
A pack of golden hounds leap forth to maul to wizard's enemies.

Range: 12"

Effect: D3 Strength 4 hits.

6. Chamon, the Soaring Eagle D5+
A magical golden eagle soars high above the battlefield, and descends to end an enchantment.

Range: 24"

Effect: End any one currently active spell that Remains in Play.

Lore of Light (Basic)

Signature: Burning Gaze D8+ / D10+
Burning rays of light leap forth from the wizard's eyes.

Range: 24"

Effect: Target takes D3 flaming Strength 3 hits. Undead and Daemons take D3 flaming Strength 4 hits instead.

Augment (D10+): +6" to range.

1. The Speed of Light D7+

The wizard or his ally becomes as nimble as light itself.

Range: 6" or caster.

Effect: +1 'to hit' in close combat and +3 Initiative.

Remains in Play.

2. Pha's Protection D7+

A mysterious hieroglyph hovers over the wizard's head, protecting him from incoming attacks.

Range: 6" or caster.

Effect: All attacks directed at this warrior that roll 'to hit' (whether shooting or close combat) suffer -1 to hit.

Remains in Play.

3. Birona's Timewarp D6+ / D8+

Warping the fabric of time itself, the wizard moves while others are frozen in time.

Range: Caster.

Effect: Caster may immediately move up to 8", taking tests for climbing, etc, as normal. They may use this effect to enter close combat, in which case they counts as charging. If they uses this ability to leave close combat, enemies gain free hacks as normal.

Augment (D9+): Warrior also has +3 Initiative until the end of this turn.

4. Shem's Illumination D6+

The wizard holds up his staff and a wave of blinding light renders his enemies confused and defenceless.

Range: Flame Template

Effect: All enemies under, or partially under the template suffer -3 Initiative. Undead and Daemons also take 1 Strength 2 hit with no armour saves allowed.

Lasts until: The beginning of your next turn.

5. Circle of Banishment D6+

The Wizard creates a circle of sacred light.

Range: Caster, 3" radius.

Effect: All enemies within 3" of caster take 1 Strength 3 hit. Undead and Daemons take 1 Strength 4 hit instead.

6. Hysh, the Serpent of Light D7+

The mysterious serpent Hysh bestows its blessing upon a warrior chosen by the wizard.

Range: 6" or caster.

Effect: Target is immune to poison. All of target's shooting and close combat attacks have +1 to hit.

Remains in Play.

Lore of Shadow (Basic)

Signature: Creeping Death..... D8+ / D10+
The wizard makes the shadows themselves come alive to attack his foe.

Range: 24"

Effect: D3 Strength 3 hits.

Augment (D10+): Target takes an additional 2 Strength 3 hits if within 2" of any terrain feature.

1. Steed of Shadows D7+
The wizard summons a magical winged steed made of pure shadow.

Range: Caster

Effect: Caster may immediately Fly to anywhere within 8". They may use this ability to enter close combat, in which case they count as charging. If they use this ability to leave close combat, enemies gain free hacks as normal.

2. Incognito..... D6+
The wizard shrouds himself in shadow and fog.

Range: Caster

Effect: Caster gains all of these:

- Enemies wishing to target caster with missile fire must pass a Leadership Test: If failed, they cannot shoot that turn.
- When firing missile weapons, enemies may always choose another target instead of this warrior.
- Enemies wishing to charge caster must deduct D3" from their maximum charge distance, down to a minimum of 6".

Remains in Play.

3. The Withering D7+ / D10+
The Wizard reaches into the minds of the foe, instigating nebulous images of weakness and doubt.

Range: 18"

Effect: Target suffers -1 Strength or -1 Toughness.

Augment (D10+): Target suffers both.

Remains in Play.

4. Crown of Taidron D7+ / D11+
A crown of shadowy tendrils hovers over the wizard's head only to strike out at his enemies.

Range: Caster, 3" radius.

Effect: All warriors within 3" of caster take 1 strength 4 hit.

Augment (D11+): All hits re-roll natural 1s to wound.

5. Mystifying Miasma D7+ / D9+
The wizard creates a numbing fog and distracting shadows all around his foe.

Range: 24"

Effect: Target suffers -1 to hit in both shooting and close combat and -1 Initiative.

Augment (D9+): Target suffers -3 Initiative instead.

Remains in Play.

6. Uglu, the Sword of Judgment D7+
The wizard summons the mysterious rune of shadow to aid him against his enemies.

Range: 6" or caster.

Effect: Warrior may re-roll 1 failed roll to hit each turn, whether in shooting or close combat.

Remains in Play.

Lore of Heavens (Basic)

Signature: Thunderbolt..... D6+ / D8+
The wizard hurls thunder and lightning at his enemies.

Range: 30"

Effect: 1 Strength 4 hit.

Augment (D8+): +6" range.

1. Celestial Shield D6+

A shimmering blue barrier shields the warrior from attacks.

Range: Caster.

Effect: Warrior has a 6+ ward save vs. all types of attacks.

Remains in Play.

2. Chain Lightning D7+ / D10+

The wizard summons a coil of crackling lightning that forks forth from his staff.

Range: 12"

Effect: 1 Strength 4 hit and any warrior within 2" of target also takes 1 Strength 3 hit.

Augment (D10+): Area of effect is increased to everyone within 4" of target.

3. Portent of Far D7+

Divining the sights of the future, the wizard guides the mind of his comrades to strike true.

Range: 6" or caster.

Effect: Warrior may re-roll all natural 1s to hit, whether in shooting or close combat.

Remains in Play.

4. Sapphire Arch D5+

A sweeping arch of pure sapphire carries the wizard's comrade forth.

Range: 6". Cannot target self, can only target friendly warriors.

Effect: Target is moved to anywhere within 6" of caster. If this takes the warrior into close combat, they count as charging. If this causes the warrior to leave close combat, enemies gain free hacks as normal.

5. Wind Blast D7+

The wizard gathers the winds and unleashes them in a mighty squall.

Range: 24". Cannot target warriors engaged in close combat.

Effect: Target must take two Toughness Tests: for each failed, they are moved D3" directly away from caster.

- If this moves target into a terrain piece more than 1" high, target also takes D3 Strength 2 hits.
- If this moves target off a building, or otherwise causes them to fall, apply falling damage as normal.
- If this would move the target off the table edge, target is stopped at the table edge instead.
- If wizard is below the target, this spell may move the target upwards, diagonally.

6. Azyr, the Comet of Power D11+

The wizard reaches high into the winds above and calls down a comet to smite his foes.

Range: 36"

Effect: Target, and anyone within 4" of target, must take an Initiative Test: Those that fail take 1 Strength 10 hit with Concussion (Heavy).

Lore of Life (Basic)

Signature: Bladed Bramble D6+ / D8+
A razor-sharp bramble rises from the ground to lash out at the wizard's enemies.

Range: 24"

Effect: 1 Strength 4 hit with Concussion (1).

Augment (D8+): Hit may re-roll natural 1s to wound.

1. The Jade Casket D10+
The wizard preserves the life-essence of a fallen comrade.

Range: Caster.

Effect: Chose a hero out of action. If this spell was active at the end of the battle and that hero rolled Dead for their campaign injury, they treat that roll as 'Multiple Injuries' instead.

- Attempts to end or effect this spell use the caster's position on the board when determining whether in range etc

Remains in Play.

2. Mist of Restoration D5+ / D10+
A wave of green mist restores the allies of the wizard to their full fighting potential.

Range: Caster, 4" radius.

Effect: All allies within 4" of caster who are stunned immediately stand up and suffer no penalty for being stunned.

Augment (D8+): Allies within 4" also have +1 to hit in close combat until end of turn.

3. Flesh to Stone D8+
The skin of the wizard's allies becomes hard and unyielding rock.

Range: 6" or caster.

Effect: Target has +1 Toughness and is Immune to Concussion.

Remains in Play.

4. The Rain Lord D7+ / D9+
The wizard soaks an enemy in a merciless shower.

Range: 30"

Effect: Target suffers -1 to all his to hit rolls in both shooting and close combat.

Augment (D9+): Target also suffers -1 Movement, down to a minimum of 3.

Remains in Play.

5. Master of Stone D8+ / D12+
Boulders and bricks come loose and fly at great speed towards the wizard's enemies.

Range: 18"

Effect: Target takes D3 Strength 2 hits with Concussion (1).

Augment (D12+): Hits have +1 Strength.

6. Ghyran, the Coil of Life D7+
Drawing upon the power of life, the wizard restores the health of mother nature's own.

Range: 12"; must target Animals.

Effect: Target Animal regains one lost Wound.

Lore of Death (Basic)

Signature: Hand of Death D6+ / D8+
An ethereal hand, crackling with death energies strike at the wizard's foes.

Range: 18"

Effect: 1 Strength 4 hit. +1 Strength if target is down to 1 wound.

Augment (D8+): +6" range.

1. Aspect of Dreadknight D6+
The wizard becomes an incarnation of death.

Range: Caster.

Effect: Caster gains Scaly Skin (6+) and enemies within 1" of them must re-roll successful tests for Cause Fear and Panic.

Remains in Play.

2. Doom and Darkness! D5+ / D7+
The enemies of the wizard are overcome with despair as their will crumbles.

Range: 18"

Effect: Target suffers -D2 Ld.

Augment (D8+): Target also gains Fear(all enemies).

- No effect for targets with Immune to Fear.

Remains in Play.

3. Wind of Death D10+
Death itself hangs on the wind as long-dead souls rear their heads from the shadows.

Range: Flame Template.

Effect: All warriors under, or partially under, the template must take a Toughness Test: If failed, they suffer 1 Strength 6 hit.

4. Life Leeching D8+ / D11+
The wizard drains the life force of his enemies, converting it into magical energy.

Range: 18"

Effect: D3 Strength 3 hits. Whenever this spell takes an enemy that is not Undead or a Daemon out of action, caster gains +1 Power Dice.

Augment (D11+): Hits ignore armour saves.

5. Purple Sun of Xereus D11+ / D14+
A powerful magical vortex is unleashed on the battlefield, spelling doom for everyone in its area.

Range: 12"

Effect: Target, and anyone within 3" of target (including caster if they are in range), must take an Initiative Test: Those that fail suffer 1 Strength 6 hit.

Augment (D14+): +6" range.

6. Shyish, the Scythe of Death D4+
Death comes to claim those who linger at her doorstep.

Range: 12" radius

Effect: All hits vs. warriors effected have +1 Strength as long as they are down to 1 Wound.

- Affects both friendly and hostile, magical and mundane hits.
- Bonuses from this spell do not stack: Only +1 Strength is added to the hits from this ability no matter how many instances of this spell are active.
- The additional +1 Strength stacks with other such modifiers, such as from Hand of Death.

Remains in Play.

Dark Magic

Signature Spell: Doombolt..... D6+ / D8+

The sorcerer hurls a bolt of unholy pale green energy at this target.

Range: 18".

Effect: Target takes 1 Strength 5 hit.

Augment (D8+): +6" to range.

1. Witch Flight D7+

The sorcerer walks through the air as if there were solid ground beneath his feet.

Range: Caster

Effect: Caster may immediately fly to anywhere within 8". They may use this ability to enter close combat, in which case they count as charging. If they use this ability to leave close combat, enemies gain free hacks as normal.

2. Death Spasm D9+

The sorcerer provokes wild convulsions in the muscles and limbs of his enemies.

Range: 12"

Effect: Target must take a Toughness Test: If failed, they suffer 1 Wound with no armour saves allowed. No effect vs. Undead and Daemons.

3. Power of Darkness D4+

The caster calls upon the most unholy magical energies that fuel the nature of dark magic.

Range: Caster

Effect: Caster gains +1 Strength until end of turn and gains D3 Power Dice. If three dice are generated in this way, caster also suffers 1 Strength 5 hit with no saves of any kind allowed.

- Being reduced to 1 Wound from this hit will not cause caster to take a Leadership Test or flee.

4. Bladewind D7+

The sorcerer summons a whirlwind of magical blades which spin towards the enemy.

Range: 24"

Effect: Target must take 3 Weapon Skill Tests: For each test failed, they suffer 1 Strength 3 hit with Armour Piercing (1).

5. Word of Pain D7+

The sorcerer utters a curse that leaves his enemy in chronic pain.

Range: 24"

Effect: Target suffers -1 to hit in both shooting and close combat. If they are a wizard or priest, they also suffer -2 to all spell or prayercasting rolls.

Remains in Play.

6. Arnizipal's Horror D9+ / D14+

The sorcerer conjures up a swirling cloud of darkness that moves across the field, annihilating everything in its path.

Range: 12" long, 2" wide, 2" tall

Effect: All warriors that are under, or partially under, the path must take a Strength Test: If failed, they suffer 1 Strength 6 hit. This spell stops if it hits a terrain feature.

Augment (D14+): All warriors who lose a wound to this spell must take a Leadership Test or flee.

- No effect vs. enemies with Immune to Panic.

Necromancy

Signature: Vanhel's Dance D5+ / D9+
The necromancer animates his creations.

Range: 6"; must target a friendly Zombie.

Effect: The affected Zombie may immediately move again. It may not leave close combat, but may climb and charge as opportunity permits. The Zombie also gains +2 WS and +2 Initiative until end of turn.

Augment (D9+): Affects two target Zombies instead.

1. Gaze of Nagash D8+ / D12+
Green beams of unholy energy shoot forth from the necromancer's eyes.

Range: 24"

Effect: D3 Strength 3 hits.

Augment (D12+): Target must re-roll successful armour saves against hits from this spell.

2. Curse of Years D6+
The necromancer utters a curse and the targets joints and bones become heavy with age.

Range: 18"

Effect: Target suffers -3 Initiative.

Remains in Play.

3. Lifestealer D13+
The necromancer drain the life force of his enemy, stealing it for himself.

Range: 6"

Effect: Target loses a wound and caster regains one lost wound. No armour or regeneration saves are allowed against this spell (but ward saves are allowed as normal).

- Cannot target Undead and Daemons.

4. Hands of Doom D8+
Skeletal hands reach up from the ground and bind the Necromancer's foe in his place.

Range: 12"

Effect: 1 Strength 4 hit. If target loses a wound, his movement becomes 2 until the beginning of caster's next turn.

5. Re-Animation D9+ / D12+
The necromancer brings back the dead to fight anew.

Effect: One Zombie in your warband that is out of action is returned to anywhere within 3" of caster with 1 wound on profile. Cannot be placed into close combat.

Augment (D12+): The targeted Zombie is returned with D3 wounds on profile instead.

6. Death Vision D6+
The necromancer floods his enemy with images of his impending demise.

Range: 12"

Effect: Target must take a Leadership Test or flee at the end of the turn whenever they lose a wound.

- No effect vs. enemies with Immune to Panic, Undead, and Daemons.

Remains in Play.

Lore of the Horned Rat

Signature: Warp Lightning D7+ / D10+
A bolt of deadly warp-lightning crackles forth at the sorcerer's foe.

Range: 12"

Effect: 1 Strength 4 hit and anyone within 2" of target also takes 1 Strength 3 hit.

Augment (D10+): Area of effect is increased to 4".

1. Skitterleap D5+ / D8+
The sorcerer's comrade leaps into the air and disappears with a flash and a puff of sulphurous smoke, reappearing in another location.

Range: 6". Cannot target self, can only target friendly warriors. May not be cast on Rat Ogres.

Effect: Target is moved to anywhere within 6" of caster. If this takes the warrior into close combat, they count as charging. If this causes the warrior to leave close combat, enemies gain free hacks as normal.

Augment (D8+): Enemies do not gain free hacks if the warrior leaves close combat from this spell.

2. Crack's Call D8+
The sorcerer touches the ground. A crack appears in the earth, and shoots outward like lightning.

Range: 18" long, 1" wide, 1" high.

- Caster must be on ground level to cast this spell, and can only target enemies that are also on ground level.

Effect: All warriors under the line must take an Initiative Test: If failed, they suffer 1 Strength 3 hit with Concussion (1) and no armour saves allowed. Spell does not stop if it hits a terrain feature.

3. Poison Wind D9+ / D12+
A cloud of green wind spurts forth from the sorcerer's paws.

Range: Flame Template.

Effect: All warriors under, or partially under, the template take 1 poisonous Strength 2 hit with no armour saves allowed.

Augment (D12+): Hits have +1 Strength.

4. Eye of the Warp D7+
Gaze into the Warp and despair!

Range: 12"

Effect: Target must take a Leadership Test or flee.

- No effect vs. enemies with Immune to Panic.

5. Choke D8+
The sorcerer's victim clutches his throat and has great trouble breathing. Dark wisps of smoke seep from his mouth and nostrils as his lungs fill with noxious fumes.

Range: 12"

Effect: Target must take a Toughness Test: If failed, they suffer a Wound with no armour saves allowed.

- No effect vs. Undead and Daemons.

6. Death Frenzy D7+
A willing Skaven is overcome with frenzy.

Range: 6". Cannot target self, can only target friendly warriors. May not be cast on Rat Ogres.

Effect: Target suffers a Wound with no saves of any kind allowed and gains:

- +1 Attack and +2 Initiative.
- +1 to hit in close combat.
- Immune to Fear and Immune to Panic.

Remains in Play.

Little Waaagh!

Signature: Stabbin' StormD7+ / D11+
The sorcerer summons a whirlwind of rusty magical blades that spins towards the enemy.

Range: 24"

Effect: Target must take **3** Weapon Skill Tests: For each test failed, they suffer 1 Strength 3 hit with Armour Piercing (**1**).

Augment (D11+): Hits are also poisonous.

1. Sneaky Stealin' D6+
The shaman implores Mork to help him gain power, caring little where it came from.

Range: Caster, 12" radius.

Effect: Whenever an enemy Wizard within **12"** of caster gains a Power Dice, roll a D6:

- (1–3) Nothing happens,
- (4–6) Power Dice is gained by caster instead.

This ability does not require line of sight and is active even while caster is fleeing.

Remains in Play.

2. Gork'll Fix It D8+
Gork inflicts minor but distracting calamities on the shaman's enemies.

Range: 18"

Effect: Target suffers –1 to hit in both shooting and close combat. Target must re-roll all successful armour saves.

Remains in Play.

3. Fungus Breff D8+ / D12+
The shaman belches forth a foul cloud of green smoke.

Range: Flame Template.

Effect: All warriors under, or partially under, the template take 1 poisonous Strength 2 hit.

Augment (D12+): Hits have +1 Strength.

4. Mork Save Me! D6+
By imploring Mork for help, the shaman raises a shield around his allies.

Range: Caster.

Effect: Caster gains a 6+ ward save vs. all types of attacks.

Remains in Play.

5. Curse of da Bad Moon D7+ / D10+
A great pale moon with tusks and a leering goblinoid face curses the shaman's foe.

Range: 18"

Effect: Target suffers –1 Strength or –1 Toughness.

Augment (D10+): Target suffers both.

Remains in Play.

6. Evil Eye of Mork D7+
The malevolent glowing red eye of Mork hangs over the shaman's enemy, glaring evilly at him.

Range: 24"

Effect: Target:

- Cannot hide and loses 'Stealth' if they have it.
- All shooting attacks against warrior have +1 to hit
- All enemies may always target him with missile fire, even if they are not the closest target. (No effect vs. spells / prayers.)

Remains in Play.

Chaos Rituals

Signature: Blood Bolts D8+ / D12+
The mage cuts his palm open with a ceremonial dagger and bolts of magical blood shoot forth.

Range: 24"

Effect: Target takes D3 Strength 3 hits.

Augment (D12+): If target is successfully wounded by this spell, they must take a Leadership Test or flee.

- No effect vs. enemies with Immune to Panic.

1. Wings of Darkness D7+
The sorcerer is lifted by two shadowy daemons and carried wherever the sorcerer wants to go.

Range: Caster.

Effect: Caster may immediately fly to anywhere within 8". They may use this ability to enter close combat, in which case they count as charging. If they uses this ability to leave close combat, enemies gain free hacks as normal.

2. Black Tongue D4+ / D10+
Using unholy incantations the sorcerer disrupts the power words spoken by other wizards.

Range: Caster, 36" radius.

Effect: The next enemy wizard within 36" of caster that rolls on the miscast table must roll twice and apply the lowest result. Then this spell is ended.

- Does not require line-of-sight to enemy Wizards.
- Multiple active instances of this spell do not stack

Augment (D10+): Enemy wizards in range also suffer -1 to their spellcasting rolls.

Remains in Play.

3. Mind Twist D7 / D9+
The sorcerer uses the dark power of chaos to rend his foe's mind asunder.

Range: 18"

Effect: D3 Strength 3 hits that ignore armour saves.

Augment (D9+): +6" range and if target is a wizard or priest, they also lose 1 random spell or prayer for the rest of the battle. This may be their signature spell or prayer.

4. Vision of Torment D6+ / D10+
The sorcerer utters a curse that leaves his enemy in chronic pain.

Range: 18"

Effect: Target suffers -1 to hit in both shooting and close combat.

Augment (D10+): Target must take a Leadership Test or flee at the end of any phase where they suffered one or more wounds.

- No effect vs. Undead, Daemons, or enemies with Immune to Panic.

Remains in Play.

5. Lure of Chaos D6+
The mage calls upon the taint of chaos that exists inside the soul of all living beings.

Range: 18", can only target enemies.

Effect: Target must take a Leadership Test: If failed, you may immediately move target up to its twice their movement in inches, though target will not charge, climb up or down, or jump off buildings.

- This movement may be intercepted as normal.
- If this movement is used to make the target leave close combat, enemies will not gain free hacks against them.

6. Eye of God D7+
The chaos mage implores the darks gods to grant a boon to his champion.

Range: 6" or caster.

Effect: Target may re-roll up to 1 failed roll 'to hit' each turn.

Remains in Play.

Kin-Magic

Signature: Effigy-KinD8+ / D11+

The shaman pulls out a menacing effigy that looks surprisingly like his opponent and mauls it.

Range: 18"

Effect: D3 Strength 3 hits that ignore armour saves.

Augment (D11+): If target loses a wound, they must also take a Leadership Test or flee.

- No effect vs. enemies with Immune to Panic.

1. Defiler-Kin D6+ / D8+

The weapons and fangs of the shaman's start dripping with filthy and unsavoury poisons.

Range: 6" or caster.

Effect: All of target's close combat and shooting attacks are poisonous.

Augment (D8+): All of warrior's close combat and shooting attacks also have an additional Armour Piercing (1).

Remains in Play.

2. Traitor-Kin D4+ / D7+

Beasts were not always tamed by man and within each best lurks the memories of primordial times.

Range: 24", must target Animals.

Effect: Target Animal must take a Leadership Test: If failed, it cannot move next turn.

Augment (D7+): Target also takes 1 Strength 3 hit.

3. Lurker-Kin D6+

The shaman festers in putrid and unholy places.

Range: Caster

Effect: Caster gains both of these:

- Enemies wishing to target caster with missile weapons must pass a Leadership Test: If failed, they cannot shoot that turn.
- When firing missile weapons, enemies may always choose another target instead of this warrior.
- Enemies wishing to charge caster must deduct D3" from their maximum charge distance, down to a minimum of 6".

Remains in Play.

4. Blight-Kin D8+ / D10+

A diseased blight eats away at the flesh of the shaman's enemies.

Range: 12"

Effect: Target must take a Toughness Test: If failed, they suffers 1 Wound with no armour saves allowed.

- No effect vs. Undead and Daemons.

Augment (D10+): +6" range.

5. Despiser-Kin D7+

The shaman imbues his allies with an intense and ancestral hatred of all things civilized.

Range: 6", or caster.

Effect: Target gains:

- Hatred (all enemies).
- Immune to Fear and Immune to Panic.

Remains in Play.

6. Hex-Kin D8+

A terrible bestial hex is conferred upon the shaman's enemies.

Range: 18"

Effect: Target suffers -1 to hit, in both shooting and close combat, and must also re-roll all successful armour saves.

Remains in Play.

Prayers of Sigmar

Signature: Hammer of SigmarD5+ / D7+
A giant ethereal hammer smites the enemies of the priest.

Range: Caster

Effect: Target takes 1 Strength 4 hit with Concussion (1).

Augment (D7+): +6" to range.

1. Might of Sigmar D6+
The priest invokes the might of Sigmar as his weapons turn bright with flame.

Range: 6" or caster.

Effect: Target gains +1 Strength and all his close combat attacks are flaming.

Remains in Play.

2. Sigmar's Judgment D6+
By chanting an ancient incantation to the glory of Sigmar, the priest delivers justice to the enemies of man.

Range: 1"

Effect: Target takes 1 Strength 5 hit.

3. Heart Of The Gryphon D9+
By chanting the 'Deus Sigmar!' the priest instils a steely courage in himself and his allies.

Range: Caster, 6" radius.

Effect: Caster and all friendly warriors within range may re-roll failed tests for Cause Fear and Panic.

Remains in Play.

4. Shield of Faith D8+
The priest shields his comrades in the protection of the lord Sigmar.

Range: Caster, 3" radius.

Effect: Caster and all allies within 3" of caster have a 4+ ward save vs. the effects of hostile spells.

Remains in Play.

5. Soulfire D6+
The priest extends the holy wrath of Sigmar in every direction from his own body.

Range: Caster, 3" radius.

Effect: All enemies within 3" of caster take 1 flaming Strength 3 hit. Undead and Daemons take 1 flaming Strength 4 hit instead.

6. Hand of Restoration D3+
The priest extends a restorative hand to his allies, invigorating them with renewed energy and fortitude.

Range: 6" or caster

Effect: Choose which:

- Target gains +1 Toughness until the end of the turn.
- Target gains +1 Initiative until the end of the turn.

Prayers of Ulric

Signature: Snow Squall D7+ / D9+

A forceful wave of snow and ices crashes into the enemies of the priest.

Range: Flame Template.

Effect: All warriors under or partially under the template take 1 Strength 2 hit.

Augment (D9+): Hits have Concussion (1).

1. Fury of Ulric D7+

The priest or his ally is overcome with lust for battle, wishing for nothing but to crush the weak.

Range: 6" or caster.

Effect: Target gains:

- Hatred (all enemies).
- Immune to Fear and Immune to Panic.

Remains in Play.

2. Winter's Chill D6+

Frost and snow hamper the enemies of the priest.

Range: 18"

Effect: Target suffers -3 Initiative.

Remains in Play.

3. Wolf's Scent D8+

The priest or an ally is imbued with the primal instincts of the great white wolf.

Range: 6" or caster.

Effect: All of target's close combat attacks have +1 to hit and all critical hits inflicted by them in close combat have an additional +D3 modifier.

Remains in Play.

4. Swiftiness of the Wolf D6+

The form of the priest blurs into that of half-man, half-wolf as they leaps forth on the battlefield.

Range: Caster.

Effect: Caster may immediately move up to 8", taking tests for climbing, etc, as normal. They may use this effect to enter close combat, in which case they count as charging. If they uses this ability to leave close combat, enemies gain free hacks as normal.

5. Fangs of the Wolf D9+

The priest summons a pack of ethereal wolves to maul his enemy.

Range: 12"

Effect: D3 Strength 4 hits.

6. The Wolf Howls D7+

The priest lets out a terrifying, ear-piercing scream that crushes the will of the weak.

Range: 12"

Effect: Target must take a Leadership Test or flee.

- No effect vs. enemies with Immune to Panic.

Prayers of Manaan

Signature: Manann's TridentD8+ / D11+
A glimmering golden trident shoots forth from the hands of the priest.

Range: 18" long, 1" wide, 1" high.

Effect: All warriors in the line of fire take 1 Strength 3 hit with Armour Piercing (1). This spell stops if it hits a terrain feature.

Augment (D11+): All hits must re-roll 1s to wound.

1. Curse of the Albatross D8+
Landlubbers quake as a huge sea-bird hexes them with ill omens which foretell their doom.

Range: 18"

Effect: Target suffers -1 to hit in both shooting and close combat, and must re-roll all their successful armour saves.

Remains in Play.

2. Blessed Voyage..... D10+
The priest asks Manaan to grant his servant safe passage through the dangers ahead.

Range: Caster.

Effect: Must target a hero out of action. If this spell was active at the end of the battle and that hero rolled Dead for any campaign injuries roll after the battle, they treat that roll as Multiple Injuries instead.

- Attempts to end or effect this spell use the caster's position on the board when determining whether in range etc

Remains in Play.

3. Verdant Geyser D7+
Subterranean caverns of stretch far under the mainland and may erupt at the behest of Manann.

Range: 24"

Effect: Target takes 1 Strength 4 hit and anyone within 2" of target also takes 1 Strength 2 hit.

4. Mariner's Boon D6+
Manaan extends his favor to the priest.

Range: Caster

Effect: Target gains a 6+ ward save vs. all types of attacks, which is increased to 4+ vs. flaming attacks of any kind.

Remains in Play.

5. Siren's Call..... D6+
The priest calls out in the seductive tunes of a sea-siren, leading sailors to capsize.

Range: 18", can only target enemies.

Effect: Target must take a Leadership Test: If failed, you may immediately move target up to its twice their movement in inches, though target will not charge, climb up or down, or jump off buildings.

- This movement may be intercepted as normal.
- If this movement is used to make the target leave close combat, enemies will not gain free hacks against them.

6. Conjoin the Mists D6+
The priest gathers a bank of mist to shield himself or an ally from harm.

Range: Caster

Effect: Target gains both of these:

- Enemies wishing to target caster with missile weapons must pass a Leadership Test: If failed: they cannot shoot that turn.
- When firing missile weapons, enemies may always choose another target instead of this warrior.
- Enemies wishing to charge caster must deduct D3" from their maximum charge distance, down to a minimum of 6".

Remains in Play.

Prayers of Myrmidia

Signature: Spear of Myrmidia D8+ / D10+
A giant ethereal spear materializes and shoots forth from the hands of the priest.

Range: 18" long, 1" wide, 1" high.

Effect: The first warrior, friend or foe, in the path takes 1 Strength 4 hit, the next 1 Strength 3 hit, the next 1 Strength 2 hit, and the next 1 Strength 1 hit. This spell stops if it hits a terrain feature.

Augment (D11+): Hits are Armour Piercing (1).

1. Command the Legion D9+

Myrmidia's servant brings order and discipline to the fighting force of which they are a part.

Range: Caster, 6" radius.

Effect: Caster and all friendly warriors within range may re-roll failed tests for Cause Fear and Panic.

Remains in Play.

2. Blazing Sun D6+

The priest conjures up a bright solar ball with scorching rays and hurls it at their enemies.

Range: 18"

Effect: 1 flaming Strength 4 hit. Anyone within 2" of target also take 1 flaming Strength 2 hit.

3. Blessed Armour D7+

Myrmidia, goddess of protection in battle, shields her servant in golden and silvery scales.

Range: Caster

Effect: Warrior gains Scaly Skin (6+) and may re-roll armour saves of 1 vs. all types of attacks.

Remains in Play.

4. Eagle's Vision D4+

Myrmidia's eagle soars high above the battlefield, discerning the whereabouts of the priest's enemies.

Range: 30", may target hidden enemies, but still requires line of sight.

Effect: If target has Stealth, they lose Stealth until the end of this turn. If target is hidden, they immediately become un-hidden.

5. Seize the Field D6+

Ever at home on the battlefield, Myrmidia's servant seizes the initiative and goes on the offensive.

Range: Caster.

Effect: Caster may immediately move up to 8", taking tests for climbing, etc, as normal. They may use this ability to enter close combat, in which case they count as charging. If they use this ability to leave close combat, enemies gain free hacks against them as normal.

6. Tactical Supremacy D7+

Myrmidia, goddess of battle and warfare, lends her servant a hand on the battlefield.

Range: 6" or caster.

Effect: Target may re-roll up to 1 failed roll to hit each turn.

Remains in Play.

Prayers of Taal

Signature: Wasp Swarm **D7+ / D10+**

A mass of ethereal wasps is summoned to maul an enemy of the priest.

Range: 24"

Effect: Target suffers D3+1 Strength 2 hits.

Augment (D10+): Hits may re-roll 1s to wound.

1. Blessing of Taal **D5+**

A cloud of the blessed dew of Taal disseminates all around the priest.

Range: Caster, 3" radius.

Effect: All allies within 3" of caster, including caster, have +1 initiative until the end of the turn.

2. The Hunted **D7+**

All strikes against an enemy of the priest strike true as if nature herself intends to take him down.

Range: 24"

Effect: All attacks against the targeted warrior have +1 to hit.

Remains in Play.

3. Cage of Thorns **D5+**

An enemy of the priest is enclosed in a bramble of razor-sharp thorns and barbs.

Range: 24"

Effect: Target suffers 1 Strength 4 hit if it moves or is moved, other than to pivot on the spot.

Lasts Until: The beginning of your next turn.

4. Stag's Leap **D5+**

With a mighty spring, an ally the priest leaps across the battlefield

Range: 6". Cannot target self, can only target friendly warriors.

Effect: Target is moved to anywhere within 6" of caster. If this takes the warrior into close combat, they count as charging. If this causes the warrior to leave close combat, enemies gain free hacks against them as normal.

5. Bear's Paw **D7+**

The priest or an ally is invigorated with the mighty strength of nature herself, ripping metal and flesh apart with his strikes.

Range: 6" or caster.

Effect: Target gains +1 Strength and all their close combat attacks have an additional Armour Penetration (1).

Remains in Play.

6. Tangleroots **D6+**

No matter where the enemy steps, they find themselves entangled in thickets and undergrowth.

Range: 18"

Effect: Target suffers -3 Initiative.

Remains in Play.

Prayers of Morr

Signature: Morr's Touch D8+ / D10+
An ethereal black hand flies towards the enemies of the priest, draining them of life.

Range: 12"

Effect: Target must take a Toughness Test: If failed, they suffer 1 Wound with no armour saves allowed.

Augment (D10+): +6" to range.

1. Banish..... D6+
The priest blasts his enemies with a touch of white light.

Range: 1"

Effect: Target takes 1 Strength 5 hit. Undead take 1 Strength 6 hit instead.

2. Morr's Protection..... D6+
Morr, arbiter of death and passage to the next world, protects his servant from harm.

Range: Caster.

Effect: Warrior has a 6+ ward save vs. all types of attacks.

Remains in Play.

3. Sign of the Raven D7+
Seeing the sign of the raven before them, the priest knows that they are favoured by Morr.

Range: 6" or Caster

Effect: Target may re-roll up to 1 failed roll 'to hit' each turn

Remains in Play.

4. Sacred Ground..... D6+
The priest consecrates the ground where they stand, asking Morr to smite those close to them.

Range: Caster, 3" radius.

Effect: All enemies within 3" of caster take 1 Strength 3 hit. Undead and Daemons take 1 Strength 4 hit instead.

5. Sanctuary Rites..... D5+
The priest asks the dream-god Morr to purify the battlefield from magicks that are not of his doing.

Range: 24"

Effect: End any one currently active spell that has Remains in Play.

6. Marked for Death D7+
The priest asks Morr, god of dreams and death, to single out an enemy for collection.

Range: 24"

Effect: All attacks, both shooting and close combat, against the targeted warrior have +1 to hit.

Remains in Play.

Prayers of Shallya

Signature: Trance Wave D6+ / D9+

The priestess emits a wave of pacifying energy that leaves her enemies in a stupor.

Range: Flame Template

Effect: All warriors under, or partially under, the template suffer -3 Initiative this turn.

Augment (D9+): Enemies under, or partially under, the template must also re-roll armour save rolls of 6 this turn.

1. Cure Ailments D5+

Shallya, goddess of healing, restores the constitution of her servant.

Range: 6" or Caster.

Effect: Target ignores the effects of all campaign injuries. If target has no campaign injuries, they gain +3 Initiative instead.

Remains in Play.

2. Martyrdom D7+

The servant of Shallya is overcome with sadness at the state of the world, seeing with heightened nuance the cruelty and suffering inherent.

Range: 6" or Caster.

Effect: All attacks against this warrior that require a roll 'to hit' suffer -1 to hit.

Remains in Play.

3. Protection of Shallya D8+

A golden shimmering shield protects the servants of the goddess from harmful magicks.

Range: Caster, 3" radius.

Effect: Caster and all allies within 3" of caster have a 4+ ward save vs. the effects of hostile spells.

Remains in Play.

4. Endurance of Shallya D6+

Shallya bolsters and purifies the life-essence of her servant.

Range: 6" or caster.

Effect: Target gains 'Regeneration (6+)' and is immune to poison.

Remains in Play.

5. Purification D5+

The priestess calls upon the purity aspect of Shallya, asking her to dispel a lingering enchantment.

Range: 24"

Effect: End any one currently active spell that 'Remains in Play.'

Remains in Play.

6. Restoration of Shallya D3+

The priestess extends a restorative hand to her allies.

Range: 6" or caster

Effect: Choose which:

- Target gains +1 Toughness until the end of the turn.
- Target gains +1 Initiative until the end of the turn.

Prayers of Ranald

Signature: Dagger Storm..... D7+ / D9+

The priest summons an array of silvery enchanted daggers and hurls them towards the enemy.

Range: 24"

Effect: Target must take **3** Weapon Skill Tests:

- For each test failed, they suffer 1 Strength 3 hit with Armour Piercing (1).

Augment (D9+): Hits ignore Armour Saves.

- No effect on ward or regeneration saves.

1. Divine Distraction..... D6+

The priest siphons the prowess of other casters, diverting it to their own ends..

Range: Caster, 12" radius.

Effect: Whenever an enemy Wizard or Priest within **12"** of caster gains a Power Dice, roll a D6:

- (1–3) nothing happens
- (4–6) that Power Dice is gained by caster instead.

This ability does not require line of sight and is active while caster is fleeing.

Remains in Play.

2. Cat's Reflexes D6+

Ranald, lord of luck and trickery, grants preternatural suppleness and agility to his servant.

Range: 6" or Caster.

Effect: Target gains +1 Movement, up to a maximum of 5, and +3 Initiative.

Remains in Play.

3. Bamboozle D6+

An enemy of Ranald's favoured becomes flabbergasted and confusing and is unable to find their bearings.

Range: 18"

Effect: Target suffers –3 Initiative.

Remains in Play.

4. All That Glitters D6+

Gold, riches, opulent foods, and other alluring object of an enemy's imagination appears before them as a shimmering mirage.

Range: 18", can only target enemies.

Effect: Target must take a Leadership Test: If failed, you may immediately move target up to its twice their movement in inches, though target will not charge, climb up or down, or jump off buildings.

- This movement may be intercepted as normal.
- If this movement is used to make the target leave close combat, enemies will not gain free hacks against them.

5. Vanishment..... D6+

Ranald, god of tricksters and thieves enables his servant to melt into the shadows.

Range: Caster.

Effect: Target gains all of these:

- Enemies wishing to target caster with missile fire must pass a Leadership Test: If failed, they cannot shoot that turn.
- When firing missile weapons, enemies may always choose another target instead of this warrior.
- Enemies wishing to charge caster must deduct D3" from their maximum charge distance, down to a minimum of 6".

Remains in Play.

6. Trickster's Fortune..... D7+

The servant of the trickster god is blessed with uncanny luck.

Range: 6" or caster.

Effect: Target may re-roll up to 1 failed roll 'to hit' each turn.

Remains in Play.

Lore of Runes

Signature: Rune of Dispelling.....D5+

A yellow rune of disenchantment engulfs an enemy magick or spellcaster.

Range: 18"

Effect: Choose which:

- Target Wizard loses D3 Power Dice.
- End any one currently active spell that has Remains in Play.

1. Rune of Grudgebearing..... D7+

A red rune, dripping with rancour materializes over the head of the runecaster or his ally.

Range: 6" or Caster.

Effect: Target gains:

- Hatred (all enemies).
- Immune to Fear and Immune to Panic.

Remains in Play.

2. Rune of Speed..... D6+

A buzzing azure rune enlivens and accelerates the movements of the runecaster or an ally.

Range: 6" or Caster.

Effect: Target gains +1 Movement, up to a maximum of 5, and +3 Initiative.

Remains in Play.

3. Rune of Warding..... D8+

A silvery rune shields the runecaster and his allies from evil magicks.

Range: Caster, 3" radius.

Effect: Caster and all allies within 3" of caster have a 4+ ward save vs. the effects of hostile spells.

Remains in Play.

4. Rune of Smiting..... D6+

A bronze rune materializes itself, inscribed upon the weapons of the runecaster or an ally.

Range: 6" or Caster.

Effect: Target gains +1 Strength and all their close combat attacks are flaming.

Remains in Play.

5. Rune of Striking..... D7+

A golden rune guides the blows of the runecaster's ally towards their target.

Range: 6" or Caster

Effect: Target may re-roll up to 1 failed roll to hit each turn, whether in shooting or close combat.

Remains in Play.

6. Rune of Righteousness..... D7+

A bright white rune surrounds the runecaster, covering him in an otherworldly light and protecting him from harm.

Range: 6" or Caster

Effect: Target has a 6+ ward save vs. all types of attacks and gains Cause Fear.

Remains in Play.

Note: Chapter Picture

Book 4:

Scenarios & Campaigns

Scenarios

Note: need to design some scenarios that don't use phased deployment and are more like pitched battles

Note: review unofficial scenarios.

Note: add sections to each scenario for "objective items" and how they effect random event chance.

Combat Groups

All scenarios ask players to split their warband into Combat Groups. To do so, each player divides his warband into 3 Combat Groups, numbered 1 to 3.

This division is done before it is determined which scenario will be played.

Each Combat Group may contain 0–2 heroes and 0–3 henchmen.

Empty Combat Groups

Combat Groups can contain 0 warriors. Groups with 0 warriors still count as groups for the purposes of scenarios where the player has to deploy a random warband group.

Determining Scenarios

Unless some prior factor in the campaign has determined the next scenario, roll 2D6 and play the scenario rolled.

Red or Blue

Unless stated otherwise, the warband with the lowest warband rating is red. If equal, roll to determine.

Who goes first

Unless stated Otherwise, Red goes first.

The Seventh Turn (or Later)

Wizards and Priests entering the battle on Turn 7 or later start with 1 Free Power Dice (this stacks with other free Power Dice that they may start with).

Tabletop Zones

Many scenarios use Tabletop Zones. It's recommended to outline the zones by marking the edges of these zones with coins, dice, or similar.

Holding Tabletop Zones

Some scenarios refer to 'holding a tabletop zone uncontested of the enemy.' To hold a zone, a warband must have at least one warrior inside that zone at the end of the game.

- Warbands that lost the battle can still hold and contest zones.
- Warriors that are hiding, fleeing, stunned or unable to capture scenario objectives never count as holding or contesting tabletop zones.

Objective Items

Some scenarios feature items on the board that can be picked up, such as Wyrdstone Shards or map pieces.

Warriors who can capture objectives can pick these up by walking over them by performing any type of movement besides charging or fleeing.

Objective items may be transferred to another warrior by moving into contact with them during the movement phase.

- Warriors who are fleeing, stunned or in combat may not be given objective items.

Warriors who flee or are stunned or taken out of action will drop any objective items that they are carrying.

Rout Tests

When certain conditions are met, the warband must take a Leadership Test against the warband's Leader's Ld.

- If the leader is not deployed or is stunned, fleeing, or out of action, use an eligible hero with the next-highest Ld.
- If there are no eligible heroes then the warband automatically fails the test

If passed, your warband may stay and fight. If failed, your warband routs and you lose the scenario.

- Unless otherwise specified, routing warbands drop all objective items that they are carrying.

Underdog Bonuses

If one warband's Warband Rating is 3 or more lower than its opponent, it's eligible for an Underdog Bonus.

The underdog bonus will change depending on the scenario being played.

Setting Up the Game

When setting up the game, first define combat groups, then roll for the scenario, and then roll for spells.

Scenario (2-3): Ambush

Note: need to make the headings between scenarios consistent. consistent "always red" too.

Note: come back to review scenarios later.

Background

One warband has carefully laid an ambush for another, using every trick in the book.

Special Rules for Ambush

The warband rating of the two warbands must be at least 4 to play this scenario. Otherwise, re-roll the dice to see which scenario is played.

Deployment

1. Blue deploy's their largest Combat Group in their deployment zone. If equal, roll to determine. All warriors must be deployed on ground level.
2. Red rolls twice to determine which two combat group's they deploy. One in each deployment zone. Warriors can be deployed in any spot in their zone as long as they are out of line of sight of Blue's warband.
3. At the start of Turn 4, Blue deploys another group in the Blue Backup Zone as detailed to the right.
4. At the start of Turn 7, Blue deploys his last group in the Blue Backup Zone and Red deploys his last group in one of his deployment zones, determined at random.
5. Groups not deployed on turn 1 can be deployed no more than 8" in from the table edge.

The First Turn

Red takes the first turn.

Fleeing

- Blue warriors flee towards the table edge of the Blue Backup zone. If they reach the edge, they rally.
- Red warriors flee towards the table edge of their own deployment zone. If they reach the edge, they rally.
- Blue warriors cannot move or flee into the escape zone (i.e. leftmost 33% of the board) until the beginning of turn 3.

The Zones:

The board is divided into zones as follows:

Blue can escape by moving off this table edge	Red's Deployment Zone	
	Blue's Deployment Zone	Blue Backup
	Red's Deployment Zone	

Winning

- If three or more Blue heroes escape, Blue immediately wins. (To escape, a warrior needs to move off the table edge.)
- If five or more Blue heroes are out of action, Red immediately wins.
- If either side has 4 or more warriors escaped and/or out of action, it may voluntarily Rout at the start of each of its own turns and must take a Rout Test at the start of each of its own turns.

Exploration Dice

- +1: Winning the Scenario.
- +1: being the warband with the least Victory Points.
- 1: Being the warband with the most Victory Points.
- Blue: +1 per hero that escaped.
- Both: +1 per enemy hero out of action.

Scenario (4): Lost

Background

One warband has gotten lost in the maze of the ruins. The other warbands decides to capitalize on it!

Note: change red and blue colours in map and text

Red and Blue

The warband with the fewest Victory Points is always Blue.

Deployment

- Both players divide their warbands into Combat Groups as described under 'Scenarios'.
- Each player deploys two of his groups, determined at random, on turn 1.
- Blue always deploys in his own Deployment Zone.
- Red must deploy his first two groups in Red Deployment Zone (1) and (2); one group, determined at random, in each zone.
- At the start of Turn 4, each player deploys his last Combat Group; Blue in his deployment zone, Red in Red Deployment Zone (3).
- All warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.

The Zones

The board is divided into zones as follows:

Red's Deployment Zone (3)		Red's Deployment Zone (2)
Red's Deployment Zone (1)		Blue's Deployment Zone

Fleeing

Warriors flee towards the table edge of the deployment zone they were deployed in. If they reach the edge, they rally.

Winning

If either side has 5 or more models out of action, it may voluntarily Rout at the start of each of its own turns, and must take a Rout Test at the start of each of its own turns.

Exploration Dice

- +1 Winning the Scenario.
- +1 being the warband with the least Victory Points.
- 1 being the warband with the most Victory Points
- Red: +2 for holding Deployment Zone (1) or (2) uncontested of the enemy (i.e. +4 for holding them both).
- Blue: +3 for holding Deployment Zone (1) or (2) uncontested of the enemy (i.e. +6 for holding them both).

Bonus XP

- +1: Blue heroes gain an additional +1 XP each time they take a fleeing enemy out of action. (Including Free Hacks against warriors just starting to flee.)
- +1: A Red hero that was deployed in Deployment Zone (1) and is the only Red warrior left in that zone at the end of the battle gains an additional +1 XP.
- +1: A Red hero that was deployed in Deployment Zone (2) and is the only Red warrior left in that zone at the end of the battle gains an additional +1 XP.

Scenario (5): Breakthrough

Background

One warband has found a treasure and is guarding the passageway to the loot.

Red and Blue

The warband with the fewest Victory Points may choose to be either Red or Blue. Red always takes the first turn.

Deployment

- Both players divide their warbands into Combat Groups as described under 'Scenarios'.
- Blue deploys one of his groups, chosen by the player, in the Blue Defense Zone on turn 1.
- Red deploys one of his groups, determined at random, in the Red Deployment Zone on turn 1.
- At the start of Turn 4, each player deploys another random Group in his own deployment zone.
- At the start of Turn 7, each player deploys his last Group in his own deployment zone.
- Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.

The Zones

The board is divided into zones as follows:

	Blue Defense (Red can Exit here)	
Blue's Deployment Zone		Red's Deployment Zone

Exit to Treasure

The exit to the treasure is 8" wide and in the center of the table edge of the Blue Defense Zone. Red cannot exit before the beginning of turn 5.

Fleeing

Warriors flee towards the table edge of their own deployment zone. If they reach the edge, they rally. (This means that even warriors that were deployed in the Blue

Defense Zone flee towards the table edge of the Blue Deployment Zone.)

Winning

- If two or more Red heroes exit through Blue's Defense Zone, Red immediately wins.
- If either side has 5 or more models out of action, it may voluntarily Rout at the start of its own turn and must take a Rout Test at the start of each of its own turns. (Red warriors that exited through the defense zone do **not** count as out of action.)

Exploration Dice

- +1 Winning the Scenario
- +1 being the warband with the least Victory Points
- 1 being the warband with the most Victory Points
- Red: +3 per hero (not henchman) that exited through the Blue Defense table edge.
- Either side: +1 per enemy taken out of action inside the Blue Defense zone.
- Either side: +2 having more models than the enemy inside the Blue Defense zone at the end of the battle.

Bonus XP

- +1: The first Red hero that exits through the Blue Defense Zone gains an additional +1 XP.

Scenario (6): The Brawl

Background

Both warbands are headed back out of Mordheim after a day of searching the ruins. They run into each other next to a city gate and a big brawl ensues!

Deployment

1. Both players divide their warbands into Combat Groups as described under 'Scenarios'.
2. Then each player deploys two of his groups, determined at random, on turn 1.
3. At the start of Turn 4, each player deploys his last Group in his own deployment zone.
4. Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.

- +1 per hero that escaped through the gate.
- +1 per enemy hero taken out of action.
- +2 for each enemy hero taken out of action while that hero was in the same zone as the Gate.

The Zones

The board is divided into zones as follows:

	The Gate	
Red's Deployment Zone		Blue's Deployment Zone

The Gate

The Gate is 8" wide and in the center of the table edge.

Fleeing

Warriors that flee move towards the Gate. If they reach the Gate, they exit.

Winning

If either side has 5 or more models escaped through the Gate and/or out of action, it may voluntarily Rout at the start of each of its own turns, and must take a Rout Test at the start of each of its own turns.

Exploration Dice

- +3 Winning the Scenario.
- +1 being the warband with the least Victory Points.
- -1 being the warband with the most Victory Points.

Scenario (7): Skirmish

Background

Both warbands are spread out, searching the ruins for valuables, when a detachment from each warband stumbles upon the other.

Deployment

1. Both players divide their warbands into Combat Groups as described under 'Scenarios'.
2. Then each player rolls a D3 to determine which group that is deployed on turn 1.
3. Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.
4. At the start of Turn 4, each player deploys another Group, determined at random.
5. At the start of Turn 7, each player deploys his last Warband Group.

The Zones

The board is divided into zones as follows:

+2 (Blue Only)	Red's Deployment Zone	+2 (Blue Only)
+1	+1	+1
+2 (Red Only)	Blue's Deployment Zone	+2 (Red Only)

+2 Zones

The Zones next to a player's own Deployment Zone confer no benefits to that player, but confer double benefits to the opposing player.

Fleeing

Warriors flee towards the table edge of their own deployment zone. If they reach the edge, they rally. Winning

- Zones cannot be held or contested until the beginning of Turn 3.
- Once a warband occupies 3 or more zones uncontested of the enemy, the enemy must take a Rout Test at the start of each of his turns.

- If a warband re-contests a zone, so that the enemy no longer holds 3 or more zones uncontested of the enemy, that warband will stop taking Rout Tests.
- If either side has 5 or more models out of action, it may voluntarily Rout at the start of each of its own turns, and must take a Rout Test at the start of each of its own turns.

Exploration Dice

- +2 Winning the Scenario.
- +1 being the warband with the least Victory Points.
- -1 being the warband with the most Victory Points.
- +2 per zone held uncontested of an enemy (+2 Zones give +4 Exploration Dice)
- +1 per zone held which the enemy also contests (+2 Zones give +2 Exploration Dice instead of the normal +1).

Scenario (8): Flanking

Background

As patrols from each warband catches sight of the other, both parties' comrades rush to the scene to help out.

Deployment

- Both players divide their warbands into Combat Groups as described under 'Scenarios'.
- Both players start with one Combat Group, determined at random, deployed in their main deployment zone on turn 1.
- Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.
- At the start of Turn 4, each player deploys another Group, determined at random.
- At the start of Turn 7, each player deploys his last Group.
- Groups that are not deployed on turn 1 are always deployed in Flanking zones, see below.

The Zones

The board is divided into zones as follows:

Flank (1)	Flank (3)	Red's Deployment Zone
Flank (2)		Flank (5)
Blue's Deployment Zone	Flank (4)	Flank (6)

Flanking Zones

- Groups that are deployed on turn 4 and 7 are not Deployed in Deployment Zones.
- Instead, roll a D6 to see which Flanking Zones they are deployed in, as detailed to the left.
- Once a group has been deployed in a Flanking Zone, remove that zone from the possible zones that groups can be deployed in (i.e. two groups can never be deployed in the same zone).

Fleeing

Warriors flee towards the table edge of their warband's deployment zone. If they reach the edge, they rally.

Winning

- If a warband holds the enemy's Deployment Zone uncontested of the enemy at the start of its own turn, the enemy must take a Rout Test.
- When either side has 5 or more models out of action, it may voluntarily Rout at the start of each of its own turns and must take a Rout Test at the start of each of its own turns.

Exploration Dice

- +1 Winning the Scenario.
- +1 being the warband with the least Victory Points.
- 1 being the warband with the most Victory Points.
- +3 holding the enemy's Deployment Zone uncontested of the enemy at the end of the battle.
- +2 contesting the enemy's Deployment Zone at the end of the battle.
- +1 per zone held uncontested of the enemy that are not deployment zones (including the zone in the middle of the board).

Scenario (9): Extraction

Background

A hero has ventured too far ahead of his warband and has been surrounded by the enemy warband. Now his comrades attempt to break him out.

Red and Blue

The warband with the fewest Victory Points may choose to be either Red or Blue.

Deployment

- Both players divide their warbands into Combat Groups as described under 'Scenarios'.
- One random hero in the Blue warband is deployed in the Extraction Zone on turn 1 (this may be a warrior from a Combat Group that has not been deployed yet). This warrior is known as the Vanguard.
- Two random Red Combat Groups are deployed on turn 1 in the two Red Deployment Zones.
- Two random Blue Combat Groups are deployed on turn 1 in the Blue Deployment Zone.
- Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.
- At the start of Turn 4, each player deploys his last Combat Group.

The Zones

The board is divided into zones as follows:

		Blue's Deployment Zone
Red's Deployment Zone (1)		
Extraction Zone	Red's Deployment Zone (2)	

Movement Restriction

Red warriors cannot move into the Extraction Zone.

Fleeing

- The Vanguard flees towards the table edge of the Extraction Zone. If they reach the edge, they rally.

- Other warriors flee towards the table edge of the zone they were deployed in. If they reach the edge, they rally.

Winning

- If the Vanguard reaches the table edge of Blue's Deployment Zone, Blue immediately wins.
- If the Vanguard is taken out of action, Red immediately wins.
- When either side has 5 or more models out of action, it may voluntarily Rout at the start of each of its own turns and must take a Rout Test at the start of each of its own turns.

Exploration Dice

- +1 Winning the Scenario.
- +1 being the warband with the least Victory Points.
- 1 being the warband with the most Victory Points.
- Red: +3 for taking the Vanguard out of action.
- Blue: +3 if the Vanguard reaches the table edge of the Blue Deployment Zone.

Bonus XP

- If the Vanguard reaches the table edge of the Blue Deployment Zone, they gain an additional +1 XP (in addition the +1 XP for taking an enemy out of action).
- A Red hero that takes the Vanguard out of action gains an additional +1 XP (in addition the +1 XP for taking an enemy out of action).
- A Red henchman that takes the Vanguard out of action gains an automatic promotion (unless they cannot gain promotions).

Scenario (10): The Map

Background

Both warbands have heard tales of a famous cartographer who lived in a certain quarter of the city. With the fall of the comet, their maps have been scattered around the place where they lived.

Red and Blue

The warband with the fewest Victory Points may choose to be either Red or Blue.

Deployment

1. Before it is determined who should be Red and Blue (i.e. who deploys where) players take turns to place Map Piece tokens anywhere in the three Zones marked 'Pieces'. There are 6 Map Pieces all in all.
2. Both players divide their warbands into Combat Groups as described under 'Scenarios'.
3. Both players start with one Combat Group, determined at random, deployed in their main deployment zone on turn 1.
4. Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings that are within 8" of the table edge.
5. At the start of Turn 4, each player deploys another Group, determined at random.
6. At the start of Turn 7, each player deploys his last Group.

The Zones

The board is divided into zones as follows:

	Pieces	
Blue's Deployment Zone	Pieces	Red's Deployment Zone
	Pieces	

Fleeing

Warriors flee towards the table edge of their own deployment zone. If they reach the edge, they rally.

Finding the Map Pieces

Warriors may pick up Map Pieces by moving within 1" of them (warriors with the 'Cannot Capture Scenario Objectives' rule cannot pick up Map Pieces).

Holding Map Pieces

- If a warrior carrying a map piece is taken out of action, they drop it where they stood. Other warriors may then pick it up by moving within 1" of it.
- Warriors can carry any number of Map Pieces.
- At the end of the battle, map pieces that are not currently carried by any warrior are lost (i.e. the winning warband does *not* get to pick them up).

Winning

- When either side has 5 or more models out of action, it may voluntarily Rout at the start of each of its own turns and must take a Rout Test at the start of each of its own turns.

Exploration Dice

- +1 Winning the Scenario.
- +1 being the warband with the least Victory Points.
- -1 being the warband with the most Victory Points.
- +1 For each Map Piece a warrior in the warband was carrying at the end of the battle.
- +1 Having more Map Pieces than the enemy.

Bonus Find

Note: make this easier to achieve

If the winning warband carried 5 or more Map Pieces at the end of the battle, it also finds 1 random Magic Item.

Scenario (11-12): Artefact Hunt

Background

Both warbands have heard a rumor that a Magical Artefact is hidden in this quarter of town. Now they race to find the stash.

Deployment

1. Both players divide their warbands into Combat Groups as described under 'Scenarios'.
2. Both players start with one Combat Group, determined at random, deployed in their main deployment zone on turn 1.
3. Warriors may be deployed up to 8" in from the table edge and also on the upper floors of any buildings within the area.
4. At the start of Turn 4, each player another Group, determined at random.
5. At the start of Turn 7, each player deploys his last Warband Group.

The Zones

The board is divided into zones as follows:

Artefact? +3 (Blue Only)	Artefact?	Artefact? +3 (Red Only)
Red's Deployment Zone	Artefact?	Blue's Deployment Zone
Artefact? +3 (Blue Only)	Artefact?	Artefact? +3 (Red Only)

+3 Zones

The Zones next to a player's own Deployment Zone confer no benefits to that player, but gives the opposing player +3 to the D6 roll to see if the Artefact is found.

Fleeing

- Warriors flee towards the table edge of their own deployment zone. If they reach the edge, they rally.
- A warrior that has the Artefact flees towards the nearest table edge. If they reach the edge, they rally.

Finding the Artefact

- Tabletop Zones cannot be searched until the beginning of Turn 3.

- Once a warband occupies a zone uncontested of the enemy at the start of its own turn, roll a D6: On a roll of 5+, one random warrior in that zone has found the Artefact (warriors with the 'Cannot Capture Scenario Objectives' rule can neither search nor contest zones).

Holding the Artefact

Once the artifact is found, generate a random Magic Item from the Magic Items Chart. The warrior that found the artifact may immediately use the item if they are proficient with it. If the warrior carrying the artifact is taken out of action, they drop the Magic Item where they stood. Other warriors may then pick it up by moving within 1" of it.

Keeping the Artefact

The warband whose warrior holds the artifact at the end of the battle gets to keep the magic item. If no warriors hold the artifact, or it has not been discovered, no one gets to keep the artifact.

Winning

When either side has 5 or more models out of action, it may voluntarily Rout at the start of each of its own turns and must take a Rout Test at the start of each of its own turns.

Exploration Dice

- +1 Winning the Scenario.
- +1 being the warband with the least Victory Points.
- 1 being the warband with the most Victory Points.
- +3 Searching a zone without finding the Artefact in that zone.

Bonus XP

- A hero that finds the Artefact gains +1 XP, even if they later go out of action.

Scenario (x): Pitched Battle

Background

Two warbands have chanced upon each other while exploring a region of the city rich in Wyrdstone Shards. They quickly engage in a pitched battle over the prized area.

Red and Blue

The warband with the lowest warband rating is Red.

Extra Setup

Together place 3 Wyrdstone Shard tokens as per map below. Wyrdstone Shards should be roughly in centre of each zone and not advantageous to either warband.

Deployment

1. Blue deploys their entire warband first, deployed in any of their zones up to 6" from the board edge. All warriors must be on ground level.
2. Red deploys in the same way in their zones.
3. Roll to see who goes.

The Zones

The board is divided into zones as follows:

Blue's Deployment Zone	Blue's Deployment Zone	Blue's Deployment Zone
Wyrdstone Shard	Wyrdstone Shard	Wyrdstone Shard
Red's Deployment Zone	Red's Deployment Zone	Red's Deployment Zone

Fleeing

Warriors flee towards the table edge of their own deployment zone.

Objective Items.

- Wyrdstone Shards: Follow normal rules for picking up and carrying objective items except not they are dropped by warriors when their warband routs.

Ending the game

- When either side has 5 or more models out of action, they must perform a Rout Test at the start of their turn or flee the battle.
- Any warband which has 5 or more models out of action may voluntarily rout at the beginning of their turn.

Exploration Dice

- +1 Taking part in the Scenario
- +1 Winning the Scenario.
- +1 Warband with the lowest warband rating.
- 1 Warband with the highest warband rating.
- +1 For each objective item held by the warband at the end of the battle.
- +1 for each hero not taken out of action, up to a maximum of 3.

Underdog bonus

- Warband rating difference of 2: +1 exploration dice.
- Warband rating difference of 3 or more: +2 exploration dice.

Bonuses

For each Wyrdstone Shard carried at the end of the battle, that warband gets 1 Wyrdstone Shard in addition to their normal exploration

Scenario (x): Pitched Battle 3-Way

Background

Three warbands have chanced upon each other while exploring a region of the city rich in Wyrystone Shards. They quickly engage in a pitched battle over the prized area.

Red, Blue and Green

The warband with the lowest warband rating is Red. The warband with the highest is Blue.

Extra Setup

Together place 3 Wyrystone Shard tokens as per map below. Wyrystone Shards should be roughly in centre of each zone and not advantageous to any warband.

Deployment

1. Blue deploys their entire warband first in their zone up to 6" in from the middle point of their board edge. All warriors must be on ground level.
2. Red and Green deploy in their zones up to 6" from the corner of the board. All warriors must be on ground level. Roll to see who deploys first.
3. Roll to see who goes first.

The Zones

The board is divided into zones as follows:

	Blue's Deployment Zone	
Wyrystone Shard	Wyrystone Shard	Wyrystone Shard
Red's Deployment Zone		Green's Deployment Zone

Fleeing

Blue's warriors flee towards the middle point of the edge of their board in their zone.

Red and Green's warriors flee towards the corner of the board in each of their zones.

Objective Items.

- Wyrystone Shards: Follow normal rules for picking up and carrying objective items except not they are dropped by warriors when their warband routs.

Ending the game

- When any side has 5 or more models out of action, they must perform a Rout Test at the start of their turn or flee the battle.
- Any warband which has 5 or more models out of action may voluntarily rout at the beginning of their turn.

Exploration Dice

- +1 Taking part in the Scenario
- +1 Winning the Scenario.
- +1 Warband with the lowest warband rating.
- 1 Warband with the highest warband rating.
- +1 For each objective item held by the warband at the end of the battle.
- +1 for each hero not taken out of action, up to a maximum of 3.

Underdog bonus

- Warband rating difference of 2: +1 exploration dice.
- Warband rating difference of 3 or more: +2 exploration dice.

Bonuses

For each Wyrystone Shard carried at the end of the battle, that warband gets 1 Wyrystone Shard in addition to their normal exploration

Post-game Sequence

Overview

After each battle work through each of the following phases in sequential order.

1. Update Warband Rating

- +1 If you lost.
- +2 If you won.

2. Explore

Roll the number of Exploration Dice determined by the Scenario just played.

- When exploring you never choose more than 6 Exploration Dice as your final result. If you are allowed to roll more than 6 Exploration Dice, roll the total number allowed and then choose any 6 to keep as your final result.
- Calculate the sum of all your exploration dice to see how many Wyrdstone Shards you find:
 - (1–4) 1 Wyrdstone Shard
 - (5–11) 2 Wyrdstone Shards
 - (12–17) 3 Wyrdstone Shards
 - (18–24) 4 Wyrdstone Shards
 - (25–30) 5 Wyrdstone Shards
 - (31–35) 6 Wyrdstone Shards
 - (36+) 7 Wyrdstone Shards
- If you roll any doubles, triples, etc, you have found a unique location (See Book 4, Unique Locations).
- Some locations have an alter

3. Determine Injuries

- For each warrior out of action, check to see if they survive the battle or sustain injuries. (See Book 4, Injuries).

4. Gain Experience and Advances

- Work through experience and advances for all surviving warriors if eligible (See Book 4, Experience).

5. Selling Wyrdstone Shards

Each warband may sell up to 10 Wyrdstone Shards for gold crowns, using the table below.

- Wyrdstone Shards may not be stored for next time. Any that are not sold are lost.

		Number of Warbands in the Campaign with warband rating 3 or more than you:				
		0	1	2	3	4+
Number of Wyrdstone Shards sold	1	30	35	40	50	60
	2	45	50	55	65	75
	3	55	60	65	75	85
	4	65	70	75	85	95
	5	75	80	85	95	105
	6	80	85	90	100	110
	7	85	90	95	105	115
	8	90	95	100	110	120
	9	95	110	105	115	125
	10	100	105	110	120	130

6. Buy, Sell, and Reinforce

Each warband may:

- Hire new warband members.
- Fire any existing warband members, retaining or selling their equipment as desired.
- Buy or sell weapons, armour, and equipment, and Magic Items.
- Buy, sell, or trade, weapons, armour, equipment, and Magic Items, with other warbands.

7. Prepare to Explore the City Again!

Unique Locations

Two of a Kind

(1 1) Well & Statue

Roll D6:

- (1–3) Well
- (4–6) Statue

Well

The public wells, of which there were several in Mordheim, were well-engineered and adorned with carvings and fountains. The city was proud of its water system.

Unfortunately, this one is in a poor state and undoubtedly polluted with Wyrdstone.

If you wish, choose a hero that was not out of action to take a Toughness Test:

- If passed: +1 Wyrdstone Shard.
- If failed: Hero drinks some of the tainted water by accident. Miss next battle.

Statue

A life-like statue stands with two arms outstretched, resting a dagger across its open palms. The dagger has an unhealthy sheen, and gives off an acrid odour, but otherwise appears pristine.

If you wish, choose a hero that was not taken out of action to take an action:

- If the Hero is equipped with a dagger, they may swap it with for the strange dagger, gaining an Acrid Dagger as their personal heirloom.
- Otherwise they may attempt to steal the dagger by performing an Initiative Test:
 - If passed: Hero gains an Acrid Dagger as their personal heirloom.
 - If Failed: Hero's hand is mysteriously pricked by the dagger, causing them to feel instantly ill. They miss the next battle.

Acrid Dagger

Close Combat Weapon: Dagger: Is affected by anything that would affect a Dagger, and can be used by anyone who can use normal Daggers.

Poisonous

(2 2) Shop

The shop has been thoroughly ransacked, however, there are still items scattered around the single, long room, mingled in with the rubble. Some are useful, others not so much.

You discover D6gc. If you roll a 1, you also find a Lantern.

Grinning Skeleton

Todo:

(3 3) Corpse

You find a still-warm corpse. A chipped dagger sticks out of his back. Surprisingly, his possessions have not been looted

Roll a D6:

- (1–2) D6gc
- (3) Club
- (4) Axe
- (5–6) Light Armour

(4 4) Straggler

Note: change to warband-specific actions from original rulebook

+1 Exploration Dice after next battle.

(5 5) Overturned Cart

Roll a D6:

- (1–2) Light Armour
- (3–4) 2D6gc
- (5–6) Blunderbuss

(6 6) Ruined Hovels

D6gc. If you roll a 1, you also find a Club.

Three of a Kind

(1 1 1) Wine Cellar

Choose a hero that was not out of action: They must take a Leadership Test. If passed: 4D6gc. If failed: 2D6gc. If all heroes were out of action, you automatically fail the test, gaining 2D6gc.

(2 2 2) Smithy

Roll a D6:

- (1) Sword
- (2) Great Sword
- (3) Flail
- (4) Halberd
- (5) Great Axe
- (6) Heavy Armour

(3 3 3) Prisoners

Note: change to warband-specific actions from original rulebook

+D6gc and a 20gc discount on the next single henchman you hire. Must be used before next battle or discount is lost.

(4 4 4) Fletcher

Roll a D6:

- (1) D3 Short Bows
- (2–3) D3 Bows
- (4) Long Bow and Hunting Arrows
- (5) Crossbow Pistol
- (6) Crossbow

(5 5 5) Market Hall

3D6gc.

(6 6 6) Returning a Favour

As you are returning to your encampment, you are approached by an old acquaintance. They are offering to repay an old favour or debt.

30gc discount on a single hired sword. Must be eligible for hire by your warband. Must be used before the next battle or the discount is lost. After the battle they will depart, or you may continue to pay for their upkeep as normal.

Four of a Kind

(1 1 1 1) Gunsmith

Roll a D6:

- (1) Blunderbuss
- (2–3) Two Pistols
- (4) Duelling Pistol
- (5) Handgun
- (6) Handgun and Aiming Scope

(2 2 2 2) Shrine

Roll a D6:

- (1–4) Any one hero in your warband, chosen by you, may learn the 'Acolyte' Academic skill. The hero may learn this skill even if they do not normally have access to Academic skills, however, they cannot learn it if they know it already.
- (5–6) 1 random Magic Item.

(3 3 3 3) Townhouse

3D6gc and D3 Lanterns.

(4 4 4 4) Armourer

Roll a D6:

- (1–2) D3 Shields
- (3) D3 Suits of Light Armour
- (4) Heavy Armour
- (5–6) 1 random Magic Item.

(5 5 5 5) Graveyard

You find an old graveyard, crammed with sepulchres that are overgrown with ivy. The monuments to the dead are grotesque and decorated with sculpted gargoyles. The ironwork has been ripped from some of the tombs, and stones have toppled off. It looks as if some of the crypts have already been broken into by tomb robbers.

Any warband apart from Witch Hunters and Sisters of Sigmar may loot the crypts and graves and gains D6x10 GC worth of loot.

If you loot the graveyard, the next time you play against Sisters of Sigmar or Witch Hunters, the entire enemy warband will hate all the models in your warband.

Witch Hunters and Sisters of Sigmar may seal the graves and be rewarded for their piety. D3+1 XP distributed amongst the Heroes of the warband. Maximum of 1 XP per hero. Any unused XP is lost.

(5 5 5 5) Ancient Library

Roll a D6:

- (1–5) Any one hero in your warband with access to Academic skills, chosen by you, gains +D3 XP.
- (6) 1 random Magic Item.

(6 6 6 6) Catacombs

If you wish, choose one of your Heroes that was not out of action. They must take a Toughness Test. If failed, they suffer 'Multiple Injuries' (see Campaign Injuries). Resolve their injuries immediately. If passed, the warband gains 1 random Magic Item.

Five of a Kind

(1 1 1 1 1) Merchant's House

D6x10gc. If another warband has more Victory points than you, you also find 1 random Magic Item.

(2 2 2 2 2) Alchemist's Laboratory

You find 1 Spellbook. In addition, choose one of your Heroes to gain the 'Streetwise' Academic skill. They may learn the skill even if they do not normally have access to Academic skills. They may not learn the skill, however, if they already know it.

(3 3 3 3 3) Jewelsmith

D6x5gc and 1 Aiming Scope. If another warband has more Victory points than you, you also find 1 random Magic Item.

(4 4 4 4 4) Shattered Building

Note: replace warhound with warband-specific creature

The comet destroyed this building almost completely, making it unsafe for all but the most daring to explore. But places such as this are the best for searching for Wyrdstone Shards.

You find D3 Wyrdstone Shards amongst the ruins. In addition your warband's leader must take a Leadership Test. If passed a Warhound that was guarding the building joins the warband.

(5 5 5 5 5) The Fighting Pits

If you wish, choose one of your Heroes that was not out of action to fight in the pits. That warrior must fight a Pit Fighter as if they had rolled 'Sold to the Pits' (see Campaign Injuries). If they win, the warband also gains 1 random Magic item in addition to the normal reward.

(6 6 6 6 6) Ruined Cathedral

One wizard or priest in the warband, chosen by you, may desecrate or pray at the site for +D3 XP. In addition, roll a D6:

- (1–4) Holy Tome
- (5–6) 1 random Magic Item

Six of a Kind

(1 1 1 1 1 1) The Pit

If you wish, choose a hero in your warband that was not out of action after the battle: That hero ventures down into the Pit. Roll a D6:

- (1–3) The hero is killed. All weapons, armour, and equipment they were carrying is retained, but any Heirlooms that they had are lost.
- (4–6) The hero comes back up with 2D3 Wyrdstone Shards and 1 random Magic Item. If another warband has more victory points than you, the hero comes back with D3 random Magic Items instead.

(2 2 2 2 2 2) Slaughtered Warband

Roll a D6 for each of these:

- D3 Suits of Light Armour 4+
- Heavy Armour 5+
- D3 Halberds 5+
- D3 Swords 3+
- D3 Shields 3+
- D3 Bows 4+
- D3 Axes 5+
- 2D6gc 5+
- 1 random Magic Item 6+

(3 3 3 3 3 3) Chaos Shrine

Note: allow warbands to purify the shrine instead.

1 random Magic Item. In addition, one wizard in the warband, chosen by you, may study the chaos runes. If they do, roll a D6:

- (1) The wizard suffers a roll of 'Multiple Injuries' (see campaign injuries).
- (2) The wizard now permanently knows 1 spell from the lore of Chaos Rituals.
- (3) The wizard now permanently knows 1 spell from the lore of Tzeentch.
- (4) The wizard now permanently knows 1 spell from the lore of Nurgle.
- (5) The wizard now permanently knows 1 spell from the lore of Slaanesh.
- (6) The wizard now permanently knows 1 spell from the lore of Kin-Magic.

Learning these spells will not cause the wizard to learn the signature spell from these lores if they did not know it already.

(4 4 4 4 4 4) Moneylender's House

Note: add warband specific actions, claiming debt from other warbands, notes to steal things etc

D6x10gc and 1 random Magic Item.

If you wish, choose a hero in your warband that was not out of action after the battle. The hero searches the house carefully to find any hidden items of value. They must take an Initiative Test. If passed, they find a Wyrdstone Shard.

(5 5 5 5 5 5) Hidden Treasure

1 random Magic Item and roll a D6:

- (1–4) Nothing extra.
- (5–6) Additional random Magic Item.

(6 6 6 6 6 6) Noble's Villa

note add option to search basement/celler - locked slave, shrine, lab, etc

D6x5gc, pair of Duelling Pistols, and 1 random Magic Item.

Injuries

Overview & Rules

Henchman Injuries

Roll a D6 for each henchman that was taken out of action:

- (1) Dead and equipment is lost.
- (2) Dead but equipment is recovered, except for heirlooms.
- (3–6) Survives with all equipment.

Hero Injuries

Heroes that went out of action must roll D66 and consult the Injuries Chart.

- To roll D66, roll 2D6 where one dice designates 'tens' and the other designates 'ones', e.g. if you roll 2 and 4, the result is 24.
- Count results of Dead as Multiple Injuries for the first battle the warband is engaged in.
- Heroes can acquire multiple instances of the same injury and the results stack.
- The effects of injuries cannot reduce a characteristic to below 1 but all injuries remain recorded on the warriors entry in case they later increase their characteristic, making the "no effect" injury now have an effect.

Injuries Chart

(11-14) Dead

Warrior is Dead and all weapons, armour, and equipment that warrior was carrying are lost, including Heirlooms.

(15-21) Multiple Injuries

Warrior must roll D3+1 more times on this chart, re-rolling any results of Dead, Sold to the Pits, and further Multiple Injuries.

(22) Amputated Arm

The warrior may only use one-handed weapons from now on but gains the Combat skill Dodge: Close.

- If Warrior already has this injury, they suffer a result of Hand Injury instead

(23) Hand Injury

–1 Weapon Skill.

(24) Eye Injury

–1 Ballistic Skill

(25) Arm Injury

–1 Strength

(26) Chest Injury

–1 Toughness

(31-32) Nerve Injury

–1 Initiative

(33-34) Madness

Roll a D6:

- (1–5) –1 Leadership
- (6) Gains Immune to Fear.

(35) Robbed by Enemy Warband

All weapons, armour, and equipment that warrior was carrying are transferred to the enemy warband, including Heirlooms.

(36) Robbed by Stragglers

All weapons, armour, and equipment that warrior was carrying are lost, including Heirlooms.

(41-43) Smashed Leg

Choose:

- Warrior misses the next battle.
- Warrior permanently suffers –1" to the maximum distance moved when running or charging, down to a minimum of 6" but gains the Strength skill Indomitable.

(44-62) Full Recovery

Warrior makes a full recovery.

(63) Sold to the Pits

Warrior must fight a Pit Fighter. The two warriors start engaged in close combat, and Initiative determines the strike order (neither side counts as Charging).

- Any 'Until the end of the battle' effects that the warrior had sustained are returned to their normal values before the pit fight.
- Warrior is returned to his full number of Wounds before the pit fight.
- 'One use only' items (such as Poisons or Drugs) that the warrior was using in the preceding battle wear off before the fight.
- Wizards or Priests may cast spells or prayers, but start with no Power Dice.
- Nowhere to run: Warriors cannot flee or leave close combat in a pit fight: If either fighter flees, his enemy gains a Free Hack against him as normal and the fight then continues with no further effect.
- If the warrior wins they gain 5D6gc and +1 XP.
- If the warrior loses, all weapons, armour, and equipment that they were carrying is lost, including Heirlooms, and they must roll on this chart again, re-rolling further results of 'Thrown to the Pits.'

Pit Fighter

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

Weapons and Armour

Morning Star

Special Rules

Finishing Move: When striking at enemies that are down to one Wound, this warrior's close combat attacks wound automatically (if they hit) and ignore saves of any kind.

(64) Hardened

The Warrior gains Immune to Panic

(65) Hatred

The warrior gains hatred (all members of the enemy warband that caused this injury) for the rest of the campaign.

(66) Against All Odds

Additional +1 XP.

Experience

Hero Experience

Heroes gain experience as follows:

- +1 XP: Leader of the winning warband.
- +1 XP: For each enemy taken out of action.
- +1 XP: Surviving a battle.
 - Even they went out of action, they still gain experience as long as they didn't die.
- Additional Experience as dictated by the scenario

Hero Advances

Heroes gain advances whenever they reach 1, 2, 4, 6, 8, 10, 12, 15, 18, 21, 24, 27, 31, 35, 39, 43, 47, 52, 57, 62, 67, 72, 78, 84 and 90 XP. Whenever an advance is gained, roll 2D6:

- (2–4) Choose New Skill
- (5) Choose +1 S, I, or Ld
- (6–7) Choose +1 WS or BS
- (8) Choose +1 I or Ld
- (9) Choose +1 A or T
- (10–12) Choose New Skill

Gaining Skills

Whenever heroes gain a 'Choose New Skill' advance, they may choose a skill from any of the skill lists that are available to them.

- Each skill can only be taken once unless otherwise noted.

Henchman Experience

Henchmen do not gain advances, instead roll a D6, adding +1 to the result for each advance they would have received to date:

- (1–5): Nothing Happens
- (6): The Lad's Got Talent!

The Lad's Got Talent!

Henchmen who get The Lad's Got Talent may be promoted to a hero.

- If you already have six heroes, you may fire an existing hero to make room for the new hero. Alternatively, if an existing hero dies after the battle, you may have the new hero take his place.
- The new hero retains their experience.
- If the option for promotion is not used after the battle where it was gained, it is lost, but will still influence the result of subsequent rolls.

Experience, Promotion, and Grey Areas

With any grey areas, such as a warrior knocking an enemy off a building, causing him to go out of action from the falling damage, the default is to let the warrior gain experience the experience.

However, warriors never gain XP for taking members of their own warband out of action.

Racial Maximums

Heroes must re-roll any advances that would take them above the following thresholds.

- Racial maximums only apply to when gaining advances. Warriors can still exceed these values through effects from weapons, skills, diving charges, spells, prayers, etc.
- Injuries do not modify the base values of characteristics and as such are not counted when comparing to racial maximums.

	WS	BS	S	T	W	I	A	Ld
Human	8	8	4	4	3	8	2	9
Halfling	7	9	3	2	3	9	2	8
Dwarf	10	8	4	4	3	6	2	10
Elf	10	10	4	3	3	10	2	10
Skaven	8	8	4	4	3	9	2	7
Ungor	7	7	4	3	3	8	2	7
Gor	9	6	4	4	3	8	2	7
Daemon	10	8	5	4	3	9	2	10
Vampire	10	8	5	4	3	10	2	10
Skeleton	10	7	4	4	3	6	2	8
Ghoul	7	7	4	4	3	8	2	7
Goblin	7	8	3	2	3	8	2	7
Ogre	8	7	6	5	3	7	2	9

Note: Chapter image

Book 5: Appendix

Play Sheet (WIP)

Note: needs heavy reviewing

Note: make sure none of these rules only live here. make sure they are explained in full in the main rules

To Hit: Close Combat

- A natural 1 is always a miss.
- A natural 6 is always a hit.

		Defender WS									
		1	2	3	4	5	6	7	8	9	10
Attacker WS	1	4 ⁺	4 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺
	2	3 ⁺	4 ⁺	4 ⁺	4 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺
	3	3 ⁺	3 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺	5 ⁺	5 ⁺	5 ⁺	5 ⁺
	4	3 ⁺	3 ⁺	3 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺	5 ⁺	5 ⁺
	5	3 ⁺	3 ⁺	3 ⁺	3 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺
	6	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺
	7	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	4 ⁺	4 ⁺	4 ⁺	4 ⁺
	8	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	4 ⁺	4 ⁺	4 ⁺
	9	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	4 ⁺	4 ⁺
	10	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	3 ⁺	4 ⁺

- 1 to hit: Fighting with two weapons.
- 1 to hit: Target has the 'Dodge: Close'.
- +1 to hit: Warrior hates his target.
- 3 I and -1 to hit: Failing a test for Cause Fear.

To Hit: Shooting

- A natural 1 is always a miss.
- A natural 6 is always a hit.

BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

- 1 to hit: Target is in cover.
- 1 to hit: Moving and shooting.
- 1 to hit: Shooting further than 12".
- 1 to hit: Firing multiple shots.
- 1 to hit: Target has the 'Dodge: Ranged'.
- 2 to hit: 'Stand and Shoot' with Pistols.

Note: clarrfy what negative to rollmeans

To Wound

- A natural 6 is always a wound.
- A natural 1 may wound automatically.

Note: clarify this "automatiacally"

		Defender Toughness									
		1	2	3	4	5	6	7	8	9	10
Attacker Strength	1	4 ⁺	5 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺
	2	3 ⁺	4 ⁺	5 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺
	3	2 ⁺	3 ⁺	4 ⁺	5 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺
	4	2 ⁺	2 ⁺	3 ⁺	4 ⁺	5 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺
	5	2 ⁺	2 ⁺	2 ⁺	3 ⁺	4 ⁺	5 ⁺	6 ⁺	6 ⁺	6 ⁺	6 ⁺
	6	2 ⁺	2 ⁺	2 ⁺	2 ⁺	3 ⁺	4 ⁺	5 ⁺	6 ⁺	6 ⁺	6 ⁺
	7	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	3 ⁺	4 ⁺	5 ⁺	6 ⁺	6 ⁺
	8	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	3 ⁺	4 ⁺	5 ⁺	6 ⁺
	9	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	3 ⁺	4 ⁺	5 ⁺
	10	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	2 ⁺	3 ⁺	4 ⁺

Strike Order in Close Combat

Initiative always determines who strikes first in close combat:

- +1 I: Charging.
- Additional +D3 I and +1 S: Diving Charge.
- 3 I and -1 to hit: failing a test for Cause Fear.

Note: add any extra things here? or add "some common modifiers are"

Armour Piercing (AP)

- A natural 1 always fails to save.

The Strength of incoming attacks can temporarily pierce a warrior's armour as follows:

S	1-3	4	5	6	7	8	9	10
AS	-	-1	-2	-3	-4	-5	-6	-7

Critical Hits

- A natural 6 to hit is always a critical hit unless the warrior is fighting with two weapons.
- Re-rolled dice never cause critical hits.

Note: remove re-rolled dice rule

- Critical hits apply to both close combat and shooting attacks, but never to Spells/Prayers.
- Consult the critical hit section for the effect of the critical hit.

Note: review wording

FAQ

Help me please!

There is no help for you here old man...

Intercepting

- These rules are crafted in a way to avoid the possibility of interception and moving into combat without charging

Version History

v 0.4

General:

- General review of everything.
- Focus on unification of rules, language, and style.
- Extensive changes to warband rosters, equipment, and spells, incorporating latest versions of Wyrdwars.
- Unification of special rules on weapons
- Additional hired swords.

Notable:

- Armour saves are reduced from a strength or 5 instead of from 4.
- Warband starting gold reduced to 350gc.

v 0.3

Changes throughout based on first playtest. Too numerous to list.

New scenarios for pitched battle and three way battle

Changes to book design resulting in new page layouts on every spread.

v 0.2

Massive ongoing changes too numerous to list

All books except Book 5 completed in first draft form.

v 0.1

Book 1 first completed draft. Book 2 and 3 work in progress.