



THE CAMPAIGN BOOK

The Wyrd Cryer

MMXXVI EDITION

Still published on
the first Angestag
of each Mannslieb

Still 2 groats.



Buchafen hero slain in cowardly ambush

The Orphaned Griphons mourn the death of brave captain Leipthold, veteran of the battle of Buchafen, ambushed and stabbed to death by cowardly mutants. Several assailants felled but no bodies recovered. Read more on page 3.

HERETICAL BANDITS WALK AMONG US.

Foul, unwashed Middenlanders seen peddling bronze head of lord Sigmar in Cutthroat's den. Report the miscreants to the Order of the Silver Hammer.

MEN OF NO LITERACY WANTED

to reclaim the remains of The Gilded Eagles in Hound's Market. Competitive wages. Ladders supplied by G. Hondshoen of the Marienburg Mercantile board.

Got Rats? 10gc / predator
30gc for the litter
find Joanna
in Brigandsburg



DESERTER HANGED

Lone survivor found wandering road out of Eastgate carrying sceptre of count Steinhardt. Sceptre recovered by Altdorf delegation and man hanged for past desertion in IC98.

VILE WITCHES STRIKE AGAIN

The witches of Sigmar's Rock forcefully expel templar expedition led by Solomon Stahl. Allegedly using foul magicks. Expedition regrouping in Sigmar's haven and said to be looking for volunteers. Bring your own torch.

KEEP GETTING LOST?

The streets move at night. Broken Bell Lane now situated westward of Tanner's Alley. Serious adventurers use Elfmade maps. Limited availability. Contact Luthor W in Brigandsburg.



THE CAMPAIGN BOOK

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A WARCRY HACK BY

Johan Markström

ILLUSTRATIONS

 Jacob Müller, Johan Markström,
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Running a campaign

In a Wyrdcry campaign, you command a warband sent into the ruined city of Mordheim in the service of a powerful **faction**. Each faction has their own goals, such as claiming the imperial throne, cleansing the city of corruption - or seeking eternal life - but it all revolves around the same prize: the immensely powerful (yet deeply corruptive) substance known as **Wyrdstone**.

The fighters in your warband are honed by each battle, and with time some of them will earn enough **renown** to become legendary warriors. Others will suffer **lasting injuries**, or simply end up **dead** and forgotten as their bodies are dragged away by the nameless horrors that call Mordheim home.

For each wyrdstone shard delivered to your faction, your warband will earn **favour**, unlocking wealth and other perks. Fresh recruits will replace crippled veterans, donning new and improved weapons and armour. Soon, the warband turns back into the city, eager to risk it all again.

Getting Started

To start a campaign, you need a group of players (at least 2) to agree on a set number of games that you want to run (5 is a good starting point). You should also decide if you want to use any **optional rules** for the campaign.

The Warband Roster

Then, all participating players need a **warband roster**. The roster contains a list of all the fighters in your warband, their equipment, renown and any **heroic talents** or **injuries** they have gained throughout the campaign. The warband roster also keeps track of your warband's **favour** and **faction standing**.

Campaign Battles

With a warband roster ready, you and your opponents may clash in campaign battles using the rules found on page 14 of the rulebook.

Pairings

How players are paired for campaign battles is entirely up to your play group. One common option is a Swiss-style pairing, where winners are matched against other winners. A more relaxed approach is a round robin, where everyone who shows up to your weekend get-together plays each other once.

Alternatively, your group could adopt a challenger system, where the warband with the lowest Reputation chooses its opponent, giving trailing warbands a chance to catch up.

The Aftermath Sequence

At the end of each battle, you and your opponent must go through an Aftermath Sequence, in which you determine if any of your fighters have suffered injuries or been killed. Your fighters will earn renown, and you will have the opportunity to send a search party to explore the city for additional loot.

Campaign Winner

At the end of the campaign the warband with the highest Reputation is the winner. The heroes will want to cash out their hard-earned earnings (before their wyrdlung rot catches up with them) and the henchmen will go on forming other warbands. The cycle of madness will continue for centuries still, and in the end there are no true winners.

Optional Rules

If all players agree, you may decide to enrich your campaign with optional rules:

Hired Swords (page 31) offer warbands access to powerful fighters and mighty wizards that will bolster them in battle.

Underdogs (page 30) will help weaker warbands to catch up, as some warbands will inevitably grow stronger than others.

Warband Name	Faction	Favour	Standing	Reputation	Fighters
Critters Murder-Pack	Clan Eshin	0	Disposable	1	7 / 20

Fighter	M	F	S	A	H	B	Equipment	Notes
Critter Assassin Adept	6"	4	4	0	14	5+	Fighting Claws	Duelist
Cretch Eshin Sorcerer	6"	3	3	0	12	5+	Club Club	
Krulg Black Skaven	6"	4	3	1	14	5+		

Starting your warband

Step 1: Get a warband roster

You may either download a roster or use the warband builder on Wyrdcry.net

Step 2: Select a faction

Wyrdcry.net has a full list of factions containing all of the special rules, fighter profiles and weapons lists unique to that faction.

Step 3: Recruit fighters

Begin recruiting fighters from your faction by paying their recruitment fee, while following these restrictions:

- The total cost of your warband cannot exceed 1000 gold coins.
- Your warband must include at least 3 fighters, and no more fighters than is listed under 'Warband Size' in your faction entry.
- Your warband must include one **LEADER**. No more, and no less.
- If a fighter has a number range listed next to its name, it indicates how many fighters of that type may be included in your warband.

Step 4: Equipment

Purchase equipment for your fighters while following these restrictions:

- You may only purchase weapons and armour listed in the fighter's faction entry, as well as common items from the trading post.
- A fighter may be equipped with up to two melee weapons, one ranged weapon and a suit of armour.
- A fighter can forfeit one melee weapon to wear a shield.
- Any equipment marked with **HERO** may only be equipped by a **HERO**.
- **BEASTS** and **THRALLS** cannot use any equipment other than the weapons listed in their fighter profile.

Step 5: Finishing Touches

The Warband Stash

Any gold coins not spent on fighters and equipment are stored in the **warband stash** and may be used to recruit new fighters and buy new equipment during the campaign.

Renown

Your **LEADER** starts the campaign with 1 point of renown and may immediately select a heroic talent (pg 12). This represents the fighter's experience and notoriety prior to coming to the cursed city.

Favour & Standing

Each warband has a faction standing that represents the relationship between the warband and their faction. The process of earning favour and rising in standing is explained in detail in the aftermath sequence. For now, set your warband's favour to 0 and their standing to 'Disposable'.

Calculate Reputation

Reputation is an indication of how powerful and notorious a warband is, and is primarily used for bragging rights and underdog bonuses. Reputation equals your warband's current favour score plus the total renown of all fighters in the warband.

When you start your warband, Reputation is simply the total sum of renown from all fighters in the warband.



The Aftermath Sequence

At the end of each battle, all players must complete a series of steps referred to as the **aftermath sequence**. It is recommended for both players to do this immediately after the battle has finished.

Step 1: Roll for injuries

In this step, you must roll a dice for each fighter that was taken out of action during the battle and that doesn't have the **HERO** keyword:

- **On a roll of 1:** the fighter dies
- **On a 2-6:** the fighter fully recovers.

Heroes and Injuries

When a **HERO** is taken out of action, they risk suffering a lasting **[injury]** that affects them throughout the campaign. Roll a d66 and apply the corresponding result from the Lasting Injury Table (pg 16).

A Hero can never have more than three **[injuries]**. If they suffer a fourth, they die. If they suffer an **[injury]** they already have, treat that result as a **Flesh Wound** instead.

Death

Whenever a fighter dies, you must remove them from your warband roster. Roll a dice for their equipment; on a 3+, it is recovered and added to your warband stash.

Death of a leader

If your **LEADER** dies or is removed from the warband for any other reason, you must select a **HERO** to gain the **LEADER** keyword. If you do not have any fighters with the **HERO** keyword, you must disband the warband and create a new one.

Step 2: Earn Renown

In this step, you must roll a dice for each fighter in your warband that took part in the battle and that don't have the **BEAST** or **THRALL** keyword. This is called a renown roll. You may add 1 to the roll for each of the following that applies:

- The fighter wasn't taken out of action during the battle.
- The fighter took an enemy fighter out of action during the battle.

On a 6+, the fighter earns a level of **Renown** (pg 11). In addition, you can select 1 fighter in your warband to be **marked for greatness**. Make 2 renown rolls for that fighter, instead of 1.

Step 3: Explore District

In this step, you may form a search party to explore the district. To do so, select up to 5 fighters that were not taken out of action during the battle and that don't have the **BEAST** or **THRALL** keyword.

Then, roll a dice for each fighter in the search party. This is called an **exploration roll**. Some traits, items and encounters will allow you to re-roll or modify the dice results of an exploration roll. However, you may never change dice results of 1.

If the roll resulted in any doubles, triples or quads, your search party ran into an **encounter** during their exploration. A double, triple or quad of 1s is called a **mishap**. If you rolled a mishap, you must resolve it, even if you also rolled other

encounters. If you rolled multiple encounters and none of them is a mishap, you may freely decide which one to resolve.

Doubles

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I should never have led my men into the Von Adalbrecht tomb. It came for Steinhardt first, then young Leopold. All I have left is the night's old bracelet, and I cannot make myself let it go.

FAVOUR & FACTION STANDING

Favour	Standing	Income
0-5	Disposable	100gc + 10gc per shard
6-15	Recognized	140gc + 15gc per shard
16-30	Valued	180gc + 20gc per shard
31+	Favoured	220gc + 25gc per shard

Step 4: Collect Income

In this step, your fighters return to camp and deliver wyrdstone to their faction. This step is broken into 2 sub-steps, which must be completed in order.

4.1: Earn favour

Your warband earns 1 favour for each wyrdstone shard delivered to their faction. If they won the battle, they earn 1 additional favour. If your warband earns enough favour to rise in standing, they do so.

4.2: Collect Income

Collect your income according to the warband’s standing, with a bonus for each Wyrdstone shard delivered in the previous step.

Step 5: Manage Warband

In this step, you may recruit new fighters to your warband while following the same restrictions as when you first built your warband. Your fighters can

be bought new equipment from your faction entry, as well as from the Trading Post, and their old equipment can be swapped around freely or deposited to the warband stash.

Dismissing fighters

Fighters can be dismissed from your warband, and you can deposit their equipment to the warband stash when doing so. If you dismiss your Leader, you must elect a new Leader by following the steps for Death of a leader (pg 8).

Selling equipment

Equipment can be sold for half its listed price, rounded down to the nearest multiple of 5gc (but never for less than 5gc).

For example – a 25gc item sells for 10gc while a 5gc item still sells for 5gc.

Recalculate Reputation

Before ending the aftermath sequence, recalculate your warband’s Reputation (your current favour plus the total renown of all fighters in the warband).

Renown

As fighters gain experience in battle, their skill and notoriety grows. This is represented in the game as **renown**:

- When a **HERO** earns a level of renown, they must **improve a characteristic**. In addition, on every odd level of renown (1st, 3rd, 5th and so on), they must also **select a heroic talent**.
- When a **HENCHMAN** earns a level of renown, they must **improve a characteristic**. **HENCHMEN** can improve each characteristic once.

The Lad's got Talent

When a **HENCHMAN** earns their third level of renown, they are promoted to a **HERO**. They immediately lose the

HENCHMAN keyword and gain the **HERO** keyword instead, and must improve a characteristic and select a heroic talent.

Improve Characteristic

Select one characteristic to improve:

- Add 1 to the fighter's **Move**, **Fight** or **Shoot** characteristics.
- Add 2 to the fighter's **Health** characteristic
- Subtract 1 from the fighter's **Bravery** characteristic

A fighter's characteristics can never be improved beyond their **racial limit** (see the table below).

Keyword	Move	Fight	Shoot	Health	Bravery
HUMAN	6"	6	6	24	3+
SKAVEN	8"	6	6	20	5+
VAMPIRE	8"	8	6	30	2+
GHOUL	6"	6	3	24	4+
DAEMON	8"	8	4	30	2+

Heroic Talents

Heroic Talents are traits, reactions and abilities that Heroes can learn once they have earned enough renown. Whenever a Hero is instructed to select a heroic talent, they must select from one of the following talent groups: **Strength**, **Toughness**, **Agility**, **Perception**, or **Wits**.

A fighter can never have heroic talents from more than two different talent groups.

Legendary Abilities

Each talent group has a *legendary ability* that a fighter can select once they have earned 5 levels of renown. Legendary abilities are unique, and no two fighters in the same warband can have the same legendary ability.

Strength

[Trait] Drillmaster

When earning renown in the aftermath sequence, if this fighter wasn't taken out of action in the battle, you may select an additional **HENCHMAN** to be marked for greatness.

[Trait] Fearsome

This fighter gains the **TERRIFYING** keyword.

[Trait] Maintain Momentum

When this fighter uses the Onslaught ability, it affects each melee attack action they make until the end of their activation, instead of only their next one.

[Trait] Oppressor

Once per battle round, when an enemy fighter makes the Retreat action, this fighter can make the 'Strike Them Down' reaction without having to forfeit an action to do so.

[Trait] Shield Bash

This fighter can use a shield to make off-hand attacks. The attack deals no damage, but if the hit roll scores a hit or critical hit, the target makes a free Retreat action. You get to decide where it goes.

[Trait] Staggering Blows

Whenever this fighter scores a critical hit with a melee attack action, the target cannot use reactions or abilities for the rest of the battle round.

[Trait] Weapon Master

Select a melee weapon type. When making attack actions with weapons of that type, add 1 to its critical damage characteristic.

[Quad] Executioner's Strike

Legendary ability. This fighter makes a free attack action. Increase the Hit Damage and Critical Damage of that attack action by (X/2).

Toughness

[Trait] Second Wind

Each time this fighter is activated, if it is wounded, you can remove D3 damage points allocated to them.

[Trait] Nine Lives

When rolling for permanent injuries, this fighter can re-roll the first result of 11-12. The second result stands.

[Trait] Tough as Nails

Increase this fighter's Health characteristic by 4.

[Trait] Bulwark

When equipped with a shield, friendly fighters within 1" of this fighter are considered to be in cover.

[Reaction] Endure

A fighter can make this reaction after they are targeted by an attack action but before the hit rolls are made. Subtract 1 from the damage points allocated by each hit and critical hit (to a minimum of 1) from that attack action.

[Double] Bodyguard

Select a friendly **HERO** within 1" of this fighter. Until the end of the battle round, while that **HERO** remains within 1" of this fighter, they cannot be targeted by attack actions.

[Quad] Indomitable

Legendary ability. A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Remove up to 10 damage points allocated to this fighter.

Agility

[Trait] Acrobatic

This fighter can end Retreat actions within 1" of enemy fighters.

[Trait] Duelist

Once per battle round, this fighter can make the 'Counter' reaction without having to forfeit an action to do so.

[Trait] Infiltrator

When this fighter is deployed to the battlefield, it may immediately make a free move action, as long as it ends that move action more than 6" from enemy fighters.

[Trait] Stealthy

When this fighter is targeted by a ranged attack action, it is considered to be in cover if it is more than 6" away from the attacking fighter.

[Trait] Wall-Runner

When this fighter makes the Move action, they may ignore the first 3" moved vertically when climbing or falling.

[Reaction] Step-Aside

A fighter can make this reaction after they are targeted by a melee attack action but before any hit rolls are made. Roll 1 dice for each successful hit. On a 4+, that hit counts as a miss and is discarded.

[Double] Disengage

A fighter can only use this ability if they are within 1" of an enemy fighter. This fighter makes a free Retreat action.

[Quad] Rain of Blows

Legendary ability. Add 3 to the Attacks characteristic of melee attack actions made by this fighter until the end of their activation.

Perception

[Trait] Eagle Eyes

When making an attack action using a bow, crossbow or handgun, this fighter may ignore the maximum range of the weapon, but if they do, they must subtract 1 from their Shoot characteristic.

[Trait] Reckless

This fighter may target enemy fighters within 1" of friendly fighters with ranged attack actions. If they do, after making the hit rolls, roll a dice. On a 1, allocate the damage to one of the friendly fighters instead of the target.

[Trait] Rapid Reload

At the end of each battle round, you may reload one of this fighter's weapons with the Reload special rule.

[Trait] Scout

After making an exploration roll in the aftermath sequence, if the bearer is in the search party, you may resolve two encounters instead of one, even if one of the encounters is a mishap.

[Trait] Surgical Precision

This fighter's weapons gain the **Piercing 1** weapon rule.

[Trait] Trick Shot

When this fighter makes the ranged attack action, the target does not count as being in cover.

[Reaction] Patient Hunter

Once per battle round, when an enemy fighter ends a move action visible to this fighter, this fighter can target that enemy fighter with a free ranged attack action. For that attack action, subtract 1 from this fighter's Shoot characteristic.

[Quad] Killing Shot

Legendary ability. For this fighter's next ranged attack action, add (X/2) to its Shoot, Hit Damage and Critical Damage characteristics.

Wits

[Trait] Bootlicker

When collecting income in the aftermath sequence, if this fighter was not taken out of action, your warband earns 1 additional favour.

[Trait] Charismatic

Once per battle, this fighter can use the 'Inspiring Presence' ability without needing or spending ability dice to do so.

[Trait] Master Tactician

LEADER only. When seizing the initiative in the initiative phase, if there is a tie, do not roll off. Instead the player controlling this fighter chooses which tied player has the initiative. If multiple warbands have this talent, the players of those warbands roll off, and the winner chooses which tied player has the initiative.

[Trait] Well-Connected

Once per battle when recruiting a **HIRED SWORD**, roll a dice. On a 4+, you may reduce the hiring fee by 50% (rounding up).

[Reaction] Fall Back!

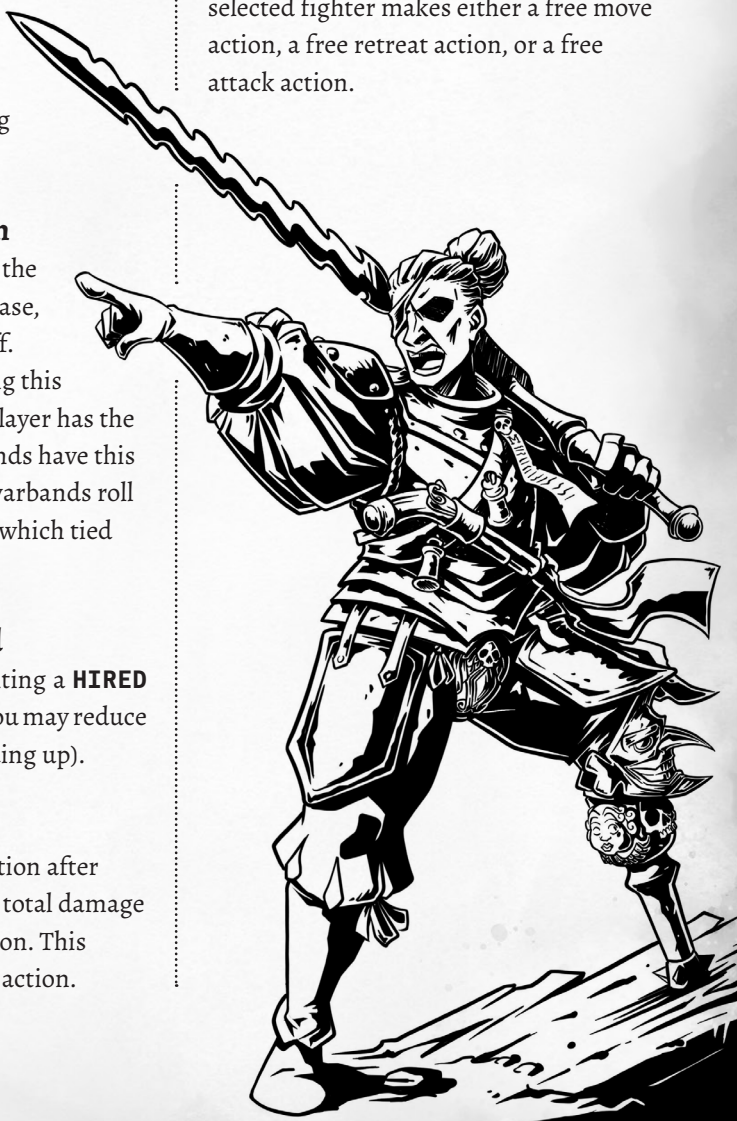
A fighter can make this reaction after they have been allocated the total damage points by a melee attack action. This fighter makes a free Retreat action.

[Triple] Warcry

Select each friendly fighter within 6" of this fighter. Those fighters are no longer panicked, and do not have to take Bravery tests until the end of the battle round.

[Quad] Coordinated Assault

Legendary ability. Select 3 friendly **HENCHMEN** within 6" of this fighter. Each selected fighter makes either a free move action, a free retreat action, or a free attack action.



Lasting Injuries

D66	Result
11	Dead: The fighter is killed instantly.
12-14	Deep Wound: The fighter will die unless you take them to a surgeon. In step 5 of the Aftermath Sequence (manage warband), you may remove 15gc from the warband stash to roll a dice: - On a 1-2, the fighter dies (but you retain their equipment!). - On a 3+, the fighter survives.
15-16	Infection: The fighter survives but will miss the next battle.
21	[Injury] Wyrdlung Rot: This fighter can only make one Move action per battle round.
22	[Injury] Crippled leg: Subtract 1 from this fighter's Move characteristic.
23	[Injury] Damaged sword arm: Subtract 1 from this fighter's Fight characteristic.
24	[Injury] Devastated eye: Subtract 1 from this fighter's Shoot characteristic.
25	[Injury] Festering wound: Subtract 4 from this fighter's Health characteristic. If this results in a Health characteristic of 0, they die.
26	[Injury] Nervous tick: Add 1 to this fighter's Bravery characteristic.

D66	Result
31	[Injury] Stupidity: Unless activated within 3" of a visible friendly HERO or enemy fighter, roll a die. On a 1-4, this fighter makes a Wait action. On a 5+, this fighter may activate as normal.
32	[Injury] Hallucinations: To this fighter, all enemy fighters are TERRIFYING .
33	[Injury] Claustrophobia: When this fighter is activated or ends a move action underneath a platform, it must pass a Bravery test or become panicked.
34	[Injury] Alcoholic: This fighter cannot make reactions.
35	[Injury] Sticky Fingers: Before collecting income in the aftermath sequence, roll a dice. On a 1-3: reduce the amount of Wyrdstone Shards delivered to your faction by 1 (to a minimum of 0).
36	[Injury] Paranoia: This fighter counts as panicked while within 1" of friendly fighters.
41-56	Flesh wound: The fighter suffers no lasting effects.
61	Robbed: All equipment carried by this fighter are lost.
62	Captured: The fighter is captured by your opponent's warband. You must offer your opponent half of the fighter's recruitment cost, or concede 1 wyrdstone shard to get them back.
63	Hardened: Improve this fighter's Bravery characteristic by 1.
64	[Trait] Hatred (fighter): This fighter hates the enemy fighter that took them out of action, and may add 1 to their Fight and Shoot characteristics when making attack actions targeting that enemy fighter.
65	[Trait] Horrible scars: This fighter gains the TERRIFYING keyword.
66	Against all odds: This fighter earns a level of Renown.

Encounters

DOUBLES

11: Mugged

A fighter strays too far from the party, drawn by the glint of myrdrstone. As they close their fingers around the shard, ragged wretches spill from the shadows.

Mishap. Select a fighter from your search party and roll a d6. Add 1 to the result if the fighter is a **HERO**:

- **On a 1-3:** Make an injury roll for the fighter.
- **On a 4+:** The fighter beats back the attackers. Gain 1 Wyrdstone Shard.

22: Mad Prophet

A rambling lunatic stumbles through the ruins. His eyes are scorched pits and his skin is marked by gashes and old burns. As he encounters your fighters, he stops and grins. Then he bestows upon them a prophecy.

Roll a dice:

- **On a 1-3:** In your next battle, improve the Bravery characteristic of all fighters in your warband by 1.
- **On a 4-6:** In your next battle, worsen the Bravery characteristic of all fighters in your warband by 1.

33: Tower

Somehow, a few towers still remain standing, albeit leaning at strange angles. A fighter brave enough to climb them might glimpse the sprawl of the city.

In your next exploration phase, after making the exploration roll, you may change 1 dice result to a value of your choice.

44: General Store

The storefront has been thoroughly ransacked. Even so, there are still some valuables mingled in with the rubble.

Roll once on the lesser loot table.

55: Shrine

Your fighters stumble upon a crude shrine in the ruins. It might've once honored Sigmar, or something far more sinister.

Your fighters may loot the shrine for 10 gold coin, or pray at the shrine to begin the next battle with one additional Wyrd Dice.

66: Overturned Cart

Stuck in a ruined gateway is an overturned wagon. A tarnished family crest can be seen on its side. Whoever tried to flee the city in it didn't get far.

Roll twice on the lesser loot table.

TRIPLES

111: Strange Effigy

Ignoring the warnings of his comrades, one of your warriors kneels beside a strange bone effigy half-buried in the ruins.

Mishap. Your opponent must select a fighter from your search party. Then, roll a dice:

- **On a 1-3:** The fighter catches a glimpse of the being in the Pit and gains Hallucinations (see lasting injuries).
 - **On a 4-6:** Add a lucky charm to your warband stash.
-

222: Cackling Charlatan

Your fighters are approached by a gaunt figure burdened by a towering pack clattering with bottles, bones and rusted tools. The vial he procures swirls with something foul, yet his eyes shine with encouragement.

You may dismiss the charlatan, or spend 10 gold coin to buy the concoction. If you do, select a **HERO** in your warband with a lasting [injury], and roll a dice:

- **On a 1:** Make an injury roll for the fighter, treating results of **Robbed** or **Captured** as a **Flesh wound**.
- **On a 2-3:** The concoction has no discernible effect-
- **On a 4+:** Remove one [injury] from the fighter.

333: Crashed Whale

A smoking carcass lies half-embedded in a collapsed chapel, its bulk split open like a rotted ship.

Roll twice on the lesser loot table.

444: Lone Survivor

A lone fighter emerges from the shadows, limping. Whatever warband they belonged to is gone, just one of many others that have succumbed to the cursed city.

You may add a **HENCHMAN** to your warband with a recruitment cost of less than 60 gold coin. The fighter has a Move characteristic of 3.

555: Courier

The search party stumbles upon a still-warm corpse, a chipped dagger jutting from its back. Searching the body, they find documents of a sensitive nature.

The courier carried sensitive information. You may sell it to a broker for 30 gold coin, or report it to your faction for 2 Favour.

666: Treasure Hunters

Low voices echo from a nearby alley, where two treasure hunters crouch over a stained map of the city.

Select a fighter from your search party and roll a dice. Add 1 to the result if the fighter is a **HERO**:

- **On a 1-2:** Make an injury roll for your fighter.
- **On a 3+:** The fighter earns one level of Renown. Then, roll once on the greater loot table.

QUADS

1111: The Cursed Cavalcade

One of your fighters drifts forward, eyes blank, lured by a thin, wavering tune at the head of a procession of mutants, slack-jawed fools, and masked strangers draped in tattered cloth.

Mishap. Either select a **HERO** from your search party, or have your opponent select a **HENCHMAN**. That fighter must pass a Bravery test, or mindlessly join the procession, never to be seen again (remove the fighter from your warband).

2222: Derelict Mansion

You find a fine house which is partially ruined. It has been thoroughly ransacked and all the furniture has been stripped of its fine fabrics.

Roll once on the greater loot table.

3333: To the Rescue

Your search party steps in to aid an outnumbered warrior. As the last foe falls, they swear that the debt will be repaid.

In your next battle, you may recruit a **HIRED SWORD** without paying their recruitment fee.

4444: Wyrdstone Cluster

The ground buckles inward, and the impact site is surrounded by scorched glass and twisted stone. The wyrdstone cries for those who draw near, but nothing that enters leaves unchanged.

Select a fighter from the search party and roll 4d6.

- **For each roll of 1:** subtract 2 from that fighter's Health characteristic.
 - **For each roll of 4+:** gain 1 Wyrdstone Shard.
-

5555: Slaughtered Warband

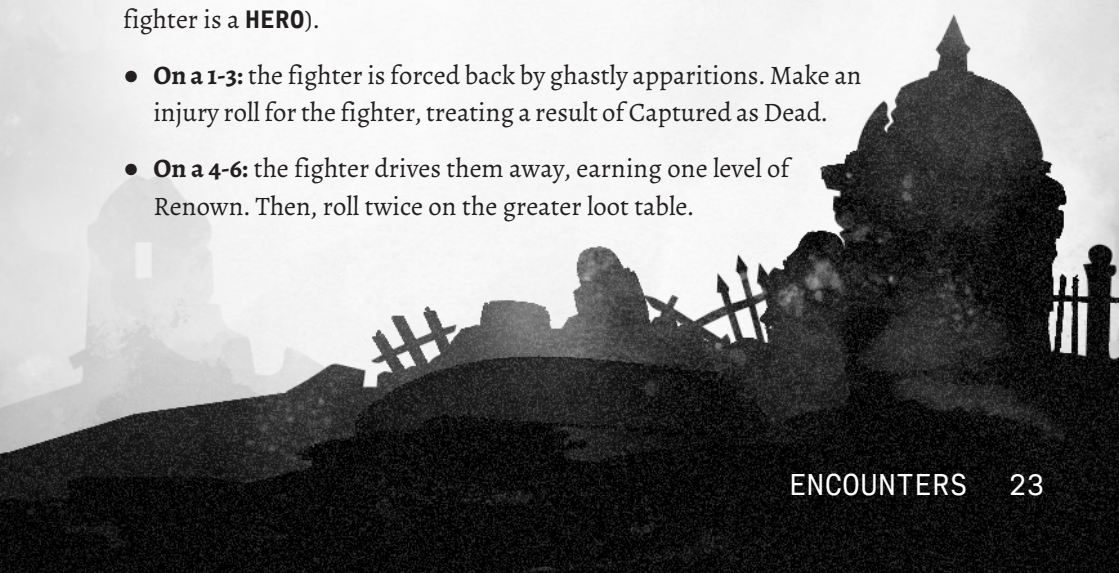
Whatever hit them struck fast and without mercy. Bodies have been flung and crushed and armour torn like paper. There are no signs of the attacker.

Roll twice on the lesser loot table, and once on the greater loot table.

6666: Family Tomb

The crypt's iron gate hangs open, and from somewhere deep below, your fighters can hear the wet rasping of unspeakable horrors.

Select a fighter from your search party and roll a d6 (add 1 to the roll if the fighter is a **HERO**).

- **On a 1-3:** the fighter is forced back by ghastly apparitions. Make an injury roll for the fighter, treating a result of Captured as Dead.
 - **On a 4-6:** the fighter drives them away, earning one level of Renown. Then, roll twice on the greater loot table.
- 

LESSER LOOT TABLE

2D6	Result
2	Some lint and 1 gold coin .
3	A set of dice, carved from human bones. Counts as a lucky charm .
4	Bejewelled Dagger . Can be sold for 15gc.
5	Ornate Key . Can be discarded after making an exploration roll to modify the value of an exploration die.
6	Rusty Ostlander Sword , notched from use.
7	Sack of teeth. The fillings can be sold for d3x10 gold coins .
8	Waxed parchment map, half burned away. Find another to make a Mordheim Map .
9	A battered Cuirass. With a little elbow grease, it'll count as light armour .
10	A Wyrdstone Shard , ice cold to the touch.
11	Noble Signet Ring . Can be handed over to your faction for 1 Favour or sold for 20gc.
12	Rare find. Roll once on the Greater Loot Table.

GREATER LOOT TABLE

D6	Result
1	An iron lockbox containing D3 Wyrdstone Shards
2	Old Dueling Pistol
3	A dusty old Grimoire
4	D3+1 vials of Crimson Shade
5	Holy Relic
6	Magical Item . Roll a d6 to determine which one.

Magic Items

During a campaign, your warband may obtain **magical items** that your fighters can bear in battle, typically by **exploring districts** or by stealing them from enemy fighters.

Each magical item is unique — only one of each exists in the entire campaign. If you roll to determine which magical item you've found and the result is an item in another warband's possession, re-roll until you obtain one that isn't.

When you obtain a magical item, you may select a fighter to equip it or store

it in your warband stash. A fighter can only ever be equipped with one magical item, and should they be taken out of action, you must roll a d6 at the end of the battle. On a 4+, it has been stolen by the opposing warband.

Finally, magical items are invaluable, and bringing them to the black market would likely cause a riot. They cannot be sold, and for each magical item in your warband's possession, you must increase your reputation by 5.

The Skitterflute



This bone pipe reeks of the sewers, yet its notes carry a soundless tune that the vermin cannot resist.

Once per battle, the bearer may use the Gnawdoom magical ability without spending the ability dice to do so. Treat the ability value as 6.

The Sceptre of Count Steinhardt



This gilded and grotesque sceptre enforced count Steinhardt's rule long before anyone dared to ask what he worshipped in the cellars beneath his palace.

Counts as a Master-Wrought Club. If a melee attack action made by the bearer scores any critical hits, roll a dice. On a 4+, allocate 4 additional damage points to the target.



The Phylactery of Cassandra

Wearers struck down vanish in a flash of white light, only to reappear unharmed moments later.

Cannot be equipped by **VAMPIRES** or **DAEMONS**. Once per battle, when the bearer is the target of an attack action, when the totalled damage is enough to take the bearer out of action, roll a dice. On a 3+, the bearer is not taken out of action, and any damage points that remain to be allocated to the bearer are discarded.

The Rope of Pieter



Twisted from shreds of old state banners, this rope stirs as though it has a will of its own, lengthening and coiling tight again at a whispered word.

Counts as a Rope and Hook. The bearer counts as flying in the first move action they make each battle round.



Von Adelbrecht's Compass

A cracked shard of wyrdstone suspended in a rusted frame. It seems to guide the bearer toward concentrations of lingering spirits.

When the bearer is selected to explore a district, you may roll one additional exploration dice.



Grimoire of the Howling Choir

This grimoire is bound in scorched skin, and holds no spells but the sound of that fateful night when the comet struck. Open it, and the city screams again.

The bearer can open or close the grimoire as a free action. While opened, no fighter within 6" of the bearer (including the bearer) can use reactions or abilities.

The Trading Post

The trading post offers warbands special equipment apart from that in their faction entry, and can be visited during the 'Manage Warbands' step of the Aftermath Sequence. The items at the trading post are available to all factions, and can be purchased freely by both **HENCHMEN** and **HEROES** (although they can only equip one of each item).

Rare Items

Rare items (symbolized with a crow's skull ☠) are hard to find and usually require knowing the right person or carrying a big purse (usually both). All other items are considered to be **common**.

To find a rare item, you must make a **rarity roll**: first select a **HERO** and declare what rare item they are looking for, and then roll a dice.

- On a 6+, the **HERO** has successfully found the item and may buy it for the listed gold cost. If the item is listed as Single Use, roll a d3 to see how many items are available.

- You may send additional **HEROES** to assist looking for the item. For each **HERO** beyond the first, you may add 1 to the rarity roll.
- A **HERO** can look for, or assist in looking for one rare item per Aftermath Sequence.
- A roll of 1 always results in a failure.

Single-Use Items

Some items, such as drugs and poisons, are listed as 'Single-Use'. Each item states when it can be used and its effects resolved, after which it is discarded and removed from your warband roster.

Miscellaneous

Lantern (10gc)

Subtract 1 from the Bravery characteristic of friendly fighters within 3" of this fighter. However, enemy fighters may add 1 to their Shoot characteristic when targeting this fighter with ranged attack actions.

Rope and Hook (10gc)

When the bearer climbs, they count as climbing a ladder. When climbing down, count only half of the vertical distance moved toward the fighter's Move characteristic (rounding up).

Elven Cloak (50gc)

When this fighter is targeted by a ranged attack action, it is considered to be in cover if it is more than 6" away from the attacking fighter.

Master-Wrought Weapon (+100gc)

Purchase a weapon from the fighter's faction entry, and increase its gold coin cost by 100 gold coin. Then, add 1 to its hit damage and critical damage characteristics.

Mordheim Map (80gc)

When this fighter's search party is deployed to the battlefield, each fighter in it can make a free Move action.

Holy/Unholy Relic (60gc)

If the bearer is included in your warband, you begin each battle with 1 additional Wyrd dice.

Grimoire (60gc)

If the bearer is a **WIZARD**, they may use one additional magical ability from the list in their fighter profile.

Wyrdstone Pendulum (20gc)

After making an exploration roll in the aftermath sequence, if the bearer is in the search party, you may add or subtract 1 from one dice result.



Single Use

Blessed Water (5gc)

The bearer may use this item on one of their weapons as a free action. Until the end of the battle, that weapon gains the **blessed** weapon rule.

Crimson Shade (15gc)

The bearer may use this item as a free action. If they do, add 1 to their Move and Fight characteristics until the end of the battle. Then, in the aftermath sequence, roll a dice. On a 1-2, the fighter gains the 'Sticky Fingers' lasting injury.

Hunting Arrows (10gc)

The bearer may use this item on one of their ranged weapons as a free action. Until the end of the battle, that weapon gains the **piercing 1** weapon rule.

Lucky Charm (15gc)

The bearer may use this item when targeted by an attack action, after the hit rolls have been made, to turn one critical hit into a hit.

Mad Cap Mushrooms (15gc)

The bearer may use this item as a free action. Add 3 to this fighter's Fight characteristic until the end of the battle. It also gains the 'Stupidity' injury for the duration of the battle.

Superior Blackpowder (15gc)

The bearer may use this item as a free action. Until the end of the battle, remove the blackpowder special rule from all equipped blackpowder weapons.

☠ Dark Venom (15gc)

The bearer may use this item on one of their weapons as a free action. Until the end of the battle, that weapon gains the **poisoned** weapon rule.

☠ Familiar (30gc)

A **WIZARD** may use this item to ignore the effects of a single roll on the magical calamity table. Declare this after making the roll but before resolving its effects.

☠ Healing Draught (20gc)

The bearer may use this item as a free action to immediately use the 'Respite' ability without needing or spending ability dice to do so.



Underdogs

Over the course of a campaign, some warbands will inevitably grow stronger than others. Whether through luck or skill they will have acquired better equipment and more fighters, and while there's always a chance that a weaker warband might prevail against such a foe, the wisest choice might often be to find easier prey.

But the factions demand a steady supply of wyrdstone, and will utilise their entire network of saboteurs, informants, indebted sellswords and smugglers to tip the scales and ensure a steady stream of wyrdstone out of the city of the damned.

Determining the Underdog

The **underdog** is determined in step 3 of starting a battle by comparing the reputation of both warbands. If one warband has at least 5 fewer Reputation than the other, it is the underdog.

Underdog Bonus

For each 5-point difference in reputation, the underdog gets to select a bonus from the list below. Each bonus can be selected once.

- **Informants:** Before the first battle round, each fighter in your warband can make a free action.
- **Calling in a debt:** You may recruit a **HIRED SWORD** without paying its listed recruitment fee.
- **Saboteurs:** Select one fighter in the enemy warband without the **LEADER** keyword. That fighter misses the battle.
- **Bounty:** When collecting income in the aftermath sequence, you may consider your standing to be one level higher.

In addition, in the aftermath sequence, all fighters in the Underdog warband may add 1 to their renown rolls.

OPTIONAL RULE

Hired Swords

Hired Swords are travelling adventurers who wander between the settlements surrounding Mordheim to sell their services to the highest bidder.

Recruiting Hired Swords

Hired Swords may be recruited in step 3 of setting up a battle, after the underdog has been determined, but before the warbands have been divided into search parties. Starting with the warband with the highest Reputation, each warband may recruit Hired Swords by paying their listed recruitment fee.

The Hired Swords are not added to the warband roster and do not count towards a warband's size limit, and at the end of the battle, they leave the warband.

Faction Restrictions

Many Hired Swords are picky about their employer and have a list of factions that they will fight for listed in their fighter profile.

During the battle

A Hired Sword considers all fighters in the warband that recruited them to be friendly fighters, and all other fighters on the battlefield to be enemy fighters. Hired Swords do not count when determining whether a warband is wavering and are simply removed from the battlefield when taken out of action.

More Hired Swords

The selection of Hired Swords in this book is just a sample of all hired swords available for hire. **You can find the extended list on Wyrdcry.net.**

Elf Ranger 50gc / battle

Elf rangers work as scouts and spies beyond the borders of the high elf realms, tracking targets of interest and eliminating them where possible. As hired swords, they offer little in camaraderie, but plenty in murderous efficiency.

Move	Fight	Shoot	Armour	Health	Bravery
6"	4	5	0	10	3+
ELF HIRED SWORDS HERO					

Weapons	Range	Attacks	Damage	Special
Sword	1"	3	2/3	Parry
Elven Bow	1-18"	2	2/4	-

[Trait] Fleet of foot

Once per activation, this fighter can make a free move action.

[Trait] Unerring aim

Once per battle round, when this fighter makes a ranged attack action with a Bow or Elven Bow and hasn't made a move action yet in their activation, the weapon gains the Piercing 1 special rule.

[Double] Disengage

A fighter can only use this ability if they are within 1" of an enemy fighter. This fighter makes a free Retreat action.

.....
RECRUITABLE BY: MERCENARIES, SISTERS OF SIGMAR,
WITCH HUNTERS



Freelance Knight 50gc / battle

Freelancers, or “robber knights,” are fallen nobles with little to their name but their weapons and armour. Drunk and bitter, they haunt the surrounding settlements for work, caring more for coin than honour.

Move	Fight	Shoot	Armour	Health	Bravery
4"	4	3	3	14	3+
HUMAN HIRED SWORDS HERO					

Weapons	Range	Attacks	Damage	Special
Sword	1"	3	2/3	Parry

Other Equipment
Heavy Armour, Shield

[Trait] Duelist

Once per battle round, this fighter can make the ‘Counter’ reaction without having to forfeit an action to do so.

[Double] Heckle

Select (X/2) enemy fighters that are within 6" of this fighter. Until the end of the battle round, when making attack actions, those fighters must subtract 3 from their Fight and Shoot characteristics, unless those attack actions target this fighter.

RECRUITABLE BY: MERCENARIES, SISTERS OF SIGMAR, WITCH HUNTERS

Necromancer..... 50gc / battle

Necromancers are evil wizards who have mastered the corrupt art of Necromancy. Many have fled to Mordheim to practice their dark art freely and without interference from the Templars of Sigmar.

Move	Fight	Shoot	Armour	Health	Bravery
5"	3	3	0	12	4+
HUMAN HIRED SWORDS HERO, WIZARD					

Weapons	Range	Attacks	Damage	Special
Staff	1"	3	2/3	-

[Double] Raise Dead

Set up a new Zombie (see the Undead faction entry) wholly within 3" of this fighter, on a platform or the battlefield floor. That Zombie is considered to be a friendly fighter, and can be activated as normal in this battle round. It has (X) health remaining. Raised Zombies are not added to the warband roster and crumble to dust at the end of the battle (or if the Necromancer is taken out of action).

[Triple] Transference

Select a fighter within 12" of this fighter and roll a d6. On a 3+, allocate up to (X) damage points to that fighter, and then remove the same amount of damage points from a friendly **THRALL** within 3" of this fighter.

[Triple] Vanhel's Danse Macabre

Select up to (X) **THRALLS** within 6" of this fighter. Add 1 to their Move characteristic and 1 to the Attacks characteristic of their melee attack actions until the end of the battle round.

.....
RECRUITABLE BY: MERCENARIES, POSSESSED, UNDEAD

Ogre Bodyguard.....70gc / battle

A warband backed up by an Ogre makes a fearsome enemy, since Ogres are extremely dangerous fighters and a terrifying sight to behold when enraged.

Move	Fight	Shoot	Armour	Health	Bravery
5"	5	3	1	18	4+
OGRE HIRED SWORDS HERO					

Weapons	Range	Attacks	Damage	Special
Ogre Weapon	1"	3	3/5	Parry, Piercing 1

[Reaction] Bodyguard

A fighter can make this reaction when a friendly **HERO** within 1" is targeted by an attack action. That attack action targets this fighter instead.

[Double] Whack

After this fighter's next melee attack action, if any damage was allocated to the target, it makes a free retreat action. You get to decide where it goes. For that retreat action the target may fly, however it cannot move vertically upwards more than 2" when doing so. Allocate (X/2) damage points to the target if it is touching an obstacle or another fighter at the end of the retreat action.

.....
RECRUITABLE BY: MERCENARIES, POSSESSED, UNDEAD, WITCH HUNTERS,
SISTERS OF SIGMAR

Rat Ogre 90gc / battle

Rat Ogres are lethal but stupid killing machines, whose small brains are singularly devoted to the pursuit of fighting and tearing their enemies apart.

Move	Fight	Shoot	Armour	Health	Bravery
6"	4	3	0	20	5+
SKAVEN HIRED SWORDS BEAST, TERRIFYING					

Weapons	Range	Attacks	Damage	Special
Sheer Brutality	1"	4	3/4	Brutal

[Trait] Stupidity

Unless activated within 3" of a visible friendly **HERO** or enemy fighter, roll a dice. On a 1-4, this fighter makes a Wait action. On a 5+, this fighter may activate as normal.

[Double] Bounding Leaps

A fighter can only use this ability if there is a visible enemy fighter within 6" of them. This fighter makes a free move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.

[Triple] Savage Mauling

This fighter makes a free melee attack action. Then, you may remove the target of that attack action from the battlefield, and place it back anywhere within 1" of this fighter.

.....
RECRUITABLE BY: CLAN ESHIN

Troll Slayer 50gc / battle

Troll Slayers are members of a morbid Dwarf cult, sworn to atone for some unforgivable shame. With flame-red hair and ritualistic tattoos, they roam in search of the deadliest monsters, seeking redemption in glorious battle.

Move	Fight	Shoot	Armour	Health	Bravery
4"	6	3	0	16	3+
DWARF HIRED SWORDS HERO					

Weapons	Range	Attacks	Damage	Special
Dwarven Axes	1"	4	2/4	Parry, Piercing 1
Thrown Axe	6"	2	2/4	One-use Piercing 1

[Trait] Indomitable

Each time this fighter is activated, if it is wounded, you can remove D3 damage points allocated to them.

[Reaction] Slayer Oath

When this fighter is allocated enough damage to take them out of action, before it is removed from the battlefield, this fighter makes a free attack action.

.....
RECRUITABLE BY: MERCENARIES, WITCH HUNTERS,
SISTERS OF SIGMAR



Warrior Priest..... 50gc / battle

The Warrior-Priests of Sigmar stride into battle with fire burning in their eyes, chanting aloud the Deus Sigmar, the praise of the patron god of the Empire.

Move	Fight	Shoot	Armour	Health	Bravery
4"	5	3	3	14	3+
HUMAN HIRED SWORDS HERO					

Weapons	Range	Attacks	Damage	Special
Great Weapon	1"	3	3/4	Brutal, Piercing 2

Other Equipment
Heavy Armour

[Trait] Incessant Chanting

Subtract 1 from the Bravery characteristic of all visible friendly fighters within 3" of this fighter.

[Reaction] Denounce

A fighter may use this reaction when a visible **WIZARD** uses a magical ability. Roll a d6: if the result is higher than this fighter's Bravery characteristic, the ability is cancelled and the ability dice are discarded.

[Triple] Hammer of Sigmar

Until the end of this fighter's activation, add 1 to the Hit Damage and Critical Damage characteristics of their weapon. In addition, the weapon gains the **bless**ed weapon rule.

RECRUITABLE BY: MERCENARIES, WITCH HUNTERS

Warlock 50gc / battle

Witchcraft is a crime in the Empire, but that doesn't stop magicians from finding employ with wealthy patrons. In Mordheim they barter their perilous craft for wyrdstone and a chance to uncover magical items lost in the ruins.

Move	Fight	Shoot	Armour	Health	Bravery
5"	3	3	0	12	4+
HUMAN HIRED SWORDS HERO, WIZARD					

Weapons	Range	Attacks	Damage	Special
Sword	1"	3	2/3	Parry

[Double] Wither

Magical ability. Select a visible enemy fighter within 12" of this fighter. Subtract (X/2) from that fighter's Move, Fight and Shoot characteristics until the end of the battle round.

[Triple] Flight of Zimmerman

Magical ability. This fighter makes a free move action, and for that move action, they count as flying. However, while flying, they cannot move vertically upwards more than (X)".

[Triple] Fires of U'Zhul

Magical ability. Select an enemy fighter within 12" of this fighter to be the target and roll (X) dice. For each roll of 3+, allocate 2 damage points to the target. For each roll of 6, allocate 2 damage points to all fighters within 2" (and visible to) the target.

RECRUITABLE BY: ANYONE

Saved

Quad

Triple

Triple

Double

Double

Double

Double

Double

Double

Triple

Triple

Quad

Saved