Mordheim
Version 1.5

Revised rules

by Harrald "Archeonicus" Faessen

for the
Skirmish game placed in the

City of the Damned

- 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.

Running
A model can only run if there are no enemy models within 8" of it at the start of the turn
Relentless: Some group have a stubborn mindsetting, so without bothering themselves they are always able to run, so they are allowed to run within 8" of an enemy.

Charge!
Without measuring the distance, declare that your model is charging and indicate which enemy model he is going to attack. Even for frenzied characters, lateron it is determined if they really need to, by measuring.
Charge range is measured in a bird eye view, this does not mean a character will reach the intended target.
Interception: The charger is stopped at 2" from the interceptor and the interceptor is moved into basecontact, Both will fight now in the HtH-phase. Noone has first strike but will fight in Initiative order. Interceptee get +1 on his Initiative.

You may charge up ladders, stairs, walls etc., but you must pass an Initiative test to do so (roll equal or under your I on a D6 (for a wall an I-test for every 2")). Climbing while charging goes as normal instead of double movement.

Charge:
- Declare before measuring.
- Move 2 x M. get into basecontact, in the shortest route.
- Charge reach for not seen models is 4". Need I-test to detect. If failed no charge.
- It is possible to charge characters behind obstacles, like windows walls and fences. But only if the opponent is visible and immediately behind it. Otherwise you need to move around the obstacle.
- A failed charge is a normal move in charge direction, only casting is still alllowed (or using an item with spelllike ability)

Hiding
- 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 (roughly more then 25% of the models frontal area).

Climbing
He may climb up to his total Movement (if starting at the base of what he wants to climb) in a single movement phase (climbing always with normal movement). Any remaining movement can be used as normal. If the height is more than the movement the model has left, he cannot climb the object/wall. (example: model has M4 and is 2" from the wall, he can reach it while running {thus spending ¼ of his movement} and climb 3". Or he can normal move {spending ½ of his movement} and climb 2" and still be able to shoot for instance)

Climbing:
- Have enough movement to reach intended height.
- Actuall climbing only goes in normal movement.
- Test before climbing on initiative, if failed then stop at the base of the to climb object.
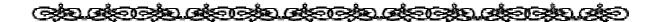
Diving charge
If he succeeds, the model gains a +1 Strength bonus (for each full 2" you jump down), and +1 to hit bonus but only during the following hand-to-hand combat phase.

Shooting
He may <u>not</u> 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
- is stunned or knocked down.
- the missile weapon needs reloading.

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. Even if your comrade is knocked down or stunned.

Cover
The many walls, ruined buildings and other masonry in Mordheim offer plenty of cover. If any portion (roughly more then 25% of the frontals area) of the target is hidden by a piece of scenery or another model, the shooting model will suffer a penalty as explained below.

Overwatch:
If a character armed with a missile weapon has no legal targets in the shooting phase, he can go in overwatch. This allows him to shoot at the first character, which comes into his sights and range in his opponent's turn, at –1 to hit.

Hit modifiers

Situation		modifier
Cover		-1
Long range		-1
Moving & shooting		-1
Large target		+1
Overwatch	If no legal target appears in the shooting phase, he can shoot at the first one appearing in the enemies movement phase.	-1

Critical hits
Each warrior may only cause one critical hit in each hand-to-hand/shooting combat phase.

Armour
As an optinal rule you could use the strength-shift-rule. This rule makes armour a bit more useful.

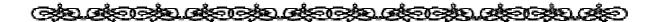| Strength	Save modifier	Strength shift (optional)
1-3	None	None
4	-1	None
5	-2	-1
6	-3	-2
7	-4	-3
8	-5	-4
9+	-6	-5

Example: Gerhardt 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+ (i.e., 4+-1=5+). This will stay 4+ if using the strength=shift-rule.

Injuries
1-2 Knocked down   (Kd)
3-4 Stunned   (St)
5-6 Out Of Action   (OOA)

Knocked down
- Face up
- May not fight,shoot, or cast.
- May crawl 2", if not engaged in HtH alone.
- May be put out of action by only wounding in HtH.
- Armour saves stil work.

- May stand up next turn and then move at half speed, shoot or cast. No charging or running. Always strikes last.

Stunned
- Face down
- May do nothing.
- No armour saves.
- May go to Kd status next recovery phase.

Out of Action
- Character is out of this battle.
- After the battle check for injuries.
- This character does not count for exploration, or finding rare equipment.

Close 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.
The only exception are when characters use reach weapons, then no btb contact, or charging, is nescessary.

Any very close range shots they are able to make using pistols are treated like close combat weapon attacks (see the Weapons & Armour section). Then as combat statistic the WS is used.

Who strikes first
If more of your characters charge one opponent, your characters strike in descending Initiative. When Initiatives are equall, you may choose who goes first.

Which models fight
A model can fight if its base is touching the base of an enemy model. The only exception are when characters use reach weapons, then no btb contact is nescessary. 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. If somebody with a weapon with reach and more Attacks he can devide them between any targets in his range.

fighting with two weapons
Optional rule: when using two weapons al attacks are made at –1 to hit, due to the more difficult use. If the skill weapons training is choosen, the modifiers is negated.

Critcle hit tables
Only if you score a 6 as a wound roll and you at least need 5 to wound. As an optinal criticle table you can use that a criticle always scores 2 wounds. On a 1-2 normal armoursaves, on a 3-4 no armoursaves and on 5-6 no saves and +2 on the injury roll.

Criticaltables will be the old optional tables….

Flexible Weapons (Whips, Ropes, Chains, etc)
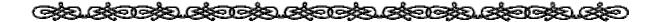**1-2   Entangle.**
The weapon has wrapped around the target's body or legs, allowing the wielder to pull the target off-balance. One wound is caused as normal, with armour saves. Next turn the victim is +1 to hit.
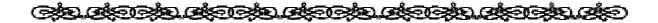**3-4   Disarm.**
Your opponent's weapon is entangled and wrenched from his hand. If he is carrying two weapons, roll to see which one he loses. Roll to wound and take armour saves as normal.
5   Whiplash!
The weapon inflicts a stinging blow,causing two wounds instead of one. Armour saves as normal.

6   Choke!
The weapon has wrapped around the target's neck. Roll two wounds, ignoring armour saves, with +2 to any Injury rolls.

Armour
Minimum D6 score required to save
Light armour   6
Heavy armour   5
Gromril armour   4
Shield   adds +1 to the armour save
Handweapon + shield   adss +1 to armoursave in hth only

Armour save modifiers
As an optinal rule you could use the strength-shift-rule. This rule makes armour a bit more useful.

Strength	Save modifier	Strength shift (optional)
1-3	None	None
4	-1	None
5	-2	-1
6	-3	-2
7	-4	-3
8	-5	-4
9+	-6	-5

Parry

Compare WS-values of your character and yout opponents. Roll a D6.
Equal WS: you need a 5+ to parry.
You have a higher WS: 4+ to parry.
Opponent has a hogher WS: 6+ to parry.
If the opponent has a 6 in his to hit rolls no parry is allowed. That dreaded dwarf skill master of blades gives a +1 to this roll. And makes parries of 6's possible.

Knocked down
- Face up
- May not fight,shoot, or cast.
- May crawl 2", if not engaged in HtH alone.
- May be put out of action by only wounding in HtH.
- Armour saves stil work.
- May stand up next turn and then move at half speed, shoot or cast. No charging or running. Always strikes last.
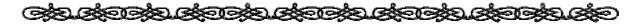
Stunned
- Face down
- May do nothing.
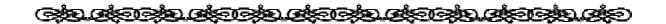- No armour saves.
- May go to Kd status next recovery phase.

Out of Action
- Character is out of this battle.
- After the battle check for injuries.
- This character does not count for exploration, or finding rare equipment.

Psychology.

These effects can be divided in mental and physical. Any immune of psychology, or autopass on Ld-test only will reflect on abilities which are mental (those with an *).

Fear (*):

All alone test (*):
This is a special fear test. If someone is surrounded with enemies his nerves might break and he would flee.
If you are in combat with more then one enemy (or a fear causing creature) and no friendly model within 8".

Frenzy (*):
A frenzied character gains 1 extra attack and always has to charge an enemy if he is within range (you're allowed to measure beforehand, but after al charges are declared:-). The character is now immune for fear and all alone tests.

Hatred:

Stupidity:
At the start of your turn (even your opponent's if they are in combat) make a Ld-test for any character, who is stupid. Unless otherwise noted they use only their own Ld. If they pass, they act normally. If they fail they act according the next table until the next stupidity test.
1-3 They stand, drool, or are interested in anything except things you want them to.
4-6 The move D3" in a random direction. If this brings them into combat they can only defend in the way of armour/ward saves.

<u>Weapons & Armour</u>

Meleeweapons

Fist:

<u>One handed use:</u>

Dagger:
S as user, handweapon, +1 armoursave for victim

Sword:
S as user, handweapon, Parry.

Rapier:
S as user-1, parry, barrage.

Axe:
S as user, handweapon, cutting edge

Club, Hammer and Mace:
S as user, handweapon, concussion

Spear (decide before buying if it is 1 or 2-handed):
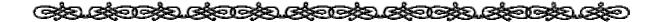S as user, first strike, difficult to use, +1 S if charging while mounted.

Lance:
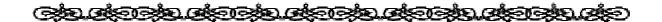S as user, difficult to use, +2 S if charging while mounted.

Morningstar:
S as user+1, fatigue, difficult to use.

Steelwhip:
S as user, combatreach 4, difficult to use (SoS may combine with normal hammer) cannot be parried.

2-handed use:

Great sword:
S as user+2, Strike last except on charge.

Great hammer:
S as user+2, Strike last except on charge.

Great Axe:
S as user+2, Strike last except on charge.
(I wrote these separate for future suggestions, do they need a price increase?)

Spear (decide before buying if it is 1 or 2-handed)/halberd:
S as user+1.

Flail:
S as user+2, fatigue.

New terminology:

Combatreach:	The maximum reach a weapon can to hit an opponent in hth, No BtB contact needed, no charge needed, no randomizing hits.
Difficult to use:	can not be combined with another weapon. Can be combined with shield
Handweapon:	combined with a shield this confers an extra +1 armoursave in hth
Fatigue:	the conferred bonus only functions in the 1st round of combat.
Barrage:	Opponent is hit but not wounded, you can attack again at –1 to hit. If again failing to wound then you can attack at –2 to hit etc.

Missile weapons:

Bows:

Short bow:
S3, range 16, easy to use.

Bow:

Long Bow:

Elf Bow:

Crossbow:
S4, range 30, move or shoot, telescope.

Repeating crossbow:
S3, range 24, Multiple shot 2 (-1 to hit, number of shots cannot be raised any more), telescope.

Crossbow pistol:
S4, range 10, reflex shot at –2 to hit.

Other:

Sling:
S3, range 18, Multiple shots 2 (only at half range and only if not moved).

Blowpipe:
S1, range 8, sniper 1, poison.

Thrown weapons:

Knives, Stars, Darts:

S as User, range 6, (maybe sniper 6).

Javelin:
S as user, range 8

Blackpowder weapons:
All weaponcosts are reduced by 20%. If a 1 is rolled to hit roll a D6:
BLACKPOWDER WEAPON MISFIRES
1   BOOM!
2   Jammed.
3   Phut.
4-5   Click.
6   KA-BOOM!

Pistol:
S4, range 6, armor piercing, reload 1, close combat, telescope.

Duelling Pistol:
S4, range 10, armor piercing, masterquality, reload 1, close combat, telescope.

Warplock:
S5, range 8, armor piercing, reload 1, close combat, telescope.

Handgun:
S4, range 24, armor piercing, reload 1, vicious wound, telescope.

Hochland long rifle:
S4, range 48, armor piercing, reload 1, telescope, pick target.

Blunderbuss:
S3, template 16 x 1, One shot

Reflex shot:	The character is allowed to make one attack with his Missile weapons, in closecombat, before anyone makes an attack with hth-weapons, Use BS. After that he can change it against another handweapon.
Masterquality:	This gives the weapon a +1 to hit in all situations.

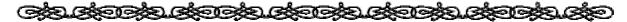| Close combat:	This allows the weapon to be fired in close combat, using the character WS instead of BS, any reloading rules still count. After that he can change it against another handweapon.
Reload X:	Takes X turns to reload, after using it to shoot.
Telescope:	This weapon can be used together with a telescope.
Sniper X:	Weapon can be shot from hiding if he succeeds in making an X+ die-roll, if not the hiding ends.
Multiple shot X:	Can shot X-times with a mentioned restriction.
Vicious wound:	Adds +1 to the injury roll. (Same as strike to injure)
Easy to use:	Weapon can be shot even after running.

Armour

Toughened leathers:
Light armour:
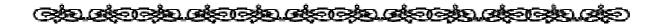Heavy armour:
Gromril armour:
Ithilmar armour:
Shield: +1 AS, if combined with a handweapon another +1 As in hth.
Buckler:
Helmet:
Pavice: +2 AS, anybody using gets only half movement, even dwarfs.

Skills:

Combat skills:
Combat Master If fighting more than 1 model, the warrior gains +1A (max). Immune to 'All Alone' tests.
Expert Swordsman Re-roll all misses with a Sword when charging (1st round of combat only).
Step Aside
Strike to Injure
Weapons Training
Web O' Steel
Main gauche: if the character uses a dagger as his 2nd weapon he gains a parry, if he already has a parry he gains a reroll.

Shooting skills:
Eagle Eyes The warrior can fire his missile weapons 6" further. This doesn't include Blunderbusses.
Hunter The warrior may "reload" in 1 turn less.
Knife Fighter
Nimble
Pistolier If armed with two pistols, the warrior may fire both weapons at same time, reload still counts.
Quick Shot The model may fire twice if it doesn't move. (excluding blackpowder weapons, or weapons which already have multishot)
Trick Shooter
Weapons Expert
Concentrate: If the character only shoots one missile in the shooting face he gains +1 to hit. (cannot be combined with Fleet footed)

Academic skills:
Arcane Lore If the warrior owns a Tome of Magic (usable only once), he may learn Lesser Magic.
Battle Tongue
Haggle
Hunch
Magical Aptitude
Mind
Sorcery
Streetwise
Tactician
Warrior Wizard
Wyrdstone Hunter
Bookkeeping: the bookkeeper manages a better profit: +1 gold for every chard sold.

Strength skills:
Fearsome
Pit Fighter
Resilient
Strongman
Unstoppable Charge
Iron skin The warrior has the uncanny ability to be unharmed even though the missile did hit him, for shooting hits the projectiles are –1S. This does not affect save modifiers.
Streetfigher If the character fights unarmed he gets +1A and +1S. if a blow is parried, that character gets one free attack against the streetfighter.

Speed skills:
Acrobat
Dodge
Jump Up The warrior ignores 'Knocked Down' injuries, unless he is 'Knocked Down' by a save from a Helmet. (works with nopain rule, or results from other thing then combat)
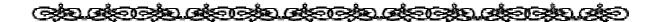*Leap*
Lightning Reflexes
Scale Sheer Surfaces
Sprint
Fleet footed: May shoot after the character did run.

Skaven skills:
Art of Silent Death The hero can fight with it's bare hands at no penalty, and gets +1A when doing so. He also causes Criticals on a 5+ to wound, and gets a total of +2A when using Fighting Claws(1for the second claw, 1 for the extra attack).

Dark Elf-skills:
Powerful Build Hero may take Strength Skills (max 2 per warband).

Dwarven skills:
Master of Blades The Parry rule is changed for this warrior, as follows: If he equals or beats an opponents attack roll, it is parried. (this is changed into +1 on the parry roll) If he has two Parrying weapons, he may make two Parries, unless he has two Dwarf Axes in which case he can also re-roll a failed Parry.
Ferocious Charge The dwarf may double (all) attacks and suffer -1 to hit when charging.

Shadow Warrior skills:
Powerful Build The model may take Strength skills (max 2 per warband).