

# 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

### **Scavenger**

Warriors with this rule begin each battle with 1 item from the Special Equipment list for free. This item cannot be traded or sold.

### **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 any Armour.

### **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 + 20gc)**

Any **Weapon –Ranged or Close Combat-** (Affected by anything that would normally effect the weapon) found from exploration or purchased before the first battle the warrior is fielded,

**Gains: 6+ Ward Save against Magic**

**AND may re-roll all failed wounds with the Weapon.**

- **The Ward save stacks with Wyrdstone infused Armour 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 + 25gc)**

Any **Armour** (Affected by anything that would normally effects the Armour) found from exploration or purchased before the first battle the warrior is fielded,

**Gains: 6+ Ward Save against magic.**

**AND may modify Str or Toughness by +1 (Up to Racial Maximum).**

- **The Ward save stacks with Wyrdstone Coated Weapon 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**

## Children of Mordheim Skill Table

Hero	Combat	Shooting	Academic	Strength	Speed
Leader	V	V	V	V	V
Hand	V	V		V	V
Wise One	V		V		V
Apprentice	(+10gc)		V		V
Scout	V	V	(+10gc)	(+10gc)	V

## Children of Mordheim Equipment List

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

## Heroes

### 0-1 Gang Leader

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"), Scavenger

### 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

Scavenger

### 0-1 Wyrd Apothecary

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 Concoction): 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 Concoction): Start with 1 potion, 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

Scavenger, 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	7

#### SPECIAL RULES

Scavenger, Scurry Faster!

### 0-3 Wyrdstone Hunter

45gc to hire

Starting Experience 14

Race: Human

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

#### SPECIAL RULES

Scavenger, That Wyrdstone Effect...

**Heirloom: Wyrdstone infused Light Armour**

### 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 Concoctions

Concoctions only need the right ingredients. Once the number of Power Dice required is reached roll a D6, on a 3+ the concoction is made. On a 1-2 the dice are consumed and the concoction fails.

The effects end as listed below on a roll of D6. This roll takes place at the end of each full turn.

Roll a **D6** before each game to decide what type of potion the Apothecary has in stock...

---

### Signature Potion: Vial Mix (1)

“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...**
- 

### 1. Concoction of potential Speed... (2)

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

**Effect:** +1 M, +1 WS and +1 Initiative

**Remains in play. 1 Use.**

**End:** 5+

---

### 2. A thick green paste of Protection... (2)

The paste is used like war paint, smeared across Light or Heavy Armour. “That should give you something for those pesky Magic users”.

**Effect:** 4+ Ward save against all Magic.

**Remains in play. 1 Use.**

**End:** 6+

---

### 3. Lumpy Shard Water... (2)

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

**Effect:** Enemy charge distance is **halved** against this model. Any successful charges result in **-2 Int to the charger.**

**1 Use.**

**Effect lasts for 1 whole Turn.**

---

### 4. Wyrd Pointy tip... (2)

“Jab them hard with this it should go right through...”

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

**Remains in play. 1 Use.**

**End:** 5+

---

### 5. Pale green lacquer... (2)

“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 -2 to hit

**Remains in play.**

**1 Use.**

**End** 4+

---

### 6. The Pale Bomb (3)

“This should do nicely...Just light the fuse and throw”

**Range:** 18”

**Effect:** 1 Str 5 hit, Flaming

**Radius:** 3”

---