Characteristics

In Mordheim the warriors each have different abilities, some being better at certain actions, for example, fighting, shooting or climbing, than they are at others. This variety in each warrior is represented in the form of characteristics and skills. Right now don't worry about skills – these come later with practice and battle experience. For now we just need to consider a warrior's characteristics. Each model is defined by a set of characteristics. Movement, Weapon Skill, Ballistic Skill, Strength, Toughness, Wounds, Initiative, Attacks and Leadership. Each characteristic is assigned a value of (usually) between 1 and 10. The higher the value your model has for any characteristic the better – for example, a model with a Strength of 6 is stronger than a model that has a Strength of 2.

MOVEMENT (M). A model's Movement rate shows how far the model can move in a turn, under normal conditions. For example, a typical Human has a move of 4", while a fleet-footed nimble Skaven has a move of 5".

WEAPON SKILL (WS). Weapon Skill is a measure of close combat ability (ie, how good the warrior is at hand-to-hand fighting). A deadly swordsman or a crazed berserker would have a high value compared to a lowly acolyte, for example. The higher the WS, the more likely your warrior is to hit his opponent.

BALLISTIC SKILL (BS). This shows how good a shot the individual is. When you shoot a bow or fire a pistol, the chance of hitting a target depends upon your model's Ballistic Skill. A normal Human has a BS of 3, though an experienced marksman might have a BS of 4, 5 or even higher.

STRENGTH (S). Strength indicates how strong a warrior is! It is especially important for hand-to-hand combat, because the stronger you are the harder you can hit. A Strength value of 3 is about average.

TOUGHNESS (T). This is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club or fist. The tougher you are, the harder you are to wound or kill. An average Toughness value is 3, though a gnarled old warrior might have a Toughness of 4!

WOUNDS (W). A model's Wounds value shows how many times the model can be wounded before it collapses, is killed or incapacitated. Most individuals have only 1 Wound but veteran warriors or large creatures such as Ogres might have more.

INITIATIVE (I). The Initiative value indicates how fast and nimble the warrior is. It determines the attacking order in hand-to-hand combat, and is particularly important when the model is climbing and moving amidst the ruins of Mordheim.

ATTACKS (A). The Attacks value indicates how many blows the model can make in hand-to-hand combat. Most warriors have an Attacks value of 1, but powerful fighters may have more. The more Attacks you have, the greater the chance you've got of beating your opponents into an unrecognizable pulp!

LEADERSHIP (Ld). Leadership represents raw courage, self-control and charisma. The higher the model's Leadership value, the more likely he is to remain steadfast in combat while others run off or are slain. For example, a cowardly Skaven may have a Leadership of 5, while a cool, calm Elf could have a Leadership of 8 or higher.

ZERO LEVEL CHARACTERISTICS

Some creatures in Mordheim have been given a '0' for certain characteristics, which means that they have no ability in that field whatsoever. This usually applies to creatures unable to use missile weapons (who would have a BS of 0) but it might equally apply to other characteristics as well. If a model has a WS of 0 then it cannot defend itself in hand-to-hand combat, and any blows struck against it will automatically hit.

CHARACTERISTIC PROFILES

A model's characteristic values are written in the form of a chart called a characteristics profile (or just profile).

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

The example above is a typical profile for a Human warrior. As you fight in more games against other players, your warriors will get better and their characteristics may increase. All these details are recorded using the Warband roster sheets provided at the back of this book. This is explained properly later on. For now it is enough to know what each characteristic is for and how their values vary.

CHARACTERISTIC TESTS

Often in the game a model will be required to take a test on one of his own characteristics. In order to pass this test, the model has to roll a D6 and obtain a result equal to or lower than the value of the characteristic involved. Note that if you roll a 6, you automatically fail the test regardless of the model's characteristic value.

For example. Dieter Stahl is jumping down from a wall that is 3" high and has to take an Initiative test. He has an Initiative value of 3 on his characteristic profile and therefore will be successful if he rolls a 1, 2 or 3 on a D6. If he rolls a 4, 5 or 6 he will fail the test and fall down, suffering all the painful consequences!

LEADERSHIP TESTS

Tests against the Leadership characteristic are done in a slightly different way. In the case of a Leadership test, you should roll two dice and add the two scores together. If the result is equal to or less than the model's Leadership characteristic, the test has been passed.

For example. Dieter's Leadership is 7, so to pass a Leadership test he must roll 7 or less on 2D6.

The Turn

In Mordheim you are in a charge of a warband and your opponent is in charge of another. The warriors and scenery in the game are set up on the tabletop in a way that is appropriate for the encounter you are fighting. Do not worry about this for now, as these things will be explained in full in the Scenarios section. To play, one side takes a turn, then the other side, then the original side and so on, much like in a game of draughts or chess. When it is your turn, you may move all your models, shoot with any warriors able to do so, and fight in hand-to-hand combat. Once your turn is complete, it is your opponent's turn to move, shoot and fight.

PHASES
To keep track of who is doing what and when, each turn is split into four phases. This is called the Turn sequence.

TURN SEQUENCE

1   Recovery
During the recovery phase you may attempt to rally individuals who have lost their nerve and recover models that are knocked down or stunned.

2   Movement
During the movement phase you may move the warriors of your warband according to the rules given in the Movement section.

3   Shooting
In the shooting phase you may shoot with any appropriate weapons as described in the rules for shooting.

4   Hand-to-hand combat
During the hand-to-hand combat phase all models in hand-to-hand combat may fight. Note that both sides fight in the hand-to hand combat phase, regardless of whose turn it is.

RECOVERY PHASE
During the recovery phase you may attempt to rally any of your models who have lost their nerve (see the Recovery Phase rules). To take a Rally test, roll 2D6. If the score is equal to or less than the model's Leadership value the model stops fleeing and has rallied; turn it to

face in any direction you wish. The model cannot move or shoot for the rest of the turn, but models able to do so can cast spells. If the test is failed, the model will continue to flee towards the closest table edge.

Note that a model cannot rally if the closest model to him is an enemy model (fleeing, stunned, knocked down and hidden models are not taken into consideration for this). During the recovery phase, warriors in your warband who have been stunned become knocked down instead and warriors who have been knocked down may stand up (see the Injuries section).

Movement

During the movement phase models are moved in the following order.

1   Charge!
If you want a model in your warband to charge at an enemy model and attack it in hand-to-hand combat then you must do this at the start of the movement phase before moving any of your other models. When you charge a model, declare to your opponent that you are doing so and indicate which of his models it is attacking.

2   Compulsory Moves
Sometimes a model is forced to move in a certain way and this is called a compulsory move. For example, a fighter whose nerve breaks must run away from his enemies and take cover. Make all of your models' compulsory moves before finishing any remaining movement.

3   Remaining Moves
Once you have moved your chargers and made any compulsory moves, you may move the rest of your warriors as you see fit.

MOVING
During their movement phase, models can move up to movement rate their in any direction. They may move (including running and charging) up and down ladders and stairs, and over low obstacles such as barrels, boxes, etc.

In normal circumstances models don't have to move their full distance, or at all if you do not want them to. All exceptions are explained later and invariably involve either charging or compulsory moves.

RUNNING
The normal Movement value of models represents a warrior moving at a fairly rapid rate, but allows time for him to aim and shoot a weapon and generally observe what is going on around him. If you wish, a model may move much quicker than this – he can run! A

running warrior can move at double speed (for example, 8" rather than 4"). Note that running is not the same as charging as it does not allow your model to engage the enemy in hand-to-hand combat.

A model can only run if there are no enemy models within 8" of it at the start of the turn (fleeing, stunned, knocked down and hidden models do not count). Check this distance after any charges have been declared. If there are any enemies within 8" at the start of the turn, the model will prepare to fight instead and so is unable to run. The running model can move closer than 8" to an enemy as it moves.
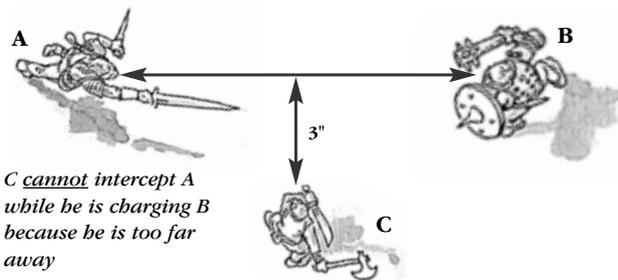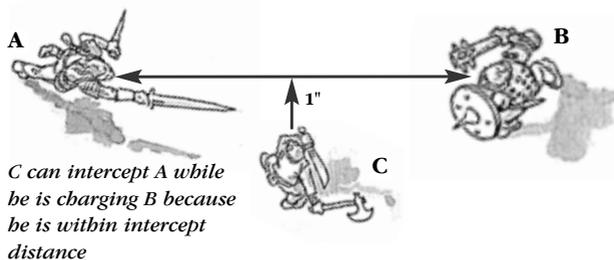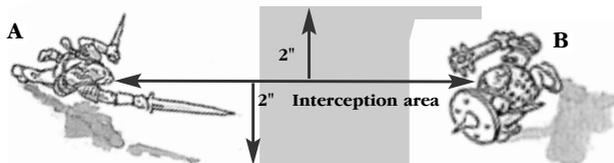
Any model that runs loses its chance to shoot during that turn. He is concentrating on running and is not prepared to fight, having sheathed or shouldered his weapons. You should declare that models are running as they move, as this will remind both players that the model is unable to shoot that turn. Running models can cast spells as normal.

CHARGE!

If you want a model to engage the enemy in hand-to-hand combat then you must make a special move called a charge. Without measuring the distance, declare that your model is charging and indicate which enemy model he is going to attack. You can charge any opposing model if you can draw an unobstructed line from your model to the target. If your warrior wants to charge an enemy model within 4" that he can't see (e.g., because it is behind a corner) but has not been declared as hidden, he must pass an Initiative test to detect it. If he fails the roll, your model may not charge this turn, but may move his normal distance, shoot and cast spells.

A charge is like a running move, performed at double the Movement rate, but ends with the attacker moving by the most direct route into base-to-base contact with the enemy model. Once their bases are touching they are engaged in hand-to-hand combat. Models are also considered to be in hand-to-hand combat even when separated by a low wall or obstacle, where it is impossible for the bases to touch physically because the obstacle is in the way.

A

B

2"

2"   **Interception area**

A

B

1"

C

C can intercept A while he is charging B because he is within intercept distance

A

B

3"

C

C cannot intercept A while he is charging B because he is too far away

If an unengaged (ie, not in hand-to-hand combat) enemy model lies within 2" of the charge route, that model may choose to intercept the charger if he wishes. This 'interception area' is shown in the diagram above. Only one enemy model may attempt to intercept each charger. If the intercepting warrior would normally require a Fear test to engage the charger then he must pass one in order to be allowed to intercept. Failure means he will not move. If the intercepting warrior causes fear then move the models into contact and then take a Fear test for the original charger (assuming he would normally do so) as if he was the one being charged. Regardless of the results of this test it is still the original charger who counts as charging in the subsequent round of combat, not the intercepting warrior.

Sometimes a charging warrior may not reach the enemy because you have miscalculated the distance. If this happens move your warrior his normal move distance towards the enemy. This is called a failed charge. The model cannot shoot in the same turn in which he failed a charge, but he can cast spells as normal.

Models cannot be moved into hand-to-hand combat except by charging – any move that brings a warrior into hand-to-hand combat is a charge by definition. A model that charges, will 'strike first' in the first round of the ensuing combat.

Charging more than one opponent
If you can move your warrior into base contact with more than one enemy model with its charge move, it can charge them both. This might be inadvisable, as it'll then be fighting two enemies at once!

HIDING
The Hiding rule represents warriors concealing themselves in a way that our unmoving and dramatically posed models cannot. A hiding warrior keeps as still as possible, just peeking out of cover.

A model can hide if he ends his move behind a low wall, a column or in a similar position where he could reasonably conceal himself. The player must declare that the warrior is hiding and place a Hidden counter beside the model for it to count as being hidden.

A model that runs, flees, is stunned or charges cannot hide that turn. His sudden burst of speed does not give him time to hide.

A model may stay hidden over several turns, so long as he stays behind a wall or similar

feature. He may even move around so long as he stays hidden while doing so. If an enemy moves so that he can see the hidden warrior, the model is no longer hidden and the counter is removed. When hidden, a warrior cannot be seen, shot at or charged.

While hiding, a model cannot shoot or cast spells without giving away its position. If a hidden model shoots, or moves so that he can be seen, he is no longer hidden and can be shot at as normal.

A model may not hide if he is too close to an enemy model – he will be seen or heard no matter how well concealed. Enemy warriors will always see, hear or otherwise detect hidden foes within their Initiative value in inches. So a warrior whose Initiative value is 3 will automatically spot all hidden enemies within 3".

TERRAIN

The ruined city of Mordheim is a dark and dangerous place, where tumbled down towers and blasted houses form a vast maze of streets and alleyways.

OPEN GROUND

The tabletop surface, floors of buildings, connecting overhangs, ladders and ropes are all considered to be open ground and will not affect movement even if the model is charging. It can also go through doors and hatches without slowing down.

DIFFICULT GROUND

Difficult ground includes steep or treacherous slopes, bushes and the angled roofs of buildings. Models move at half speed over difficult terrain.

VERY DIFFICULT GROUND

This is really dangerous terrain, such as narrow crawl-holes through the rubble. Models may move at a quarter rate, so if the model moves 4" over open ground it can only move 1" over very difficult ground.

WALLS AND BARRIERS

Walls, hedges and other low obstacles form barriers that you can either go around or leap over. A model can leap over a barrier that is

less than 1" high. This does not affect its movement in any way.

CLIMBING

Often the ruined buildings of Mordheim do not have stairs or ladders, so your warriors will have to climb to reach the upper floors of buildings.

Any model (except animals!) can climb up or down fences, walls, etc. He must be touching what he wants to climb at the start of his movement phase. He may climb up to his total Movement in a single movement phase (but cannot run while he is climbing). Any remaining movement can be used as normal. If the height is more than the model's normal move, he cannot climb the wall.

To climb, a model must take an Initiative test. If he fails it whilst climbing up, he cannot move that turn. If he fails it while climbing down, he falls from where he started his descent (see the Falling section).

JUMPING DOWN

Your warrior may jump down from high places (up to a maximum height of 6") such as walkways and balconies at any time during his movement phase. Take an Initiative test for every full 2" he jumps down. If he fails any of the tests, the model falls from the point where he jumped, takes damage (see Falling) and may not move any more during the movement phase. If successful, the model can continue his movement as normal (jumping down does not use up any of the model's Movement allowance).

DIVING CHARGE

You may charge any enemy troops that are below a balcony or overhang, etc, that your model is on. If an enemy model is within 2" of the place where your warrior lands, he may make a diving charge against it. Take an Initiative test for each full 2" of height your model jumped down from, up to a maximum of 6", like a normal jump. If he fails any of them, your model has fallen and suffers damage, may not move any more during the movement phase and cannot charge the enemy. If he succeeds, the model gains a +1 Strength bonus and +1 to hit bonus but only during the following hand-to-hand combat phase.

JUMPING OVER GAPS

Models may jump over gaps (up to a maximum of 3") and streets, (e.g., from the roof of a building to another). Deduct the distance jumped from the model's movement but remember that you cannot measure the distance before jumping. If your model does not

have enough movement to jump the distance, he automatically falls. If your model is able to cover the distance, he must pass an Initiative test or fall. A model may jump over a gap and still fire a missile weapon if it is not running. It may also jump as part of its charge or running move.

WARRIORS KNOCKED DOWN OR STUNNED

If a warrior is knocked down or stunned (see the Shooting section for details) within 1" of the edge of a roof or building, there is a chance that it will slip and fall off. Take an Initiative test. If the test is failed, the model falls over the edge to the ground and takes damage as detailed below.

FALLING

A model that falls takes D3 hits at Strength equal to the height in inches that it fell (e.g., if the model fell 4", it would take D3 hits at Strength 4). No armour saves apply. Falling will not cause critical hits (see the Hand-to-Hand Combat section for the Critical Hits rules). A model that falls may not move any further or hide during that turn, even if it is not hurt.
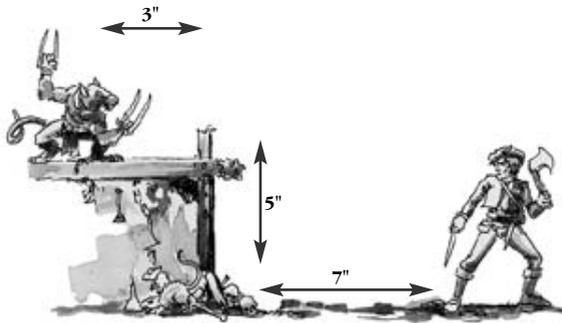
The Skaven runs/charges from the top of a building, jumping down during the move. It moves 3" to reach the edge, then jumps down and has to see whether it can safely make it to the ground. As it has to jump down 5", it must pass two Initiative tests to avoid taking D3 S5 hits. If it fails it will stop its move at the bottom of the wall (if it is not taken out of action). If it passes both tests, it can continue its run/charge and move the remaining 7".

Shooting

Warriors that fight in the ruins of Mordheim are usually armed to the teeth! Individual warriors often have several different weapons such as swords, knives, bows and even blackpowder weapons.

During your warband's shooting phase each of your warriors may shoot once with one of his weapons. This means that he can fire a bow, shoot with a crossbow, or hurl a throwing knife, for example.

Work through the models one at a time. Pick which fighter is going to shoot, nominate his target, work out whether he hits the enemy and, if he does, any wounds or injuries that are caused. Then continue with the next shooter. You can take shots in any order you wish. Be sure to remember or note down which models have already shot.

WHO CAN SHOOT
Each model can shoot once in the shooting phase, so long as he can see a target and assuming he has a suitable weapon. He may not fire in the following circumstances. if he is engaged in hand-to-hand combat, has run or failed a charge in the movement phase, has rallied this turn or is stunned or knocked down.
To shoot at a target, a model must be able to see it, and the only way to check this is to stoop over the tabletop for a model's eye view. Models can see all around themselves (ie, 360°), and they may be turned freely to face in any direction before firing. Note that turning on the spot does not count as moving.

CLOSEST TARGET
You must shoot at the closest enemy, as he represents the most immediate threat and therefore the most obvious target. However, you may shoot at a more distant target if it is easier to hit or if closer models are stunned or knocked down (see diagram on next page). For example, a closer target may be hard to hit because it is in cover, whilst a more distant target might be in the open and therefore an easier shot.

You may always choose to shoot at a Large Target if you can see it, whether it is in cover or not and even if it is not the closest target.

You can shoot at models that are fleeing, knocked down or stunned, but you can choose to

ignore them, because they do not represent an immediate threat. It is better to shoot the closest standing enemy model instead.

Note that you may not shoot at models that are engaged in hand-to-hand combat, as the risk of hitting your comrades is too great.

COVER
The many walls, ruined buildings and other masonry in Mordheim offer plenty of cover. If any portion of the target is hidden by a piece of scenery or another model, the shooting model will suffer a penalty as explained below.

Sometimes it will be obvious whether a target can be seen; at other times it will be more difficult, as buildings and other scenery are in the way. If the shooter can see only part of the target's body, the target is in cover and the shooter suffers a -1 penalty on his To Hit roll.

If a shot misses its target by 1, and that target claimed the -1 modifier for cover, then the shot strikes the cover instead. Normally this doesn't matter, but in the case where a model is concealed behind another warrior, or when the cover is a powder keg, it might be extremely important!

SHOOTING FROM ELEVATED POSITIONS
A model situated in an elevated position (ie, anything that is more than 2" above the table surface, such as an upper floor of a building), may freely pick any target he can see and shoot at it. The exception to this rule is that if there are enemies in the same building and in line of sight of the shooter, he must shoot at these, as they present a more immediate threat.

RANGE
Once you have decided to shoot and have chosen a target you must measure to see whether the shot is within range. Each type of missile weapon has a maximum range, as described in the Weapons & Armour section of the book.

Assuming that your target is within range your warrior can proceed with the shot. If the target is out of range then he has automatically missed this turn.

HITTING THE TARGET
To determine whether a shot hits its target, roll a D6. The dice score needed will depend

upon how good a shot the firer is (as indicated by his Ballistic Skill). The chart below shows the minimum D6 roll needed to score a hit.

BS of shooter	1	2	3	4	5	6	7	8	9	10
D6 roll needed	6	5	4	3	2	1	0	-1	-2	-3

HIT MODIFIERS

It is easier to hit a target that is in the open compared to a target behind cover. Usually it is also easier to hit a target if it is close compared to one further away. The following modifiers represent these situations.

> **-1 COVER**
> If any part of the model is obscured by scenery or other models then it counts as being in cover.

> **-1 LONG RANGE**
> If you are shooting at a target that is more than half of your weapon's maximum range away.

> **-1 MOVING & SHOOTING**
> If your model has moved at all (other than standing up, or turning to face your target) during this turn.

> **+1 LARGE TARGET**
> If either the target model has the Large Target special rule (such as an Ogre), or whose main 'body' is over 2" tall or wide (such as most buildings).

ROLL TO WOUND

Once you have hit a target test to see if a wound is inflicted. A shot may fail to cause a wound because it hits part of the target's equipment, just scratches the skin or causes some very minor injury, which the warrior bravely (or stupidly) ignores. If you fail to cause a wound, the target is unharmed.

To determine whether your shot has caused a wound, compare the Strength of the weapon with the Toughness of the target. You will find a complete description of the various

weapons together with their Strength values and special rules in the Weapons & Armour section.

The chart below shows the D6 score required to turn a hit into a wound Note that a dash (–) means that there is no chance of wounding the target.
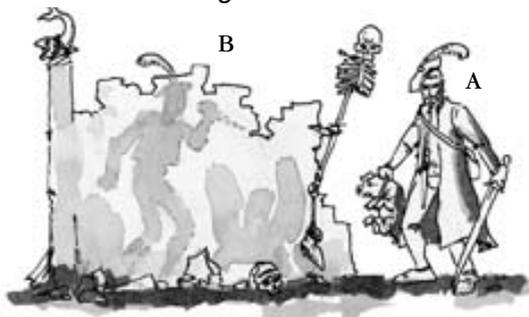
Wound chart

target's toughness

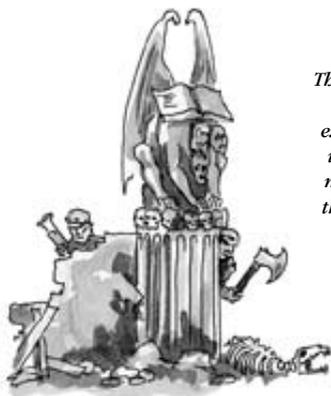|		1	2	3	4	5	6	7	8	9	10
weapon's strength	**1**	4	5	6	6	-	-	-	-	-	-
	2	3	4	5	6	6	-	-	-	-	-
	3	2	3	4	5	6	6	-	-	-	-
	4	2	2	3	4	5	6	6	-	-	-
	5	2	2	2	3	4	5	6	6	-	-
	6	2	2	2	2	3	4	5	6	6	-
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

Targets in cover

Target A in the open – no To Hit modifier for cover
Target B out of sight – cannot be shot at

The pictures on the left and below show examples of warriors in cover. It does not matter how much of the target is in cover, the model that is shooting always suffers a -1 To Hit modifier.

Armour

Steel breastplates, chainmail, leather tunics, and shields… all these and more are readily available in the forges of the villages surrounding Mordheim. That is if you are prepared to pay the price, since armour is very expensive.

If a warrior wearing armour suffers a wound roll a D6. If the dice roll is sufficiently high the wounding hit has bounced off the armour and has not hurt the wearer at all. The dice score required varies according to the type of armour.

The table below summarizes the most common armour types and the D6 rolls required to make a save. Note that carrying a shield increases the save by +1. For example, a warrior in light armour with a shield will save on a roll of a 5 or 6. A warrior who has a shield but no armour will save on a roll of a 6.

ARMOUR	D6 SCORE REQUIRED TO SAVE
Toughened Leathers	6+
Light Armour	5+
Heavy Armour	4+
Ithilmar Armour	4+
Gromril Armour	3+
Shield	+1 to armour save

ARMOUR SAVE MODIFIERS
Some weapons are better at penetrating armour than others. A shot from a short bow can be deflected relatively easily, but a shot from a crossbow penetrates armour much more effectively.

The higher a weapon's Strength, the more easily it can pierce armour. The chart below shows the reduction to the enemy's armour saving throw for different Strength weapons.

STRENGTH	SAVE MODIFER
1-3	None
4	-1
5	-2
6	-3
7	-4
8	-5
9+	-6

Some weapons are better at penetrating armour than their Strength value suggests (Elven bows, for example). This is covered in the entry for each particular weapon (see the Weapons & Armour section).

Example. Dieter wears heavy armour and carries a shield. His armour save is 4+. He is hit by a crossbow, (Strength 4), and therefore he will save on a D6 roll of 5+ (ie, 4+–1=5+).

Injuries

Most warriors have a Wounds characteristic of 1, but some have a value of 2 or more. If the target has more than 1 wound then deduct 1 from his total each time he suffers a wound. Make a note on the roster sheet. So long as the model has at least 1 wound remaining he may continue to fight.

As soon as a fighter's Wounds are reduced to zero, roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6 for the wound that reduced the model to zero wounds and for every wound the model receives after that. If a model suffers several wounds in one turn, roll once for each of them and apply the highest result.

1-2   KNOCKED DOWN
The force of the blow knocks the warrior down. Place the model face up to show that he has been knocked down.

3-4   STUNNED
The target falls to the ground where he lies wounded and barely conscious. Turn the model face down to show that he has been stunned.

5-6   OUT OF ACTION
The target has been badly hurt and falls to the ground unconscious. He takes no further part in the game and is immediately removed from the battle.

KNOCKED DOWN
A fighter who has been knocked down falls to the ground either because of a jarring blow he has sustained, because he has slipped, or because he has thrown himself to the ground to avoid injury. Turn the model face up to show that he has been knocked down. Knocked down models may crawl 2" during the movement phase, but may not fight in hand-to-hand combat, shoot or cast spells. If he is in base-to-base contact with an enemy, a knocked down model can crawl 2" away only if the enemy is engaged in hand-to-hand combat with another opponent, otherwise he has to stay where he is. In combat he cannot strike back

and the enemy will have a good chance of putting him out of action (see the Warriors Knocked Down section of the Close Combat rules on page 21).

A warrior who has been knocked down may stand up at the start of his next turn. In that turn he may move at half rate, shoot and cast spells, he cannot charge or run. If he is engaged in hand-to-hand combat, he may not move away and will automatically strike last, irrespective of weapons or Initiative. After this turn the fighter moves and fights normally, even though he has zero wounds left. If the model takes any further wounds, then roll for injury once more, exactly as if the model had just sustained its last wound.

STUNNED
When a warrior is stunned, he is either badly injured or temporarily knocked out. Turn the model face down to show that he has been stunned. A fighter who is stunned may do nothing at all. A player may turn the model face up in the next recovery phase, and the warrior is then treated as knocked down.

OUT OF ACTION
A warrior who is out of action is also out of the game. Remove the model from the tabletop. It's impossible to tell at this point whether the warrior is alive or dead, but for game purposes it makes no difference at this stage. After the battle you can test to see whether he survives and if he sustains any serious lasting injuries as a result of his wounds.

Critical hits

If you roll a 6 when rolling to wound (for hand-to-hand combat and shooting only) you will cause a critical hit. Roll a D6 and consult the correct Critical Hit chart to determine the damage caused by the critical hit. You should also roll to see whether the target makes its armour save or suffers damage as normal.

In addition, if the attacker normally needs 6s to wound his target, he cannot cause a critical hit. His opponent is simply too tough to suffer a serious injury at the hands of such a puny creature!

Each warrior may only cause one critical hit in each hand-to-hand combat phase (see the Close Combat section next), so if he has several attacks, the first 6 you roll to wound will cause a critical hit.

If a critical hit causes more than 1 wound, and the weapon the attacking model is using normally causes several wounds, then use the one that causes the most damage.

Depending on what weapon your warrior is using, you may roll on one of the following Critical Hit charts. For example, if your warrior is using a sword, roll on the Bladed Weapons chart. All the rules governing critical hits given in the main rules also apply to these tables.

MISSILE WEAPONS
(Bows, crossbows, blackpowder weapons, throwing knives etc.)

1-2   HITS A WEAK SPOT.
The missile penetrates its target's armour. Ignore all armour saves.
3-4   RICOCHET.
If there are any other models within 6'', the closest enemy model is also hit. Roll to wound and take any saves as normal for both targets.
5-6   MASTER SHOT.
The missile hits an eye, the throat, or some other vulnerable part. The target suffers 2 wounds instead of 1. There is no armour save.

UNARMED COMBAT
(Wardogs, warhorses, Zombies, Possessed, animals etc.)

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

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

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

BLUDGEONING WEAPONS
(Clubs, maces, hammers, flails, double-handed hammers etc.)

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

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

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

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

BLADED WEAPONS
(Swords, axes, double-handed swords etc.)

1-2   FLESH WOUND.

This attack hits an unprotected area, so there is no armour save.

3-4   BLADESTORM.

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

5-6   SLICED!

The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.

THRUSTING WEAPONS
(Spears, halberds, lances etc.)

1-2   STAB.

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

3-4   THRUST.

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

5-6   KEBAB!

The thrust knocks the target back with titanic force, ripping apart armour and puncturing flesh. The attack ignores armour saves and you gain +2 to any Injury rolls. The victim is knocked backwards D6" and the attacker follows, staying in base contact. Any other models involved in the combat are separated and only the model which struck the blow and his target are still considered to be in combat. If the target collides with another model, the other model is hit once at S3.

Combat

WHO CAN FIGHT

Models whose bases are touching are engaged in hand-to-hand combat. This can only happen once a warrior has charged his enemy, as models are otherwise not allowed to move into contact.

All close quarter fighting is worked out in the hand-to-hand combat phase. Regardless of whose turn it is, all models in hand-to-hand combat will fight. A warrior can fight against enemies to his side, front, or rear. In reality the fighters are constantly moving, dodging, and weaving as they struggle to kill their adversaries.

Models fighting in hand-to-hand combat do not shoot in the shooting phase. They are far too busy fighting for their lives. Any very close range shots they are able to make using pistols are treated like close combat weapon attacks (see the Weapons & Armour section).

WHO STRIKES FIRST

Normally, models fight in order of descending Initiative with the highest striking first. If their Initiatives are equal, roll a dice to see who strikes first. If a model stood up in the Recovery phase of that turn, then he will strike last irrespective of any other circumstances.

Sometimes a model will be allowed to 'strike first' for some reason. Most commonly this is because they charged in that turn, but some equipment, skills and spells produce the same effect. If only one model 'strikes first' then it does so and the remainder of the combatants strike in Initiative order as described above.

If there are several models that are each entitled to 'strike first', then they determine the order of combat between themselves by Initiative, as described above. Once all those that were eligible to 'strike first' have fought, any other combatants fight in Initiative order.
Which models fight
A model can fight if its base is touching the base of an enemy model. Even models attacked from the side or rear can fight.

If a warrior is touching more than one enemy, he can choose which to attack. If he has more than 1 Attack, he can divide them in any way the player wishes, so long as he makes

this clear before rolling to hit.

HITTING THE ENEMY

To determine whether hits are scored, roll a D6 for each model fighting. If a model has more than 1 Attack roll a D6 for each attack.

The dice roll needed to score a hit on your enemy depends upon the Weapon Skills of the attacker and the foe. Compare the Weapon Skill of the attacker with that of his opponent and consult the To Hit chart below to find the minimum D6 score needed to hit.

FIGHTING WITH TWO WEAPONS

Some maniac warriors carry two weapons, one in each hand, so they can rain a flurry of blows on their enemies. A warrior armed with two one-handed weapons may make 1 extra Attack with the additional weapon. Note that this is added to the total of the warrior's attacks after other modifiers, such as frenzy, have been applied. If he is armed with two different weapons (sword and dagger, for example), he will make a single attack with whichever weapon he chooses, and all others with the remaining weapon. Roll to hit and wound for each weapon separately.

WEAPON MODIFIERS

Unlike hits from shooting, the Strength of the attacker is used to determine wounds, rather than that of the weapon itself. However, some weapons confer a bonus on the attacker's Strength (see the Weapons & Armour section for full details).

ROLL TO WOUND

Once your model has hit a target you must test to see whether a wound is inflicted. Sometimes a strike may fail to wound simply because it causes an insignificant injury or glances off the enemy's equipment.

To determine whether the blow has caused a wound compare the Strength of the weapon with the Toughness of the target. You will find a complete description of the various weapons together with their Strength values and special rules in the Weapons & Armour section. Follow the same procedure for wounding and causing critical hits as in the Shooting section. Note that a dash (-) means that there is no chance of wounding the target.

ARMOUR

Combatants that are wounded have the chance to avoid damage if they are wearing armour or carrying shields. This is exactly the same as described for shooting, and the same rules apply.

For each wound suffered the player rolls a D6. If he rolls greater than or equal to the armour save of his fighter then that wound has been absorbed or deflected by the armour.

ARMOUR SAVE MODIFIERS

Some models are so powerful that armour provides less protection against them.

The higher a creature's Strength the more easily it can pierce armour. The following chart shows the reduction in the enemy's armour saving throw caused by the attacker's Strength.

STRENGTH	SAVE MODIFER
1-3	None
4	-1
5	-2
6	-3
7	-4
8	-5
9+	-6

Some weapons also confer a bonus to the user's Strength, making it more likely that any hits will pierce the opponent's armour. These bonuses are given in the Weapons & Armour section.

PARRY

Bucklers are small shields, which offer no increase to the armour saving throw, but allow you to parry attacks. Swords are also used to parry enemy attacks.

When an opponent scores a hit, warriors equipped with bucklers or swords may try to parry the blow.

Roll a D6. If the score is higher than the number your opponent rolled to hit, the buckler or sword has parried the strike. Note that it is therefore impossible to parry a blow, which scored a 6 on the roll to hit.

A buckler or sword may only parry one blow per hand-to-hand combat phase. A parried blow is ignored and has no effect. If your opponent scored several hits, you will have to try to beat the highest score (if the highest score is a 6, you automatically lose the chance of parrying that opponent's attacks). If a model is fighting against several opponents, it may only parry the strike from the enemy who makes the first hit(s) (ie, the attacking model with the highest Initiative). In the case of equal Initiative characteristics roll a dice to decide who strikes first.

If your model is armed with a buckler and a sword, you may re-roll any failed parries once. A model armed with two swords can still only roll once.

A model may not parry attacks made with twice (or more) his own basic Strength – they are simply too powerful to be stopped.

To hit chart

Opponent's weapon skill

		1	2	3	4	5	6	7	8	9	10
Attacker's weapon skill	**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

WARRIORS KNOCKED DOWN

If an enemy is fighting a warrior who is knocked down, he may attack him to put him out of his misery. All attacks against a warrior who is knocked down hit automatically. If any of the attacks wound the knocked down model and he fails his armour save, he is automatically taken out of action as explained previously. A knocked down model may not parry.

WARRIORS STUNNED

A stunned warrior is at the mercy of his enemies. A stunned model is automatically taken out of action if an enemy can attack him in hand-to-hand combat.

ATTACKING STUNNED AND KNOCKED DOWN WARRIORS

Note that a model with multiple attacks may not stun/knock down and then automatically take a warrior out of action during the same hand-to-hand combat phase. The only way you can achieve this is to have more than one of your models attacking the same enemy. So, if the enemy is stunned/knocked down by the first warrior, he can be hit and put out of action by the next warrior to attack.

Wound chart

target's toughness

weapon's strength		1	2	3	4	5	6	7	8	9	10
	1	4	5	6	6	-	-	-	-	-	-
	2	3	4	5	6	6	-	-	-	-	-
	3	2	3	4	5	6	6	-	-	-	-
	4	2	2	3	4	5	6	6	-	-	-
	5	2	2	2	3	4	5	6	6	-	-
	6	2	2	2	2	3	4	5	6	6	-
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

If your model is engaged in close combat with an enemy who is still standing, he cannot attack any other models that are stunned or knocked down, since in reality they will not pose an immediate threat to him and their companions will try to protect them.

MOVING FROM COMBAT

Once models are engaged in hand-to-hand combat they cannot move away during their movement phase. They must fight until they are either taken out of action, until they take out their enemies, or until one or the other breaks and runs.

The exception to this rule is that if all a model's close combat opponents are knocked down or stunned, he may move away from the combat if you wish, and even charge other enemies within range.

BREAKING FROM COMBAT

A warrior who panics whilst fighting in hand-to-hand combat, will break off and make a run for it, as described in the Leadership & Psychology section.

When a fighter breaks from combat he simply turns and runs off. His opponents automatically hit the warrior as he breaks, each inflicting 1 hit which is worked out immediately.

Note that warriors cannot choose to leave a fight voluntarily.

ESCAPING FROM COMBAT

Warriors that are engaged in hand-to-hand combat at the start of their own turn may try to escape from combat during their movement phase. Such fighters are assumed to have realised that the odds are against them and decided that it is just too dangerous for them to continue.

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

Take a Leadership test for each warrior trying to escape from combat. This represents his efforts to find the right time to escape. If he passes, the warrior can move up to double his normal Movement rate away from combat and the enemy he was fighting, in any direction.

If he fails, his opponent is allowed to make 1 automatic hit against the warrior who is trying to escape, and the fleeing warrior (provided he survives) will run 2D6" directly away from combat. He will have to take a Leadership test at the beginning of his next turn.

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

If a warrior is charged whilst he is fleeing, the charger is moved into base contact with him as normal, but the fleeing warrior will then immediately run a further 2D6" towards the table edge, before any blows can be struck.

Leadership and Psychology

THE ROUT TEST

A player must make a Rout test at the start of his turn if a quarter (25%) or more of his warband is out of action. For example, in a warband that has twelve warriors a test is needed if three or more are out of action. Even warbands who are normally immune to psychology (such as Undead) must make Rout tests.

If the Rout test is failed, the warband automatically loses the fight. The game ends immediately and surviving warriors retreat from the area. A failed Rout test is the most common way in which a fight ends.

To take a Rout test roll 2D6. If the score is equal to or less than the warband leader's Leadership, the player has passed the test and may continue to fight.

If the warband's leader is out of action or stunned, then the player may not use his Leadership to take the test. Instead, use the highest Leadership characteristic amongst any remaining fighters who are not stunned or out of action.

VOLUNTARY ROUT

A player may choose to voluntarily Rout at the start of any of his own turns if he wishes, but only if he was already required to take a Rout test or if a quarter (25%) or more of his warband are out of action.

LEADERS

A warrior within 6" of his leader may use his leader's Leadership value when taking Leadership tests. This represents the leader's ability to encourage his warriors and push them beyond normal limits.

A leader cannot confer this bonus if he is knocked down, stunned or fleeing himself. The sight of your leader running for cover is obviously far from encouraging!

ALL ALONE

Being outnumbered and alone is a nerve-racking situation for any warrior.

If your warrior is fighting alone against two or more opponents, and there are no friendly models within 6" (knocked down, stunned or fleeing friends do not count), he must make a test at the end of his combat phase. The test is taken against the model's Leadership on 2D6. If the warrior scores equal to or under his Leadership his nerve holds. If the score is greater than his Leadership, the warrior breaks from combat and runs. Each one of his opponents may make one automatic hit against him as he turns to run. If the model survives, he runs 2D6" directly away from his enemies.

At the start of each of his turns, the warrior must take another Leadership test. If he passes, he stops but can do nothing else during his own turn except cast spells. If he fails or is charged, he runs 2D6" towards the nearest table edge, avoiding any enemy models. If he reaches the table edge before he has managed to recover his nerves, he is removed from combat.

If a warrior is charged while he is fleeing, the charger is moved into base contact as normal, but the fleeing warrior will then run a further 2D6" towards the table edge, before any blows can be struck.

FEAR
Fear is a natural reaction to huge or unnerving creatures. A model must take a Fear test (ie, test against his Leadership) in the following situations. Note that creatures that cause fear can ignore these tests.

a) If the model is charged by a warrior or a creature which causes fear.
If a warrior is charged by an enemy that he fears then he must take a test to overcome that fear. Test when the charge is declared and is determined to be within range. If the test is passed the model may fight as normal. If it is failed, the model must roll 6s to score hits in that round of combat.

b) If the model wishes to charge a fear causing enemy.
If a warrior wishes to charge an enemy that it fears then it must take a test to overcome this. If it fails the model may not charge and must remain stationary for the turn. Treat this as a failed charge.

HATRED
Hatred is a very powerful emotion, and during this era of strife and war, bitter rivalry is commonplace.

Warriors who fight enemies they hate in hand-to-hand combat may re-roll any misses when they attack in the first turn of each hand-to-hand combat. This bonus applies only in the first turn of each combat and represents the warrior venting his pent-up hatred on his foe. After the initial round of hand-to-hand combat he loses some impetus and subsequently fights as normal for the rest of the combat.

FRENZY

Some warriors can work themselves into a berserk state of fury, a whirlwind of destruction in which all concern for their own personal safety is ignored in favour of mindless violence. These warriors are described as being frenzied.

Frenzied models must always charge if there are any enemy models within charge range (check after charges have been declared). The player has no choice in this matter – the warrior will automatically declare a charge.

Frenzied warriors fight with double their Attacks characteristic in hand-to-hand combat. Warriors with 1 Attack therefore have 2 Attacks, warriors with 2 Attacks have 4, etc. If a warrior is carrying a weapon in each hand, he receives +1 Attack for this as normal. This extra Attack is not doubled.

Once they are within charge range, frenzied warriors are immune to all other psychology, such as fear and don't have to take these tests as long as they remain within charge range.

If a frenzied model is knocked down or stunned, he is no longer frenzied. He continues to fight as normal for the rest of the battle.

STUPIDITY

Many large and powerful creatures, as well as some of the more unhinged individuals in Mordheim, are unfortunately rather stupid.

Models that are stupid test at the start of their turn to see if they overcome their stupidity. Make a test for each model affected by stupidity. If you pass the test by rolling their Leadership value or less on 2D6 then all is well – the creatures behave reasonably intelligently and the player may move and fight with them as normal.

If the test is failed all is not well. Until the start of his next turn (when it takes a new

Stupidity test) the model will not cast spells or fight in hand-to-hand combat (though his opponent will still have to roll to hit him as normal).

If a model who fails a Stupidity test is not in hand-tohand combat, roll a D6.

> **1-3** The warrior moves directly forward at half speed in a shambling manner. He will not charge an enemy (stop his movement 1" away from any enemy he would have come into contact with). He can fall down from the edge of a sheer drop (see the Falling rules) or hit an obstacle, in which case he stops. The model will not shoot this turn.

> **4-6** The warrior stands inactive and drools a bit during this turn. He may do nothing else, as drooling is so demanding.

Regardless of whether the test is passed or failed, the result applies until the start of the model's following turn (when it takes a new Stupidity test).

Magic

There have always been those who have used magic. witches and wizards, wise women and warlocks. But as all scholars know, all magic is dangerous, for it originates from Chaos, the source of corruption and change. Indeed, during these times, sorcery is illegal and punishable by death. Wizards have little say in whether the world of magic touches them or not. They are born with second sight and to them the world of magical energies and spells is much more real than the mundane world of normal mortals. With all the persecution, fear and hatred it is little wonder that wizards become reclusive and suspicious, and many are downright insane. Some even turn to the worship of the dark gods, and others follow the forbidden path of necromancy.

Mordheim has become home to many magic users and they roam the ruins hiding from Witch Hunters. But there are other ways of gaining power over and above that of a normal mortal man. The gods watch over their subjects and a priest of strong faith can call upon them to assist him in battle. Of these, the Priests of Sigmar are the most common, for Sigmar is the patron god of the Empire, and his following is strong during these times of strife.

CASTING SPELLS

Spells are cast in the shooting phase, and can be used even if the caster is in hand-to-hand combat. To use a spell, the wizard must roll equal to or greater than the spell's Difficulty score on 2D6. If he fails, he may not cast a spell that turn. If the test is passed the spell may be used as described overleaf. A wizard may cast one spell per turn and may not use missile weapons if he wants to cast a spell. He can however run! A wizard may not use magic if he is wearing armour or has a shield or buckler. The only exception is the Prayers of Sigmar. Sisters of Sigmar and Warrior- Priests may wear armour and use their prayers.

DAMAGE

Some spells cause direct damage, and are resolved the same way as damage from shooting or blows in hand-to-hand combat. Spells do not cause critical hits. Models always receive armour saves against wounds caused by spells unless noted otherwise.