



## Corrupted Characters

The power of Chaos corrupts the body and the mind. Its manifestation can be attributed to any number of sources. While most wizards close guard such heretic knowledge, a few respectable practitioners covertly support pioneering physicians in the practice of forbidden procedures on the afflicted. Although these illicit operations have been known to successfully remove the taint in certain cases, the only fool proof way to eliminate the affliction is to send the warp-touched to the pyre. Righteous representatives from the Church of Sigmar continue to purge corruption from the city streets using the traditional technique. Regardless of the Witch Hunter's divine authority, cult networks promoting daemon worship have infiltrated society on every level and mutation still runs rife throughout the Old World.

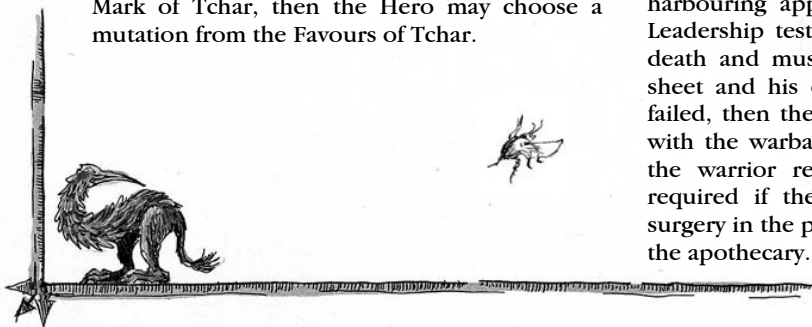
If not cautiously contained then magical devices concocted from wyrdstone and the raw shards themselves pose the same threat. Beasts of Chaos prowl the forests of the Drakwald, soiling and polluting farmsteads. Whenever the dark tide of Chaos touches the fertile borders of the northernmost of provinces then follows change.

### Gifted Servants

Mutation is treated as a sign of favour by the servants of Chaos. Heroes from the following warbands are subject to the following rules: Cult of the Possessed, Carnival of Chaos, Beastmen Raiders, Norse and Marauders of Chaos. Hired Swords associating themselves with any of these warbands can also be affected as follows because they unwittingly serve the Ruinous Powers!

If a double is rolled on an Advance roll that would result in the Hero or Hired Sword receiving a new skill, then the model has impressed his patron! Instead of choosing a new skill the Hero may buy one mutation instead. In addition to mutations, a dedicated servant of darkness might be awarded a gift by one of the four prime Gods of Chaos. If any member of the warband has a mark of Chaos then the Hero may choose to buy a gift instead of a mutation.

For instance, if a warrior in the warband has the Mark of Tchar, then the Hero may choose a mutation from the Favours of Tchar.



Heroes from a Carnival of Chaos warband may only choose Blessings of Nurgle. Marauders of Chaos warbands must always adhere to the strictures applied by the *Eye of the Gods* special rule from the Border Town Burning supplement.

After every battle the warband has fought in the Northern Wastes territory (see the Border Town Burning supplement), whenever an Advance roll results in one of the warband's Heroes or Hired Swords receiving a new skill, then the warrior may buy one mutation instead (ie. no double is required). If a double is rolled however, then the model must purchase a mutation as soon as possible!

### Abominations

The following rules apply when all other warbands have been fighting another warband in the Northern Wastes territory.

All players make Advance rolls straight after the battle as usual. If a double is rolled on an Advance roll that would normally result in the Hero or Hired Sword receiving a new skill, then the corrupting influence of Chaos has caused the model to become a mutant! Instead of choosing a new skill the Hero receives a mutation instead. Roll on the Random Mutation Chart. Ignore any costs associated when applying the mutation.

Any member of a Witch Hunter or Sisters of Sigmar warband that receives a mutation is immediately purged of the taint by his fanatical brethren using sword and flame! Remove the Hero from the roster, his equipment is lost.

Skaven, Chaos Dwarfs and Dark Elves have a reverence for all things twisted and corrupted by Chaos. As a consequence of mutation, any other Hero can usually expect to be cast out from his group by his suspicious peers when word gets around. After a warrior becomes a mutant, the warband leader typically uncovers the truth and wrestles with his conscience to decide whether the infected individual should be drummed out of the warband. Before the start of the next battle take a Leadership test using the characteristic of the warband leader to determine the mutant's fate. For each mutant the warband is already harbouring apply +1 to the Leadership test. If the Leadership test is passed, then the mutant is put to death and must be struck from the warband roster sheet and his equipment is discarded. If the test is failed, then the shamed warrior is allowed to remain with the warband. No further test is required unless the warrior receives another mutation. No test is required if the mutant has successfully undergone surgery in the post battle sequence by making a visit to the apothecary.

A treatise on the warp-touched by playwright, street performer and suspected werecreature **Stuart Cresswell** including his reinterpretation on the unscrupulous works of notorious scribe **Daniel Carlson**.



## Random mutation chart (roll D66)

### 11 Moronic

The mutant's mind shrivels. The mutant is now subject to *stupidity*.

### 12 Emaciated Appearance

The mutant becomes a matchstick figure, sickly thin and bony. Divide its Toughness in half, rounding up.

### 13 Shrink

The warrior's body becomes hunched and shrunken. Reduce the mutant's Movement and Initiative by -1.

### 14 Warty Skin

The mutant is covered in repellent warts changing the mutant's outward appearance to be most unpleasant. The warrior suffers -1 when rolling to find rare items.

### 15 Brightly Patterned Skin

The mutant's skin becomes brightly coloured with contrasting patterns, making it difficult to hide. Unless the mutant is wearing a cloak, enemy models can spot the warrior's skin using twice their Initiative in inches.

### 16 Furry

The mutant grows a covering of long, dense fur. The warrior is immune to the following special rules from *Bitter Cold* weather: *Deep Snow* and *Chilling Cold*.

### 21 Skull Face

The flesh of the mutant's face dissolves, leaving a skull. The mutant now causes *fear*.

### 22 Eye Stalks

The mutant has stalked eyes similar to a crab. The mutant now causes *fear*.

### 23 Hideous

See mutations chart on the next page.

### 24 Bloated Foulness

See Blessings of Onogal on the following pages.

### 25 Great Claw

See mutations chart on the next page.

### 26 Horned One

See Beastmen special skills.

### 31 Daemon Soul

See mutations chart on the next page.

### 32 Cloven Hoofs

See mutations chart on the next page.

### 33 Tentacle

See mutations chart on the next page.

### 34 Blackblood

See mutations chart on the next page.

### 35 Spines

See mutations chart on the next page.

### 36 Scorpion Tail

See mutations chart on the next page.

### 41 Extra Arm

See mutations chart on the next page.

### 42 Poisonous Bite

See mutations chart on the next page.

### 43 Scaly Skin

See mutations chart on the next page.

### 44 Prehensile Tail

See mutations chart on the next page.

### 45 Wings

See mutations chart on the next page.

### 46 Regeneration

See Bounties of Arkhar on the following pages.

### 51 Suckers

See Blessings of Onogal on the following pages.

### 52 Fangs

See Bounties of Arkhar on the following pages.

### 53 Cloud of Flies

See Blessings of Onogal on the following pages.

### 54 Spiked Tail

See Bounties of Arkhar on the following pages.

### 55 Beak

See Favours of Tchar on the following pages.

### 56 Elastic Limbs

See Graces of Shornaal on the following pages.

### 61 Burning Body

See Favours of Tchar on the following pages.

### 62 Plague Carrier

See Blessings of Onogal on the following pages.

### 63 Crystalline Body

See mutations chart on the next page.

### 64 Hulking Brute

See mutations chart on the next page.

### 65 Beweaponed Extremities

The warp taint enters the warrior's body. The flesh of an arm hardens and twists into a spur of bone. The mutant is no longer able to use two-handed weapons such as a flail or bow. The bone limb can be used in hand-to-hand combat as a weapon. Roll a D6 to see what form the extremity takes likeness to: 1 sword, 2-3 mace, 4-5 axe, 6 flail. If the mutant grows a second extremity, he may no longer use other weapons or equipment that would require the use of hands.

### 66 Atrophy

A part of the mutant's body has become shrivelled and atrophied. Roll a D6:

**1 Head:** The mutant is now subject to *stupidity*.

**2-4 Arm:** The mutant loses the use of one arm. The mutant may only use a single one-handed weapon from now on. If both arms are lost the mutant must be retired from the warband unless it possesses a tail or bite attack of some kind.

**5-6 Leg:** The mutant loses the use of one leg. Divide the mutant's Movement in half, rounding up. If both legs are lost, the mutant must be retired from the warband.



# Mutations

This is an extended list of the mutations already published for the Cult of the Possessed in the Mordheim Rulebook.

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## blackblood

If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.

Cost: 30 gold crowns

## cloven hoofs

The warrior gains +1 Movement.

Cost: 40 gold crowns

## crystalline body

The mutant's body becomes living crystal, which is tough, but easily shattered. The mutant's Toughness becomes 6, while its Wounds become 1.

Neither of these attributes can subsequently be altered by experience or mutation. In an experience advance indicates a change in one of these characteristics, re-roll the advance until a different characteristic advance is obtained.

Cost: 60 gold crowns

## daemon soul

A daemon lives within the mutant's soul. This gives him a 4+ save against the effects of spells or prayers.

Cost: 20 gold crowns

## extra arm

The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or a buckler in the extra arm. If a Possessed chooses to do this, he gains an extra attack but still cannot carry a weapon.

Cost: 40 gold crowns

## great claw

One of the mutant's arms ends in a great, crab-like claw. He may carry no weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.

Cost: 50 gold crowns



## hideous

The mutant causes *fear*. See the Psychology section for details.

Cost: 40 gold crowns

## bulking brute

The power of Chaos has imbued this warrior with superhuman strength. Stretching skin with the doubling of muscle mass adds +2 Strength but it reduces wit. The warrior suffers -4 Leadership.

Cost: 50 gold crowns

## poisonous bite

The mutant grows small fangs which can secrete a potent poison. Unless the warrior already has a bite attack, it gains an extra attack in each hand-to-hand combat phase due to its deadly bite. The poisonous bite is a Strength 5 attack, but is reduced to Strength 2 if the target is immune to poison. If the mutant already possesses a bite attack, it is simply upgraded to include the poisonous effect described here.

Cost: 50 gold crowns

## prehensile tail

The mutant grows a prehensile tail. Unless the mutant already has a tail attack, he gains an additional attack with this tail in each hand-to-hand combat phase. The mutant may hold and use any single-handed weapon in the tail, or alternatively he may carry and use a shield or buckler with it. If a mutant with other tail attacks does use an equipped prehensile tail in a hand-to-hand combat phase, he may not use any of his other tail attacks during that phase. A single tail must be selected for use at the beginning of each hand-to-hand combat. If a warrior unable to use weaponry gains this mutation, they simply gain an extra attack (unless they already possess a tail) and remain unable to use weapons.

Cost: 50 gold crowns

## scaly skin

A fine mesh of reptilian scales spreads across the flesh of the warrior. He receives a natural save due to being warp-touched. The mutant has a 5+ save. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the injury chart will negate this 6+ save. Light Armour adds +1 to the save, as does the addition of other armours.

Cost: 60 gold crowns

### scorpion tail

The mutant has a long barbed tail with a venomous tip, allowing him to make an extra Strength 5 attack in each hand-to-hand combat phase. If the model hit by the tail is immune to poison, the Strength of the hit is reduced to 2.

Cost: 40 gold crowns

### spines

Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.

Cost: 35 gold crowns



### tentacle

One of the mutant's arms ends in a tentacle. He may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.

Cost: 35 gold crowns

### wings

The mutant grows a pair of feathered bird-like or leathery bat-like wings. The wings are not strong enough to allow the mutant to fly in the proper sense, but they do allow the mutant to glide down from an elevated position. If the mutant is on a raised platform such as a roof, walkway or cliff it may glide down at a rate of 2" horizontally for each 1" of downward vertical movement.

Cost: 45 gold crowns

## The Tale of Fish-face Fritz

By the elusive rev larny

For many years, Fritz, or Fish-face as the other stevedores called him, worked hard on Candle wharf, moving cargo on and off ships moored in the Suddock. Some unkindly souls might make a comment that his eyes were slightly too far apart, or bigger and rounder than most. Others that his neck was as big and wide as his head, or that he had a small nose, thin lips, almost no ears and little hair, but Fritz and his few close friends cared not, for he was kindly, humble, hard-working and blessed with good humour.

Not once did he miss a ship, no matter the weather and there were some who would say that on the days when it rained, Fritz seemed more alive and refreshed than on those hot, sunny days that made him occasionally struggle with his work and gasp for air and a drink. Fritz ignored these hurtful jibes, always doubling his efforts in the knowledge he was doing an honest day's graft.

Despite the longshoreman's diligence there came a gloomy day when three men clothed in dark apparel came unto him. They spoke piously and bade Fritz swear oaths to prove his loyalty, until they raised a pile of firewood at the dockside and threw Fritz upon the blazing faggots – there they poached and fried him until he was burnt to a crisp, declaring Fritz to be more fish than man.



# Gifts of the Gods

The Dark Gods bestow rewards on those mortal servants most dedicated in serving their infernal masters. The Blessings of Onogal replace the Blessings of Nurgle from page 66 of the Empire in Flames supplement. Gifted servants dedicated to the other prime Gods of Chaos may refer to the Favours, Bounties and Graces respectively.

## Favours of Tchar

### beak

The flesh around the Hero's mouth contorts and hardens forming a long beak like that of a bird or octopus. Unless the warrior already possesses a bite attack, the mutant may make an additional attack in each hand-to-hand combat phase. This pecking uses the Hero's own Strength to wound and receives no penalty for not using a weapon. The bite attack always strikes last, regardless of who charged or which weapon is used. The bite even attacks after double-handed weapons.

Cost: 35 gold crowns

### burning body

The warrior's body is constantly burning with flickering tongues of hellish flame and burns with supernatural light. The Hero may not carry any weapons or armour unless they are magical, or forged from Gromril or Ithilmar. The mutant does not suffer the usual penalties for fighting with his fists. The warrior always counts as having a lantern. At the end of every turn roll a D6 for every model standing in base contact with the mutant: on a 4+ the model is *set on fire* (see page 70 of the Border Town Burning supplement).

Cost: 40 gold crowns

### electrical touch

The skin of the Hero discharges sparks of raw electricity. The warrior can forfeit an attack in close combat to jolt an enemy model instead. This special attack is resolved with +1 Initiative. The jolt deals an automatic Strength 3 hit that

ignores all armour saves.



If the enemy model is protected by any metal armour then the jolt counts as Strength 5. Once the mutant uses this ability it takes D3 turns to build another charge.

Cost: 45 gold crowns

### eye of tchar

One or both of the Hero's eyes turn completely white, or black like a bird. Instead of attacking in close combat the warrior is able to hypnotise a victim. Tchar's gift may be used on any living model in base contact that is not immune to psychology. The victim must pass a Leadership test or be transfixed. A transfixed model may not attack in close combat and is treated as being *knocked down* for the purpose of being attacked. A transfixed model must pass a Leadership test at the start of each subsequent combat phase or else remains transfixed by the Eye.

Cost: 45 gold crowns

### mer-creature

Both of the warrior's legs and arms warp in such a way that fish-scaled webbed limbs replace them and gills develop allowing him to become aquatic. The warrior can be submerged in water and suffer no injury. Impassable obstacles such as deep rivers, lakes or open sea is treated as difficult terrain by this warrior, and he ignores the penalties for slow moving rivers and ponds normally classified as difficult terrain. When moving on land, the Hero limps in obvious discomfort with a shambling gait, reducing the mutant's Movement by -1.

Cost: 25 gold crowns

### telekinesis

Being most favoured of Tchar, the Hero develops the ability to manipulate static objects with his mind. This favour can only be gained by a spell caster. During the shooting phase, instead of casting a spell, the wizard can attempt to lift any loose object within 6" on a successful Leadership test. If the object is taller than 1" then a -3 modifier is applied to the roll. The object can be lifted and transported to anywhere within 6" of the wizard. If the object is a weapon, then it can be fired in the shooting phase or used to attack an enemy model in the hand-to-hand combat phase. Once the object is put down, another successful test is required to move it or any other object. The object must be put down in order for the wizard to cast a spell. Using this ability does not count as a spell.

Cost: 30 gold crowns



### centauroid

After dropping his guts all morning, the Hero experiences further excruciating discomfort when his bowels begin to reform! As the warping intensifies his legs are replaced by four limbs and the trunk of a beast. Mutating into a creature the size of a small horse adds +2 to the warrior's Movement characteristic and +1 to Toughness.

Cost: 80 gold crowns

### iron-hard skin

By the virtue of Arkhar the Hero's skin is covered in a hard shell of steel or iron scales. The warrior's armour save is improved by +1. If the warrior has no armour, their skin alone gives them a 6+ save.

Cost: 45 gold crowns

### fangs

The mutant grows huge canine fangs, giving it a bite attack. Unless the warrior already possesses a bite attack, the mutant may make an additional attack in each hand-to-hand combat phase. This mauling uses the Hero's own Strength to wound and receives no penalty for not using a weapon. The bite attack always strikes last, regardless of who charged or which weapon is used. The bite even attacks after double-handed weapons.

Cost: 35 gold crowns

### spiked tail

The warrior grows a flexible tail with a mace-like bony tip. Unless it already has a tail, the mutant gains an extra tail attack in each hand-to-hand combat phase at the mutant's Strength +1. If the mutant already has a tail, it will have to decide at the beginning of each hand-to-hand combat which tail it wishes to use.

Cost: 50 gold crowns

### regeneration

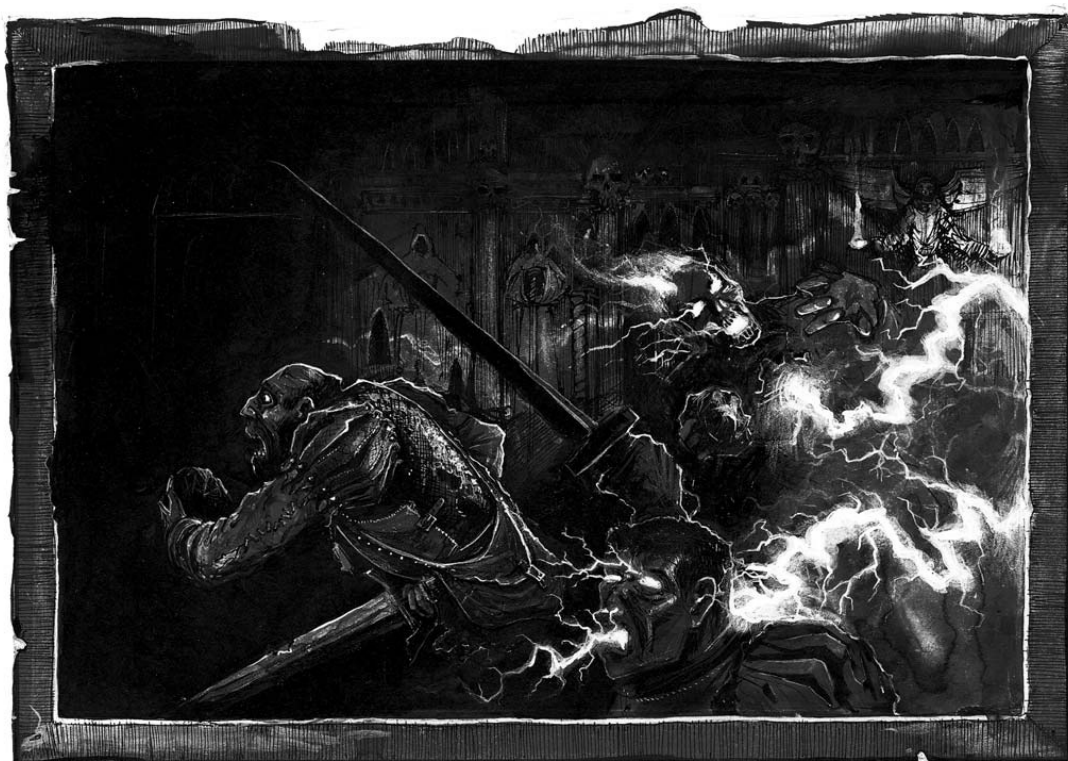
The mutant can often heal itself from crippling wounds it suffers in battle. When the mutant suffers one or more Wounds, it may try to regenerate the damage. On the roll of a 4+ the mutant has instantly healed itself back to full Wounds. If less than a 4 is rolled, the mutant's regenerative powers have been temporarily exhausted, and it may not attempt further regenerations for the remainder of the battle.

Cost: 60 gold crowns

### spit acid

The bounty of Arkhar is delivered in many forms, and in such a case as this it leaves an unpleasant taste in the mouth of his servant! The warp-touched Hero's mouth has grown special glands which secrete sticky blobs of acid. Aside from a gruesome aftertaste the warrior is immune to this flesh-eating discharge which he can spit in globules during the shooting phase any distance up to 8". Acid attacks count as Strength 4 and do not suffer penalties for range or moving.

Cost: 35 gold crowns



## Blessings of Onogal

### stream of corruption

The mutant can spew forth a grotesque stream of maggots, entrails and filth. This is counted as a shooting attack with a range of 6" and is resolved at Strength 3 with no saves for armour.

Cost: 25 gold crowns

### neiglish rot

This warrior is infected with the deadly pestilence of its lord the Master of Plague. In addition, the mutant is immune to all poisons. Neiglish Rot is a deadly contagion for which there is no known cure. This virulent disease can be passed on in hand-to-hand combat. If the mutant makes a successful to hit roll of 6, this will result in the target model contracting the Rot. Neiglish Rot only affects the living, so Undead, Daemons and the Possessed are unaffected. Once a warrior has contracted the Rot, mark this on the warband roster. Rather than killing the victim immediately, the Rot can take some time to set in. From now on, before the start of each battle, the warrior must pass a Toughness test. If successful, his constitution has managed to stave off the Rot's effects. If unsuccessful, the warrior loses one point of Toughness permanently. If he reaches zero, he has succumbed to the Rot and died, remove him from the roster. In addition, if a 6 is rolled for the Toughness test then he has unwittingly passed the Rot on to another member of the warband. Randomly allocate a warband member and mark this on the roster.

Cost: 50 Gold Crowns

### cloud of flies

The Hero is surrounded by a cloud of flies, which buzz around him and his combat opponent. They do not affect the mutant but distract foes by buzzing into eyes, nostrils and mouths. The mutant's close combat opponent suffers a -1 to hit modifier on all attacks.

Cost: 25 gold crowns



### bloated foulness

The mutant is a huge, disgusting mass of diseased, flabby folds. It gains +1 Wound and +1 Toughness but has its Movement reduced by -1.

Cost: 40 gold crowns

### suckers

The warrior's limbs are covered in adhesive suckers. The mutant automatically passes Initiative tests when climbing.

Cost: 25 gold crowns

### plague carrier

The mutant carries one of the terrible poxes tainted by Chaos. The warrior's limbs are covered in open sores and he is dramatically impeded by its condition. Reduce the mutant's Movement and Initiative by -1. Any time the mutant hits an enemy in hand-to-hand combat, there is a chance they have infected their foe with this debilitating disease. The enemy model must roll equal to or less than its Toughness on a D6 to avoid contracting the sickness. If the roll is higher than the model's Toughness, they suffer the -1 to Movement and Initiative penalty for the rest of the battle. The carrier of the pox may not infect the same model more than once in a single battle. After the battle infected models receive immediate herbal remedies to keep the disease from setting in permanently!

Cost: 25 gold crowns



## Graces of Shornaal

### alluring

Those who set eyes on the warrior are captivated by the unrivalled natural beauty which has been bestowed by the Prince of Pleasure. All enemy models except Undead creatures will receive -1 to hit during the first round of combat as they gawk at such radiance. Street vendors admire the charming Hero so he may add +1 to the roll that determines his chances of finding rare items.

Cost: 50 gold crowns

### metallic growths

The warrior's skin sprouts countless metal studs. The metallic property of the nodules forms a protective shell which deflects missiles and hand-to-hand combat hits on 6+. The protection afforded by Metallic growths cannot be combined with other armours. This special save can be taken whenever the Hero fails any other saving throws. This save is not modified, and can be used if no saving throw is normally allowed.

Cost: 45 gold crowns

### agile

By the divine touch of Shornaal, the body of the warrior becomes sleek and capable of moving with an almost liquid quality. The warriors receive +1 to Initiative tests and may ignore Initiative tests normally required if a warrior is *knocked down* or *stunned* within 1" of the edge of a roof or building or other sheer surface.

Cost: 35 gold crowns

### vestigial twin

In an unpredictable twist of fate, the Master delivers his grace in the form of a parasitic vestige. The cruel twin is conjoined to the warrior's front, back, side or head heightens the awareness of his other half and splits the identity of the warrior in two! Whenever the mutant picks a new skill, an additional skill is learned by the vestigial twin. Pick two skills from the Skill tables available or if he is a wizard he may choose to randomly generate a new spell instead of a skill, before picking a skill for his twin. When spotting hidden enemies the mutant's Initiative value is doubled and he ignores the effects of fighting alone described in the Leadership & Psychology section. The vestigial twin handicaps the warrior in such a way that movement is reduced by -2".

Cost: 60 gold crowns

### elastic limbs

The mutant's arms can stretch out, allowing the mutant to attack from a distance. If the mutant is not in base contact with an enemy model at the beginning of the hand-to-hand combat phase, it may make one hand-to-hand attack against a single visible enemy within 6" of the mutant. The enemy does not get a chance to fight back.

Cost: 40 gold crowns

### piercing tongue

Like some homage to the Serpent himself, the warrior's tongue elongates into a sinuous lethal weapon. The monstrous transformation permits the Hero to lash his enemies at range. A Tongue attack can be made during the shooting phase against any model within 2". Tongue attacks use the Strength of the warrior and do not suffer penalties for range or moving. The warrior is so precise in the use of this tongue that he may attack enemy models that are engaged in close combat. The Tongue attack cannot be used when the mutant is engaged in close combat.

Cost: 30 gold crowns





## A Visit to the Apothecary

Medical treatment is far from an exact science in the Old World, and most people have justly learned to fear a visit to the Physician's Guildhouse. Patients of the Old World doctor are likely to face bleeding, amputation, under-anaesthetized (a few pulls on a whiskey bottle if they're lucky!) surgery, and worse in the course of their treatment. Yet, amazingly, they sometimes emerge from these treatments in better health. Medicine may not be pretty, but it is occasionally effective... and it is often the only alternative to life as an invalid or, in the case of those carrying the taint, a fiery death at the hands of the Witch Hunters.

Yet, if medical practice is unsightly in the case of the professional guilds of Old World's cities, it is horrendous in the ramshackle butcher shops that are the surgeries of the squalid settlements around Mordheim. No respected surgeon would practice in such a place, and so the task of mending the wounded is often taken up by wanted men, unlicensed apprentices, and charlatans out to make a few coins off of another's misfortune. In the encampments around the City of the Damned, seeking out a physician is always regarded as a desperate gamble.

Over the course of a warband's career, it is quite likely that Heroes will suffer injuries that will leave them diminished in ability. If you wish, you may send a Hero to a physician rather than have him look for a rare item during the post battle sequence. Even warriors who went *out of action* in the last battle may go to the physician (they are quite possibly in urgent need!) for treatment.

You may only attempt to get treatment for one wound, condition or mutation at a time and only one attempt at treatment per Hero may be made during each post battle sequence. The cost for treatment is 20 gold crowns. Each treatment permits one roll on the Limb Surgery Chart in order to treat the patients affected body part or Brain Surgery Chart in the event of a mental condition. This money must be paid before rolling on the table because physicians in Mordheim demand payment in advance, while the patient is still capable of doing so!

Surgery is available to desperate enough mutants in cases such as when a limb has been altered, a singular growth has sprouted, or the warrior's mind has been corrupted. Operations performed on mutants that successfully remove an extraneous body part such as a tail have no adverse effect on patients. A procedure to remove a mutated limb will result in the patient becoming an amputee. Successfully removing mutated limbs always results in 'This has got to come off'. If the warrior bears no other taints after the amputation or brain surgery is successfully completed, they are no longer considered a mutant.

All warbands have access to some form of medical attention and may use the Surgery Charts. Cults of the Possessed, Undead, Skaven and other villains have their own ruthless contacts in the shanty towns around Mordheim including a number of disreputable surgeons. Surgery is not restricted to Mordheim. Every despicable trading post from Skabrand to Shang-Yang, and Marienburg to Sartosa, has its own entrepreneurial intern or barbaric witch doctor.

## A Visit to the Alchemist

Wyrdstone has been recognised as such a valuable commodity that every street cutpurse knows its worth. The value of wyrdstone shards is not simply the coin that nobles and merchants are willing to pay for them. It is a well known fact that the stones are said to grant a variety of powers to those that learn to use them. It was an alchemist of Reikland who discovered that wyrdstone can serve as a catalyst in the transmutation of base metals into gold. This usage of the stones has come to be the primary obsession of those metallurgists who covet it, for many are willing to pay princely sums for stones that will make them an even greater fortune. Yet, there are those who continue to seek the stones for their more arcane uses, and even mercenaries have been known to keep a stone or two that was thought to bring luck, healing or other magical benefits.

Wizards and thaumaturgists will stop at nothing to acquire even a small measure of the enigma. A type of rock steeped in magic that, so it is believed, could do everything from curing shingles to removing wrinkles from the aged and building strength in the young. Pigments mixed with wyrdstone dust are said to allow even the most talentless artist to paint a priceless masterpiece, and one sniff of a wyrdstone poultice guarantees protection from insanity and the evils of mutation.

Those who have lusted after wyrdstone insisted it was a different substance from the abhorred warpstone, the raw source of Chaos that brings madness and alteration with its touch. Such connections were dismissed as delusions of ignorant, superstitious fools in their minds. Those who dare to use them often learn to fear their magic rather than harness it. The tales of magical healings are mixed with many of mutation and death brought on by exposure to the stone.

Greed was the downfall of many in the City of the Damned, and the lust for power is perhaps the greatest sin of all...

Witch Hunters, Sisters of Sigmar, Bretonnians, High Elf Shadow Warriors and Dwarfs are all too aware of the corrupting power of wyrdstone, and will not make use of the stones under any circumstances.

Instead of selling or storing all of a warband's wyrdstone shards, a player may choose to have one or more of their stones evaluated by an alchemist for useful magical properties. This is done during the trading and recruitment phase of the post battle sequence. Consequently, this means, if a stone is chosen to be evaluated and yields no special power, it cannot subsequently be sold until after the next battle. Instead of searching for a rare item, a Hero may take one shard of the warband's wyrdstone to an alchemist. Numerous alchemists have flocked to Mordheim to study the stones, and they ply their trade from tents and wagons in the encampments around the city. Alchemists are known for their greed, for each stone evaluated, the warband must pay 20 gold crowns. When the stone is evaluated, roll 2D6 on the Evaluation Chart on the next page.



## Limb surgery chart (roll 2D6)

The following injuries can be treated: *Leg Wound*, *Smashed Leg*, *Hand Injury*, as well as the following mutations: *Great Claw*, *Tentacle*, *Spines*, *Scorpion Tail*, *Extra Arm*, *Prebensible Tail*, *Suckers*, *Spiked Tail*, *Beweaponed Extremities*.

**2-3 Someone fetch a priest...** The unfortunate patient has expired due to excessive blood loss. The Hero is dead and must be stricken from the warband roster sheet, but his equipment is retained by the warband.

**4 This has got to come off.** The surgeon has felt the need to amputate ostensibly to 'keep the rot out'. If a leg was being treated, the model now has its Movement halved (rounding up); if a hand was being treated, the warrior may only use a single one-handed weapon from now on.

**5-6 Sorry lad. Done my best.** The surgery was unsuccessful, and the warrior must miss the next battle while he recovers.

**7-8 No Luck.** The surgery was unsuccessful.

**9-10 Mind you stay off it for a bit.** The surgery was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.

**11-12 Shallaya be praised!** The surgery was a complete success! The warrior may remove the injury and its adverse effects from his profile.



## Brain surgery chart (roll 2D6)

The following injuries can be treated: *Madness* and *Nervous Condition*, as well as the following mutations: *Moronic*, *Daemon Soul*, *Spines*, *Scorpion Tail*, *Extra Arm*, *Prebensible Tail*, *Suckers*, *Spiked Tail*, *Beweaponed Extremities*.

**2-3 Someone fetch a priest...** The physician has been a bit too zealous in his treatment. The Hero is dead and must be stricken from the warband roster, but his equipment is retained by the warband.

**4-5 Erm... That's not right.** The treatment has not only failed to help the warrior, it has actually worsened his condition! The warrior is now subject to *stupidity*. If the warrior was being treated for *stupidity*, there is no change in his condition (except perhaps, a bit more drooling than usual).

**6 A bit unhinged, that one.** The treatment has failed, and the warrior emerges from the procedure as something of a raving lunatic. The warrior's Initiative suffers a -1 penalty (down to a minimum of 1). He is now so unsettling to behold that he causes *fear*.

**7-8 Sorry lad. Done my best.** The treatment was unsuccessful, and the warrior must miss the next battle while he recovers.

**9-10 A bit of rest and you'll be fine.** The treatment was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.

**11-12 Shallaya be praised!** The treatment was a complete success! The warrior may remove the injury and its adverse effects from his profile.

## Evaluation chart (roll 2D6)

**2 Spell Stone.** Any warrior who carries this stone into battle may cast one randomly determined spell for the duration of the battle, using the normal rules for spell casting. The spell should be determined at random from the Lesser Magic spell list, and a different spell should be generated before each game in which the stone is used.

**3 Stone of Regeneration.** Any warrior who carries this stone into battle will regenerate lost wounds at a rate of one Wound regained each recovery phase. A warrior carrying this stone treats all *stunned* results it suffers on the Injury chart as *knocked down* instead.

**4 Stone of Might.** A warrior who carries this stone into battle will have one characteristic increased for the duration of the battle. This temporary boost may take a characteristic beyond the maximum limits shown on the warrior's profile. Roll a D6 to see which characteristic is affected before each battle:

- 1 +1 Initiative
- 2 +1 Movement
- 3 +1 Strength
- 4 +1 Toughness
- 5 +1 Attacks
- 6 +1 Wounds



**5 Stone of Warding.** A warrior who carries this stone will not be affected by hostile magic spells on a D6 roll of 4+.

**6-8 Powerless.** The stone has no beneficial powers.

**9 Stone of Luck.** A warrior who carries this stone may re-roll any dice roll he makes once per game. The second roll must be taken. This power may not be combined with other 'luck enhancements' like the spell of Shemtek to yield re-rolls on top of re-rolls, though it may be used if the Hero has a luck enhancement like a Rabbit's Foot, to give the warrior affected one additional re-roll for the battle as normal.

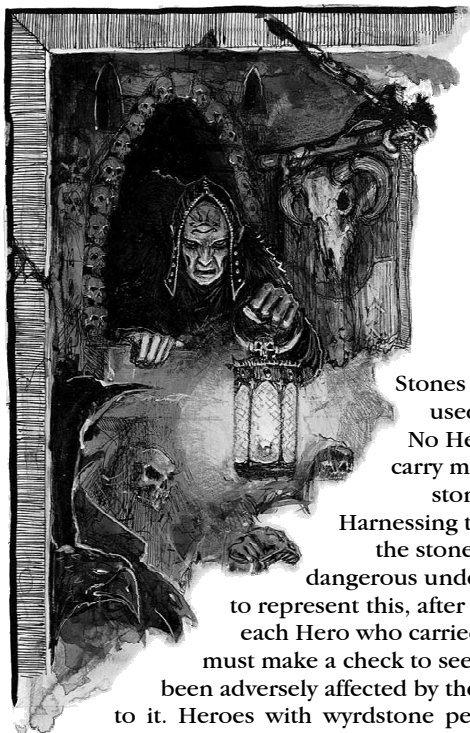
**10 Stone of Skill.** A warrior who carries this stone into battle will have one characteristic increased for the duration of the battle. Roll a D6 to see which characteristic is affected before each battle. This temporary boost may take a characteristic beyond the maximum limits shown on the warrior's profile.

- 1-2 +1 Weapon Skill
- 3-4 +1 Ballistic Skill
- 5-6 +1 Leadership

**11 Stone of Healing.** A warrior who carries this stone may heal one model within 2" of him (including himself) during each recovery phase. The model regains one lost Wound. Note that this healing is only beneficial to models who have more than one Wound on their profile. A model healed by the stone must roll a D6 and refer to the Warp-touch Chart.

**12 Stone of Protection.** A warrior who carries this stone has their armour save improved by one point. i.e. a 5+ save becomes a 4+ save. If the Hero has no armour, the stone gives him a 6+ save.





Stones may only be used by Heroes. No Hero may ever carry more than one stone at a time.

Harnessing the power of the stones is always a dangerous undertaking and to represent this, after every battle, each Hero who carried wyrdstone must make a check to see if they have been adversely affected by their exposure to it. Heroes with wyrdstone pendulums or any other items known to be crafted from the stone must make the same check. Only one check is ever required for each Hero

Roll a D6 for each Hero exposed to wyrdstone. Skaven have a natural tolerance for warpstone allowing Heroes to re-roll a failed check. A roll of 1 indicates the warrior has been warp-touched. Roll a D6 for an affected model and refer to the Warp-touch Chart.

### Black Dust

There is a popular new vice among hoodlums and heretics, available only through vile drug dens across the Empire. Black dust is warpstone derived narcotic, which promotes a warrior's resistance to the effects of wyrdstone. Dealers closely guard the secret of their source for dust.

Warriors using black dust have a natural tolerance for wyrdstone allowing Heroes to re-roll a failed check on the Warp-touch Chart. Skaven may not use black dust.

### Tainted Goods

In other settings than Mordheim, such as Khemri, Lustria or the Empire in Flames, warbands often collect treasures rather than wyrdstone shards.

Roll a D6 for each piece of treasure: on a 6 it is warp-tainted. The tainted item can be brought to the alchemist just like a wyrdstone shard. All treasures are warp-tainted in the Border Town Burning setting and can be treated as wyrdstone.

### Warp-touch Chart (roll a D6)

**1 Spawn!** The warrior has succumbed to the raw mutating force of Chaos, and becomes a terrible Chaos Spawn. See 'Becoming a Chaos Spawn' below.

**2 Weakened.** The warrior has lost some of its life force to the stone. One of the warrior's characteristics is permanently reduced by one. Roll 2D6 to see which characteristic suffers. If any characteristic is reduced to 0 or less as a result of the weakening, the model becomes a Chaos Spawn.

- 1-2 Movement
- 3 Weapon Skill
- 4 Ballistic Skill
- 5-6 Strength
- 7-8 Toughness
- 9-10 Initiative
- 11-12 Leadership



**3-4 Sickened.** Exposure to the stone's magic has made the warrior physically ill. He must miss the next battle while he recovers.

**5-6 Mutation!** The corrupting power of Chaos has caused the model to gain a mutation! Roll on the Random Mutation Chart once.

### Becoming a Chaos Spawn

Chaos spawn are the wretched remains of one who has tasted the power of Chaos and proved unable to withstand its mutating touch. Wracked with waves of mutation and change, a warrior is reduced to a monstrous beast comprised of fangs, tentacles, eyestalks, and other horrific growths. Their mind is forever shattered, and they become a gibbering and mindless servant of Chaos. Typically, when a warrior meets this fate, his former comrades will put him out of his misery with a swift death... unless that seems like too dangerous a task to attempt, in which case they will simply herd the beast away down one of Mordheim's winding alleys or into the sewers. There are, however, some who have a desire for and affinity with Chaos Spawns that allows them to keep their mutated friend among their ranks as a pet and weapon to use against their enemies.

If one of your Heroes becomes a Chaos Spawn, he is considered to be lost to the warband. Strike the model from the warband roster. The following warbands may keep the spawn: Skaven, Cult of the Possessed, Carnival of Chaos, Beastmen Raiders, Norse and Marauders of Chaos. Followers of Chaos have a sort of reverence for these mindless beasts, and the Skaven have long been adept at training and using the products of wyrdstone-induced mutation.

When the Hero becomes a Chaos Spawn, all weapons, armour and miscellaneous items they were wearing are lost in the storm of violent mutation that overtakes the unfortunate warrior. Items that explicitly cannot be destroyed, such as the Chaos artefacts from the Border Town Burning supplement, are reclaimed by the warband.

Use the profile and special rules for Spawns of Chaos from the Marauders of Chaos warband (page 129 of the Border Town Burning supplement). The mutated warrior now counts as a henchman, not blocking a Hero slot.

### **On the Appearance of the Mutant**

Know ye that the mutant will be gross and unkempt in general appearance and demeanour, irrespective of whatever taint or blight is inflicted upon themselves. For some, this infliction will be highly visible and clear for all to see; more worrisome will be those mutants with well hidden perversions – in both cases it is best to search their naked flesh to locate the full truth.

### **On the Mindset of the Mutant**

It can be said that there are two differing mental states to the mutant – Shame and, it's opposite pride. A shameful mutant will seek to hide its taint and go to extreme lengths to maintain this secrecy. A prideful mutant revels in its taint so that all shall know of it. There is none of the latter in the goodly Empire, except Marienburg or ill-fated Mordheim.

### **On the Behaviour of the Mutant**

The mutant has only one aim – the overthrow of the Empire and the usurpation of the rightful Emperor by a pawn of the Dark Gods leaving to the eventual ruination of all mankind. To this end, every action, be it small or large or of seemingly little consequence, is dedicated to this end.

### **On When a Friend or Loved One is Exposed as a Mutant**

Assuage other's fears about your actions and prove to them that you yourself possess no bodily taint. A distancing of feeling towards the tainted is to be expected and for the good, as our piteous feelings. Put these to one side and mourn not their soon-to-be deaths. For once they were corrupted these persons were dead to you.

### **On How to Deal With a Mutant**

Subdue them quickly, lest they taint anyone further. Be clear in mind that they are afflicted with ungodly perversions, for there are some diseases and pestilences to cause a goodly man much ill humour. If possible, a pyre is good, for fire cleanses all. Be alert for some tainted might escape the flames thro' devious methods. A gallows or noose is equally fine for the purpose, yet still some mutants can resist this hempen harm. Immediate results can always be for beheading or quartering, for by such achievements, I have yet to find a mutant capable of the survival from such.

Excerpts from 'Purge the Tainted' by Ruprecht Strocnfels