

Border Town Burning



Part 5

This is not a
**GAMES
WORKSHOP**
Product

A Supplement for
MORDHEIMTM

Showcase

These are some of Chris Templin's many characterful conversions produced for his Battle Monks of Cathay warband.



A mounted **Emissary** made of Warhammer Empire bits. The bamboo framework for the banner and lanterns are made of Green Stuff.



Two **Dragon Monks**. The left monk is made from the Warhammer Empire Flagellants sprue. The right monk is a slightly converted Mordheim Elf Mage.



Above: Three **Warrior Monks** converted from an assortment of Flagellant bits and Chaos Marauder heads.

Left: An **Emissary** on foot was converted using a Kislevite Archer and legs from an Empire model.



A group of **Raging Peasants**. The models are mix of old Citadel miniatures from the Oriental Heroes range and the 1987 Nippon Rocket Launcher crew.



The **Officer** was also converted using Kislevite and Mordheim adventurer bits.



Ye Algitator Speaks

Ladies and gentlemen, greenskins and ratkin, elf folk and any other even less than savoury individuals who happen to be present in the audience this evening...

Welcome to the finest show you will find east of the World's Edge Mountains! Here is issue five of the Border Town Burning supplement.

The content in this penultimate instalment appropriately heralded the start of my trip through this setting! How so? Well, it was all down to those mysterious Battle Monks...

After discovering the joys of Mordheim and exploring the various settings that have followed in its wake, I turned my attention to researching other perilous corners of the Warhammer World. On my travels I chanced upon a fan produced web site that hosted a set of warband rules for the Battle Monks of Cathay. I was intrigued as most scrolls were scribed in Reikspiel. As the story goes, I contacted the heretic. He was tried and found guilty as charged! The crime was touting information about the secretive warrior monks who famously appeared in a subtext of the Warhammer Armies book for Dogs of War.

The heretic was Christian Templin. After helping this poor fellow escape from exile, Christian returned to the hobby to help tidy up the Nemesis Crown supplement for Mordheim. Then we set about completing his development of Border Town Burning.

Playing with and against Battle Monks is a rare treat. The warband operates like two rival factions that fall under the same banner. On one hand there are the monks themselves, a brotherhood of Warrior Monks who act under the wisdom of the Dragon Monks. The other division is the military office which consists of an Emissary leading a militia of peasants and soldiers. Both sides of the warband influence one another in campaign games. All in all this warband is unique and most importantly it feels very Warhammer.

Insight into how to make the most of ladders in your battles has been included here. To help the warbands strive to accomplish their chosen objectives, there is also a splendid selection of new gear. Some pieces of kit tie in with random happenings and exploration charts. With the spoils we finally reveal the four Chaos Artefacts and more exotic goodies.

Finally, a useful reference sheet containing everything you need during and between games is featured in this issue. It offers a practical alternative to relying on the rulebook.

With that I must retire from the stage and return to my lycanthrope form. Due north is a war that's being fought between my clan of Skaelings and marauders from our rival tribes.

Stu

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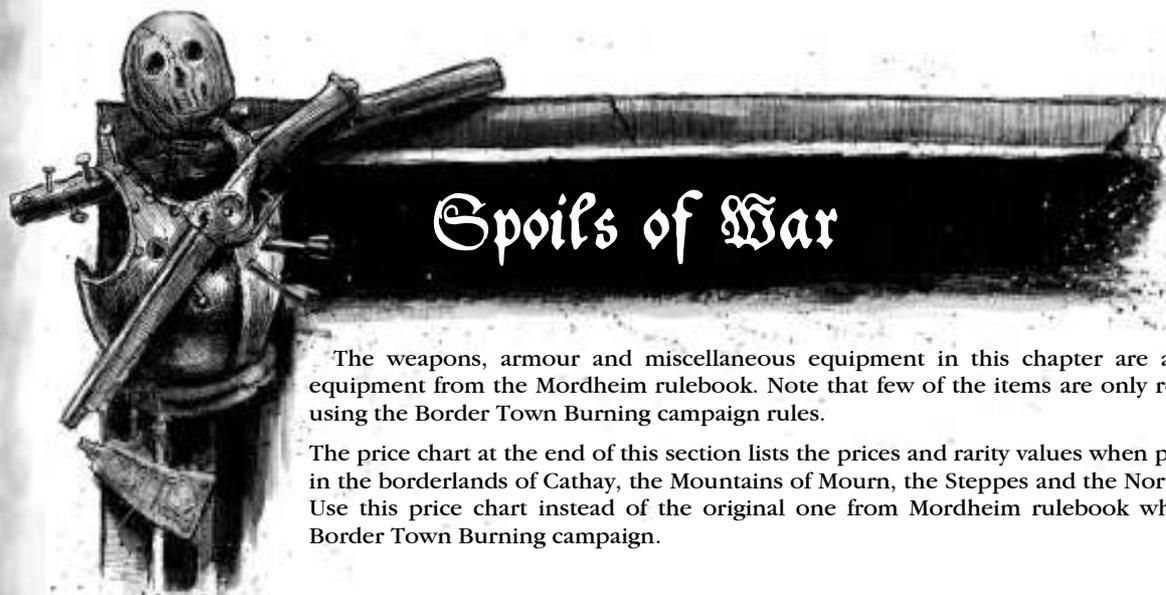
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Spoils of War

The weapons, armour and miscellaneous equipment in this chapter are added to the equipment from the Mordheim rulebook. Note that few of the items are only relevant when using the Border Town Burning campaign rules.

The price chart at the end of this section lists the prices and rarity values when playing battles in the borderlands of Cathay, the Mountains of Mourn, the Steppes and the Northern Wastes. Use this price chart instead of the original one from Mordheim rulebook when playing a Border Town Burning campaign.

Weapons

The weapons described in this section are newly introduced in the Border Town Burning setting. Note that, unless listed in their equipment list, only models with the *Weapons Training* skill may ever use them.

Katana

Katanas are great-swords that are typically used by Cathayan soldiers and ronins, and occasionally lifted by monks.

Range	Strength	Special rules
Close Combat	As user +1	Two-handed, Parry

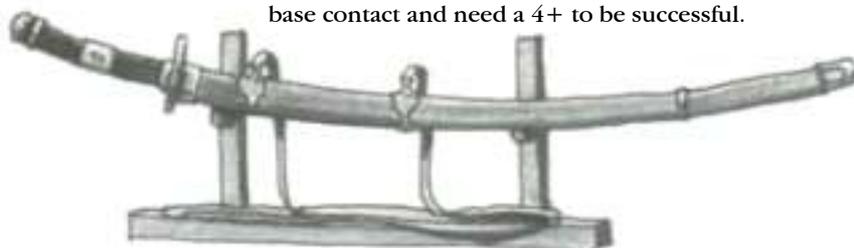
SPECIAL RULES

Two-handed: A model armed with a katana may not use a shield, buckler or additional weapon in close combat. However it gets an additional +1 armour save bonus against ranged attacks if it carries a shield.

Parry: Katanas, despite their great size, can be used for parrying like a sword. When his opponent rolls to hit, the model armed with a katana may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped.

cathayan longsword

Prized indeed are blades of Ithilmar forged by Elves. Even more masterful are the arms crafted by swordsmiths in Cathay. Known as a Jintachi blade among Estalian merchants, the Cathayan longsword is a deadly crown jewel in the hands of a skilled fighter. Gold alone is never enough to acquire such a weapon. Jintachi are heirlooms and highly coveted. The few still smithed are gifted only in reward for some heroic deed that is done in the kingdoms to the east.



Range	Strength	Special rules
Close Combat	As user	Parry, Cutting Edge Mastercrafted

SPECIAL RULES

Mastercrafted: Attacks made with a Cathayan longsword give the bearer +1 Initiative and +1 Weapon Skill.

Missile Weapons

Similar to the close combat weapons the following ranged weapons can only be used if listed in the model's equipment list or if the model has the *Weapons Expert* skill.

cathayan candles

Cathayan Candles are explosive pots or sticks, made with black powder and other foreign ingredients. These volatile Bombas as peddled by Arabyan dealers, 'usually' detonate on impact, igniting objects and bodies with which they make contact.

Range: 6"; **Strength:** 6;

Special Rules: Thrown weapon, Set on fire

SPECIAL RULES

Thrown weapon: A model using Cathayan candles does not suffer penalties for range or moving.

Volatile: On a roll of 1 to hit, Cathayan candles explode in the throwers hand. Roll to wound treating the throwing model as the target.

Set on fire: If you hit with the Cathayan candles roll a D6. If you score a 5+ your opponent has been *set on fire*. They must roll a D6 in the Recovery phase and score a 4+ to put themselves out or they will suffer a Strength 4 hit and will be unable to do anything other than move for each turn they are on fire. Allies may also attempt to put the warrior out. They must be in base contact and need a 4+ to be successful.

Armour

cathayan plate armour

The blacksmiths forge these heavy armours for in Cathay those noble knights protect the farmsteads. Especially among the Palace Guard of the Cathayan Emperor the plate armour is very common. The armour covers not only its wearer's torso but also the upper arm and thigh.

SPECIAL RULES

Save: A warrior that is wearing a Cathayan plate armour has a basic D6 saving throw of 4+.

Movement: A warrior that is armed with both a plate armour and a shield suffers a -1 Movement penalty.



chaos armour

Chaos Armour is a suit of strangely-worked and unnatural metal. It is the mark of a Dark God's favour. While most suits of Chaos Armour are received as Gifts from an Infernal Patron, they can be acquired, though only from Chaos Dwarfs in an exclusive exchange for many captives or perhaps some impossible deed to further their interests.

SPECIAL RULES

Rarity: When searching for Chaos armour a warrior gains +1 on his roll for each model he took out of action in the previous battle.

Cost: The cost for found Chaos armour is decreased by 1 gold crown for each Experience point the Hero has.

Gift of Chaos: Chaos armour is a gift from the Dark Gods to the worthy warrior. A Hero who has successfully purchased a suit of Chaos armour will never give it away to another warband member but put it on himself immediately. Chaos armour becomes fused to the body of its wearer. It can never be removed.

Save: A warrior that is wearing Chaos armour has a basic D6 saving throw of 4+.

Spellcasters: Chaos armour does not hinder its wearer from casting spells or rituals. It can be worn by spellcasters but they cannot combine it with a shield or buckler.

Miscellaneous

firecrackers

These tiny explosives are too weak to set something on fire or to injure human beings. Firecrackers generate a loud noise, causing alarm in animals.

If an animal or mounted warrior tries to charge the model, while it is not in combat, *knocked down* or *stunned*, it may pass an Initiative test in order to use the firecrackers. If it succeeds the animal must pass an Ld test (animals may not use the Ld of the warband's leader and mounts may not use the Ld of its rider). If it fails the test, the charge has failed and mounted warriors have to roll on the Whoa Boy! table. If the mount has the *battle schooled* special rule, the rider may re-roll the result of the Whoa Boy! table once.

The model can also throw the firecrackers in the shooting phase. It may throw them at any point in 8" distance. All Mounts or Animals in 3" around the detonation spot have to take a Ld test. If it fails, mounts have to roll on the Whoa Boy! table, and animals flee as if they failed an *all alone* test. There are enough firecrackers to last for one game.

ladders

Ladders are useful for reaching higher ground such as scaling walls or trees. A ladder is placed on the board like any other model. If you have no adequate model, use a marker to represent the ladder. A Ladder requires two models (or one large model) to carry it. However, one model can carry a ladder alone, but may then move at half speed only (quarter for large ladders). Models carrying a ladder may not run. They may drop the ladder any time they wish (e.g. when charged). A ladder may be set up in the Movement phase in base contact with any of the carriers. This requires a quarter of their Movement (half for large ladders). Note that if one of the models has a large Movement than the other, both models are slowed down while carrying the ladder.

Ladders are considered open ground and do not affect the model's movement rate (see Mordheim Rulebook). Any model in base contact with a ladder may try to knock it over in the hand-to-hand combat phase. The model must pass a Strength test with a -1 modifier for every model on the ladder after the first. If the test is successful treat the models as falling from where they were.

Small ladders have a length of up to 3", large ladders are longer than 3".

rosary

A rosary is made of stone or ivory beads and other blessed ornaments lined up on a chain. It helps concentrate while praying or meditating.

A prayer user wearing a Rosary may re-roll a failed Difficulty test if he hasn't done anything that turn except moving (no running) or remaining stationary. A Rosary cannot be used in combat.

map of cathay

There are many maps circulating for various regions around Cathay and the borderlands. Most of them cannot be trusted but now and then a warband may get hold of a valuable chart.

Roll a D6 to determine what the map depicts.

D6	Result
1	The map is fake and completely useless!
2-3	The map shows the way to a mysterious lady. As the warband follows the depicted route the first random happening to occur in the next battle will be "The Old Crone" (56) automatically.
4-5	The next time a roll of 4+ is scored on the progress table the warband with a map of Cathay automatically counts as having the most campaign points and thus may choose the next scenario. If both warbands have a map of Cathay compare campaign points as usual.
6	The map leads to the hideout of Belandysh! Whenever the warband with this map rolls a 1 for random happenings they may choose to have the "Belandysh comes!" (42-43) event happen automatically instead of determining at random.

rickshaw

Rickshaws are two-wheeled carts pulled by a human runner. Affluent merchants, influential officials and other members of the social elite can be seen using this means of transport to move about in the city.

One non-animal warband member must be assigned as the runner in order to move the rickshaw. He cannot charge or run whilst pulling the cart. As long as he pulls the rickshaw it remains in base contact with the runner and both are moved together. The runner may stop pulling the rickshaw at any time and move normally the same turn (including declaring charges).

There is one seat in the rickshaw for one passenger to sit down. Boarding and disembarking the cart works the same way as mounting and dismounting.

Models shooting at a rickshaw get a +1 on their 'to hit' rolls. For each hit, roll on the table below to determine which part of the rickshaw and crew is hit. Then apply 'to wound' rolls accordingly.

D6	Result
1-2	Runner
3-4	Rickshaw (Toughness 8, Wounds 2)
5	Wheel (Toughness 6, Wounds 1)
6	Passenger

In hand-to-hand combat attackers may choose whether they want to attack the runner, a wheel, the rickshaw itself or the passenger as long as they are in base contact with the respective part. The passenger is hit on 6+ only.

Note that as soon as one of the wheels is destroyed (i.e. loses its last wound) the rickshaw can be pulled no more. Unless the rickshaw is destroyed completely it can be repaired after the battle.

manticore spoor

A soporific substance just as lethal as the beast which excreted it. Penetration of the victims flesh by a warriors blade smeared with fresh dung from a Manticore induces a dreamless sleep state followed by near certain death.

Any model wounded by a weapon smeared with Manticore Spoor must roll a D6 at the beginning of its turn: On a roll of 1 the poisoned model loses one wound. On a roll of 6 the poison's effect ends and the model has to test no more. Multiple wounds caused by a weapon using Manticore Spoor do not cause the victim to test more than once per turn.

spider spittle

Toxins are harvested from small animals poisoned by spider bites to concoct a paralytic dose. A blade envenomed with the arachnid poison can be used to paralyze a foe in close quarters.

Any warrior hit by a weapon laced with Spider Spittle must pass an immediate Toughness test or becomes paralyzed. Paralyzed warrior cannot move or fight and are hit automatically in close combat. The models remains paralyzed until it passes a Toughness test in its recovery phase.



smoke bomb

The Cathayans are experts in working with blackpowder, poisons and other strange natural ingredients far superior to anything known to alchemists of the Old World. Smoke bombs are especially popular with thieves and assassins. Smoke provides a unique opportunity to mask a quick retreat.

At the beginning of the Movement phase a smoke bomb may be thrown at any point within 4" where it creates a thick smoke of 2" radius that lasts until the beginning of the model's next turn. If the model is in close combat, it must pass an Initiative test or suffers one automatic hit from each enemy model. After that the bomb detonates anyhow – even if the model is wounded.

Models within the smoke may not attack/shoot or be attacked/shot at. Same applies to casting spells and prayers. Models engaged in close combat are immediately moved 1" away from each other.



As models cannot see through the smoke they cannot attack through it either.

However, models can move in the smoke, out of it and through it as normal. Note that the Augur of the Sisters of Sigmar is not affected by smoke bombs due to her *Blessed Sight*.

Whenever a model carrying a smoke bomb is *knocked down*, *stunned* or *out of action*, the bomb detonates on a roll of 4+. Note that no extra roll is needed when a *stunned* model turns *knocked down* at the beginning of its turn.

gnoblar fighter

Ogres keep Gnoblars as humans keep dogs, except that Ogres don't keep their Gnoblars well. Each Ogre bites his Gnoblar's ear as a form of identification. Once an Ogre starts eating, it's difficult for him to stop. Even if they don't get eaten, the Chaos Dwarfs are likely to round them up and enslave them.

Gnoblars do not count as animals. In all other respects they are treated like War Dogs with the following additional special rules. Gnoblars count as Greenskins but do not suffer from Animosity.

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

Weapons/Armour: Dagger and sharp stuff (treat as *thrown weapon* with S2, range 8" and *fire twice*)

SPECIAL RULES

Largely Insignificant: Gnoblars count towards the number of warriors in a warband but are not considered for Rout tests - neither for determining the initial warband size nor as lost models.

Bicker: Roll a D6 at the beginning of the turn for each Gnoblar within 2" of another Gnoblar and not engaged in close combat. On a result of 1 the Gnoblar starts to bicker, insult and/or bully the other Gnoblar and may do nothing else this turn.



wheelbarrow

Probably the adventurer's best friend, wheelbarrow's allow for convenient transport of all sorts of bulky objects like treasure chests and powder kegs.

A wheelbarrow is placed on the board like any other model. If you have no adequate model, use a marker to represent the wheelbarrow. A Hero or Henchman who is neither an animal nor *stupid* may push a wheelbarrow while he is in base-contact with it. Pushing a wheelbarrow does not affect the normal movement of the model. However, it cannot charge whilst pushing a wheelbarrow but it may let go of it at any time.

A wheelbarrow can be used to transport *cumbersome* items such as chests and barrels. First the item must be dropped on the wheelbarrow. After that a model

can push the wheelbarrow and its load. A wheelbarrow can contain no more than one *cumbersome* item at a time, but any number of smaller items (weapons, armour and small misc equipment).

chest

Chests are often used to store weapons, equipment and victuals. And sometimes even more valuable luggage can be found inside the 'trunk'.

Cumbersome: A chest must be carried by two models. The carriers must remain in base contact with the chest or it is dropped. They may not use ranged weapons or attack in combat.

powder keg

A powder keg is treated as a chest with one exception: it can be caused to explode! Warriors may shoot at a powder keg with blackpowder weapons, Cathayan candles, fire bombs and fire arrows and they may attack the keg in close combat using torches and brazier irons. Of course, they may also use all similar weapons and items that can ignite the powder inside.

The model must hit and wound as usual (Toughness 4). Then roll a D6: on a 4+ the keg explodes (remove the keg from the game). If the model rolled a critical hit the keg automatically explodes.

An exploding powder keg causes an automatic Strength 6 hit to all models within a range of D6+3".

When playing the Horrors of the Underground scenario, roll another D6: on a 4+ the explosion caused the tunnel to cave in. Place a marker at the powder keg's previous position as described in the Tunnel collapse event.

victuals

Victuals may be used after a battle. If the warband sells Treasures, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead). A warband may use as many victuals as they wish, but note that the warband size cannot be considered lower than 1-3 models.

rain coat

Rain Coats or Capes protect its wearer - and especially his equipment - from becoming *soaked with water*. Note that this miscellaneous item is an exception to the normal rules as it is available to Henchmen.

winter furs

Winter clothes include Snows Shoes and Pelts. A set of pelts includes gloves and snow shoes. A model wearing a pelt clothing is immune to the following special rules from *Bitter Cold* weather: *Deep Snow* and *Chilling Cold*.

If the pelt clothing becomes *soaked with water* it is useless for the rest of the battle. Note that like Rain Coats this item may be used by Henchmen also. (Not available for Beastmen)

Hidden animals

The monstrous animals described in this section can be used as mounts for fearless warriors that dare to ride them. They add +20 points to the warband rating. Due to their enormous size or special durability these mounts have more than one Wound. Therefore whenever a model shoots at a warrior riding one of these mounts roll a D6 to determine who is hit: 1-4 mount, 5-6 rider. In close combat models may choose whether they want to attack the mount or the rider. The +1 armour bonus for having a mount applies as normal.

They both benefit from the *Skull of Iron* and *Staggered, but not down* special rules that cause them to ignore *stunned* and *knocked down* results and instead lose an attack until their next recovery phase.

Rhinox

Below the ruined realm of the Sky Titans are the ice fields where Rhinox herds and ice elk graze. Rhinoxen have become a cornerstone of culture in the wild kingdoms. To discipline these ill-tempered beasts of burden requires a momentous feat of strength.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	5	5	2	2	3	5

SPECIAL RULES

Availability: An Ogre hero searching for a Rhinox adds +1 to his rarity roll for each point of Strength he has. If a Rhinox was found the Ogre must take a Strength test. If the test is failed he was wounded by the Rhinox while he tried to capture and tame it. Roll once on the Serious Injury table for him immediately.

Fear: Rhinoxen are large and dangerous cave-beasts with horns as long as a full-grown man. They cause *fear*. Note that Ogres have *fear* themselves.

Bad Tempered: Even Rhinoxen that have been broken by their riders have a temper shorter than a pygmy's thumb. If there is an enemy model that is an eligible target for the Rhinox rider to charge during the Declare Charges part of the Movement phase, it must immediately pass a Leadership test or declare a charge – if there is a choice of models to charge, then the controlling player may choose freely between them.

Thunderous Charge: Even a single Rhinox rider in full charge is a terrifying sight, the ground itself trembling as the cave-beast thunders into the ranks of their foe. On any turn when a Rhinox rider charges more than 7", he causes D3 impact hits at the basic strength of the Rhinox.



temple dog

Magical constructs, chiselled and set from enchanted stone stand immobile guarding temple grounds from intruders. On closer inspection these avatars seem indistinguishable from a normal statue, only springing into life when certain strictures have been violated on the temple grounds.

Heavy weathering on the majority of these constructs indicates they may come from an ancient time and that any such magic harnessed during their creation was lost or remains undiscovered.

Fanciful tales of hidden shrines, their priests butchered by defilers, now lie concealed in ruin. Ruins watched over by ever vigilant guardians who shall resist all attempts to settle them back into quiet stone, warding off those who dare to unravel the mystery.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	5	0	5	5	3	3	3	8

SPECIAL RULES

Fear: Temple Dogs are supernaturally animated celestial monuments that cause *fear* in other warriors.

Save: Because of their stone-like skin, Temple Dogs have an Armour save of 5+ that is not modified by the strength of attacks against it (or by other save modifiers).

Ferocious Charge: Temple Dogs attack with +1 Strength when charging, due to their bulk..

Magical attacks: All attacks from a Temple Dog are considered to be magical in the same way as the attacks of Daemons.

Immune to poison: Temple Dogs are not affected by poison.

"You see these things all over the place, who knows which ones are just statues and which ones are gonna leap out and maul you. I stay well enough away."

– JOAQUIN HAUMSER,
MERCHANT OF NULN

Heden pulled back the rug in his sled and revealed the wonders he was transporting to the effete Old Worlder, who gasped at the small horde that would have been worth a fortune anywhere else. Maxwell fingered the dagger in his pocket and quickly thought about how quickly he could stab the Norseman to death. The bears were tethered to the front of the sled and shouldn't be a problem in the murder and then all of the opulent goods would be his.

He turned to the hunter come smuggler, smiling, then gulped as his head was pulled back and a thin blade placed against his neck. A throaty female voice whispered into his left ear, "Don't dare think about it."

Heden leaned forward, grinning menacingly. "Meet my business partner, Shaarna. She is a tough negotiator. Now, what would you like to buy? And how much are you willing to pay?"

Price Chart

The following equipment is available to warbands fighting in the Border Town Burning setting. Note that some items' costs and their availability vary from the Mordheim rulebook.



HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Axe	5 gc	Common
Brazier Iron <i>(Witch Hunters only)</i>	35 gc	Rare 7
Cathayan Longsword	75 + 2D6 gc	Rare 12
Club, Mace or Hammer	3gc	Common
Dagger	1 st free/2gc	Common
Double-handed Weapon	15 gc	Common
Dwarf Axe <i>(Dwarfs and Chaos Dwarfs only)</i>	15 gc	Rare 8
Flail	15 gc	Common
Halberd	10 gc	Common
Katana <i>(Battle Monks and Merchant Caravans only)</i>	20 gc	Rare 10
Lance	40 gc	Rare 8
Morning Star	15 gc	Common
Pike	12 gc	Rare 9
Rapier <i>(Reiklanders, Marienburgers and Merchant Caravans only)</i>	15 gc	Rare 5
Spear	10 gc	Common
Sword	10 gc	Common

MISSILE WEAPONS

Item	Cost	Availability
Bow	10 gc	Common
Blunderbuss	30 gc	Rare 9
Cathayan Candles	25 + D6gc	Rare 9
Crossbow	25 gc	Common
Crossbow Pistol	35 gc	Rare 9
Double-barrelled Hunting Rifle	300 gc	Rare 12
Double-barrelled Pistol/brace	30 gc/60gc	Rare 10
Duelling Pistol/brace	30 gc/60 gc	Rare 10
Elf Bow	35 + 3D6 gc	Rare 12
Handgun	35 gc	Rare 8
Hand-held Mortar <i>(see page 43 of the Nemesis Crown supplement)</i>	80+2D6 gc	Rare 12
Hunting Rifle	200 gc	Rare 11
Long Bow	15 gc	Common
Pistol/brace	15gc/30 gc	Rare 8
Repeater Crossbow	40 gc	Rare 8
Sling	2 gc	Common
Short Bow	5 gc	Common
Throwing Axes/Knives/Stars	15 gc	Rare 5

ARMOUR

Item	Cost	Availability
Barding	30 gc	Rare 8
Buckler	5 gc	Common
Cathayan Plate Armour	120 gc	Rare 9
Chaos Armour <i>(Marauders of Chaos, Norse, Beastmen, Chaos Dwarfs, Possessed and Carnival of Chaos only)</i>	185 gc	Rare 13
Gromril Armour	150 gc	Rare 11
Heavy armour	50 gc	Common
Helmet	10 gc	Common
Ithilmar Armour	90 gc	Rare 11
Light Armour	20 gc	Common
Pavise	25 gc	Rare 8
Shield	5 gc	Common
Toughened Leathers	5 gc	Common

MISCELLANEOUS

Item	Cost	Availability
Banner	10 gc	Rare 5
Black Lotus <i>(not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar, Rare 7 for Skaven)</i>	10 + D6 gc	Rare 9
Blessed Water <i>(common for Warrior-Priests and Sisters of Sigmar. May not be bought by Undead)</i>	10 + 3D6 gc	Rare 6
Book of the Dead <i>(Vampires and Necromancers only)</i>	200+D6x25	Rare 12
Bugman's Ale	50 + 3D6 gc	Rare 9
Caltrops	15 + 2D6 gc	Rare 6
Cathayan Silk Clothes	50 + 2D6 gc	Rare 9
Chest	5 gc	Common
Crimson Shade	35 + D6 gc	Rare 8
Dark Venom <i>(not available to Witch Hunters, Warrior-Priests or Sisters of Sigmar.)</i>	30 + 2D6 gc	Rare 8
Elven Cloak	100+D6x10	Rare 12
Familiar <i>(cost must be paid no matter what the Rarity roll results in)</i>	20 + D6 gc	Rare 8
Fire Arrows	30 + D6 gc	Rare 9
Firecrackers	20 gc	Rare 9
Fire Bomb	35 + 2D6 gc	Rare 9
Flash Powder	25 + 2D6 gc	Rare 8
Garlic <i>(may not be bought by Undead warbands)</i>	1 gc	Common
Halfling Cookbook <i>(Humans only)</i>	30 + 3D6 gc	Rare 7
Healing Herbs	20 + 2D6 gc	Rare 8
Holy (Unholy) Relic <i>(Rare 6 for Warrior-Priests and Sisters of Sigmar)</i>	15 + 3D6 gc	Rare 8
Holy Tome <i>(only available to Warrior-Priests and Sisters of Sigmar)</i>	100+D6x10	Rare 8
Hunting Arrows	25 + D6 gc	Rare 8
Ladders (small/large)	5/10 gc	Common/Rare 5
Lantern	10 gc	Common

Lucky Charm	10 gc	Rare 6
Mad Cap Mushrooms	30 + 3D6 gc	Rare 9
Mandrake Root	25 + D6 gc	Rare 8
Manticore Spoor	30 + 2D6	Rare 9
Map of Cathay	20 + 4D6 gc	Rare 9
Net	5 gc	Common
Powder Keg	15 gc	Rare 7
Rabbit's Foot	10 gc	Rare 5
Rain Coat	10 gc	Common
Rope & Hook	5 gc	Common
Rosary	10 gc	Rare 6
Smoke Bomb	30 + 2D6 gc	Rare 10
Spider Spittle	30 + D6 gc	Rare 7
Superior Black powder	30 gc	Rare 11
Tarot Cards <i>(not available to Witch Hunters or Sisters of Sigmar)</i>	50 gc	Rare 7
Tears of Shallaya <i>(not available to Possessed or Undead)</i>	10 + 2D6 gc	Rare 7
Telescope	75 + 3D6 gc	Rare 10
Tome of Magic <i>(not available to Witch Hunters or Sisters of Sigmar)</i>	200+D6x25	Rare 12
Torch	2 gc	Common
War horn	30 + 2D6 gc	Rare 8
Wheelbarrow	5 gc	Rare 5
Winter Furs <i>(Not for Beastmen)</i>	5 gc	Common
Wolf cloak <i>(Middenheimers, Norse Explorers and Marauders only)</i>	10 gc	Special
Wyrdstone Pendulum	25 + 3D6 gc	Rare 9

MOUNTS & ANIMALS

Item	Cost	Availability
Cold One <i>(Dark Elves, Lizardmen and Norse and Marauders only)</i>	100 gc	Rare 11
Chaos Steed <i>(Possessed warbands and Marauders with Chosen of Chaos skill only)</i>	90 gc	Rare 11
Elven Steed <i>(Elves only)</i>	90 gc	Rare 10
Giant Wolf <i>(Goblins only)</i>	85 gc	Rare 10
Giant Spider <i>(Goblins only)</i>	100 gc	Rare 11
Gnoblar fighter <i>(Ogres and Chaos Dwarfs only)</i>	15 + D6 gc	Rare 9
Rhinox <i>(Ogres, Marauders, Norse and Merchant Caravans only)</i>	200 + D6 x 10 gc	Rare 15
Riding/Draft Horse <i>(Humans only)</i>	40 gc	Rare 8
Rickshaw <i>(Humans only)</i>	70 gc	Rare 8
Stage Coach/Wagon	100 gc	Rare 7
Temple Dog <i>(Dragon Monks, Sisters of Sigmar and Priests only. Not available to Skaven, Undead and Chaos Dwarfs)</i>	250 + D6 x 10 gc	Rare 13
Mule	30 gc	Rare 7
Nightmare <i>(Vampires, Necromancer and Grave Guards only)</i>	95 gc	Rare 11
Opulent Coach	250 gc	Rare 10
War Boar <i>(Orcs only)</i>	90 gc	Rare 11
War Dog/Bear/Monkey <i>(not available to Skaven)</i>	25 + 2D6 gc	Rare 10
Warhorse <i>(Humans only)</i>	80 gc	Rare 11

Lesser Artefact Table

2D6 Artefact

2-5 Magical Scroll. A Hero uncovers a magical scroll written by the wizards of one of the esteemed colleges of magic. Immediately roll another D6 to determine what kind of scroll is discovered. The scroll can be read during a player's shooting phase and once used crumbles to dust in the reader's hands:

1 *Inferno Scroll.* The scroll glows with fire magic. Once read, the scroll will burn up and every model within 3" of the reader will take a S4 *fire* hit and will be *set on fire* on the result of a 4+ (see Environmental Rules), regardless if the hit wounds. The reader will suffer a S2 hit.

2 *Jade Scroll.* Written on a large leaf, the jade scroll glows with the magic of life itself. A friendly model within 6" can restore all lost wounds and recovers from being *knocked down* and *stunned*.

3 *Blizzard Scroll.* Once read, a heavy blizzard arises. For the next D3+1 game turns apply the rules for *Heavy Snowfall* and *Strong Wind*. If it was raining before, apply *Heavy Rain* after the scroll's effect ends.

4 *Sunlight Scroll.* The sunlight slices through the clouds and burns the eyes of the wicked. Enemies shooting this turn has an additional -1 'to hit' penalty and all undead and possessed models will take a single S2 hit with no armour saves allowed. Undead and Possessed may not use this scroll, but if they happen to acquire one, they may destroy it granting the *leader* +1 Experience. In addition, during this turn any adverse weather effects will be ignored.

5 *Amethyst Scroll.* The smell of death is all around, as an incantation inked upon the hide from a beast of burden is unfurled. An enemy model within 8" will take D6 S3 hits.

6 *Metal Scroll.* Etched into a thin sheet of tin, once read, the scroll melts and all models wearing any armour within 10" must pass an Initiative test or they will be unable to strike any blows in close combat this turn.

6 **Cloak of Tranquillity.** This cloak keeps the wearer at a constant comfortable temperature. The Hero wearing this cloak will be immune to any penalties resulting from *Bitter Cold* or ice based magic. In addition, he cannot become *soaked with water*. Note that the *Frozen Water* rule applies as normal.

7 **Skinkskin Boots.** These boots give a hero the *Aquatic* special rule and are immune to slipping due to *Muddy Soil*.

8 **Fortune Ring.** Wearing this magic ring grants a person extraordinary luck. The Hero wearing this ring may alter one die roll by +1/-1 per battle.

9 **Steelcloth.** A magic shirt enchanted to be as strong as steel. This can be worn under normal armour to add a further +1 to armour save to the wearer or can be worn on its own giving the wearer a 6+ save. This item is destroyed if the Hero wearing it is ever *set on fire*.

10 **Ice Gem.** This blue gem has a constant aura of cold about it. During the shooting phase the gem can be pointed towards an enemy within 8". An icy wind chills the target doing D3 Strength 1 hits. The model wearing this can also never be *set on fire* but can take damage from fire sources as normal.

11 **Firefly.** A small jewelled brooch that glows with a constant warm light. The model wearing this will always count as carrying a lantern and once per battle the firefly can be used to send a small searing bolt towards an enemy model within 12" causing a single Strength 4 *fire* hit.

12 **Chaos Artefact.** The warband has accidentally found one of the Chaos Artefacts. Roll a D6 to determine which: 1-4 Ghartok's Skull, 5 Chaos Broadsword of Damnation, 6 Chaos Dragon Scale Armour. If any warband has already found the rolled item, roll again. If all Chaos Artefacts have been found by warbands roll again on this table.

Chaos Artefacts

Chaos Artefact Special Rules

If a Norse, Marauder, Possessed, Carnival of Chaos or Beastman warband finds one of the following Chaos Artefacts they will always be used by the warband's *leader* as they are the only warriors worthy of powerful Chaos Gifts.

Any model other than a Marauder, Beastman, Norseman, Mutant, Dark Elf, Undead or Chaos Dwarf Hero equipped with a Chaos Artefact is subject to *stupidity* for it cannot tolerate the item's Chaotic influence. In addition, the *A Thousand Voices* spell counts as permanently cast upon the affected model reducing its Leadership by 4. The spell cannot be dispelled.

Note that an Artefact of Chaos is much too important and dangerous to be left in the warband's camp or hideout. Therefore these artefacts may never be stored in the warband's stored equipment field but must be carried by a Hero (the *leader* in case of a Chaotic warband, see above). The only exception to this rule is the Tilean Merchant Caravan who may keep the item stored in a Trade Wagon.

Losing a Chaos Artefact

The Chaos Artefacts are protected by the Chaos Gods themselves and cannot be destroyed. If a model with one of these items is taken *out of action* place a marker. Any model may pick the item up by moving in contact with the marker. If the marker is not taken, the model *out of action* keeps the artefact and if it dies from its Serious Injuries it is given to the nominated warband *leader*, who took it from his unlucky comrade's remains.

If the *leader* dies after the battle (e.g. in the Exploration phase) the artefact will be given to the new *leader*.

In the unlikely case of a Chaos Artefact being lost when no new owner can be determined, the next time a warband finds a Lesser Artefact it finds that Chaos Artefact instead.

Chaos Artefact Chart

Ghartok's Skull

Ghartok's Skull counts as a helmet. In addition, whenever its wearer is wounded by a critical hit on a roll of 4+ on a D6 the hit is considered normal instead.

Dragon Scale Armour

The Dragon Scale Armour grants its wearer a 4+ armour save that cannot be negated below 6+. In addition, any spell targeting the wearer fails on a roll of 4+ on a D6 (for spells like *Silver Arrows of Arba* roll only once instead of for each arrow). The armour does not hinder its wearer from casting spells or rituals of his own.

Broadsword of Damnation

The Broadsword counts as a double-handed weapon. Whenever a warrior is taken *out of action* by a critical hit of the Broadsword, the warrior is transformed into a horrible Spawn of Chaos, that is controlled by the Chaos player. The warrior dies permanently after the battle.

Note that this weapon cannot be destroyed through the Sword Breaker's *Trap blade* special rule or any other circumstances that would normally cause weapons/equipment to break. The same applies to the *Disarm* rule from a Whip.

Liber Chaotica

This mighty tome of Chaos magic contains all the rituals of Tchar, Onogal, Shornaal and Chaos Undivided (Chaos Rituals). In addition a spellcaster in possession of this book is able to use all spells from his dedicated list. Note that he must still learn a spell twice (ie. spend two skills) to permanently reduce its Difficulty.

A non-spellcaster may choose one random spell determined before the battle from the Rituals of Chaos Undivided. The warrior may attempt to cast it as if he was a spellcaster.

A leader with the Mark of Arkhar increases his save against magic to 2+ and becomes immune to the effects from all Chaos rituals (including Rituals of Hashut).



A warband of Battle Monks sweep through a forest in the borderlands on their way to fight intruders sent by the Ruinous Powers.



A red-ladder day

In this article Christian Templin describes the advantages and possibilities of using ladders in your games of Mordheim.

Since the Mordheim box comes with a plastic ladder then most gamers will probably have used them already in some battles. In the Border Town Burning rules we have introduced advanced rules for buying and using ladders. Before we get into that let us first take a quick look at what the rulebook says about ladders:

“During their movement phase, models can move up to [their] movement rate ... 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.”
(page 9, Mordheim Living Rulebook)

“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.”
(page 11, Mordheim Living Rulebook)

Ladders are a very useful means of reaching the upper levels of buildings. Warriors who are especially bad at climbing walls due to their low Initiative such as Dwarfs and Orcs benefit a lot from using ladders. More so than by their Initiative a warrior is restricted in climbing by its Movement. Let's have a look at another important quote from the rulebook:

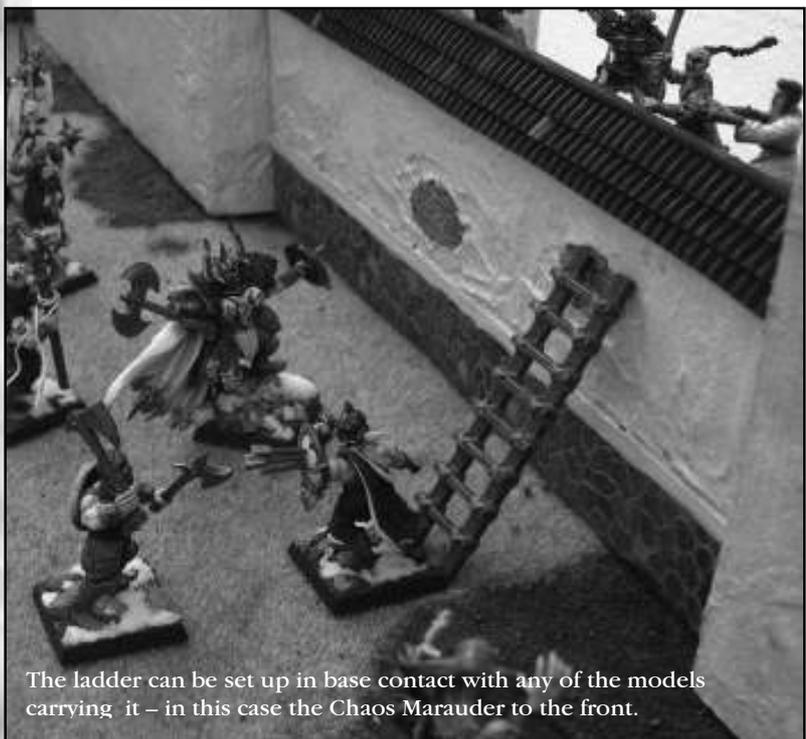
“If the height [of the wall] is more than the model's normal move, he [the warrior] cannot climb the wall.”
(page 11, Mordheim Living Rulebook)

This means that a normal warrior with a Movement of 4 cannot climb walls that are higher than 4". Granted, he can pick the *Scale Sheer Surfaces* speed skill, but that is only to the benefit of one Hero (a Dwarf does not have access to speed skills!) so what about the rest of the warband, particularly the henchmen?

That is where ladders come into play. Without the advanced rules from Border Town Burning you have to place ladders with your scenery before the game begins. Unless house ruled differently those ladders are part of the terrain and as immovable as a wall or building. The new



Models carrying a ladder may not run. These two Chaos Marauders may move up to their normal 4" each turn. If only one Marauder was carrying the ladder, he would have to move at half his Movement rate.



The ladder can be set up in base contact with any of the models carrying it – in this case the Chaos Marauder to the front.



rules for using ladders allow warbands to purchase ladders and then carry them about during battles. If the warband leader assumes that they will not need any ladders in the upcoming battle they can always leave them at their camp which means a player must put them in the stored equipment on the warband roster. If they want to use the ladder, it is deployed along with the warband.

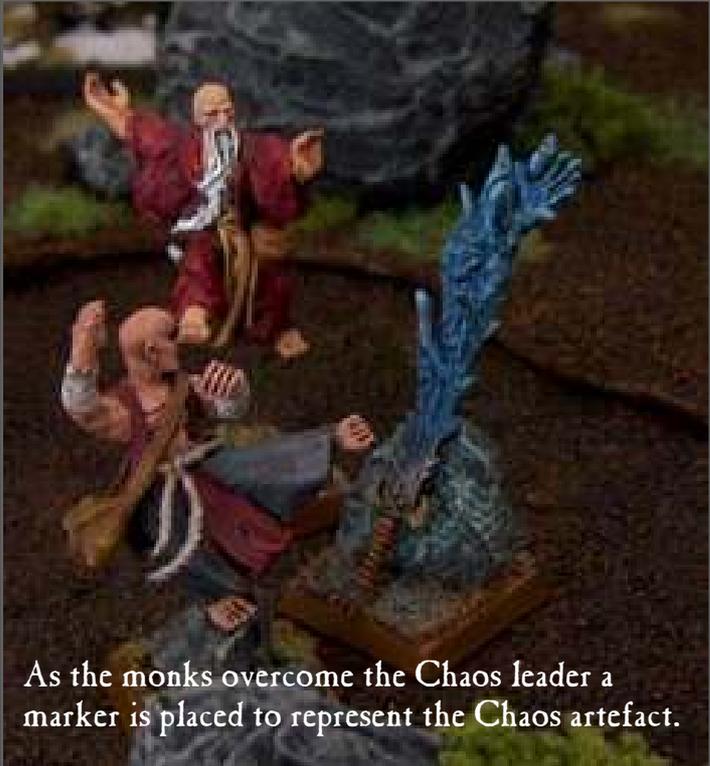
Ladders will be extremely useful when playing the "Siege!" special scenario (coming in BTB part 6). Since the fortified walls of the border town are difficult to climb and equipment such as rope and hook are not available to henchmen, ladders will be the besiegers tool of choice to overcome the defence walls. The attacking warbands will want to save some gold crowns to buy ladders. As the player you will want to make and paint some ladders in preparation for a huge battle where as the imposing scion of Chaos, you can make that border town burn.



Once a ladder has been set up the warriors can walk it up and down as they please. However, to enter a guarded defence wall like this they will have to fight their way through the defenders.



A group of Battle Monks fights off a rising horde of Chaos Marauders, led by a champion blessed by Tchar. The Chaos servant is wielding one of the mighty Chaos artefacts: the Broadsword of Damnation.



As the monks overcome the Chaos leader a marker is placed to represent the Chaos artefact.

Battle Monks of Cathay

The borders of Grand Cathay present a myriad of obstacles to invaders from the known world. In its north the verdant rice fields are defended by the Great Bastion, a walled fortress which stretches further than the eye can see. The west is shielded by a haunted mountainous stretch, remembered as the Ancient Giant Holds, and the contaminated sands of the Baleful Deserts in the north-west where wyrdstone is said to be found. Upon the slopes towering monasteries were built long ago by monks living in the outskirts of Cathay. In relative solitude these cowed guardians split their time between meditating, fishing, and crafting, all the while honing extraordinary fighting techniques. The brother's dedication at arms, not to mention acrobatic defensive strikes, has repelled despoilers from the sacred grounds of each fortified tabernacle.

Innkeepers, swordsmiths, merchants, fishermen, and farmers have all survived in the monk's proximity, seeking the protection afforded by the monasteries surrounds in these perilous borderlands. Peasant folk risk what little they have by taking shelter here in the wilderness. Tranquillity found within the temple sanctums is a far cry from the warmongering tribes who threaten the Cathayan Empire. From the west loom feral bands of Ogres and men with no honour. Hobgoblin riders roam the steppes to the north-west.

From the Wastes to the north come the marauding hordes of Chaos barbarians and creatures of horror that feast upon flesh.



In times of strife frontiers are defended by the community. Local militia comprises of the strongest young men, supporting trained soldiers of the Emperor's Guard. An authorised emissary from Weijin is appointed by Imperial decree to govern each border district. The military view warrior monks as hooded vigilantes, and a menace to law and order. Temple masters themselves only co-operate with the emissary for that is the Emperor's bidding. So it is that they are united in battle against the enemies of the throne. Officers begrudge the monks meddling in their affairs, yet heroic deeds and the martial arts mastery of these robed advocates is ultimately what keeps raiding parties of hobgoblins, beastmen, marauders and mutants out. The combat skills of a Celestial Dragon Monk surpass anything that Old World scholars have seen – even when using no weapons at all!

Special rules

Strictures: A stringent regime of meditation is used by monks. Their faith is supported by a notion that the skin of ones body is armour in itself. Dragon Monks and Warrior Monks never wear any kind of armour.

Distaste for Poison: The use of poisons and various drugs is a speciality for dishonourable warriors who would stoop to such ends. Dragon Monks and Warrior Monks frown on this and may never use any kind of poison or venom.

Outsiders: Foreigners are generally considered unwelcome by the border guards of Cathay. The Battle Monks warband may never hire any sort of Hired Sword or Dramatis Personae unless specifically stated with the Hired sword/Dramatis Personae.

Choice of warriors

A Battle Monks warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Emissary: Each Battle Monks warband must have one Emissary – no more, no less!

Officer: Your warband may include up to one Officer.

Dragon Monks: Your warband may include up to three Dragon Monks.

Soldiers: Your warband may include any number of Soldiers.

Warrior Monks: Your warband may include up to five Warrior Monks.

Raging Peasants: Your warband may include up to five Peasants.



Starting experience

An **Emissary** starts with 20 Experience.

An **Officer** starts with 12 Experience.

Dragon Monks start with 15 Experience.

Henchmen start with 0 Experience.



Characteristic increase

Cathayans are humans and therefore use the maximum profile for humans.

Battle Monks equipment lists

The following lists are used by Battle Monks warbands to pick their equipment:

SOLDIER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Spear.....	10 gc
Sword.....	10 gc
Katana.....	20 gc
Cathayan longsword*.....	75 gc

Missile Weapons

Duelling pistol.....	30 gc (60 gc for a brace)
Handgun.....	35 gc
Bow.....	10 gc
Crossbow.....	25 gc

Armour

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

Miscellaneous Equipment

Cathayan silk cloak*.....	40 gc
Horse*.....	30 gc

*Emissary only



MONK EQUIPMENT LIST

Hand-to-hand Combat Weapons

Axe.....	5 gc
Spear.....	10 gc
Sword.....	10 gc
Quarter staff.....	15 gc
Katana.....	20 gc
Chain sticks.....	20 gc

Missile Weapons

Fish-hook shot.....	10 gc
Throwing stars.....	15 gc

Armour

None



Battle Monks skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Emissary		✓	✓		✓	✓
Officer	✓	✓		✓	✓	
Dragon Monk	✓		✓	✓	✓	✓



Battle Monks special equipment

This equipment is only available to the Battle Monks, and no other warband may purchase it.

quarter staff

15 gold crowns

Availability: Common, Battle Monks only

Fighting staffs are traditional weapons among the warrior monk brotherhoods.

Range: Close Combat; **Strength:** As user;

Special Rules: Balanced, Parry, Freestyle

SPECIAL RULES

Balanced: A quarter staff is, especially light and easy to wield. A model armed with a fighting staff gets +1 Initiative in close combat.

Freestyle: Although a staff does not always require two hands to use it cannot be combined with another weapon, shield, buckler, etc. However it can be combined with the Monks bare hand attacks. This means that the Monk is still getting +1 Attack.

chain sticks

20 gold crowns

Availability: Rare 7, Battle Monks only

Consisting of wooden bars, tied together, chain sticks are enhanced with iron or steel to gain more striking power. Compared to a flail it is light, providing the bearer more flexibility in combat.

Range: Close Combat; **Strength:** As user;

Special Rules: Flurry, Two-handed



SPECIAL RULES

Flurry: A set of chain sticks allows its wielder to unleash a furious bludgeoning. A warrior armed with chain sticks gets +2 Attacks. This bonus only applies in the first turn of each hand-to-hand combat. Using chain sticks otherwise counts as having two hand weapons.

fish-hook shot

10 gold crowns

Availability: Rare 7, Battle Monks only

Hook shot is a fine rope or chain with a weighted fishing hook or scythe tied to its end. Monks use the range of this curious barbed weapon with deadly precision to cause sword-wielding enemies to fall.

Range: 3"; **Strength:** 3;

Special Rules: Thrown weapon, Precise, Caused fall

SPECIAL RULES

Thrown weapon: Models using a fish-hook shot do not suffer penalties for range or moving as it is designed for short range use anyway.

Precise: A model using a fish-hook shot is so well-trained in the use of this weapon that he may attack enemy models that are engaged in close combat. However the hook shot is useless when the monk is engaged in close combat.

Caused fall: Before making his 'to hit' roll, a warrior may declare to try and cause an enemy model to fall instead of causing damage as normal. The warrior must roll 'to hit' as normal and then pass a Strength test. If the test is successful the enemy model counts as *knocked down*.

Battle Monks special skills

Battle Monks of Cathay may choose to use the following skill list instead of the standard skill lists.

Note that the Emissary may only pick the *Warmonger* skill.

energy focus

If fighting unarmed the Hero may choose to reduce his Attacks by -1 and thus gain +1 Strength in close combat. The monk may sacrifice any number of attacks this way.

lightning speed

The monk may triple his Movement whilst running or charging and may run even when there are enemy models within 8".

leap of faith

The Hero cannot be *intercepted* whilst charging. He may escape from combat (as described on p. 161 in the Mordheim rulebook) by leaping away without having to pass a Ld test and may declare a leaping charge at the same time in the same turn.

human shield

If two or more models are engaged in close combat with the monk, he may choose to grab one to use it as a shield instead of his normal attacks. To do this he must pass an Initiative test after the first model has attacked, but before the second model attacks. On a successful roll, the monk grabs the first model – the second model directs its full attacks on the friendly model. After the combat phase the model breaks free and the battle goes on as usual. On a failed roll the monk and the second model use their normal attacks.

warmonger

The Emissary may make a Ld test before the battle. If the test is successful, D3+1 Raging Peasants join the warband for the next game (this may exceed the maximum number of warriors). Each Raging Peasant in the warband is subject to *Hatred* for the duration of the battle.

Heroes

1 Emissary

60 gold crowns to hire

An official delegate of the Dragon Throne is sent to each border town from Weijin. His orders are to ensure that the Emperor's decrees are being upheld.

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

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

SPECIAL RULES

Leader: Any warrior within 6" of the Emissary may use his Leadership when taking Ld tests.

Ride Horse: The Emissary is trained in riding Horses.

Decree: When the Emissary dies, a new one must be hired as soon as possible. Until you have done so, no other warriors and/or equipment may be bought. The new Emissary will then reclaim Leadership of the warband.

0.1 Officer

40 gold crowns to hire

The Officer is the highest ranking member of his division, a decorated soldier despatched as custodian to administer Imperial law throughout the district.

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

Weapons/Armour: The Officer may be equipped with weapons chosen from the Soldier Equipment list.

0.3 Dragon Monks

55 gold crowns to hire

Dragon Monks are close to reaching mental and physical perfection. The most skilled martial artists among each brotherhood have mastered the Way of the Dragon, a fighting style which Cathayan monks are renowned for even far beyond their borders.

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

Weapons/Armour: Dragon Monks may be equipped with weapons chosen from the Monk Equipment list. Monks suffer no penalties whatsoever for fighting unarmed and they receive +1 Attack when doing so.

SPECIAL RULES

Art of Silent Death: Dragon Monks have become masters of the Cathayan art of open-hand fighting. In hand-to-hand combat, if fighting unarmed, they will cause a critical hit on a roll 'to wound' of 5-6 instead of a 6. If the Dragon Monk wields a quarter staff, only the unarmed attacks will cause a critical hit on 5+.

Henchmen

Soldiers

25 gold crowns to hire

Comprising of trained fighters and local militia, the border guards form a solid patrol to defend the borderlands against invading tribes and other dangers.

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

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

0.5 Warrior Monks

35 gold crowns to hire

The Battle Monks from Cathay are experts in fighting unarmed. Brothers combine open-hand tactics with specialist weapons training to create a shrouded force of lethal warriors.

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

Weapons/Armour: Warrior Monks may be equipped with weapons chosen from the Monk Equipment list. Monks suffer no penalties whatsoever for fighting unarmed and they receive +1 Attack when doing so.

0.5 Raging Peasants

10 gold crowns to hire

The Emissary supplements his forces by making rousing speeches to stir townsfolk into taking up arms. Equipped with pitchforks, kitchenware and other improvised weapons, this angry mob follows the Emissary against marauders threatening their borders.

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

Weapons/Armour: A peasant is usually equipped with a pitchfork, torch or other simple tool. Treat them as fighting unarmed but without any penalties.

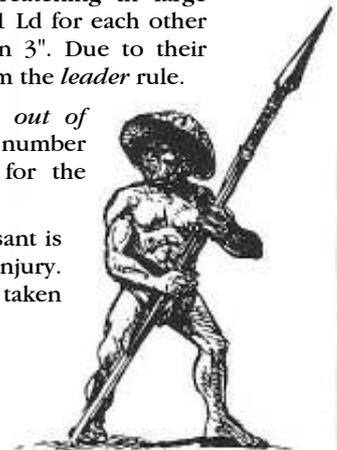
SPECIAL RULES

Simple folk: Peasants never gain Experience.

Mob: Peasants become threatening in large numbers. A Peasant gets +1 Ld for each other allied Peasant model within 3". Due to their rage they do not benefit from the *leader* rule.

Ignored: Peasants that are *out of action* do not count to the number of *out of action* models for the purpose of Rout tests.

Downtrodden: When a Peasant is wounded do not roll for injury. The model is immediately taken *out of action*.



Critical hits charts

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 target suffers 2 wounds instead of 1. There is no armour save.

bludgeoning weapons

(Clubs, maces, hammers, flails, double-handed hammers, chain sticks, iron fists etc.)

- 1-2 **Hammered.** 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.** There is no armour save.
- 3-4 **Bladestorm.** The attack causes 2 wounds instead of 1. Take armour saves separately for each wound.
- 5-6 **Sliced!** The strike ignores armour saves, causes 2 wounds, and your warrior gains +2 to any Injury rolls.

unarmed combat

(Wardogs, warhorses, Zombies, Possessed, Monks, animals etc.)

- 1-2 **Body Blow.** You may make an additional attack. Immediately roll to hit and to wound. Any saves are taken as normal.
- 3-4 **Crushing Blow.** You gain +1 to the Injury roll. Normal armour save.
- 5-6 **Mighty Blow.** The attack ignores armour saves and you gain +2 to any Injury rolls.

thrusting weapons

(Spears, halberds, lances, pikes, quarter staffs etc.)

- 1-2 **Stab.** You gain +1 to any Injury rolls. Armour saves as normal.
- 3-4 **Thrust.** The target is *knocked down*. Take armour saves as normal and see whether the model suffers a wound.
- 5-6 **Kebab!** 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.

post battle sequence

- 1 **Injuries.** Determine injuries for each warrior taken *out of action*.
- 2 **Allocate experience.** Heroes and Henchmen groups gain experience for surviving battles.
- 3 **Roll on the Exploration Chart.**
- 4 **Sell Wyrdstone.** Can be done once per post battle sequence.
- 5 **Check available veterans.** Roll to see how much Experience worth of veterans is available for hire.
- 6 **Make rarity rolls & buy rare items.** Make rolls for any rare items you intend to buy and pay for them. These items go into the warband's stash.
- 7 **Look for Dramatis Personae.** If you want to hire any.
- 8 **Hire new recruits & buy common items.** New recruits come equipped with their free dagger and may be bought common items. This is done in any order and may be done several times. Note that newly hired recruits cannot buy rare items. They can, however, be equipped with rare items if there are any in the warband's stash in stage 9.
- 9 **Reallocate equipment.** Swap equipment between models as desired.
- 10 **Update your warband rating.** You are now ready to fight again.

Heroes' serious injuries chart (D66)

- 11-15 **Dead.** Remove the Hero from your warband roster.
- 16-21 **Multiple injuries.** D6 injuries, re-roll 'dead', 'Captured' and 'multiple injuries'.
- 22 **Leg wound.** -1 Movement.
- 23 **Arm wound.** Roll again: 1 = Amputation. 2-6 = the Hero must miss the next game.
- 24 **Madness.** Roll again: 1-3 *stupidity*, 4-6 = *frenzy*.
- 25 **Smashed leg.** Roll again: 1 = no more *running*, 2-6 = the Hero must miss the next game.
- 26 **Chest wound.** -1 Toughness.
- 31 **Blinded in one eye.** -1 BS. If subsequently blinded, remove the Hero from your warband roster.
- 32 **Old battle wound.** Roll D6 every battle: 1 = miss.
- 33 **Nervous condition.** -1 Initiative.
- 34 **Hand injury.** -1 Weapon Skill.
- 35 **Deep wound.** Hero must miss the next D3 games.
- 36 **Robbed.** Hero loses weapons, armour and equipment.
- 41-55 **Full recovery.**
- 56 **Bitter enmity.** Roll again: *Hatred* towards... 1-3 = the model, 4 = the enemy warband's leader, 5 = the entire warband, 6 = all warbands of that type.
- 61 **Captured.** Exchange the Hero for a price. Sell for D6 x 5gc. Undead get a free Zombie. Possessed sacrifice for +1 Experience. Weaponry is kept when sold or sacrificed.
- 62-63 **Hardened.** Hero is immune to *fear* from now on.
- 64 **Horrible scars.** Hero causes *fear* from now on.
- 65 **Get in the ring.** Duel with Warrior of Chaos. If he loses and survives (36+), he loses weapons/armour. If he wins, he gains *blackblood* mutation, +2 Experience, +1 CP.
- 66 **Survives against the odds.** The warrior survives and rejoins his warband. He gains +1 Experience.

underdog

0-50: None, 51-75: +1, 76-100: +2, 101-150: +3, 151-300: +4, 301+: +5

heroes advance rolls

- 2D6 **Result**
- 2-5 **New skill.** Select an available skill or a random spell if he is a wizard.
- 6 Roll again: 1-3 = +1 Strength, 4-6 = +1 Attack.
- 7 Choose either +1 WS or +1 BS.
- 8 Roll again: 1-3 = +1 Initiative, 4-6 = +1 Leadership.
- 9 Roll again: 1-3 = +1 Wound, 4-6 = +1 Toughness.
- 10-12 **New skill.** Select an available skill or a random spell if he is a wizard.

henchmen advance rolls

- 2D6 **Result**
- 2-4 +1 Initiative.
- 5 +1 Strength.
- 6-7 Choose either +1 BS or +1 WS.
- 8 +1 Attack.
- 9 +1 Leadership.
- 10-12 **The lad's got talent.** Choose two skill lists available to Heroes of your warband. Make one Hero advance for him and one for the Henchmen group.

income chart: selling treasures

- 1-5 = 1 treasure,
- 6-11 = 2 treasures,
- 12-17 = 3 treasures,
- 18-24 = 4 treasures,
- 25-30 = 5 treasures,
- 31-35 = 6 treasures,
- 36+ = 7 treasures.

		Number of Warriors in Warband					
		1-3	4-6	7-9	10-12	13-15	16+
No. of Shards Sold	1	45	40	35	30	30	25
	2	60	55	50	45	40	35
	3	75	70	65	60	55	50
	4	90	80	70	65	60	55
	5	110	100	90	80	70	65
	6	120	110	100	90	80	70
	7	145	130	120	110	100	90
	8+	155	140	130	120	110	100

skills

Combat skills

Strike to Injure. Add +1 to all injury rolls caused by the model in hand-to-hand combat.

Combat Master. If the warrior fights against more than one enemy at a time, he gains an extra Attack in each hand-to-hand combat phase as long as he is fighting two or more enemy models. In addition, the warrior is immune to 'All Alone' tests.

Weapons Training. The warrior may use any hand-to-hand combat weapon he comes across, not just those in his equipment options.

Web of Steel. The model gains +1 to all his rolls on Critical Hit tables in hand-to-hand combat.

Expert Swordsman. This warrior may re-roll all missed attacks if he is using a sword in the hand-to-hand phase of the turn that he charges. Note that this only applies when they are armed with normal swords or weeping blades, and not with double-handed swords or any other weapons.

Step Aside. Each time the warrior suffers a wound in close combat he may make an additional saving throw of 5+. This save is never modified and is taken after all other armour saves.

Shooting skills

Quick Shot. The warrior may shoot twice per turn with a bow or crossbow (but not a crossbow pistol).

Pistolier. If the warrior is equipped with a brace of pistols of any type (including crossbow pistols), he may fire twice in the Shooting phase (though note that normal reloading rules apply). If he has a single pistol then he may fire it in the same turn it was reloaded.

Eagle Eyes. The warrior adds +6" to the range of missile weapons.

Weapons Expert. The warrior may use any missile weapon he comes across, not just the weapons available from his warband's list.

Nimble. The warrior may move and fire with weapons that are normally only used if the firer has not moved. Note that this skill cannot be combined with the Quick Shot skill.

Trick Shooter. The warrior ignores all modifiers for cover when using missile weapons.

Hunter. The warrior may fire each turn with a handgun or Hochland long rifle.

Knife-Fighter. The warrior can throw a maximum of three throwing knives/stars in his shooting phase and may divide his shots between any targets within range as he wishes. Cannot be combined with *Quick Shot*.

Academic skills

Battle Tongue. This skill may only be chosen by a leader. This increases the range of his Leader ability by 6". Note that Undead leaders may not use this skill.

Sorcery. A warrior with this skill gains +1 to his rolls to see whether he can cast spells successfully or not. Sisters of Sigmar and Warrior-Priests may not use this skill.

Streetwise. The warrior may add +2 to the roll that determines his chances of finding such items (see the Trading section).

Haggle. The warrior may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence.

Arcane Lore. Witch Hunters, Sisters of Sigmar and Warrior-Priests may not have this skill. Any warrior with this skill may learn Lesser Magic if he owns a Tome of Magic.

Wyrdstone Hunter. If a Hero with this skill is searching the ruins in the exploration phase you may re-roll one dice when rolling on the Exploration chart. The second result stands.

Warrior Wizard. This skill may only be taken by spellcasters. The mental powers of the wizard allow him to wear armour and cast spells.

Scribe. This skill allows the Hero to make a scroll before the battle and inscribe a single spell or prayer upon it that they are versed in. The scroll may be used just before they are to cast the spell or prayer and allows the caster +2 to his Difficulty roll. Once used, the scroll is useless.

Mind Focus. This skill may only be taken by a warrior capable of casting spells or using prayers. The warrior with this skill may re-roll one dice roll used in the Difficulty roll.

Tactican. This skill may only be taken by the warband's leader. In any scenario the warband leader may re-position his warriors after his

opponent has set up and may even advance them up to 12" onto the board instead of 8".

Hunch. This skill may only be taken by the leader. In any scenario, the warband leader may position up to three of his men capable of earning experience in any ruined building on the board that is at least 12" away from an enemy model and not in the enemy's deployment zone.

Magical Aptitude. This skill may only be taken by spellcasters. The warrior may attempt to cast two spells each turn as long as he is not in hand-to-hand combat. After attempting the first spell he must take a Toughness test. If he passes he may attempt a second spell that turn or even cast the same spell twice. If he fails you must roll on the Injury table immediately with no saves, treating *out of action* as *stunned* instead.

Driver. A wagon driven by a Hero with this skill may re-roll results on the Out of Control chart.

Strategist. Before a battle a Hero with this skill may choose to voluntarily miss the upcoming game to have the warband gain +1 campaign point after the battle.

Scholar. Whenever the warrior may learn a new spell or prayer, he may choose which one he learns instead of determining at random, or he may decrease the difficulty of any one spell or prayer he already knows by -1 permanently.

Strength skills

Mighty Blow. The warrior has a +1 Strength bonus in close combat (excluding pistols). As his Strength is used for close combat weapons, the bonus applies to all such weapons.

Pit Fighter. The warrior adds +1 to his WS and +1 to his Attacks if he is fighting inside buildings or ruins.

Resilient. Deduct -1 Strength from all hits against the warrior in close combat. This does not affect armour save modifiers.

Fearsome. The model causes *fear* in opposing models.

Strongman. The warrior may use a double-handed weapon without the usual penalty of always striking last. Work out order of battle as you would with other weapons.

Unstoppable Charge. The warrior adds +1 to his WS when charging.

Handyman. If the wagon is stationary and the warrior is in contact with the wagon, he may repair one previously damaged wheel. The Hero may do nothing else that turn and the wagon may not be moved. He can even set in a new wheel if it flew off.

Beastmaster. If the model confronts an animal (not mount!) in hand-to-hand combat, then before combat is fought he may take a Ld test. If the test is successful then the animal falls under his command. And he may now control the animal model. However, the beastmaster must pass a Ld test at the beginning of his turn, otherwise control over the animal is lost. The animal must always remain within 6" of the Hero or control is lost immediately.

Speed skills

Leap. The warrior may leap D6" in the movement phase in addition to his normal movement. The leap may also be used to leap over gaps, but in this case you must commit the warrior to making the leap before rolling the dice to see how far he jumps. If he fails to make it all the way across, he falls through the gap (see page 28).

Sprint. The warrior may triple his Movement rate when he runs or charges, rather than doubling it as normal.

Acrobat. The warrior may fall or jump from a height of up to 12" without taking any damage if he passes a single Initiative test, and can re-roll failed Diving Charge rolls. He can still only make a diving charge from a height of up to 6".

Lightning Reflexes. If the warrior is charged he will 'strike first' against those that charged that turn. As the charger(s) will also normally 'strike first' (for charging), the order of attack between the charger(s) and the warrior with this skill will be determined by comparing Initiative values.

Jump Up. The warrior may ignore *knocked down* results when rolling for injuries, unless he is *knocked down* because of a successful save from wearing a helmet or because he has the *No Pain* special rule.

Dodge. The warrior can avoid any hits from a missile weapon on a D6 roll of 5+. Note that this roll is taken against missiles as soon as a hit is scored to see whether the warrior dodges it or not, before rolling to wound, and before any effects from other skills or equipment (such as lucky charms).

Scale Sheer Surfaces. The warrior can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.



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Showcase

Scenic pieces such as barrels, treasure chests, buckets, carts, wheelbarrows and ladders are not only useful items but also help a lot in bringing your gaming table to life.



Temple Dogs are powerful animated stone statues that the daring adventurers might encounter in the Cathayan borderlands. Sometimes especially gifted warriors may even ride these divine monsters.



In the wooded borderlands a group of battle monks encounters a warband of Chaos marauders.