

## **Successful Searches**

The model that successfully searches is referred to as the encountering model. Some of the events will cause the encountering model to be attacked by a new non-player model. This new model is referred to as the attacking model.

The successful search will occur at the end of a player's turn, after the close combat phase. The event uncovered by the search may trigger an additional close combat phase for that encountering model only, even if there is another model on the board in base contact with an attacking model.

## **Skaven Spy**

The encountering model is suddenly attacked by the attacking model. Place an attacking model on the board, in base contact with the encountering model. The Skaven Spy has charged the unsuspecting encountering model; resolve close combat. The opponent of the encountering player controls the attacking model.

The Skaven Spy will direct all attacks against the encountering model. Starting on the next turn, when the encountering model's player's opponent acts, the Skaven Spy continues combat as if it is part of that player's warband. If the encountering model is taken out of action, the Skaven Spy will attempt to move out of all model's line of sight (the Skaven Spy moves during the other player's movement phase before any of that player's models moves). If it does, remove the model from the game table -- he has escaped.

## **Zombie**

As Skaven Spy, except that if the encountering model is taken out of action, the Zombie will attack the nearest model (it doesn't matter whose warband the model is a part of). Player control of the Zombie can switch if the nearest model is controlled by the other player.

## **Assassin**

As Skaven Spy, except place the Assassin three inches away from the encountering model. The Assassin will only attack the encountering model. The Assassin will attempt to flee if the encountering model is taken out of action.

## **Giant Spider/Hitchcock**

These encounters automatically hit the encountering model. They will run/fly off immediately after attacking.

## **Look Out/Loose Board/Spider Web**

These encounters only occur if the encountering model is indoors or in ruins.

## **Weak Floor**

If outdoors, the ground beneath the encountering model collapses. He falls into a buried chamber with no way out but to climb.

## **Trap Door**

This encounter happens only if the encountering model is on the ground floor of a building/ruin or outside.

## **Crap you don't really care about**

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