

Specialists

Marienburg with its proliferation of professional murderists – The mark of an assassin may die at the end of a hired blade, the victim of a jealous husband or scorned woman – Possibly a city official with a grudge, or an old enemy free of prison.

Mavericks and pay-swords seeking opportunity as freelance agents arriving in Marienburg will not have far to look when constabularies and gangs are with need to hire specialists. Private interests including the Houses of the Ten, the Elves of Sith Rionnasc and the League of Gentlemen Entrepreneurs who regularly hire in freelance agents to ferret out foreigners secrets.

Ogre treasure Hunter

95 gold crowns to hire +40 gold crowns upkeep

Rum-soaked ogre treasure hunters have sailed the high seas living the life of a pirate. Sea-dogs are haulage dealers and deep-sea divers. Salvagers of maritime paraphernalia will dive off shipwrecks to collect trinkets boarding every piece of junk they ensnare along the way, whether it be scrap metal or snack-meat for lunch.

May be Hired: Any warband with a riverboat/barge except Skaven may hire an Ogre Treasure-Hunter.

Rating: An Ogre Treasure Hunter increases the warband's rating by +35 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Scrap-Dealer	6	3	2	4	4	3	3	2	7

Equipment: Brace of pistols, anchor (counts as an axe) and fishing rod & tackle (counts as a man-catcher). Ogre Treasure Hunters wear rusted diving equipment including a diving bell for a helmet!

Skills: An Ogre may choose from Combat and Strength skills when he gains new skills.

SPECIAL RULES

Diver: Ogre Treasure Hunters wear rusty diving gear allowing them to move (and breathe!) in water without penalties. They count as being aquatic.

Fear: Ogres are large, threatening creatures that cause *fear*. See the Psychology section for details.

Large Target: Ogres are Large Targets as defined in the shooting rules.

Parrot Gnoblar: The ogre is accompanied by a gnoblar dressed as a parrot. The feathery costume is a compulsory disguise in a city like Marienburg!

An Ogre Treasure Hunter with a Parrot Gnoblar can swipe salvage for the warband after each battle. Roll on the Cargo Chart if the Ogre Treasure-Hunter was not taken *out of action*. A Parrot Gnoblar is a 'claimed' gnoblar meaning it is represented on the ogre model.

Scrap-Dealer: A warband with an Ogre Treasure Hunter can arrange trade deals with other warbands without requirement of a wagon or other vehicle. If the player wants to benefit from having a reputation in trade deals then a vehicle will be required.

Grave warden

30 gold crowns to hire +10 gold crowns upkeep

The priests of Morr who preside over burials are unable to maintain each of the cemeteries in which the Empire's dead are interred. Known as Gardens of Morr, these cemeteries are often kept by Grave Wardens. The Grave Warden is responsible for maintaining each Garden's grounds, walls, and monuments, trimming back its black rosebushes and keeping things tidy. These Grave Wardens also regularly patrol each Garden's perimeter, ensuring that no grave robbers, would-be necromancers, or crypt ghouls attempt mischief.

The Grave Warden's role means that he often stands as the first line of defence against any unquiet undead that would disturb the Empire's deceased, and the Grave Warden understands better than anyone how dangerous it can be to walk alone at night.

May be Hired: Any Dwarf, Elf or Human warband may hire a Grave Warden.

Rating: A Grave Warden increases the warband's rating by +10 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Grave Warden	4	3	3	3	3	1	4	1	6

Equipment: Shovel (counts as an axe), toughened leathers, wheelbarrow.

Skills: A Grave Warden may choose from Combat and Speed skills when he gains new skills.

SPECIAL RULES

Immune to Disease: Grave Wardens guard against those who would disturb the dead from their rest, be they rats, bone pickers, grave robbers or worse. Hardy constitution further fortified by drinking bowls of graveroot soup means a Grave Warden is not affected by any disease.

Hardened: Tending the Gardens comes with heavy responsibilities. Grave Wardens are immune to *fear*.

Gardener: Stout-hearted are Morr's Gardeners, offering a grim welcome to anyone who dares trespass into his domain. A Grave Warden must move towards the nearest model that attacked a grave marker (or trespassing in a tomb) if he has line of sight. The Grave Warden *bates* all models defiling graves and charges any trespassers.

Halfling fence

30 gold crowns to hire + 15 gold crowns upkeep

Not just anybody can run a successful fencing operation under the protection of powerful gangs that are hiring him. Halfling counterfeiters benefit from keeping a low profile while they network independently of racketeers in the city's underbelly.

May be Hired: Any warband except Skaven, Undead, Beastmen and Orcs & Goblins may hire a Halfling Fence.

Rating: A Halfling Fence increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling Fence	4	2	4	2	2	1	4	1	8

Equipment: A Halfling Fence is equipped with a pistol and dagger.

Skills: A Halfling Fence may choose from the Speed and Shooting skills when he gains a new skill.

SPECIAL RULES

Sham: A Fence has an eclectic range of items procured from sources best left unspoken. Offered at incredible prices, traders should be wary for their word is not their bond and such items are often flawed...

All of the items purchased through the Fence are at their base price (ie, do not add the random gold modifier for items). All items bought from the Fence are also at half price but once the item is first used roll a D6. On a roll of 1 the item breaks and is useless – an elaborate fake!

At the end of each battle (whether or not the Halfling Fence actually took part), roll a D6 and consult the following chart.

D6 Result

1	Halfling cookbook
2	Ithilmar weapon
3	Gromril weapon
4	Tome of magic or Holy tome
5	Hunting rifle or Elven bow
6	Brace of duelling pistols



Halfling pimp

20 gold crowns to hire + 10 gold crowns upkeep

Halfling agents can make a career as sleazy expeditors serving as go-betweens in the seedier parts of the city. An underworld guide acts as a herder of barlots. Flesh-peddlers with delusional aspirations of becoming slave traffickers.

May be Hired: Any warband except Skaven, Undead, Beastmen and Orcs & Goblins may hire a Halfling Pimp.

Rating: A Halfling Pimp increases the warband's rating by +10 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling Pimp	4	2	4	2	2	1	4	1	8

Equipment: A Halfling Pimp is equipped with a dagger and a box of cigars (counts as a torch).

Skills: A Halfling Pimp may choose from Speed and Shooting skills when he gains a new skill.

SPECIAL RULES

Underworld Contacts: A Hero visiting a bordello, casino, dream parlour etc (see Infamous Haunts) can re-roll any dice rolls made when accompanied by a Pimp hired by the warband. The second result must always be accepted.

Flesh-peddler: At the start of each battle nominate one of your opponent's Female warriors as the Pimp's mark. Treat this like a Bounty Hunter's mark, except that instead of earning a reward after the battle has ended, the mark is *captured* by the Pimp.

The Pimp gets +1 to hit his mark and must always move towards them. He gains +D3 Experience for each mark he puts *out of action* if he survives and the battle was won. After the battle do not roll on the Serious Injuries chart, marks count as *captured*. Any weapons can be kept by the warband or sold.

Playboy: A mark works for the Pimp's warband as a Courtesan and must always remain within 8" of him, due to the syndrome of Courtesans becoming dependent on luxuries supplied by the Pimp.

Courtesans: If the Pimp is taken *out of action* and none of the Pimp's warband members are within 8" then his marks will automatically run for the nearest table edge, in the hope of returning to its original warband. If a mark ever comes within 8" of its original warband, then it is instantly controlled by the original owner of the mark. If the Pimp is taken *out of action* in a battle and a mark is within 8" of another warrior from the Pimp's warband, the mark will charge the closest model from that warband in range. Treat the mark as having *batred*.

Albino stormvermin

75 warp tokens to hire +30 warp tokens upkeep

Hulking white-furred armoured mutes are Skavenblight's elite Stormvermin. Albino guard are granted sparingly, sent only in protection of minions carrying out their dastardly assignments.

May be Hired: Albino Stormvermin may only be hired by Skaven warbands.

Rating: An Albino Stormvermin increases the warband's rating by +30 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Albino Guard	6	4	3	4	4	1	5	2	6

Equipment: Albino Guard carry a halberd and wear a suit of heavy armour.

Skills: An Albino Stormvermin may choose from Combat, Strength and Speed skills when he gains a new skill.

SPECIAL RULES

Hardened: The Council's bodyguard are chosen for their strength and relative fearlessness. They are immune to *fear*.

Bearman bodyguard

65 gold crowns to hire +30 gold crowns upkeep

Norse retainers are all the fashion with the nobility. Norscan mercenaries from Ormsgard and Urslo serve numerous Merchant Houses. Thirsty bodyguards are always garrisoned away from strong ale, food stores and women!

May be Hired: Norse Bodyguards may not be hired by Undead and Skaven warbands.

Rating: A Bearman Bodyguard increases the warband's rating by +30 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bearman	4	4	3	4	3	1	3	2	7

Equipment: A Norse Bearman is equipped with an axe, shield and wears light armour and a wolf cloak.

Skills: A Bearman Bodyguard may choose from Combat and Strength skills when he gains a new skill.

SPECIAL RULES

Shieldmaster: A Norse mercenary has trained with a shield since childhood becoming so skilled as to repel any blow. A Bearman Bodyguard may parry with it in addition to getting a save throw.

Bulwark: Bearmen fight expertly with a shield in one hand and an axe in the other. The Bearman Bodyguard gets an additional +1 bonus on his armour saving roll in close combat.

Drunken: Bearmen are notorious for their uncontrollable consumption of alcohol. Roll a D6 at the start of each turn. On a roll of 1, they must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on a roll of 6 they become subject to *frenzy* for that turn. While subject to both *stupidity* and *frenzy* they are immune to all other forms of psychology.

Whaler

70 gold crowns to hire +30 gold crowns upkeep

Whaling is an important trade for Norsca and whalers are respected even among the warriors. Swimming through the dark currents of the Sea of Claws are massive whales, many of which bear strange markings and odd colourations, twisted and warped as they are by the power of Chaos. These monsters can capsize ships and swallow hundreds of men in a single gulp meaning Norscan whale-hunters sailing out of Marienburg must be made of sterner stuff than ordinary fishermen.

Some whalers, hoping to retire to a less dangerous means of making a living, sell their services as mercenaries in dangerous locales like Mordheim or cutthroat shores of Sartosa.

May be Hired: Whalers may not be hired by Undead and Skaven warbands.

Rating: A Whaler increases the warband's rating by +30 points, plus 1 point for each Experience point he has.

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

Equipment: A Whaler is equipped with a spear, net, harpoon gun (counts as harpoon crossbow), and harpoons (counts as javelins).

Skills: A Whaler may choose from Strength and Shooting skills when he gains a new skill.

SPECIAL RULES

Marine Hunter: Whalers grow accustomed to hunting marine beasts. Double any wounds inflicted to aquatic models.

Hardened: Having come face to face with some of the largest most terrifying beasts the seas have to offer and survived, the Whaler is immune to *fear*.

Harpooner: When the Whaler hits a model in the shooting phase, if he wounds the target, he may attempt to reel in the catch. If the Whaler passes a Strength test, the target model is pulled 8" towards the Whaler. Neither model counts as charging if a model is reeled into close combat.

Whalebone Carver: Heroes get +2 on search rolls when looking for Scrimshaw Baubles when a Whaler joins the warband.

Fire-eater

75 gold crowns to hire +30 gold crowns upkeep

A strange gesture with a fire-stick from an exotic personality with tattooed skull gesture. Followed by waves of boiling heat from a tongue of flame shooting between onlookers! Lethal displays from fire-eaters of Ind, Cathay and the Ogre Kingdoms. Entertainers and assassins both surprise all as they let loose with a belch of fire. Foes curse them as hair and hemp fries or rope curls and snaps as they unleash a titanic flume of heat. Nearby drunkards bursting into flame means a crowd notices that pandemonium is going on in their midst. What starts as a show can end in a dangerous explosion. If a fire-eater should instinctively take a breath at the wrong moment, inhaling the fire he should have been spewing... His screams will soon be cut short as he is cooked inside out!

May be Hired: Any Human warbands including Battle Monks of Cathay may hire a Fire-Eater. Ogre Maneaters may hire a Fire-Eater with Movement 6.

Rating: A Fire-Eater increases the warband's rating by +30 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fire-eater	4(6)	2	3	3	4	2	2	1	7

Fire-Stick: Being almost perfectly trained in mystical arts, the Fire-Eater spits fire upon his enemies in the shooting phase. Use the teardrop shaped flame template to determine which models suffer an automatic Strength 4 hit. In addition, any models hit are *set on fire* on a roll of 4+ (see Fire Rules). Fire-Eaters can use this breath attack even when engaged in close combat.

Inhaling Fire: After belching the first flume of heat, roll a D6 each time a Fire-Eater makes an additional breath attack. On a roll of 1 the Fire-Eater has inhaled the fire he should have been spewing! The warrior suffers a Strength 4 hit instead of using the flame template.

Sister of Sigmar

45 gold crowns to hire +15 gold crowns upkeep

The Sisters of Sigmar have traditionally travelled the Empire, tending to the needs of orphans. Their advice is frequently sought by those about to make an important decision, for the Sisters of Sigmar are famed for their ability to predict the fickle course of fate.

The Sisters popularity wanes as rabble-rousing Witch Hunters have denounced them as witches. Wastelanders perceive them as anything but heretics because Magritta of Marienburg was brought up by the Sisters and said to be sympathetic to their cause.

May be Hired: Any Dwarf, Elf or Human warband except Witch Hunters may hire a Sister of Sigmar.

Rating: A Sister of Sigmar increases the warband's rating by +15 points, plus 1 point for each Experience point she has.

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

Equipment: The Sister of Sigmar is armed with a Sigmarite Warhammer and Arcane Candelabrum from a holy temple. The Sister wears light armour and carries a vial of blessed water.

Skills: The Sister of Sigmar may choose from the Combat, Academic, Strength or Speed skills when she gains a new skill. A Sister of Sigmar may choose from the special skill list instead of normal skills. See page 83 of the Mordheim Rulebook.

SPECIAL RULES

Blessing of Sigmar: The Sister has two of the special skills from page 83 of Mordheim Rulebook.

Candle Tree: Sisters were orphaned children. In holy light they are recognised as saviours of orphans including mutants with minor afflictions. Arcane Candelabrum counts as a holy relic, brazier iron and lantern that is used one-handed. Any mutant taken *out of action* by the Sister of Sigmar is *captured*.

Midshipman

30 gold crowns to hire +15 gold crowns upkeep
Amidst the winding channels linking the River Reik to the Manaanspoort Sea, many Midshipmen can be found to lend their services to a warband willing to pay. These men are hardened from years at sea and the abuse of their respective hierarchy, capable of rousing the most shambolic of men into a crew of reasonable aptitude. While common in Marienburg, these men still provide exceptional service for those who seek it.

May Be Hired: Any warband except Skaven, Beastmen, and Orcs & Goblins warbands may hire a Midshipman.

Rating: A Midshipman increases the warband's rating by +8 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	LD
Midshipman	4	3	3	3	3	1	4	1	7

Equipment: Boathook, cutlass (sword), pistol, toughened leathers.

Skills: A Midshipman may choose from Speed skills when he gains a new skill.

SPECIAL RULES

Pilot: A boat piloted by the Hero may re-roll results on the Propulsion Damage Chart once. The second result must be accepted even if it is worse.

Rigger: The Hero is skilled in fixing minor damage to watercraft. If the boat or barge is stationary and has not moved during the last turn then if the Hero is in contact with it, he may repair one location previously damaged or set on fire. ie, a paddle or mast. The Hero may do nothing else that turn and the boat may not be moved. A boat cannot be repaired if an enemy model is in contact with the Hero or the watercraft.

A Crew Fer Me! A midshipman craves the comradery and adventure of the sea and a worthy crew. As such, any seafaring warbands gain a +1 to blood pact rolls with the Midshipman.

Bog Hunter

30 gold crowns to hire +15 upkeep
Some men have lost so much in life, or have such strange desires that they have been shunned from normal society, some are also so desperate for interaction and contact they have somehow "befriended" the creatures of the swamp. They work as almost slaves for the monsters, doing their every bidding, acting as spies and errands in the human world for plans best not spoken aloud, traitors to their race.

May Be Hired: Fimir, Beastmen and Greenskin Warbands may hire a Bog Hunter.

Rating: Bog hunter increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	LD
Bog Hunter	4	3	3	3	4	1	3	1	6

Equipment: Beastlash, Net, Toughened Leathers. **Skills:** A Bog Hunter may choose from the Combat and Strength skills when he gains a new skill. In addition, he may learn the Academic skills Streetwise and Haggle. **SPECIAL RULES**

Unholy Stink: The Bog hunter is covered in a thick layer of dung, the smell is so distracting that all enemies are at -1 to hit the Bog hunter in close combat.

Gopher: the Bog hunter may venture into town for his masters, ferrying back his goods to the waiting warband. In place of a hero doing a roll on either the Daemon swamp or Trading, the Bog hunter may visit any 1 place in the Craftsmarket, Infamous Haunts or Marketplace as the Hero waits outside of town for the bog hunters return. **Skills:**

Fenland Strider: The Bog Hunter may re-roll any failed Initiative tests when fighting on causeways, jetties and gangplanks or crossing a marsh

New Hired Swords

Ex-Blood Bowl Player

90 gold crowns to Hire +35 upkeep.

They may be way past their prime but you can't keep a good Blood Bowl player down for long!

May Be Hired: Any race may hire the ex-blood bowl player, when hired by a race he gains their movement value and special rules.

Rating: The Ex-Blood Bowl Player adds +12 points to a warbands rating, plus 1 point per experience point they have.

Profile	M	WS	BS	S	T	W	I	A	LD
ExBB Player	4	4	3	4	4	1	3	1	7

Equipment: the Ex Blood Bowl player uses an Iron Fist, Helmet, spiked shoulder pads and a spiked ball.

SPECIAL RULES

Blitz: the Blood Bowl player may charge without being intercepted. Any model any model wishing to intercept must pass a strength test, which if failed knocks the warrior down.

Going for it: the Blood bowl player may move up to 2 extra inches when running or charging, for each extra inch moved roll a D6, if a 1 is rolled, the Blood bowl player counts as tripping and is knocked down.

Drunken: Roll 1D6 at the start of each turn. On a roll of 1, they must test for stupidity that turn. On a roll of 2-5 nothing happens and on the roll of a 6 they become subject to frenzy for that turn. While subject to both stupidity and frenzy they are immune to all other forms of psychology.

SPECIAL ITEMS

Spiked Ball

Strength: as user +1, **Range:** 2x Strength.

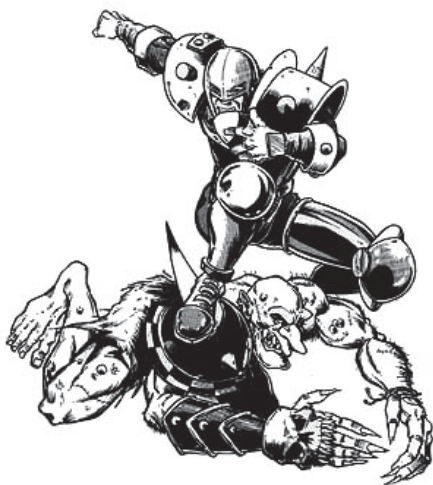
Special Rules: Thrown Weapon, Go Long!

SPECIAL RULES

Go long!: The spiked ball may be thrown at any enemy within range, not just the closest model. After throwing the ball it must be retrieved before it can be thrown again

Spiked Shoulder Pads

A warrior wearing spiked shoulder pads gain a 6+ armour save. Any enemy rolling a 1 to wound against the warrior suffers a S3 hit.



Chaos Wanderer

125 gold crowns to hire

Rumour has it of a dark wanderer, powerful and cruel, alone in The Wasteland. His arrogance will not lend his services long, not will he be convinced easily. His motivations are his own, but should a warband have gall to seek him out, enemies beware. Chaos is sure to come quickly to their ranks, corruption to follow...

May be Hired: Any Chaos warband may hire the Chaos Wanderer. In the exploration phase, you must send D3 Heroes to convince the Chaos Wanderer to join your ranks. As the name suggest they are wanderers and will only stay for one match.

Rating: The Chaos Wanderer increases the warband's rating by +50

Profile	M	WS	BS	S	T	W	I	A	Ld
Wanderer	4	6	-	5	4	3	6	3	10

Equipment: Chaos Plate (4+ saving throw), Helmet, Shield, Two-Handed Sword, Sword

Special Rules: Causes Fear, Immune to psychology, Demonic Strength, Chaos Corruption, Bad Blood

Skills: Bulwark, Resilient, Web of Steel

SPECIAL RULES

Demonic Strength: From years of nomadic travelling, the Chaos Wanderer may use his Two-Handed Sword in one hand, he will still suffer the 'strikes last' penalty.

Chaos Corruption: Any character taken 'out of action' by the Wanderer must roll on the "warp taint" table.

Bad Chaos Blood: A warband may not hire the Chaos Wanderer if the Chaos Berserker has also been hired.

Chaos Berserker

125 gold crowns to hire

A god of the fighting pits was corrupted, his fame and success lead him down a dark path few would voluntarily venture. As a result, this barely living legend stands vigilant, eyeing the various Fighting Pits across the Old World for a corruptible protégé. He is like lightning in combat, but the axes of his bloodlust swing two ways...

May be Hired: Any Chaos affiliated warband may hire the Chaos Berserker. In the exploration phase, you must send D3 Heroes to convince the Chaos Berserker to join your ranks. In addition, you must have achieved five wins with a single character in the *Fighting Pit*. Berserkers are wanderers and will only stay for one match.

Rating: The Chaos Wanderer increases the warband's rating by +50

Profile	M	WS	BS	S	T	W	I	A	Ld
Berserker	4	6	-	5	4	2	6	2	9

Equipment: Chaos Plate (4+ saving throw), Helmet, Paired Chaos Axes

Special Rules: Causes Fear, Immune to psychology, Chaos Frenzy, Chaos Axe, Chaos Corruption

Skills: Ambidextrous, Pit-Fighter, Mighty Blow, Step-Aside

SPECIAL RULES

Chaos Frenzy: The Chaos Berserker is subject to 'frenzy' and will only lose this state when he is 'stunned' - in addition, if he was in combat during the previous turn which subsequently ended; and only friendly models are within charge range, he must pass a leadership test otherwise he will charge a randomly determined friendly model.

Chaos Axe: These follow the same rules as a 'Morning Star', the Chaos Berserker may wield one in each hand.

Chaos Corruption: Any character taken 'out of action' by the Berserker must roll on the "warp taint" table.

Workin' Boyz

A few more ladz to help your warband out, the following is a collection of Greenskin Hired swords. They follow all the rules of regular hired swords including upkeep and blood pacts from Sword of the empire. For the purposes of Blood Pacts, The Sneaky git and the Nasty Skulker count as assassins and will not blood pact.

Orc Bully

60 gold crowns to hire +30 gold crowns upkeep
Orc Bullies are irascible, infirm and often incontinent old Orcs who have the important job of making sure that the Goblins who crew the war machines shoot in the right direction and don't run away. They don't normally do any work, instead choosing to stand around being intimidating. However, they are helpful if the enemy decides to attack the war machine.

May be hired: Greenskin warbands may hire the Orc Bully

Rating: An Orc Bully increases the warbands rating by +15 points, plus 1 point for each experience point he has.

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

Weapons/Armour: the Orc bully uses a whip and has a peg leg (6+ save)

Skills: the Orc Bully may choose from combat and strength skills when he gains a new skill.

SPECIAL RULES

Artillery Expert: the Orc Bully knows how to operate any Artillery Weapon

I Said Shut it you git! goblins within 6" of the bully do not suffer from animosity.

Nasty Skulker

40 gold crowns to hire +20 gold crowns upkeep
All Goblins prefer using dirty tricks to straight fighting, but some are better at it than others. Where regular Goblins will gang up on crippled foes, the individuals known as Nasty Skulkers will leap hiding and quickly stab a couple of enemies before slinking back. They are so fast that enemies might not even notice them, let alone strike back. Armour offers scant protection, for those Goblins have long learned to find inevitable chinks with their razor-sharp blades. No wonder that even their Goblin brethren consider them to be a "bad piece o' work".

May be hired: Greenskin warbands may hire the nasty skulker

Rating: a Nasty Skulker increases the warbands rating by +10 points, +1 point for each experience point he has.

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

Weapons/Armour: the nasty skulker uses two short swords covered in black lotus, a thief's cloak and has a rope and hook.

Skills: the Nasty Skulker may choose from speed and combat skills when he gains an advance.

SPECIAL RULES:

Skulking: the Nasty Skulker may hide after running.

Sneaky-Stabbin': if the Nasty skulker charges an enemy from a hiding position or does an initiative charge for an out of line of sight enemy, he gains +1 to hit and +1 Strength.

Opportunist: when attacking an opponent missing at least one wound, the Nasty Skulker gains +1 attack

Gnoblar Trappa

15 gold crowns to hire +10 gold crowns upkeep.

Gnoblar Trappers are intrepid Gnoblar that delight in catching and torturing small animals and follow Ogre Hunters to battle. These outgoing but vindictive Gnoblars are the largest and most intrepid of their kind, and delight in catching and torturing the small ferocious mammals that populate the foothills of the Mountains of Mourn. Once they have finished 'playing' with these animals (usually jabbing them with sharp sticks), they either devour them there and then or take them back as an offering to their Ogre masters as a light snack. They will attempt to capture and kill anything up to the size of a mountain goat. Gnoblar Trappers decorate themselves with the pelts of their prey, and are adept at laying mantraps, stake pits and barbed nooses of all sizes

May be hired: Greenskin and Ogre warbands may hire the Snotting Helpa

Rating: a Gnoblar Trappa increases the warbands rating by +5 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Trapper	4	2	3	2	3	1	3	1	5

Weapons/Armour: Dagger and sharp stuff (treat as thrown weapon with S2, range 8" and fire twice)

Skills: Trappers can learn shooting and speed skills when they gain a new skill

SPECIAL RULES

Set Traps: The Trapper may place up to six counters to represent these traps on the board immediately after the Gnoblar model is placed. They must be placed at ground level with at least 6" between them. Any model, except the Gnoblar, that moves within 3" of a trap counter must roll a D6. On a 1-3, nothing happens. On a 4-6, the model takes a single hit automatically at the Strength shown on the dice. The trap counter is then removed. A single model can only set off one trap at a time. If a non-large animal is put out of action by a trap, ignore injury. It automatically counts as captured by the warband.



Snotling "Helpa"

5 gold crowns to hire + 1 gold crown upkeep.

Snotlings are the smallest and perhaps the most dull-witted of the Greenskin races. They possess pea-sized brains and behave very much like extremely enthusiastic and uncontrollable puppies

May be hired: Greenskin warbands may hire the Snotling Helpa

Rating: a Snotling Helpa increases the warbands rating by +1 point

Profile M WS BS S T W I A Ld

Snotling 6 1 1 1 1 1 4 1 3

Weapons/Armour: a snotling helpa carries a stick and a rock.

Skills: The Snotling cannot level up and therefore cannot gain skills.

Rock: Range 6" Strength: 1

Stick: Range: Close Combat, Strength: as user, special rules: +2 enemy armour save.

SPECIAL RULES

Silent Move: Snotling Helpas always remain hidden unless they attack an enemy warrior in Close Combat. Even when within spotting range.

Worm: The Snotling is a master of fitting through small spaces and cracks in solid walls as well as burrowing under doors and floors. During the movement phase, you can declare that the Snotling is attempting to move through a wall (even charging, if you can see/detect the target). Roll a D6... on anything but a 1, your Snotling squeezes through and can attack as normal. On a 1, he has charged the wall blindly and not found a crevice, concussing himself in a cartoony manner. He cannot move again this turn and counts as knocked down if attacked in close combat.

Runt: can only carry item sized objectives

Worthless: does not count to rout tests, either for calculating the initial size of the warband or OOA warriors. Instantly taken out of action when wounded.



Hobgoblin Sneaky Git

40 gold crowns to hire, 25 upkeep.

Hobgoblin Cutthroats, or Sneaky Gits as they are sometimes called, are the stealthy assassins and ambushers of the Chaos Dwarf military. Arguably the vilest and most treacherous of all the Goblin and Orc kin, Hobgoblins are taller and leaner than ordinary Goblins, yet nowhere near as burly and brutal as Orcs. In fact, their whole appearance is emaciated and vicious - with narrow eyes and sneering mouths full of pointed teeth that smile moon-wide in an idiotic grin at the merest suggestion of sadistic violence in the offing.

Profile M WS BS S T W I A Ld

Cutthroat 4 3 3 4 3 1 3 1 7

May be hired; Any Warband except Greenskins, Witch Hunters, Sisters of Sigmar, Elves, Dwarves.

Weapons and armour: Man-Stikkas, Throwing Knives

SPECIAL RULES

Man-Stikkas: Duel curved daggers the hobgoblin uses to stab and slice at vital spots.

Strength: As user, **Special rules:** Paired, Vital Strike

SPECIAL RULES

Vital Strike; +1 to critical hits.

Back-Stabba: The Hobgoblin specializes in attacking his targets from the shadows. He may charge an opponent from hiding, even if he cannot see the target. There is no need for an initiative test, and the target may be over the normal 4" limit for charging unseen targets. If the charge is successful, he surprises his opponent who will attack at half weapon skill and half initiative, rounded up. This penalty lasts for the first round of combat only, as his opponent will swiftly recover his wits if the initial assault is survived.

Bribe: Hobgoblins will do literally anything for money/Wyrdstone and have been known to change sides and stab their former employers in the back for just a few crowns. To represent this, opposing player(s) may attempt to bribe the pair into betraying their employers and changing sides. At the start of the game, any player(s) wishing to do this must secretly write down how much he is willing to bribe them by. This must of course be more than the Hobgoblins starting hire fee. The controlling/employing player is advised to secretly write down a counter bid at the start of the game also. The bribing player may then choose at the start of any of his turns to attempt to bribe the Hobgoblin (even if they are in close combat!). If he does so he must reveal the amount he has written down and if this is more than the hire fee plus the amount the controlling player has for his counter-bid, then he gains control of the pair until the end of the game. Only the player who has control of the pair is forced to pay the additional amount so that if the original controlling player loses control of them through a bribe he doesn't have to pay the counter-bid. This bribing business can of course get quite interesting in multi-player games with different players attempting to bribe at different times. Whichever player succeeds in bribing, or if the controlling player maintains control, they must pay this extra amount.

"Yunno what they say, Tarka. Lucky at dice, unlucky at gettin' back to your own tent without 'aving a nasty accident"

-Gorduz Backstabber, Hobgoblin Cutthroat

Dramatis Personae

The characters described in this chapter are unique and outstanding persons from the *Mutiny in Marienburg* Setting. They follow all rules for Dramatis Personae as described in the Mordheim Rulebook on page 152.

Old Dramatis Personae

Special Characters from the Mordheim Rulebook and Border towns Burning are bound to their locations and should not be used in other settings. Sigurd and Bertha are unlikely to be found in the wilderness of the streets of Marienburg hundreds of years later.

Hiring and Upkeep

Some of the special characters described in this chapter can only be hired when using the *Border Town Burning* campaign system. That is because their hiring and/or upkeep costs are paid using campaign points (CP) instead of or in addition to gold crowns. This means, when hiring dramatis personae the warband erases an amount of CP equal to the character's hiring costs from their roster. The same goes for the upkeep costs which are also paid using campaign points.

Lisette Leerer, Assassin

Saleswoman and enforcer for the League of Gentlemen Entrepreneurs, the most powerful crime organisation in the Free City of Marienburg.

Hire Fee: Lisette takes D3+1 Treasures or Shards of Wyrdstone after each game she participated in.

May be Hired: Any warband except Skaven may hire Lisette Leerer.

Rating: Lisette increases the warband's rating by +100 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Lisette Leerer	4	6	6	4	4	2	7	4	9

Equipment: Lisette is armed with a rapier and stiletto. The enforcer also carries knuckledusters, throwing knives and a blow pipe. She wears toughened leather breeches and the Iron Amulet.

Skills: Lisette has the following skills: Resilience, Lightning Reflexes, Scale Sheer Surfaces, Dodge, Mighty Blow, Hide in Shadows and Step Aside.

SPECIAL RULES

Iron Amulet: Crafted using one of the most secret rituals of the Priesthood of Sigmar to protect Sigmar's Witch Hunters in their sacred duty, this amulet uses the natural properties of metal to resist the effects of Magic. It is rumoured some other

organisations, such as the Gold College, can craft similar devices. Any spell that would target the affected area of the wearer of this amulet has the difficulty of casting increased by 2.

League Business: Roll a D6 for every rare item the warband gets hold of when the rarity of the item is at least Rare 12. On a roll of 1 the item is appropriated by the League of Gentlemen Entrepreneurs.

Guild Membership: Protection is afforded to members of the Marienburg Gentleman's Club in exchange for less than salubrious responsibilities. Lisette is an appointed enforcer protected by the Guild. She may not be placed *under arrest*.

Protection Racket: Any human Hired Swords that the warband encounters, through a random happening or exploration event result, may join any warband Lisette accompanies.

The player may not actively hire any Hired Sword that could not normally be hired by the warband. A Hired Sword may only be removed from the warband roster Lisette accompanies if upkeep is not paid, if it dies from being taken *out of action* or if an enemy model has *captured* the Hired Sword.

Trancas Quendalmanliye, Wood Elf Charlatan

"I said the casino is closed to you. Your money is good at the bar, be grateful for that!"

— Trancas Quendalmanliye

Hire Fee: Trancas takes a 25% cut of all gold crowns earned after each game he participated in. Wyrdstone Shards or Treasures found must all be sold after the battle to work out his total fee. **May be Hired:** Any warband except Skaven, and Undead may hire Trancas Quendalmanliye.

Rating: Trancas increases the warband's rating by +100 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Trancas	5	5	4	3	4	3	8	1	8

Equipment: Trancas is equipped with a rapier and lasso (counts as a net, except that it can never be discarded). He wears Elven boots, Elven cloak and magical Amulet of Thrice-Blessed Copper. **Skills:** Trancas has the following skills: Excellent Sight, Luck

SPECIAL RULES

Wizard: Trancas was a wizard's apprentice and has two spells generated at random from the Lesser Magic list.

Songster: Trancas can sing. Any friendly model within 6" of the warrior may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

Pick Locks: Trancas knows how to open doors that others find impossible. When testing to open a locked door, Trancas just needs to make an Initiative test in order to be successful.

Hate Orcs and Dark Elves: Trancas has an unyielding hatred for Orcs and Goblins. Trancas *hates* Orcs and Goblins in addition to Dark Elves. **Amulet of Thrice-Blessed Copper:** On a successful Toughness test

Trancas is unaffected by any poison attacks. Non-magical weapons inflict 1 less Wound when Trancas is attacked in hand-to-hand combat.



Sam Warble, Private Investigator



The diminutive sleuth is famous for solving Marienburgers problems for the right price, delving into suspicious characters and uncovering secrets. Annoyingly laconic, especially for a halfling, folk who are renowned for being garrulous in the extreme, Sam operates as a private eye in the big leagues. His rate of hire starts at thirty guilders a day, plus expenses, although this varies on how desperate his patron is, how much they can afford, and how likely he is to get himself killed! With a network of more informants than anyone else in the city, Sam Warble can find anything or anyone at a price.

Hire Fee: Sam charges a rate of 30 gold crowns after the first game he participated in. After each assignment for the same warband his fee is increased by +15 gold crowns. If more than one player wishes to hire the halfling detective then unless campaign objectives take precedence, his services will be awarded to the highest bidder.

May be Hired: Any warband except Skaven, Undead, Beastmen and Orcs & Goblins may hire Sam Warble.

Rating: Sam Warble increases the warband's rating by +100 points.

"Alright who's first? The monkey or the organ grinder?"

— Sam Warble, Halfling Investigator

Profile	M	WS	BS	S	T	W	I	A	Ld
Sam Warble	4	5	7	3	4	3	9	4	10

Equipment: Sam is armed with a pair of short swords (one is ithilmar, one is gromril) and a sling. The detective also receives no penalties for fighting unarmed. He wears a toughened leather jerkin and a thief's cloak.

Skills: Sam has the following skills: Pick Locks, Trap Expert, Haggle, Spy, Hide in Shadows, Step Aside.

SPECIAL RULES

Bribery: The halfling detective meets covertly with agents from law enforcement constabularies to bribe any corrupt officers to avoid arrest. Sam Warble can never be placed *under arrest*. Any warriors being placed or having been placed *under arrest* can be released without rolling on the Conviction Chart by paying a bribe. The warband can pay an amount in gold crowns to the constabulary equal to double the number of experience points the warrior has.

Disarm: In the event of a critical hit, the result is always the same with Sam Warble. The detective sweeps his opponents weapon aside, knocking it from their hand. If carrying two weapons, roll to see which one is lost. His opponent must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to wound and take armour saves as normal.

Fleet Footed: The halfling detective may make a flee movement away from enemies to escape from combat, without the enemies striking any blows on him.

Jack of All Trades: The halfling detective is a master of miscellany. He may use any items or weapons he encounters and wear any cloaks or armour. You may purchase equipment for Sam just as you would for any other member of your warband. However, unlike other members of your warband, any weapon you give to Sam Warble is his to keep – he will not give it to another warband member later.

Night Vision: Sam is able to spot *bidden* enemies from twice his Initiative value in inches away for the purpose of underground scenarios.

Sixth Sense: Sam is blessed with more than good luck. Once per game he may choose the result of any dice roll he makes (but not one made by other members of the warband).

Stealthy: Sam can hide even after running, and can run while within 8" of enemy models if he starts and ends his move *bidden*.

True Detective: Warriors taken *out of action* in close combat by Sam Warble are placed *under arrest* whenever an Injury Chart result rolled on a D6 is 5-6, unless the warband following this plot routed.

Any equipment belonging to warriors placed *under arrest* cannot be kept by the warband unless they were impounded in accordance with campaign objectives. Confiscated items cannot be sold or traded.

Private Eye: At the start of each battle nominate one of your opponent's warriors as Sam's mark. Treat this like a Bounty Hunter's mark, except that instead of earning a reward after the battle ended, the mark is placed *under arrest*. Sam gets +1 to hit his mark and must always move towards them.

Sam's mark can be used to nominate any suspects considered to be 'above the law', Emissaries with diplomatic immunity or Members of the League

Underworld Contacts: A Hero visiting a bordello, casino, dream parlour etc (see Infamous Haunts) can re-roll any dice rolls made if accompanied by Sam when hired by the warband. The second result must always be accepted.

Very Resilient: Having been kicked, stabbed, drowned, bitten, shot, captured and tortured on several occasions explains why Sam is tougher than any other halfling in Marienburg or anywhere else for that matter! He receives +1 Toughness for being so very resilient, meaning more than the maximum characteristics normally allowed for a halfling. The increase is already accounted for in his profile.

The South Dock Strangler

Before the Strangler can be hired his identity must be determined. this is not an easy task and requires extensive book keeping and evidence gathering. first determine all Heroes that exist at the time the Strangler first appears, and add them to the list on the second page. from now on whenever the Strangler appears in a game containing one of those heroes strike their name from the list. whenever one of those heroes dies permanently strike their name from the list. Do Not strike their name from the list if they are killed by The Strangler. He may have staged his own death to throw the police off his tail. Once there is one name remaining the Strangler is identified and arrested immediately. If the Strangler is arrested by way of capturing during his Random Happening event, then randomly determine who is the Strangler from the names remaining on the list. once the South Dock Strangler is revealed, they obviously never return to their original warband, strike them from your list.

Hire Fee: 1 Campaign point to hire. the warband that rescues him does not have to pay the hire fee. he will only stay with a warband for 1 match at a time, if you hired him the match before you cannot hire him again.

May Be Hired: All warbands except those following "Defending the Peace" or "Drowning the Witch"

Rating: The Strangler increases the warbands rating by 60+ experience points.

Profile M WS BS S T W I A Ld

Weapons & Armour: The Strangler has the following equipment:

SKILLS

The Strangler has the following Skills;

SPECIAL RULES

Infiltrate: A warrior with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models that infiltrate, roll a D6 for each, and the lowest roll sets up first.

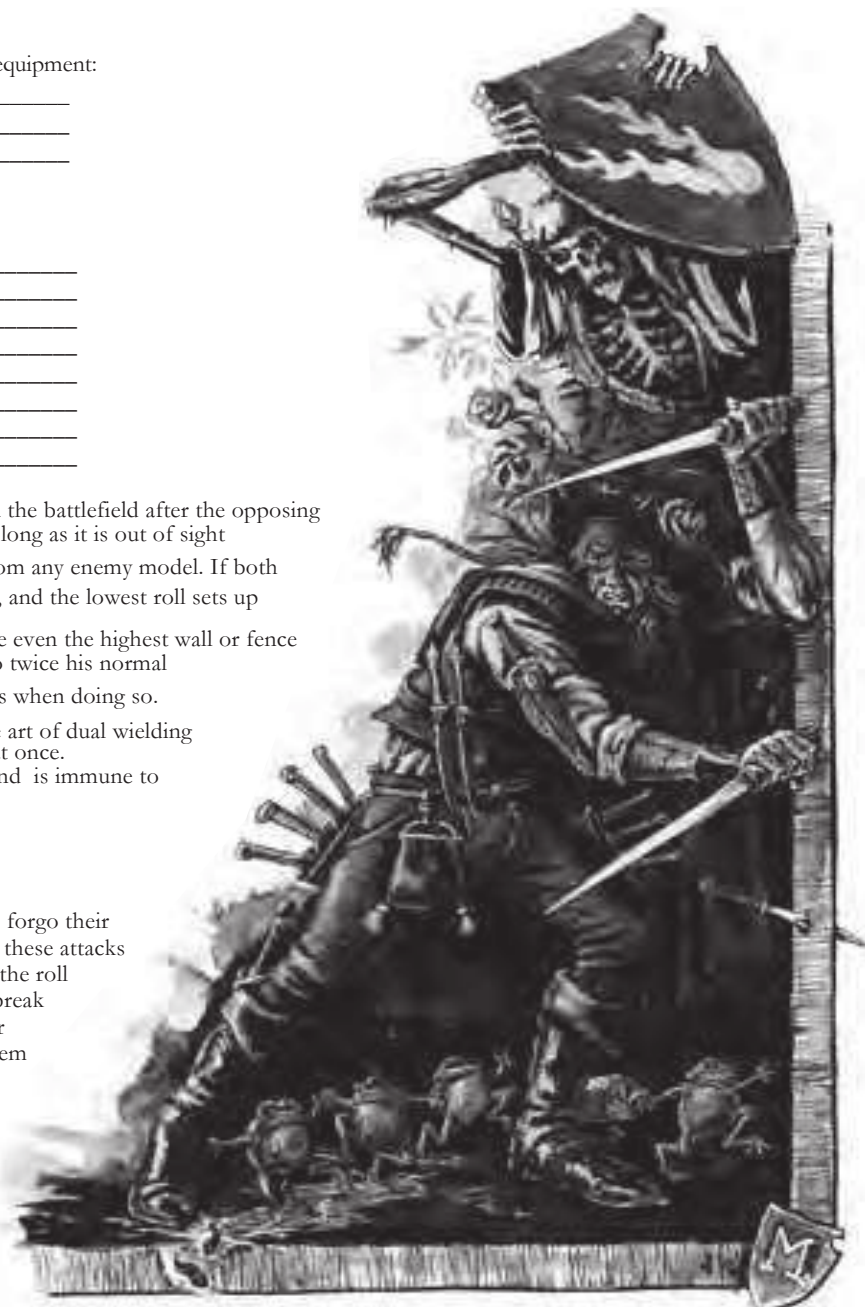
Scale Sheer Surfaces: A warrior with this skill can scale even the highest wall or fence with ease. He can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.

Ambidextrous: The warrior has trained himself in the art of dual wielding and may ignore the -1 to hit for using two weapons at once.

Immune to Psychology: The ripper is a Psychopath and is immune to all Psychology.

Cause Fear: the legendary killer causes fear

Strangle: when charging this character may choose to forgo their normal attacks to make two unarmed attacks. if both these attacks hit, each player rolls a D6 and adds their Strength to the roll (Strangler gets +2). if the defender rolls higher they break free and combat continues as normal. if the strangler rolls higher they manage to squeeze the life out of them and the warrior dies permanently.



Evidence pertaining to the recent serial murders in the south docks and surrounding area.

Murders Attributed to the Strangler

Innocent?

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or printed text on the paper. The edges of the paper appear slightly irregular, suggesting it might be a scan of a physical document.A black and white illustration of a highly detailed, grotesque mask or face. The face has large, wide eyes, a wide-open mouth showing sharp teeth, and a complex, textured surface with many small, pointed protrusions. The mask is framed by a decorative border.

Ark'il'hes Daemon Prince of Arkhar

Once a Kurgan Warlord from the Wastelands surrounding Cathay, Ark'il'hes won countless battles in the name of Arkhar and was the main instigator of the Second Siege of Cathay. The Siege used a massive coalition of warbands of many different races united under one banner. The forces of good suffered a great loss that day, as Ark'il'hes took Cathay and the Chaos Artifact within. After seizing the final artifact from a rival Norse Warband, Ark'il'hes finally ascended to Daemonhood and was set to conquer all of the borderlands. But total domination was not his destiny after all, as on the eve of his victory, a simple priest of Morr named Tabris banished Ark'il'hes to the Chaos Realm. Now 100 years have passed, the whipsers of his servants have broken through to cultists in the mortal realm, and Ark'il'hes may soon be summoned once more.

Hire Fee: 200 gold crowns and D6 campaign points to hire, +50 gold crowns and +D3 campaign points upkeep cost.

May be Hired: only a warband with the Summoning Circle may hire the Daemon Prince.

Rating: The Daemon Prince increases the warband's rating by +136 points (Experience points +75).

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	7	3	4/7	5/6	4	6	3/6	9

Weapons/Armour: The Daemon Prince is armed with the Broadsword of Damnation. He wears the Chaos Dragon Scale Armour and Ghartok's Skull and has the Liber Chaotica (see Chaos Artefacts). In addition, he has the following equipment:

Stone of Luck: 1 Reroll per game

Rabbits Foot: 1 reroll per game or exploration.

Unholy Relic: automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before.

Healing Herbs; use in recovery phase to heal all wounds.

Bone Bow: a reminder of his former life as a Kurgan Warrior, the Daemon prince weilds a massive Bone Bow.

Range: 36" Strength; As User (4)

SKILLS

The Daemon Prince has the following skills:

Bloated Foulness: -1 Movement, +1 wound, +1 Toughness (added into stats)

Mighty Blow: +1S in Close Combat (added in Stats)

Mark of Arkhar: Frenzy (added in Stats)

Liber Chaotica (Arkhar): 2+ save against Magic

Strongman: Ignores Strike Last

Resilient: -1 Strength from all hits against him in close combat. this does not affect armour save modifiers. (Added in Stats)

Regeneration: 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.

SPECIAL RULES

Leader: Any Warrior within 6" of the Daemon Prince may use his Leadership when taking Ld tests. As a powerful Scion of Chaos, the Daemon Prince will automatically be the *leader* of any warband he joins.

Mark of Chaos: The Daemon Prince has the Mark of Arkhar as described in the Marauders of Chaos warband.



This Daemon Prince is based on one that appeared in our personal BTB campaign. if your group has had a Daemon prince appear before and you still have the stats, definitely try using them in its place, - Dic.

Cause fear: The Daemon Prince is a monstrous creature that causes *fear*.

Daemonic aura: The Daemon Prince has a natural armour save of 5+. This save is negated by magic weapons and spells. The daemons' attacks are considered as magical.

Flying: The Daemon Prince triples his Movement when running and ignores terrain when moving.

Chosen Servant of Chaos: When taken out of action the Daemon Prince will not automatically drop the Chaos Artefacts. Instead roll for Serious Injuries immediately. If the Prince dies, place markers for the artefacts.

Immune to poison: The Daemon Prince is immune to all poisons.

Immune to psychology: The Daemon Prince is immune to psychology and automatically passes all Leadership tests. This includes all Rout tests his warband is required to take.

Summoning the Prince

After a Warband acquires a summoning circle from the Lodge, a Wizard that knows Chaos Magic (including the Rituals of Dhar or Hashut) may draw the circle during the circle during a match. place a 4" blast template to denote circle in front of the summoning wizard. this action takes up the entire wizards turn. after the circle is placed the ritual will take D3 turns to complete. during this time the wizard may do nothing but concentrate on summoning. At the end of the designated number of turns the Daemon prince will appear, though he is not fully corporeal until the start of the warband's next turn. at any time during the summoning, until the Prince is corporeal, enemy warbands may attempt to disrupt the ritual, in one of two ways.

Attacking the wizard in any way that causes to lose a wound, be knocked down, or taken out of action will halt the ritual.

The second way is to disrupt the circle. This can have dire consequences for both the fighter disrupting the Circle and the summoner. A fighter can disrupt a Summoning Circle simply by moving into contact with it. Slightly ruffling up the intricate patterns of silver dust on the floor with one's foot is all it takes. Roll on the Summoning Disruption table once for every fighter who moves into contact with the Circle.

SUMMONING DISRUPTION TABLE

- | D6 | Result |
|-----|---|
| 1 | Oh, shit! It is too late, the Daemon has already fully manifested. The Circle is removed and the Daemon inside immediately charges the fighter who disrupted the Circle. |
| 2-3 | Clumsy Kick. The warrior fails to disrupt the Summoning Circle. Nothing happens. |
| 4-5 | Fade Away. The Circle is broken before the Daemon fully materializes. Remove the Circle and the Daemon. |
| 6 | Rampage! The Daemon breaks free of the summoner's will. The Circle is removed and the Daemon inside immediately charges the fighter who summoned him. From then on it behaves as aggressive roaming creatures. |

Demonic Essence: Ark'Tl'Hes cannot hold his form in the mortal world for very long, and therefore must be summoned each game. If the warband wishes to summon the Daemon Prince again after they have successfully used the circle, they must pay the Upkeep Cost listed in his profile, this represents the warband purchasing the supplies necessary to build a new circle.

Chaos Artefact Chart

Ghartok's Skull

Ghartok's Skull counts as a helmet. In addition, whenever its wearer is wounded by a critical hit on a roll of 4+ on a D6 the hit is considered normal instead. Unlike other armour the helmet does not hinder its wearer from casting spells or rituals.

Dragon Scale Armour

The Dragon Scale Armour grants its wearer a 4+ armour save that cannot be negated below 6+. In addition, any spell targeting the wearer fails on a roll of 4+ on a D6 (for spells like *Silver Arrows of Arba* roll only once instead of for each arrow). The armour does not hinder its wearer from casting spells or rituals of his own.

Broadsword of Damnation

The Broadsword counts as a double-handed weapon. Whenever a warrior is taken *out of action* by a critical hit of the Broadsword, the warrior is transformed into a horrible Spawn of Chaos, that is controlled by the Chaos player. The warrior dies permanently after the battle.

Note that this weapon cannot be destroyed through the Sword Breaker's *Trap blade* special rule or any other circumstances that would normally cause weapons/equipment to break. The same applies to the *Disarm* rule from a Whip.

Liber Chaotica

This mighty tome of Chaos magic contains all the rituals of Tchar, Onogal, Shornaal and Chaos Undivided (Chaos Rituals). A spellcaster in possession of this book is able to use all spells from his dedicated list. Note that he must still learn a spell twice (ie. spend two skills) to permanently reduce its Difficulty.

A non-spellcaster may choose one random spell determined before the battle from the Rituals of Chaos Undivided. The warrior may attempt to cast it as if he was a spellcaster.

A leader with the Mark of Arkhar increases his save against magic to 2+ and becomes immune to the effects from all Chaos rituals (including Rituals of Hashut).

Dramatis Personae

Introducing four new legendary characters for Marienburg, based off heroes from the four warbands to make it to 40 Campaign Points before the campaign ended with the Hornswagglers of Hashut taking the victory. These are basically the characters as they were in the campaign, each with an extra special custom rule to make them unique. Some skills and saves and equipment were combined to make them read and play simpler, but these are but four of

the crazy warriors we had running around. You will never see the stats of Toshiro Genbu the ogre leader with a regenerating stone, toughness 8 and the Rune Fang. Or Mad Ruta the Harbinger Whale man. Or the Seductive Unnamed Fimir leader whose devotion to Slaanesh made him irresistible.

Anyway, enjoy! If you dare.....

Nibbles, the Grand Sneak/Stab of Bitter Stink

Nibbles left his nest young to apprentice to a Chaso Dwarf gunsmith... Turns out he was actually just gonna be a slave. He spent a few years being their general butchy; Working for the gunsmith, and fighting animals for their entertainment. Nabiq earned the nickname nibbles after chewing through a wolf's throat while it was mauling him. For a skaven, he was patient, and after learning everything he could from his unwitting teacher, he casually picked the lock on his cage and wandered through the camp. Slaughtering the whole camp in their sleep. Leaving the Chaos dwarf slave train in his wake, he made his way to Marienburg and into the employ of the Vermin Similitudes, where he made a name for himself as an assassin who did not care for his own safety, charging blindly at even the largest opponent. He once took down half a Lizardman raiding party single headedly, carving thorough them like a rodent hurricane. Nowadays the Vermin Similitudes have moved on from Marienburg but Nibbles is still spoken about in the dark corners of the town like an urban legend.

Hire Fee: Nibbles can be hired for three wyrdstone pieces and has an upkeep of a further 3 pieces per game.

May be hired: Warbands following the Poisoning the Well plot may hire Nibbles.

Rating: Nibbles increases a warbands rating by +100 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Nabiq	6	4	3	4	3	2	4	4	4

Weapons & Armour: 2 Weeping blades, veterans hand, three smoke bombs.

Skills: Infiltrate, Art of Silent death, Tail fighting, Play dead, Expert swordsmen, Step Aside. Horrible Scars.

SPECIAL RULES

Hatred of Stunties: Nibbles suffers hatred of all short people after his torture at the hands of Chaos Dwarves. This includes Chaos dwarves, regular dwarves and halflings.

Dwarven Flashbacks: Nibbles suffers from flashback to the days of his imprisonment which send him into a terrifying rage. At the start of each of his turns you may choose to give rage; Nibbles will suffer from frenzy and gain +1 strength. After which, if at the end of each of his turns he has not taken a model out of action that turn, he passes out from the fury and is out of action himself.



Slave Master Haggard, the Stone Daemon of Suidock

Marienburg is a melting pot of culture and races. Merchants and warriors come from all over the world to find work, even from the distant tower of Zharr-Naggrund. Banished from the Dark lands for his dalliances in Necromancy, Sorcery Prophet Haggard was sent into to old world to gather slaves to work the furnaces of Hashut. Landing in Marienburg Haggard immediately thrived in the chaos. The city was full of easy marks and the lax police force made his job easy and his wagons were soon full of slaves of all species. Rather than learn his lesson the first time, Haggard dove harder into the necromantic arts, and though his dark god punished him with the Curse of Stone he would not be dissuaded. Augmenting his almost immovable body with an increasingly complex mechanical apparatus he was soon able to call up countless undead horrors and as his enemies fell, they rose again at his side. With his right hand man, an Undead Fimir warrior named Zrock, his conquest of the Marienburg underworld was almost complete. He had three main road blocks; the Skaven, commanded by the minor Eshin clan; the Vermin Similitudes, the League of Gentlemen Entrepreneurs; Enforced by the Black Sea Devils, and the River Watch come political party the Marienburg Socialist Republic Party. In one fell swoop, he cut the heads off the hydra that was his enemy. Causing a riot in the Suidock Haggard marched on and took the Police watchhouse, the Merchant Manor of the League, whilst the River watch was distracted Burning Rat rock to the ground and the Black Sea Devils fought fimir in the Sewers. With Marienburg firmly in his grip Haggard no longer needs or wants Zharr-Naggrund's approval, the slaves are his now and his empire is growing.

Hire Fee: the Stone Daemon costs D3cp to hire and 1cp for every battle after the first he participates in. If Haggard has acquired any undead warriors during the campaign he cost an extra 20gc per undead hero.

May be hired: Warbands following the Price of Power, the Promise of Power or the Body Trade may hire Slave Master Haggard.

Rating: Haggard increases a warbands rating by +150 points

Profile	M	WS	BS	S	T	W	I	A	Id
Haggard	5	5	3	5	5	3	4	5	10

Weapons and Armour: The Hide of the Daemon.

The Hide of the Daemon: The hide of the deamon is a specially crafted mechanical suit, designed to keep Haggard moving despite his extremely advanced Curse of Stone. It incorporates a rope and hook for climbing, two wrist mounted blunderbusses, and a Pair of Veterans hands to replace the ones he lost to the Curse. The extra movement from the suit, plus the attacks and strength from the veteran's hands have been added to his profile.

Skills: Slaver, Sorcery, Step Aside, Pit Fighter

SPECIAL RULES

Causes Fear: Haggard is a legend in Marienburg and even his name strikes fear into most men.

Blessing of Stone: the Curse coupled with his mechanical suit gives Haggard a 3+ armour save that cannot be reduced past 5+ even by critical hits. It also gives the bonus of a helmet (4+ stun save) and makes him immune to poison.

Sorcerer and Necromancer: Haggard has a mastery of both Necromancy and the Rituals of Hashut and knows the following spells; Flickering Hide, Lava Flow, Life Stealer, Spell of Doom, Spell of Awakening, Sacrificial Ritual, Combustion.

Sinks like a Stone: Haggard cannot swim and will be taken OOA if he falls into the water.

Slaves to Darkness: any Models raised from the dead by Haggards Spell of Awakening stay with Haggard as his eternal slaves. When hired people will also gain the undead heroes Haggard has raised. Each undead slave adds 20 gold to the price of Haggard.

Hard to Kill: 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

Hard Head: ignore the special rules for concussion

King of the Underworld: Haggard is a major crime boss and cannot be arrested.

Deathspeaker At the start of the battle, the Haggard may deploy D3 Zombies for free. These zombies do not count towards the maximum number of models in the warband, but increase the warband's rating as normal. These Zombies can be used for Combustion. These Zombies only last for the duration of the battle



Combustion

Difficulty 8.

Haggards command over necromancy and the lava rituals of Hashut give him unique powers over corpses. During the battle Haggard may attempt to detonate any zombie, friendly or otherwise. The Spell has a range of 12", if cast successfully the zombie explodes causing a S4 hit on any model within 4" of the corpse, these hits can set models on fire.

Nor'Kahn, the Black Sea Devil

Once a Dark Elf noble of a promising house, Mor'Kahn chose the life of a Corsair Captain, leading his crew on daring raids against human settlements of the south. Unimpressed with the meagre returns for such a journey however, he soon cast his gaze toward a much more promising prize – Ulthuan. Striking coastal towns of the High Elf homeland with terrifying brutality, Mor'Kahn and his crew would disappear into the dangerous shoals of the Black Sea, escaping any Asur retribution and earning him the name the Black Sea Devil.

However, after abducting an Asur Prince, the High Elves mustered a silver fleet to track down and kill Mor'Kahn once and for all. The silver fleet chased him right into the dreaded Black Sea and had Mor'Kahn surrounded. With his death most assured, Mor'Kahn and his sorceress paramour, She'ila, beseeched the God of murder Khaine himself. Deliver us this day so that we may visit upon Ulthuan a tide of blood to swallow the land. With the blood-sacrifice of the Asur Prince binding the pact, Khaine opened a portal beneath Mor'Kahn's ship and warped them to realm of murder.

They lived to fight another day, but the toll was heavy. Passage through the warp ravaged their features and twisted their skin until Mor'Kahn and his crew bore pail and horrifying visages. It was then that they donned their signature horned helms and one and all became the Black Sea Devils.

Since then the Black Sea Devil and his fell crew purchase passageway through the warp, striking wherever he pleases and disappearing without a trace.

Hire Fee: Mor'Kahn fights for treasures, if during this round your warband gains a reward of some sort; eg Booty chart roll, extra treasures, an artefact etc, either through victory in a scenario or through exploration Mor'Kahn will take the reward rather than his normal fee. If no treasure is found Mor'Kahn charges 100 gold crowns.

May be hired: Warbands following the Secret Deal or the Ten Great Families may Hire Mor'Kahn

Rating: Mor'Kahn increases a warband's rating by +100 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Mor'Kahn	5	7	5	4	4	3	6	3/4	10

Skills: Step Aside, Dodge, Fey Quickness, Web of Steel, Strike to Injure, Fury of Khaine.

Weapons & Armour: Mor'Kahn comes equipped with a Dark Elf Sword, a Shield, Light Armour, a Sea Dragon Cloak, a Blood Stone and the Depthless Mask (previously Mask of the Merlord).

Depthless Mask: Constructed by the sorceress She'ila after his disfigurement in the warp, the mask of burnished gold portrays Mor'Kahn as he once was. The moment he affixed the mask to his face however, it seared itself to his warp-tainted skin. Jagged golden horns sprouted from the masks crown and Mor'Kahn let loose an unearthly howl. The mask was now a representation of Mor'Kahn's soul, and where his eyes once peered through, now there was only a depthless black. The mask gives enemies attacking Mor'Kahn a -1 To Hit penalty in hand to hand combat. It also allows him to glide across the water as if it were solid ground. He may move full movement over water terrain.

Blood Stone: A dread stone that's very nature can warp-taint the bearer into becoming a pawn of the God of Murder or the Blood God. The Hero takes on a bestial aspect, giving him a bite, clawed or horned attack (use rules for bite). If the Hero put all of his enemies out of action in hand-to-hand combat, he becomes frenzied on a 4+.

SKILLS

Fey Quickness: Few can ever hope to match an Elf's inhuman quickness and agility. An Elf with Fey Quickness can avoid melee or missile attacks on a roll of 6. If the Elf also has Step Aside or Dodge this will increase to a 4+ in the relevant area. For example, an Elf with Fey Quickness and Step Aside avoids melee attacks on a 4+ and missile attacks on a 6.

Fury of Khaine: Mor'Kahn is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Druchii may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy, this starts a new combat. This new combat takes place in the following turn and the model counts as charging.



Hauppman Heinrich of the River Watch

Heinrich is a character study on the duality of man; a fine upstanding police man by day, a slave to darkness and addiction by night. A super cop by all accounts who became the youngest sergeant in River watch history, he along with his colleagues pulled the Watch from gutter to make it the finest department in all of Marienburg, outshining and out-arresting the Elf Watch and the Black caps combined. His power and efficiency caught the eye of a priest of Stromfels who called upon his god to corrupt the lawman. The manner of his corruption, his sin if you will, soon showed itself. Heinrich was not a young man, and in his bid to keep up with the changing face of crime he turned to drugs. His descent into depravity was fast and soon he was on the Daemon Dust, one the strongest Narcotics available. It made it almost invincible fighting for Justice with the blank eyes of a chaos berserker. And when his supply ran out, there was the Priest of Stromfels with tip offs on where to get more, who to arrest, and where to raid. His corruption soon showed itself physically in the form of a scorpion tail and soon after that he found himself doing odd jobs for the Priest and quickly after that, fighting alongside him in small gang skirmishes, as the lure of chaos is great. It's an open secret on the Suidock that this Knight of Purity is moonlighting as a Knight of mutants, but in his mind Heinrich keeps telling himself that it's a means to an end, if he gets the dust, he can stop the crime.

Hire Fee: Heinrich may be hired at a rate of 100 gold crowns or two doses of daemon dust. Drowning the witch warbands may not pay in Daemon Dust.

May be hired: Warbands following Guarding the Peace, Drowning the Witch, or Gaze of the Gods may hire Hauppman Heinrich.

Rating: Heinrich increases a warband's rating by +100 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Heinrich	5	6	3	4	4	3	4	4	7

Weapons & Armour: Krakentooth sword, Gromril armour, Shield, Sea dragon cloak Helmet, elf boots, venom ring, scrimshaw bauble, lucky charm, rabbits foot, healing herbs

Skills: Step aside, mighty blow, strike to injure, pit fighter, resilient, weapons training, bulwark, combat master lightning reflexes, melee expert.

SPECIAL RULES:

Knight of purity: despite all evidence to the contrary Heinrich is still a Knight of Purity and follows all rules associated with them, unless he is working for a Gaze of the Gods warband.

Dark Secret: As a physical reminder of his corruption Heinrich has Scorpion tail which he hides for the most part under his cape. The tail grants him +1 Attack at Strength 5 (Strength 3 if the target is immune to poison.)

Coping mechanisms Heinrich is addicted to Daemon Dust and requires two doses for it to have its normal effect (+1S, +1I, Frenzy). If hired with Daemon Dust he will take it before the battle.



Oxyotl

Oxyotl was alive during the time of the First Great Chaos Invasion. He and his kin mounted bold ambushes against the hordes, but were forced to retreat within the sacred walls of the temple-city of Pabuax, a host of Greater Daemons nearly catching them before they could duck within the protection of the magical barriers created by the Slann Yet that barrier crumbled before the Chaos onslaught, until the Daemons stalked the plazas and the Lizardmen defence shrank back into the pyramid district. In a last effort for victory, the Slann Mage-Priest Lord Pocaxalan attempted to summon a nova-blast of energy to banish the foe. He needed time to conjure the mystic forces to power the spell, however, and called upon his last surviving Saurus, Oxyotl and his Chameleon Skinks to protect him, buying precious moments while the ritual was completed. But alas, the fickle powers of Chaos tricked Pocaxalan, and he tapped too deeply into the howling Winds of Magic — colossal energies spiralled out of control, ripping holes in the fabric of reality. The Slann and his last protectors were sucked into the Realm of Chaos. Pabuax aged millennia in scant seconds; large portions of the city, along with all its inhabitants, crumbling to dust. Oxyotl awoke to find himself in a living nightmare. He was surrounded by all manner of Daemons, many of which were feeding on the sprawling entrails of his lord. He was alone in a land of living shadows, untruths and impossibilities. Luckily, his innate ability to blend in remained effective, despite the unnatural surroundings. Oxyotl was all but invisible, unnoticed by the creatures of that realm, although they detected him after a time. He survived the way he did in the jungle — by instincts and cunning. Oxyotl covered his scent against the daemonic bounds that tracked him by daubing himself in the blood of his pursuers. He ambushed mystic sentinels that lusted for his cold blood and he willed himself to resist all temptations. The passage of time flows strangely within the Realm of Chaos. A year may pass in that twisted unreality whilst centuries pass in the real world. Now, in a timeless torture, Oxyotl was forced to exist in the full horror of Chaos. He glimpsed firsthand the fate of all the races of the world should the fight against Chaos falter, and their planet be overtaken by the Dark Gods. At last, after trials almost beyond enduring, Oxyotl found a path back to Lustria.

Hire Fee: Oxyotl charges 100 gold crowns to fight against non-chaos warbands, and 50 gold crowns to fight chaos. He has no upkeep and cannot be hired for consecutive matches.

May Be Hired: once Oxyotl has been freed from the warp, any warband except Chaos, Skaven, Undead, Beastmen and Orcs & Goblins may hire Him

Rating: Oxyotl increases a warbands rating by 100.

Profile	M	WS	BS	S	T	W	I	A	Ld
Oxyotl	4	5	7	3	3	3	9	4	7

Weapons and Armour: Oxyotl is equipped with Soteks Wrath, Poison of the Gods, Dagger of Secrets and the Amulet of Change.

Special Rules: Aquatic, Cold Blooded, Immune to Psychology, Chameleon Skin.

Skills: Oxyotl has the following skills; Sprint, Spry, Step Aside, Leap, Quick Shot, Knife Fighter, Trick Shooter, Eagle Eyes, Infiltration, dodge.

SPECIAL RULES

Scaly Skin: A Chameleon Skink has an armour save of 6+ naturally due to their thick scales. This armour save cannot be modified due to Strength modifiers but any injury result or special effect which specifies that no armour save is allowed will negate the armour save.

Cold Blooded: A Chameleon Skink may roll 3D6 and select the lowest two dice when taking a psychology test.

Aquatic: Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water. Jungle-born: Skinks can move through jungle terrain without penalty.

Immune to Psychology: Oxyotl is immune to psychology and automatically passes all Leadership tests he is required to take.

Amulet of Change: like all of his trinkets the Amulet of Change was stolen from a powerful greater Daemon, and inscribed with Runes of the old ones to twist its powers to Oxyotl's needs. The Amulet of Change makes Oxyotl immune to enemy magic.

Poison of the Gods: the poisons Oxyotl uses are stolen from deep within father nurgles kitchens, heinous brews that could destroy entire continents. Poison attacks from Oxyotl apply to models immune to poison and disease, including undead and Venom ring wearers.

The First Chameleon: whilst not actually the first, Oxyotl is millennia old, and has total control over his camouflage. Oxyotl's foes halve their Initiative when trying to detect him when hidden. In addition Oxyotl is at -4 to hit with missile fire.

The Golden Blowpipe of B'Toofee

With just the lightest exhalation, this golden instrument of death blasts forth a hail of murderous darts

Strength: 1 **Range:** 12"

Special Rules:

Deadly Poison: Attacks from the golden blowpipe critically wound on a 5 or 6 regardless of toughness.

Legendary Hunter: if hidden Oxyotl can combine Quick shot and Knife Fighter when using his blowpipe to shoot 6 Shots a turn.

Soteks Wrath

Soteks Wrath is a Dagger carved from the golden wrist bone of a Keeper of secrets.

Strength: as user **Range:** close combat

Special Rules: Parry, Daemons Bane

Daemon Bane: Centuries are both Seconds and Millennia in the Realm of Chaos, and Oxyotl has been hunting daemon the entire time, all of Oxyotl's attacks made with Soteks Wrath wound Daemon models on a 3+ and cause double wounds