

Mordheim

Characteristics:

M= Movement

WS = Weapon Skill (used for close combat)

BS = Ballistic Skill (used for shooting)

S = Strength

T = Toughness

W = Wounds

I = Initiative

A = Attacks

LD = Leadership

Zero Level characteristics means the model does not have ability in that characteristic. A WS of 0 means the figure can't defend itself in close combat and is automatically hit.

Characteristic test – roll a d6 and have to equal or lower than the stat. A roll of 6 always fails.

Leadership tests – roll 2d6 and equal or less than is a success

Turn Sequence

- Recovery (attempt to rally models that lost their nerve, knocked down or stunned)
- Movement
- Shooting
- Hand to Hand Combat

Recover: Rally anyone that has lost their nerve. Roll 2d6 against leadership, if passed the model stops fleeing. Stand the model up and face it whatever direction you choose. Model can't move or shoot for the rest of the turn but can cast spells if able to do so. If failed the model continues to flee towards the nearest table edge. A model may not rally if the closest model to him is an enemy (fleeing, stunned, knocked down, and hidden models are not taken into account).

During the recovery phase models that have been stunned become knocked down and models that are knocked down stand up.

Movement

1. Charge – declare which model you are going to engage in hand to hand combat.
2. Compulsory Moves – fleeing models for example would move now
3. Remaining Moves – rest of your moves not covered by the last two

Moving: models may move up to their movement value in inches in any direction. They may move even running and charging up ladders, stair and low obstacles. Models don't have to move unless they have to take a compulsory move.

Running: move double your M value. This does not allow you to engage a model in hand to hand, you would have need to declare a charge. A model can only run if no enemies with 8" (fleeing, stunned, and

knock down figures don't count). Once running the model can get closer than 8" to the enemy. If running model can't shoot. Running models can cast spells.

Charge: used to engage an enemy in hand to hand combat. You are not allowed to measure the distance before declaring. Indicate which model you are going to charge. Check to see if you can draw an unobstructed line between the two models. You can charge a model within 4" that you can't see as long as the model has not declared hidden and the model passes an I test. If failed may not charge but can move normal movement, shoot, and cast spells.

A charge is double movement but ends with the model in base contact with an enemy. You can be base contact even if separated by a low wall or obstacle.

Intercept: if you charge a model and your path takes you within 2" either side of your straight line of another enemy model that model can intercept.

Distance: if you miscalculate the distance and can't reach then you make a normal move towards the enemy. Model can't shoot but can cast spells.

Hiding: model can hide If he ends his movement behind a wall or obstacle that could reasonably hid behind. Player must declare he is hiding and place a hidden marker. A model that runs, flees, is stunned, or charges cannot hide this turn. A model can stay hidden over several turns as long as he stays behind a wall or obstacle. If the enemy moves to a spot that can see the hidden figure the model is no longer hidden. While hidden a model cannot be seen, shot, or charged. While hiding a model cannot shoot or cast spells without giving away his location at which point he would remove the hidden token. Enemies will always see a model that is within its I value in inches. I value of 3 = 3"

Terrain:

Open Ground – normal ground, floors, connecting overhangs, ladders, and ropes all are open ground and have not effect on movement.

Difficult Ground – steep slopes, bushed, angled roofs – models move at half speed

Very difficult ground – narrow crawl holes through rubble – models move quarter speed.

Walls and Barriers – walls, hedges and other lows obstacles 1 inch or less can be hopped over with no penalty.

Climbing – can climb up or down walls fences as long as in base contact at the start their turn. If you have movement left then you can use that after the climb. If the height of the obstacle is greater than the models normal move then it can't be climbed. To climb a model must past a I test, if failed can't climb up, if climbing down the model falls.

Jumping Down - if jumping down a maximum height of 6" such as walkways and balconies at any time during his movement. Take an I test for ever 2" you are jumping down. If failed the model falls from the height he started. Jumping down does not use movement.

Diving Charge – you may charge troops that are below you if the enemy model is within 2" of where you land. Take an I test for every 2" you drop for a maximum of 6". If failed model falls, may not move any more and cannot charge. If passed the models charges and gains a +1 strength bonus and +1 to hit bonus in the following hand to hand combat pahse.

Jumping Gaps – can jump gaps up to 3” but you can’t measure before you attempt. If you don’t have enough movement you fall. If you have enough movement then you must pass a I test, if failed you fall. If using a normal movement may still shoot, can charge or run over the gap.

Knocked down or stunned – if knocked down or stunned within 1” of an edge you must test an I test, if failed the model falls.

Falling – take d3 hits equal to the inches model fell. No armor saves allowed. Model falling 4 inches takes d3 strength 4 hits. Models that fall can’t move or hide during that turn even if not hurt.

Shooting: Do one models shooting action before starting the next models shooting. Anyone can shoot as long as they can see a target, has a suitable weapon You cannot shoot if in hand to hand combat, has ran, failed a charge, just rallied, stunned, or knocked down. You must shoot at the closest enemy unless a further away enemy is easier to hit or if the closer model is stunned or knocked down. You can shoot at fleeing or knocked down models but you are not required to. If shooting from an elevated position (elevated by 2” or more) model may pick any target he can see and shoot at (exception is if there are enemies in the same building and can draw line of sight to the enemy).

Cover: if any portion of the model is in cover the shooter suffers a -1 to hit

Range: once decided to shoot measure range, if in range roll on the to hit chart using BS score and any modifiers. Equal to or exceed the number on the chart.

-1 for cover

-1 long range (more than half the maximum range of weapon)

-1 moving and shooting

+1 large target (any model more than 2” tall or wide

If you hit roll on the wound chart comparing strength of weapon vs targets toughness. Need to equal or exceed the number. On a role of 6 to wound you cause a critical hit. If you needed a 6 to cause the wound you don’t get a critical. Only one critical in each hand to hand combat phase against a model.

Critical Hit Chart roll a d6

1-2 Hits a vital part – wounds doubled to 2, roll armor save before doubling.

3-4 Hits exposed spot, causes 2 wounds no armor save

5-6 Master Strike – wounds doubled to 2 wounds, no armor save, gain +2 to injury rolls.

Armour Saves: If wounded roll a d6 equal to or higher than your armour save to avoid the wound.

Carrying a shield adds +1 to the armour save, also adding modifiers based on the strength of the weapon.

Injuries: if you suffer your last wound (some models have more than one), the player that inflicted the wound rolls a d6 for the wound that reduced the model to 0 wounds and every wound after on the injuries table. If suffering multiple wounds on the same turn roll for all of them and take the highest result

1-2 knocked down (lay model down face up) may crawl 2" in movement, may not fight in hand to hand combat, nor shoot or cast spells. Can only crawl away from hand to hand if enemy engaged with another opponent. Does not strike back in hand to hand. May stand up start of next turn with half movement, can shoot and cast spells, not able to charge or run. Also will strike last in hand to hand if already in hand to hand when stood up. After this turn can move and fight as normal.

3-4 stunned (lay model down face down) – can do nothing at all, next recover phase moves to knocked down status

5-6 out of action (remove from battle)

Close Combat

Any model in base to base can engage in hand to hand combat. Model that are engaged in hand to hand don't shoot in shooting phase. Both models strike each phase. If a model charged it strikes first. Otherwise fight in order of descending I. If equal both sides roll a d6 highest strikes first. If the model stood up in recover it strikes last regardless. If a model is touching more than one base it chooses who to fight unless it has more than one attack and then it can divide however it likes before rolling any dice. Roll on to hit chart by rolling a d6 for each attack needing to equal or exceed the number to succeed. A model with two weapons (one in each hand) gets an extra attack. Roll to hit and wound for each weapon separately. If the model is hit roll to wound on the wound chart following the same process you would have in shooting phase including critical hits. Armour saves are taken just like in shooting with modifiers just like shooting but using the strength of the attacker.

Parry - Bucklers and smalls shields give a parry attempt. When a hit is rolled you get a chance to roll a d6 and if it is higher than the number rolled by your opponent to hit you parry (roll of 6 to hit is impossible to parry). Can only parry one blow per hand to hand combat phase. Parried blow is ignored. If several hits were scored you would have to beat the highest score. If multiple attackers you can attempt to parry the first hits. If armed with a sword and buckler you get to reroll the parry if it fails. May not parry attacks of twice or more the models strength.

Close combat with models knocked down - hits automatically, if wounds and armour save is failed, the model is automatically taken out of action.

Close combat with models that are stunned – automatically taken out of action.

Multiple attacks: if a model has multiple attacks he can't use one to knock down, one to stun, and one to take out of action by the same model. Multiple models could do that. If engaged with two models and you knock one down you would then focus your other attack on the non knocked down model.

Moving from combat: Must remain in combat until you are taken out or you take out your opponent.

Unless all models are knocked down in the combat then the attacker can move or charge as normal.

Breaking from Combat: after a failed leadership test the model breaks and runs. The opponent gets an automatic hit which is worked out immediately.

Psychology

Rout test: Taken if at the start of your turn if 25% or more of your warband is out of action even if your warband is immune to psychology. If the test is failed the warband loses the fight and the game ends.

This is a leadership test 2d6 equal to or less than the warband leaders leadership or the highest remaining leadership. If passed the fight continues.

Voluntary rout: can be taken if you have two or more models out of action at the start of your turn.

Leaders: a warrior within 6" of leader may use the leaders leadership score for leadership tests. Does not happen if the leader is knocked down or stunned.

All Alone: if a model is against two or more opponents with no friendlies within 6" the model must take a leadership test equal to or lower than its leadership value. If passed the model holds if failed the model breaks and each opponent gets an automatic hit before running 2d6 directly away. At the start of the next turn the model must attempt a leadership test if passes can do nothing except cast spells. If he fails or is charged he runs 2d6 towards nearest table edge (if reaches table edge model is removed from play).

Fear: creatures that cause fear can ignore fear test.

1. Take if charged by a warrior or creature that causes fear. Test when the charge is declared if passed fight as normal, if failed must roll 6's to hit the fear causing model.
2. Take if charging a fear causing model. If failed treat as a failed charge.

Frenzy: Must always charge if models are in charge range, fight with double their attacks score before weapon modifiers. Frenzy models within in charge range are immune to fear. Loses frenzy once knocked down or stunned.

Hatred: When fighting a hated enemy in hand to hand the model gets to reroll misses in the first round of combat.

Stupidity: must be taken at the start of the turn. If passed by rolling 2d6 equal to or lower than leadership value model acts as normal. If failed the model is in hand to hand it will not strike blows nor can the model cast spells. If not in hand to hand combat roll a d6

1-3 models moves forward at half speed stopping 1" away from any enemies. Stops at obstacles but will fall off ledges taking falling damage.

4-6 stands inactive and does nothing.