

These are a selection of random happenings. They are similar to those which can be found in the Mordheim Annual. At the start of each player's turn, roll a D6. If the result is 1 then roll a D66 to determine which event takes place. Once an event has occurred, the player that activated the event, need no longer roll, only players that have not had a random happening keep rolling, till all players have had an event.

Some happenings take place in a forest or swamp. If there is no terrain feature of this type, or the random happening does not apply to your warband, simply roll again on the chart.

Monster Encounter Tables

The following tables are used to determine what kind of monsters a warband might encounter during random happenings, results on the exploration charts or for other purposes. Roll 2D6 on the corresponding table for the region your warband is in. Rules for the monsters can be found in the Bestiary of the supplement.

Marienburg City

2D6	Result
2	Colossal Squig
3-4	D3 Cultists of Chaos.
5-6	D3 Wild Dogs.
7 -	D3+1 Townsfolk (See hostages – NPC)
8-9	D3 +1 Gutter runners.
10-11	Thief (Hired Sword)
12	Wyvern

The Cursed Marsh

2D6	Result
2	Swamp Shark
3-4	Nuckelavee
5-6	D3 Gors, D3 Ungors
7	D3 Swamp Goblins
8-9	2D3 Bandits
10-11	Troll. Roll a D6: 1-3 Troll 4-6 Chaos Troll
12	Troll Hag.

Nanannsport Sea

2D6	Result
2	Crocogator
3-4	D3 Lizardmen
5-6	D3 Dark Elf Raiders – with Riverbarge
7	D3 Human Pirates – with Rowboat.
8-9	D6 Bloated
10-11	Ogre Treasure Hunter (Hired Sword)
12	Merwyrm



Random Encounters Table

D66 Result

11-15 What is that!?

Someone or something draws near!

Roll on one of the three Monster encounter tables to see what the warbands run into. Place the encountered non-player model(s) as described in the Bestiary. The non-player models will always attack the nearest model that's not been generated by this random encounter. If the attacked model is already engaged in close combat, the non-player model will attack both close combat participants dividing any attacks evenly among opposing models if possible.

16 Mutiny!

Trouble is brewing in the ranks of your warband. The seed of discontent has been sewn, but what fruit shall it yield?

Select a model at random (not the leader) then roll a D6 to determine the outcome of the mutiny.

D6 Result

- 1. The Black Spot!** Your men are unhappy with your leadership, and things have reached point break! Make a Ld Test to calm your men, if failed Roll a D6 again.
1-2 Your leader is hung and raised from a mast! Remove them from your warband.
3-6 your leader is cast away on a deserted island, eventually to be found by travelling merchants. Hell-bent on revenge he now becomes a Dramatis Personae that can be hired by anyone except you (hire fee is 2x his experience in GC. Upkeep is total XP). They gain hatred for their old warband, and if they ever face them in battle he will move as quickly as possible towards his usurper. If he takes them OOA they are considered Dead and he retakes his rightful place as leader of the Warband.
- 2-5 The Devil You Know.** Through fear, charm or sheer willpower, you manage to quell the uprising. The mutineer is made an example of; they are Taken OOA and if a Hero, lose D3 to their Ld.
- 6. You've got balls...** The sheer temerity of the lead-mutineer impresses you! Instead of cowering in fear you decide to give the man a promotion! If the model was a henchmen they immediately gain the lads-got-talent advancement. If it is a hero they gain +D6 experience points!

21 Wave!

A massive wave caused by a ship or large creature submerging, smashes against the shore rattling everyone in the vicinity.

Roll for the direction the wave has come from, reroll edges with no water (if there is only a river/canal, the wave comes up both sides) every model standing within 2" of a terrain feature facing the wave is "soaked with water". They must also take an initiative test, if failed they are knocked into the water by the wave. Building fires are extinguished along with torches and flaming weapons etc. (Not burning body mutations or magic) and black powder cannot be used (these weapons must be reloaded in the next turn for further use)

22 Breath of Stromfels

The landscape is immersed in a thick mist. See rules for fog.

"The Breath of Stromfels, they call it, for it has brought many a ship smashing upon the breakers. Often the fog will crawl beyond the walls leaving only the highest towers clear. They can be seen like castles in the clouds, from leagues away."

— Baroness Carin, Electress of Nordland

23 Vampire Blood

There are legends about the Sovereignty of the Night, about the gifts they grant to their loyal mortal servants and about the restorative powers of vampire blood.

A human warrior has attracted the hypnotic interest of the Unquiet Dead. Choose a Hero in the warband for the vampire paramour to beguile and roll on the Father-in-darkness chart (see River Strigany special rules). The leader or a spellcaster may not be selected. Vampire Blood only affects humans.

24 Harbour Master

A daredevil dockworker leaps out from behind a pile of fishing nets! The swaggering bravo snags from a brown bottle as he plunges in to the fight.

Roll a D6 for the Harbour Master. He immediately joins your warband as a Hired Sword: **1.** Boatman **2.** Poacher (Big Game Hunter) **3.** Bearman Bodyguard **4.** Swashbuckler **5.** Whaler **6.** Dwarf Slayer Pirate

25 Head Hunter

The warband is immediately joined by a Bounty Hunter Hired Sword for the remainder of this battle. Nominate a mark for the hunter and deploy the model next to any friendly model in your warband. If the warband are followers of Chaos then they are being joined by Krogh the Mutant Bounty Killer! Beastmen, Fimir or Goblin warbands can also be joined by the Krogh the Mutant. Use the same rules as the Hired Sword. In addition, Krogh has the mutation Great Claw, which also doubles as a Mancatcher. There is no hire cost to be paid. Upkeep is paid as normal after each battle.

26 Cargo!

A random warband member has discovered D3+1 cargo crates, place them, roll a scatter dice and directional die and for each piece and place them that far away from the discovering warrior.

31 Courtesan

One of the Heroes in the warband has caught the eye of one of city's greatest treasures! A Courtesan has followed the Hero to where she/he can watch his prowess in battle. Nominate a Hero in your warband to be scouted by the Courtesan and if he survives the battle then he wins her favour. If a Hero from one of the other warbands has a Courtesan then his/ her favour is lost and she joins your warband!

32 Secret Passageway

The warband has found a secret passage which can be used to infiltrate whenever they play the same scenario again. Three warriors in the warband can be deployed using the rules from Infiltration skill.

33 Old Well

The leftovers of an old well, surprises a passerby.

A random (not *large*) model takes a single S3 hit. Down the well he finds the equipment of his unlucky predecessor who broke his neck. If the model was not taken *out of action* due to the fall, roll a D6 to determine what it finds.

D6 Item

- 1** a rusty sword - worth nothing!
- 2** 2 daggers
- 3** a wallet filled with 10 gc
- 4** a sword and a shield
- 5** a long bow
- 6** a light armour

Luckily the well is filled with ivy. The model can try to escape from the well by climbing at the beginning of its next turn. It has to pass a single Initiative test. If it fails, it will stay another round in the well. If it passes, it escapes from the well and can move no further this turn, however it can use magic.

Note that a player can decide to let the model stay in the well if he wishes. A model remaining in the well cannot be attacked or affected by any spell or ranged weapon. It is completely out of sight. It cannot perform any action in the well except for climbing.

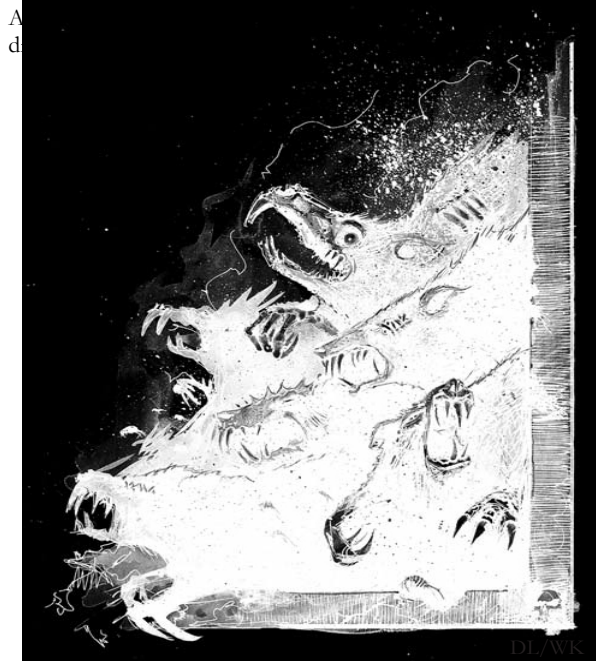
34 Bogtopus

Slime encrusted tentacles burst from the murky waters.

The model standing closest to the largest swamp or water feature is attacked by a Bog Octopus. Re-roll this result if there is no appropriate scenery. If the victim fails a strength test, the model is dragged under any available water. It is considered drowned taken and will be taken *out of action*. The player will need to roll for injuries at the end of the game.

35 Priest Hole

The port-city extends few graces to the Church of Sigmar. Priests hide in secret sanctums to avoid enemies of the clergy. Uncovering one of their hideaways might be useful knowledge to have when visiting the underworld haunts of the city to make an exchange.



36 Harpy Hunting Grounds

A migrating brood of scavengers have nested in a warehouse attic or temple belfry near the docks.

The tallest building on the table contains D3 harpies and D3 egg-shaped wyrdstone shards plus a stash of other valuables. Harpies are moved at the end of each round after the players have taken their turns. If the harpies are taken *out of action* then the warband winning the battle can claim the contents of their nest.

Roll a D6 for each entry:

Rope	Auto find
2D6 gold crowns	2+
Lucky Charm	3+
D3 Gems (10 gold crowns each)	3+
D3 Shields	4+
Heavy Armour	4+
Straggler (same as hostage)	5+
D3 Helmets	5+
D3 Swords	6+
Ithilmar Sword	6+
Wolf Cloak	6+

Profile	M	WS	BS	S	T	W	I	A	Ld
Harpy	4	4	0	4	4	2	2	2	6

Flying Charge: A Harpy may fly up to 12". The nearest model within 12" of the nest is considered to be a threat. Any model a harpy comes into contact with while flying is considered charged. Models that are *stunned* or *knocked down* cannot be charged as it is too difficult for the harpy to fly that close to the ground.

Aerial Escape: Harpies circle their prey before swooping in and remain in the air while harrying a foe. This makes them harder to hit. Only a warrior with sharp enough reflexes or a long pointy weapon stands a chance of pinning a harpy down! If the charged model *strikes first* then resolve combat as normal. Otherwise after the harpy attacks it retreats immediately to a lofty position within 2D6" before the charged model reacts. Similarly to escaping from combat, the harpy receives an automatic hit from its opponent (see page 161 of the Mordheim rulebook) unless it passes a Leadership test.

Drop Attack: If a Harpy is successful with both attacks in the first round of combat then the harpy has successfully grabbed on to her enemy and swoops back up in the air to drop the model allowing gravity to do the work instead! The attacks themselves do not wound but instead roll a D6 and a scatter dice. That is the distance and direction from the place where the attack took place that the model was dropped. Roll another D6 to determine a height from which the model falls. Falling models take D3 hits at a Strength equal to the height. If a model falls into a building then count the fall to where they land and then determine if the model falls again if it is within 1" of the platform edge. Any model that is struck by the dropped model suffers a Strength 3 hit. Large targets may only be dropped D3" due to weight. After dropping a model the harpy retreats 2D6" to the nest or nearby rooftop.

Talons: Creatures with talons are accustomed to fighting unarmed.

Grounded: After the combat phase if a harpy has been unable to flee for any reason the model is assumed to have landed and may be charged. While on the ground, a harpy uses its movement characteristic and may only fly again when able to.

Will Not Rout: The Harpies mistake the wyrdstone for eggs and will fight to the death to protect them! If there is more than one harpy then one of the flea-bitten beasts remains behind to defend the nest.

Animal Instinct: Harpies act with the instincts of animals. In the rare event one is *captured* they can only be added to the warband by followers of Chaos or Dark Elves when one of the Heroes has the Beastmaster skill or the appropriate Animal Handling skill. Harpies never gain experience.



41 The South Dock Strangler.

The City is diseased. Rotting away from a corruption deep within its heart. For too long the liars, frauds, hypocrites and deviants have thought themselves safe. But I can see them. I can see the foulness oozing out of them. Soon they will realise no one is safe.

Determine a random henchmen that is not in combat, and is either 12" away from all friendly models, or out of line of sight of all friendly models. If no model meets that requirement, then choose two henchmen in combat that meet the requirement, if still no victim is found the strangler retreats! (reroll the random happening). The determined model/models are killed by the South Dock Strangler!

All kills by the Strangler will be recorded. Once the Strangler has claimed 3 victims he becomes ambitious and will move onto heroes. Determine a random hero/heroes using the method above. Once the model has been chosen the strangler appears in base contact with them, and the victims are stunned (even if the model is usually immune to being stunned). The Warbands now have 1 turn to take the Strangler out of action before he kills the stunned hero.

The Strangler has Weapon Skill 3, 1 Wound and a Toughness of 4. As soon as he is wounded he will disappear back to where he came from. The only exception to this is if he is wounded by a Warband following Defending the Peace. In that case the strangler may be arrested in the usual way (Out of Action roll of a 6). If he is arrested his identity will be revealed using the method described in his Dramatis Personae entry.

He will be hung the next match unless another warband/warbands attempt to rescue him by doing Hangmans Square against all "Defending the Peace" warbands. Warbands following either "Drowning the Witch" or "Defending the Peace" plots cannot hire or rescue the strangler.

42 Za Za Za-ZOMBIE OUTBREAK!

A man comes running down the street shouting about zombies infesting the mausoleum! Each player in the battle may now play midnight at the mausoleum once as a future scenario. If a player that rolls this event is chosen to as an opponent in Midnight at the mausoleum, That also counts as their 1 time for purposes of the above. If this event is rolled again before a player has played the scenario, that does not count as an extra time, they can still only play it once. If they have played midnight at the mausoleum before, the next time this event is rolled it counts as a new time and they may play again.

43 Ratamari Damacy.

Something in the sewers has frightened the rats that live there. The rats are in a hurry to get away and will attack anything that stands in their way. Use a template 80mm x 120mm to represent the rats. Six monster bases (use rat swarms if you have them), placed in a rectangle with one short side representing the front, will do nicely. The rats move 2D6" each turn. They will always move forward down the centre of the street and if they come to an intersection roll randomly to determine which direction they take (example: for a normal four-way cross-intersection roll a D6: 1-2 right, 3-4 straight forward, 5-6 left). The rats cannot be engaged in close combat and if they make contact with a model they will pick them up and

carry them for D3 turns before dropping them behind them unceremoniously. If multiple warriors are picked up they can fight in hand to hand combat by passing an Initiative test, but may only use 1 attack as the scramble to maintain their direction. If they are carried off the board they rejoin their warband after the battle.

44 Peddler

No matter which turn it is rolled on, this encounter happens at the end of the game. The winning warband have succeeded in impressing (or scaring spitless!) a local peddler. This traveling merchant keeps his entire stock on his back and offers to sell part of it to the warband. He has the following items at half their normal price: mace, hammer, sword, dagger, axe, helmet, boat hooks, pistol, duelling pistol, rope & hook, any poison, lucky charm, whalebone charms, healing herbs, lantern, heavy armour and Marienburg map. Roll a D3 for each item to find the quantity the peddler carries.

45 Manaen Smiles

Your Warband finds an abandoned rowboat nearby, which can be claimed by the first person to reach it. You may immediately place a rowboat at any location of your choosing. If you do not rout this game, you may add it to your inventory.

46 The Old Crone

A withered looking old hag is stumbling around on her crook. Randomly determine which terrain feature she inhabits. For 3D6 gold crowns she will work a miracle or a malediction once per turn. If paid by a Hero, roll a D6 to determine which she chooses.

D6 Result

- 1 **Cursed:** The approaching model is cursed instead! The warrior decreases a randomly determined characteristic by -1 permanently from the curse.
- 2-3 **Hex:** The crone places her malady on a Hero chosen from another warband. Treat it in the same way as a curse given above.
- 4+ **Miracle:** By using magical means the hag is able to lift any curse, heal any lost wounds, cure any mutation or remove a serious injury from a Hero of your choice

51 Cellars

Your warband has set up camp in an old long forgotten cellar. It even has some nice tunnels running off of it to who knows where!

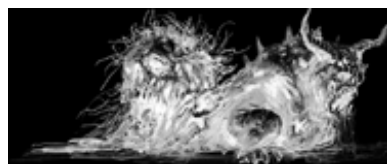
Cellars counts as an *encampment*. The cellars adjoin the sewer network allowing the player to set up for each battle using the infiltration rules for up to three of his warriors.

Roll a D6 on a 1 you are attacked by a swarm of giant rats and D3 of your infiltrating warriors fall ill from the bites they receive. They have to miss the next game as they recover. Skaven are immune to the rat bites and instead tame them and gain D3 giant rats for the game.

52 Hostelry

Ranald's balls! In your meandering, you have found a deserted flophouse, which is both spacious and dry.

Hostelry counts as an *encampment*. You may add +1 to the maximum size of your warband.



53 Tavern

You hold deeds to a tavern or a makeshift drinking hole. This den is always a good place to attract new warriors and turns a profit on occasion.

Tavern counts as an *encampment*. After each battle you may roll a D6 on this chart.

D6 Result

1 Bar Room Brawl. You must pay D6x20 gold crowns to repair the damage done.

2 Profits Down. Lose D6x10 gold crowns.

3 Profits Up. Gain D6 gold crowns.

4 Sell-Sword. A Hired Sword has overspent on ale and cannot afford his bar bill. He offers you his services for the next battle for free.

5 Father. A Priest has overspent on ale and cannot afford his bar bill. He offers to join your warband for free. This cannot take you over the maximum number of Heroes or warriors in the warband. You may retire any Hero from your warband to include the Priest.

6 Business Booming! Gain D6x20 gold crowns.

54 Tilean Ludus

Your warband has secured living quarters in a training school for gladiators.

Tilean Ludus counts as an *encampment*. Each new Hero, Hired Sword or Henchman group joining your warband learns the Pit Fighter skill.

55 Shard of Wyrdstone

A large chunk of nyrdstone falls to the ground, in the centre of the field.

In the middle of the battlefield a 2x2 shard of Wyrdstone will fall, destroying any building or vehicle in its way. Anyone hit by the meteor will suffer a S8 hit if they fail an initiative test. Any warband member may approach the shard, yet does so at their peril. Any warband member that begins their turn within 4" of the shard rolls 2D6. On a 2, they are transformed into a Spawn of Chaos (see Bestiary). Remove the model from your roster and move the spawn at random. On a 12 they permanently gain a random mutation (see page 76 of the Mordheim rulebook). Any warband member that can reach the wyrdstone may spend a turn chipping D3 shards from it. Due to its volatile nature, no warband member will stay long enough to make more than one roll

56 Old Merchant Villa

Handrich favours your entrepreneurship! In your bountiful curiosity you have acquired the deeds to an aged abandoned merchant house in the Old Money Ward. Your warband has quickly patched it up. Merchants see the house as a sign of wealth. The establishment inspires trade partnerships with merchants who sell their wares in other parts of the city.

Old Merchant Villa counts as an *encampment*. You may add +2 to one of your rolls when searching for rare items in the post battle sequence.

61 Street Urchins

Pickpockets or detectives, street urchins like the Captains, from Porters Wall district are good for both sorts of work.

Roll a D6:

1-3. Pickpockets. A random warrior in your warband is pickpocketed. If a Henchman is pickpocketed then the warband loses 2D6 gold crowns. If a Hero is robbed then he loses a random item!

4-6. Detectives. The Orphans are the eyes and ears on the street for the local watch. If you are a warband following "Guarding the Peace" for 2D6 gc the orphans will finger a random hero of an opposing warband in the battle for a crime! Add them to the wanted list. If you are any other warband you must pay 3D6gc or they will finger you! Add a random hero from your warband to the wanted list.

62 Runaway Wagon

A blazing caravan wagon comes barrelling through.

The wagon appears from a random table edge. The horses are frantic and will run in random directions at the end of each turn. Any warband can gain control of the flaming wagon by boarding it with a warrior. It takes at least two warband members a full turn to put out the fire. At the end of the game, whoever is in control of the wagon may roll on the chart below if the fire had been put out. The different probabilities represent the merchandise catching on fire. Note that human warbands also get to keep any surviving draft horses and may use them either for the wagon or as riding horses.

D6 Result

5+ D3 Cathayan Silk Cloaks

5+ Tome of Magic

4+ D3 Longbows and D3 quivers of Hunting Arrows

3+ D3 Swords

Auto Wagon

63 Security Measures

Whoever owns the local area where your warriors are trespassing, he does not think kindly of thieves, and has several of his seemingly normal chests booby-trapped. For the rest of the scenario, anytime a model picks up a Cargo crate or a barrel or similar, roll 1D6: on a 1 or 2 the item in mention is booby-trapped. The cargo cannot be sold, and the model who picked it up must pass an initiative test or suffer a S4 hit. If there are any Cargo Crates being carried when this Random Event is rolled, roll to see if those crates are booby trapped immediately. Any further crates that pop up because of Random Events also have a chance of being rigged to explode too.

64 Hit Contract

A piece of paper floats in front of your Captain's eyes, and he can barely believe it... it's a Wanted Poster with his face on it! Your leader (or if he's not on the battlefield, the hero with the next highest Leadership) now has a bounty on him for this game. Any hero or henchmen group that takes him out of action earns an extra point of experience, and their warband gains 1D6x10gc.

[illegible]

Wet Season
 Everything gets really wet. The entire battle field becomes waterlogged. Unless a model is positioned on the first floor of a building or standing on top of a wagon or other vehicle then it counts as moving and fighting in water. Each model must immediately move their full movement allowance out of the water.

"Ha! You should have been here in the first place! You'd have seen some real action then! That orc came well up over me. I don't know, even now, if I was standing or falling!"
 — Granby H. Baggins, Merchant Trader

...and he's looking up at the watch tower. He takes the map and the chart to see what's going on.

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"Ha! You should have been there in the first place! You'd have seen some real action then! The ship came well up over our heads, you know, even though I was standing on the ground."
 — Granby, H. M. "The Merchant's Trader"

...looking up at the ship by the watch tower. He takes the map and the chart to see

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Men and Monsters of The River City

This chapter describes the rules for including all the wild animals, carnivorous plants and horrifying monsters that a warband is likely to encounter when travelling from the City Limits to the Cursed Marsh and back. These creatures' profiles and descriptions are used when a player's roll on the Random Happenings list results in an Encounter or when monsters appear in a certain scenario.

positioning

Non-player models must be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group (if any) at all times. They must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. If a certain player caused the models to appear (e.g. by rolling a random encounter) he places them, but note that they cannot initially be placed within 12" of any warband models.

alignment

Not all creatures and warriors the warbands possibly come across are necessarily hostile – even though most are! Some might even join one side for the remainder of the battle.

Unless specified differently (e.g. in the scenario description where a certain alignment might be specified) roll on the following table to determine the models' alignment. For a group of non-player models roll once only.

D6 Result

- 1 **Passive:** The model remains stationary until it is attacked and hit by any warband. From then on it is hostile.
- 2-5 **Hostile:** The model is hostile and moves as described under "monster turn" below.
- 6 **Allies:** If the model is of the same race as a member of one of the warbands (including Hired Swords) it will serve them for the duration of this battle. e.g. Gors may be allied with a Beastmen warband. If the model could join more than one warband, determine which it joins at random. Otherwise it is hostile.

monster turn

All non-warband creatures have a turn of their own. This includes all models that are not under the control of any player. Unless there has already been a separate monster turn installed, the monster turn is right before the next turn of the current player in whose turn the non-player models appeared (i.e. after all players got one more turn). If the monsters are part of the scenario rules, then the monster turn is after the last player's turn. Note that the monster do not form a warband of their own and do not have to make Rout or All alone tests.

MOVEMENT

Non-player models will always travel as quickly as possible (without running) towards the nearest visible warband model and charge them when possible. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models. However, they will never climb the sides of a building to get to a warband member.

If no warband models are visible then the non-player model will make its approach towards the nearest other non-player model as quickly as possible. If no models are visible the non-player model moves in a direction determined by a roll on the scatter dice.

CLOSE COMBAT

The non-player models will divide their attacks evenly among all enemies in base contact. Randomize targets when necessary.



allied non-player models

After a battle in which a non-player model allied with a warband, that warbands leader can take a Leadership test to see if the non-player model can be convinced to join the warband. If he passes the test the model joins the warband.

If a group of non-player models allied with the warband, the warband leader has to pass a Leadership test for each of the models.

If the non-player model is of the same type as a Henchman type of that warband, it forms a new Henchman group consisting of that one model with the weapons and armour described in the Bestiary and 0 Experience. If multiple non-player models of the same type join the warband at the same time they form one Henchman group. The warband must still follow the maximum number of warriors and the new warrior may not cause the warband to exceed that number.

If the non-player model is of the same type as a Hired Sword, the warband may add the model as a Hired Sword for no hiring fee. Note that the maximum number of one Hired Sword of each type still applies.

If the non-player model does not match the criteria for either a Henchman or a Hired Sword, then it joins the warband as an Ally.

Animals which 'May be Allied' with a warband don't need to be subject to Leadership tests after battles. They are simply added to the warbands roster. The same goes for the Hydra with the Dark Elf Beastmaster or when a Chaos Dwarf, Dark Elf or Marauder Hero has the *Beastmaster* skill.

recruiting allies

This section introduces Allies – wanderers or monsters – to Mordheim campaign games.

Allies don't belong to the warband they fight with. This means they do not count towards the maximum number of warriors or Heroes in the warband and don't affect your income from selling treasures or wyrdstone shards. A player cannot buy extra weapons or equipment for Allies, and he cannot sell Allies weapons or equipment. You may not use the Leadership of any of the Allies for Rout tests.

An ally increases the warband's rating by +25 points. Allies never gain experience.

Allies who are *out of action* at the end of a battle are removed permanently from the roster sheet on a D6 roll of 1-2. On a roll of 3-6 they can fight on the next battle if they can be convinced to remain with the warband.

After a battle in which an Ally fought with a warband, that warbands leader may take a Leadership test to see if the Ally can be convinced to remain with the warband. If he passes the test the model remains with the warband for the next battle. If he passes the test with a score of 2 the Ally makes a pact with the warband. The model remains with the warband until death! No further tests are required.

Daemons

All creatures from the Bestiary with the *Daemonic* special rule are subject to the following rules:

SPECIAL RULES

Immune to poison: Daemons are *immune to all poisons*.

Immune to psychology: Daemons are *immune to psychology*. They automatically pass any Leadership tests they are required to take.

Cause fear: Daemons are monstrous creatures that cause *fear*.

Daemonic aura: Daemons have natural armour saves of 5+. This save is negated by magic weapons and spells. Daemons' attacks are considered as magical.

gigantic monsters

The biggest and most dangerous monsters in the Bestiary have the *Gigantic Monster* special rule. These monsters are subject to the following special rules:

Huge Beast: This monster is amongst the largest creatures in the world. Any model may shoot at it with a +2 'to hit' bonus, even if it is not the closest target.

Skull of Iron: This creature's head is much too thick for normal blows to penetrate. Therefore it treats a *stunned* result as *knocked down* instead.

Staggered, but not down: Mighty blows will rock the monster, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the monster receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

+1 For Wounding: Irrespective of the scenario conditions, any Hero or Henchman earns +1 Experience for each wound he inflicts on the monster.

Great Beast: Great beasts can only be used in multi-player game



Bestiary

bandits

It was a bad winter, food was short and even the Aristocracy was having to make do as best they could. The harvest had been bad leading up to the Storm and the loss of so many men folk to the fighting and the return of many broken by it did not help. With trade weakened employment became scarce and men have been driven to take desperate measures in order to survive. Rumours have spread of a treasure hidden deep in the Cursed Marsh. Adventurous gangs of petty crooks led by villainous individuals now prowl the wilderness. Men and women have started disappearing. There is much which stands between them and success yet these men are opportunists who seek a prize for their own selfish gain.

May Be Allied: Warbands following the Secret Deal or the Body Trade Plots may Ally with Bandits.

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

Weapons and Armour: Bandits are armed with Long Bows and Swords

SPECIAL RULES

Swamp Striders: Bandits can move through any swamp and marshland terrain without penalty.

the bloated



A common sight in sea ports and out in the blue is the bobbing of dead bodies on the waves. Whether killed by weapons or by drowning, the decaying bodies fill up with gas and are bloated from the water as well. Graveyards are scarce in Sartosa, so Necromancers and Bokors make do: they have learned to resurrect the water-logged bodies of the dead, and dredge them on board for their own bidding.

May be Allied: Any Undead warband may ally with the Bloated.

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

Weapons & Equipment: Bloated uses their gross, wet rotting arms as weapons.

SPECIAL RULES

Undead: As Zombies, the Bloated are Immune to Poison, Immune to Psychology, and cause Fear.

May Not Run: Bloated are slow moving creatures, and may not run, though they may charge as normal.

Squishy: While the Bloated are far beyond feeling pain, they are slightly easier to break than normal Zombies. They do NOT treat rolls of 'stunned' as knocked down.

Dead Man's Float: It is a slightly sick fact that the bloated can, in fact, float on the water, and thus can use this to their advantage. While in the water, the Bloated may move up to 4" as their movement, without penalty (*They may do this as a charge, but the max move is still 4"*).

chaos troll

Warriors know them by their smell. Possibly the dumbest sentient beings in all of the Curse Marsh these the strongest breed among troll kind combine the very worst physical aspects – uncontrolled mutation, rancid stench, near mindless intelligence and a wanton ability to destroy. Trolls care nothing for the goals of chaos, nor do they understand the worth of gold. A troll's upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to a warband.

May be Allied: Mancaters, Chaos Dwarfs, Dark Elves, Marauders, Norse, Carnival of Chaos, Fimir and Possessed warbands may ally with may ally with Chaos Trolls.

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

Weapons/Armour: Chaos Trolls do not require weapons to fight but usually carry a big club.

SPECIAL RULES

Fear: Chaos Trolls are frightening monsters which cause fear.

Stupidity: A Chaos Troll is subject to the rules for stupidity.

Regeneration: Chaos Trolls have unique physiology that allows them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Chaos Troll roll a D6, on a result of 4 or more the wound is ignored and the Chaos Troll is unhurt. Chaos Trolls may not regenerate wounds caused by fire or firebased magic.

Mutates: if wounded 3 or more times roll on Random Mutation Chart unless taken out of action

Vomit Attack: Instead of his normal attacks, a Chaos Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

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



colossal squig

Enormous, improbable and quite insane, these fungoid beasts possess insatiable appetites and boundless energy which, coupled with their mountainous size, means they can unleash untold havoc in battle! Their impossibly large, fleshy mouths can messily devour swathes of foes in an instant, while their rush to eat usually means anything that escapes their grisly jaws is squashed flat by the beast as it careens headlong towards its next meal.

May Be Allied Greenskin Warbands may Ally with the Colossal Squig

Profile	M	WS	BS	S	T	W	I	A	Ld
	2D6	*	0	7	6	6	3	*	6

Weapons & Armour: Needlessly Massive teeth and claws.

SPECIAL RULES

Fear: Colossal Squigs are Terrifying Monsters which cause fear.

Stampede: After appearing on the board, the Colossal Squig will rampage straight towards the other side destroying anything in its way. Buildings will be instantly destroyed and anyone inside will suffer the usual collapsing building damage. Warriors and Vehicles in its path will suffer an Automatic S7+(distance rolled for its movement that round) hit, and then the squig will move on until it reaches the other side of the board and runs off. If the Colossal Squig ever allies with a warband, between each turn the warband may adjust its trajectory by 90 degrees, but it can never stop moving, or completely turn around.

Gigantic: Colossal Squigs live up to their name and are *Gigantic Creatures*.



crocagator

*How doth the little crocagator
Improve his shining tail,
And pour the waters of the bay
On every dusky scale!*

*How cheerfully he seems to grin
How neatly spreads his claws,
And welcomes little children in,
With gently smiling jaws!*

May Be Allied: Stromfel Reavers, Dark Elves, Fimir and Clan Moulder can ally with the Crocagator. One of the warriors must have the *Beastmaster Skill*.

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

SPECIAL RULES

Animal: Crocagators are counted as animals

Fear: The Crocagator is an ancient and terrifying apex predator, it causes fear.

Cold Blooded: The Crocagator is a reptilian relic, it is immune to psychology.

Aquatic: The Crocagator can walk on land, but is at home in the water. While in the water it has Movement 8, Initiative 5 and 3 attacks.

Death Roll: In its first round of combat the Crocagator disregards its normal attack profile and attacks with 1 death roll. The death roll is a S5 attack that, even if it fails to wound, stuns the target.

Scales: The Crocagator has thick, gnarled scales granting it an Armor Save of 5+

cultists of chaos

The Brethren are the crazed human followers of the cults of the dark gods, eager to descend into damnation. Their vile deeds and unspeakable acts have driven them to the brink of insanity.

May Be Allied: Chaos Warbands may ally with Cultists.

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

Weapons & Armour: Cultists wield sacrificial daggers that count as swords.

SPECIAL RULES

Immune to Psychology: such is their devotion to Chaos, they have lost all sense of what is terrifying.

Focused: Cultists always have a mission in their own mind, no matter how strange it is to outsiders. Groups of Chaos cultists will always gang up and attack a single model if possible.

Dark elf raiders

Many dare not speak of the High Elves' evil kin, the Druchii, or the Dark Elves as they are better known. They are a race for whom pain and pleasure have been pushed to the ultimate extreme. They leave destruction and despair in their wake and are more greatly feared than the barbaric Orcs and no less so than the tainted forces of Chaos and Undeath. To the victims of the Dark Elves it is the fortunate to whom a quick death is gifted for this twisted folk roam the Known World in search of slaves. The slaves of the Dark Elves are either worked to death in their mines, ripped apart on the altars to Khaine, their dark God, or tortured mercilessly by the Brides of Khaine, the Witch Elves. Dark Elves take a perverse delight in inflicting pain upon others just to see their victims suffer.

May be allied: Dark Elf Warbands and any warband following the Body Trade may ally with the Dark Elf Raiders.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons & Armour: Dark Elf Raiders are armed with Swords, Repeater Crossbows and Sea Dragon Cloaks

SPECIAL RULES

Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot Hidden enemies from twice as far away than normal warriors. (i.e. twice their Initiative value in inches)

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between these two races have been very long and bloody affairs. Dark Elves Hate any Elf warriors including High Elf Hired Swords.

gor

The most common type of beastman and recognisable by possessing large horns, this mixture of man and beast worships only those who have power. Too often beastmen occupy forests that live deep in the heart of the most blessed regions.

May be Allied: Beastmen, Marauders, Norse and Possessed may ally with Gors.

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

Weapons/Armour: Axe and shield.

gutter runners

Gutter runners are fast, even by the alacritous standards of the Skaven. They act as skirmishers in battle, harassing the enemy and disrupting the rear of his line. They are also grouped into teams that tunnel beneath enemy formations and fortifications, seeking to undermine their opponents' security. They are Clan Eshin's assassins-in-training, and while they are not as formidable as their murderous peers, they should never be underestimated

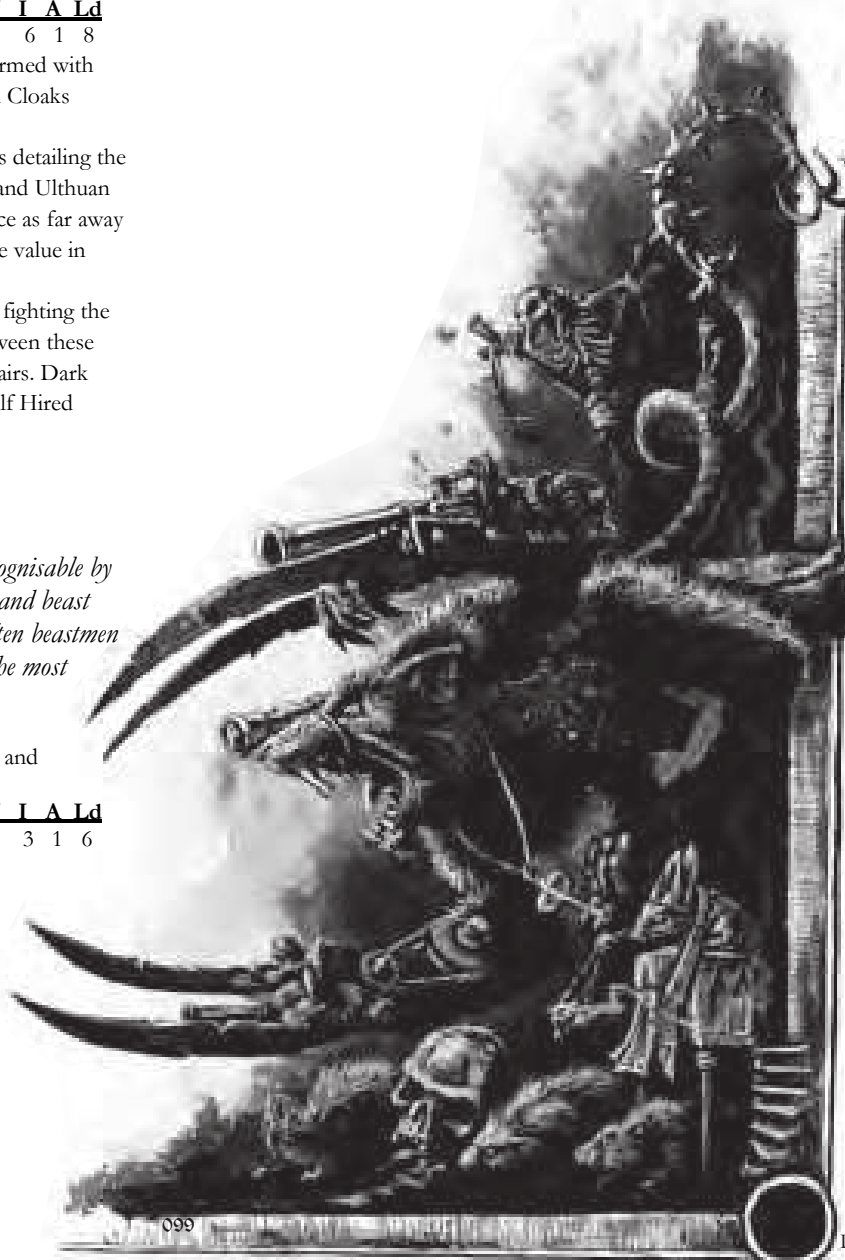
May be allied: Skaven Warbands or warbands following the Secret Deal may ally with Gutter Runners.

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

Weapons & Armour: Gutter Runners are armed with fighting claws and throwing stars.

SPECIAL RULES

Scale Sheer Surfaces: gutter runners can climb up or down a height equal to twice their Movement, and do not need to make Initiative tests when doing so.



merwyrm

A nightmarish breed of monster of the deep oceans which is able to crawl upon land to wreak havoc in its wake, the Merwyrm is primordial kin to dragon-kind and carries within it the killing cold of the depths where light never reaches. This chill force it can exhale in deadly blasts to enfeeble and slay its warm-blooded prey, before devouring them with its hideous fang-filled jaws. Relatively ungainly and sluggish on land, its powerful tail can also be used as a powerful weapon to snap bones and crush anything that dares to get close.

May Be Allied: Stromfel Reavers, Strigoi Gypsies, Norse, Dark Elves and Lizardmen may ally with a Merwyrm. Warband must contain a warrior with the *Beastmaster* skill.

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

Weapons and Armour: Claws and jaws. The Merwyrm also shoots jets of ice cold air from its mouth, freezing unfortunate warriors solid.

SPECIAL RULES

Fear: Merwyrmes are legendary creatures of destruction and cause fear.

Gigantic: Merwyrmes are *Gigantic Creatures*

Chilled Breath: in the shooting phase, if not in close combat, the Merwyrm will shoot a ice cold jet stream. The attack has Range 8", is Strength 3 and 1-5 is stunned on the injury table. This attack will put out fires.

Voracious Hunger: At the end of any combat phase in which the Merwyrm inflicted wounds with its Hideous Jaws, it may heal D3 wounds.

Sea Beast: A Merwyrm ignores the effects of all water and swamp-type scenery when it moves, effectively passing across them as if they were open ground.

Stench of the Deep: The air around this beast is filled with an unholy stench of rotting flesh and the brackish filth of the deepest sea abysses. The Merwyrm is -1 to hit in close combat as a result.

Abyssal Predator: The Merwyrm's usual prey are the leviathans of the deep, and against such mighty beasts it has learned to latch on and tear great chunks of flesh away from its victims. When attacking any **large** model with its Hideous Jaws, if a 6+ is rolled to wound, rather than rolling for damage normally, 3 wounds are inflicted instead.



nuckelavee

Among the cruellest and most monstrous of Daemons, Nuckelavees ride forth from the black waters to wreak bloody vengeance upon those whol despoil nature. Horrifying, Fleshless amalgams of man and horse, these monstrous avengers embody every wound and wickedness suffered by the wilds, their bodies loosing trails of gore and the pounds of their webbed hooves beating an inescapable threnody for all who earn their ire. Once they emerge from their refuges beneath cool waves or rivers, only destruction satisfies their merciless crusades, either that of their victims or their own.

May be Allied: Fimir, Sea Ghost and Undead warbands may ally with the Nuckelavee, showing its dual nature of Swamp Daemon and Fen protector.

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	4	4	3	4	4	8

Weapons/Armour: the Nuckelavee is armed with a sword, and the hooves of its horse body.

SPECIAL RULES

Fear: the Nuckelavee has no skin and is horrifying, it causes fear.

Poison Aura: Nuckelavee are constantly surrounded by a thick putrid aura of death, any warrior in close combat with the beast at the end of a round suffer a Strength 3 Poison hit.

Daemonic: Nuckelavee are *daemonic* and follow the special rules above

Fen Striders: Nuckelavee can move through any swamp and marshland terrain without penalty

Aquatic: Nuckelavee can move through any water terrain without penalty



pirates

The song of the sea and the allure of the pirate life often calls eager souls from all over the Old World. Dishonoured lords, court-martialled soldiers, mercenaries, or plain old farmers, all walks of life meet and thief as one class of free men in Sartosa. Some of these sailors abandon their former nation, and get violent at any landlubber foolish enough to ask personal questions. Some openly embrace their old heritage, seeing themselves as privateers and warriors of their homeland (even during peacetime). An angry few openly curse their past life, actively seeking out victims from their former homeland, in a deadly spiral of vengeance.

May Be Allied: Warbands Following the Ten Great Families, The Secret Deal, the Body Trade Plots, Stromfel Reavers and Channel Rats may Ally with Pirates.

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

Weapons and Armour: Pirates are armed with duelling pistols and Rapiers

SPECIAL RULES

Sea Legs: Pirates re-roll any failed Initiative tests when fighting on causeways, jetties, Boat decks and gangplanks

skinks

Great Crests, as they are known, are the leaders of many raiding parties and have become skilled at scouting, tracking, ambushing and skirmishing. Their skin is more varied in colour than normal Skinks so they blend in with the jungle more effectively. They also wear leaves or cover themselves in mud to further blend in. They function as leaders and patrol the jungles reporting of the arrival of a new ship laden with plunderers. They lay ambushes or provide a covering hail of arrows and javelins while a hit and run war band retreats back into the jungle.

May be Allied: Only lizardman Warbands may Ally with Skinks.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	3	3	2	1	4	1	7

Weapons and Armour: Skinks are armed with short bows coated in Dark Venom and swords.

SPECIAL RULES

Hatred: Skinks hate all Skaven, especially clan Pestlins, they also have hatred for Dark Elves.

Artefact Retrieval: Skinks will always attack any non Lustrian Warrior using or holding Lustrian weapons or artefacts. If they take the warrior hold the item, they take it back and it is lost forever.

Scaly Skin: All Lizardmen have a natural save 6+ thanks to their thick scales.

This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the injury chart will negate this 6+ save.

Cold Blooded: All Lizardmen are slow to react to psychology, they may roll 3D6 and select the lowest two dice when taking a psychology test or Rout 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: All Skinks can move through jungle and swamp terrain without penalty

swamp goblins

Forest Goblin tribes dwell deep within The Great Forest. They have completely adapted to their surroundings, learning stealth and camouflage to evade their neighbours. Gold motivates the Forest Goblins as it does any warband, albeit for different reasons. It is worthless to them as currency but as a metallic resource, it is valuable nonetheless. Instead of using gold to buy weapons and armour, Forest Goblins actually coat their stone equipment with the metal. This has led unscrupulous leaders to send their henchmen into certain ambush, only to arrive later to collect the arrowheads and spear points from the remains of their former employees

May Be Allied: Greenskins and Chaos Dwarves

Profile	M	WS	BS	S	T	W	I	A	Ld
Swamp Goblin	4	2	3	3	3	1	3	1	6
Giant Spider	7	3	0	3(4)	3	1	4	1	4

Weapons and Armour: Swamp Goblins wield Spears and short bows covered in spider spittle and ride Giant Spider Mounts

SPECIAL RULES

Spider Spittle: Any warrior hit by a weapon laced with Spider Spittle must pass an immediate Toughness test or becomes paralyzed. A paralyzed warrior cannot move or fight and are hit automatically in close combat. The models remains paralyzed until it passes a Toughness test in its recovery phase.

Poisoned Attack: Giant Spider attacks are poisoned – attacks are considered as strength 4, but this will not modify any armour saves.

Wall Walk: Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! Table. Note even if the rider has the Running Dismount skill, the maximum diving charge is only 2".



swamp shark

"...So we formed ourselves into tight groups. You know it's... kinda like 'ol squares in battle like uh, like the Battle of Blackfire Pass. And the idea was, the shark goes to the nearest man and then he'd start poundin' and hollerin' and screamin' and sometimes the shark would go away. Sometimes it wouldn't go away. Sometimes that shark, he looks right into you. Right into your eyes. You know the thing about a shark, he's got... lifeless eyes, black eyes, like a doll's eye. When he comes at ya, doesn't seem to be livin'. Until he bites ya and those black eyes roll over white."

May be allied: Dark Elf, Stromfel Reavers, Fimir, Norse and Warbands containing a Whaler Hired Sword may Ally with a swamp shark. One warrior must have the *Beastmaster* skill.

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

Weapons and Armour: Teeth and Claw!

Special Rules

Animal: Swamp Sharks are counted as animals

Fear: The Swamp Shark is the bane of sailors and stuff of nightmares, it causes fear.

Aquatic: The Swamp Shark can walk on land, but is at home in the water. While in the water it has Movement 8, Initiative 5 and 3 attacks.

Ambush Predator: In its first round of combat the Swamp Shark makes a devastating ambush attack, granting it +1WS and +1S for that round.

Thick Skinned: The Swamp Shark has thick, smooth scales, granting it an Armor Save of 5+

Smile you son of a...: Blackpowder weapons that hit AND wound the Swamp Shark on a 6 make it instantly explode.

townsfolk

The regular folk of Marienburg want nothing to do with the power struggles of the warbands and would like to be left alone thank you.

May be allied: the Townsfolk would like to be left alone, please, and will not ally with anyone.

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

Weapons and Armour: the townsfolk do not carry any weapons or armour.

SPECIAL RULES

Non-combatant: Warriors do not get XP for taking townsfolk out of action

Leg it! if any warrior comes within 8 inches of a townsfolk they will flee in their turn full running movement away from the warriors to safety. Townsfolk will not flee warbands following "Defending the Peace"

I'll Assist You Citizen: any member of a Warband following "Defending the Peace" or "the Ten Great Families" plots may escort a Townsfolk off the board for 1XP



troll

Trolls are not intelligent enough to recognize the value of gold, but large amounts of food can often instill a certain loyalty in them.

May Be Allied: Beastmen, Greenskins, Fimir and Chaos Dwarves may Ally with a Troll

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

Weapons/Armour: Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armour.

SPECIAL RULES

Fear: Trolls are frightening monsters which cause fear.

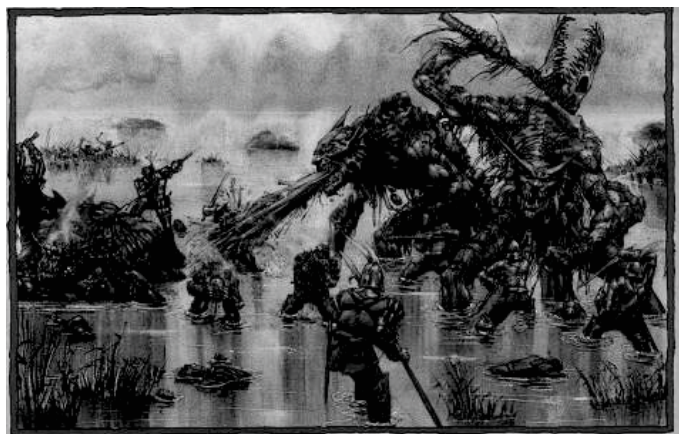
Stupidity: A Troll is subject to the rules for stupidity.

Regeneration: Trolls have a unique physiology that allow them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 15 gold crowns after every game in order to keep the Troll. If the warband lacks the gold to pay the upkeep, the Boss has the option of sacrificing two Goblin Warriors or Cave Squigs to the Troll in lieu of buying food (Trolls eat nearly anything). If this fee is not paid (either in gold or in warband members) the Troll gets hungry and wanders off in search of food.

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.



troll Hag

A monstrously colossal river troll, the Troll Hag is both rapaciously hungry and all but impossible to kill. As well as being far more clever and dangerous than her kin, she is possessed not only of malign cunning but innate arcane power drawn from the foetid rivers and swamps in which she dwells. The Troll Hag can pulverise her victims with her Deadwood Staff or spray great gouts of corrosive vomit over them, condemning them to a horrific and agonizing death.

May be Allied: Greenskins, Fimir, Stromfel Reavers, Ogres or any warband with a Witch Hired sword may ally with a Troll Hag.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	4	2	6	5	4	2	3	8

Weapons and Armour: the Troll Hag carries a Deadwood staff which counts as a staff.

SPECIAL RULES

Fear: the Troll Hag is giant and gross, and causes fear

Gigantic: the Troll Hag is a Gigantic Monster.

Ancient Hexes: the Troll hag casts a random spell from the Charms and Hexes list each magic phase against a random in range warrior.

Spell-spite: Troll Hags carry many strange fetishes and weird gory relics of their past victims, often held in a decaying fisherman's net re-purposed as a sack. These fetishes and carrion fragments serve as a focus for their cursed powers and can even twist and spite any hostile magic set against them. Every-time a spell is cast while the Troll Hag is present, roll a D6, on a 4+ the spell is canceled. If the spell was a spell that would wound, then the caster suffers D3 wounds instead.

Hag Regeneration: Every time the Troll Hag suffers 1 or more wounds, roll a D6, on a 4+ all wounds previously suffered are healed.

Terrible Stench: all to hit rolls in close combat against the hag are -1 to hit.

Copious Vomit: the Troll hag Shoots a small blast template of S5 Vomit which ignores armour, in the shooting phase if not engaged in combat.

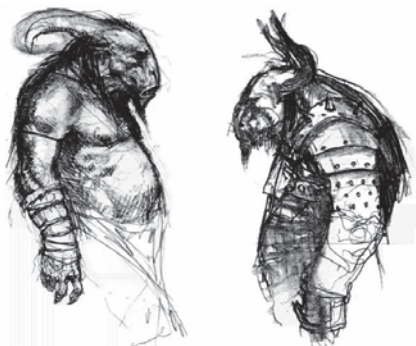
ungor

Ungors are the most numerous of the Beastmen. They are cowardly, spiteful creatures, which will only fight if willed by a stronger beast. They scavenge if their group has sufficient numbers.

May be Allied: Beastmen, Marauders, Norse and Possessed may ally with Ungors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	3	1	6

Weapons/Armour: Spear and shield.



wild Dogs

Packs of stray dogs roaming marienburg is a common sight. But occasionally something will cause those doggos to turn rabid and viscous, a danger to all citizens of the city.

May be Allied: any warband with a Warrior with either the Dog Handler or Beast Master Skill may ally with a Wild Dog.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons/Armour: Jaws and brutality! War hounds never use or need weapons and armour.

SPECIAL RULES

Animals: War hounds are animals and thus do not gain experience.



wyvern

"I tell you, the comparison with Dragons is a highly misleading one. Wyverns are clearly a different order of beast entirely, being as it were four-limbed rather than six-limbed. Furthermore, Wyverns have none of the redeeming qualities of Dragons. They swap pride for arrogance, and nobility for cruelty. There is probably no creature quite so vicious as a Wyvern, which of course is why they ally themselves to Orcs so frequently."

May Be allied: Greenskin warbands, a warrior from the warband must have the Beast master Skill

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	5	4	4	3	5

SPECIAL RULES

Fly: The Wyvern can fly, it may move 3 times its movement value in any direction.

Gigantic: the Wyvern is a Gigantic Monster.

Fear: the Wyvern is a fearsome opponent. It causes fear.

Save: The Wyvern's scales are as strong as metal. The Wyvern has an armour save of 5+ that is not modified by the strength of attacks against it (or other save modifiers).

Envenomed Tail: The Wyvern has a whip-like tail that is tipped with a deadly stinger. In combat it thrashes this tail forward among its enemies, either injecting them with its deadly venom, or simply clubbing them into submission. In game terms this is represented by a special tail strike that the Wyvern makes before its normal attacks in close combat. Roll a D6. Any enemy models that are in base contact with the Wyvern and that it may attack in the Close Combat phase (e.g., it is either the Wyvern's 'turn' or the model's turn) that have a lower Initiative than the dice score are automatically hit by the Wyvern's tail. Models with Initiative equal to or higher than the D6 roll have successfully dodged the tail and are not affected. Each model struck by the Wyvern's tail takes a Strength 4 hit.