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MORDHEIM



Getting Started

MORDHEIM

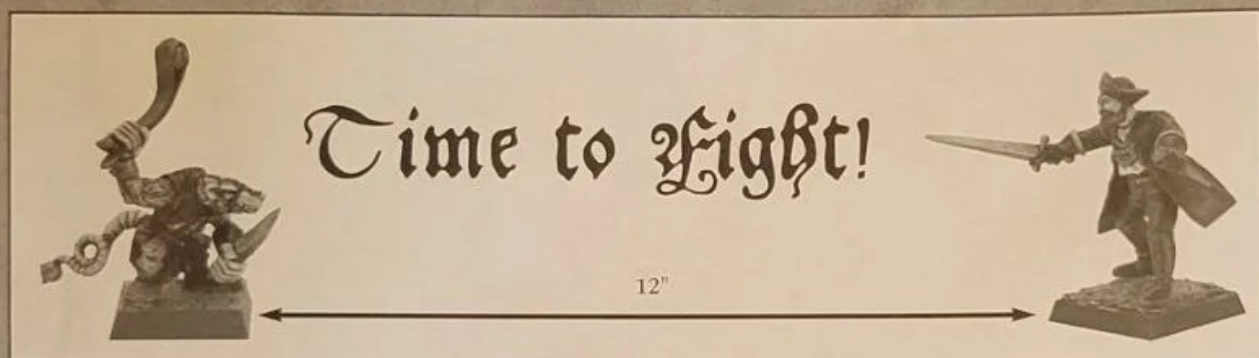
Mordheim is a skirmish game fought between opposing factions in the ruins of a once great city. If you've never played anything like it before, then read through the following examples to get an idea of how it works. Once you've run through them and have a better idea of what to do, take a look at the rulebook.

Ready for Action

To play through this example you will need two models, a Mercenary armed with a sword and a dagger, and a Skaven armed with a sling and a dagger. Assemble the models following the instructions in this booklet. Later on you can paint them, but do not worry about this to begin with.

Setting up

To play this combat through you'll need some open space on a tabletop or the floor. Place the two warriors facing each other 12" apart. You can use the range rulers from the box to measure the ranges, or a steel tape measure or ruler. The warriors are now ready for combat. They have both been searching for wyrdstone and stumbled upon one another.



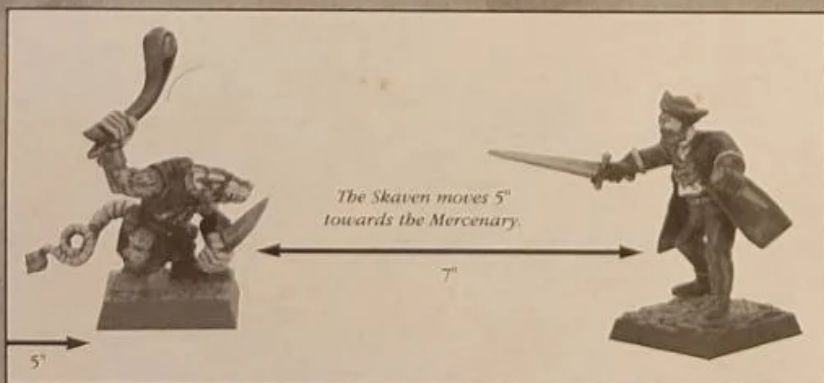
Who Attacks First?

Mordheim is played in turns, first one side then the other, then the first side again and so on. Normally one player represents one side – but you can choose to control both sides for the purposes of our example. To decide who has the first turn both sides roll a dice. The player with the highest score goes first. Let's assume that the Skaven rolls a 5 against the Mercenary's 2, so the Skaven takes the first turn.

Skaven Turn

Movement

During his side's turn, a warrior can move and then shoot his weapon. Let's allow our Skaven to do just this. Move the model directly towards the Mercenary, measuring 5" using the range ruler. Note that Mercenaries and Skaven do not move the same distance. This is explained fully in the rulebook.



Shooting

After the Skaven has moved he can fire his sling at the Mercenary. The first thing to do is to check the range. The sling has a range of 18" and the target must be within this distance before a hit can be scored.

The ruler shows that the models are 7" apart which is well within the sling's range.

To see whether the Skaven's shot hits the Mercenary, roll a dice. The Skaven requires a score of 5 or more to hit his target. If the score is between 1-4 the shot misses, if the score is 5 or 6 the shot hits.

Roll to Hit

Let's assume that the Skaven scores a hit. We then determine its effect - has the stone struck and wounded his enemy or has it merely caused a bruise or bounced off his armour? To find out roll another dice.

The Skaven needs a score of 4 or more to wound the Mercenary. If the dice roll is 1-3 the Mercenary has had a lucky escape, if the score is 4-6 the stone has injured him. We'll assume that the Mercenary has been lucky and has not been wounded by the sling's stone.

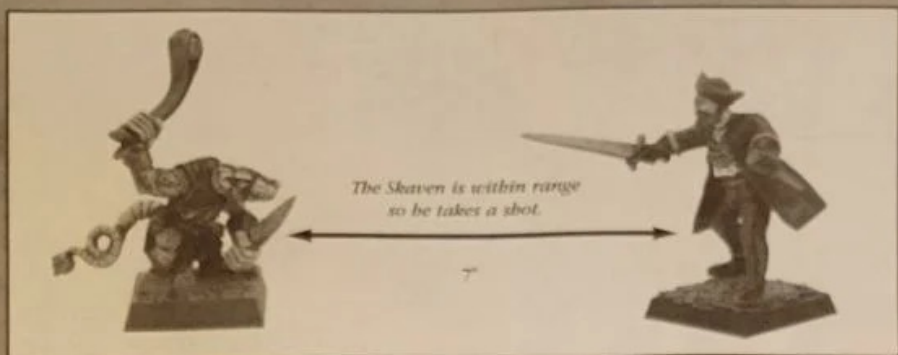
Mercenary Turn

Charge!

The Mercenary is 7" away from the Skaven and has the option of charging his enemy. A charge is a special move at double speed which takes a warrior into hand-to-hand combat. To make a charge, the player must tell his opponent that his warrior is charging. He then measures the range, and if the enemy is within the charge distance of 8" (in the case of a Mercenary who can normally move 4") the warrior is moved towards his enemy and placed in base-to-base contact. We know the models are less than 8" apart, so we'll make the Mercenary charge. With a fierce cry and an astounding leap, he propels himself towards his foe. Move the Mercenary into base-to-base contact with the Skaven.

Hand-to-hand Combat

The two warriors are now said to be fighting hand-to-hand. Once engaged in hand-to-hand combat in this way neither warrior can shoot or move until one or



the other is seriously hurt. In every turn, including the other player's turn, a round of hand-to-hand combat is fought. To work out what happens in hand-to-hand combat proceed as follows.

The Mercenary has charged and so has the chance of striking first. This is important, because warriors who are wounded cannot fight back.

Warriors normally have one attack each, but the Mercenary is wielding two close combat weapons (the sword and the dagger) and therefore gets an extra Attack dice. The Skaven cannot use his sling in hand-to-hand combat, so he will only get to roll one dice (assuming that he survives the Mercenary's attacks!).

The Mercenary needs a 4 or more to hit the Skaven. Let's say he rolls a 2 and a 5.

The 2 is a miss, but he scores a hit with the other dice. The Skaven is now in trouble, and we have to determine whether the hit causes a wound.

Roll to Wound

This hit is worked out in the same way as hits from shooting. Roll a dice. If the score is 4 or more, a wound is caused. Let's imagine we roll a 4. The Skaven has been wounded.

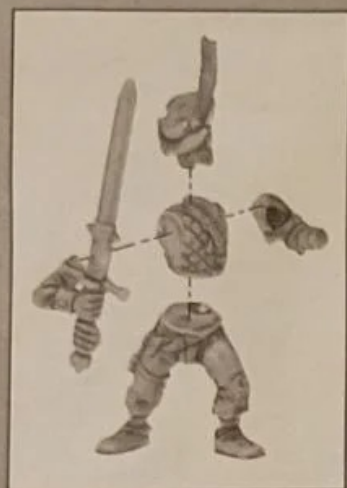
Injuries

Because the Skaven has suffered a wound, he must roll for injuries. All injuries inflicted by shooting or in hand-to-hand combat are resolved in the same way.

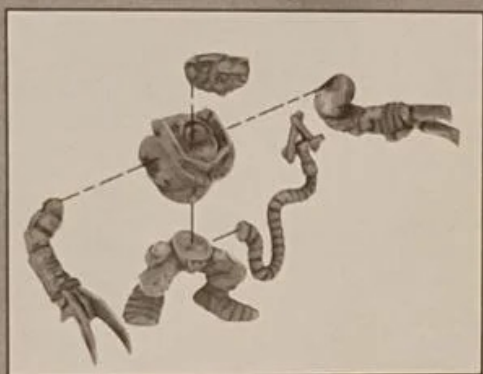
Roll a dice for each wound: a score of 1 or 2 means that the warrior is *knocked down* (he falls to the floor and cannot fight for the rest of this turn). On a 3 or 4 he is *stunned* (he will need two turns to recover) and on a 5 or 6 he is *out of action* (the model is so badly injured that he is unable to fight anymore and is out of the combat). We could be cruel and assume that the Skaven is really unlucky; the Human rolls a 6 and the Skaven is *out of action*. Remove the Skaven model from the table top.



Assembling your miniatures



Above and right are examples of the many ways you can put Human Mercenaries and Skaven models together. There are countless combinations of poses, limbs and weapons, so no two models in your warband need look the same. You can also add extra equipment to your models and we have included some examples below to inspire you.



Assembling the buildings

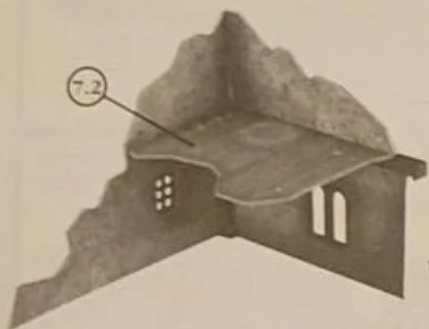
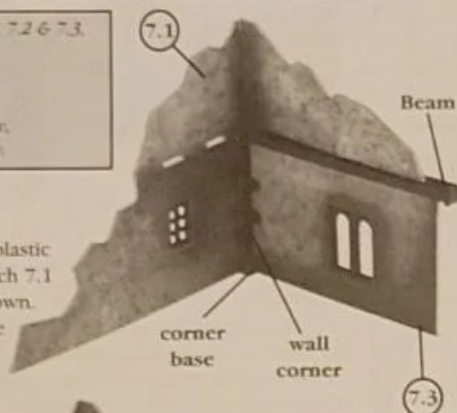
To put together your card buildings remove them from the card sheets and follow the stage by stage instructions below. You will find that the buildings will last longer if you glue them together and you could also glue them to a base of stiff card for extra stability. The plastic parts can be painted to further enhance the look of the buildings.

Corner House 1

Card pieces 7.1, 7.2 & 7.3,
1 corner base,
1 wall corner,
1 beam,
1 small window,
1 large window.

STAGE 1

Assemble the plastic frame and attach 7.1 and 7.3 as shown. Then insert the windows.



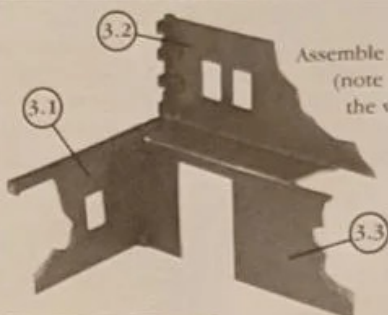
STAGE 2

Slot card piece 7.2 into the holes provided in 7.1, making sure that 7.2 is resting on the beam that goes along 7.3.

Corner House 2

STAGE 1

Assemble the plastic frame (note that the lower of the wall corners goes into the second hole in the beam). Insert card pieces 3.1 & 3.3 into the bottom half of the structure then fold and attach 3.2 to the upper half of the structure.



Card pieces 3.1, 3.2, 3.3 & 3.4,
1 corner base,
2 wall corners,
1 beam,
3 small windows,
1 door.

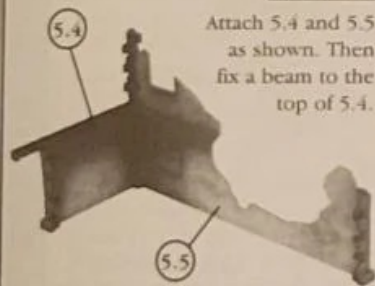
STAGE 2

Fold and attach 3.4 so that the floor is resting on the overhang of the door as shown. Finally, attach the doors and windows.



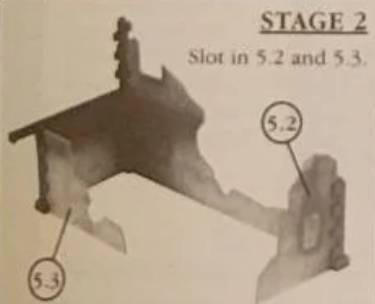
STAGE 1

Attach 5.4 and 5.5 as shown. Then fix a beam to the top of 5.4.



STAGE 2

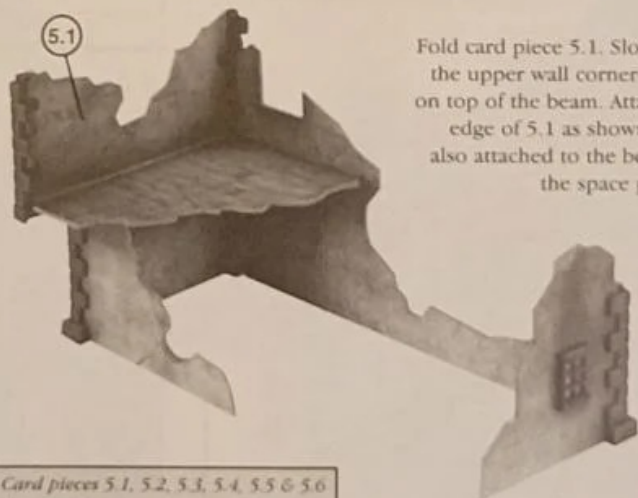
Slot in 5.2 and 5.3.



The Long House

STAGE 3

Fold card piece 5.1. Slot the wall part of it into the upper wall corner then rest the floor part on top of the beam. Attach a wall corner to the edge of 5.1 as shown, making sure that it is also attached to the beam. Put the window in the space provided in section 5.2.



Card pieces 5.1, 5.2, 5.3, 5.4, 5.5 & 5.6
3 corner bases,
5 wall corners,
1 beam & 1 small window.

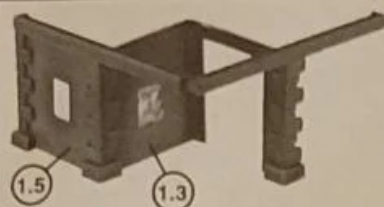
STAGE 4

Fold 5.6 and attach to 5.4 as shown. Fold the tab on 5.6 and glue it flat to the underside of the upper floor.



The Tavern

Card pieces 1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.7, 3 corner bases, 8 wall corners, 4 beams, 1 door, 3 small windows, 1 large window, 1 window with a sloping roof, 1 small ruined roof, 1 tavern sign.

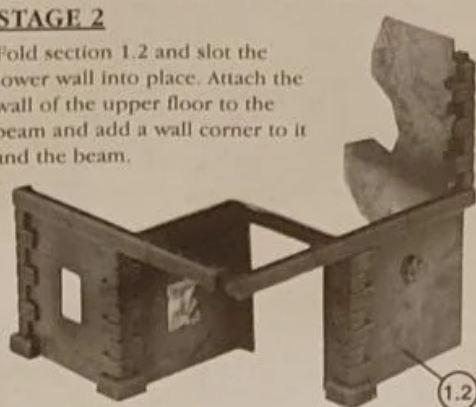


STAGE 1

Assemble the plastic frame and insert card pieces 1.5 and 1.3 (this piece needs to be folded first).

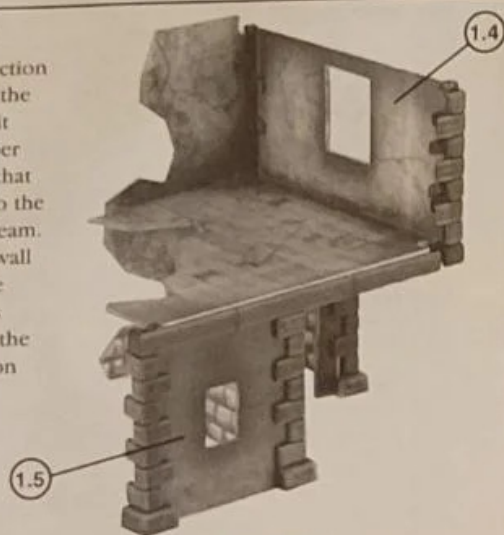
STAGE 2

Fold section 1.2 and slot the lower wall into place. Attach the wall of the upper floor to the beam and add a wall corner to it and the beam.



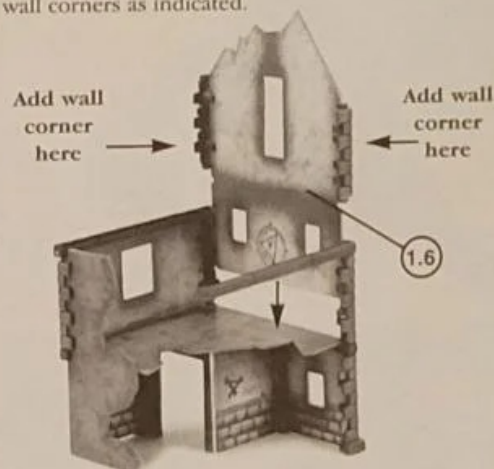
STAGE 3

Fold card section 1.4 and slot the wall part of it into the upper wall corner that is attached to the end of the beam. Then add a wall corner to the end of 1.4 as shown. Rest the floor of 1.4 on the beam.



STAGE 4

Put a beam across the top of 1.4. Then fix a beam and a wall corner together and attach them to the wall corner that 1.5 is slotted into. Slide section 1.6 into the space as shown below and add two wall corners as indicated.



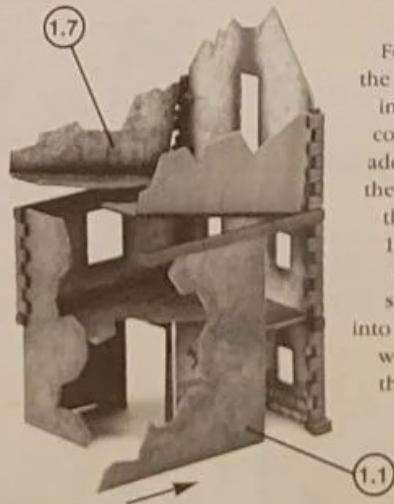
To finish off the tavern, slot the small ruined roof to the top of 1.7 and attach the tavern sign, door and windows.



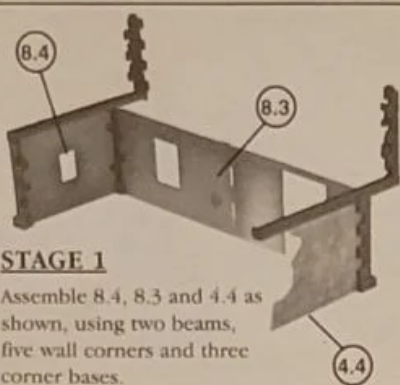
Finished tavern

STAGE 5

Fold 1.7 and slot the two taller walls into the two wall corners that were added to 1.6. Rest the floor of 1.7 on the beams. Slide 1.1 into place as shown, making sure that it slots into its appropriate wall corners and the underside of the beam.

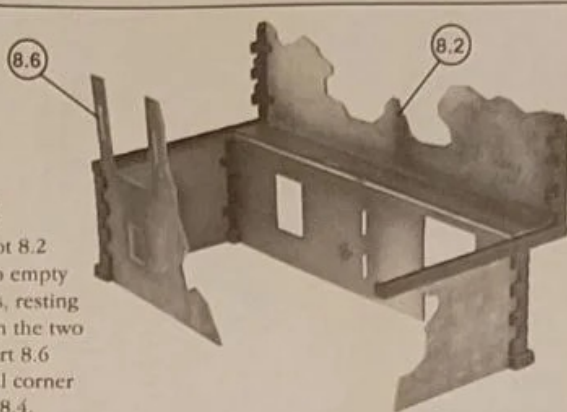


Bridge House



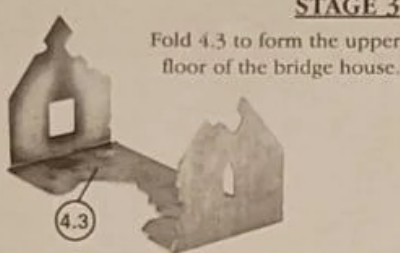
STAGE 1

Assemble 8.4, 8.3 and 4.4 as shown, using two beams, five wall corners and three corner bases.



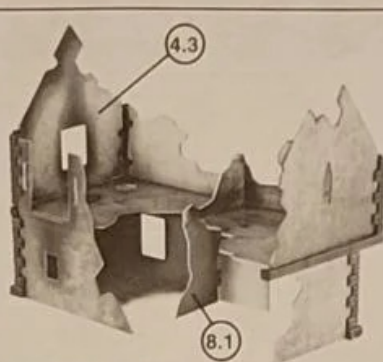
STAGE 2

Fold and slot 8.2 into the two empty wall corners, resting the ledge on the two beams. Insert 8.6 into the wall corner attached to 8.4.



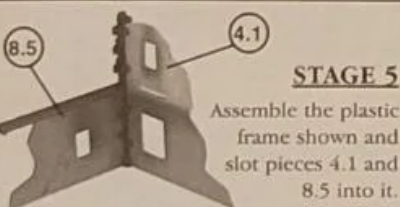
STAGE 3

Fold 4.3 to form the upper floor of the bridge house.



STAGE 4

Rest 4.3 on the two beams and slot it into the two upper wall corners. Add another wall corner to attach 4.3 to the upper part of 8.6. Slot 8.1 into the floor of section 4.3 and the two holes in the wall of 8.3.



STAGE 5

Assemble the plastic frame shown and slot pieces 4.1 and 8.5 into it.

Card pieces 4.1, 4.2, 4.3, 4.4, 4.5, 8.1, 8.2, 8.3, 8.4, 8.5 & 8.6, 4 corner bases, 8 wall corners, 3 beams, 1 door, 4 small windows, 3 large windows, 1 large window with a pointed roof, 1 large ruined roof.

STAGE 6

Fold 4.2 and attach it to the upper wall corner, resting the floor on the beam.



STAGE 7

Fold 4.5 to form the bridge that connects the two buildings.

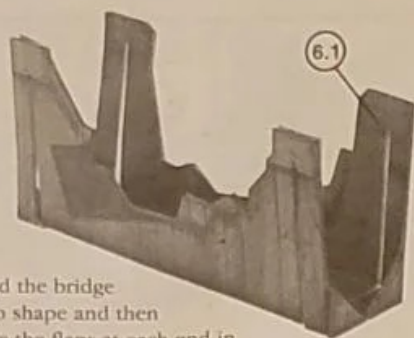
To join the two buildings, slot the tabs from one end of the bridge into the holes provided in 8.6. Then slot the other set of tabs into the holes in 4.2.

To finish off the bridge house, add the doors and windows and slot the roof to the top of 4.3.



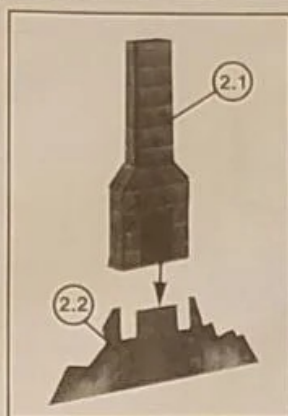
Finished bridge house

Bridge



Fold the bridge into shape and then glue the flaps at each end in place. The bridge is used to connect two buildings together.

Chimney

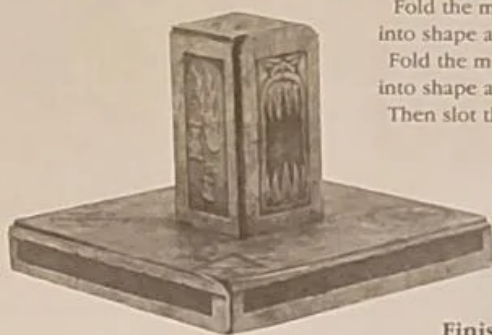
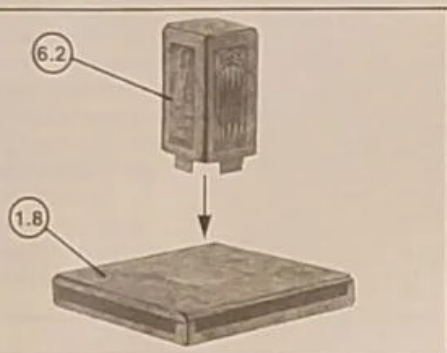


Fold the chimney 2.1 into shape and glue it together. Then slot it into the chimney stand 2.2.



Finished chimney

Monument



Fold the monument block 6.2 into shape and glue it together. Fold the monument plinth 1.8 into shape and glue it together. Then slot the tabs of the block into the plinth.

Finished monument

