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The Empire in Flames

A wilderness expansion for Mordheim

By scribes Steve Hambrook, Nick Kyme, Mark Havener & Anthony Reynolds

Cover Painting
"The Balewolf"
Paul Jeacock

Logo by
Nuala Kennedy

Mordheim by
Tuomas Pirinen

Illustrious Illustrators & Embellishers
John Blanche, Alex Boyd, David Gallagher, Nuala Kennedy, Karl Kopinski, Paul Smith & John Wigley

Dedicated to the Memory of
Steve Hambrook
1970-2003

Production, Design & Editing
Steve Hambrook, Darius Hinks, Dan Drane, Ulisse Razzini & Michelle Barson

Design of the Miniatures
Mark Bedford, Felix Paniagua, Dave Andrews, Colin Dixon, Gary Morley, Aly Morrisson, Trish Morrisson, Brian Nelson, Alan Perry & Michael Perry

Paynters of the Gaming Pieces
Jonathon Taylor-Yorke, Mark Latham & Darron Bowley

Fanatic Studio
Jervis Johnson
Steve Hambrook
Andy Hall
Matt Keefe
Keith Krelle
Tom Merrigan
Gary Roach
Ulisse Razzini
Mark Bedford

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The Empire in Flames

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Mordheim Background

A Nation Divided...

"Beyond the great walls of our fair and prosperous cities, beyond the fertile fields of the open plains that surround them lie the barren moors, the cold forbidding mountains and the dark, sinister forests of the Empire. What horrors lie within these malignant, desolate places? What foul, twisted creatures lie in wait for unwary travellers, driven on by evil, bestial instincts? These are the dark shadows of the Empire where honest Sigmar-fearing folk dare not to tread and only desperate or foolhardy men are lured by the dark secrets that they harbour..."

This new setting for Mordheim is intended to take the fighting from the narrow, cramped streets of the ruined city and out into the untamed and dangerous wilderness of the Empire. The Empire is a deadly place outside of the reasonably safe environment of its towns and cities where the law of man prevails. The deep, dark forests harbour bands of Chaos worshipping Beastmen, bandits, mutants and much worse. Over the next seven issues of Town Cryer we will cover new rules for playing games of skirmish in the wilderness of the Empire along with new scenarios, warbands, equipment, Hired Swords and modelling articles detailing the entirely different terrain needed. In this instalment, we will set the scene detailing the geography, history and politics of the Empire.

The Land of Sigmar

The Empire is a vast and ancient land bordered to the north by the harsh Sea of Claws beyond which lies Norsca and the Chaos Wastes. To the east are the lofty peaks of the Worlds Edge Mountains that separate the green, fertile lands of the Empire from the grim Orc-infested Dark Lands. To the south lie the Black Mountains through which is cut the heavily fortified Black Fire Pass that protects the southern approaches to the Empire. The Grey Mountains to the west form the political boundary between the Empire and the kingdom of Bretonnia. The lands of the Empire are heavily forested with only the grassy plains of the south and the fertile farming areas surrounding the towns and cities being free of such dense undergrowth.

"Heed well my words traveller, for these are dark and suspicious times. Our great nation, our Empire of Men is divided.

Three hold the trappings of power. 'Tis a dark pursuit, their tied ambitions wrought through with politics and intrigue and at no worse a time could such division have come to be. Soothsayers line the streets; prophets of doom that sing their litanies to our all-but-forgotten Lord Sigmar and foretell of encroaching doom... There is division within as well as without; the struggling mass of the poor grows daily, as does their rancour towards the perfumed courtiers of the Imperial aristocracy. 'Tis the sentiment of a secret war, a class war, as it has always been and the lords are winning. There is widespread dissent within the walled settlements of this land coupled with a gnawing dread at those things that lie beyond, that, with such intrigue and corruption within, roam unchecked throughout the mysterious wilds..."

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Within these natural and political frontiers are numerous smaller, semi-autonomous states. The eight largest of these are known as electoral provinces because their rulers have each traditionally been granted a say in the election of the Emperor. They include the Principality of Reikland, the Duchy of Middenland, the Principality of Ostland, the Duchy of Talabecland, the County of Stirland, the County of Averland, the Barony of Sudenland, the County of Sylvania and the Halfling Mootland.

In 1999, the Empire lay riven with dissent, divided by the sword for there was no Emperor, and civil war raged across the land. Fear and superstition were the peasantry's only allies and the Elector Counts were divided from each other. Nowhere did the poor suffer more than the rural folk; their lands ravaged by war, their crops and livestock burned or stolen, their pockets picked by the merciless tax collectors and their bodies wracked with famine. Despite the socio-economic breakdown of the once-mighty Empire, there still remained horrors worse than any man could devise, for wyrdstone is not exclusive to the City of the Damned. Many smaller fragments of the twin-tailed comet fell like black rain upon the lands around Mordheim, reaching for hundreds of leagues in every direction. Within the black hearts of the dark forests, the seeds of Chaos were sown and like moths to a candle were drawn the misshapen creatures of the night. And men too, for in the hearts of all men greed burns like a malevolent flame and men are more than willing to kill for just a few shards of wyrdstone.

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A Rural Land...

"The Empire is known for its rural expanses. A great community exists beyond civilisation in isolation, its brooding forests and wild plains a stark and foreboding backdrop to the lonely farmsteads that pockmark the countryside. A mercantile community, its industrious wheels are forever turning, come flood, plague or famine. Traders follow the well-trodden paths through the unchecked wilds on their way to the great cities, and as ubiquitous vessels from far off lands bring exotic commodities through city drenching fog. To a man, these merchants fear the legends of fell creatures and altered men spoken of in scared whispers. Abominations that are reputed to take refuge in the dark wilderness where Imperial patrols are scarce. Others are bolder still, roaming about the city outskirts preying on the wayward or the damned."

Of Perilous Mountains

The Empire is partly bounded by three tall mountain ranges: the Grey Mountains to the west, the Black Mountains to the south and the Worlds Edge Mountains to the east. These mountains converge in the high mountainous land to the south called the Vaults. The mountains form a defensive barrier that keeps invaders out, but they also harbour many dangerous foes both on the surface and beneath their tall peaks. There are only a few passes that remain open all year, although many smaller routes can be traversed freely throughout the summer months. These permanent passes are vitally important to the security of the Empire, and it is hardly surprising that fortresses guard these strategic points.

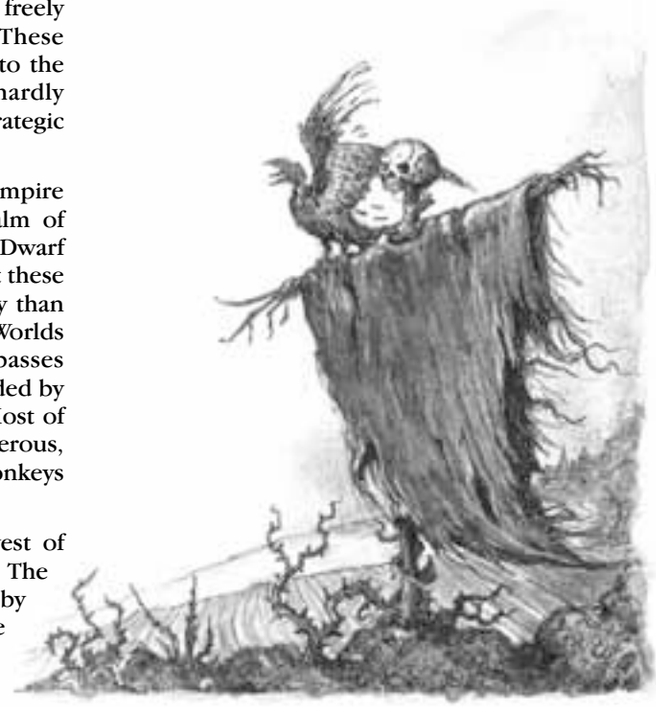
The Grey Mountains divide the Empire from Bretonnia, the other great realm of Men in the Old World. There are Dwarf settlements within the mountains, but these are fewer in number and less wealthy than the mighty Dwarf strongholds of the Worlds Edge Mountains. The few large passes through the Grey Mountains are guarded by Bretonnian and Imperial fortresses. Most of the passes though are small and dangerous, wide enough for a merchant and his donkeys but unsuitable for carts or horses.

The largest pass lies to the south-west of Altdorf and is known as Axe Bite Pass. The Empire end of this pass is protected by the fortress of Helmgart, a massive tower that rises out of the mountainside and whose battlements overlook the narrow path below. The northern tip of the Grey Mountains gradually declines into a hilly upland region known as the Gisoreux Gap – the principal route between Bretonnia and the Empire.

The Worlds Edge Mountains are extremely tall and almost impossible to cross where they border the Empire. There is a pass in the far north in the land of Kislev called the Peak Pass, and in the far south there is a pass where the Worlds Edge Mountains and Black Mountains divide – Black Fire Pass. In between these two routes there is no way across the surface but there are plenty of underground passages which lead under the mountains.

The Black Mountains lie between the Grey Mountains and the Worlds Edge Mountains and divide the Empire from the wild southern lands of the Border Princes. The Black Mountains are possibly the least hospitable of all the Empire's borders. The weather is unpredictable and the mountains exceptionally high as they climb towards the Vaults. The only reliable pass is Black Fire Pass, a deep cleft in the rock whose sides rise like sheer walls above the track below. The pass widens out in the middle of its length, revealing a massive upland valley. It was here that Sigmar fought his famous battle against the Orcs.

The Black Mountains are riddled with Goblin tunnels. They are crude and narrow compared to the Dwarf mines of the other



mountain chains and prone to collapsing unexpectedly. The whole mountain range is infested with Night Goblins, Trolls, Skaven and countless other less numerous, but equally deadly, creatures.

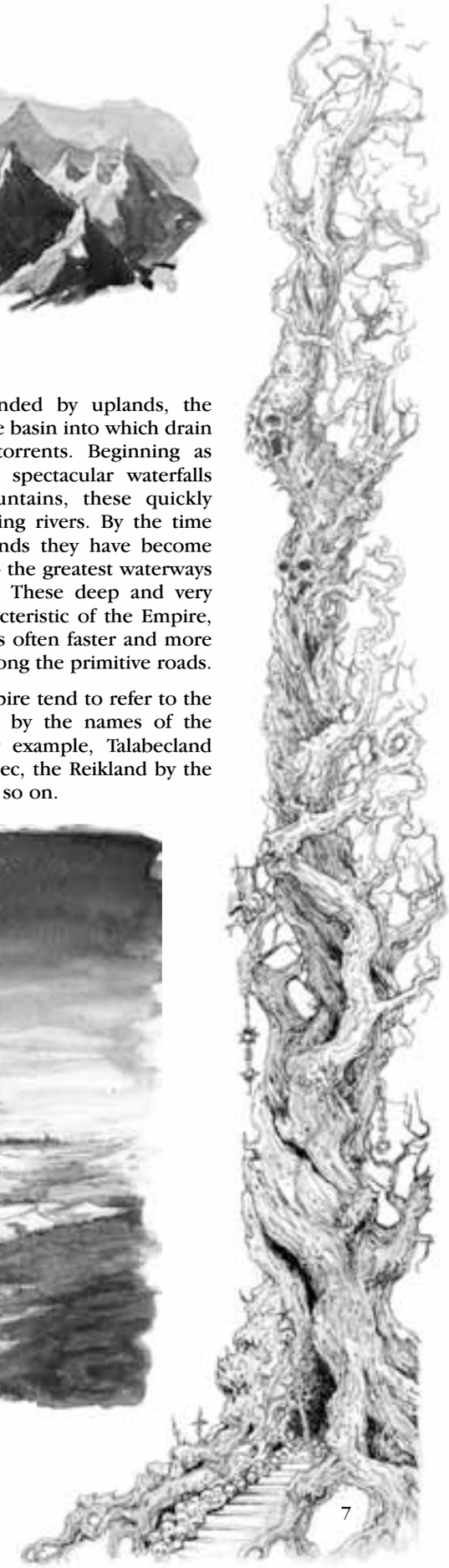
The other main upland region within the Empire is the Middle Mountains range. This lies in the northern part of the Empire and beyond it is Ostland, the northernmost of the Empire's provinces. This massive range is surrounded by dense forest and is largely shunned by humans, with the possible exception of bandits and other undesirables. There are no Dwarf delvings here, and the rocky uplands are used as a refuge by Chaos warbands, Beastmen, Orcs and marauding Goblins.

Occasionally, the Imperial forces try to clear out the worst of these foes, but the area remains wild and dangerous. The Forest of Shadows to the north is dense and dark, and inhabited by Forest Goblins and ferocious wolf packs. This is an area of the Empire which has never been truly tamed.

Of Great Rivers

Because it is surrounded by uplands, the Empire acts like a huge basin into which drain countless mountain torrents. Beginning as crashing streams and spectacular waterfalls high up in the mountains, these quickly converge to form raging rivers. By the time they reach the flat lands they have become deep and substantial – the greatest waterways in all the Old World. These deep and very broad rivers are characteristic of the Empire, where travel by boat is often faster and more practical than travel along the primitive roads.

The people of the Empire tend to refer to the areas adjoining rivers by the names of the rivers themselves, for example, Talabecland around the river Talabec, the Reikland by the banks of the Reik, and so on.



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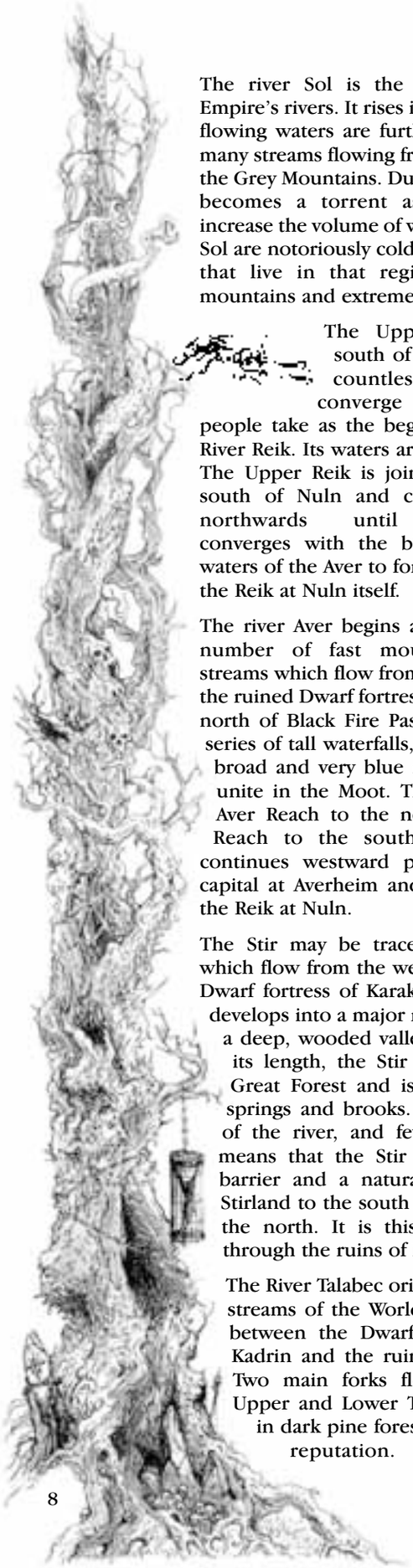


The river Sol is the southernmost of the Empire's rivers. It rises in the Vaults and its fast flowing waters are further augmented by the many streams flowing from the eastern edge of the Grey Mountains. During the spring, the Sol becomes a torrent as melt waters vastly increase the volume of water. The waters of the Sol are notoriously cold, and the hardy people that live in that region are used to the mountains and extreme climate.

The Upper Reik begins just south of Black Fire Pass where countless mountain streams converge to form what many people take as the beginnings of the mighty River Reik. Its waters are fast and crystal clear. The Upper Reik is joined by the Sol to the south of Nuln and continues northwards until it converges with the blue waters of the Aver to form the Reik at Nuln itself.

The river Aver begins as a number of fast mountain streams which flow from the western slopes of the ruined Dwarf fortress of Karak Varn just north of Black Fire Pass. Plunging over a series of tall waterfalls, these become two broad and very blue rivers which finally unite in the Moot. These rivers are the Aver Reach to the north and the Blue Reach to the south. The river Aver continues westward past the provincial capital at Averheim and finally flows into the Reik at Nuln.

The Stir may be traced to the streams, which flow from the western slopes of the Dwarf fortress of Karak Kadrin. It quickly develops into a major river flowing within a deep, wooded valley. For nearly all of its length, the Stir flows through the Great Forest and is fed by numerous springs and brooks. The great breadth of the river, and few crossing points, means that the Stir forms a defensive barrier and a natural border between Stirland to the south and Talabecland to the north. It is this river that passes through the ruins of Mordheim.

The River Talabec originates in the rapid streams of the Worlds Edge Mountains between the Dwarf fortress of Karak Kadrin and the ruins of Karak Ungor. Two main forks flow westward, the Upper and Lower Talabec, converging in dark pine forests that have an evil reputation. Here on the borderlands of the Empire there are many roving bands of Orcs and Goblins, as well as Chaos warbands, Beastmen, and other creatures. South of where it joins the Urskoy, the river is broad and impossible to cross, becoming steadily wider as it flows west towards Talabheim.

At Talabheim there is a major ferry point, the river being far too wide to bridge. Between Talabheim and Altdorf, the river is joined by many streams that flow south from the Middle Mountains, laden with dark soils washed from the mountain slopes. Taken as a single body of water, between its source and where its waters reach the sea at Marienburg as the Reik, this is the longest and most substantial river system in the Old World.

The Reik is actually the longest single river in the Old World, although only because it bears its name from its source in the Upper Reik to where it joins the sea at Marienburg. The Talabec/Lower Reik watercourse is in fact greater in total length. The Reik is undoubtedly the most important river in the Empire, and its surrounding territories, the

Reikland, are the most prosperous. It is a busy waterway, with water traffic between Marienburg and Nuln more than 500 miles inland. This stretch of broad water actually carries more shipping than the rest of the rivers of the Empire put together, and it is the principal route for trade in the Empire. North of Nuln, the Reik is far too wide and deep to bridge. The last bridge at Nuln is one of the marvels of the Old World, and its wooden centre section can be raised and lowered to form a defensive barrier.

At Altdorf, the Reik and Talabec join together. As they do so the Talabec deposits the black soil of the Middle Mountains, forming a vast area of mud flats. The city of Altdorf is built upon an island formed of these deposits and is surrounded by marshes and islands that divide the Reik into many shifting channels. These reunite into a single large body of water just north of Altdorf, and from here the river takes on a different character. Broad and deep, it runs over a rocky bed that sometimes breaks out of the river to form steep rocky islands midstream. These islands are secure places and are used as sites for villages, small towns and even imposing fortresses. The Reik finally reaches the sea at Marienburg, the largest and wealthiest trading port and most populous city in the Old World.

Of Dark and Treacherous Forests

Most of the Empire is covered by gloomy, tangled, deciduous forests. Towards the north these turn into pine forests and eventually thin out to form the grassy plains of Kislev. The forests are wild and dangerous places, although there are towns and innumerable villages situated within the woodlands. The forests serve to hide many of the Empire's enemies, including the Forest Goblins, Chaos warbands and rampaging Orcs. The deeper forests are virtually hostile territory where few humans venture.

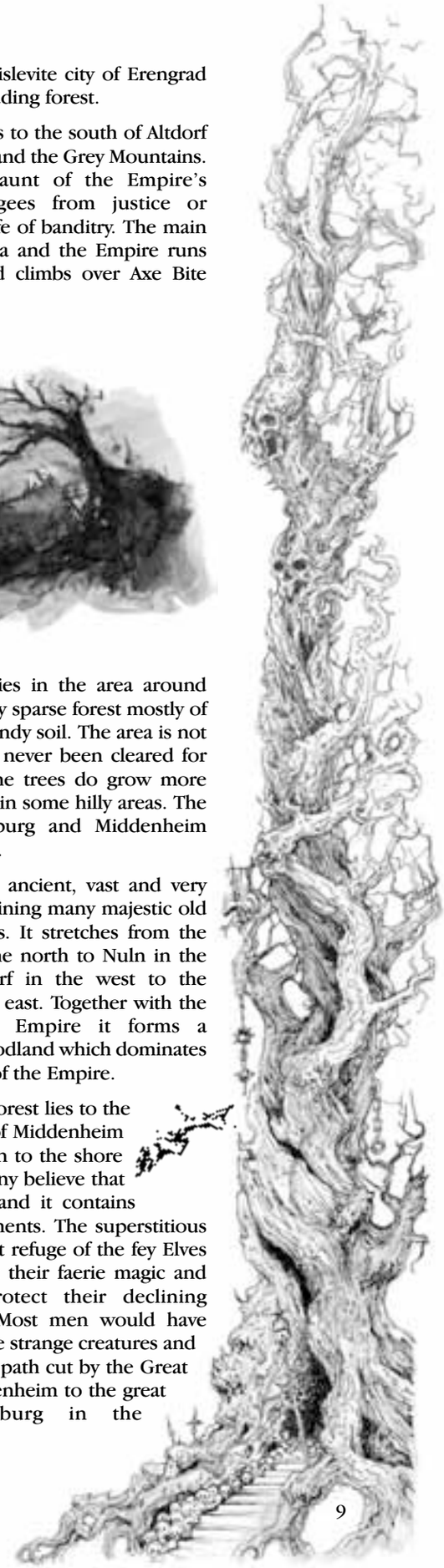
The Forest Of Shadows encompasses most of the principality of Ostland and lies to the north of the Middle Mountains. It is a dark and brooding pine forest thick with raiders, bandits, and Chaos warbands. The road between Middenheim and the Kislevite city of Erengrad runs through this forbidding forest.

The Reikwald Forest lies to the south of Altdorf between the River Reik and the Grey Mountains. This is a favourite haunt of the Empire's outcasts, where refugees from justice or persecution take to a life of banditry. The main road between Bretonnia and the Empire runs through this forest and climbs over Axe Bite Pass.

The Drakwald Forest lies in the area around Middenheim. It is a fairly sparse forest mostly of birch trees on a light, sandy soil. The area is not very fertile, and so has never been cleared for cultivation. In places the trees do grow more thickly and pines occur in some hilly areas. The road between Marienburg and Middenheim runs through this forest.

The Great Forest is an ancient, vast and very varied woodland, containing many majestic old oaks and hoary willows. It stretches from the Middle Mountains in the north to Nuln in the south and from Altdorf in the west to the borders of Kislev in the east. Together with the other forests of the Empire it forms a continuous block of woodland which dominates the whole central area of the Empire.

The ancient Laurelorn forest lies to the north of the great city of Middenheim and marches right down to the shore of the Sea of Claws. Many believe that this forest is haunted and it contains very few human settlements. The superstitious claim that this is the last refuge of the fey Elves in the Empire and that their faerie magic and powerful illusions protect their declining numbers from harm. Most men would have nothing to do with these strange creatures and so rarely stray from the path cut by the Great North Road from Middenheim to the great city-port of Marienburg in the Wasteland.



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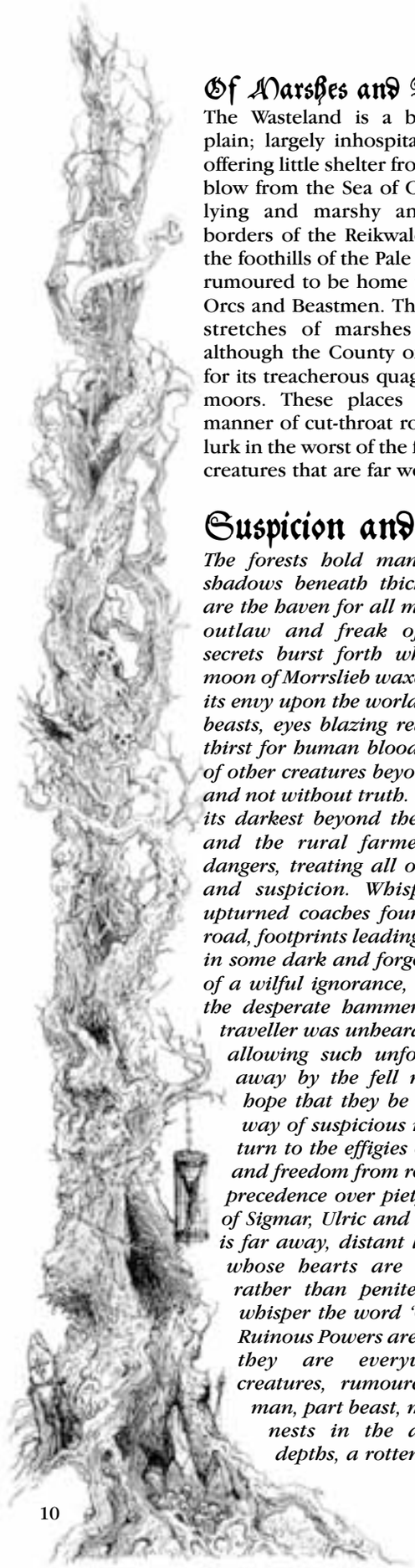


Of Marshes and Barren Moorland

The Wasteland is a barren and windswept plain; largely inhospitable to settlement and offering little shelter from the biting winds that blow from the Sea of Claws. This land is low-lying and marshy and extends from the borders of the Reikwald Forest in the east to the foothills of the Pale Sisters in the west. It is rumoured to be home to marauding bands of Orcs and Beastmen. There are few other large stretches of marshes left in the Empire, although the County of Sylvania is renowned for its treacherous quagmires and fog covered moors. These places are full of the same manner of cut-throat rogues and mutants that lurk in the worst of the forests, and many other creatures that are far worse.

Suspicion and Mistrust…

The forests hold many dark secrets; their shadows beneath thick shrouding canopies are the haven for all manner of mutant, outlaw and freak of nature. Such secrets burst forth when the hidden moon of Morrslieb waxes full and shines its envy upon the world. Tales of great were beasts, eyes blazing red with Chaos fire, the thirst for human blood in their mouths, and of other creatures beyond description are rife and not without truth. The howling night is at its darkest beyond the safety of civilisation and the rural farmers know well of its dangers, treating all outsiders with mistrust and suspicion. Whispers are frequent of upturned coaches found abandoned on the road, footprints leading oft to bloody oblivion in some dark and forgotten corner. Possessed of a wilful ignorance, these rural men insist the desperate hammering of a beleaguered traveller was unheard, or rather unwanted, allowing such unfortunates to be swept away by the fell night creatures in the hope that they be left alone. Such is the way of suspicious men, men who seldom turn to the effigies of gods, a ripe harvest and freedom from roaming bandits taking precedence over piety towards the temples of Sigmar, Ulric and Morr. Such blind faith is far away, distant like a memory to men whose hearts are born of pragmatism rather than penitence. Seldom do they whisper the word 'Chaos' and yet the Ruinous Powers are prevalent here as they are everywhere. Altered creatures, rumoured to be part man, part beast, make their foul nests in the darkest forest depths, a rotten wound in an already black heart, venturing forth to sack unprotected caravans and lone travellers. Screams and ululating bestial cries merge as one splitting the night and yet are unheeded; the parchment scrolls of the missing nailed to each and every way station and outpost curl and fade with age and neglect…"

Hardy Rural Folk

The wilderness of the Empire is a largely untamed, dangerous place. Those that live outside of the relative safety of the cities are a very hardy folk used to the perils of the wilds of the Empire. This is reflected in the various settlements dotted around the land, most of which are villages and farmsteads entirely dependent upon the land for their subsistence. All settlements require a source of fresh water and so are generally located close to rivers or lakes. These settlements are always partially fortified, with a wall made from wooden posts, or a palisade atop an earthwork. The living accommodation is spartan and simple, with rooms for the senior members of the family, and space in the stables and barns for retainers.

Coaching inns are found all over the Empire along the great roads that dissect the land. These are sturdily built with high stone walls and shuttered doors and windows as protection from roaming bands of Beastmen and bandits. They are incredibly important, serving as safe refuges for the many coaches and wagons that are the principal forms of transport next to the busy river traffic. Few stagecoaches travel by night, as this is a sure invitation for brutal death. Coaching inns are also useful bases for the Roadwardens, tireless marshals that patrol the roads of the Empire dealing with bandits and highwaymen and reporting problems as they find them. In times of unrest, coaching inns become the epicentres for the defence of the populace who seek protection behind their stout walls.

Other isolated places of habitation include toll-houses on busy roads, wayside shrines to the many gods of the Empire and river locks that regulate the busy traffic upon the many great rivers.

The Enemy Within...

"The roads bear the tread of many travellers. Circus folk are rife throughout the wild lands, moving from city to city across seldom-trodden paths lest they be questioned by inquisitive patrols or over-zealous witch hunters where, in the open, they are without protection from a wealthy patron. These 'entertainers' ply their unusual trade to the city-dwelling communities that are in much need of escape and humour.

Yet, there is a warning here, as much goes on beneath hoods and masks, and unnoticed agents devoted to the Ruinous Powers can slip through the nets of established order, infiltrating the cities. The cults of Chaos lie close to the heart of the Empire, its cities teeming with the players of sedition and anarchy, a subtle veil over more malicious intent. Covens of dark worshippers exist in the most dishevelled quarters and also wear the pomposity and painted smiles of the aristocracy. Evil takes many forms and for each noble exposed as a deviant Chaos worshipper there are others who remain puppets in the service of dark lords, their masters at large in the roiling lands beyond the cold stark walls of supposed order..."

Warbands of the Wilds

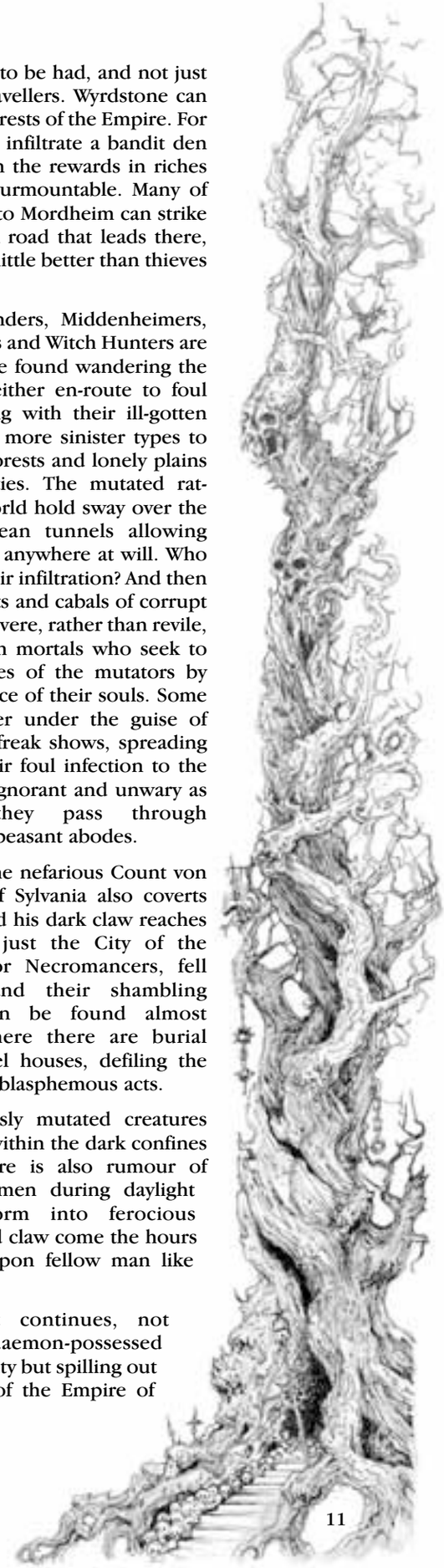
'Tis not just the City of the Damned that lures greedy men, for in the wilds of the Empire there are rich pickings to be had, and not just the gold of careless travellers. Wyrdstone can be found in the deep forests of the Empire. For those brave enough to infiltrate a bandit den or the lair of Beastmen the rewards in riches and wyrdstone are insurmountable. Many of the warbands heading to Mordheim can strike it lucky upon the dark road that leads there, for most warbands are little better than thieves and bandits anyway.

Marienburgers, Reiklanders, Middenheimers, Ostlanders, Averlanders and Witch Hunters are not the only ones to be found wandering the wilds of the Empire either en-route to foul Mordheim or returning with their ill-gotten gains. There are many more sinister types to be found in the dark forests and lonely plains between the great cities. The mutated rat-people of the underworld hold sway over the land, their subterranean tunnels allowing them to appear almost anywhere at will. Who knows the extent of their infiltration? And then there are the many cults and cabals of corrupt and twisted folk who revere, rather than revile, the Dark Gods. Foolish mortals who seek to gain favour in the eyes of the mutators by paying the ultimate price of their souls. Some of these band together under the guise of travelling players and freak shows, spreading their foul infection to the ignorant and unwary as they pass through peasant abodes.

The nefarious Count von Carstein of Sylvania also coverts the land and his dark claw reaches further than just the City of the Damned. For Necromancers, fell Vampires and their shambling minions can be found almost anywhere where there are burial grounds and charnel houses, defiling the dead amongst other blasphemous acts.

Bands of monstrously mutated creatures and Beastmen lurk within the dark confines of the forests. There is also rumour of creatures that are men during daylight hours but transform into ferocious creatures of fang and claw come the hours of darkness, prey upon fellow man like cattle.

And so the fight continues, not restricted to the daemon-possessed walls of a once fine city but spilling out into the provinces of the Empire of Men.



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MORDHEIM

Wilderness Rules

Games that take place in the Empire in Flames setting occur in the wilderness of the Empire. However, while they are in the wilderness, the warbands are never very far from civilisation. They simply travel to the nearest Empire settlement and re-equip there. This section details the new rules, Equipment and Exploration tables for use with the Empire in Flames setting.

Warbands

Any of the warbands published in either the Mordheim rulebook, the Mordheim Annual or Town Cryer magazine are perfectly legal to use in games set in the Empire in Flames setting. Obviously, however, some warbands are more suited to this setting than others. The following previously published warbands are the best suited to games set in the wilderness of the Empire: Witch Hunters, Orcs & Goblins, Dwarf Treasure Hunters, Beastmen, The Possessed, Undead, Kislevites, Skaven Warp Hunters and Human Mercenaries (any type).

In addition, new warbands have been written specifically for this setting.

Treasures

Games set in the Empire in Flames setting are all about collecting treasure. Treasure can be a variety of things – wyrdstone shards, small items of art, jewellery made of precious metals and set with gems, or even merchant goods. Whatever their form, they act exactly as wyrdstone shards in the basic game – they are found through Exploration (or sometimes as the objective in a scenario), and are sold using the same chart on page 134 of the Mordheim rulebook. Note that while the normal chart is used to calculate the number of Treasures found this setting uses a unique set of Exploration charts.

Lost!

While pit fighting does exist in other parts of the Empire, it is not nearly so popular as in Mordheim and certainly not that popular outside of relatively large settlements. Therefore, warriors are unlikely to get the 'Sold to the Pits' result from the Injury table; if that result is rolled for a Hero after a game, use the following result instead: 65 Lost!

The Hero has become lost. He suffered a blow to the head and wandered off in a daze, or tumbled down a hill during the battle when knocked unconscious and when he came to his senses he found that his mates had left him. Injured and confused, the Hero has some trouble finding his way back to camp. He must miss the next D3 games while he orientates himself. The Hero earns +1 Experience for the adventures he goes through while he makes his way back.

Terrain

The following tables are meant as guidelines for typical terrain found in a game set in the Empire in Flames setting. Obviously there are no jungles or deserts in the Empire – most of the countryside is either open plains or forests, low ground broken up by low hills, with more hills being present the closer you get to the mountain ranges. Small farms break up the wild landscape, and these are surrounded by fields that are either clear or filled with crops, depending on the time of year.

OPEN GROUND

- No movement penalty.
- Fallow fields (or fields which just haven't produced crops yet).
- Low, open hills.
- Bridges or fords in waterways.
- Steps or ladders leading up or down.

DIFFICULT GROUND

- Models move at 1/2 speed.
- Small streams (moving water less than 4" wide).
- Rocky ground.
- Fields filled with crops.
- Abandoned ruins.
- Marshy ground.
- Woods.

VERY DIFFICULT GROUND

- Models move at 1/4 speed and may not charge.
- Rivers (moving water 4" or more wide).
- Swamp or deeper marsh.
- Hedges or thickets.

IMPASSABLE TERRAIN

Models may not move through this terrain. If forced into this terrain for whatever reason warriors are counted as out of action.

- Tall rock outcroppings.
- Deep rivers or lakes.

WOODS

The woods of the Empire are very dense and very dark, consisting of many huge ancient trees that block out the sun. In games in this setting, warbands rarely stray into the deepest, darkest woods so only small copses and clumps of trees need be represented. The rules below reflect the effects of woods:

A stand of woods blocks line of sight to the other side, no matter how wide the stand is. This means that two models on either side of even a 1" wide section of woods cannot see each other if neither has actually entered it.

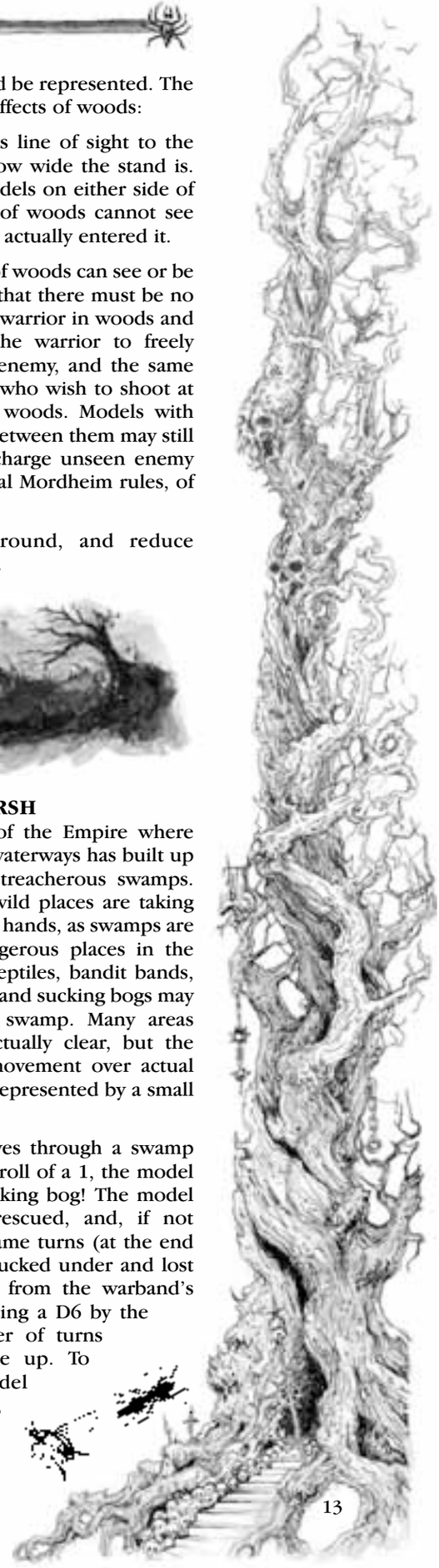
A model within a stand of woods can see or be seen for 2". This means that there must be no more than 2" between a warrior in woods and an enemy model for the warrior to freely charge or shoot at the enemy, and the same goes for enemy models who wish to shoot at or charge a warrior in woods. Models with more than 2" of woods between them may still test to see if they can charge unseen enemy models as per the normal Mordheim rules, of course.

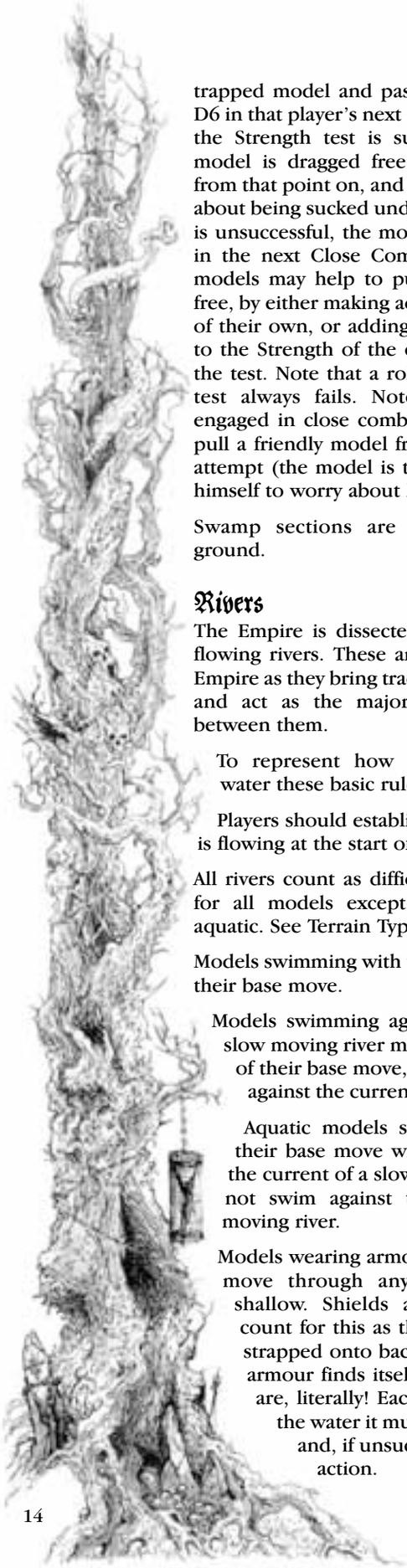
Woods are difficult ground, and reduce movement to half speed.

SWAMP OR DEEP MARSH

There are many areas of the Empire where water from the various waterways has built up over time and formed treacherous swamps. Models entering these wild places are taking their lives into their own hands, as swamps are some of the more dangerous places in the wilderness. Poisonous reptiles, bandit bands, crazed hermits, witches, and sucking bogs may all be found within a swamp. Many areas within a swamp are actually clear, but the following rules cover movement over actual swamp terrain section (represented by a small pond).

Whenever a model moves through a swamp section, roll a D6. On a roll of a 1, the model has stumbled into a sucking bog! The model may not move until rescued, and, if not rescued within D3+1 game turns (at the end of the last turn), he is sucked under and lost (remove the poor soul from the warband's roster). We suggest placing a D6 by the model with the number of turns remaining showing face up. To rescue a trapped model before the time runs out, a friendly model must move to within 2" of the





trapped model and pass a Strength test on a D6 in that player's next Close Combat phase. If the Strength test is successful, the trapped model is dragged free (may move normally from that point on, and no longer has to worry about being sucked under). If the Strength test is unsuccessful, the model may still roll again in the next Close Combat phase. Additional models may help to pull the trapped model free, by either making additional Strength tests of their own, or adding +1 per helper model to the Strength of the original model making the test. Note that a roll of a 6 on a Strength test always fails. Note also that a model engaged in close combat may not attempt to pull a friendly model free, or help in such an attempt (the model is too busy trying to save himself to worry about his comrade!).

Swamp sections are always very difficult ground.

Rivers

The Empire is dissected by many huge, fast-flowing rivers. These are the lifeblood to the Empire as they bring trade to the bustling cities and act as the major source of transport between them.

To represent how models interact with water these basic rules apply:

Players should establish which way the river is flowing at the start of the game.

All rivers count as difficult (or worse) terrain for all models except those considered as aquatic. See Terrain Types previously.

Models swimming with the current will double their base move.

Models swimming against the current of a slow moving river may only move a quarter of their base move, but you may not swim against the current of a fast moving river.

Aquatic models suffer no reduction of their base move when swimming against the current of a slow moving river but may not swim against the current of a fast moving river.

Models wearing armour may not attempt to move through any water deeper than shallow. Shields and bucklers do not count for this as they are assumed to be strapped onto backs. If a model wearing armour finds itself in deep water – they are, literally! Each turn the model is in the water it must make a Strength test and, if unsuccessful, is taken out of action.

Aquatic models in water, either swamp, streams or rivers, can elect to be hidden at the discretion of the player. Models cannot move upstream in fast moving rivers without floating transportation, such as a boat or canoe.

Fighting in Water

Most players will find it advantageous to fight around, or actually in, a waterway. We have included some simple rules to cover fighting in water.

If a non-aquatic model is knocked down in a shallow river or stream they are swept down-river D6". Aquatic models that are knocked down will not drift with the current and can still get back into combat the following turn.

If any model is stunned while in shallow water it must make an Initiative test. If it passes, it can be turned over in the following turn. If it fails, it is considered drowned and will be taken out of action. The player will need to roll for injuries at the end of the game. This doesn't mean that the model is gone for good but is just a bit waterlogged!

Any Undead model that is knocked down in shallow water will recover as normal according the standard Mordheim rules for Undead.

Any model fighting in a shallow stream whilst wearing light armour will be considered out of action if stunned. No Initiative test is to be taken. This does not apply to models whose skin or clothing is considered natural light armour.

Buildings

The Empire can be a dangerous place, and no place more so than out in the wilderness. Buildings are treated a bit differently in games set in Empire in Flames. These rules do not cover ruins, which are simply considered difficult ground in most cases.

Curses, Locked!: First of all, unless the building is an inn (inn doors are only locked at night), the doors will be locked (or someone will simply be on the other side holding the door!). Secondly, buildings will have windows that are actually shuttered and/or have actual frames and intact glass. To move through a

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locked door or shuttered window, the warrior has to first open it, which requires a bit of force. The warrior can either attempt to rip the door open using his bare strength, chop the door down with his weapons, or rush the door. Ripping a door off its hinges with bare hands is done at the end of the warrior's Movement phase, and requires that the warrior pass a Strength check at -2 to his Strength. If the warrior fails he can try again next turn. Only one warrior may attempt this at a time. Chopping a door down takes D3+1 complete game turns of doing nothing but attacking the door. Up to two friendly warriors may help chop the door down – subtract -1 turn from the total (down to a minimum of one turn). Rushing a door may be done at the end of any of the warrior's Movement phases, and requires a successful Strength test. If passed, the warrior is inside the room on the other side of the door (his momentum carries him inside). A warrior entering a room this way is placed 1" straight ahead into the room, pushing aside enemy models to make room if necessary. If he ends up in contact with enemy models after being placed, the warrior is considered to be engaged in close combat with them and he is considered to have charged. If the Strength test is failed, the warrior takes an automatic hit at his own Strength and will have to try again next turn if he wants that door open.

Doors that have been chopped down may never be locked again (see below). Doors that have been forced open may only be locked again on a roll of 4-6 (roll as soon as the door is forced open), otherwise they have been too badly damaged by the ill treatment to be locked until they are repaired (some time after the game!). Unlike the doors to the outside, doors inside a building are considered to be unlocked.

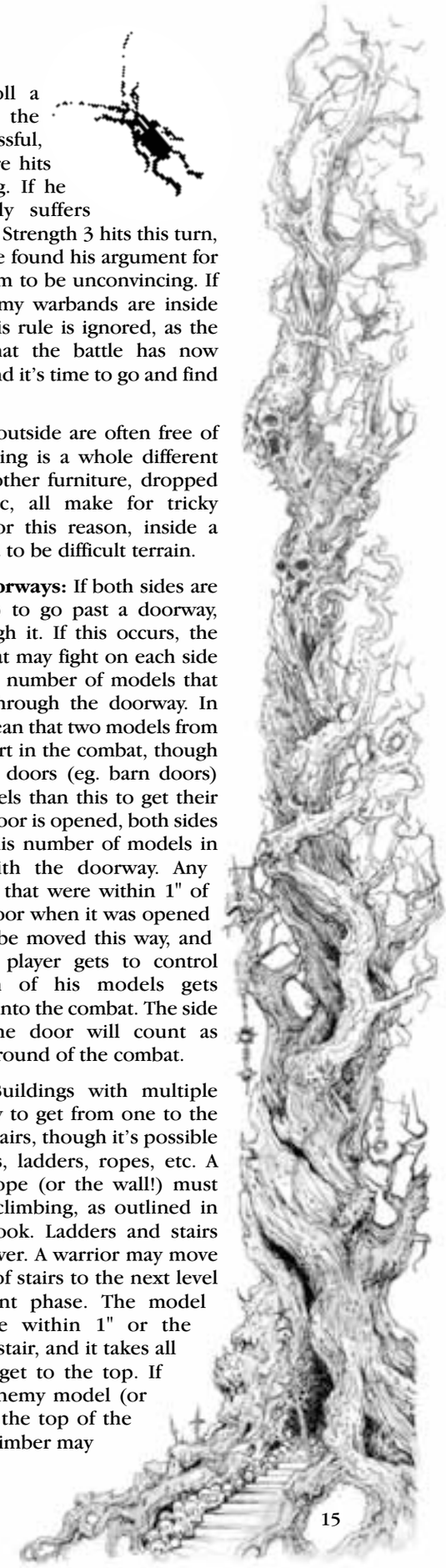
Opening or locking a door obviously requires that the model actually comes into contact with the door when he is trying to interact with it! Also, a model that has just forced a door open will prevent enemy models from locking it (he may shove his foot or a weapon in there).

Get Out Me 'Ouse!: A warrior stepping into a building during a game will likely find it occupied. A warrior moving into an intact building will suffer D3-1 automatic hits from those inside, at Strength 3, as the inhabitants show their displeasure at him bringing the battle to them. If the player wishes, the warrior may spend a complete turn attempting to quell the inhabitants – roll a Leadership test for the warrior. If he is successful, he will suffer no more hits while in this building. If he fails, he immediately suffers another D3 automatic Strength 3 hits this turn, as the inhabitants have found his argument for them not attacking him to be unconvincing. If members of two enemy warbands are inside the same building, this rule is ignored, as the inhabitants realise that the battle has now reached their home and it's time to go and find a place to hide!

Clutter: While areas outside are often free of debris, inside a building is a whole different story. Tables, chairs, other furniture, dropped dishes, firewood, etc, all make for tricky footing in a fight. For this reason, inside a building is considered to be difficult terrain.

Combat through doorways: If both sides are unwilling (or unable) to go past a doorway, they may fight through it. If this occurs, the number of models that may fight on each side is one more than the number of models that could walk abreast through the doorway. In most cases this will mean that two models from each side may take part in the combat, though some especially large doors (eg. barn doors) may allow more models than this to get their licks in! As soon as a door is opened, both sides may place up to this number of models in contact with the doorway. Any models that were within 1" of the door when it was opened may be moved this way, and each player gets to control which of his models gets moved into the combat. The side opening the door will count as charging in the first round of the combat.

Stairs and such: Buildings with multiple floors will have a way to get from one to the next. This is usually stairs, though it's possible that it may be ramps, ladders, ropes, etc. A warrior climbing a rope (or the wall!) must follow the rules for climbing, as outlined in the Mordheim rulebook. Ladders and stairs are a bit easier, however. A warrior may move up a ladder or flight of stairs to the next level in a single Movement phase. The model must start his move within 1" or the bottom of the ladder/stair, and it takes all of his movement to get to the top. If there is an upright enemy model (or models) within 1" of the top of the stairs or ladder, the climber may charge it.



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New Equipment

While Empire in Flames is a new setting for Mordheim games, most of the equipment (including prices and rarities) remains the same... this is still within the Empire after all! However, there are a few new items of equipment to be had. These are detailed below.

Lock Picks Rare 8 Cost: 15 GC
A standard piece of kit for less scrupulous characters. A set of lock picks may be used by those who rely more on skill-at-arms and speed of thought than brute strength to open doors that others have secured. A model equipped with a set of lock picks may make his test to open doors on his Initiative rather than his Strength characteristic if he wishes. This is done at the end of his Movement phase as if the model were ripping the door off its hinges, though he uses his Initiative rather than Strength, there is no -1 modifier, and there is no chance that the door is too damaged to be locked again later.

Torch Common Cost: 2 GC
Warriors lacking the funds for a lantern may have to make do with torches. Torches act exactly as lanterns, adding +4" to the range the model may spot hidden enemies, but has a few other special rules as well. A torch will only last one game. A model armed with a torch counts as causing *fear* in animals (Hunting Dogs, all riding steeds, Bears, Wolves, etc), and may use a torch as a makeshift club. When used in combat, a torch is treated as a normal club, though with a -1 to hit modifier. Any models that have a *Regeneration* special rule (like Trolls) will not be able to regenerate wounds caused by a torch during the battle. (Torches may also cause buildings to catch fire – see 'Let the Damned Burn', from Town Cryer 8).

Barding Rare 11 Cost: 30 GC
Barding is armour for a horse in the same way that light and heavy armour is for a human. It covers the mount's hide and in some cases the head. A model mounted on barded horse receives an additional +1 Armour save)+2 instead of +1 for being mounted). In addition, a mount wearing barding will only be killed on a D6 roll of a 1 if the model is taken out of action. (Warhorses only).

Horseman's Hammer Rare 10 Cost: 12 GC
This is a great hammer similar to the ones used by the Knights of the White Wolf. Far too bulky to use in one hand, a horseman's hammer is best suited to mounted combat, when the impetus of the horse may be used to add to the power of the weapon.

Range:	Close Combat
Strength:	As user +1
Special Rules:	*Two-Handed, Cavalry Charge*

Special Rules
Two-handed: A model armed with a horseman's hammer may not use a shield, buckler, or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his Armour save against shooting.

Cavalry Charge: A model armed with a horseman's hammer may use the speed of his charge to increase the might of his attacks. A model on a steed with a horseman's hammer gains a further +1 Strength bonus when he charges. This bonus only applies for that turn.

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Price Chart

The following chart gives the cost of additonal items for sale that are specific to the Empire in Flames wilderness setting.

MISCELLANEOUS

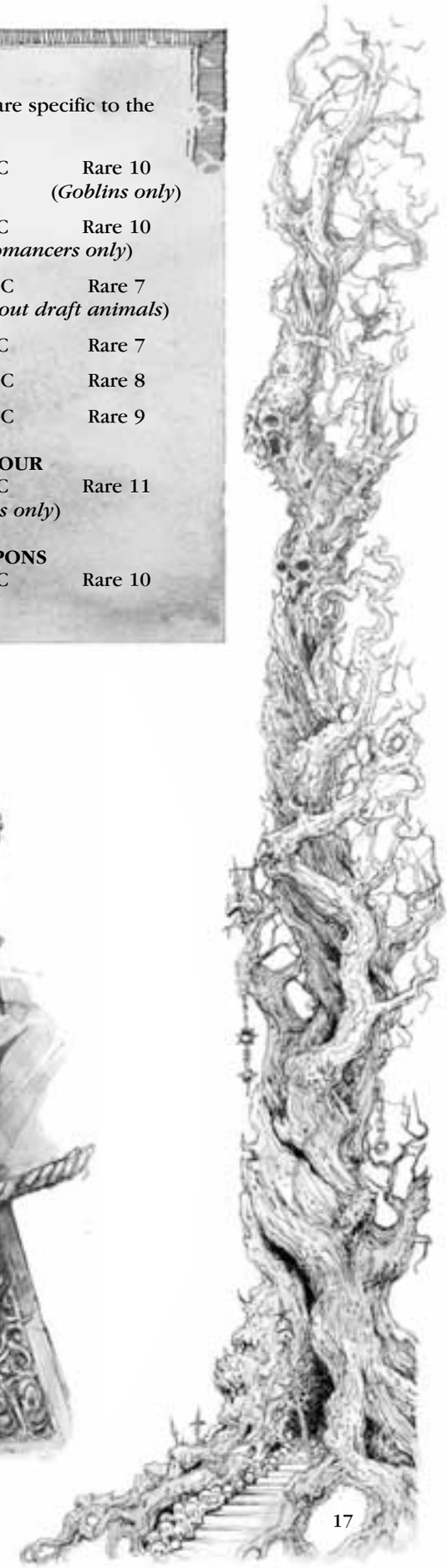
Item	Cost	Availability
Torch	2GC	Common
Lock Picks	15GC	Rare 8
Mule	30GC	Rare 7
Riding/Draft Horse	40GC	Rare 8 (*Humans only*)
Warhorse	80GC	Rare 11 (*Humans only*)
Elven Steed	90GC	Rare 10 (*Elves only*)
War Boar	90GC	Rare 11 (*Orcs only*)
Giant Wolf	85GC	Rare 10 (*Goblins only*)
Giant Spider	90GC	Rare 10 (*Goblins only*)
Nightmare	95GC	Rare 10 (*Vampires & Necromancers only*)
Wagon Stage coach	100GC	Rare 7 (*without draft animals*)
Rowing Boat	40GC	Rare 7
River Boat	100GC	Rare 8
River Barge	200GC	Rare 9

ARMOUR

Barding	30GC	Rare 11 (*Warhorses only*)

WEAPONS

Horseman's Hammer	30GC	Rare 10



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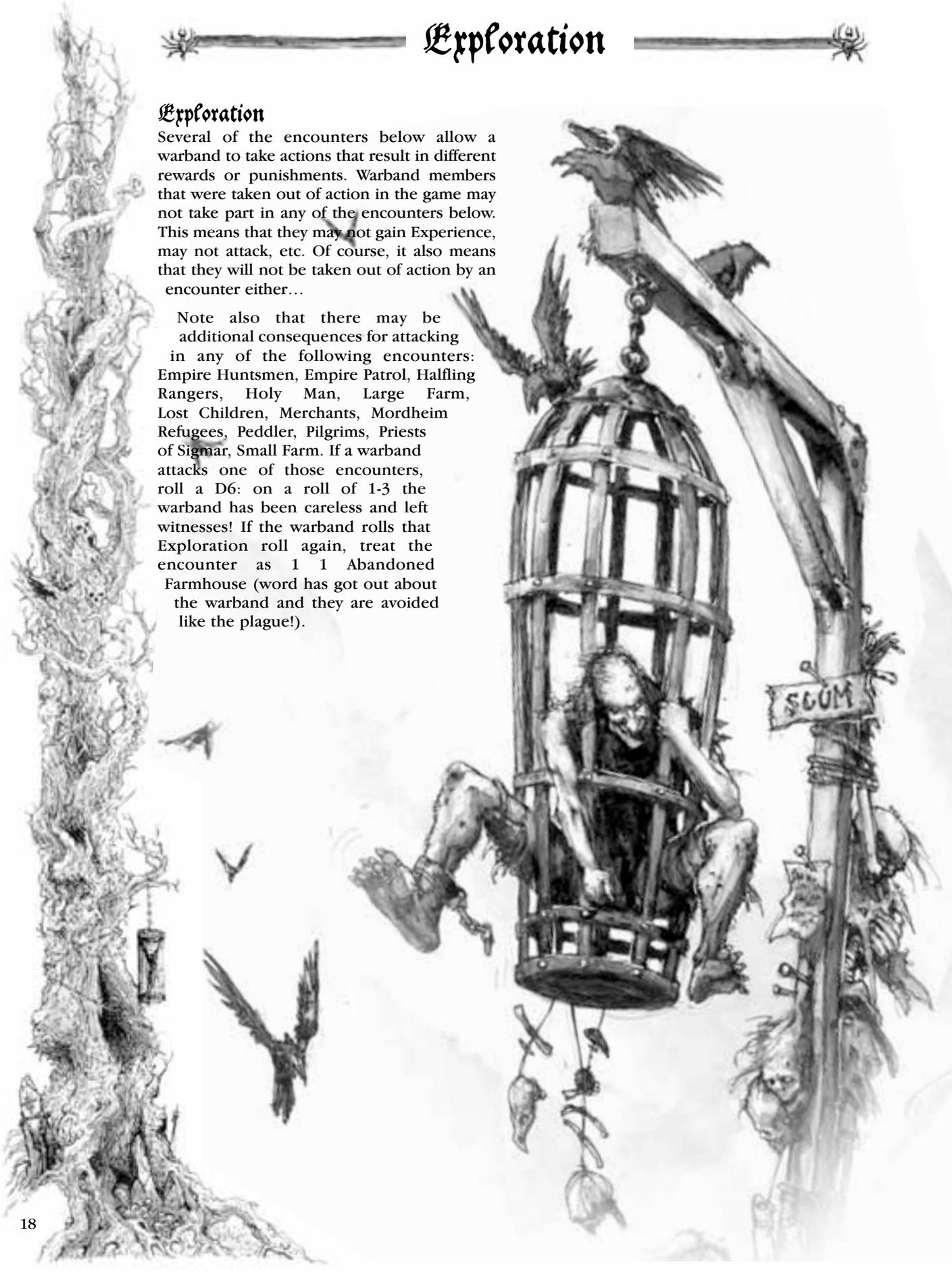
Exploration

Several of the encounters below allow a warband to take actions that result in different rewards or punishments. Warband members that were taken out of action in the game may not take part in any of the encounters below. This means that they may not gain Experience, may not attack, etc. Of course, it also means that they will not be taken out of action by an encounter either…

Note also that there may be additional consequences for attacking in any of the following encounters: Empire Huntsmen, Empire Patrol, Halfling Rangers, Holy Man, Large Farm, Lost Children, Merchants, Mordheim Refugees, Peddler, Pilgrims, Priests of Sigmar, Small Farm. If a warband attacks one of those encounters, roll a D6: on a roll of 1-3 the warband has been careless and left witnesses! If the warband rolls that Exploration roll again, treat the encounter as 1 1 Abandoned Farmhouse (word has got out about the warband and they are avoided like the plague!).



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Doubles

(1 1) Abandoned Farmhouse

The warband stumbles upon the smouldering ruins of a burned-out farm.

Sifting through the ruins, the warband finds D6 GC.

(2 2) Raving Lunatic

The warband sees a wildly unkempt man staggering blindly through the forest. As the warband approaches, they notice that he seems to be whispering something about 'invisible archers killing everyone', though the exact words are garbled and hard to make out…

The warband may choose to either question the man or kill him. Undead warbands who kill him gain a Skeleton or Zombie for no cost. Chaotic or Lizardmen warbands may sacrifice the poor unfortunate to their Dark Gods to gain 1 Experience Point for their leader. Other warbands may question him to find out what he knows; roll a D6:

D6	Result
1-4	He knows nothing.
5-6	He knows a secret tunnel to untold riches (in the next battle the warband may start up to three warband members anywhere on the battlefield that is within cover and not within 10" of an enemy warrior. All three must start in the same general area (within 4" of one another).

(3 3) Lost Children

The sounds of a child crying nearby can be plainly heard. As the warband members track the sound to its source, they find two children huddled together beneath a massive oak.

If the player wishes, the warband can help these lost children find their parents. If this is done, the grateful parents give the warband all they have of value (D6 GC; if a 6 is rolled, they give the warband a single Treasure instead). Undead, Chaotic or Lizardmen warbands may sacrifice the poor unfortunates to their Dark Gods (or simply feed on them!) to gain 1 Experience Point for their leader.

(4 4) Mordheim Refugees

The warband sees a motley collection of sorry-looking folk dressed in rags. Could these be refugees streaming from the cursed city of Mordheim?

If the warband is Human (not Possessed!), Elf (not Dark Elf), Dwarf (not Chaos Dwarf), or Halfling, the refugees beg for their help, and offer to give the warband information about the lands nearby. Roll a D6:

D6	Result
1-3	The information is lies and useless.
4-6	The information is useful and the warband may roll one dice more than normal for Exploration after the next game.

If the warband is none of the above types, they may sacrifice the poor unfortunates to their Dark Gods (or simply feed on them!) – the leader of the warband gains +1 Experience.

(5 5) Burial Site

The warband has stumbled upon a small graveyard. Further inspection reveals what looks to be an open grave in the far corner. There is no body in the grave, however, and in fact the only signs that someone has been here recently are the fresh dirt and a gold medallion lying on the ground that is speckled with what appears to be rust…

The medallion may be sold for D6 GC.

(6 6) Wild Stag

As the warband travels along, a rustling is heard in the brush. Suddenly a large stag appears in their path, and he appears as startled to see the warriors as they are to see him.

Any warband members with missile weapons may shoot at the stag. On a successful hit (at the warrior's base Chance) and wound (Toughness 3), the stag falls and the warband may have a feast! The next time 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), as they have to purchase less food to re-supply.

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Triples

(1 1 1) Orc Encampment

The warband smells the smoke of half a dozen campfires. When they sneak up to the next clearing, they come upon an encampment of Orcs!

A Greenskin warband may approach and attempt to trade. If this is done, roll a D6 – on a result of a 1 the Orcs fail their Animosity test and attack (follow the rules for other warbands fighting the Orcs, below). If the Orcs do not attack, the Greenskin warband may buy any equipment with a 25% discount (rolling for Rare items as normal), rounding down. They may also sell items to the Orcs for 10% more teef (gold) than normal, rounding up. If the warband is not comprised of Greenskins, they may report the Orc Encampment to the local authorities for a 2D6 GC reward. Or they may attack the Orcs. Any warband that attacks the Orcs receives D6 Experience that may be divided among the warband's Heroes that did not go out of action, and 2D6 GC in loot. However, roll a D6 for each warband member; on a result of 1 or 2, that warrior was taken out of action and must roll for Serious Injuries as normal.

(2 2 2) Gypsies

The warband members see a small train of brightly-coloured wagons ahead… gypsies!

Gypsies are well known for their generosity, but also have a reputation for thievery in lean times. The warband can either trade with the gypsies or attack them. A warband that attacks the gypsies gains D3 Experience that can be split among its Heroes, 2D6 GCs, and D3 daggers. A warband that trades with the gypsies may buy any item of equipment (Rare items must be rolled for as normal) at a 20% discount (figure the price as normal then subtract 20% from the total, rounding up to the nearest GC). However, at the end of trading, the player must roll a D6 – on a roll of 1-3 the gypsies have robbed the warband. Remove any unspent GCs and Treasures.

(3 3 3) Small Farm

The warband finds itself on a small farm. They note that the fields and the livestock are in good order. As the warband nears, the door opens and a young couple steps out.

If the warband is inclined towards good rather than evil, the young couple provides them a fine meal. When calculating their next earnings from selling valuables, reduce the effective size of the warband by one (ie. 10-12 Warriors is considered 7-9 Warriors), as the amount of money they need to spend on food is reduced. If the warband is evil or Chaotic, they may kill the young couple and loot their farm, receiving 2D6 GC in money and may reduce their warband size by one, as before.

(4 4 4) Pilgrims

The warband sees a group of robed humans coming up the road. They seem to be singing religious songs.

This is a small group of pilgrims. If the warband is inclined towards good rather than evil, the pilgrims show them a shortcut through the nearby marshes. In the next game, the warband may automatically choose sides and take the first turn; if two warbands in the game have this benefit, roll off to see which warband gets to enjoy the effect. In addition, their leader is an Elder of their congregation, and may remove a curse placed on a member of the warband. If the warband is evil or Chaotic, they may kill the pilgrims and take their measly possessions (D6 GC and a Holy Relic).

(5 5 5) Abandoned Orc Village

The warband comes upon a motley collection of huts, most of which are tumbled down and show signs of an old fire. This site looks abandoned…

If the warband searches, they find 2D6 GC and a few hundred teeth buried under one of the huts (the village treasury). If the warband is comprised of Greenskins (Orcs and/or Goblins), the amount of money is tripled, as the teeth are actually worth something to them!

(6 6 6) Empire Patrol

The warband hears a strong voice call out "Halt!", and out of the trees step a dozen men, dressed in the local livery and carrying muskets and halberds.

If the warband is inclined towards good rather than evil, the patrol lets them pass by with only minor questions. The patrol also gives them the name of a fair merchant in the next town (the next time the warband equips, prices are reduced by 10%, rounded down). If the warband is evil or Chaotic, the patrol attempts to arrest them! At the end of a short fight, the warband gains D6 Experience, D6 GC, D3 halberds, D3 swords, and D3 handguns. However, roll a D6 for each warband member – on a roll of 1-2, that warband member was also taken out of action during the fight and the player must roll for Serious Injuries as normal!

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Four of a Kind

(1 1 1 1) Treasure Stash

The warriors are wandering through the woods when one of the henchmen notices a pile of leaves that looks a bit odd. Investigation reveals that something was buried here recently. Digging up the area earns the warriors a small chest.

Inside the chest the warband finds D6x10 GC.

(2 2 2 2) Herdstone

The warband enters a clearing and finds an enormous standing stone, covered in crude glyphs and with what appears to be a small garbage heap at its base.

The warband has discovered a Beastmen herdstone. If the warband is not Chaotic in nature, they may deface the herdstone and sift through the offerings at the base of the herdstone for valuables. The leader of the warband gains 1 Experience Point and the warband finds D3 Treasures. If the warband is Chaotic, they may leave a small offering of 10 GC and worship at the altar asking either for a curse to be removed (roll a D6 and on a 4-6 the curse is removed), or to gain knowledge. If knowledge is sought roll a D6 – 1-3: one of the warband's Heroes suddenly screams as his mind is filled with insight – he is immediately taken out of action; though if he survives the experience he gains a single Academic skill (regardless of whether he could normally take them); on a 4-6, D3 Experience Points are awarded to the warband, to be distributed randomly among the warband's Heroes and Henchmen groups.

(3 3 3 3) Peddler

The warband sees a man leading a pair of mules packed with items. As he sees the warband members, his eyes light up and he begins moving rapidly toward the warband.

The warband may trade with the peddler. If they do so they may buy items at a 20% discount (round the price up to the nearest gc). He is also likely to have those hard-to-find items – any Rare item may be searched for at a -2 to the Difficulty (though he will only ever have one such item). If the peddler is attacked, his mules will be spooked and run off, though 3D6 GC worth of items will drop from their overladen packs when they leave.

(4 4 4 4) Gingerbread House

The warband sees a strange looking house up ahead. As they near it, they find that it is entirely made of iced gingerbread!

The warband may take some of the gingerbread to re-supply. If they do this they are considered to be two sizes lower when selling back Treasures (ie. a warband of 10-12 members is considered to be 4-6 members), and any hirelings only charge the warband half their normal upkeep. However, there is a chance that the old hag who lives in the house will see this and cast a powerful curse at the warband. Roll a D6 – on a 1-2, the hag has cursed the warband. Until the curse is removed, members of the warband must re-roll all successful hits in close combat or shooting.

(5 5 5 5) Wounded Warband

The warriors hear faint groans nearby and upon investigation find a small band of warriors, like themselves, sprawled throughout a small clearing. The warriors are covered in blood and have numerous obvious wounds.

If the warband helps these men in need, the wounded warband will give them their stash (2D6 GC and D3 Treasures). If the warband decides to dispatch the wounded warriors instead, they gain D6 GC and the warband's leader gains 1 Experience Point.

(6 6 6 6) Empire Huntsmen

Moving down a trail through some deep woods, the warband is surprised by a group of men in browns and greens stepping out from behind trees, arrows nocked and ready.

If the warband is Human (not Possessed!), Elf (not Dark Elf), Dwarf (not Chaos Dwarf), or Halfling, the Huntsmen offer to show them a secret way through the woods to an area reputed to be ripe with treasure (and danger). The warband may automatically pick the next scenario, get to choose the table edge and may automatically take the first turn. If two or more warbands have this bonus, roll to see who the Huntsmen showed the way to first.

Five of a Kind

(1 1 1 1 1) Large Farm
The warband finds a large farm. They note that the fields are in good order, and the livestock is numerous and healthy. As the warband nears, the door opens and a plump elderly man steps out.

If the warband is inclined towards good rather than evil, the farmer and his wife feed them a fine meal. When calculating their next earnings from selling valuables, reduce the effective size of the warband by two (ie. 10-12 Warriors is considered 4-6 Warriors), as the amount of money they need to spend on food is reduced. Also, the farmer gives the warband the name of an honest merchant (next time the warband buys equipment, prices are reduced by 20%, rounding the price up to the nearest GC). If the warband is evil or Chaotic, they may kill the farmers and loot their farm, receiving 2D6 GC in money, D3 Experience to be distributed among the warband's Heroes, and may reduce their warband size by two, as above. Also roll a D6 for every member of the warband if they attack the farmers – on a roll of 1, the warband member was taken out of action in the fight and must roll for Serious Injuries as normal.

(2 2 2 2 2) Halfling Rangers
"Halt!" yells a squeaky voice from the darkness. As the warband halts and looks around, a small figure steps out of the shadows – a Halfling!

If the warband is inclined towards good rather than evil, the Halflings share their travelling rations with the warriors. When calculating their next earnings from selling valuables, reduce the effective size of the warband by two (ie. 10-12 Warriors is considered 4-6 Warriors, as the amount of money they need to spend on food is reduced. If the warband is evil or Chaotic, the brave little rangers attack! The warband receives D6 GC, D6 shortbows, D6 daggers, D3 Experience Points that may be distributed amongst their Heroes, and may reduce their warband size by two by eating the Halflings' rations as above. In addition, roll a D6 for each member of the warband – on a roll of 1-2 that warband member is shot full of holes, taken out of action in the fight and must roll for Serious Injury as normal.

(3 3 3 3 3) The Hanging Tree
The warband comes upon a grisly scene – a large oak tree with dozens of bodies hanging from its branches. There are also a couple of bodies in cages as well. As they near, the warriors can hear a weak plea for help from one of the cages.

If the warband frees him, the Assassin (see Mordheim Annual) offers his services to the warband for free (no hiring cost, though they must pay his upkeep as normal after the first game). In addition, the warband finds the following among the bodies: D6 GC hidden in boots, etc, D3 daggers, and a Lucky Charm (obviously not working properly!).

(4 4 4 4 4) Dark Priest
The warband sees a figure in dark robes approaching. As he gets closer they see a stalked eye appear from under the shadowed hood…

This is a Dark Oriest. He may be killed (the warband leader gains 1 Experience Point and an Unholy Relic), or an Undead or Chaotic warband may seek his blessing. The blessing of the Dark Priest will remove all curses plaguing the warband.

(5 5 5 5 5) Faerie Ring
The weary warriors come upon a small circle of mushrooms. Such places are reputed to be magical in nature, and possessed of powerful healing qualities.

If the warband is not Undead or Chaotic in nature, they may sleep in the faerie ring and gain a restful night's sleep. Any of the warriors in the warband that were taken out of action last game are automatically healed to full health – there is no need to roll for Serious Injury. An Undead or Chaotic warband may destroy the faerie ring and receive D6 Experience Points that may be divided among their Heroes. However, such wanton destruction carries a price – the faeries will place a powerful curse on the warband. From now on until the curse is lifted, whenever any members of the warband are taken out of action, roll twice for Serious Injuries for each warrior and apply the lower result.

(6 6 6 6 6) Ambushed Warband
The warriors see bodies strewn all over this clearing, several arrows protruding from each one. That old hermit did warn you about the folk of the woods preferring their privacy…

If the warriors loot these bodies, they find the following items of value: D3 swords, 1 suit of light armour, D6 daggers, D3 spears, D6 shields, and 2D6 GC. In addition, roll a D6 – on a result of 5 or 6, the warband finds a Treasure on one of the bodies.

Six of a Kind

(1 1 1 1 1 1) Griffon Nest

The warband comes upon a rocky spire, lifted a couple dozen feet above the ground. At the top of the spire is an enormous nest, and inside the nest the warband members can see the tops of eggs!

A Hero may climb to the nest and bring down eggs, one at a time. The Hero must pass a successful Initiative test once to get up, and once to get back down, for each egg that he wishes to steal (the nest contains five eggs). If he fails a roll to get up nothing happens, however, if the Hero fails a roll to climb down, he suffers D6 Strength 6 hits immediately, and any egg he is carrying down is lost. In addition, every time after the first that the warrior attempts the test, roll a D6 – on a 1, the parent Griffon has returned. If the warrior just passed a test to get up to the nest, he gets no more eggs and is immediately knocked off and suffers the falling damage above. If the warrior was on the ground when the Griffon appeared, he suffers no other ill effects. In either case, however, no more eggs may be recovered. Each egg recovered may be sold for 50+2D6 GC.

(2 2 2 2 2 2) Sword in the Stone

The warband finds a sword imbedded in solid stone! There is an engraving on the stone… something to the effect that whoever draws the sword shall be the next king of Bretonnia/lead the next Great Waaagh/kill the wyrm Grackenfeld the mighty… or something to that effect!

A Hero may draw the sword from the stone if he rolls equal to or under half his Strength (rounded down). Each Hero only gets one test, and only the Hero's base Strength is used for this test… no drugs or magical effects apply. If a Hero draws the sword from the stone, he receives a magical sword (in a campaign, ask the referee if he has a suitable nifty sword for you to carry… otherwise it is +1 to hit and +1 to wound).

(3 3 3 3 3 3) Dead Drake

The warband comes upon a strange scene indeed — the foul-smelling remains of an enormous lizard that has been pierced by a long, slender lance, and the broken (and almost as smelly) body of a knight and his trusty steed, equally deceased (and smelly!).

There is no indication as to where the dragon's lair is, and while dragon parts are normally priceless, the only parts salvageable are shards of bone. The dead knight's lance and sword are unbroken and will fetch a good price. All of this counts as D3+2 additional Treasures that the warband may add to their hoard.

(4 4 4 4 4 4) Chaos Icon

In a dried stream bed, one of the warband members sees the glint of something golden. It is a strange amulet, mostly buried in the silt and sand.

Choose a Hero to place the amulet around his neck (yes, one of them has to!). That Hero is affected by the rules for *frenzy* from now on and this *frenzy* is not removed if the Hero is knocked down or stunned. At the start of each game roll a D6 for the Hero – on a roll of a 1, the Hero has heard the call of the Dark Gods working through the amulet and heads north for the Chaos Wastes (remove him from the warband roster). This amulet carries a powerful curse, which must be lifted for the Hero to remove it from his neck (see earlier for removing curses).

(5 5 5 5 5 5) Holy Man

The warband sees an ancient man leaning heavily on a gnarled staff moving slowly toward them…

If the warband is not Undead or Chaotic in nature, the old man reveals himself as a priest of Sigmar and offers to help the warband on their next adventure. He can either remove any curses afflicting the warband, or bestow upon them a powerful blessing – after the next battle, any injured warband members roll twice for Serious Injuries and the player may choose which result affects the warrior.

(6 6 6 6 6 6) Familiar

As the warriors travel through some particularly dense woods, they hear an eerie croaking. Just as the whole warband begins to shake with dread at the terrible noise, a large toad hops up on a nearby stump. He looks at the warriors with uncanny intelligence…

If the warband includes a spell-caster, they may take the familiar as an item of equipment. The familiar acts as a power focus and whispers secrets into the spell-caster's ears as he sleeps, increasing his power greatly. The spell-caster gains an additional spell and a +1 to the roll when casting his spells (this is cumulative to the Sorcery skill) while he retains the familiar. A warband without a spell-caster does not interest the familiar, and it quickly hops away as soon as it determines this.

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Mounted Warriors

As well as being populated by the various humanoid races, the Old World also contains many species of animals – some of which have been tamed and trained to perform a useful function. These can be divided broadly into two groups – animals that can be ridden (eg. horses, giant wolves, Cold Ones, etc) and those that can't (eg. warhounds, giant rats, etc). These rules are intended to flesh-out the rules for mounted warriors from page 163 of the Mordheim rulebook.

Model Representation

If you wish to include riding beasts or tamed animals, you will need to have models to represent them. For mounted warriors you will need both a mounted miniature and a model on foot. It is advised not to glue the rider on but to use Blue-tack or something similar so that he may be removed when on foot and his mount is unridden.

Animal Handling Skills

Many warbands employ unridden, fighting animals. Often one or more members of the warband is nominated to care for the animals, feeding and training them.

Beast Handler (eg. Dog Handler)

This skill is highly beneficial if non-ridden animals are to be included in a warband. This skill must be taken for specific animals and may be taken multiple times for different animals. It represents knowledge of the general care and well being of the animal as well as training techniques.

A warrior with this skill has a beneficial effect on the animals under his care. If a warrior has the Animal Handling skill for a particular animal, any such animals may use his Leadership provided he is within 6". If the warband's leader is also nearby, a player may choose which of the warriors' Leadership to use unless the animal is *stupid*, in which case only the Handler's Leadership may be used. In addition, *stubborn* animals with a Handler in base contact, ignore the effects of *stubbornness*. This counts as an Academic skill.

Riding Animals

Most warriors in Mordheim can only dream of owning a riding animal. Expensive to buy, expensive to keep and requiring skill to ride, they are a mark of status beyond the reach of lowly Henchmen. To those with the necessary wealth and skill, however, they are a priceless possession, enabling their rider to move rapidly across the battlefield, aiding him in combat with an advantage of height and weight, and in some cases, fighting in their own right.

Mounting Animals. It requires half a warrior's move to mount or dismount a riding creature. A mount or its rider may not run or charge in the same turn that the warrior mounts or dismounts unless the rider has a Special Riding skill that allows this.

Not Indoors. Mounts cannot normally be ridden indoors or underground, unless playing a specially devised scenario that allows this.

Dense Terrain. Riding mounts are rare both amongst the ruins of Mordheim and in the claustrophobic jungles of Lustria. The dense terrain makes riding difficult and large numbers of riders are highly ineffective. Thus in those settings, a warband may only have a maximum of two mounts (not including those belonging to Hired Swords). In more open settings, such as the open fields of the countryside around Mordheim or the deserts of Khemri, a warband may have as many mounts as they can afford.

Controlling a Mount. The Special Riding Skills may be used by warriors who have a riding animal, but only after the skill Ride has been gained; warriors which come provided with a riding animal are assumed to possess the Ride skill already. Warriors without this skill may still ride animals, but must test against their Leadership if hit by any missile, and at the beginning of any Combat phase when a standing enemy is in base contact. If the test is failed they lose control of their mount and must roll on the Whoa, Boy! table. Note that if an enemy is not standing, the mounted warrior is not considered to be in combat and thus does not need to test for loss of control.

Armour Bonus. All riding animals give their riders a +1 Armour save bonus.

Bolting Mounts. In certain circumstances, a mount may bolt. A bolting mount must make a Leadership test at the beginning of the owning

player's turn; if successful, it stops running, otherwise it continues fleeing. The easiest way to determine the direction a mount bolts is to use an Artillery Scatter dice. If you do not have one, then roll 2D6 and use the clock face method. Taking the direction the horse is facing as 12 and directly behind as 6, the horse will bolt in the appropriate direction on the clock face.

Leading Animals. On occasion, a warrior may want to lead a riding animal rather than riding it. A warrior may only lead one riding animal unless he has the Animal Handling skill, for that particular animal, in which case he can lead as many as he wishes. Groups of led animals are tethered together and must maintain base contact with each other; at least one must be in base contact with the warrior leading them. Riding animals that are being led do not roll for loss of control. If required to make a Leadership test (eg. when charged by a *fear*-causing enemy) they use the Ld of the warrior leading them. A warrior leading riding animals may move and fight as normal, but must maintain base contact at all times.

Un-led Animals. Riding animals which are not being either led or ridden will remain stationary but must make a Leadership test at the beginning of their turn. If this is failed, they will bolt, using the rules above.

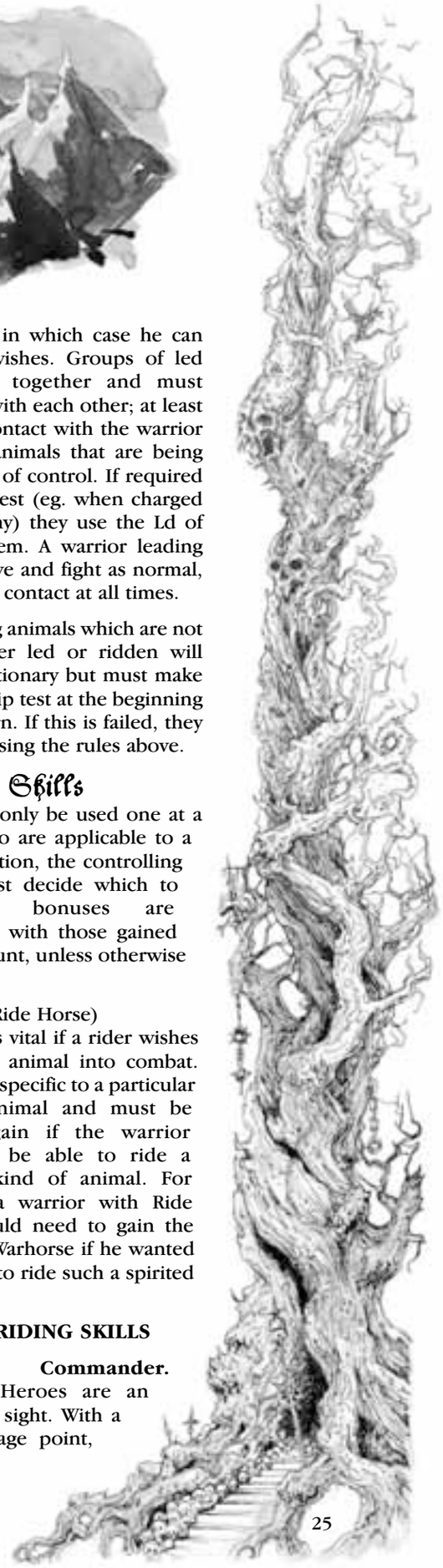
Cavalry Skills

Skills may only be used one at a time. If two are applicable to a given situation, the controlling player must decide which to use. All bonuses are cumulative with those gained from a mount, unless otherwise stated.

Ride (eg. Ride Horse)
This skill is vital if a rider wishes to ride an animal into combat. The skill is specific to a particular type of animal and must be gained again if the warrior wishes to be able to ride a different kind of animal. For instance, a warrior with Ride Horse would need to gain the skill Ride Warhorse if he wanted to be able to ride such a spirited mount.

SPECIAL RIDING SKILLS

Cavalry Commander. Mounted Heroes are an impressive sight. With a good vantage point,



they can see (and be seen) far more readily than if they were on foot. If the warband's leader has this skill and is mounted, he may add an extra 6" to the distance within which other warriors in the warband may use his Leadership. This is in addition to any other bonuses that increase the range of the leader's influence.

Trick Riding. By athletically hanging off the side of his mount, a rider makes himself harder to hit. While a rider is trick riding all missile attacks against him suffer -1 to hit in addition to other modifiers. The rider must declare that he is trick riding before moving. He must then make an Initiative test and, if successful, may move full distance. If he fails he loses control of his mount and must roll immediately on the Whoa Boy! table. This skill may not be used with heavy armour because of the agility required. In addition, trick riding requires both hands, so the model may not use a shield or missile weapons whilst using the skill. Warriors without Ride may not use this skill.

Combat Riding. The rider has trained his mount to use its bulk to trample any unmounted enemy before him. A warrior with this skill may make a single additional S4 attack when charging an unmounted opponent. In subsequent rounds of combat, or if charged by enemy warriors, the mounted warrior fights as normal.

Evade. The rider has trained his mount to swerve from side to side in combat, wrong-footing his opponent. A rider with this skill always strikes first in close combat against dismounted opponents. When charged by an opponent, or otherwise fighting an enemy also entitled to strike first, attacks are carried out in order of Initiative. If Initiative is equal, the model with greater Experience strikes first. Warriors without Ride may not use this skill.

Running Dismount. The rider is able to dismount from his mount at speed. The rider may ride up to the mount's normal move distance and then dismount immediately. No further movement or shooting is possible. This skill may be used to move into contact with the enemy, counting as a diving charge from a height of 2" – all the usual rules for diving charges apply. Note that the rider then counts as dismounted, gaining no further assistance from his mount. Warriors without Ride may not use this skill.

Athletic Mount. Without breaking stride, the warrior is able to leap onto the back of his mount and immediately spur it into a full gallop. Once the warrior is on board, the mount may make a run or charge move as normal. The warrior must be within half his full move distance of his steed to use this skill.

Horse Archer. The rider has learned the skills of the steppe nomads and can shoot from a running mount. The rider may shoot in a 360 degree arc whilst mounted, and may shoot while his mount is running; however, the shot suffers a -1 to hit penalty in addition to all other normal modifiers. Warriors without Ride may not use this skill.

Mounted Combat Master. The rider is especially skilled at combat against a mounted opponent. If the model is fighting mounted against a mounted opponent and successfully wounds the enemy, the wounded model must add +1 to his roll on the Whoa Boy! table. Warriors without Ride may not use this skill.

Losing Control

If a mounted warrior has lost his last wound, then the player must roll on the Whoa Boy! table. This replaces the normal Injuries chart. If critical hits are suffered, then roll as many times as is required, taking the most serious result.

Whoa Boy! Table

D6	Result
1-2	The rider is temporarily disorientated and his mount rears up. The rider keeps his seat but must spend his next turn stationary regaining control, unable to move or shoot. If attacked, treat the rider as fallen down.
3-4	The rider falls off his mount and is stunned, taking an additional S2 hit in the process with no Armour save. In addition, roll a D6: on a roll of 1-3, the mount immediately bolts 3D6" in a random direction and continues until it has left the table – the mount may be recovered after the battle; on a roll of 4-6, the mount remains stationary and the warrior may remount once recovered. Note: the mount does not count as unridden or un-led in this instance.
5-6	The rider and his mount crash to the ground together. The rider and mount are automatically out of action. In addition, roll a D6: on a roll of 1-2 the mount lands on top of its rider, crushing him. If this happens,

the warrior must roll twice on the Serious Injuries chart after the battle. In addition, after the battle roll a D6: on a roll of 1-2 the mount was crippled or killed by the fall and is removed from the warband roster.

Animal Bestiary

What follows is a summary of animals commonly found in various parts of the world, along with a few less common species. Note that animals are not particularly bright and do not gain Experience. Note also that ridden animals can be ridden, but that doesn't mean that all of them want to be!

Attack Animals

The most common attack animal in the Old World is the faithful wardog, especially favoured by Witch Hunters. Other warbands have their favoured attack animals – Giant Rats for Skaven, Dire Wolves for Vampires, Cold One Beasthounds for the Druchii, Scorpions for Khemrian Tomb Guardians. Whatever the differences between the species, a warrior with several sets of claws and jaws behind him is a more dangerous opponent than a warrior on his own.

For details of the various attack animals available to different races, see the Mordheim rulebook or the relevant warband lists.

Ridden Animals

Humans like their horses, Orcs their boars, Goblins their wolves. All agree that two legs are good, but four legs are better.

War Boar

Cost: 90GC

Availability: Rare 11 (Orcs only)

Large, ferocious and bad-tempered – a perfect mount for an Orc Warlord. Orc warbands occasionally make use of these noisome beasts while exploring the ruins of Mordheim and beyond. It isn't common though, as the bigger and meaner Orcs tend to take the Boars for themselves.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	3	4	1	3	1	3

SPECIAL RULES

Ferocious Charge: Orc War Boars attack with +2S when charging, due to their bulk. Note that this applies only to the Boar, not the rider.

Thick Skinned: The thick skin and matted fur of the Boar makes him very hard to wound. Boars confer an additional +1 bonus to the rider's Armour save (making +2 total).

Giant Wolf

Cost: 85GC

Availability: Rare 10 (Goblins only)

The Giant Wolf is common in most of the mountain ranges of the Known World. However, catching one of these nasty, fast-moving beasts is another thing – especially if you are a Goblin.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	4

Note: Giant Wolves cannot be used in a warband that already contains Giant Spiders.

Giant Spider

Cost: 100GC

Availability: Rare 11 (Goblins only)

The Giant Spider is the stuff of nightmares. Typically five to six feet long they are highly prized by Forest Goblins as mounts.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	3(4)	3	1	4	1	4

SPECIAL RULES

Poisoned Attack: Giant Spider attacks are poisoned – attacks are considered as Strength 4, but this will not modify any Armour saves.

Wall Walk: Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a Spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! table. Note that even if the rider has the Running Dismount skill, the maximum diving charge is only 2".

Note: Giant Spiders cannot be used in a warband that already contains Giant Wolves.

Mule

Cost: 30GC

Availability: Rare 7 (any warband)

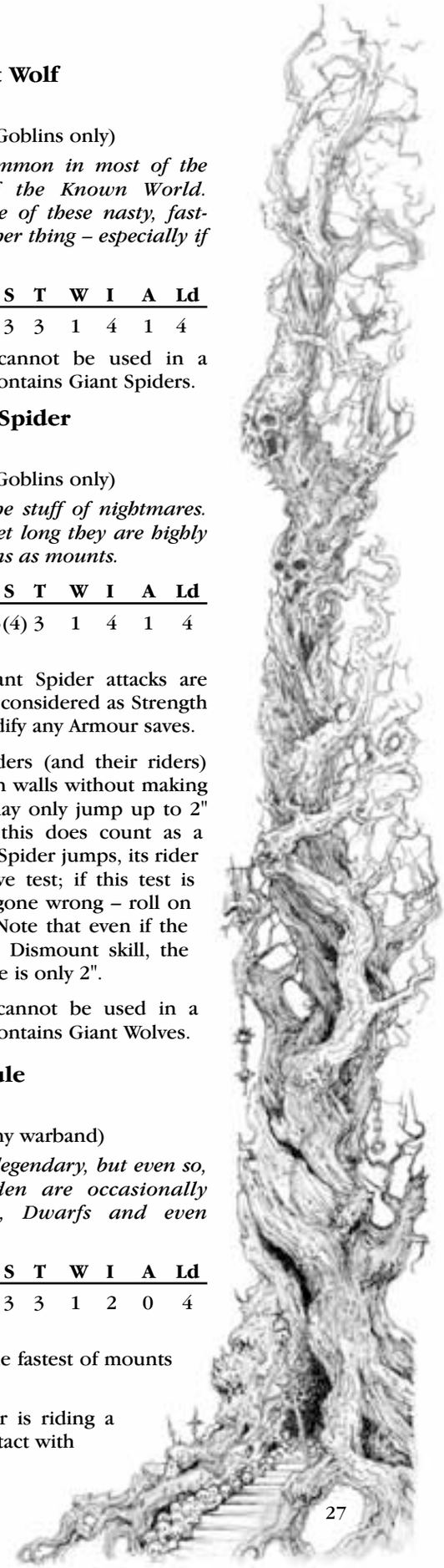
Their stubbornness is legendary, but even so, these beasts of burden are occasionally ridden by Halflings, Dwarfs and even overweight clerics!

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	2	0	4

SPECIAL RULES

Slow: Mules are not the fastest of mounts and only bolt 2D6".

Stubborn: If a warrior is riding a Mule, or is in base contact with



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a Mule, he must make a Leadership test each round or the mule will refuse to move.

Ornery: With no leader or rider, a Mule will wander in a random direction. Should any close combat occur within 6", it will automatically bolt directly away from the combat.

Non-combatant: Mules will not fight in combat and may not be used to charge into combat – they will simply refuse to move. If an enemy warrior charges a ridden Mule, immediately roll on the Whoa Boy! table. If an unridden Mule is charged, it will bolt directly away from the charger.

Riding Horse

Cost: 40GC

Availability: Rare 8 (Humans only)

Riding Horses are not trained for battle and will not normally attack an enemy. However, they are useful for moving rapidly around the field of battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	1	0	3	3	1	3	0	5

Warhorse

Cost: 80GC

Availability: Rare 11 (Humans only)

Warhorses are large, well-trained horses, quite at home in battle. They are primarily used by Human warbands.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	3	3	1	3	1	5

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.

Elven Steed

Cost: 90GC

Availability: Rare 10 (Elves only)

Elven Steeds are graceful animals, but have a vicious temperament when called upon to fight. It is rumoured that even Dark Elves breed these fine beasts. Typically, High Elf steeds are grey and white, Wood Elf steeds are tan and white, and Dark Elf steeds are midnight black.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	4	1	5

SPECIAL RULES

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.

Nightmare

Cost: 95GC

Availability: Rare 11 (Vampires and Necromancers only)

Vampire Counts occasionally need fell steeds to carry them about their business. Who cares if they're dead? They still have legs, don't they?

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	2	0	3	3	1	2	1	5

SPECIAL RULES

May Not Run: As an Undead creature, a Nightmare may not run, but may charge as normal.

Immune to Poison: Nightmares are not affected by poison.

Immune to Psychology: As an Undead creature, Nightmares are immune to psychology, never have to take Leadership tests, and will always stand still if left leaderless. However, if the rider suffers a wound, he must roll on the Whoa Boy! table as normal.

Chaos Steed

Cost: 90GC

Availability: Rare 11 (Possessed warbands only)

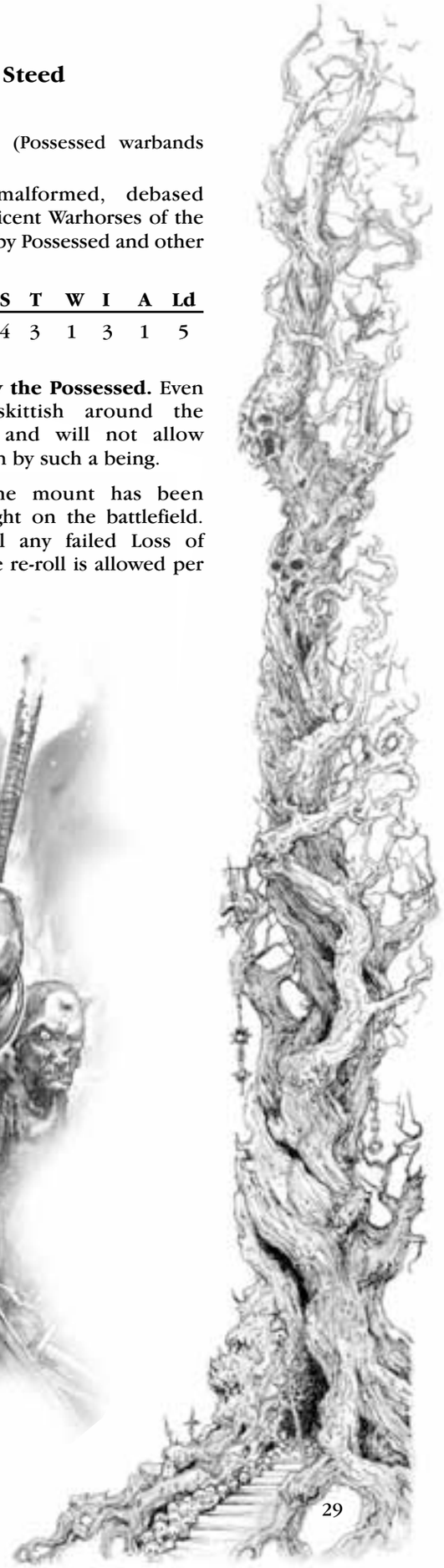
Chaos Steeds are malformed, debased parodies of the magnificent Warhorses of the Empire. They are used by Possessed and other Chaos warbands.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	4	3	1	3	1	5

SPECIAL RULES

May not be ridden by the Possessed. Even Chaos Steeds are skittish around the abhorrent Possessed and will not allow themselves to be ridden by such a being.

Battle Schooled: The mount has been specially trained to fight on the battlefield. The rider may re-roll any failed Loss of Control tests. Only one re-roll is allowed per test.



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Vehicles of the Empire

There are three principal modes of transport in the Empire: travel by boat, by riding animals, such as horses and mules, and travel by wagon or coach. Riding animals have already been covered in 'Blazing Saddles' which is featured in the Mordheim Annual. Here we will cover the rules for travel via boat and wagon.

Wagons

This covers carts, stagecoaches and all two- and four-wheeled forms of transport commonly found in the Empire.

MOVEMENT

A wagon's movement is determined by how laden it is with passengers and cargo. Therefore throughout a game, a wagon's move may alter due to unloading or loading up of more passengers and cargo. Consult the table below to determine movement. Wagons cannot charge, climb, hide, run or flee.

TURNS

Wagons, regardless of size, may make a single turn of up to 45 degrees at the end of its movement. It may then apply the lash if desired. Make turns by pivoting the vehicle from its mid-point.

APPLYING THE LASH!

There are many reasons why a wagon driver would want to urge his beasts to go faster – if he is being pursued by bandits or mutants, for example! By applying the lash to his draft beasts, the driver of a wagon can attempt to gain some extra movement. After the wagon has moved normally, the player may roll a D6. On the score of 2+ this indicates how many extra inches the wagon may move ahead in a straight line. On the roll of a 1 something drastic has happened. Roll on the table below:

Applying The Lash

D6 Result

1-2 Steeds Tiring – The draft animals are growing tired – if the driver applies the lash next turn you must halve the score rounding fractions up.

3-4 Driver Shaken – Due to the wagon's speed the driver is thrown all over the place and may not apply the lash next turn as he recovers his composure.

5-6 Out of control – Make a roll on the Out of Control table.

Wagon Movement

No. of passengers or cargo quota	Standard Movement	Applying the lash!
1 (driver – compulsory)	10	+D6
2-3	8	+D6
4-6	6	+D6

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TERRAIN

Difficult Ground: If a wagon enters difficult ground roll a D6. On a score of a 1 immediately make a roll on the Out of Control table, otherwise the wagon is fine.

Very Difficult Ground: If a wagon enters very difficult ground immediately make a roll on the Out of Control table with a modifier of +1.

Walls/Obstacles: If a wagon collides with a wall or other solid obstacle it comes to an immediate halt. The wagon suffers D3 hits at a Strength of 7 (see below).

Impassable Ground: If a wagon moves onto impassable ground it is immediately destroyed and each crew member/draft animal must make an Injury roll. Remove the wagon and place any surviving crew within 3" of the crash site.

COLLISIONS

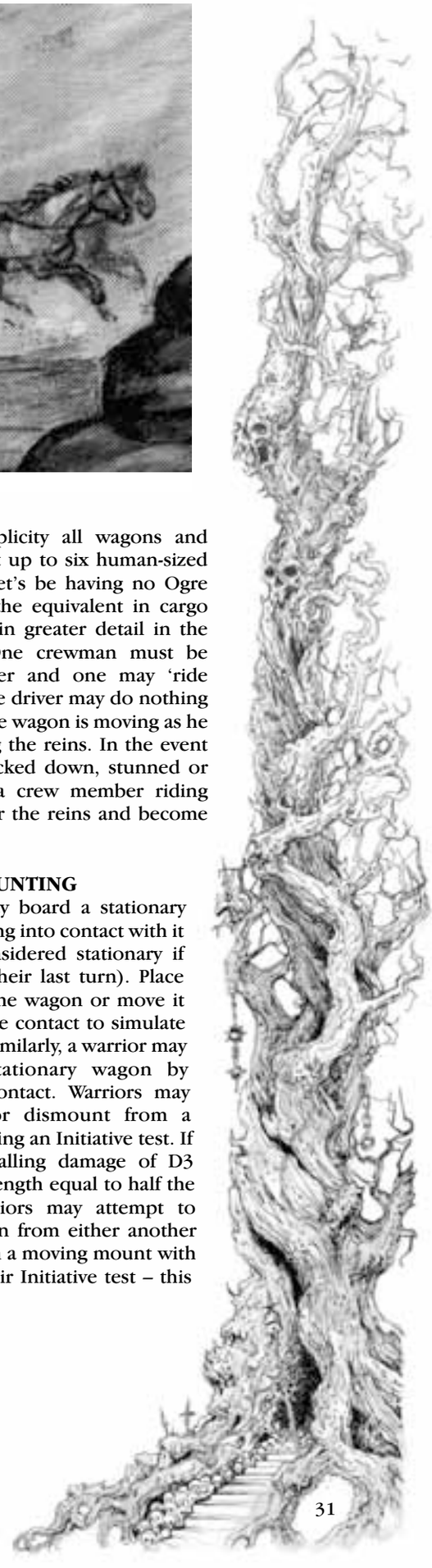
If a wagon collides with another wagon both suffer D3 Strength 7 hits (roll location and damage as normal below). In the case that either attackers or defenders block the way of a wagon and it cannot move around them then the wagon will move through the models, even if they are from the defending warband. All of the models touched by a wagon that is forced to move through them must roll lower or equal to their Initiative or suffer a S4 hit with all of the consequences. Warriors that are out of action cannot get out of the way of a wagon and are therefore automatically hit. Whenever a wagon collides with anything roll a D6, on a score of a 1 make an Out of Control test.

TRANSPORT

For the sake of simplicity all wagons and coaches may transport up to six human-sized warriors or smaller (let's be having no Ogre wagoneers now!) or the equivalent in cargo (this will be covered in greater detail in the Scenarios section). One crewman must be allocated as the driver and one may 'ride shotgun' with him. The driver may do nothing else but drive whilst the wagon is moving as he is too busy controlling the reins. In the event that the driver is knocked down, stunned or taken out of action a crew member riding shotgun may take over the reins and become the new driver.

MOUNTING/DISMOUNTING

A friendly warrior may board a stationary wagon by simply moving into contact with it (wagons are only considered stationary if they didn't move in their last turn). Place the model either on the wagon or move it with the wagon in base contact to simulate it being transported. Similarly, a warrior may dismount from a stationary wagon by moving away from contact. Warriors may attempt to mount or dismount from a moving wagon by passing an Initiative test. If they fail, they take falling damage of D3 automatic hits at a Strength equal to half the vehicle's speed. Warriors may attempt to board a moving wagon from either another moving wagon or from a moving mount with a modifier of -1 to their Initiative test – this counts as a charge.



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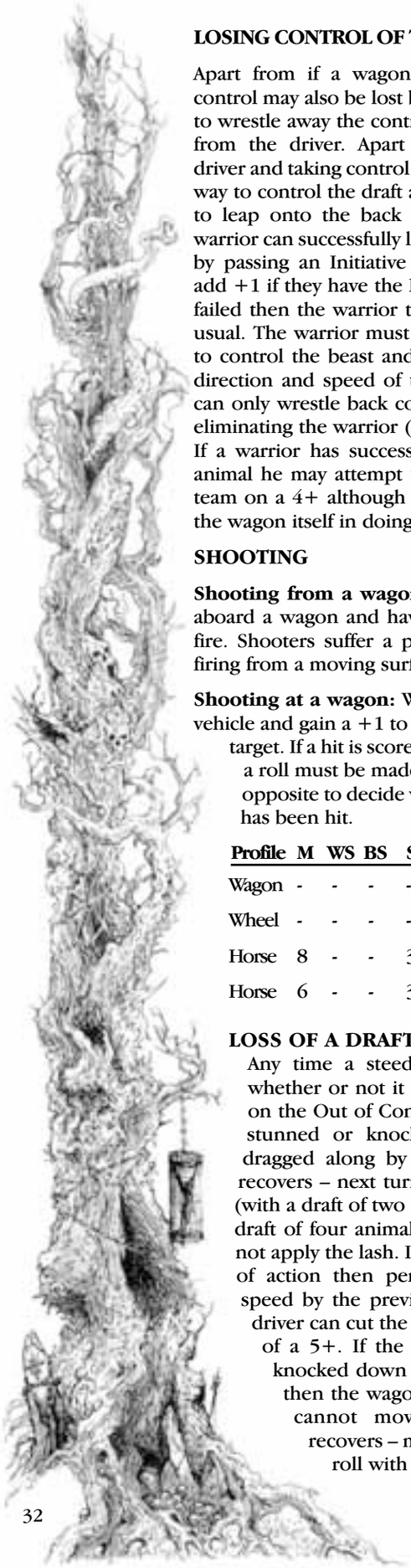

LOSING CONTROL OF THE DRAFT ANIMALS

Apart from if a wagon becomes a runaway, control may also be lost by attackers attempting to wrestle away the control of the draft animals from the driver. Apart from eliminating the driver and taking control of the reins, the easiest way to control the draft animals is for a warrior to leap onto the back of one and ride it. A warrior can successfully leap onto a draft animal by passing an Initiative test (the warrior may add +1 if they have the Ride skill). If the test is failed then the warrior takes falling damage as usual. The warrior must pass a Leadership test to control the beast and therefore control the direction and speed of the wagon. The driver can only wrestle back control of the wagon by eliminating the warrior (any injury will suffice). If a warrior has successfully mounted a draft animal he may attempt to cut it free from the team on a 4+ although he will lose control of the wagon itself in doing so.

SHOOTING

Shooting from a wagon: Crew may fire from aboard a wagon and have a 360 degree arc of fire. Shooters suffer a penalty of -1 to hit for firing from a moving surface.

Shooting at a wagon: Warriors may shoot at a vehicle and gain a +1 to hit because it is a large target. If a hit is scored against a wagon then a roll must be made on the Location table opposite to decide what part of the vehicle has been hit.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Horse	6	-	-	3	3	1	2	-	-

LOSS OF A DRAFT CREATURE

Any time a steed is hit, regardless of whether or not it is injured, make a roll on the Out of Control table. If a steed is stunned or knocked down it will be dragged along by its associates until it recovers – next turn reduce speed by 1/2 (with a draft of two animals) or 1/4 (with a draft of four animals) and the driver may not apply the lash. If the steed is taken out of action then permanently reduce the speed by the previous amount until the driver can cut the animal free on the roll of a 5+. If the last steed is stunned, knocked down or taken out of action then the wagon comes to a halt and cannot move unless the steed recovers – make an Out of Control roll with +2 to the result.

Out of Control

D6 Result

1-3 Swerve – The driver temporarily loses control and the wagon veers wildly off course. Roll a D6:

1-3 – Swerves 45 degrees to the left.
4-6 – Swerves 45 degrees to the right.

The wagon then moves another 6" in the predetermined direction.

4-5 Runaway – The steeds bolt and the driver loses control of them. Each turn randomly determine the direction that the wagon goes in. Roll a D6:

1-2 – Swerves 45 degrees to the left.
3-4 – Swerves 45 degrees to the right.
5-6 – moves straight ahead.

The wagon will always move at full speed and roll for applying the lash discounting the effects of a 1 all the time it is a runaway. Each turn the driver may attempt to take control of the steeds. The driver must pass a Leadership test to regain control of the beasts. The crew may not fire missile weapons all the time the wagon is a runaway as they are trying to hold on for dear life.

6 Loss of control – The wagon goes wildly out of control. Roll a D6:

1 – The wagon swerves to the right (see above).
2 – The wagon swerves to the left (see above).
3-4 – The wagon comes to an immediate halt.

5 – The wagon's yoke pole snaps and the draft animals gallop off. The vehicle moves 6" straight ahead and then comes to a halt. The vehicle may no longer move.

6 – The wagon either jackknifes or hits a rock or a depression in the road and goes into a roll! The wagon moves D6" in a random direction determined by the Artillery Scatter dice. Any warriors/beasts it collides with take the usual collision damage. All the crew and draft animals take D3 Strength 4 hits. The wagon is now wrecked.

Wagon Location

D6 Result

1-2 Draft creature – Roll to wound and injure as normal – see loss of draft creature below for effects.

3 Crew – Randomly select a crew member and roll to wound and injure as normal – see Loss of Driver overleaf if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the wagon and must test for falling damage.

4-5 Chassis – Roll to damage the vehicle using the stat line below.

6 Wheel – Roll to damage the wheel using the stat-line below.

Wheel Damage

D6 Result

1-4 Wheel damaged – The wagon's speed is permanently reduced by -2".

5-6 Wheel flies off! – The wagon immediately swerves (see the swerve result on the Out of Control table above) and then comes to a halt. The wagon is now immobile. Roll a D6, on the score of 5-6 the wagon goes into a roll (see the roll result on the Out of Control table above).

WHEEL DAMAGE

If a wheel is damaged this is potentially disastrous. Randomly determine which wheel has been damaged and roll on the table above adding +1 to the result if the wheel has been damaged before.

CHASSIS DAMAGE

When the wagon loses its final point of damage/wound it is destroyed, comes to an immediate halt and each crew member/draft animal must make an Injury roll.

COMBAT

Warriors may strike a stationary wagon in close combat by charging and striking against the part they are in contact with (draft creatures/crew/wheel/chassis).

Chassis/wheels: Attacks hit automatically – just resolve damage.

Crew: Crew on board a stationary wagon are counted as defending an obstacle and a 6 is required to hit them regardless of Weapon Skill. If a crew member is taken out of action an attacker may enter/board the wagon in his next turn.

Draft Animals: The draft animals may be attacked in the usual manner although an attacker may choose to cut the draft animals free instead which requires a 2+ on a D6 to be successful. Draft animals that are cut free count as un-led beasts (see Blazing Saddles).

Warriors may attempt to attack a moving wagon by charging it in the normal way. Note: Charging a moving wagon does not bring it to a halt – the combat round is played out and then the wagon is free to move in its next Movement phase – if it is a runaway then it is compelled to move. Warriors are advised to attack to the side and rear because if they attack to the front they are liable to be run down in the wagon's next turn! Because attacking a moving wagon is a haphazard affair the attacker must determine the location struck first by rolling on the Location table above. Both the chassis and wheels are hit automatically just resolve damage. The draft animals are attacked in the normal manner although an attacker may not attempt to cut the reins on moving draft animals. The crew are difficult to strike and therefore a 6 is require to hit them regardless of Weapon Skill.

If the attackers manage to successfully board the wagon either when it was stationary or by leaping aboard it as it was moving they may engage the crew in combat in the usual manner without any penalties or modifiers. Note: Attackers or defenders that are injured fighting aboard a wagon must pass an Initiative test or fall off.

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Boats

This covers small rowing boats through to large river barges. Note that these are very basic rules to cover small skirmishes on the rivers of the Empire, a more inclusive set of rules to cover ocean-going ships is currently in development.

MOVEMENT
Boats move 6" when moving with the current of a river (the direction of the river flow must be established before the start of the game). Boats may move 4" when travelling against the current. Boats must move at least half of their movement allowance unless they have been anchored or tethered to the shore.

TURNS
Boats, regardless of size, may make a single turn of up to 45 degrees at the end of their movement.

TERRAIN
A boat can encounter natural terrain such as rocks or man made obstacles such as logjams specifically placed to obstruct its movement. Both the aforementioned terrain types are impassable to boats and they will suffer D3 Strength 7 hits should they move into them and also come to an immediate halt.

COLLISIONS
See page 26 as for wagons.

TRANSPORT
All the above rules for wagons apply. In addition, because boats are considerably bigger than wagons, they can therefore transport a lot more.

A rowboat can transport up to six human-sized warriors or smaller, or the equivalent in cargo.

A river boat can transport up to eight human-sized warriors or smaller, or the equivalent in cargo.

A barge can transport up to twelve human-sized warriors or smaller, or the equivalent in cargo.

MOUNTING/DISMOUNTING
See above for wagons, except warriors that fail an Initiative test for attempting to board a moving boat do not suffer damage but fall into the water – see the rules for swimming.

SHOOTING
See page 27 as for wagons.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rowboat	-	-	-	-	5	3	-	-	-
Riverboat	-	-	-	-	8	4	-	-	-
Barge	-	-	-	-	8	8	-	-	-

PROPULSION DAMAGE
Either the oars or the mast and rigging have been damaged. Roll a D6 and consult the table opposite:

Boat Location

D6 Result

1 Propulsion – Roll to damage the boat using the stat-line above – if damaged roll again on the Propulsion table.

2 Rudder – Roll to damage the rudder using the stat-line above – if damaged the boat may only turn from now on after coming to a complete halt by using a combination of oars/boat-hooks.

3-4 Crew – Randomly select a crew member and roll to wound and injure as normal – see loss of driver above if applicable. Any crew member that is wounded must make an immediate Initiative test – if this is failed he has fallen from the boat.

5-6 Hull – Roll to damage the boat using the stat-line aboves.

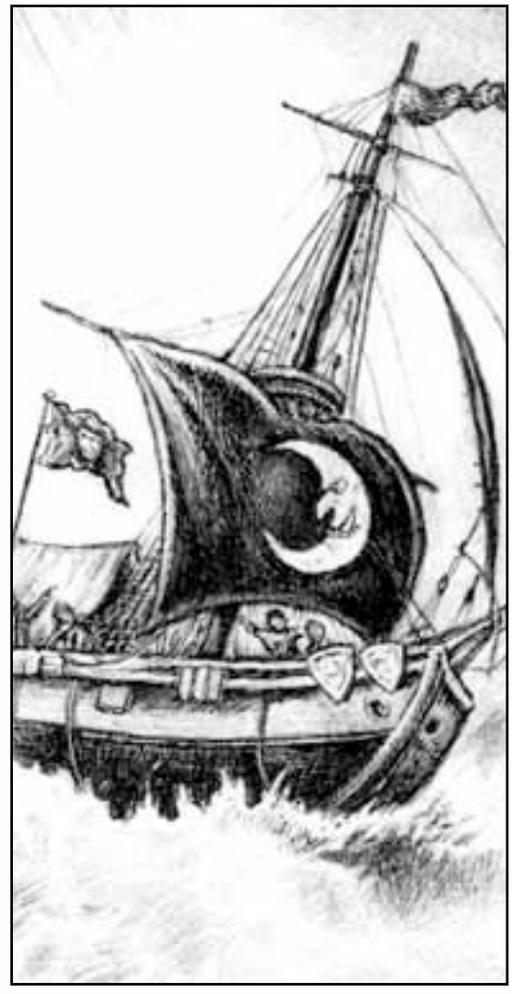
Propulsion Damage

D6 Result

1-2 Sail damaged/oars splintered – The boat's speed is permanently reduced by -1".

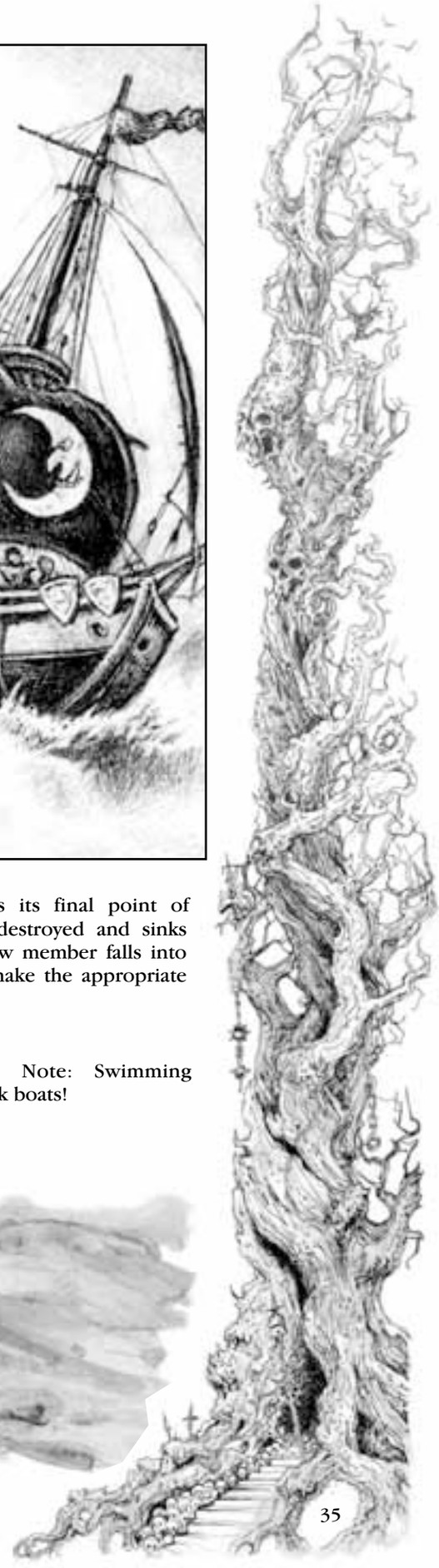
4-5 Rigging damaged/oars splintered – The boat's speed is permanently reduced by -2".

6 Mast falls! – With the loss of the mast (or all of the oars in the case of an oared vessel) the boat may only drift 2" in the direction of the current. All crew must immediately test on their Initiative to avoid the falling mast (this does not apply to oared vessels obviously). If a crewman fails this test he receives an immediate Strength 6 hit.



HULL DAMAGE

When the boat loses its final point of damage/wound it is destroyed and sinks immediately. Each crew member falls into the water and must make the appropriate tests for swimming.

COMBAT

See wagons above. Note: Swimming warriors may not attack boats!