

Children of Mordheim

Warband Special Rules

Born and raised

The children of Mordheim end each battle with the Streetwise skill regardless of who survived.

Streetwise

(+1/-1) If this warrior was deployed and not out of action at the end of the battle, you may modify one exploration dice, chosen by you, by +1/-1. Multiple warriors with this skill do not stack (i.e. you can still only modify one dice by +1/-1).

Stealth

While the warrior is in cover, enemy's shooting against him suffer an additional -1 to hit.

Poisonous Attacks

The Warrior may re-roll natural 1's to wound

Looter

Warriors with this rule may start the campaign with 1 item from the Special Equipment list for free. Any following purchases are made at full price as normal.

That Wyrdstone Effect...

Warriors with this special rule may pick any 1 skill from any skill table regardless of skill proficiency.

Scurry Faster!

Warriors with this rule add +1 to movement when not wearing Armour of any kind.

Acolyte

Instead of shooting a weapon, this warrior may take an Ld test in the shooting phase if he did not run, is not fleeing or engaged in close combat: If passed, he generates one Power Dice that can be used by any Wizard or Priest in the Warband. This skill cannot be taken by warriors who are Wizards or Priests themselves.

Animal Handler

(6", +1 I) Friendly animals that are within 6" of this warrior have +1 Initiative and may use his Ld instead of their own. This rule follows the rules for the 'Leader' ability in every respect. (I.e. it requires line of sight and warrior cannot use this ability while he is fleeing.) Being within 6" of multiple Animal Handlers does not stack.

Warband Special Equipment

Wyrdstone Coated Weapon (Base Weapon + 15gc)

Any Weapon – Ranged or Close Combat (Affected by anything that would normally effect the weapon).

Can **ONLY** be found from exploration rolls OR when first purchasing any warrior.

Gains: 6+ Ward Save against Magic

AND may re-roll all failed 1's to wounds.

- **The Ward save stacks with Wyrdstone infused Armour and Wyrdstone covered Helm Ward Save ONLY.**
- **Can only be purchased by Children of Mordheim.**
- **The Warrior must be proficient with said Weapon.**
- **Acquiring Weapons this way does not make the user proficient.**

Wyrdstone infused Armour (Base Armour + 20gc)

Any Light or Heavy Armour (Affected by anything that would normally effects the Armour).

Can **ONLY** be found from exploration rolls OR when first purchasing any warrior.

Gains: 6+ Ward Save against magic.

AND All attacks made against the warrior have -1 to Str.

- **The Ward save stacks with Wyrdstone Coated Weapon and Wyrdstone covered Helm Ward Save ONLY.**
- **Can only be purchased by Children of Mordheim**
- **The Warrior must be proficient with said Armour**
- **Acquiring Armour this way does not make the user proficient**

Wyrdstone Covered Helm (10gc)

Special Equipment: Wearer cannot *hide*, loses 'Stealth' if he has it.

The wearer gains a 6+ ward save against magic

- **The Ward save stacks with Wyrdstone Coated Weapon and Wyrdstone infused Armour Ward Save ONLY.**
- **Can only be purchased by Children of Mordheim**

Children of Mordheim Skill Table

Hero	Combat	Shooting	Academic	Strength	Speed
Boss	V	V	V	V	V
Hand	V	V		V	V
Potion Master	V		V		V
Book Worm	(+10gc)		V		V
Scout	V	V	(+10gc)	(+10gc)	V

Children of Mordheim Equipment List

<p>Boss, Right Hand, Scavenger youths, Sentry</p> <p>Close Combat Hand Weapon Great Weapon Spear Halberd</p> <p>Shooting Bow Sling Javelin Light Crossbow</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Potions Master</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armour Light Armour</p>	<p>Book Worm</p> <p>Close Combat Hand Weapon</p> <p>Shooting Sling</p> <p>Armour Light Armour</p>
<p>Slinger Youths</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling Blowpipe</p> <p>Armour Light Armour Heavy Armour</p>	<p>Wyrdstone Hunter</p> <p>Close Combat Hand Weapon Great Weapon Spear Halberd Morning Star</p> <p>Shooting Sling Short Bow Javelins</p> <p>Armour Light Armour Shield</p>	<p>Trapper</p> <p>Close Combat Hand Weapon Great Weapon Combat Whip</p> <p>Shooting Blowpipe Javelins Net</p> <p>Armour Light Armour Shield</p>

Heroes

0-1 The Boss

40gc to hire

Starting Experience 20

Race: Human

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

SPECIAL RULES

Leader (6"), Looter

0-2 Right hand Man

40gc to hire

Starting Experience 12

Race: Human

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

SPECIAL RULES

Looter

0-1 Wyrd Potion Master

35gc to hire

Starting Experience 12

Race: Human

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

SPECIAL RULES

Wizard (Wyrd Potions, Fire or Shadow): Start with 1 Potion, That Wyrdstone Effect...

0-2 Book Worm

25gc to hire

Starting Experience 8

Race: Human

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

SPECIAL RULES

Wizard (Wyrd Infused Magic, Fire or Shadow): Start with 1 Spell, Acolyte

0-3 Scavenger Youth

15gc to hire

Starting Experience 0

Race: Human

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

SPECIAL RULES

Looter, Scurry Faster!

Henchmen

Hide-out Sentry

20gc to hire

Starting Experience 4

Race: Human

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

SPECIAL RULES

0-6 Slinger Youths

20gc to hire

Starting Experience 6

Race: Human

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

SPECIAL RULES

Looter, Scurry Faster!

0-3 Wyrdstone Hunter

35gc to hire

Starting Experience 14

Race: Human

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

SPECIAL RULES

Looter, That Wyrdstone Effect...

0-3 Sewer Rat Trapper

20gc to hire

Starting Experience 6

Race: Human

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

SPECIAL RULES

Stealth, Scurry Faster! Animal Handler

0-3 Pet Giant Sewer Rat

30gc to hire

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

SPECIAL RULES

Poisonous Attacks

Animals (Cannot Climb; Cannot Hide; Flee 3D6"; Cannot Use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

Wyrd Potions

Roll a **D6** before each game to decide what type of potion can be made...

Once the number of Power Dice required is reached roll a D6:

1. Concoction Fails! roll on the Miscast chart exactly like a failed Spell.

2-3 Concoction Fails (No other effect)

4-5 Concoction is made

6 - Concoction is made and 1 Power Dice is returned to use again.

Potions with 'Remains in play' effects are not limited to only 1 Warrior. Any number can be applied to any number of Warriors however they do **NOT** stack.

Signature Potion: Vial Mix (1 Power Dice)

"Spot, aim and throw... I don't know how bad it will be..."

Range: Between 6" - 12"

Effect: Roll D6

1 Nothing

2 2 Str 2 hits

3 1 Str 3 hit

4 1 Str 4 hit

5 1 Str 5 hits

6 The Warrior drops the vial at his feet...

Re roll to see what happens...

Note: This Potion may be given to any Warrior within 2" to be used later in the game.

Once given it is thrown like any other ranged weapon using the Warriors BS.

1. Concoction Speed... (3 Power Dice)

The Vial glows green, swirling quickly in circles... "This should make you faster..."

Effect: +1 WS and +1 Initiative

Remains in play.

2. Paste of Protection... (3 Power Dice)

The paste is used like war paint, smeared across Light or Heavy Armour.

Range: Caster or 6"

Effect: 4+ Ward save against all Magic.

Remains in play.

3. Lumpy Shard Water... (3 Power Dice)

"Chuck this at your feet... It should stop them dead in their tracks... Just don't spill any on your skin"

Range: Caster or 6"

Effect: Enemy charge distance is **halved** against this Warrior **AND** any successful charging enemy warrior also suffers 1 Str 2 wound. Normal saves apply.

Remains in Play.

4. Wyrd Pointy tip... (3 Power Dice)

"Jab them hard with this it should go right through..."

Effect: All attacks are now +1 Str (AP 1)

Remains in play.

5. Pale green lacquer... (3 Power Dice)

"Assuming I have the balance correct you should be harder to spot... Just rub it onto your armour and see. But it won't last for long."

Effect: All enemy attacks have -1 to hit at range and CC.

Remains in play.

6. The Pale Bomb (4 Power Dice)

"This should do nicely...Just light the fuse and throw... I hope..."

Range: 18"

Effect: 1 Str 4 hit, Flaming

Radius: 2"

Note: This Potion may be given to any Warrior within 2" to be used later in the game.

Once given it is thrown like any other ranged weapon using the Warriors BS.

Wyrdstone Infused Magic

Signature Spell: Wyrd Diffusion D4+ / D8+

A large chunk of Wyrdstone is held aloft and begins draw power from the target.

Range: 18"

Effect: Target is drained of D3 power dice

Augment (D8): Drained Power dice +1 are added to the User's total.

1. Cloak of Wyrd D4+ / D10+

A shimmering visage of terror appears around the warrior.

Range: 6" or Caster

Effect: Target warrior causes Fear for the first round of combat.

Augment (D11+): Enemy Warrior automatically fails the first Fear test in the first round of combat **ONLY**.

Remains in Play.

2. Wyrd Accelerant D3+ / D6+

Energy flows through the warrior emitting a faint green glow.

Range: 6" or Caster

Effect: Target rolls 3 D6 when charging and picks the highest.

Augment: (D6+) Enemy Warriors charging this warrior do not gain +1-initiative bonus for the charge.

Remains in Play.

3. Wyrd Infusion D7+ / D13+

The power of Wyrdstone flows through the target!

Range: 6" or Caster

Effect: Target gains either +1 strength **OR** +1 Toughness on profile until the end of this turn.

Augment (D13+): Target has +1 Strength, +1 Toughness **AND** +1 attack on profile until the end of this turn.

4. Winds of Wyrd (D5+)

Swirling green energy begins to circle the target

Range: 24"

Effect: Target must take a strength test or take 1 wound. Armour saves taken as normal.

5. Breath of Wyrd (D7+D10+)

Gathered Wyrdstone dust is unleashed with a mighty gust.

Range: Flame Template

Effect: All warriors under, or partially under the template take 1 *Flaming* Strength 3.

Augment (D9+): Hits are Armour Piercing (1)

6. Wyrd Mutation (D4+)

The Wizard implants a Wyrdstone chunk into the target animal and hopes for the best!

Range: 2" and Line of Sight

Effect: Roll a D6

1-2 Target Animal regains one lost wound

3-4 Target Animal gains +1 to its attack for the remainder of the game (up to 2).

5 Target Animal gains both.

6 Target takes 1 wound with no saves of any kind.

Changes:

V.1

- Wording changes to correctly show skills.
- Quality of live changes on potions/spells.
- Wyrdstone Hunter Heirloom removed and can now take Halberds and Morning Stars.
- Clarification on the Wyrdstone Infused armour.
- Added Wyrdstone covered Helm.