

Mordheim Dungeon

- 1 -

alternate mordheim setting

The Mordheim Dungeon supplement describes a new setting for Mordheim. *Instead of playing games in the ruins of the City of the Damned your warbands will be exploring the deep, dark places full of hidden dangers and vast treasures. There may be no dire ruins and collapsed buildings, but the catacombs are full of undead, hideous beasts, and even other explorers!*

The following chapters describe everything required to take the battle to the undiscovered depths. If using a dungeon without squares, movement

is measured as normal. If there are squares, you may use those for movement and range, where 1 square = 1" (or another scale if that seems more appropriate). Note that combat and other aspects of the game will be different when using squares. (for example, you should not move into an adjacent square to an enemy model if you are not charging.)

Each warband should have its own entrance, plus one additional entrance. The warband should be placed within 4-8" of the entrance doorway. If any of your warband leaves via their own entrance, they are considered to have failed a rout test (game loss). Your warband members don't have to leave via the same entrance.

Victory Conditions

First warband to exit the dungeon
(via entrance(s) that is/are not their own)

OR

Last remaining warband
You must resolve all combat to achieve this, game
does not end if you are still in the presence of monsters.



phases

Unlike standard Mordheim, the phases are shared, with each player (and the monsters) performing each phase in turn, before moving to the next phase.

Turn sequence

1 Recovery

As normal, plus an Initiative Roll.

2 Movement

During the movement phase, each player moves his warband as he chooses. After all players have moved, the monsters get to move.

3 Shooting

Perform this phase for each of the players, followed by the monsters, if necessary. Note that players may fire into hand-to-hand combat, see below.

4 Hand-to-hand combat

As normal, Initiative checks for 'strikes first'.



initiative

During the recovery phase (after rout tests) each player rolls 2D6, adding the Initiative of their Leader (if they are not *knocked down*, *stunned*, or *out of action*), re-rolling ties. This determines the order of play for the turn.

shooting

Players may fire into hand-to-hand combat. In this case, all ranged shots are +1 to hit. If you miss, roll a D6. On a 4+, you avoid hitting anyone else. Otherwise, randomly hit another participant (this may result in friendly fire). You still must fire at the closest enemy, but you may ignore enemies in hand-to-hand combat. If you decide to fire at an enemy in hand-to-hand combat, you must fire at the closest enemy so involved.

exploring

Every entrance to a room is closed with a heavy door, which automatically opens (for free) as you move through it.

When a player's model moves into a room for the first time, roll on the Room Results chart. (*immediately, in the middle of the move, then resolve the remaining movement of that model*)

Each player only rolls on this chart ONCE per room.

(*You don't have to stay in the room, either. In fact, if a player is in a room a commonly used tactic is to 'stick a toe' into a room to generate a possible monster for their opponent to fight. Of course, this can always backfire by giving that player free treasure, or generating a trap.*)

If a Monster and/or Treasure is generated, randomly place them in the room. For small rooms use a D6, and for large rooms use 2D6. Start in the farthest corner of the room from the model that triggered it. (*Roll the dice twice, to determine the distance in inches from each of the two farthest walls.*)

If you decide to leave the room, you may stop just outside the doorway, and take an Initiative test. If successful, the door is spiked shut, keeping the monsters (and anyone else) inside. If not, the monsters may leave the room (and will do so if any enemies are in line of sight). The door may be reopened as normal. Anyone trapped inside such a room may open the door by making a successful Strength test, which uses half of their remaining movement, and they cannot run. Such an individual cannot be engaged in hand-to-hand combat.

Monsters that leave a room may be limited by the size of the passage. If they are not able to reach an enemy, they will return to their room if possible. Note that Large creatures (especially Great Beasts) will not leave the rooms they are generated in as they instinctively want to protect their 'lair'. These creatures benefit from a small magical aura. If a ranged attack is used against them from outside of their lair, it strikes an invisible barrier and misses.



Mordheim Dungeon Rules continued

- 2 -

If a Treasure is generated, DO NOT determine the specific treasure until it is uncovered. When a model first attempts to pick up a Treasure, (at the end of the turn) roll to Check for Guards. If a Trap is generated, it will trigger from that Treasure's spot. Be sure to mark any Traps that are encountered, triggered, disarmed, or otherwise generated. If a Guardian is generated, place a Guardian in base contact with the Hero that is standing on the treasure. It counts as charging on the following turn. Use the profile below:

	M	WS	BS	S	T	W	I	A	Ld
Spectral Guardian	3	4	-	4	3	2	5	1	10

SPECIAL RULES

Ethereal. The Guardian can never be Knocked Down or Stunned and is immune to all poisons.

Eternal. The Guardian automatically passes any Leadership test it is required to take, causes *fear*, and is immune to ranged attacks.

The Guardian will fight anyone that charges it, and anyone standing on or next to the Treasure. If left alone, it will stand on the Treasure it defends.

If a Trap Roll is made at any other time, it is triggered from the room's entrance (if applicable), and cannot be avoided via Initiative unless the trap itself allows it.

Once a Treasure is successfully picked up (after any Traps resolve) by a standing Hero, roll to determine the Treasure.

treasure

Treasure can *never* be used during the game that it is found.

Treasure can be picked up by a Hero who is standing on it at the end of the turn if they are not in hand-to-hand combat. (be sure to check for traps!)

Keep track of which Hero you have carrying any Treasures you find. If that Hero is taken out of action, AND you lose the game, you do not get to keep the Treasure. Any Hero that ends the turn standing where a Hero was taken out of action (and is not currently engaged in hand-to-hand combat) may take any and all 'found' Treasure from the current game (not counting Gold Coins. GC may never be stolen this way).

monsters



Monsters will never fight each other.

Monsters will always charge the closest enemy if possible, unless they have a ranged attack. If a monster cannot charge, it will walk. Monsters will never run.

Monsters fighting more than one model will divide their attacks evenly, randomly assigning any remainders.

If using the experimental rules regarding two hand weapons, monsters that have two hand weapons will only use both if it logically makes sense (*if they need a 6+ to hit with two, but a 5+ to hit with one, they will only use one weapon*).

After defeating a monster, roll a D6. On a 4+, their equipment is salvageable, and will be added to your stash if you complete this scenario without routing.

Maximum of 4 rolls per room per player.

special rules

Large Creatures. Large creatures (Ogres, Trolls, mounted models, etc.) can move and run normally in rooms and halls but cannot run in tunnels as they have to stoop. If they charge in a tunnel they are limited to normal movement.

Flying. Flyers may fly only in rooms and caverns where there is sufficient height. In tunnels they must walk.

Blocking tunnels. Space to move around models is limited. For a model to pass by another there must be a gap equal to the width of the passing model's base. This is especially important to prevent models charging around the back of an enemy who is blocking a passage.

Narrow passages. On occasion tunnels will be as narrow as 1". These are often secret passages linking to other locations. As they are so narrow only models with 20mm and 25mm wide bases will be able to creep along them. Running will not be possible. Large creatures will not be able to enter a narrow passage at all.



new skill

Trap Expert: (Academic Skill) This Hero is able to detect traps in the tombs and tunnels with relative ease. A character who possesses this skill will never set off traps himself (but may be subject to their effects if he is too close to one if it goes off). He can attempt to disarm any traps he comes across. He must stop at the trap during his Movement phase, and may do nothing else that turn. To disarm a Simple Trap, he must roll 6+ on 2d6. To disarm a Complex trap, he must roll 8+ on 2d6. If unsuccessful, he must test against his Initiative. A failed test means he has inadvertently set off the trap himself!

He is also able to restore dud traps or previously de-activated traps back into active traps. To determine what a Dud trap becomes, roll a d6. 1-4: Simple, 5-6: Complex. Obviously a previously disarmed trap will revert back to what it was. If restoring a Simple trap, he must roll a 6+ on 2d6. If restoring a Complex trap, he must roll 8+. Failure will mean that the trap has failed to activate.

other rules

The basic dungeon exploration scenario is Skirmish. Other scenarios may be adapted to take place in dungeons, check out Town Cryer #17 (Going Underground) for more ideas.

Curse: The next Trap Roll made by the party is: -1 (minor) or +3 (major). A natural '1' or '6' is NOT affected by Curses, and Curses are not cumulative. The strongest Curse takes priority. (major is stronger than minor). Once a Trap Roll is made by the warband, the Curse ends.

Luck: The next Treasure Roll made by the warband may be modified by +1/-1. These tokens are not cumulative, but one MUST be used on the next Treasure Roll, and each successive Treasure Roll until they are all used up. Any Luck that is left at the end of a scenario is lost.

Investors: Because dungeon exploration has the potential to be so lucrative, and competition is fierce, investors are usually needed to fund a warband's expedition to explore the depths. (maps, guides, etc.) A warband must either: pay 20 GC to participate, or agree to give up 1/3 of all Wyrdsone shards found in the dungeon.

Special Rooms: Once a Special Room has been revealed, no further Room Results rolls will occur in that room. If a Special Room result occurs in a room that already has a player token in it, roll again.

Rotten Fortune Bonus: Every time a warband enters a room that does not contain a Treasure token in it, they receive a Rotten Fortune Bonus of +1 to their next Room Results roll. This is cumulative. This bonus is lost when they enter a room and a Treasure result occurs.

Timing: If more than one player (including the monster 'player') has someone who 'strikes first,' use Initiative to determine order.

Experience

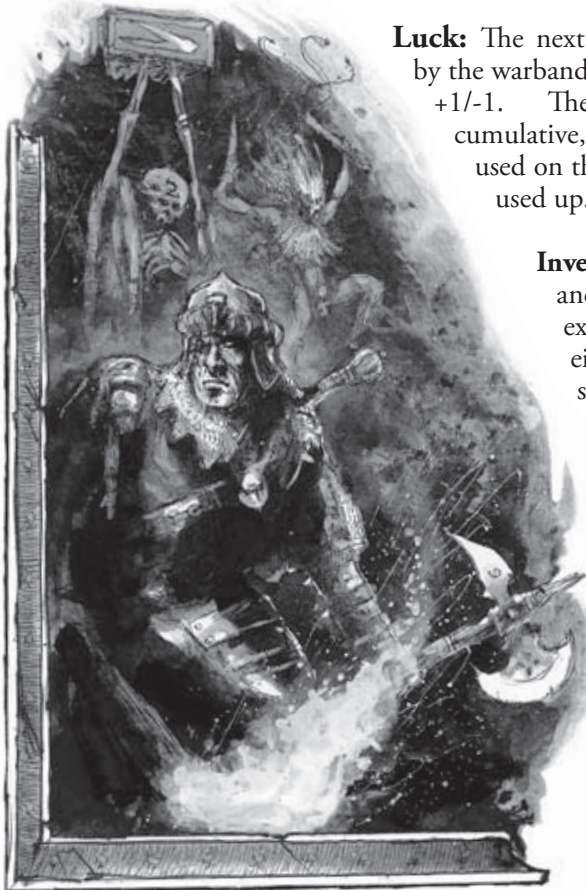
+1 Survives If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning The leader of the winning warband gains +1 Experience.

+1 Per Enemy (or Monster) out of action
Any Hero earns +1 Experience for each enemy or monster he put out of action, and each wound he deals to a multi-wound monster.

+1 Per Extra Wound Any Henchman group earns +1 Experience for each Wound done to a monster that starts with 3 or more Wounds. (a Henchman group cannot gain more than +1 Experience per monster this way)

Hired Swords calculate this Experience like Heroes.



Mordheim Dungeon : Room Results - 4 -



Size definition -

Small: room with no side longer than 4"
Medium: Any room between Small and Large
Large: room with no side shorter than 6"



Small Room

roll 1D6

- < 1 Empty
- 1 Monster (-1 to Type roll)
- 2 Trap Roll & Monster
- 3 Monster (minor curse)
- 4 Treasure (major curse)
- 5 Monster & Treasure
- 6 Treasure
- 7+ Treasure & *Luck*

Large Room

roll 2D6

(-2 for each other player token in the room)

- < 2 Empty
- 2 Monster (-2 to Type & Monster roll)
- 3 Monster (-1 to Type & Monster roll)
- 4 Monster (-1 to Type roll)
- 5 Special Room II
- 6 Monster (-2 to Monster roll) & Treasure (-1 to Class roll)
- 7 Monster (-1 to Monster roll) & Treasure (-2 to Treasure roll)
- 8 Monster, Trap Roll & Treasure (-1 to Treasure roll)
- 9 Treasure (+1 to Class roll)
- 10 Special Room I
- 11 Monster & Treasure (minor curse)
- 12 Roll 2x Treasure
- 13 Treasure & *Luck*
- 14+ Treasure & *Roll Again* (re-roll 14+)

Medium Room

roll 2D6

(-2 for each other player token in the room)

- < 2 Empty
- 2 Roll 2x Monster
- 3 Monster (-1 to Type roll) & Treasure (-2 to Class roll)
- 4 Trap Roll & Treasure
- 5 Monster
- 6 Monster & Treasure (-1 to Class roll)
- 7 - 8 Monster (+1 to Type roll) & Treasure
- 9 - 10 Monster
- 11 Treasure
- 12 Special Room I
- 13 Treasure & *Luck*
- 14+ Treasure & *Roll Again* (re-roll 14+)

Special Room I

roll 1D6

- 1 Adventurers!
- 2 Dwarven Tavern
- 3 Orc Slave Train
- 4 Sisters of Sigmar Abbey
- 5 Cultist Coven
- 6 Oracle

Special Room II

roll 1D6

- 1 Beast's Lair
- 2 Creature Zoo
- 3 Treasure Horde & Monster
- 4 Necromancer's Sanctum
- 5 Skaven Nest
- 6 Treasure Horde

If a Special Room is rolled in a room that already contains a player's token, re-roll.

Class Roll: refers to *Treasure Class*

Treasure Roll: refers to rolls inside specific *Treasure Charts*

Type Roll: refers to *Monster Type*

Monster Roll: refers to rolls inside specific *Monster Charts*

Trap Roll: refers to the *Trap Chart*



Mordheim Dungeon - Monsters

Determine Type - roll 2D6:

< 3
Great Creatures

3-4
Animals

5-6
Humans, Dwarves, Beastmen

7-8
Undead/Possessed

9-10
Orcs, Goblins, Skaven

11+
Creatures

Determine Monster -

If warband rating is < 125, roll one less die and add 3 to the result.

Great Creatures roll 2D6

- 2 - Great Beast
- 3 - Great Beast & Luck
- 4 - Worm
- 5 - Giant Minotaur (two axes)
- 6 - Chaos Spawn
- 7 - 2x Trap Roll, and roll on the Creatures chart below
- 8 - Giant Scorpion
- 9 - Sabre-toothed Tiger
- 10 - Itsy Bitsy Spider
- 11 - Great Beast & Luck
- 12 - Great Beast

Animals roll 2D6

- 2 - Giant Spider
- 3 - D6 Snakes
- 4 - D3 Warhounds & *Luck*
- 5 - D6 Giant Rats
- 6 - Trap Roll & D3 Wolves
- 7 - D3 Wolves
- 8 - D6 Vampire Bats
- 9 - D3 Chaos Hounds
- 10 - D6 +1 Bats
- 11 - D3 +2 Rabid Rats (Giant Rats, each wound gives 1 Insanity Point)
- 12 - Cold One



Humans, etc. roll 2D6

- 2 - D3 Beastmen (sword & dagger)
- 3 - Questing Knight (Virtue of Purity)
(Hv. armour, morning star, shield, helmet)
- 4 - D3 +1 Beardslings (hammer & shield)
- 5 - 1-3 Duelist, 4-6 Pit Fighter
- 6 - D3 +1 Humans
- 7 - D6 Humans
(Lt. armour, sword & buckler)
- 8 - Trap Roll & D3 Dwarf Clansmen
(Lt. armour, spear, shield)
- 9 - Dark Elf Assassin & *Luck*
- 10 - D3 Flagellants (flail)
- 11 - D3 Dwarf Nobles (roll for each)
- 12 - D3 Elves (longbow & sword)

Undead/Possessed roll 3D6

- 3 - D6 +1 Ghouls
- 4 - D3 Mummies
- 5 - Possessed w/mutation
- 6 - Mutant w/mace and mutation
- 7 - D3 Darksouls w/flail & *Luck*
- 8 - D3 +1 Ghouls
- 9 - D3 Dire Wolves
- 10 - D3 +1 Zombies
- 11 - Trap Roll, D3 Zombies
- 12 - D3 Skeletons (+1 for every warband member within 6" of room entrance, every 2nd rolls for equip)
- 13 - Vampire (1-3 halberd, 4-6 sword)
- 14 - D6 +1 Skeletons (roll for equip)
- 15 - D3 Plaguebearers (plaguesword)
- 16 - 2D6 Skeletons (1/2 roll for equip)
- 17 - Vampire and D3 Vamp. Thralls
- 18 - 3D6 Skeletons (1/2 roll for equip)



Orcs, Goblins, etc. roll 2D6

- 2 - D3 Orc Big 'Unz (axe & sword)
- 3 - D3 Black Skaven
- 4 - Orc Boy & D3 Goblins
- 5 - D3 Orcs (Lt. armour, axe, buckler)
- 6 - Goblin Fanatic
- 7 - D6 Goblin Warriors (spear)
- 8 - D6 Goblin Warriors (bow)
- 9 - D3 Verminkin (spear & buckler)
- 10 - D6 Orc Boyz & *Luck*
- 11 - D3 Cave Squigs & Goblin w/Prod
- 12 - Trap roll, and an additional roll on this chart (re-rolling '12')



Creatures roll 2D6

- 2 - Chaos Spawn
- 3 - Giant Minotaur (2-handed weapon)
- 4 - Bloodletter & *Luck*
- 5 - Drake
- 6 - Stone Golem
- 7 - D3 Giant Frogs
- 8 - Trap Roll & Deep Dweller
- 9 - Ogre (1-3: 2 clubs, 4-6: 2h weapon)
- 10 - Troll
- 11 - Rat Ogre
- 12 - Roll again (re-rolling '12') & an additional Type Roll



Mordheim Dungeon : Monster Equipment - 6 -

Dwarf Noble *roll 1D6*

- 1 Gromril armour, helmet, Dwarven axe, shield
- 2 Hv.armour, helmet, Dwarven axe, dagger
- 3 Hv.armour, helmet, halberd
- 4 Hv.armour, 2h weapon
- 5 Hv.armour, helmet, hammer, pistol
- 6 Lt.armour, helmet, shield, hammer

Other (any undefined) *roll 1D6*

- 1 sword & buckler
- 2 halberd
- 3 spear & shield
- 4 sword & dagger
- 5 axe & dagger
- 6 2 daggers



Skeletons *roll 1D6*

- 1 spear & buckler
- 2 - 3 spear & Lt. armour
- 4 - 5 sword & shield
- 6 mace & shield

Mutations *roll 1D6*

- 1 Giant Claw
- 2 Scorpion Tail
- 3 Spines
- 4 Blackblood
- 5 Tentacle
- 6 Cloven Hooves & Daemon Soul



Mordheim Dungeon : Great Beast Results

first roll 1D6:

- 1-2: Mature Beast,
plus a Treasure Token (Class +1)
- 3-4: Young Beast,
plus a Treasure Token
- 5-6: Roll on Great Creatures Chart,
and an additional Type roll

if Mature/Young, roll 1D6:

- 1: Chimera
- 2: Dragon
- 3: Griffon
- 4: Hippogriff
- 5: Hydra
- 6: Wyvern



Mordheim Dungeon : Special Rooms - 7 -

Special Rooms are unique. Each specific room may only be encountered once per dungeon.
Any warband entering a Special Room will NOT trigger an additional room roll.

Adventurers!

A random warband below enters the dungeon from a random entrance. Roll on the Room chart again, ignoring Special Rooms. The warband is built with 550 GC. D3 of the Heroes have 1 skill. (these will be provided at a later date)

Roll a D6:

- | | |
|--------------------------|-----------------|
| 1 Skaven | 4 Possessed |
| 2 Undead | 5 Orc Mob |
| 3 Dwarf Treasure Hunters | 6 Witch Hunters |



Dwarven Tavern

Rowdy sounds assault your ears, this sounds like a place for revelry. This tavern is occupied by Dwarves. Loud, smelly, and in some cases mind-numbingly drunk. Place tables & chairs in the room (if you have them, if not...put that imagination to use!) and randomly place 2 Dwarf Thunderers armed with handguns and hammers, 3 Dwarf Troll-Slayers armed with axes, a Dwarf Noble (old-timer) armed with heavy armour, a pistol, hammer, and shield, and a Dwarf Noble (barkeep) armed with a hammer and a blunderbuss.

They will attack any 'evil' warband that steps foot into the bar. They will also attack any Elven warband, but will not use any blackpowder weapons unless those treacherous pointy-eared folk start using bows. Any other warband may purchase a barrel of Bugman's ale (to be consumed immediately, affecting all warband members present) for 25GC. If all of the dwarves are defeated, a barrel may be picked up by any Hero and carried out like Treasure.

Dwarf Warbands or any warband with a Dwarf Hired Sword may talk to the Old-Timer. During the exploration phase, you may re-roll one exploration die. If any Dwarves in the tavern are attacked by this warband, this re-roll is lost.

Orc Slave Train

Trudging on foot... this train of misery can be viewed two ways... as suffering to be eased, or as profit to be gained. Any lawful or neutral warband may 'free' the captives by slaying their captors. If a Hero escorts them to the exit (and exits with them), that Hero gain 2 experience, and one additional exploration die.

Any chaotic warband may 'steal' the captives by slaying their captors. If a Hero escorts them to the exit (and exits with them), that Hero gains 1 experience, and 20 GC.

Any greenskin warband may escort the slave train to an exit (one Hero must exit with them). That Hero gains 1 experience, and the Orc Big 'Un offers to join the warband for free (and gains 2 experience) (If the Big 'Un did not survive, an Orc Boyz warrior will offer to join as a Hero instead. If none of them survived... tough luck!).

(You must decide to take him (if you have sufficient space) before rolling any advancements)

There are 6 captives with the following profile:

	M	WS	BS	S	T	W	I	A	Ld
Captive	3	1	-	2	3	1	2	-	10

Captives cannot run. Their spirit is broken, so they will not offer any resistance. Captives are immune to psychology.

They are guarded by 1 Orc Boss armed with a sword, helmet, and shield, 1 Orc Big 'Un armed with a spear and a shield, and 3 Orc Boyz armed with axes and bucklers.

Sisters of Sigmar Abbey

A Sigmarite Matriarch and her sisters have established a 'foothold against the darkness'. Praise be to Sigmar! The Sigmarite Matriarch (1) is armed with: Heavy Armour, Sigmarite Warhammer, Sling, Blessed Water. The Sister Superiors (2) are armed with: Light armour, Shield, Steel Whip, Blessed Water. The Novice (1) is armed with: Mace, Sling. They will immediately attack any 'evil' warband (Skaven, Undead, Possessed, etc.) They will fight back if attacked.

If any other warband offers to make a donation to their cause, they will heal the wounds of X warriors (where X=1 per 10 GC donated). They will revive one fallen Hero for 50GC (*do not roll for that injury*). Sisters of Sigmar and Witch Hunters receive these heals for free, in addition to D3 Blessed Waters, and a single dose of Tears of Shallaya (*to be used immediately*). They will only offer this service once per warband per battle.

Cultist Coven

*A group of Cultists are attempting to appease their gods with a human sacrifice. Place a Magister in the center of the room, and a Victim adjacent to the Magister. The Victim is Stunned until rescued (or sacrificed). There are 2 Darksouls and 4 Brethren in the room as well. They will immediately attack any non-Possessed warband. The Victim will be sacrificed (*out of action*) in D6+1 turns. Any Possessed warband will gain 1 experience for witnessing this event (*assigned to a Hero present*). Alternatively, the Possessed warband may attempt to slay the rival cultists, and perform the sacrifice themselves. If they do so, they can sacrifice the Victim by attacking it in hand-to-hand combat with a Hero. If successful, that Hero gains 2 experience, and D3 experience can be divided amongst the other Heroes in that warband.*

Any other warband may attempt to rescue the Victim. Skaven will sell her into slavery for 2D6 GC. Undead will gain a Zombie henchman at the end of the game. The rest will receive a reward of 3D6 GC. A Sisters of Sigmar warband may decide to add her to any Novice Henchwoman group for free at the end of the game. (*they must have/purchase matching equipment for her*)

If the Victim is successfully sacrificed by the Magister, a Daemon is summoned, (place it where the Victim was) which will attack any warriors from non-Possessed warbands, roaming the halls if necessary. Magister is armed with a mace and has the Vision of Torment spell. The Darksouls have flails and light armour. Two Brethren have halberds and short bows. The other two have axes and shields.

Oracle

You find this room to be oddly peaceful. You have no desire to fight. Place an Oracle in the center of the room. This model is protected by the gods, and is immune to any and all harm (and is immune to psychology). When a Hero moves adjacent to the Oracle they may take a Leadership test ('Good': -1 to roll, Neutral: No modifier, 'Evil': +2 to roll). If your warband charges or shoots at any enemy warriors while in this room, add 4 to all rolls. You may only do this once per Hero, or until your warband receives a result.

Results (roll a D6):

- | | |
|--|--|
| 1 Hero is Stunned | 4 Hero can re-roll one exploration die |
| 2 Hero gains +1 to all Leadership checks for the rest of the battle. | 5 Hero gains 1 Experience |
| 3 Hero can modify one exploration die by +1/-1 | 6 Hero adds 1 exploration die |



Mordheim Dungeon : Special Rooms cont'd - 8 -

Beast's Lair

A mutating chaos beast guards this room. Randomly place the following items in the room:

2 Treasure Tokens

These tokens do NOT receive rolls to Check for Guards.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Spawn	2d6	3	-	4	4	8	2	?	12

SPECIAL RULES

Fear, Immune: Psychology.

Knocking the Spawn Unconscious

No critical hits may be inflicted upon the Spawn. Once the last wound is gone, it is automatically knocked out, there is no need to roll on the injury chart.

Moving the Spawn

At the start of the Spawn's turn roll 2D6 for it's movement in inches and a scatter dice for it's direction. If the Spawn has enough movement to take it into a wall, "bounce" it back using a logical direction, like a billiard ball. If a Hit is rolled, then the Spawn is perfectly content with where it is and stays put. (If you do not have a scatter die, use a regular D6. If you roll a 1 or a 6, that counts as a Hit. Otherwise, the direction result will be whichever direction the 1 side is facing)

If any models are in the Spawn's path during it's movement, they must pass an initiative test (roll equal to or lower than the model's initiative) or be crushed underfoot. The crushed model takes an automatic Strength 2 hit with no armour save.

Spawn Mutation

After the Spawn has moved it will mutate. This happens each and every Spawn turn. Roll a D6 and check the chart below:

- 1 *A few new heads, tongues, eyes, and tails.* No effect.
- 2 *Bile Ducts explode!* The Spawn's attacks are now considered poisoned for this turn.
- 3 *Muscle Spasm!* Move the Spawn an additional D6" in a random direction.
- 4 *Monstrous Tentacles!* Add +1 to the Strength of the Spawn this turn.
- 5 *Gas Leak!* Fire a Strength 3 breath template pointed directly at the nearest model.
- 6 *Rapid Mutation!* Spawn loses one wound. Ignore this if it is the Spawn's last wound.

Do NOT make this roll if no model has line of sight to the Spawn.

Spawn Attacks

After the Spawn has moved and mutated, it attacks. All models within 2 inches are each attacked once by various flippers, tentacles, claws, and teeth filled fists. Knocked Down and Stunned models are ignored. Use the standard rules to resolve these attacks.

Creature Zoo

As you enter the room, you hear a blood curdling scream, and chaos ensues. All of the captive animals are mystically released. Let the carnage begin!

Randomly place the following creatures in the room:

- 1 Cold One
- 1 Giant Frog
- 1 Giant Spider
- 1 Giant Scorpion
- 1 Random Great Beast (Young)
- 1 Sabre-toothed Tiger

Unlike in other rooms, these monsters WILL fight one another. They will always charge the closest enemy.

If all of the creatures are defeated, randomly place a Treasure token in the room, representing the recently deceased zookeeper's equipment. Do not Check for Guards on that token.

Treasure Horde

Glittering and lovely... this room is a dream come true. Careful, it can become a nightmare! Randomly place the following items in the room:

- 2 Treasure Tokens
- 1 Treasure Token (-1 to class)
- 2 Treasure Token (+1 to class)
- 2 tokens worth 2D6 GC
- 2 Trap tokens
- 1 token worth 5D6 GC (w/Spectral Guardian)

These tokens do NOT receive rolls to Check for Guards.

Notate which is which, then randomly place them face-down. When Hero attempts to pick up a token, reveal it.

D6+1 turns after the 4th Token is revealed, a Trap Roll is centered around the highest Ld model in the room. This roll is made on every turn that a model is in the room for the remainder of the scenario.

Necromancer's Sanctum

The smell of death invades your senses, every fiber of your being is offended by this place. (unless, of course, you like that sort of thing)

A Necromancer (armed with a sword and a dagger) is in this room. He is placed in the center of the room, and he has 2 Skeletons and 2 Zombies between him and the room entrance(s). The undead are unarmed (fist). Each turn during the Shooting Phase, the Necromancer will raise D3 Skeletons on a 4+, D3 zombies on a 4+, and 1 additional zombie, to a maximum of 5 of each at any time. Place them within 2" of the Necromancer, if possible. The Necromancer may also attempt to cast Call of Vanhel each turn.



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

The Hero or Henchman group who puts the Necromancer out of action will gain +1 experience. If your party contains a Magister or Necromancer, they may reduce the Difficulty of one of their spells (determined randomly) by 1 permanently.

Skaven Nest

The ratmen breed like no other race. Their nests are considered a blight by some, and an affirmation of life by others. Upon entering the room, randomly place D3 Black Skaven within 2" of the room's entrance (inside the room). They are armed with swords, shields, and heavy armour. They will attack any non-Skaven that enters the room. Place D3 Giant Rats in the room. Roll a D6 for each player in the game (or 2D6 for any Skaven player). This is the number of Skaven Civilians (armed with clubs) who occupy the room. Place these civilians at least 6" from the entrance, stacking if necessary. The Giant Rats and Skaven Civilians will only attack if an enemy moves within 2" or shoots a ranged weapon in the room.

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

A Skaven warband may help to defend the nest. If the Skaven are the last warband to remain in the dungeon, D3+1 Skaven Civilians offer to join their warband as a single henchman group. They may be armed with weapons and armour chosen from the Skaven Henchmen Equipment list.

Mordheim Dungeon - Monster Reference



	M	WS	BS	S	T	W	I	A	Ld	Sv	Notes
Bat	8	2	-	2	2	1	5	1	4	-	Fly, +1 to hit.
Bloodletter	4	6	-	4	3	1	6	2+	10	4+	Fear, Immune: Psychology. Moves towards closest combat, criticals on 4+. # of A = # of opponents, split evenly. (Min. 2)
Chaos Hound	7	4	-	4	3	1	3	1	5	-	Fear, Immune: Psychology. Moves towards nearest model. Does not charge: incidental contact=charge.
Chaos Spawn	2d6	3	-	4	4	2	3	2d6	10	-	
Cold One	8	3	-	4	4	2	1	2	6	5+	Fear
Daemon	6	4	-	4	3	2	5	2	10	(5+)	Fear, Automatically passes all Leadership tests. 5+ save vs. spells. Each time it deals a wound, it heals a wound.
Darksoul	4	2	2	4	3	1	3	1	6	-	Automatically passes all Leadership tests.
Deep Dweller	5	4	-	4	4	2	4	2+	7	-	Fear, +1 attack for each opponent beyond the first. One attack criticals on a 4+.
Dire Wolf	9	3	-	4	3	1	2	1	4	-	Fear, +1 A when charging. Cannot run. Immune: Poison, Psychology. Stunned=Knocked Down
Drake	6	5	-	3	3	2	3	2	7	5+	Fear, Large, S3 Breath Attack. Armor save cannot be reduced.
Ghoul	4	2	2	3	4	1	3	2	5	-	Fear
Giant Frog	7	3	-	4	3	2	4	2	4	-	Fear, Tongue Strike - may automatically hit a target within 6" for a S3 hit.
Giant Minotaur	6	5	-	5	5	3	2	2	7	6+	Fear, Large. Armor save cannot be reduced.
Giant Scorpion	6	4	-	4	4	3	5	3	7	4+	Fear, Large, when rolling a 5-6 to wound, counts as a critical.
Giant Spider	5	3	-	5	4	3	4	2	7	4+	Fear, Large, when rolling a 5-6 to wound, counts as a critical.
Itsy Bitsy Spider	5	3	-	5	4	4	1	2	10	4+	Fear, Large, when rolling a 5-6 to wound, counts as a critical.
Mummy	3	3	-	4	5	2	2	2	10	-	Fear
Ogre	6	3	2	4	4	3	3	2	7	-	Fear, Large
Plaguebearer	4	4	3	4	4	1	4	2	10	-	Fear, Immune: Poison, Psychology. Plaguesword
Possessed	5	4	-	4	4	2	4	1	7	-	Fear
Rat Ogre	6	3	3	5	5	3	4	3	4	-	Fear, Large
Sabre-toothed Tiger	6	4	-	5	4	2	5	3	6	-	Fear, Vicious Bite - One attack gets +1 on the injury roll with no armor save.
Skeleton	4	2	2	3	3	1	1	1	10	-	Fear, cannot run. Immune: Poison, Psychology. Stunned=Knocked Down
Snake	4	3	-	3	3	1	2	1	5	-	When rolling a 5-6 to wound, counts as a critical.
Stone Golem	2	4	1	4	4	3	1	2	10	-	Fear, Large, Stunned=Knocked Down
Troll	6	3	1	5	4	3	1	3	4	-	Fear, Large, Regeneration, On a 5+, all attacks are replaced with a single S5 hit that ignores armor saves.
Vampire Bat	8	2	-	2	2	1	6	1	4	-	Fly, All rolls to hit Vampire Bats suffer a -1 penalty.
Vampire	6	4	4	4	4	2	5	2	8	-	Fear, Regeneration. Immune: Poison, Psychology. Stunned=Knocked Down
Vampire Thrall	9	3	-	4	3	1	2	1	4	-	Regeneration if within 3" of a friendly Vampire.
Warhound	6	4	-	4	3	1	4	1	5	-	-
Wolf	9	4	-	3	3	1	5	1	5	-	Frenzy, If adjacent to a Stunned/Knocked Down warrior, roll a D6. On a 1 place that warrior out of action. Henchmen=dead. Heroes & Hired Swords=2x Serious Injuries.
Worm	10	4	-	5	4	3	*	5	8	4+	Fear, Large, Initiative = D3+2, Poisoned Attacks, +2 Exp. for taking it out of action.
Zombie	4	2	-	3	3	1	1	1	5	-	Fear, cannot run. Immune: Poison, Psychology. Stunned=Knocked Down



Mordheim Dungeon ' Great Beasts

Name	M	W	S	B	S	T	W	I	A	LD	SV	Notes
Chimera	6	4	-	6	6	5	5	4	9	-		<i>Fear, Large</i> , Stunned=Knocked Down. Knocked Down= -1 Attack until the next recovery phase. <i>Dragon Head</i> : Flame Template, models under hit on a 4+, S3 hit with saves. <i>Ram Head</i> : 1 Attack=Head Butt - if it hits but does not wound, model is knocked down on a failed Initiative test. <i>Lion Head</i> : Bite, this attack gives an additional -1 to armor saves (total of -4).
Young Chimera	6	3	-	5	5	4	4	4	8	-		<i>Fear, Large</i> , Stunned=Knocked Down. Knocked Down= -1 Attack until the next recovery phase. <i>Dragon Head</i> : Flame Template, models under hit on a 4+, S3 hit with saves. <i>Ram Head</i> : 1 Attack=Head Butt - if it hits but does not wound, model is knocked down on a failed Initiative test. <i>Lion Head</i> : Bite, this attack gives an additional -1 to armor saves (total of -3).
Dragon	9	5	-	6	6	6	6	4	8	4+		<i>Fear, Large</i> , Save cannot be reduced. Stunned=Knocked Down. Knocked Down= -1 Attack until the next recovery phase. Flame Template, models under hit on a 4+, S4 hit with saves.
Young Dragon	6	4	-	5	5	5	6	4	7	5+		<i>Fear, Large</i> , Save cannot be reduced. Stunned=Knocked Down. Knocked Down= -1 Attack until the next recovery phase. Flame Template, models under hit on a 4+, S3 hit with saves.
Griffon	6	4	-	6	5	5	4	4	9	-		<i>Fear, Large</i> , Stunned=Knocked Down. Knocked Down= -1 Attack until the next recovery phase. <i>Beak</i> : this attack gives an additional -1 to armor saves (total of -4).
Young Griffon	6	4	-	5	4	4	4	3	9	-		<i>Fear, Large</i> , Stunned=Knocked Down. Knocked Down= -1 Attack until the next recovery phase. <i>Beak</i> : this attack gives an additional -1 to armor saves (total of -3).
Hippogriff	8	4	-	6	5	5	5	3	9	-		<i>Fear, Large</i> , Stunned=Knocked Down. Knocked Down= -1 Attack until the next recovery phase. <i>Beak</i> : this attack gives an additional -1 to armor saves (total of -4).
Young Hippogriff	8	4	-	5	4	4	4	2	8	-		<i>Fear, Large</i> , Stunned=Knocked Down. Knocked Down= -1 Attack until the next recovery phase. <i>Beak</i> : this attack gives an additional -1 to armor saves (total of -3).
Hydra	6	3	-	5	5	7	3	7	8	6+		<i>Fear, Large</i> , Save cannot be reduced. Stunned=Knocked Down. Knocked Down= -1 Attack until the next recovery phase. Flame Template, models under hit on a 4+, S4 with saves. Loss of Heads: each wound reduces Attacks by 1, and every two wounds reduces template Strength by 1. Regeneration: Roll d6 for each wound suffered that round (roll after each close combat round) Restore a wound on a 4+. Also roll when last wound is suffered.
Young Hydra	6	3	-	4	4	5	3	5	8	6+		<i>Fear, Large</i> , Save cannot be reduced. Stunned=Knocked Down. Knocked Down= -1 Attack until the next recovery phase. Flame Template, models under hit on a 4+, S3 with saves. Loss of Heads: each wound reduces Attacks by 1, and every two wounds reduces template Strength by 1. Regeneration: Roll d6 for each wound suffered that round (roll after each close combat round) Restore a wound on a 4+. Also roll when last wound is suffered.
Wyvern	6	4	-	5	6	3	4	3	6	6+		<i>Fear, Large</i> , Save cannot be reduced. Stunned=Knocked Down. Knocked Down= -1 Attack until the next recovery phase. Envenomed Tail: attack made before regular attacks, roll d6, any enemies in base contact with a lower initiative than the roll are hit with a S4 hit.
Young Wyvern	6	4	-	4	5	3	4	2	5	6+		<i>Fear, Large</i> , Save cannot be reduced. Stunned=Knocked Down. Knocked Down= -1 Attack until the next recovery phase. Envenomed Tail: attack made before regular attacks, roll d6, any enemies in base contact with a lower initiative than the roll are hit with a S4 hit.



Mordheim Dungeon: Guards and Traps

- 11 -

Check for Guards (when picking up a Treasure) - roll 1D6:

1-3
Guardian/Trap

4-6
No Guard



Guardian/Trap Result - roll 1D6:

1
Guardian

2-6
Trap Roll



Determine Trap (Trap Roll) - roll 1D6:

1-2 Simple Trap

These are traps that were quickly jury-rigged and easy to make. They will only ever affect the warrior that trips them, and cause a S3 hit. The warrior must make a roll to wound, with armor saves allowed as normal.

3-5 Dud

These are traps that have become useless over time. They will not work in any effective manner, and are therefore quite harmless.



6 Complex Trap

roll 2D6

- 2 Boulder
- 3-4 Pit
- 5 Arrows
- 6 Curse
- 7 Swinging Blades
- 8 Poison Gas
- 9 Sandbox
- 10 Fire Trap
- 11 Deadfall
- 12 Collapsing Walls

Boulder - A giant boulder has fallen from the ceiling and threatens the model beneath. The warrior must take an Initiative test. A successful test means that the warrior has avoided the boulder. An unsuccessful test means that the warrior was too slow, and takes D3 S5 hits (no armor saves). The boulder will roll D6" in a random direction (use a Scatter die). Any other warriors in its way will also have to test Initiative, failure will result in one S5 hit. This trap will only work once.

Pit - As a warrior walks along, the floor suddenly opens up and he drops d6" into a pit. Any other warriors 1" or closer to the pit must test Initiative, failure meaning they fall into the pit too. Use the Mordheim rules for falling. Warriors who find themselves still alive in the pit will also have to climb out. This trap will work only once, but there will be a pit (depth determined by the original roll) in the tunnel/room. If using squares, roll a d6. This will determine the size: 1-2: 2x2, 3-4: 2x1, 5-6: 1x1 (of course, the terrain may limit the size of the pit).

Arrows - The warrior triggers a hail of D6 arrows (S3). Roll a d6 for each arrow: 1-3 Hit, 4-6 Miss. Any arrows that miss the warrior may hit nearby warriors, (within 2"). If there is a warrior within this range, then it must roll on the Hit/Miss chart above for every arrow that misses the original target. If there are multiple targets, then divide the misses among them (starting with the closest and continuing outwards). Any further misses will have hit the opposite wall. This trap will work multiple times, so any warriors that walk over the Trap counter again must also test their Initiative.

Curse - The Priest who supervised the building of the tomb/catacomb has placed a powerful curse on all who desecrate it. All warriors within 1" of the trap when it is triggered must re-roll any successful to hit rolls or armour saves. Affected warriors must take a Leadership test in each of their subsequent Recovery phases. If they pass they have shaken off the effects of the curse.

Swinging Blades - As the warrior passes by, large razor-sharp blades swing out from the wall. The warrior must make an Initiative test, or receive 2 x S5 hits (armour saves as usual). Should the warrior have stopped on the trap counter during his Movement (or if it was triggered by a Treasure) he will have to test his Initiative at the beginning of his next turn or suffer a further 2 x S5 hits. This trap will strike any warrior that passes over it with a failed Initiative test.

Poison Gas - The warrior is engulfed in a blast of poison gas. The gas will cause D3 S4 hits as the warrior gasps for air. Any other warriors within 2" will also be affected (one S4 hit). Warriors immune to poison take no damage.

Sandbox - Slabs of stone fall from the roof, behind and in front of the warband, trapping any warriors within 2" of the warrior who triggered the trap, totally blocking the passage. The space between the slabs begins to fill with sand! The only way to escape is to find a loose stone beneath which there is a switch that resets the trap, clearing the area. Trapped warriors must make a successful Initiative test to find the switch. This has a cumulative penalty of -1 each turn after the first, as the sand slowly traps the warrior in its grasp. If the warrior's effective Initiative reaches 0, the warrior is trapped and can do nothing; he is considered Out of Action. After the battle, a Hero from the warband may try to find the lost warriors instead of trading for rare goods. Each Hero takes an Initiative test in the same way as looking for Dramatis Personae. If they are found they are all released and must roll for injuries as normal. If there are warriors trapped in more than one Sandbox then search for each group separately. Only Heroes who did not go Out of Action may search for trapped warriors.

Fire Trap - A pillar of fire blasts out from the wall, engulfing the warrior and any others nearby. The warrior immediately receives a S5 hit, and on a roll of 4+ will count as being on fire. Warriors within 2" must roll a D6, on a score of 4+ they are also on fire. (See the fire rules from TC no. 7).

Deadfall - A large block of stone slowly descends from the ceiling, totally blocking the passage. The warrior who triggered the trap and any other warrior within 2" may go forward to a new tile or return to any adjacent tile already placed. The warriors can easily step from under the slowly moving block and it will cause no damage.

This has the potential to be a real pain for a warrior - trapped deep in the tomb or having to find another (long) way around.

Collapsing Walls - The walls close in on the warrior, threatening to crush him! The warrior must make an Initiative test. If successful, the warrior is quick enough to dodge the trap, (and if the warrior had stopped on the Trap counter, move it 1" to either side). If the warrior fails his Initiative test, the walls crush him between them. The warrior will receive a S8 hit. Once the walls collapse, they immediately open up again, ready for the next unwary intruder to activate them.

Mordheim Dungeon : Treasure

- 12 -

Determine Class - roll 1D6:

Warband Rating > 150 = +1 to Class roll

up to 3 Class I

4-5 Class II

6+ Class III

Class I

roll 2D6

- 2 - D6 +1 x10 GC
- 3 - Treasure Chart A
- 4 - D6 -1 (min 1) Flails & *Luck*
- 5 - Treasure Chart A
- 6 - Treasure Chart A (minor curse)
- 7 - Treasure Chart B & Trap Roll
- 8 - Treasure Chart C (major curse)
- 9 - Treasure Chart B (+1 to roll)
- 10 - Treasure Chart C
- 11 - Treasure Chart C
- 12 - D6+1 x10 GC

Class II

roll 2D6

- 2 - 2D6 -1 x10 GC
- 3 - D3 gems worth 20 GC each
- 4 - Treasure Chart A (+1 to roll)
- 5 - Treasure Chart B (major curse)
- 6 - +1 *Experience!*
- 7 - Treasure Chart B & *Luck*
- 8 - Treasure Chart C (minor curse)
- 9 - Treasure Chart C (+1 to roll)
- 10 - Treasure Chart D
- 11 - Treasure Chart D
- 12 - 2D6 -1 x10 GC

Class III

roll 2D6

- 2 - 2D6 x10 GC
- 3 - Treasure Chart A (+1 to roll)
- 4 - Lucky Charm & *Luck*
- 5 - Treasure Chart B
- 6 - Treasure Chart B
- 7 - Treasure Chart C (minor curse)
- 8 - Treasure Chart C
- 9 - Treasure Chart D
- 10 - Treasure Chart D
- 11 - Treasure Chart D (+1 to roll)
- 12 - 2D6 x10 GC

Treasure Chart A

roll 2D6

- 2 D3 Shards of Wyrdstone
- 3 Handgun
- 4 Gromril Axe
- 5 Crossbow
- 6 Hunting Arrows
- 7 Rabbit's Foot
- 8 D3 Spears
- 9 Holy (Unholy) Relic
- 10 3D6 +2 GC
- 11 D3 Mad Cap Mushrooms
- 12 Holy Tome
- 13 Double! Roll for two treasures (2x Class rolls -1)

Treasure Chart B

roll 2D6

- 2 Hammer of Witches
- 3 Repeating Crossbow
- 4 Dueling Pistol
- 5 D3 Healing Herbs
- 6 Lucky Charm
- 7 Mordheim Map
- 8 Cathayan Silk Clothes
- 9 3D6 +6 GC
- 10 D3 Heavy Armours
- 11 D3 Dark Venom doses
- 12 Elven Boots
- 13 *Magic Item*

Treasure Chart C

roll 2D6

- 2 Book of the Dead
- 3 D3 Rabbit's Feet
- 4 D3 Mordheim Maps
- 5 D3 Gromril Swords
- 6 Lamp of the Djinn
- 7 Halfling Cookbook
- 8 D3 Ithilmar Halberds
- 9 4D6 +8 GC
- 10 Gromril Armour
- 11 Tome of Magic
- 12 *Magic Item*
- 13 Amulet of the Moon

Treasure Chart D

roll 2D6

- 2 *Magic Item*
- 3 2x Wyrdstone Pendulums
- 4 Deck of Tarot Cards
- 5 Elf Bow
- 6 D6 Wyrdstone Shards
- 7 Ithilmar Armour & Ithilmar Dagger
- 8 Elven Cloak
- 9 Monkey's Paw
- 10 Hochland Long Rifle
- 11 5D6 +14 GC
- 12 *Magic Item*
- 13 Double! Roll for two treasures (2x Class rolls +1)

Certain Items are unique, or at least relatively rare. If an item is found that is at least Rare 9, and it has been found in the current scenario (and the last scenario, if you like), re-roll the result, maintaining all modifiers.

