

GUNPOWDER & OIL

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Gunpowder is used as weapons in many forms. First we have the guns such as handguns and pistols, then we have the bombs such bags and barrels of gunpowder. The powder is still very unstable and the guns are not very accurate, this makes the weapons less reliable compared to the old bows but any captain with a sense of fashion must include these modern weapons or look dull and old. Many warriors carry their pistols clearly visible for all to see and marvel, but often enough they can't afford to buy ammunition.

RELOADING A GUNPOWDER WEAPON

To reload a handgun or pistol you need to actively reload it for a turn, i.e. no charging, running, casting spells or fighting in HTH. You can make a normal move though, but you cannot climb ladders or jump between buildings. The benefit of a brace of pistols is that you get another shot before you have to start to reload and you can choose to reload after you have fired either one or both of the pistols. It takes one turn to load a single pistol and you don't have to load both pistols right after the other. In the case of a brace of pistols just keep a note on how many pistols that are loaded and ready to be fired.

HANDGUNS

I was thinking of some way to make move or fire weapons more attractive in Mordheim as the bows win over the handgun and crossbow by being able to move to a better position and then fire. The crossbow does have a greater range and Strength 4, and even if you cannot move you can snipe models at a greater distance. The handgun on the other hand is a lot of problems. To start with you cannot move and fire yet you have the same range as a bow. You need to reload before you fire again which means that you can be shot at. If you move to a safe position to reload you have to spend a turn to move back to a good firing position before you can shoot. If you miss your shot you are often in deep trouble if you were firing at a model with a missile weapon. My two Dwarf handgunners in my Engineer Expedition force were taken out by Skaven slaves with slings just because they missed all their shots and were hit by a hail of stones.

One way of making the handguns slightly more manageable is to allow a handgunner to reload and go into overwatch in the same turn. You are then free to shoot in your opponent's turn and greatly reduce your sitting duck position. Even if this creates a shooting duel it allows the handgunner to at least fire back.

Another idea is to allow the handgun to be loaded with either a solid shot or a scatter shot, which is hail stuffed into the pipe. The scatter shot only has a range of 18" and Strength 3 but ignores cover modifications and penalties for firing at a moving model or a model that moves out from or into cover with an overwatch shot. The player must declare at the start of the game what shot the handgun is loaded with and must declare while reloading what type that is loaded.

Weapon	Range	Str	Dam	Save	Special
Solid	24"	4	1	-2	
Scatter	18	3	1		Ignores cover modifications

PISTOLS

In WFB you can fire a pistol in hand-to-hand combat as an attack but in Mordheim the pistol is used more like a club. Indeed many pistols come with a weighted butt to make it more like a real club, some pistols even have a knife blade attached along the pipe or the butt to allow it to be used as a dagger. A pistol cannot be fired in hand-to-hand combat but it can be used as an additional hand weapon and then either a club or a dagger. You may move and still fire your pistol.

Stand and fire

You cannot fire a pistol in hand-to-hand combat but you are able to fire at pointblank range at an opponent that is closing in. When your opponent declares a charge against a pistol armed model you get to stand and fire the pistol at the charging model. Roll to hit as a normal shooting attack, with no extra penalty. You cannot stand and fire if the model is already engaged in hand-to-hand combat. Any wound results are applied when the charging model is 1" away from his target. If you use the pistol to stand and fire you cannot use it as an additional hand weapon in that turn.

Weapon	range	Str	Dam	Save	Cost /GC	Special
Pistol	6"	4	1	-2	15/30	
Duelling Pistol	102	4	1	-2	25/50	+1 to hit

PISTOL-SWORD

There exists swords with a double barrel pistol built into the hilt, sort of aim the blade at someone and pull the trigger. This is a perfect weapon in Mordheim which allow you to fire two shots at close range and then charge in with a hand weapon.

The pistol can be used to stand and fire and can be used in overwatch. The pistol only holds two shots and cannot be reloaded during the game.

Weapon	range	Str	Dam	Save	Cost /GC	Special
Pistol-sword	6"	3	1	-1	20	sword, 2 shots

BLUNDERBUSS

The blunderbuss is a primitive gunpowder weapon that fires a hail of rusty bolts, nails and other assorted scarp metal. The blunderbuss takes a long time to load but usually catch more than one enemy in the shot. All models under the template takes a S3 hit.

Weapon	range	Str	Dam	Save	Cost /GC	Special
Blunderbuss	template	3	1	--	35	2 turns to reload

There is an unfortunate side effect of carrying large amounts of gun powder...if you are carrying a torch and some gun powder...and you are pinned you must roll a D6. On a 1 or 2 the powder makes contact with the fire and explodes with the normal effect of the weapon. (see separate descriptions for effects). If the powder comes into contact with water it is ruined and must be discarded.

Barrel of gunpowder75 gold each

The barrel must be carried around the battle field but the person may not run or charge. If the person carrying the barrel is made prone then someone is able to pick up the barrel and carry it off adding it to their gang's stash of equipment. When a person is carrying a barrel and someone decides to shoot at them the shooter must roll a D6, on a 4+ he has hit the barrel. The model carrying a barrel is considered to be a large target and shooting hits are at +1 to hit. Each normal arrow that hits the barrel lowers its toughness by one, therefore making it easier to blow up with a fire arrow. If the barrel's T is reduced to one before it blows up then the barrel splits and dumps its contents onto the floor, mark with a 2" template that if lit explodes with the same S as the bag of powder, the template can be targeted by fire.

To use the barrel the model just moves into position and drop the barrel, this takes no extra time or action but the person may not move any further this turn. The barrel must be primed to explode and this takes one full turn when the model may not do anything else and may not move. The barrel will explode at the end of the next movement phase with a blast radius of D3+1" and causes a hit on anyone touched by the blast radius. Walls and obstacles will stop the blast, but will take a hit themselves. The closer a model is to the barrel the higher the strength will be. At 2-4" away the hit is S4, at 0-2" away it is S5 hit and if the barrel is in base contact to the model or wall it will take a S6 hit. A hit causes 1 wound on warriors and D3 wounds on a wall or obstacle.

If the barrel is hit with a flaming arrow the barrel will explode when the fire arrow also wounds (Vs T4), if not throw a d6 before each movement phase. First time it will explode on 3+, 2nd turn 2+, 3rd turn 2+ and if still not exploded, the fire fizzles out. (During each round the barrel can be shot at again of course). This fire can be aided and abetted by smashing a lantern on to the Barrel (add +1 to the roll). The person carrying it takes a S6 hit because he is in such close proximity to it. This shot is at +1 as the model carrying the barrel makes a large target and while he is priming it is a stationary target.

Blowing up buildings

Building walls have a Toughness of 7 and 3 Wounds, but most of the buildings in Mordheim are about to collapse anyway and only have 2 wounds. If you apply these rules to other settings you need to modify the stats of the walls. EG, a wooden hut in Lustria would only have a Toughness of 4 and 2 Wounds. A barricade or obstacle has a Toughness of 5 and 2 Wounds. If a wall to a building collapses, then the entire house collapses too.

Anyone caught within a collapsing building takes a D3 S7 hits from falling timbers and masonry. In addition the model falls to the floor level and must be dug out by his comrades. To dig the model out just move a friendly model in base contact with the collapsed building. The model must roll 7+ on a D6 plus his Strength and if he succeeds the model is freed and may move as normal in the next turn. For each additional model aiding in the digging add +1 to the roll. If the model tries to dig out himself he needs to roll 9+ on a D6 plus his Strength to dig himself free.

Explosions and overwatch

If a model is on overwatch (or guard duty in some scenarios) and an explosion occurs on the board there is a pretty good chance that they will become distracted by the noise/debris. Anyone on overwatch/guard duty that is within line of sight must pass a LD test at -2 to remain on overwatch, if they can't see it they must pass a LD test with no modifiers.

Empty barrel.....2 Gold

The rules for movement and targetting are identical to that of the barrel of powder with the exception that this barrel will never explode.

Bags of powder5 gold each

While barrels cause vast amounts of damage they are awkward to carry and use, so some smart allec thought of bagging it up and adding a fuse to the bag. The theory was that if you lit the fuse then threw it you could cause a nice ammount of damage.

The bags of powder may be thrown a distance equal to twice the bearer's strength. i.e a person with S4 may throw the bag 8 inches.

When they explode they have a blast radius of 1" and cause a S3 hit on anyone under the template. The explosion is so small it doesn't cause structural damage to buildings.

Barrel of lamp oil60 gold each

The barrel must be carried around the battle field but the person may not run or charge. If the person carrying the barrel is made prone then someone is able to pick up the barrel and carry it off adding it to their gang's stash of equipment. When a person is carrying a barrel and someone decides to shoot at them the shooter must roll a D6, on a 4+ he has hit the barrel. The model carrying a barrel is considered to be a large target and shooting hits are at +1 to hit. Each normal arrow that hits the barrel lowers it's toughness by one and , because of leaking oil, adds one to the roll to see if the barrel will explode with a fire arrow. If the barrel's T is reduced to one before it blows up then the barrel splits and dumps it's contents onto the floor, mark with a 2" template that if lit explodes with the same S as a molotov cocktail, the template can be targeted by fire. To use the barrel the model just moves into position and drop the barrel, this take no extra time or action but the person may not move any further this turn. The barrel must be primed to explode and this takes one full turn when the model may not do anything else and may not move.. The barrel will explode at the end of the next movement phase with a blast radius of D3" and causes a hit on anyone touched by the blast radius. Walls and obstacles will stop the blast, but will take a hit themselves. The closer a model is to the barrel the higher the strength will be. At 2-4" away the hit is S3, at 0-2" away it is S4 hit and if the barrel is in base contact to the model or wall it will take a S5 hit. A hit causes 1 wound on warriors, walls or obstacles. The explosion coats the surrounding area with a layer of burning fuel. If the barrel is hit with a flaming arrow the barrel will explode when the fire arrow also wounds (Vs T4), if not throw a d6 before each movement phase. First time it will explode on 3+, 2nd turn 2+, 3rd turn 2+ and if still not exploded, the fire fizzles out. (During each round the barrel can be shot at again of course). This fire can be aided and abetted by smashing a lantern on to the Barrel (add +1 to the roll). The person carrying it takes a S6 hit because he is in such close proximity to it and if he survives is coated in burning matter. This shot is at +1 as the model carrying the barrel makes a large target and while he is priming it is a stationary target.

A fiery coat

If, for some reason, a model becomes coated in fuel it will burn until smothered or extinguished with water. If a gang member becomes a fiery convocation roll a D6 and see how badly he catches

D6

1-3 Your outer clothing has caught, you move at half movement for the turn while you rip off the flaming pile of cloth.

4-5 Your arm has caught fire, you are at half movement and take a S3 hit each turn until you manage to put out the flames (roll a 3+ on a D6)

6 Your entire body has caught fire, you stumble D6" in a random direction flailing your arms wildly taking a S4 hit each turn until you are either dead or someone smothers you (i.e. knocks you prone for a turn.)

Burning down buildings

Building walls have a Toughness of 7 and 3 Wounds, but most of the buildings in mordheim are

about to collapse anyway and only have 2 wounds. If you apply these rules to other settings you need to modify the stats of the walls. EG, a wooden hut in Lustria would only have a Toughness of 4 and 2 Wounds. A barricade or obstacle has a Toughness of 5 and 2 Wounds. If a wall to a building collapses, then the entire house collapses too. Anyone caught within a collapsing building takes a D3 S7 hits from falling timbers and masonry. In addition the model falls to the floor level and must be dug out by his comrades. To dig the model out just move a friendly model in base contact with the collapsed building. The model must roll 7+ on a D6 plus his Strength and if he succeed the model is freed and may move as normal in the next turn. For each additional model aiding in the digging add +1 to the roll. If the model tries to dig out himself he need to roll 9+ on a D6 plus his Strength to dig himself free Models trapped within a burning building take a S6 hit each turn from the fire. Any buildings attached to the one that is on fire takes a S6 hit each turn as it too catches fire and spreads to it's neighbouring buildings. Each turn the building takes another S6 hit until it collapses.

Molotov Cocktail5 gold each

While barrels cause vast amounts of damage they are awkward to carry and use. It has been noted that if you knock over a glass lamp it smashes, spreads the oil nicely and also sets fire to it. This noted someone threw a lantern in a battle and it was plain to see that it had the same effect, setting fire to the target.

The molotov cocktail may be thrown a distance equal to twice the bearer's strength. i.e a person with S4 may throw the bottle 8 inches. When they explode they have a blast radius of 1" and cause a S2 hit on anyone under the template. The explosion is so small it doesn't cause structural damage to buildings. Anyone hit by a molotov cocktail must use the "fiery coat" rule. Although the molotov cocktails are smaller they are equally as likely to burn down a building, eventually. The initial hit causes a S2 hit. Roll a D6 and on a 4+ the flames have caught and you add one to the strength of the hits each turn until you reach S6. Use the "burning down buildings" rules.

Fire arrows2 gold

There are three uses for fire arrows. The first enables one person to just drop a barrel of gunpowder and run while someone else shoots the barrel (at +1 to hit as it is a stationary large target) with a fire arrow to light it. This negates the need for the one turn of inaction to prime the thing and allow the person to be well out of harms way when it explodes. Unfortunately you can also shoot people while they are carrying or priming barrels of powder. If a person is shot with a fire arrow while carrying/priming the barrel then it explodes prematurely as noted in the Barrel of powder rules or oil rules, depending which the model is carrying.

If you shoot someone with a fire arrow there is a chance that their clothing will catch fire. The model takes normal arrow, pus roll a D6. On a 5+ their clothing catches fire and they can either spend a turn immobile beating out the flames, or limp away at half move (doing nothing else except move and putting out the flames). They wil put out the flames on a 3+ if they move, auto if they become pinned They can carry on without beating out the flames, but for each turn spent on fire they take a wound. In addition if they are carrying any powder weapons roll an extra D6. On a 6+ the arrow has hit their supply of powder and set it off causing have a blast radius of 1" and cause a S3 hit on all models that are touching the template

