



## New Rules



### Kislevite Warband

#### The Land of the Great Bear

The land of Kislev lies to the north and east of the Empire. The further east one travels, the dense forests give way to open steppes stretching to the foothills of the Worlds Edge Mountains. The winters of Kislev are harsh and cruelly long and for months the land is gripped by snow blizzards and ice. The townships of Kislev are mainly built of timber for stone is rare and only the most important of the cities have stone buildings and walls. In the ancient capital city of Kislev, the massive white buildings are topped by vast gilded domes and decorated with golden statues and gargoyles. It has been said that Kislev is a poor country filled with rich people. It is certainly true that the people that live in this beleaguered land have an outlook on life that strangers often find surprisingly positive – for Kislev is a country under constant threat of invasion. Armies of savage Norse often venture into Kislev, raiding and pillaging, and to make matters worse Kislev lies right on the border of the Chaos Wastes, so that any Chaos incursion passes through the land (and its people) first.

To aid them in their struggle against these murderous foes, the Tzars of Kislev have forged strong ties with the Empire. This

alliance benefits both countries, as the rulers of the Empire have long understood the benefit of a northern bulwark against the tides of Chaos. Both countries have a tradition of sending troops to aid the other in times of need, and in fact the Gryphon Legion, pride of the Kislevite nobility, was formed as a symbol of the unity between the two countries. This knightly order is made up entirely of Kislevite nobles, but is garrisoned and trained in the Empire.

Despite the constant threat of invading armies, the people of Kislev sing and dance and play as much as or perhaps more than the people of any other country in the Old World. Some say that their relative happiness derives from their love of strong drink. Whether this is true or not, Kislevites certainly do enjoy their spirits, and in fact many of their people attribute almost magical qualities to that most famous of Kislevite drinks – vodka.

A Kislevite warband represents a group of individuals from this unique northern realm. Kislevites tend to be quiet in the face of strangers, but they hold much joy in their hearts. In fact they are loud and boisterous when amongst their own people. Kislevites are known to be extremely brave warriors, and they hold a loathing for Chaos that is much stronger than most of the peoples of the Old World. While many citizens of the Empire may remain ignorant to the initial signs of a Chaos cult, Kislevite citizens will immediately seek out any signs of depravity and cleanse the infected individuals with sword and flame. Keep these things in mind when you play a Kislev warband. Most citizens of Kislev have lost homes or loved ones to the warriors of Chaos, and they realise that anything less than constant vigilance could lead to their downfall. They are therefore unrelenting in their resolve against their ancient enemies. Give the forces of Chaos no quarter, and expect none in return!

#### Special Rules

**May Hire:** A Kislevite warband is allowed the same selection of Hired Swords as the Human Mercenary warbands from the Mordheim rulebook.

**Ancient Enemies:** Kislevite warbands may never ally (see the 'Multiplayer Rules for



*Tales of vodka-swilling, gruff men of Kislev  
by roving scribe Mark Havener*

Mordheim' article from Town Cryer for more details on warband alliances) with any type of Chaos warband. This restriction pertains to the following warbands: Possessed, Beastman, Skaven, Dark Elf, Chaos Dwarf, and any other warbands the players judge to be sufficiently 'Chaotic'.

### Choice of Warriors

A Kislevite warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

### Heroes

**Druzhina Captain:** Each Kislevite warband must have one Druzhina Captain, no more, no less!

**Bear Tamer:** Your warband may include a single Bear Tamer.

**Esaul:** Your warband may include a single Esaul.

**Youths:** Your warband may include up to 2 Youths.

### Henchmen

**Warriors:** Your warband may include any number of Warriors.

**Cossacks:** Your warband may include any number of Cossacks.

**Streltsi:** Your warband may include up to 3 Streltsi.

**Trained Bear:** Your warband may include up to 1 Trained Bear. Note however, that a Kislevite warband may not include a Trained Bear if it does not first include a Bear Tamer!

### Starting Experience

**Druzhina Captain** starts with 20 experience.

**Bear Tamer** starts with 8 experience.

**Esaul** starts with 8 experience.

All **Henchmen** start with 0 experience.

### Special Equipment

#### Vodka

(35+2D6 gc / Rare 8)

Kislevites live in a harsh land under constant

threat of invasion. While this has instilled a seriousness in these people, it has not diluted their love of celebration one bit. If anything their love of revelry has increased with the hardships they have had to endure, as they have learned that life is fleeting, and any excuse to enjoy what they have been given is not to be squandered. One of the products of this love of life and celebration is a strong alcoholic spirit called vodka. It is also one of the country's most famous exports, though most inhabitants of the Old World find it too harsh for their palates. Kislevites take such enjoyment in this drink and regard it as something almost magical. Mothers give vodka to their families to ward off sickness and to keep them warm in the long winter months and warriors indulge both for luck and courage. Outsiders often scoff at the reputed properties of this liquor, but it must be said that a Kislevite army that is well supplied with vodka certainly fights better and in higher spirits than one without.

In game terms, vodka is a one-use item of equipment that a Kislevite Hero may give to the warband before the start of the game. Every warrior in the warband receives +1 Leadership (up to a maximum of 10) for that game. In addition, because of its nullifying alcoholic effects, every warband member must test against their Toughness before the start of the game – a failure resulting in -1 Initiative for the duration of the game.

*Kislevite Heroes Only*

#### Bear-Claw Necklace (75+3D6 gcs / Rare 9)



Bears are widely regarded as sacred in Kislev, and a necklace made of their claws (or sometimes their teeth) is considered magical and reputed to have magical powers.

A warrior wearing a bear-claw necklace receives some of the strength and wild ferocity of the bear it came from. A warrior wearing a bear-claw necklace becomes subject to *Frenzy*.

*Kislevite Heroes Only*



**Streltsi**





## Kislevite Equipment List

The following lists are used by Kislevite warbands to pick their weapons:

### KISLEV WARRIOR EQUIPMENT LIST Hand-to-hand Combat Weapons

|                      |               |
|----------------------|---------------|
| Dagger               | 1st free/2 gc |
| Mace                 | 3 gc          |
| Hammer               | 3 gc          |
| Axe                  | 5 gc          |
| Sword                | 10 gc         |
| Morning Star         | 15 gc         |
| Double-handed weapon | 15 gc         |
| Halberd              | 10 gc         |
| Spear                | 10 gc         |

### Missile Weapons

|                 |                           |
|-----------------|---------------------------|
| Throwing Knives | 15 gc                     |
| Shortbow        | 5 gc                      |
| Bow             | 10 gc                     |
| Crossbow        | 25 gc                     |
| Pistol          | 15 gc (30 gc for a brace) |
| Duelling Pistol | 25 gc (50 gc for a brace) |

### Armour

|              |       |
|--------------|-------|
| Shield       | 5 gc  |
| Buckler      | 5 gc  |
| Helmet       | 10 gc |
| Light Armour | 20 gc |
| Heavy Armour | 50 gc |

### STRELTSI EQUIPMENT LIST Hand-to-hand Combat Weapons

|                      |               |
|----------------------|---------------|
| Dagger               | 1st free/2 gc |
| Mace                 | 3 gc          |
| Hammer               | 3 gc          |
| Axe                  | 5 gc          |
| Sword                | 10 gc         |
| Morning Star         | 15 gc         |
| Double-handed weapon | 15 gc         |
| Halberd              | 10 gc         |
| Spear                | 10 gc         |

### Missile Weapons

|                 |                           |
|-----------------|---------------------------|
| Bow             | 10 gc                     |
| Crossbow        | 25 gc                     |
| Pistol          | 15 gc (30 gc for a brace) |
| Duelling Pistol | 25 gc (50 gc for a brace) |
| Handgun         | 35 gc                     |

### Armour

|              |       |
|--------------|-------|
| Shield       | 5 gc  |
| Helmet       | 10 gc |
| Light Armour | 20 gc |



## Kislevite skill tables

|            | Combat | Shooting | Academic | Strength | Speed |
|------------|--------|----------|----------|----------|-------|
| Druzhina   | ✓      | ✓        | ✓        | ✓        | ✓     |
| Esaul      | ✓      | ✓        |          |          | ✓     |
| Bear Tamer | ✓      |          |          | ✓        | ✓     |
| Youth      | ✓      |          |          | ✓        | ✓     |





## Heroes



### 1 Druzhina Captain 60 gold crowns to hire

Druzhina are the minor nobles of Kislev. During times of war these nobles form their own regiments in a Kislevite army, and they look most impressive with their ancient armour and weapons, as most of these prized artefacts are handed down from father to son. Druzhina are rich enough to afford their own horse and battlegear, and they must be ready to fight for the Tzar when called upon. In return for this, they are allowed to own land and are given a break on their annual taxes.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 4 | 4  | 4  | 3 | 3 | 1 | 4 | 1 | 8  |

**Weapons and Armour:** A Druzhina Captain may be equipped with weapons and armour chosen from the Kislevite Warrior equipment list.

#### SPECIAL RULES

**Leader:** Any warrior within 6" of the Druzhina Captain may use his Leadership characteristic when taking any Leadership tests.

**Inheritance:** When the Kislevite warband is first created, the Druzhina Captain is allowed to purchase one item from the Kislevite Warrior equipment list at half the normal cost. This item represents a treasured family heirloom that has been passed down through the generations. Losing an ancestral item is considered very disrespectful and if the item is ever lost (eg, from a *Robbed* result on the Serious Injury chart), the Captain **MUST** replace it with a finely-made substitute as quickly as possible or risk being haunted by the angry spirits of his ancestors. To replace an ancestral item, the Captain must purchase the same item of equipment at 150% of its normal price. This higher cost represents the fine detail and valuable materials used in the item's manufacture. Until the item is replaced, the Captain suffers a -1 penalty to all tests and rolls to hit.

### 0-1 Bear Tamer

35 gold crowns to hire

Since ancient times, bears have featured in Kislevite myths and legends. Kislevites have a deep respect for these mighty beasts, and gather to see the trained specimens that accompany travelling circuses. The powerful men that train these bears are known simply as Bear Tamers, and the best of them are widely

renowned amongst the people of Kislev. Bears can be trained for martial purposes as well, and Bear Tamers are often recruited into the armies of Kislev, where they enjoy a special status among the soldiery.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 4 | 3  | 3  | 4 | 3 | 1 | 3 | 1 | 7  |

**Weapons and Armour:** A Bear Tamer may be armed with weapons chosen from Kislevite Warrior equipment list.

#### SPECIAL RULES

**Bear Handler:** A Kislevite warband that includes a Bear Tamer is allowed to purchase a Bear as a henchman. This Bear has been trained to follow the Tamer's commands, and so will automatically pass its Stupidity tests when within 6" of the Bear Tamer (even if the Tamer has been Knocked Down or Stunned).

### 0-1 Esaul

35 gold crowns to hire

Esaul is an ancient Cossack term that means 'Best Warrior', and was traditionally given to the most powerful fighter in the tribe. The word has survived the generations, and today it is an honorary title given by a chieftain to his personal champion, though it is also used by Gospodar warriors as a more familiar term for an experienced veteran. Most Kislevite towns contain at least one grizzled veteran amongst the ranks of their professional soldiery who has been affectionately labelled 'Esaul' by his men.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 4 | 4  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**Weapons and Armour:** An Esaul may be equipped with weapons chosen from the Kislevite Warrior Equipment list.

### 0-2 Youths

15 gold crowns to hire

Strong, strapping lads from the countryside often join a band of daring adventurers to make their fortune.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 4 | 2  | 2  | 3 | 3 | 1 | 3 | 1 | 6  |

**Weapons and Armour:** Youths may be equipped with weapons chosen from the Kislevite Warrior Equipment list.



## crew rules





## Benchmen

(bought in groups of 1-5 models)



### Warriors

25 gold crowns to hire

The Gospodar tribe make up the bulk of the people of Kislev, and they are generally considered the most civilised of the peoples of this harsh realm. Gospodars are large of stature with blonde or red hair. Their women are well known throughout the Old World for their fair-skinned beauty. Gospodar women have the same rights as men, and are allowed to rise to positions of power; in fact the most powerful of the legendary Ice Mages of Kislev are all female!

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**Weapons and Armour:** Warriors may be equipped with weapons and armour chosen from the Kislevite Warrior equipment list.



### Cossacks

30 gold crowns to hire

Cossacks are nomadic tribesmen who live in the far north of Kislev. They are always the first to encounter any Chaos invaders from the north, and so have long fostered a bitter enmity with the servants of Chaos. Cossacks are renowned for their riding skills, and their favoured weapons are the scimitar (sword) and spear.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**Weapons and Armour:** Cossacks may be armed with weapons and armour chosen from the Kislevite Warrior equipment list.

### SPECIAL RULES

**Hate Chaos:** Years of bitter struggle against the forces of Chaos have left their mark on the Cossack people. Cossacks are subject to *Hatred* against all forces of Chaos (eg, members of any warband the players would apply the *Ancient Enemies* special rule to).

### 0-3 Streltsi

25 gold crowns to hire

Firearms were first introduced to Kislev by Prince Boydinov of Erengard. Though very popular among his people, the prince was considered quite eccentric (it was he that invented the mad game called Kislevite Roulette). Despite initial superstition, as time passed handguns have been accepted as essential weapons of war. In his legacy the prince had a large portion of his wealth set aside for the establishment and upkeep of a regiment of handgunners. The regiment continues to this day and its members are known as Streltsi. Soldiers from other cities in Kislev, most notably the capital, are sent here to train in the use of firearms with the Streltsi.

In addition to their knowledge of handguns, Streltsi are also trained to use a small halberd called the *berdiche*. In fact the *berdiche* and handgun are the most widely recognised symbols of the Streltsi. In combat, Streltsi are able to use their *berdiches* as rests for their handguns, increasing their accuracy and making for a deadly weapons combination.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**Weapons and Armour:** Streltsi may be armed with weapons and armour chosen from the Streltsi equipment list. Note that Streltsi are the only Kislevite warriors trained in the use of handguns.

### SPECIAL RULES

**Gun-Rest:** A Streltsi warrior armed with both halberd and handgun may use the halberd as a gun-rest. The warrior receives a +1 on his 'to hit' roll with the handgun, as long as he did not move that turn (this applies even if the warrior has a skill that allows him to move & shoot with his handgun – he must not move if he is to rest the gun).



## 0:1 Trained Bear

125 gold crowns to hire

Bear Tamers often bring one of their sacred bears with them when they prepare to enter battle. These great beasts respect little, and it takes years for a human to win their trust and obedience. The effort to train one of these creatures is well worth it however, as one can not hope for a more loyal friend or useful ally when things turn bad.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 6 | 3  | 0  | 5 | 5 | 2 | 2 | 2 | 6  |

**Weapons and Armour:** None, other than their claws and teeth!



### SPECIAL RULES

**Trained:** A bear doesn't care about the warband's mission or enmity for other warbands – it's just following the orders of its trainer. Sometimes it gets bored waiting for orders; for this reason Trained Bears are subject to the rules for *Stupidity*. If given 'special attention' by its trainer, it will mind a bit better, so a bear is not required to take these Stupidity tests if the warband's Bear Tamer is within 6". Infact, this is the only member of the warband the bear will listen to; a Trained Bear will never use the warband leader's Leadership for any tests it is required to take. It may use the Bear Tamer's Leadership if within 6" of him however. Note that the warband cannot control the bear without a Bear Tamer. The Trained Bear may not be used in any game in which the warband's Bear Tamer does not take part (and this means that if the warband does not include a Bear Tamer at all, the warband must keep the bear staked back at camp until they hire a new one!).

**Fearsome:** A charging bear is a very scary sight indeed! A Trained Bear causes *Fear*.

**Bear Hug:** If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single 'Bear Hug' attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

**Fiercely Loyal:** Such dedication is built into the relationship between Bear Tamer and bear that if his trainer is injured, a bear will often stand over the body to protect it, or even drag the trainer's body to safety. As long as his bear is not taken *Out of Action* during a game, a Bear Tamer ignores the following results on the Serious Injury table: 'Sold to the Pits', 'Robbed', and 'Captured' (and ignore equivalent results in settings such as Lustria that have their own special Serious Injury table). If any of these results are rolled for the Bear Tamer, treat the result as a 'Full Recovery' instead.

**Animal:** Trained Bears are animals and do not gain experience.

### Sample Warband

When creating a warband I normally start with the models I place the highest priority on. I always purchase a leader first, as the warband has to have a leader and this is the figure that will most closely represent me as the warband combats others for wealth and glory. After this I purchase any henchmen that I really want to try out, and then I look at filling out my heroes and the rest of my warband. So Andrei was purchased first, and I gave him some ancestral armour, a pistol and sword. I figured the bulk of my warband would have very little equipment, so the Druzhina should have a couple expensive items to really make him stand out. The 'Inheritance' special rule really helps here!

After Andrei was purchased, my next priority was a Trained Bear. Bears feature prominently



RisCvites



new rules







## New Rules



in the history and religion of Kislev, and it just wouldn't be right not to include one. Besides, if you want to strike fear into your opponents, there are few models better suited to do this!

Next, I focused on filling out my heroes. I normally try to purchase as many heroes as possible when I start a warband, as this gives me the best chance to get good Exploration rolls. However, this time I had allowed myself a little extravagance in the purchase of a bear, and this, along with the expensive warband leader, severely limited the amount of gold I'd have to fill out the warband. So I left the Esaul in Kislev and purchased a Bear Tamer and two Youths. The Bear Tamer is a requirement if I want to use the bear, and the Youths are cheaper than any of my henchmen!

On to the henchmen, and by this time I was starting to run pretty low on funds. With this in mind I decided to purchase Warriors instead of Cossacks. Warriors lack the Hate Chaos special rule of the Cossacks, but they are still decent henchmen and the 5 gold crown savings each would help me to possibly buy another warrior. I included four with clubs and daggers, but looking at the gold I had left and how many warriors were in my band, I figured I could do some shuffling and still get the warband to a good starting size. I normally like to start out a new warband with at least nine members, as having one more than a multiple of four gives you one more that has to be taken

*Out of Action* before you start testing for Rout. So I dropped one of the Warriors and added a Streltsi with his special equipment (handgun and halberd) in his place, and upgraded the remaining Warriors to swords instead of clubs.

As the warband progresses I plan to add in the final hero, and add some Cossacks as well. If I earn sufficient gold, I would like to purchase the maximum number of Streltsi, as their unique skills can make for a fearsome support of my close combat troops.

### Kislev Warband

|   |               |
|---|---------------|
| <i>Andrei Padinov</i> , Druzhina Captain              | 110 gc        |
| Heavy Armour (Ancestral Item), Sword, Pistol, Dagger. |               |
| <i>Boris Schaunov</i> , Bear Tamer                    | 45 gc         |
| Sword, Dagger.  |               |
| <i>Ivan</i> , Youth                                   | 25 gc         |
| Sword, Dagger.  |               |
| <i>Stephan</i> , Youth                                | 18 gc         |
| Club, Dagger.   |               |
| <i>Igor</i> , Trained Bear                            | 125 gc        |
| <i>Valery, Josef and Alexi</i> , Gospodar Warriors    |               |
| Sword, Dagger.  | 105 gc        |
| <i>Anatoly</i> , Streltsi                             | 70 gc         |
| Handgun, Halberd, Dagger.                             |               |
| <b>Total:</b>   | <b>498 gc</b> |

