



# Watchmen

## The Black Caps

The Honourable Company of Lamplighters and Watchmen is the appointed constabulary for investigating dry crimes and meting out justice in Marienburg. Each patrol force is stationed at a watch post, or watch station. Patrols are barracked at a watch barracks situated near to the station and there is one watch post for each city district and named ward.

Combating criminal groups committing 'dry' crimes citywide is the City Watch. A local constabulary is patrolling in each of twenty wards. Watch posts, anchored in most wards. Law enforcers patrol the labyrinthine streets of Marienburg, each wearing distinctive hats, black and voluminous. Better known as the Black Caps, the city guard is a constant, if unobtrusive presence. Law enforcement is haphazard, but a few guilders in the right place can ensure that the city guard will keep a careful eye on your business – or discreetly ignore it, if that is preferred.

City watchmen have a familiar look, with heavily-ridged brows, bruised knuckles and three days beard. Big, hard arm muscles from hefting clubs and big, soft stomachs from hefting tankards.

Brutal methods are used by watchmen of the old school. Faced with a crime, and no obvious culprit, street coppers sometimes haul in someone obscure and hit them until a confession comes out. While looking impressive today on the court books this doesn't solve crime. When serving justice in Marienburg, the truth is not always the preferred solution.

All they know is they've been ordered onto the streets and docks to keep order, to patrol the quayside warehouses and will be brusque with anyone who is asking too many questions. At each station the Watch Captain appoints two sergeants to lead patrol forces on the night shift and the graveyard shift.

Many of the upstanding agents of the law take bribes from criminals; a shilling here or there to look the other way when some act of petty theft has forced itself on their attention, or a levied more fines than they declared back at the watch house. Such action is not the course of all agents, as a few keep from picking up bad habits from older, more cynical watchmen.

*"There's nothing wrong with killing, just so long as the right people get killed. But you don't get to be a hero by doing the same thing murderers do."*

— Captain 'Filthy' Harald Kleindeist, Watchman

Citizens volunteering to assist the watch are branded as traitors. Watch stations always have at least one spy in their midst reporting back to the League of Gentlemen Entrepreneurs.

The city is divided into twenty wards. At least it is for administrative purposes. In addition to the officially recognised districts there are a bewildering number of so-called boroughs, areas with their own distinct identities and remarkably fluid boundaries. The largest of which in the Craftsmarket is the Halfling Quarter known colloquially as the Little Moot. Each of these has its own watch barracks and watch houses, with the exception of the Elftown, where the elves live which is outside the watch's jurisdiction, and the Dead Canal which is treated as a no-go area left strictly alone aside from occasional incursions in force.

Official law enforcement agencies are not the only groups interested in fighting crime. Marienburg is host to countless sleuths; scryers, bounty hunters and the odd private eye are licensed to uphold the law. Templars will put their oar in when they have no jurisdiction, especially the Witch Hunters.

**Black Caps:** City Watch patrols may requisition one Watch Carriage with two horses before every battle.

## River Watch

The Marienburg Secretariat for Trading Equity are the wardens of order on the city waterways. From their headquarters in the Palace District the River Watch operates what they call Port Law. At any time the Secretariat is authorised to commandeer the services of the City Watch to help their own investigations. This arrangement contributes to the mutual resentment and rivalry between the two forces since the Black Caps loathe being associated with the unpopular taxmen, while the River Watch consider their landlocked counterparts to be corrupt slackers.

The secrecy of private saltwater lagoons and smugglers dens means that skiffs, water coaches, rowboats, sailing ships & galleons are all suspect transportation for contraband. In the fight against wet crime the watch has to contend with the smuggle of illegal cargo; drugs, stolen trophies, forbidden magic artefacts, living spoils and other less savoury body parts. Most seized valuables and magical items are swiftly claimed through back channels as the property of the League.

Occasionally the River Watch patrol is tasked to support the Caps in a joint operation. These clashes have been known to end in violence. There is little love lost between the Black Caps and their opposite numbers, charged with maintaining maritime law. In theory, the River Watch's jurisdiction is city-wide rather than being organised ward by ward, and although it is strictly restricted to the docks and waterways, they use the wider mandate they've been given to interfere in other matters to an extent most Black Caps find irksome in the extreme.

**Secretariat:** River Watch patrols may commandeer a River Boat before the start of every battle.

An inspection of the constabularies courtesy of the ceaseless audit trail of playwright, street performer and suspected werecreature Stuart Cresswell policing whistle-blowers allegations of corruption that threaten our great city by undermining justice on its docks and waterways.

Although everything on dry land belongs to the Black Caps and everything wet is the River Watch's, like most things in Marienburg, it is open to interpretation. The remit of the excise men on land is limited to within a hundred yards of a waterway. If a sewer runs underneath a crime scene of interest to them, the River Watch can justify claiming jurisdiction on the grounds of the subterranean waterway. There is no City Watch post in the Dead Canal so the responsibility for maintaining law and order, which theoretically falls to the Craftsmarket caps as the nearest barrack, can reasonably be argued that their despised colleagues have a better claim.

Joint operations are occasionally organised between the two constabularies. Such assignments have been known to deteriorate into rivalrous leadership contests, where each side feuds over operational control, and battles for custody. The 'waterboys', as the Black Caps like to refer to the River Watch, will try to claim the perpetrators arrest from their dry crime-solving counterparts on a joint venture and vice versa.

## Knights of Purity

The forerunner in unofficial crime fighting comes courtesy of the Knights of Purity who are vigilantes honouring Solkan the Merciless. Notorious vigilante The Swords of Solkan must have contacts within the Black Caps – not surprising since magistrates and some officers of the watch, usually captains, are members of the Knights of Purity themselves.

Clerics of the Law, is what priests of Solkan believe themselves to be. Their activity is not exclusive to Marienburg, as the cult is known to have a powerbase in Altdorf. Devotees wear an amulet of Solkan.

Men of iron, merciless and utterly incorruptible preaching Solkan is Law. Scourge to the followers of evil. Fierce, disciplined with strictures of austerity and repression. Commanders of their own will serving under an angry god with the Lexicon of Banishment giving power to Law's servants to drive daemons back to their hellish seats and cleanse the world of change and chaos. A sword of Solkan conquers with a mighty hymn of Order and Destruction.

## Special rules

**Whistling:** Watch patrols can summon assistance in the recovery phase by blowing their whistles. D3+1 Watch Officers arrive in D3 turns, and further whistling after they arrive will bring more help.

Assuming the patrol whistles on the first turn then reinforcements will arrive in the recovery phase of a following turn unless the game has ended. Once reinforcements arrive the patrol can immediately whistle again in the hope of receiving assistance. Officers whistled for are armed with a club and deployed within 6" of a randomly determined table edge after compulsory moves and charges resolve. They do not count for the purpose of rout tests.

**Jurisdiction:** Instead of rolling on the Serious Injury Chart the warrior chooses to go quietly. Warriors taken *out of action* in close combat are placed *under arrest* whenever an Injury Chart result rolled is a natural 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.

**Interrogation:** Instead of searching for a rare item during the post battle sequence, the leader of the Watch can interrogate a suspect Hero being held *under arrest*. On a successful Leadership test, the torturer prizes a secret from the Hero. The Watch patrol gain 1 extra Campaign Point. Whichever warband the *captured* Hero belonged to loses 1 Campaign Point. Suspects placed *under arrest* may only be interrogated once.

**Fanatical:** Knights of Purity are vigilante crusaders with twin identities hell-bent on the destruction of Chaos, and no heretic or daemon holds any terror for them! Any Hero of the Watch with 30 experience points becomes a crusader of Law. Knights of Purity automatically pass all Leadership based tests they are required to take.

*"Prophecy is upon us, my brothers. Our duty is clear, our purpose is pure, and our faith is resolute. Go forth, friends, and do the will of Solkan!"*

— Captain Georges Sandler, Knight of Purity

## Choice of warriors

A patrol of Watchmen must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your patrol. The maximum number of warriors in the patrol is 12.

**Watch Captain:** Each patrol of Watchmen must have one Watch Captain. Choose one of the constabularies to represent; City Watch, River Watch or Marsh Watch.

**Sergeant:** Your warband may include up to two Sergeants.

**Private Sleuth:** Your warband may include one Sleuth.

**Rookies:** Your warband may include up to two Rookies.

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

**Turnkeys:** Your warband may include up to two Turnkeys.

**Sewer Jacks:** Your warband may include up to four Sewer Jacks.

## Starting experience

A **Watch Captain** starts with 20 Experience.

A **Sergeant** starts with 8 Experience.

A **Private Sleuth** starts with 12 Experience.

**Rookies** start with 0 Experience.

**Henchmen** start with 0 Experience.

# Watchmen equipment lists

The following lists are used by Watch patrols to pick their equipment.

## WATCHMEN EQUIPMENT LIST

### Hand-to-hand Combat Weapons

Dagger .....	1st free/2 gc
Club .....	3 gc
Boat Hook .....	8 gc
Sword .....	10 gc
Spear .....	10 gc
Halberd .....	10 gc
Double-handed weapon .....	15 gc

### Missile Weapons

Bow .....	10 gc
Pistol .....	15 gc (30 for brace)
Crossbow .....	25 gc
Blunderbuss .....	30 gc
Handgun .....	35 gc

### Armour

Shield .....	5 gc
Buckler .....	5 gc
Light armour .....	20 gc

### Miscellaneous Equipment

Lantern .....	10 gc
Falconry glove* .....	10 gc
Hunting bird* .....	25 gc
Wardog .....	25 gc
Watch carriage/Stage coach .....	100 gc
Riverboat .....	100 gc

\*Sergeants only

## PRIVATE SLEUTH EQUIPMENT LIST

### Hand-to-hand Combat Weapons

Dagger .....	1st free/2 gc
Mace/Staff .....	3 gc
Sword .....	10 gc
Spear .....	10 gc

### Miscellaneous Equipment

Lock picks .....	15 gc
Marienburg Map .....	20 gc

## Watchmen skill table

	Combat	Shooting	Academic	Strength	Speed
Watch Captain	✓	✓	✓	✓	✓
Sergeant	✓	✓		✓	✓
Private Sleuth	✓		✓		✓
Rookie	✓	✓			✓

## Hunting bird

25 gold crowns Availability: Rare 12

Special Rules: Falconer

A good bird, trained, schooled, almost from the egg, to be a huntress, is a lethal pet. Huge she-hawks and some male warhawks still require jesses to restrain their ankles and a hood to cover their eyes, but a well-trained bird does not take to the air until signalled. Faithful servant, devoted companion, murderous pet. Barbs attached to feet, a good attack-bird should have weapons as grown-in as a never-removed wedding ring.

### SPECIAL RULES

**Falconer:** Hunting birds may only be used by a Hero with the animal handling skill 'Falconer'.

Hawking is a popular pastime amongst the Great Families of Marienburg. Gentlemen of noble lineage enjoy nothing greater than "...discussing the moor country and its prospects for falconry." A well trained fighting falcon is fully capable of blinding an opponent. Hunting birds including hawks, owls, ospreys and eagles are specially trained raptors suited to the sport.

Hunting birds can be used as missile weapons and as weapons in hand-to-hand combat as well by any warrior with the Falconer skill. The range of the falcon is 24". When shooting, roll to hit using the warrior's Ballistic Skill. This represents his skill in directing the falcon to its target in flight.

After a falcon attacks it flies back to the falconer. In close combat, falcons strike first with a single attack and use the warrior's Weapon Skill. Each successful falcon attack inflicts a Strength 3 hit.

If the Hero is taken *out of action* the falcon flies away, returning after the battle. Falcons cannot be attacked or slain, but if the Hero is slain the falcons are lost with him just like any other equipment.

A warrior must wear a leather or mesh falconry glove, otherwise be seriously injured when the raptor landed on his arm during each battle. Make a roll on the Serious Injury chart in the post battle sequence for a warrior using a hunting bird without a falconry glove.

Unless stated elsewhere a falconer may only supervise a single hunting bird.

## 01 Watch captain

### 60 gold crowns to hire

A well-connected captain will keep himself apprised of the various Watch commanders in the city. A word in the right ear at a convenient moment can get a captain noticed by his commanding officers and promoted to a safer district. On the other hand an ill word at the wrong time can assign a captain to policing a lawless borough or worse, a sentence served on Rijker's Isle!

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

**Equipment:** The Watch Captain may be equipped with weapons and armour chosen from the Watchmen equipment list.

#### SPECIAL RULES

**Leader:** Any warrior within 6" of the Watch Captain may use his Leadership value instead of his own when taking Leadership tests.



## 02 Sergeants

### 35 gold crowns to hire

When thief-takers who rise to become sergeants were formerly part of the armed forces, it shows when drilling their subordinates. On top of their patrol duties they train regularly in combat techniques and may consult priests from the cults of Manann, Myrmidia and Verena on how best to defend themselves whilst dispensing justice. Sergeants easily establish contacts in the nobility allowing them to engage instructors in military pursuits, falconry, and training for emergencies such as fires or coach crashes.

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

**Equipment:** The Sergeant may be equipped with weapons and armour chosen from the Watchmen equipment list.

#### SPECIAL RULES

**Falconer:** Hunting birds may only be used by a Hero with the animal handling skill 'Falconer'.

## 02 Rookies

### 15 gold crowns to hire

Young officers of the Watch have everything to prove meaning they will answer an alarm at any time. Protesting from Priests of Verena that the Watch recruit women and halfling officers has received recognition by Watch command, with the change having made steady progress in some districts of the city. Officers of shorter stature spend most of their initiation in filth chasing beady-eyed rodents, with strike teams from the sewer-watch.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rookie	4	2	3	2	2	1	4	1	8

**Equipment:** Rookies may be equipped with weapons and armour chosen from the Watchmen equipment list.

## 01 Private sleuth

### 55 gold crowns to hire

In the case of violent crimes and pattern murders the constabulary will turn to a private detective. Operating as consultants to the Watch will be a Sleuth or Scryer. Amongst the private specialists available for hire are mentalists and psychometrists; practicing scientific techniques to examine blood and other clues found at crime scenes. Talented consultants use divination, intuitive visions, and informative half-trances to gather evidence.

*"Throat torn out with a docker's hook.  
Gang killing. Fifteen crowns please, Temple Father."*

— Rosanna Ophuls, Scryer

Profile	M	WS	BS	S	T	W	I	A	Ld
Sleuth	4	3	2	3	3	1	4	1	8

**Equipment:** A Private Sleuth may be equipped with weapons and armour chosen from the Private Sleuth equipment list.

#### SPECIAL RULES

**Scryer:** A Sleuth can re-roll any rolls in close combat. You must accept the second result.

In addition, a Sleuth can use her psychometric intuitions to help the Watch patrol when they are scouring the city for evidence. If the Sleuth is not put *out of action* in the battle, you may roll two dice for her in the exploration phase and pick either dice as the result.

**Hypnotist:** The Sleuth is able to hypnotise a suspect using practiced half-trances. The trance may be applied at the beginning of the combat phase to any living warrior in base contact that is not Immune to Psychology.

The suspect must pass a Leadership test or be entranced. An entranced warrior may not attack in close combat and is treated as being knocked down for the purpose of being attacked. The trance ends when the entranced warrior or the Sleuth has been attacked. The Sleuth may choose to end the trance.

# Henchmen

## Officers

### 25 gold crowns to hire

Lamplighters and constables patrol the wards of Marienburg maintaining law and order. Streetlight deters burglary so authorities come down hard on crooks interfering with the nightly duty of lampers – Due to the risk of fire culprits can be punished with death. Watchmen are empowered to make arrests. When a criminal is apprehended the copper will decide on the punishment. Spot fines can be charged for public offences. In slums where poverty is endemic a policeman may see it as practical to administer punitive beatings for petty crimes.

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

**Equipment:** Officers may be equipped with weapons and armour chosen from the Watchmen equipment list.

*"When we were on the leg we always used to split up as soon as possible. Don't let the watchmen known who to follow and you're halfway free."*

— Porter, Mercenary Quartermaster

## 0'2 Turnkeys

### 35 gold crowns to hire

Marienburg jail cells are wet dungeons smelling of brine and excrement. Turnkeys are bulky wardens upholding the penal code with little sense of justice or pity. Some of the brutes are considered sadists by patrolling officers of the Watch – Most of their tortured guests would be inclined to agree! These bloated trustees sit behind desks minding prisoners, that is, unless the jailer needs to clear his gambling debts with a local racketeer first...

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

**Equipment:** Turnkeys may be equipped with weapons and armour chosen from the Watchmen equipment list.

#### SPECIAL RULES

**Immune to Poison:** Jailers have the constitution of an ox allowing them to shrug off the effects of almost any poison. After developing a resistance during years of contraband substance abuse, Turnkeys are not affected by any poison.

*"We're passing through the fringes of the Drakwald now. Where the forest thins into the Cursed Marshes. Oh aye, the Fen-Guard have been having running battles with bands of mutants and beastmen in the Marshes, or so the gallows-patterers scream. Something has stirred them up, that's for sure."*

— Captain Stiglitz, Ferry Captain

## 0'4 Sewer jacks

### 20 gold crowns to hire

The Sewer Jacks are a specialised strike force under the command of the City Watch. Their responsibility is to drive out squatters, smugglers, goblins, ghouls and vermin of all shapes and sizes. In the gloom of the passages sewer watch wear no uniform except the ubiquitous scarves wrapped round their heads like Araby turbans, with a long fold obscuring their mouths. Tunnel delvers are possessed of unique expertise after a career wading through effluvia in the fetid web of the Grand Sewer Network.

*"All sorts of scavengers in the sewers. There are things you wouldn't believe living in the stew."*

— Acting Sergeant Rudi, Sewer Watch

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

**Equipment:** Sewer Jacks may be equipped with weapons and armour chosen from the Watchmen equipment list.

#### SPECIAL RULES

**Immune to Disease:** Sewer Jacks spend every day waist-deep in slimy filth. Their hardiness has no rival – at least not amongst the living! A Sewer Jack is able to shrug off the effects of almost any malady. They are not affected by any disease.

**Tunnel Rat:** Sewer Jacks are at home beneath the city. They pick their way along the ledges as sure-footed as a cat. Any characteristic-based tests being taken for scenarios set in sewers or elsewhere underground can be re-rolled.

## The Fen-Guard

Marsh-watch patrols clutching wicked tridents, wearing breast-plates engraved with Manann's scowling visage and bronze full-face helms. Their masters rarely employed beyond the boundaries of the Cursed Marsh.

Prince Aloysious Ambrosius, Master of the Marsh and Lord Justicar of Marienburg, is as cunning a snake as ever slithered. Though declared Master of the Fens in title at least, there are wily brigands inhabiting the deepest reaches within the swamp that dare to defy the rule of law as laid down by the Lord Justicar.

**Fenland Striders:** Marsh-watch Heroes and Officers re-roll any failed Initiative tests when fighting on causeways, jetties and gangplanks or crossing a marsh.



## River Strigany, Exiles of Strigos

The survivors of Strigos were scattered to the winds when their lands were destroyed and have since taken up a nomadic life. They roam the Empire in caravan trains or river barges, making money (in trade and craft) when they can and stealing when they can't. Their history under the Vampires ensures they maintain their travelling lifestyle, marking them not just as thieves and cutthroats but also necromancers and servants of darkness. In truth most of them are simple woodsmen, entertainers or vagabonds, but a few do know something of witchcraft, a little of fortune telling, and a large amount of Vampire lore. Those mystics (the Petrus) were taught the true and complete history of their people, and they carry the secret knowledge from those ancient days, as well as the promise of their Strigos lords to one day return and lead them back to glory.

The Strigany are exiles, a wild-faced nomadic people plying their trade on the riverbanks of the Reik and the canals of Marienburg from water-caravans, stubby thick-waisted salt barges. Tenacious grifters, Strigany persist in soliciting rustic wares, strange curatives and flaunt fortunetelling skills from the riverfront.

Strigany live in caravans and on square-rigged river barges and riverboats. Their vessels are in poor shape.

### River life

Gypsies are found on the rivers of the Old World as well as roads. Their watercrafts are similar to passenger boats, but are always brightly painted and cluttered with pots, herbs and other rustic paraphernalia.

The human empire of Strigos worshipped vampires as gods, but their undead deities couldn't save them from the might of butchering greenskins. When the few escapees staggered north into the Old World, the stricken people met a wall of hatred from the other human tribes, but they had nowhere else to turn.

They wander there still, now calling themselves the Strigany, and are hated no less, even though the centuries have erased the memories of their blood-soaked empire from the minds of their countrymen. Mirroring the rootless land caravans of their people, the Strigany meander up and down the Reik in small boat communities, moving from one persecution to the next. Their dreary, poorly maintained vessels are often moored far from civilisation, where they prey on the superstitions of passing riverfolk by selling charms and wards for whatever coin they can. They are a desperate people, often clinging to the half-forgotten legends that say that their ancient vampiric masters will someday return to lift them from their pathetic lives. As rumours of these throwback beliefs ripple outward and are heard by outsiders, the continued

vampire worship doesn't help those Strigany who are trying to move on from their past. Rather, it ensures that their persecution at the hands of outsiders continues. The Strigany are quickly blamed for any local problem without a more obvious culprit, and over-zealous witch hunters are all too eager to accuse them of transporting diseased undead in their rotten barges. By the time their innocence is proven in these cases, their boats are already burnt to the waterline.

### Vampirism

The truth of the matter is that although the Strigany maintain a proud family orientated culture ascended from a long line, they have shadowy traditions, and exist under the unnatural influence of ancient evil.

The Old Fathers are their watchers and protectors. The gypsies reverence is of Ushoran, Lord of Masques, Celebrations and Festivities. The Strigoi are the past masters of the Strigany. Strigoi vampires; terrors of the dark, child-stealers, throat-tearers and haunters of the grave.

Prince Ushoran of the First Children sought out a place to build a new kingdom became ruler of Mourkain, capital city in the valley of Strigos. During the dreaded reign of Nagash, he deposed the ruling priest-king Kadon replacing their worship of Nagash as a god with that of his Vampire line. He even restored Abhorash's principle of only feeding upon criminals and enemy captives, so once again the people would have nothing to fear from their immortal masters. The kingdom became vast and powerful before it was struck low by an immense tide of orcs instigated by agents from rival bloodlines. After the great prince was slain his surviving children-in-darkness became terrified of exposure. They were forced to live secretly in lost or remote places to avoid extermination. Forgotten, they fed on leprous hermits in murky forests or in graveyards on ghouls, vermin and the already dead. A century later, the devolution of once proud lords left them beasts hidden in shadow.

The Strigoi still remember what it was like to be lords and they continue to act as such. Shadow courts and kingly ways become warped as their grotesque physical forms. Princely creatures to the last whose lifestyles drive them ever deeper into their own dark natures.

Without a kingdom, the last remnants of Ushoran's people were left to wander the Old World, feared and hated by all others for their vampire-tainted past. Isolated and shunned from human communities, the predations of the Strigoi vampires upon these travelling folk remain unnoticed. Many amongst welcome their once and future kings. A wise Strigoi does not stay long with the gypsy caravans, for they attract witch hunters and vampire agents who realise the dark reputation of these folk is based in truth.

A fashionable account of river piracy inked by the talented quill of playwright, street performer and suspected werecreature Stuart Cresswell exposing the romantic shenanigans of Strigany gypsies and the ancient malice of their dark defenders, inspired by Robert Earl.

## Special rules

**Lucky White Heather:** The Strigany travel the waterways constantly, stopping to trade at any jetties and trading with boats they meet on their way, providing herbal remedies, luck charms, curios and divinations. While they are a welcome sight in remote areas and slum districts they visit, bringing news and well as trade goods, they are never encouraged to stay long. There are always thefts, accidents and more curious incidents when Strigany are about!

A favourite con is to palm off a few herbs wrapped in horsehair on unsuspecting customers. These charms tend not to be genuine. Strigany are so persistent that anyone will buy their damned lucky charms just to be rid of them! Even if riverfolk do not wish to receive their company a 'transaction' of sorts can still occur.

Instead of searching for a rare item during the post battle sequence, one of the Heroes prepares to con or rob a Hero chosen from another warband! Whenever a Hero from a Strigany warband participates in a job by visiting another warband roll a D6: On a roll of 1 the Strigany Hero involved has pushed his luck and got lynched, roll on the Serious Injuries Chart and apply the result. On a 2-5 the other warband is forced to buy a fake lucky charm for D6 gold crowns. On a roll of 6 the Strigany steals an item while they are distracted! Choose an item belonging to a Hero for the pesky Strigany to steal. If your post battle sequence rolls have been overseen by another player, arrange for the other player to inform the victim of the theft! To maximise the drama this should happen when the player announces the use of a pilfered item!

**Shadowy Traditions:** Vampiric thraldom entails being fed off by their dark master. Beguilement inspires champion feats from a Swain. The compelled warrior risks all in aspiring to become a Surrogate vampire or vampiress. The price of power is steep when the reward itself means receiving the Dark Kiss (or Blood Kiss) and if the bloodsucking sire chooses to make 'get' of one of his favourites then the warrior becomes one of the Nightbreed. Nor do the Strigoi grant the Dark Kiss to any, unless in exceptional cases. Their risk of exposure is far greater after the deed so it is gifted only to those most diligent to the Strigos line.

The Petru is an enchanter able to summon one of the Old Fathers. Instead of searching for a rare item during the post battle sequence, the Petru can request for one of his family to be granted an audience with the Old Father. On a successful Leadership test one of the other Heroes in the warband must visit their ancient master in the post battle sequence. If the test was failed this painstaking process means the Petru must miss the next battle.

One of the Heroes in the warband may pay a visit to the Old Father to seek his blessing. Choose a human warrior in the warband for the vampire to beguile and roll on the Father-in-Darkness chart. The leader or a spellcaster may not seek a blessing. A Hero with mutations receives a -1 modifier.

## Father-in-Darkness chart

### D6 Result

- |     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-3 | <b>Unworthy Son:</b> The warrior is an unwelcome guest. Sensing dirty deeds and crimes past awakens the base nature of the Strigoi. Remove the Hero from the warband list as the Old Father swiftly punishes him by draining the warrior like a vintage bottle of plonk!                                                                                                                                                                                                                           |
| 4   | <b>Fortunate Son:</b> The Old Father examines the Hero curiously, nothing more. On the bright side his throat was not ripped out!                                                                                                                                                                                                                                                                                                                                                                  |
| 5   | <b>Favourite Son:</b> The Old Father quells its bestial urge to feast on the Hero. The Hero gets to sample Vampire Blood and becomes a Blood-swain. The characteristics of the beguiled warrior increase as follows; +1 Initiative and +1 Attack. If the Blood-swain visits the Old Father again apply a +1 modifier to the result.                                                                                                                                                                |
| 6   | <b>Son-in-darkness:</b> The Old Father chooses to make 'get' of his favourite son! He becomes a Surrogate Vampire. The characteristics of the Surrogate increase as follows; +1 Movement, +1 Toughness, +1 Wound, +1 Initiative and +1 Attack. If a Blood-swain becomes a Surrogate the increases are not cumulative. Vampires treat a <i>stunned</i> result on the Injury chart as <i>knocked down</i> . Surrogates cause <i>fear</i> , are immune by poison and are subject to the 'Red Thirst'. |

*"It's an old wives tale that all those killed by vampires rise as vampires themselves. Sire vampires turn their get by the Dark Kiss. That means they give their own altered blood to favoured victims as they drink from them."*

— Rosanna Ophuls, Scryer

**Red Thirst:** Recently turned vampirekind will be tempted to glut themselves. Roll a D6 at the start of each turn. On a roll of 1 the Surrogate 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.

*"I'll tell you what's disgusting. A grave-rotted thirsty monster glutting itself fat on the blood of your lovely children or dear old grandma. That's what's disgusting."*

— Antiochus Bland, Temple Father of Morr



## Choice of warriors

A Strigany warband must include a minimum of three models. You have 600 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

**Domnu:** Each Strigany warband must have one Caravan Master.

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

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

**Truants:** Your warband may include up to two Truants.

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

**Dead-eyes:** Your warband may include up to two Dead-eyes.

**Fugitives:** Your warband may include up to two Fugitives.

**Vagabonds:** Your warband may include up to four Vagabonds.

**Water Caravan:** Each Strigany warband must include one Riverboat or River Barge. If there are no rivers in your campaign then you should replace the River Boat with a Wagon and two horses. If you do this then replace 'Rigger' skill with 'Handyman' to allow your Tinker to repair the wagon.

## Starting experience

A **Domnu** starts with 20 Experience.

A **Petru** starts with 8 Experience.

A **Tinker** starts with 12 Experience.

**Truants** start with 0 Experience.

**Henchmen** start with 0 Experience.

*"Interestingly the name Strigoi hints at an association with the travelling caravans of the Strigany, wandering bither and yon throughout the Empire and beyond with no kingdom to call their own. The Strigany have long since been rumoured to harbour the evil Strigoi within their ranks, but nothing has ever been proven."*

— Ludolf Traugott, Priest of Verena

## Strigany equipment lists

The following lists are used by River Strigany warbands to pick their equipment.

### STRIGANY EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Boat hook	8 gc
Cutlass/Sword	10 gc
Double-handed weapon	15 gc

#### Missile Weapons

Belaying pin	3 gc
Net	5 gc
Fish-hook shot	10 gc
Throwing knives	15 gc
Pistol	15 gc (30 for brace)
Crossbow	25 gc
Blunderbuss*	30 gc
Handgun	35 gc

#### Armour

Buckler	5 gc
Toughened leathers	5 gc
Light armour	20 gc

#### Miscellaneous Equipment

Rope & hook	5 gc
Rabbits foot**	5 gc
Compass*	45 gc
Telescope*	75 gc
Riverboat	100 gc
River barge	200 gc

\*Tinker only

\*\*Heroes only

### PETRU EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace/Staff	3 gc
Cutlass/Sword	10 gc
Spear	10 gc

#### Miscellaneous Equipment

Rabbits foot	5 gc
Lucky charm	10 gc
Tarot cards	50 gc

## Strigany skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Domnu	✓	✓		✓	✓	✓
Petru			✓		✓	✓
Tinker		✓	✓		✓	✓
Truant	✓			✓	✓	✓

# Strigany special equipment

This equipment is only available to the River Strigany, and no other warband may purchase it.

## belaying pin

3 gold crowns

**Availability:** Common

A typical watercraft contains many short lengths of carved wood. They are set up in racks in convenient places in the barge, around which rigging can be secured or belayed. These pins make useful projectiles and river folk quickly proficient at hurling them.

**Range:** 6" **Strength:** As user -1

**Special Rules:** Thrown weapon, +1 Enemy armour save

## boat hook

8 gold crowns

**Availability:** Common

Normally used to pull in ropes or floating debris from the Reik, their long reach is useful in a boarding action and a wicked thrust helps bring enemies to the point!

**Range:** Close Combat **Strength:** As user -1

**Special Rules:** Strike first, Two-handed

## fish-hook shot

10 gold crowns

**Availability:** Rare 7

Hook shot is a fine rope or chain with a weighted fishing hook or scythe tied to its end. River gypsies use the range of this curious barbed weapon to waylay their victimizers.

**Range:** 3" **Strength:** 3

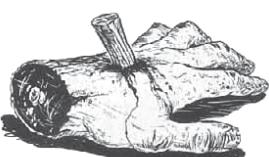
**Special Rules:** Thrown weapon, Precise, Caused fall

### SPECIAL RULES

**Thrown weapon:** Models using a fish-hook shot do not suffer penalties for range or moving.

**Precise:** A model using a fish-hook shot is so practiced in the use of this weapon that he may attack enemy models that are engaged in close combat. However the hook shot is useless when the warrior himself is engaged in close combat.

**Caused fall:** The warrior may declare to try and cause an enemy model to fall instead of causing damage. The warrior must roll to hit as normal and then pass a Strength test. If the test is successful, the enemy model counts as *knocked down*. Apply a +1 modifier to the Strength test against large models. When a mount gets *knocked down*, the rider falls off (see 3-4 on the Whoa Boy! chart).



## compass

45 gold crowns

**Availability:** Rare 9

A compass is an invaluable aid on land or at sea, helping travellers navigate more accurately. In scenarios where players roll to determine which side deploys first, a warband with a compass may re-roll their result. If the Hero with the compass is missing the battle it cannot be used. If both sides have a compass then no re-rolls are allowed.

## wicker man

50 gold crowns (Petru only)

**Availability:** Rare 12

Golems follow the commands of a Petru. They can be fashioned using witchcraft from mud with wicker, driftwood, or (when available) flesh parts. They are lifeless constructs in the shape of a man. Retainers that never make excuses or ask for a fix.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wicker Man	4	2	0	4	4	1	1	1	5

### SPECIAL RULES

**Zombified:** Golems use all of the special rules for a zombie; Cause fear, May Not Run, No Brain etc.

**Construct:** A Wicker Man ignores any injury rolled on the Injury chart on the roll of a 4+ and continue fighting, so a Golem has the possibility of taking more damage than their 1 Wound would suggest. This is not an armour save and so it is not modified by the Strength of the attack. This rule is ignored for wounds caused by magic or magic weapons.

## scuttling hand

40 gold crowns

**Availability:** Rare 11

A hand cut from a corpse of a murderer, called a 'Hand of Glory', is well known by warlocks for its magical properties. It is a common ingredient in spells, but it has other, more amusing uses. Vampires have perfected a way of reanimating these hands for use as assistants, attendants, and even familiars. They are only able of causing a paltry amount of damage in a fight but can be used as a distraction at a vital moment.

Profile	M	WS	BS	S	T	W	I	A	Ld
Scuttling Hand	3	1	0	1	1	1	4	1	7

**Special Rules:** Immune to Psychology, Dodge, Scale Sheer Surfaces, Silent Move

### SPECIAL RULES

**Silent Move:** Scuttling Hands always remain *hidden* unless they attack an enemy warrior.

# Heroes

## 1 Domnu

### 65 gold crowns to hire

The stoic Caravan Master is the family member amongst all of the gypsy caravans with the sharpest wits and the most bulging muscles. He leaves the fable telling and rhetoric to mystical seers. Every level headed Domnu keeps one grizzled eye on the prize and another overseeing the safety of his kindred.

Profile	M	WS	BS	S	T	W	I	A	Ld
Domnu	4	4	3	4	3	1	3	2	8

**Equipment:** The Domnu may be equipped with weapons and armour chosen from the Strigany equipment list.

#### SPECIAL RULES

**Leader:** Any warrior within 6" of the Domnu may use his Leadership value instead of his own when taking Leadership tests.

**Prize-fighter:** The Caravan Master suffers no penalties whatsoever for fighting unarmed and receives +1 Attack when doing so.

**Bear Hug:** Wrestling and fist fighting are traditional Strigany sport. The barrel-chested Domnu is victor of many contests. If the Domnu hits the same enemy warrior with both of his unarmed attacks in the same round of combat, the player may choose to make a single Bear Hug attack instead of resolving the attacks normally. If the option is chosen, each player must roll a D6 and add his warrior's Strength to the roll. If the Domnu's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Domnu's hold and suffers no damage from the attack.

## 0·1 Petru

### 40 gold crowns to hire

Acting as keepers of lore and procurers for their ancient masters, Strigany mystics are respectfully regarded with suspicion by their own kind. In the Empire their legacy of witchcraft and eldritch trickery is greeted with open hostility. After a disagreeable fortune telling, a few Marienburg crime lords have even arranged the drowning of a waterfront witch.

*"I sense a cloud of evil in this place... beware the dead, for they walk among you wearing the faces of the living."*

— Taciana Stirbei, Strigany Mystic

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

**Equipment:** The Petru may be equipped with weapons and armour chosen from the Petru equipment list. The Petru always carries a secret pouch of spell ingredients.

#### SPECIAL RULES

**Wizard:** Petrus are Strigany mystics and have two spells generated from the Charms & Hexes list.

**Necromancy:** Knowing a little of the black arts, Petrus may randomly determine a new spell from the Necromancy list instead of learning a new skill.

**Potions:** Offering curatives through supplying suspicious potions, the Petru carries assorted philtres for the purpose of remedial thaumaturgy. A single Hero in the warband may chance upon the Petru before battle to risk one of these vitalogist wares. Roll a D6 to discover the draught's effect.

#### D6 Result

- |     |                                                                                                                                                                                                                                       |
|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1   | <b>Debilitating:</b> The potion is simply too potent for the Hero and weakens them. They receive -1 to Toughness for the whole of the next battle until they can roll a 6 on a D6 in the recovery phase to shrug off the ill effects. |
| 2-3 | <b>Strength:</b> The Hero is infused with strength as he quaffs the potion. He receives a +1 Strength bonus until he rolls a 1 on a D6 in the recovery phase.                                                                         |
| 4-5 | <b>Resilience:</b> An inner resilience passes through the Hero. He receives a +1 bonus to Toughness until he rolls a 1 on a D6 in the recovery phase.                                                                                 |
| 6   | <b>Fortitude:</b> The Hero's constitution is increased and he feels ready to take anyone on. He gains an extra wound for the whole battle. However, once lost the wound cannot be restored.                                           |

## 0·1 Tinker

### 45 gold crowns to hire

Itinerant mender of pots, kettles, pans, drifter skilled in minor mechanical work, a Tinker has become jack-of-all-trades. A Tinker barters for parts and tools to keep cartwheels on caravan trains from falling off and sifts canal flotsam for driftwood and rigging to prevent river barges sinking into the Reik.

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

**Equipment:** A Tinker may be equipped with weapons, armour and miscellany chosen from the Strigany equipment list.

#### SPECIAL RULES

**Grifter:** Tinkers are crooked dealers! Like a merchant, a Tinker allows trading deals to be arranged with other warbands.

**Rigger:** The Tinker 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 Tinker is in contact with it, he may repair one previously damaged location. ie, a paddle or mast. The Hero may do nothing else that turn and the vehicle may not be moved. A ship cannot be repaired if an enemy model is in contact with the Tinker or the watercraft.

## 02 Truants

### 25 gold crowns to hire

The mischief making of truants does nothing to mend the ill reputation of the Strigany. Most youngbloods are bone idle malingeringers until an opportunity arises to set the next harmless prank in motion! Only then does the recklessness of youth reveal their competitive streak and thirst for adventure.

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

**Equipment:** Truants may be equipped with weapons and armour chosen from the Strigany equipment list.

*"It's always good to know what's around the next corner. So the petrus tell us."*

— Mihai Brock, Strigany Youngblood

### SPECIAL RULES

**Spry:** A Truant is used to climbing in and out of portholes, as well as running along rooftops with catlike stealth. To reflect this, a Truant may run or charge while climbing.

**Taunt:** After years of baiting persecutors into drunken brawls, this Strigany has learned some of the most vile insults in the Empire. During the Shooting phase, the Truant may choose to taunt one enemy instead of shooting with a missile weapon. The Truant must be able to see the enemy and taunting requires a line of sight as it would for shooting. The player should insult the enemy warrior whenever possible (perhaps his hat looks like a strangled parrot or his mother was a Bretonnian!) and the enemy then takes a Leadership test. If he passes, nothing happens but if he fails he must spend his next movement phase trying to get into close combat with the Truant who taunted him.

## The Unternehmung

From the Guide To Vampires

When Captain Schluter of the good ship Unternehmung took on two of the River Strigany as crew, he paid no heed to the ridiculous rumours of superstitious sailors. The Strigany proved to be hard working and knew their way around as it they were born to it. All this nonsense about being in league with the powers of darkness was clearly rot. Then the food spoiled. Every last morsel on board went bad, weeks out from land. His crew's bellies started grumbling, and so did they. Mutiny was inevitable, and the Strigany, having proven sound fellows, were its ringleaders.

The first order of business was to round up the captain and those crewmembers still loyal to him and lock them in the brig. The second order of business was to haul them back out of the brig and cook them up to replace the spoiled supplies. The Unternehmung sailed for weeks with no sight of land, and more and more prisoners were eaten. But each time another scapegoat was chosen to go in the pot, the crew only seemed to get hungrier. The hunger was like a living thing, gnawing at their bellies and whispering dark thoughts into their brains.

When Nanosh of the Strigoi finally climbed out of his coffin of grave dirt stowed in the hold and showed himself, his servants had done their work. Every surviving member of the Unternehmung's crew was a ravening ghoul, ready to serve their new captain eagerly if it meant fresh meat. Now, Nanosh and the Unternehmung crew sail through seas of blood, launching night-time raids on ships and coastal towns, dragging screaming meat back onto their ships for future meals. Even the pirates of Sartosa fear the Unternehmung and her ghoulish crew.

# Henchmen

## Gypsies

### 25 gold crowns to hire

Considered a ghoulish menace by nobles, the people of Strigos are scavenger folk not outlaws. River gypsies are especially treated with disdain, being referred to as wharf vermin, and channel rats by everyone who has paid the tax collectors their due.

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

**Equipment:** Gypsies may be equipped with weapons and armour chosen from the Strigany equipment list.

## 0·2 Dead-eyes

### 50 gold crowns to hire

Best known among the crew for spectacular knife-throwing acts, these savvy marksmen are more than a match for any carnival trick shooter. Vagrants pick up snippets of foreign dialects and customs with the same ease as the hodgepodge of missiles found stowed in their arsenal.

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

**Equipment:** Dead-Eyes may be equipped with weapons and armour chosen from the Strigany equipment list.

#### SPECIAL RULES

**Dead Eye Shot:** The Dead-Eye has the eyes of an eagle and can hit the smallest target. He ignores to hit modifiers for cover when shooting or throwing his weapon.

**Target Practice:** The warrior can fire a single missile attack when being charged. Models that stand and shoot suffer a -1 modifier to hit.

**Weapons Expert:** See page 122 of the Mordheim Rulebook.

## Strigany special skills

River Strigany may choose to use the following skill list instead of the standard skill lists.

**Knowledge of Myths and Legends:** The Hero has spent most of their life chasing rumours of promised glory and heeding cryptic prophecies of those with supernatural abilities. During the Exploration phase, if the Hero was not taken *out of action*, you may re-roll one dice, keeping the second result even if it is worse.

**Bull Rush:** This warrior can use his massive girth to overpower his opponents. When he charges, the Hero may attempt to knock down his opponent rather than making his normal attacks. Roll to hit once with a +1 to hit modifier, though no roll to wound is necessary. Instead, if the warrior hits with this attack, the opposing model is *knocked down*.

**Songster:** Entertaining shanties and novelty songs boost the morale of all those around. Any friendly model within 6" of the Hero may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

## 0·2 Fugitives

### 40 gold crowns to hire

Codebreakers are once noble hedonists who became victims of accidental circumstances; usually they committed crimes of passion and piracy. Whether these freelancing buccaneers have stolen hearts or burglarised cargo the only thing awaiting fugitives of justice is the hangman's noose if the constabulary catches up with a masqued cad.

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

**Equipment:** Fugitives may be equipped with weapons and armour chosen from the Strigany equipment list.

#### SPECIAL RULES

**Charismatic:** Heartless seducers oozing machismo. A romantic rogue to the last, any model from the opposite sex (Sisters of Sigmar, Amazons, Kislev Ranger etc), must make a Leadership test if they wish to charge a Fugitive.

## 0·4 Vagabonds

### 15 gold crowns to hire

Penniless and ragged mariners or weatherworn footloose wanderers can be found among travelling companies all over the Empire. The law has a low tolerance of refugees because they turn to banditry or piracy. Vagabonds viewed as common criminals form bonds with gypsies for mutual protection, or so they are led to believe! Welcoming outsiders under this pretence are Petrus with other designs.

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

**Equipment:** Vagabonds may be equipped with weapons and armour chosen from the Strigany equipment list.

# Charms & Hexes

*Charms and Hexes are the magic of witchcraft. They involve copious amounts of spell ingredients and painstaking incantations but they can be devastating reducing enemies to pitiful wrecks and infusing comrades with almost incomprehensible luck.*

## D6 Result

### 1 Scry

*The Petru uses ancient divining crystals to foretell the future and influence the actions of her comrades.*

For the duration of the turn one Hero or Henchman may re-roll D3 dice rolls and +1 or -1 to the result.

### 2 Curse

*The Mystic bestows a powerful curse on one of his enemies that saps their confidence and resolve.*

One enemy model within 12" of the Petru must re-roll all successful dice rolls for the duration of this and their next turn.

### 3 Dust of the Blind

*Casting a handful of dust into the air, the Petru blows it around him, blinding his enemies.*

One enemy model within 16" of the Petru is struck instantly blind. They may not shoot, charge or run, are at half Weapon Skill and will move in a random direction at the start of their turn. The blindness lasts until the Petru casts another spell or moves.

### 4 Age of Stone

*Whispering words of ancient power the Mystic causes an enemy to age rapidly before their very eyes, making them weak and feeble!*

One enemy model within 12" of the Petru will be severely debilitated and all of their characteristics are reduced by -1 for the duration of this and their next turn.

### 5 Warrior's Bane

*Muttering a dark and malicious incantation the Petru causes a warrior's grip to loosen, making it almost impossible for them to attack.*

One enemy model within 18" of the Petru will be unable to use any of their weapons as they perpetually slip from their grasp. They will be unable to shoot and count as fighting with fists in hand-to-hand combat. The enchantment lasts for the duration of this and their next turn.

### 6 Cure

*A faint aura extends from the Petru's body. All who are touched by it feel warmth and vitality flowing through their veins.*

All friendly models within 6" of the Petru have a single Wound healed. In addition any stunned or knocked down models may immediately stand up.



# Sea Ghosts

## Sea Elf Rangers

During the Storm of Chaos, the Admiral of the elven fleet deployed from Ulthuan led warships with the haste of Asuryan to aid the Empire against Chaos. Aided by the Sea Rangers of the Uranai, his ships companies wiped out settlements and slaughtered livestock, spreading fear and confusion along the coast of Norsca.

Not content to merely contain the longships of the marauders and prevent their attacks, Sea Lord Aislinn adopted an offensive strategy, striking at villages on the Norscan seaboard. The terrified survivors of the Sea Lord's attacks carried tales of the 'Sea Ghosts', from village to village.

Elf rangers are rustic outsiders, choosing to work and sometimes live out their many years at sea or out in the wilderness. Troupes of wildling elves from Laurelorn Forest consort with clans from the Elf Quarter in Marienburg. Recruiters enlist novice traders, wayfarers and travelling youngbloods. Wood elves are otherwise socially isolated from port inhabitants. The cultural divide is bridged between seafaring companions. Maritime adventurers form one caste despite schism. Entertainer or warrior, loyalty is always to the crew after swearing allegiance to the ship's company.

## Scholar's view of the Elves

They were mighty sailors and explorers and wizards without equal. Elf folk were said to be cruel and degenerate and given over entirely to pleasure. Elvish slavers often raided the coast of the Old World, and mortal men never saw those they took again. Some scholars claimed only those sworn to darkness enslaved mankind. Others claimed that this was simply a convenient fiction that allowed elf traders to disclaim responsibility for their cruel corsair kindred.

*"It is said that the words of an elf are as slippery as machine oil."*

— Gotrek Gurnisson, Trollslayer

## Elf trading communities amongst men

Sea Elves were originally traders and often visited the ports of the Old World. The Elves living around the coasts of the Elven Kingdoms have a tradition of seamanship and fighting, and lack the normal Elven disdain of physical labour. Because of this, the High Elves look down on them, thinking Sea Elves rough and uncouth.

Sea Rangers are brave warriors and tireless guardians of the seaways, and it is thanks to them that the sea routes between the Old World and Lustria remain open. Sea Elves are quite venturesome, and can often be found as merchants and traders in Old World ports. Some of the Uranai settled in the more

important ones aside from Marienburg, such as L'Anguille on the northern coast of Bretonnia. Most of them speak Reikspiel as well as Elvish, and many have a smattering of the Norse language too. The Elven trading posts of the Old World are run almost exclusively by Sea Elf clans.

The Sea Elves set out on voyages of exploration which range as far as Cathay in the east, Lustria in the south and the New World to the west. To the Old World, their ships bring goods from every continent. Every Old World port with a population over ten thousand has its own Elven quarter – an area where the Elven merchants build their houses and administer their own laws and customs. These quarters are generally regarded as off-limits by the human populace, and even the city militia and local authorities are reluctant to interfere here. Elven trade is a valuable asset to any community, and most people are happy to let the elves run their own affairs as long as it continues to be profitable. A typical trading community would have a population of about 1% of the total city population. Although trading posts are sometimes maintained in smaller cities, this is rare, and often occupation is sporadic or temporary – traders coming or going, a family settling for a few years before retiring back home. The largest Sea Elven trading quarter is to be found in Marienburg, where there are about 500 elves. Marienburgers call it 'Elftown'.

## Elftown

Some elves in Marienburg are emissaries from flotillas sailing into port from Lothorn in Ulthuan. Where as merchants from a dozen lands of men inhabit the foreign quarters of Lothorn, only scholar-servants from far Cathay reside in Elftown. Outsiders inhabit buildings around the district borders of the Marienburg trading quarter. In the harbour of Lothorn, mighty merchant galleons from Marienburg and Bretonnia, dhows from Araby with sails like shark fins, and junks from Cathay with towering stern-castles and lateen rigs, dock alongside the many elven ships. By contrast the wharves of Elftown are exclusively lined with long lean Eagles, Falcons and Bloodhawks of elven design. The ships of men may have come to Lothorn to trade but they are prohibited by law from entering waterways connecting to the Elf Quarter in Marienburg! Sea Elf watch patrols judiciously inspecting the canals make sure nobody gets in or out.

Powerful merchants from the Ten Great Families can purchase magical wares, powerful drugs and medicine for which the elves are famed, and in return they bring cargos of silk, exotic woods, perfumes, spices, and trained pleasure slaves to the Elven Kingdoms.

*"My father is a merchant. He often does business in Marienburg. There is a colony of elves there even to this day. Word gets out. Stories get told."*

— Felix Jaeger, Poet

A medley of seafaring testimonies dredged up by the ceaseless archiving of playwright, street performer and suspected werecreature Stuart Cresswell paying homage to the elder races through maritime fables, inspired by the legacy of pioneering scribe Mark Havener.

## Special rules

**Sundering:** All elf warriors in a Sea Elf Rangers Warband have an unyielding hatred for Dark Elves. Sea Elf Rangers *hate* Dark Elves.

**Excellent Sight:** Elves have eyesight unmatched by mere humans. All the Elves can spot Hidden enemies from twice as far away as other warriors (i.e. twice their Initiative in inches).

**Distaste for Poison:** The use of poisons and various drugs is a Dark Elf specialty. As such, it is frowned upon by other Elves. Warriors in a Sea Elf Rangers Warband may not use poisons of any type.

**Tolerant:** Due to their outsider status with the Asur, Sea Elves have learned to stifle their distaste for younger races. Unless specified otherwise a Sea Elf Rangers Warband may hire any Hired Sword that is not a Dark Elf, Skaven or a follower of Chaos. In addition they shun the company of anyone specializing in the use of poison so may never hire Assassins.

**Magicians:** If a Sea Elf Rangers warband hires the Elf Mage Hired Sword then the magician can be retained after each battle by paying 25 gold crowns upkeep.

**Unforgiving:** In addition to their hatred of their corrupt kin, elf folk have a long history of struggle against the forces of Chaos. In multiplayer games, a Sea Elf Ranger warband may never forge an alliance with Dark Elves, followers of Chaos or Skaven warbands.



## Guardians Of The Peace

Mannicks-quinch is the watch patrol force in Elftown more commonly referred to as Mannikins. Silver-lamplit canal avenues are patrolled by Sea Elf watch officers in fast boats. Private ways with glittering shops on branching boulevards attract trespassers. A patrol detail will turn away visitors unless they are invited guests. The jurisdiction of the stone-faced Mannikins only stretches beyond the borders of the elf quarter for the purpose of policing crimes involving elves. Missives sent by the elves are curt. It is no surprise that elf police are not well liked by other constabularies in the city. A sentiment that is shared by most Marienburgers!

All elf crime committed anywhere in the Wasteland is also the purview of the Guardians of the Peace. Black Hats and the River Watch help keep the peace by depositing suspected violators of Elftown law on the Elfgate Bridge. The law enforcement constabulary is divided into two bodies each governed by separate clans. The Sun Guardians work the dayshift. Clan Aisellion enforces sentry duties at the three watch barracks where s officers including sergeants and sages preserve order on the docks and hinder any smuggling attempts.

The Moon Guardians were originally governed by the smallest of the eight major clans until an incident involving Stromfels cultists. Guardians appointed to the nightwatch by Clan Lormorillian were unable to prevent a series of kidnaps and killings through torture of important representatives from Clan Tallaindeloth. Strong trade connections with the Empire, Kislev and Bretonnia were not enough to disuade the High Council from seizing control of the division after the fiasco. As a consequence, the Exarch was assigned to manage affairs until the High Council decreed the House of Silvermoon should have direct control over the Moon Guardians. Following the appointment, there has been an investigation into the murder of a significant clan member. The outcome is a campaign of conflicts with an old enemy being fought in the dank catacombs beneath the city.

Undercover operatives are split between three smaller agencies. The Star Gazers is a clandestine assembly gathering intelligence through a network of spies and informants reporting back to the Star Gazer Council. The Nightwalkers and the Shadows are the other two parts of the organisation. The Shadows are composed of elite combat experts and contributes mages whilst the Nightwalkers position highly trained skilled field agents in delicate covert operations.

## Choice of warriors

A Sea Elf Rangers warband must include a minimum of three models. You have 500 Gold Crowns which you can use to recruit and equip your warband. maximum number of warriors in the warband is 12.

*"The High Elves know too much of discipline and too much of restraint to take a proper part in the affairs of the world. That is why the first sea elves had to quit their company in order to carry forward the great quest which their cousins had all but abandoned."*

— Kerewan, Sea Elf Magician

**Wayfinder:** Each Sea Elf Rangers warband must include a Wayfinder as the leader.

**Feast-Master:** Your warband may include a single Feast Master.

**Lookouts:** Your warband may include up to two Lookouts.

**Sea Rangers:** Your warband may include any number of Sea Rangers.

**Minstrels:** Your warband may include up to three Minstrels.

**Wildkin:** Your warband may include up to two Wildkin.

**River Boat:** Each Sea Elf Rangers warband may include one River Boat.

## Starting experience

A **Wayfinder** starts with 20 Experience.

A **Feast-Master** starts with 14 Experience.

**Lookouts** starts with 8 Experience.

**Henchmen** start with 2 Experience.

## Sea Elf equipment lists

The following lists are used by Sea Elf Ranger warbands to pick their equipment.

### ELF RANGERS EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Boat hook	8 gc
Spear	10 gc
Sword/Glaive	10 gc
Double-handed weapon	15 gc
Ithilmar weapon	3x price

#### Missile Weapons

Belaying pin	3 gc
Bow	10 gc
Longbow	15 gc
Elf bow	35 gc

#### Armour

Shield	5 gc
Helmet	10 gc
Light armour	20 gc
Sea Dragon cloak	50 gc
Ithilmar armour	60 gc

### Miscellaneous Equipment

Rope & hook	5 gc
Lyre*	15 gc
Elven wine	30 gc
Compass	45 gc
Elven cloak	75 gc
Riverboat	100 gc

### FEAST-MASTER EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Sword/Glaive	10 gc
Spear-stave (counts as Halberd)	10 gc
Double-handed weapon	10 gc

#### Miscellaneous Equipment

Elven cloak	75 gc
-------------	-------

\*Minstrels only

## Sea Elf skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Wayfinder	✓	✓	✓	✓	✓	
Feast-Master	✓			✓	✓	
Lookout	✓	✓		✓	✓	

### Mordheim Rules Review v7 – Commentary on Official Warbands

*The Elves are a special case. They have been deliberately left off the list as they are, in their current form, entirely inappropriate for Mordheim. Elves will return in the future, but will be somewhat different when they do.*

## Sea Elf special equipment

This equipment is only available to Sea Elf Rangers, and no other warband may purchase it.

### lyre

15 gold crowns (Minstrels only)

**Availability:** Rare 8

All Elf Minstrels have their own favourite songs and medleys are played on instruments handcrafted in Ulthuan, the home of the High Elves. Moving music performed using enchanted harps, pipes and lutes will attract Elf warriors during these troubled times.

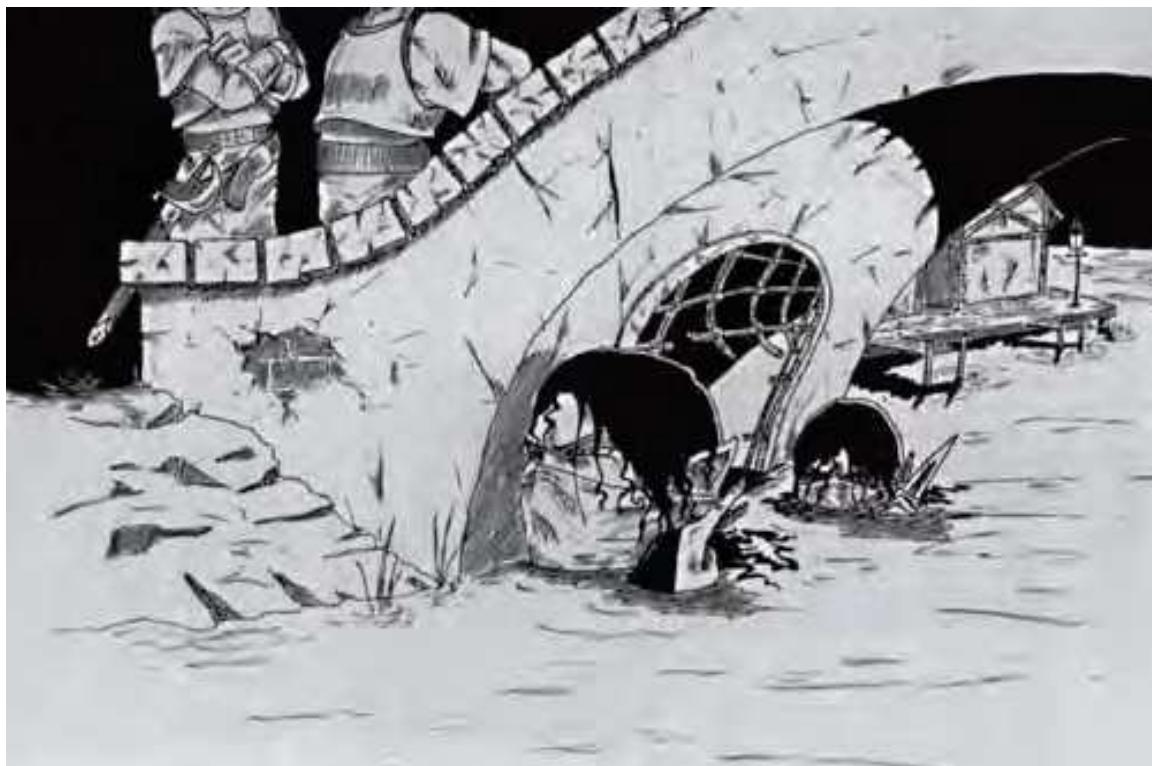
The maximum number of warriors allowed in your warband is increased by +1 if the Minstrels group are equipped with enchanted instruments.

During the shooting phase the Minstrel or group of Minstrels can sing and play their instruments. They may not play while running or charging and may not perform while in close combat. Roll a D6 on the Song chart to see which tune they attempt to play. Lower the Difficulty by 1 for each additional Minstrel playing the song.

*"Here we do not strain our desires with antiquated moral codes, for we are all travellers on the road of the senses."*

— Narentir, Elf Poet

D6	Result	Difficulty
1	<b>Lay of Bravery</b> All friendly models within 6" automatically pass all Leadership tests. The songs effect lasts until a new song is played.	7
2	<b>Marching Medley</b> All friendly models within 6" may immediately move an additional D3". Any models moved into base contact count as charging. This extra move does not count as running and models may still shoot.	8
3	<b>Litany of Deeds</b> All friendly models within 6" re-roll failed rolls to wound in the next round of combat.	9
4	<b>Hymn of Glory</b> All friendly models within 6" may re-roll failed rolls to hit in the next round of combat.	9
5	<b>Call to Arms</b> All friendly models within 6" gain +1 Attack in the next round of combat.	9
6	<b>Ballad of Woe</b> All enemy models within 6" must pass a Leadership test or lose -1 Attack down to a minimum of 1 total attack (including attacks gained by wielding extra weapons and additional special attacks). Any models Immune to Psychology ignore the effects of this song.	10



## 1 Wayfinder

### 70 gold crowns to hire

Every elf sailor aspires to serve on the crew of a notorious Elf-captain. Before a sea elf acquires a ship and achieves captaincy the lifetimes of many men will come to pass. It takes an elf with exceptional perception and navigational talent to lead elven mariners on a seaward voyage.

A Wayfinder is one such fit for the task by possessing a heightened sense of awareness in the open air. Captains dress in black, with jerkin, hose and boots fashioned from different kinds of leather. A decorated skipper senses trouble and avoids natural disaster which is why wayfaring kindred sailing under his captaincy follow orders explicitly.

Profile	M	WS	BS	S	T	W	I	A	Ld
Shipmaster	5	4	4	3	3	1	5	1	9

**Equipment:** The Wayfinder may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

#### SPECIAL RULES

**Leader:** Any warrior within 6" of the Wayfinder may use his Leadership value instead of his own when taking Leadership tests.

**Navigator:** Once the Wayfinder earns a captaincy aboard his own vessel he becomes Shipmaster. The Shipmaster can turn the tide when battles are being fought at sea. The Hero allows you to re-roll a single dice result per battle when within 6" of the Warband's boat.

## 01 Feast Master

### 90 gold crowns to hire

Accomplished performing minstrels and poets are found amongst the crew aboard elven vessels. One troupe on any ship is assigned an athletic dancer.

Resin-stiffened hair styled elaborately and skin heavily tattooed with talismanic designs sets the Feast-Master apart.

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

**Equipment:** Feast-Masters may be equipped with weapons and armour chosen from the Feast-Master equipment list.

#### SPECIAL RULES

**Bestial:** Feast-Masters are *immune to psychology*. Instinctual fury overcomes them in a fight as they dance and strike with savage abandon. They are too feral to become the leader of the warband.

**Talismanic Tattoos:** Feast-Masters are adorned with all manner of tattoos and warpaint that grant them the blessing of their gods. A warrior with Talismanic Tattoos gains a special 6+ save that cannot be modified by Strength, or magic spells and abilities.

**Shadow Dances of Loec:** Enactors of the Shadow Dances of Loec, Feast-Masters may choose a new Dance to learn from the Wardancer special skills list instead of learning a new skill. In each round of close combat that they fight Feast-Masters must choose one of the Shadow Dances to perform if able. They cannot choose the same dance in two consecutive turns of the same combat engagement.

#### WARDANCER SPECIAL SKILLS

**Whirling Death:** Each strike of the Wardancer's blade is made with uncanny precision, capable of severing a head or piercing a heart with one deceptively elegant stroke. While performing this Dance, the warrior gains +1 to any Injury rolls.

**Storm of Blades:** The Wardancer rains blow after blow upon theor opponent, moving with such speed that the eye cannot follow each distinct cut and thrust. While performing this Dance, a warrior is granted +1 Attack.

**The Shadows Coil:** With agile grace the Wardancer evades the clumsy attacks of their enemies, becoming almost impossible to strike. While performing this Dance, the Wardancer has a special 4+ save throw which cannot be modified by Strength, magic spells or magic weapons.

**Woven Mist:** The sinuous movements of this Dance distract and confuse the enemy, allowing the Wardancer to strike before their foe can react. When performing this Dance, the warrior reduces his total attacks by one but always *Strikes first* in combat. If their opponent also *Strikes first*, resolve attacks in Initiative order.

## 02 Lookouts

### 30 gold crowns to hire

Dextrous youngbloods swing from the rigging aboard boats docked in the Reik estuary. Sentinels are the lowest ordered hawk-eyes outranked by bosuns and the quartermaster.

Perfidious juveniles from the scouting Kindred of Arahan mean ideal candidacy for the crow's nest. Stealth and secrecy is crucial when seeking the unmentionable in shadier quarters of the port.

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

**Equipment:** Lookouts may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

#### SPECIAL RULES

**Seeker:** When rolling on the Exploration chart, the Lookout allows you modify one dice roll by -1/+1.

*"We can learn much from the Elves of Marienburg, for they are a true democracy – the liberty of the individual is placed first and foremost. Everyone is free to speak his mind on any topic, even to denounce his rulers. Do the same in Marienburg and you'll get three years on Rijker's for sedition!"*

— Haam Markvalt, Agitator

# Henchmen

## Sea rangers

### 35 gold crowns to hire

Fearsome fey folk known as the Uranai from the clans of Elftown form up in ships crews. Grey-clad mariners, a company of sea elves dresses in russet browns and dark sea-blues. While a ship's company is no place for a traitor, adventurers of a different stripe can find safe passage among the Sea Rangers.

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

**Equipment:** Sea Rangers may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

## 0'2 Minstrels

### 45 gold crowns to hire

Libertines are typically exiles or half-castes. Skin daubed with chalk and lime, and painted decadently with vivid dyes in reverence to Loec. Cult kindred troupes include novice traders, wayfarers and travelling youngbloods. Entertainment is performed within the troupe by musicians, dancers and artists pursuing dreamwine-fuelled fantasies of one day gracing the stages of amphitheatres in Lothern.

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

**Equipment:** Minstrels may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

#### SPECIAL RULES

**Songster:** Invigorating deep-sea shanties and reflective Elven lays boost the morale of all those around. Any friendly model within 6" of the warrior

may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

**Deathdancer:** Occasionally a Minstrel aspires to become a Deathdancer. A Minstrel promoted to Hero may choose a new Dance to learn from the Wardancer special skills list instead of learning a new skill. In each round of close combat that they fight Deathdancers must choose one of the Shadow Dances to perform if able. They cannot choose the same dance in two consecutive turns of the same combat engagement.

## 0'2 Wildkin

### 60 gold crowns to hire

Forest guides known as wildkin, speak with the creatures who dwell within Laurelorn. In isolation these woodland beastmasters can adopt aspects of wild animals to commune with the forests denizens. 'Shifters' or 'Alters' only spurn their canopy domain when a great tragedy befalls them. Desperate loners will accompany a troupe of libertines leaving port.

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

**Equipment:** Wildkin may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

#### SPECIAL RULES

**Loner:** Wildkin never truly escape from the primal call of isolation. They are immune to All Alone tests and may never become the warband leader.

**Animal Charmer (eg. Falcon Charmer):** Wildkin can control up to five animals provided that they remain within 6" of him. If an animal is not within 6" of the Animal Charmer in the Movement phase, they will move D6" in a random direction. If that takes them into contact with a model, either friend or foe, it will attack as if charging.

## Sea Elf special skills

Sea Elf Rangers may choose to use the following skill list instead of the standard skill lists.

**Infiltration:** An Elf 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 which infiltrate, roll a D6 for each, and the lowest roll sets up first.

**Luck:** The Elf is blessed by Lileath, the Elven goddess of luck. Once per game he may re-roll any dice roll he makes (but not one made by other members of the warband).

**See in Shadows:** The warrior's senses have become especially keen from years spent walking the shadows. As long as he has movement to reach them, the warrior may always roll to charge opponents he cannot see (instead of the normal 4").

**Hide in Shadows:** Over time the Hero has learned how to freeze in place and remain undetected, even from the heightened senses of their Dark Elf cousins. An enemy warrior attempting to detect this warrior when he is Hidden must halve his Initiative before measuring the distance.

**Powerful Build:** The warrior is strongly built for an Elf, and is capable of feats of strength not often seen among the elder race. A warrior with this skill may choose skills from the Strength skills table from now on. There may never be more than two Elves with this skill in the warband at any one time.

**Fey:** Hostile magic spells will not affect the Elf on a D6 roll of 4+.



# Shallows Beasts

## Stromfels Reavers

Pirates are an ever-present threat on the waterways of the Marienburg, despite the best efforts of the River Watch. Further up the Reik, the Imperial River Patrol boasts to have eradicated piracy. Captured or stolen traders, appearing as ordinary trading vessels, are stripped down and modified. Their prey can seldom outrun them. Reavers tend to be humans who will consort with mutants, even beastmen when it profits them. Merchant families accuse rival houses of paying protection guarantees to dissuade pirates, or employing them to attack competitors.

Within Marienburg and along much of the Empires northern coast, authorities regularly tangle with worshippers of Stromfels, God of the Dangers of the Sea. Stromfels' cultists carry out bloody sacrifices and try to wreck ships on dark nights.

## Shadow over Broekwater

The township of Broekwater endorses piracy! Ghastly denizens of the surrounding Cursed Marshes ensure the defensive swampy retreat outside of the city makes an idealistic stopover for pirates. The town is rumoured to be a safe haven for the smuggling operations of Stromfels worshippers.

Stromfels, Lord of Predators, is known as the Wrecker. His cult is devoted to predation on the high seas, including wrecking, piracy, and human sacrifice. Stromfels is believed an ancient aspect of Manann, the God of the Seas. Worship of Stromfels was outlawed as a result of Marienburg's treaty with the Sea Elves in 2150. In the years following, priests of Manann cut their ties to the cult of Stromfels and concealed Stromfels' association with their god. Despite this, Stromfels is venerated by those who work on the sea and profit by the death of others.

## Altars to Stromfels

Stromfels is the god of pirates, storms and sharks. Every honest sailor's least favourite things! Stromfels welcomes sacrifices! Ancient sea-weathered standing stones used for sacrificial ceremonies, rise from the shallows in coastal lagoons on the edge of the Cursed Marshes. Standing twice the height of a man and carved to resemble a sharks head with a crude triangular shape in the front to delineate a mouth. Surrounded by a ring of eight man-high lesser stones carved with saucer sized circles, also poking from beneath the waves lapping against the shale lined shore of the marshlands.

The worship of the shark-god has long been outlawed in Marienburg, though furtive sects still worship him in badly lit back rooms and isolated tributaries out in the marshes. It is a name that every follower of Manann, devout or otherwise, knew well. Stromfels is the bogeyman... the dark of the deep sea and the doom that waits down below the white-capped waves.

## Daemons of the Deep

Fanciful tales are told of an underwater necropolis beneath the sea populated by mermen when the truth of the matter is closer to home. Aquatic mutants lurk in the recesses of the canal network as dark water spills from the sewers!

River Watch patrol reports filed away in city archives describe officers dredging up things with "*The body of a sea-creature and the eyes of a man*" and "*An octopoid monstrosity with the eyes of a beautiful woman*". Encounters with "*Creatures as much fish as human...*" were reportedly "...feasting on fallen militiamen", during the recent invasion of the South Dock by an undead host.

Classified files consigned to early graves at the Marienburg Secretariat for Trading Equity, detail sightings of "*Frog-faced mutants, and snot-skinned invertebrates, reeking of damp.*"

Accounts confidentially log: "*Long armed trout-face man with disc shaped suckers like slimy tentacles. Mutant with crab bands like claws. Fin woman with hair like a sea anemone and translucent razor-sharp fins running down the length of her forearms. Flipper man, he's a sleek skinned, barrel-shaped little runt with flipper arms with a sphincter-like mouth. Mutant seaman, whose strands of beard contained finger-sized tentacles hidden within the luxuriosness of his moustaches. Man with gaping fish heads for hands...*"

*"An ugly something, all iridescent scales and teeth, like a cross between a frog, alligator and shark... gaping mouth saw-edged teeth, stinking blood... trying to drive off the rubbery forms of his assailants... Stromfels Children... heaving piscine nightmares... something with entirely too many flippers... every monstrosity that stirred in the deep silt. Krakens with clashing beaks, frenzied sharks and the monstrous offspring of the storm-god!"*

## Special rules

**Aquatic Mutants:** Stromfels Reavers devotions to the Shark God can bring rewards from their patron.

Any Hero may start the campaign with a single mutation from the following gifts and mutations in the 'Corrupted Characters' chapter if they pay the appropriate cost; blackblood, great claw, tentacle, prehensile tail, beak, electrical touch, mer-creature, suckers, or eye stalks (counts as hideous).

**Seafaring:** Stromfels Reavers are seafarers and spend much of their time rowing boats. To represent this, Stromfels Reavers get +2 to Strength, when they row a boat.

"Stromfels is an enemy of Manann. Our missionaries in the marshes and in the north have been attacked before."

— Esme Goodweather, Priestess of Manann

A gritty swashbuckling exposé dredging up all manner of abhorrent truths about the dark side of piracy embraced by throat-slitting reaver crews and wrecker cults devoted to the Storm God by playwright, street performer and suspected werecreature Stuart Cresswell.

## Choice of warriors

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

**Buccaneer:** Each Stromfels warband must include a Buccaneer as the leader.

**Mutant-Priest:** Your warband may include a Priest.

**Renegades:** Your warband may include up to two Renegades.

**Foundlings:** Your warband may include up to two Foundlings.

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

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

**Swampers:** Your warband may include up to two Swampers.

## Starting experience

A **Buccaneer** starts with 20 experience.

A **Mutant-Priest** starts with 14 experience.

**Renegades** start with 10 experience.

**Foundlings** start with 0 experience.

**Henchmen** start with 0 experience.

"One of Stromfel's children. The Chaos-things breed like roaches down here and no two of them are the same, besides the teeth and the bad attitudes. Incidentally, that's why you're here, isn't it, to ward these buggers off?"

— Erkhart Dubnitz, Templar Knight of Manann

## Stromfels Reavers equipment list

The following lists are used by Cult of Stromfels warbands to pick their equipment.

### HEROES EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club/Mace/Staff	3 gc
Axe	5 gc
Boat hook	8 gc
Cutlass/Sword	10 gc
Flail	15 gc
Double-handed weapon	15 gc
Trident	15 gc

#### Missile Weapons

Belaying pin	3 gc
Net	5 gc
Throwing knives	15 gc
Pistol	15 gc (30 for a brace)

#### Armour

Buckler	5 gc
Shield	5 gc
Helmet	10 gc

### MISCELLANEOUS EQUIPMENT

Scrimshaw bauble	40 gc
Compass	45 gc
Telescope	75 gc
Shark-tooth necklace*	25 gc
Stromfels heart	40 gc

\*Mutant-Priest only

### HENCHMEN EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club/Mace	3 gc
Axe	5 gc
Boat hook	8 gc
Cutlass/Sword	10 gc
Flail	15 gc

#### Missile Weapons

Belaying pin	3 gc
--------------	------

#### Armour

Shield	5 gc
Helmet	10 gc

## Stromfels Reavers skill table

	Combat	Shooting	Academic	Strength	Speed
Buccaneer	✓	✓	✓	✓	✓
Mutant-Priest	✓		✓		✓
Renegade	✓	✓		✓	✓
Foundling	✓				✓

## 1 Buccaneer

### 85 gold crowns to hire

#### (+ the cost of mutation)

An outlawed sea-captain is chief in command among any secretive marine cabal; wreckers, warlocks, brigands and bandits with the warp-touch form condemned covens loyal to Stromfels. A sea rover with a twisted thirst for bloodletting and robbing the bountiful cargos shipped through the Reik estuary becomes one of the dark buccaneers who plague the waterways.

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

**Equipment:** The Buccaneer may be equipped with weapons and armour chosen from the Stromfels Reaver Heroes equipment list.

#### SPECIAL RULES

**Leader:** Any warrior within 6" of the Buccaneer may use his Leadership value instead of his own when taking Leadership tests.

**Swashbuckler:** The Buccaneer cuts a dashing figure in combat, mixing dazzling swordplay and daring feats with charm and witty comments. Enemies praise and curse his ability to always seem to effortlessly slip from their grasp! The Buccaneer may make a Leadership test at the end of any close combat phase if he is still in base contact with any enemy models. If he passes he may make a normal movement away from the enemy (not run or charge), without the enemy striking any blows on him. If the test is failed he remains in combat and must fight as normal in the following turn.

## 0'2 Foundlings

### 20 gold crowns to hire

#### (+ the cost of mutation)

Orphans, abandoned infants and street children of Porters Wall district have been kidnapped through banditry and sold for a pit fighter. Flotsam children of Marienburg wind up being recruited by criminal gangs or are fostered into the care of the Orphanage of Our Lady Shallaya of the Blessed Heart. A special few are foundlings selected by worshippers of Stromfels destined to become ruthless murderers.

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

**Equipment:** Foundlings may be equipped with weapons and armour chosen from the Stromfels Reaver Heroes equipment list.

#### SPECIAL RULES

**Blessed Child:** Foundlings can re-roll the result of any Advance rolls. Re-roll results must be accepted.

*"As for the infant, it might grow up more quickly than an ordinary child. Some of them do. Anyway, altering folk is worthwhile for its own sake. You might even say it's a sacrament."*

— 'Mama' Solveig Weiss, Midwife & Heretic

## 0'1 Mutant-priest

### 75 gold crowns to hire

#### (+ the cost of mutation)

A coven warlock rasping litanies in the dark tongue is the Storm Gods voice. Shark-headed cult priests personify Stromfels. One with a jaw distended in a horrible grimace from a mouth crammed with enormous dagger-like teeth is considered most blessed. Mutant-Priests preside over swamp temples and undergo a series of ravaging physical alterations; grey hairless flesh, pupil-less black eyes, lack of ears or nose. So begins a terrifying metamorphosis as their living vessel eventually manifests itself as his Harbinger.

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

**Equipment:** The Mutant-Priest may be equipped with weapons and armour chosen from the Stromfels Reaver Heroes equipment list.

*"We are waiting for Stromfels to send an auspicious storm to bless the event."*

— Dahlbert 'the Maw' Rorhig, Priest of Stromfels

#### SPECIAL RULES

**Wizard:** The Mutant-Priest is a wizard and uses the Chaos Rituals on page 59 of the Mordheim rulebook.

**Prayers:** Mutant-Priests are servants of Manann's dark opposite Stromfels and may use the Prayers of Manann as detailed in the 'Miracle Workers' chapter.

In addition, Stromfels Priests can receive a Mark of Manann instead of choosing a new skill if a double was rolled on the advance roll.

**Bite Attack:** The Mutant-Priest has a powerful bite attack. This bite attack uses the Priest's own strength to wound and receives no penalty for not using a weapon. The bite attack always strikes last, regardless of who charged or which weapon is used. The bite even attacks after double-handed weapons.

## 0'2 Renegades

### 35 gold crowns to hire

#### (+ the cost of mutation)

Mutant smugglers can seek refuge with Stromfels cultists. The traitorous turncoats use their knowledge of secret lagoons and hidden tunnels to infiltrate the city. Embittered renegades spearhead the Storm God's raiding parties in wrecking vessels as they navigate safe passage through coastal and river regions around the Wasteland.

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

**Equipment:** Renegades may be equipped with weapons and armour chosen from the Stromfels Reaver Heroes equipment list.

# Henchmen

## Wreckers

### 20 gold crowns to hire

Storm warriors of the wrecker cults are brigands and pirates. The Storm God is the evil mirror of Manann worshipped by Norscan sailors, Sartasan corsairs and Marienburg pirates.

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

**Weapons/Armour:** Wreckers may be equipped with weapons and armour chosen from the Stromfels Reaver Henchmen equipment list.

## Fishmen

### 30 gold crowns to hire

When moving on land, the pale faced, pop-eyed men, with strange ritualistic scars on their cheeks and foreheads limp in obvious discomfort with a shambling gait.

Outlaw bands permit sanctuary for subhuman sea raiders, squid-human mutants and inhuman shapeless abominations. Pirates revealing abnormalities; scales, gills, fins, webbed fingers, eel-like tails, trailing tendrils like those of a jelly fish, as if their god is shaping them in his own image. Some are more subtly warp-tainted but all look disturbing when revealed!

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

**Weapons/Armour:** Fishmen may be equipped with weapons and armour chosen from the Stromfels Reaver Henchmen equipment list.

#### SPECIAL RULES

**Mer-creatures:** Stromfels cultists whose legs and arms warp in such a way that, fish-scaled webbed limbs eventually replace them and gills develop allowing them to become aquatic. Fishmen can be submerged in water and suffer no injury. Impassable obstacles such as deep rivers, lakes or open sea are treated as difficult terrain, and they ignore the penalties for slow moving rivers and ponds.

*"The Promethean was worshipped by a Cult of Mutants in Marienburg. Each of them had some aquatic mutation- fins, scales, lobster claws, tentacles. They believed their crab god was sending them orders through their dreams, telling them who to sacrifice to bring the unholy beast out of the sea. My men made short work of them, they really were a sorry bunch, and that was the last I ever heard of the Promethean. Just a bit of nonsense made up by some pathetic altered to make them feel special."*

— Ruprecht Tore, Witch Hunter

## 0'2 Swampers

### 25 gold crowns to hire

Swamp skimmers known as 'Fen Loonies' inhabit the bogs. Garrulous outlaws, they stalk the fens sewing discord by weaving preposterous tales of clawed swamp fiends and one-eyed marsh phantoms preying on anyone who dares to cross into their misty domain.

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

**Weapons/Armour:** Swampers may be equipped with weapons and armour chosen from the Stromfels Reaver Henchmen equipment list.

#### SPECIAL RULES

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

**Marsh Born:** Dense areas of watery fenland and log causeways are called home by Swampers. Swampers re-roll any failed Initiative tests when traversing marshland or fighting on slippery jetties.

**Herb Lore:** Out in the Cursed Marsh, Swamp-folk learn basic herb lore to cure simple injuries. Any model in base contact with the Swamper may be healed at the start of the recovery phase. On a roll of 4+ the model has 1 wound restored. The Swamper may not move in the same turn as he uses this skill, but may use it to heal himself.

## Stromfels Teeth

By Joshua Reynolds

*Cursing, she raised her bells and dug in her pouches for sea-salt. Flinging the latter out in wide curves, she was rewarded by an immediate withering of the mist around her. Whatever was causing it didn't like the touch of the Blessed Salts, no two ways there.*

*She pulled a handful of seagull feathers out next and flung them up, hoping she wasn't going to see what she knew she would. A stiff sea-breeze hissed through the Shallows, shoving the mist aside and revealing a horde of tumbling, savage bodies. Some of them looked like otters or eels, while others looked like sharks and octopi. They heaved and squirmed through the water, forcing their way past the wrecks and small reefs of netting and barnacles towards the far end of the walkway, where Dubnitz and the others struggled. Goodweather froze for a moment, struck dumb by the horror. Bulbous eyes rotated behind filmy membranes and something that was like a frog and a fish and lion scrambled up onto the dock and scuttled towards them, jaws snapping. The crossbowmen screamed and fired as one. The beast snapped forward, jackknifing as the bolts thudded home. It slid across the wet wood towards them, thrashing in its death throes. More of the beasts began to follow its course however.*

*"Manann bless and keep me from the beasts of the sea," she whispered, scattering salt around her and grabbing for her shark's teeth. The creatures were of Stromfels, and the priests of Manann had long since devised methods for keeping such monstrous afterbirths in check. Squeezing the teeth in her hand hard enough to draw stripes of blood from her palm, she shook them and threw them into the water, hoping that she wasn't too late.*

*Even as something that was more jellyfish than cormorant flapped squisibly towards her, a red shape tore it into wet rags. Two more shapes joined the first and the phantom shapes of long-dead sharks spun lazily through the air around her, their ghostly teeth reducing even the boldest of the mutant beasts to ruin. She hurried towards Dubnitz and the others, blood dripping steadily from her hand. The spell wouldn't last long, and there was safety in numbers. Or so she hoped.*

## Stromfels Reavers special equipment

This equipment is only available to the Cult of Stromfels, and no other warband may purchase it.

### Stromfels Heart

40 gold crowns (Stromfels Reavers only)

**Availability:** Rare 10

Old pirates tell of mutant followers of Stromfels who became possessed and took on the aspect of the Shark God becoming a physical manifestation through the use of a cursed trinket in a ritual. Damned artefacts they call Stromfels 'heart' were cast from Dwarf gold.

In becoming the harbinger, the mutant seaman wearing Stromfels heart transforms, distorting and thickening into an iron grey-skinned representation of the Storm God; A razor-teethed, shark-mouthed octopoid monstrosity with python-thick tentacles.

#### SPECIAL RULES

**Harbinger:** A Hero with Stromfels Heart becomes Stromfels Harbinger by visiting an Altar to Stromfels. If three or more captives were sacrificed when rolling on the Ceremony of Sacrifice Chart in the post battle sequence the following transformation occurs.

The Harbinger is immune to psychology. It cannot carry weapons and has the following mutations; blackblood, prehensile tail, tentacle, mer-creature, eye stalks (counts as hideous) and suckers. The Harbinger has a Massive Beak (See Mordheim Annual page 35).

If the Harbinger is taken *out of action* then Stromfels Heart is considered lost and the transformation is reversed! While the Hero is transformed into the Harbinger the following characteristics apply.

Profile	M	WS	BS	S	T	W	I	A	Ld
Harbinger	6	5	0	5	6	4	4	4	8

### scrimshaw bauble

40 gold crowns

**Availability:** Rare 11

An engraved article, of whale ivory, whalebone, or walrus tusks, caught by whalers, usually carved into the shape of an albatross or sea creature then enchanted by a priest of Manann, or the shamans of Norsca. The bauble is supposed to protect the wearer from monsters of the deep.

A Hero wearing a Scrimshaw Bauble receives a special 4+ save against attacks made by models if they are aquatic. The bauble's special save is never modified by armour or negated by critical hit results.

### Shaback, God of Fens and Swamps

Shaback, God of the Fens and Swamps, is venerated by natives of the fens. Beyond the marshes Shaback is more of a curse. Folk often mutter "Shaback" when they step in something unpleasant.

### shark-tooth necklace

25 gold crowns (Mutant-Priest of Stromfels only)

**Availability:** Rare 8

The rattling teeth are parts of Stromfels. Parts of his power! Priests of Stromfels wear mouthfuls of shark teeth strung on a grisly necklace. A recruiter can fashion shark-tooth necklaces woven with cords of horse hair to be worn by Stromfels 'guests'.

Shadows moving like sharks through the streets seeking out wearers for the necklaces. Fanatics move like daemons hunting hosts to use to feed and ravage the city of the sea-god. Stromfels is as hungry as the ocean, and like the ocean he must be fed. His children burst through the veil and feed on the unworthy.

#### SPECIAL RULES

**Stromfels Luck:** Instead of searching for a rare item during the post battle sequence, the Mutant-Priest may visit the city to recruit sailors into the cult. Teeth from the necklace are given as charms. The gifts are used to place a hex on the sailors!

Roll 2D6: 2. The Priest gets arrested by the City Watch! Roll on the Conviction Chart and apply the result.  
3-6. Nothing happens. 7-9. Recruit one Wrecker.  
10-11. Recruit D3 Wreckers into the cult.  
12. Recruit three Wreckers!

Wreckers being recruited form into a new Henchman group for no additional cost. Any equipment must be paid for as normal.

**Stromfels Guest:** If a Mutant-Priest is wearing the shark tooth necklace it can used to ensnare warriors that fall under Stromfels influence! Referring to the Chaos ritual 'Lure of Chaos' on page 59 of the Mordheim Rulebook, if the effects can be applied to an enemy warrior by casting the spell it becomes Stromfels 'guest'.

Unless the Priest goes *out of action* (destroying the necklace!) any model the Mutant-Priest gained control of can become Stromfels 'guest'. A tooth from the necklace was used to lay a hex on the warrior! Unless the Cult of Stromfels routs then if the guest is under the Priest's control when the game ends the model is captured by Stromfels Reavers.

"Stromfels's teeth dig deep into the meat of Manann's realm. The King of Sharks will have his Mitterfrubl feast. Blood calls to beasts. We gave them away freely. Good luck charms we called them, and aye, so they are... Stromfels's luck!"

— Ikkel the Marsh Man, Stromfels Cultist

# Low Kings

## Nobsmen

Murder in Marienburg is a commonplace and street duels even more so. There are battles aplenty within the confusing jangle of Marienburg's almost organic streets. Every minor princeling with a grudge is on the warpath six months out of a given year, looking to increase his portfolio of influence. Notwithstanding so-called claimants to the long-vacant Barony of Westerland, whose arrival in the free-city of Marienburg is weekly in occurrence.

Criminal enterprises transport goods through bolt-holes connected by the Marienburg Grand Sewer network. When appropriate bribes have been placed with the City Watch and duties have been paid to the League, then black market goods can be transported overland on a cart. Established strong-armed gangs transporting significant quantities of fenced merchandise use the canals. The city is riddled with private lagoons and forgotten cisterns, which provide ample space for boats to moored and loaded with contraband in secrecy.

Racketeers are an established part of the city's underworld. Great rivalries exist between gangs and gentlemen's agreements are made by the mob leaders who operate the rackets.

'Low Kings' rule the crime syndicates of any Old World city. Local lords of the criminal underclass, monarchs of the underworld, absolute rulers of the streets, lords of the dark – The men who run the real city, run the whores, traffic drugs, fund the gaming houses, control the streets or in the case of Marienburg, its waterways.

Ceaseless territorial disputes grind on in the slums and refuges. Old Tilean mobs find ragged junk markets encroaching on their turf, operated by newcomers from the spice port of Copher sailed in by corsairs of Lashiek. A larger scale gang war has been brewing in the Marienburg underworld for some time.

Illegal profit, smugglers circumvent the revenue men and illicit outlay. Marienburg Fish – The Fish and the Hooks are also the criminal gangs of Altdorf.

*"Vampires don't bother Fish. It's one thing to have a cult on a campaign to wipe you out, but it's a lot more serious if one of the dock gangs gets a down on you."*

— Lady Melissa d'Acques, Vampire Elder

## League of Gentlemen Entrepreneurs

Although the city of Marienburg is governed by the merchant elite, the streets are under the rule of the League of Gentleman Entrepreneurs. The current leader of the "Guild We've Never Heard Of" is a racketeer known as Casanova. Adalbert Henschmann is an unpleasant individual with his fingers in many pies. He lords over the city's underbelly from his headquarters at the Marienburg Gentlemen's Club, which sit opposite the Guild of Stevedore's and Teamsters on Riddra Isle in the South Dock district.

The flow of trade in Marienburg is directed by one man who sits in charge at the Guild of Stevedore's and Teamsters. Lea-Jan Cobbius is the most powerful man in the city because he controls the docks and commands all of the stevedore teams who work them. By his edict all goods would cease to move through the port.

## Crime Syndicates

Crime syndicate leaders, slum lords and members of the League include; Miguelito Nuñez 'Little Round Head', Racketeer; Guan Lo Fat, Racketeer, Herbalist and Slavemaster; Lisette Leerer, Leather-Merchant, Intelligence Officer, Enforcer and Assassin; Venk Kataswaran the Lascar, slaver and trader, proprietor of the Golden Lotus Dreaming House.

The warehouse at Haagen's Wharf at the eastern end of Riddra Isle is managed by Jochen Kaaimans who is a merchant nicknamed 'Breukrots' after the wrecker's rocks. House van Haagen owns the wharf but its charge has free reign to pursue malpractice; the petty frauds and dodges he runs on Gravel Street. He has illicit dealing with Thijs Modegekker and his smuggling gang.

Just off the south side of Potion Square on Silver Street is Kluger's Emporium. The antiques and curious shop contains towering heaps of jumbled miscellany. The death of his has Hans him with a deep grudge against the law and its minions. Through his father's shady dealings Hans Kluger has been left with extensive contacts in Marienburg's underworld. Many of his childhood friends are among the most feared and respected members of the city's criminal fraternity. Hans (has dealing with Ruud Vilager?) does a good imitation of an outraged honest trader but he will buy and sell anything. Unless recommend by one of his contacts then strangers needing his services as a fence must make the first move. Valuable items rarely stay on the premises long. Hans has buyers lined up and particularly hot items are shipped to contacts in the Empire, Bretonnia and Kislev.

*"My father used to call moons like this 'smugglers moons'. I can see why. Dark. The excisemen would find it hard to see you on a night like this."*

— Felix Jaeger, Poet

The secrecy of private saltwater lagoons and smugglers dens means that skiffs, water coaches, rowboats, sailing ships & galleons are all suspect transportation for contraband. In the fight against wet crime the watch has to contend with the smuggle of illegal cargo; drugs, stolen trophies, forbidden magic artefacts, living spoils and other less savoury body parts. Most seized valuables and magical items are swiftly claimed through back channels as the property of the League.

A keen appraisal of smuggling skulduggeries within organised crime culture by playwright, street performer and suspected werecreature Stuart Cresswell tracing vendetta law exemplified in the ghetto violence of deal brokering gangsters on the channels that feed into the Empire.

## Special rules

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

## Choice of warriors

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

**Racketeer:** Each Criminal gang must have one Racketeer.

**Enforcer:** Your gang may include a single Enforcer.

**Fence:** Your gang may include a single Fence.

**Guttersnipes:** Your warband may include up to two Guttersnipes.

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

**Bruisers:** Your warband may include up to two Bruisers.

**Rapscallions:** Your warband may include up to four Rapscallions.

## Starting experience

A **Racketeer** starts with 20 Experience.

An **Enforcer** starts with 8 Experience.

A **Fence** starts with 12 Experience.

**Guttersnipes** start with 0 Experience.

**Henchmen** start with 0 Experience.

## Mobsmen equipment lists

The following lists are used by Mobsters to pick their equipment.

### MOBSMEN EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger .....	1st free/2 gc
Club/Mace.....	3 gc
Knuckledusters.....	5 gc
Sword .....	10 gc
Spear.....	10 gc
Double-handed weapon.....	15 gc
Morning star .....	10 gc
Spiked gauntlet*.....	15 gc

#### Missile Weapons

Net .....	5 gc
Pistol.....	15 gc (30 for brace)
Throwing stars/knives .....	15 gc
Crossbow.....	25 gc
Blunderbuss .....	30 gc
Handgun.....	35 gc

#### Armour

Shield.....	5 gc
Buckler .....	5 gc
Light armour.....	20 gc

#### Miscellaneous Equipment

Rope & hook .....	5 gc
Lantern .....	10 gc
Thief's cloak.....	15 gc
Lock picks** .....	15 gc
Fence's iron strongbox** .....	X gc

\*Enforcer only

\*\*Fence only

## Mobsmen skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Racketeer	✓	✓	✓	✓	✓	✓
Enforcer	✓	✓		✓	✓	✓
Fence	✓	✓	✓	✓	✓	✓
Guttersnipe	✓				✓	✓

# Heroes

## 1 Racketeer

### 75 gold crowns to hire

The mob leader is an aspiring smuggler whose outfit discreetly operates protection racketeering alongside small-time smuggling, blackmailing and loansharking deals. The tricky part is to avoid being noticed by the League of Gentlemen Entrepreneurs. Once a series of gentlemen's agreements are established the mobster has his sight set on becoming an established member of the League with ambitions to gather enough influence to put himself in charge!

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

**Equipment:** The Racketeer may be equipped with weapons and armour chosen from the Mobsman equipment list.

#### SPECIAL RULES

**Leader:** Any warrior within 6" of the Racketeer may use his Leadership value instead of his own when taking Leadership tests.

**Looter:** The Hero is an expert in finding valuables on a victim before moving on. If the Hero takes any warriors of the enemy warband *out of action* (and he was not taken *out of action* himself), the Hero's warband receives one additional Treasure, in addition to the normal +1 Treasure he might already add through the Cutpurse skill. This does not affect the opposing warband's number of Treasures.

## 0'2 Guttersnipes

### 25 gold crowns to hire

Street urchins are toughened flotsam orphans turned teenage cutpurses recruited into Marienburg's criminal underworld. Guttersnipes dress in a distinctive gang uniform, acting thuggish and frightening lone citizens with the occasional mugging. Young ruffians fulfil their quota by picking pockets for the racketeer whilst they serve as recruiters for the gang.

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

**Equipment:** Guttersnipes may be equipped with weapons and armour chosen from the Mobsman equipment list.

#### SPECIAL RULES

**Tea-Leaf!**: Naturally thieves are most adept at picking pockets! A Guttersnipe may attempt to steal one item during the post battle sequence. Choose any item, if it is a common item the Guttersnipe successfully steals it on a 2+ on a D6. Rare items are successfully stolen by rolling higher than the availability number on 2D6.

Any items stolen may be used in exactly the same way as one that was bought. If the Guttersnipe fails to steal the item roll a D6. On a score of 1-5 the thief is chased out of the trading post and escapes. On the score of a 6 the Thief is caught by whatever authorities there may be and is hung. Remove him from the warband roster.

## 0'1 Enforcer

### 40 gold crowns to hire

The crime lord's right-hand man is regularly used as a frightener when clients are slow to pay for protection. Masters of spycraft and deception are usually elevated to act as the racketeer's chief intelligence officer.

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

**Equipment:** The Enforcer may be equipped with weapons and armour chosen from the Mobsman equipment list.

## 0'1 Fence

### 55 gold crowns to hire

Racketeers use a black marketer to safeguard and improve availability of contraband items using their acute knowledge of the city's underbelly.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fence	4	2	3	3	3	1	4	1	8

**Equipment:** A Fence may be equipped with weapons and armour chosen from the Mobsman equipment list.

#### 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.

# Henchmen

## Smugglers

### 25 gold crowns to hire

Stevedores working the dock are thugs, trulls, bravos, gangsters, hustlers, blackmailers, drug-dealers, felons, crooks, hoodlums of every stripe! Common smugglers are armed with knives, clubs, knuckledusters (brass knuckles or chain gloves) or occasional sword. Successful racketeers can afford to arm their lackeys with flintlocks and sharp blades.

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

**Equipment:** Smugglers may be equipped with weapons and armour chosen from the Mobsman equipment list.

## 0'2 Bruisers

### 30 gold crowns to hire

Bull-necked flunkies are pit wardens in the baiting arenas. Bouncers and bailiffs with lantern jaws are always on-hand to protect the crime boss. Bodyguards and alley bashers with broken noses, bullies and varlets with scarred scalps; hard men armed with clubs and cudgels.

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

**Equipment:** Bruisers may be equipped with weapons and armour chosen from the Mobsman equipment list.

## 0'4 Rapscallions

### 20 gold crowns to hire

Underworld contacts such as fences provide work and a safe place to hide should protagonists need it. A crime lord who fancies a minion with a little more flair than a common thug might offer pickpockets regular employment. Immigrant cutpurse and footpad urchins are plucked from mobs of street children the moment they display skill as thieves.

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

**Equipment:** Rapscallions may be equipped with weapons and armour chosen from the Mobsman equipment list.

### SPECIAL RULES

**Hide In Shadows:** Rapscallions can blend into the shadows so that opponents will not see them before a mugging. As long as they are within 1" of a wall or other linear obstacle (hedge, fence, well etc), opposing models must pass an Initiative test in order to charge or shoot at them.

*"It has to be smugglers. They dress like servants of the priests of Morr, so that they can move merchandise around... The only people never stopped by citizens of the Watch in this city are dead. And bearers of the dead."*

— Kruza, Middenheim Cutpurse

## Mobsman special skills

Mobsman may choose to use the following skill list instead of the standard skill lists.

**Backstabber:** The Hero specializes in attacking his targets when their back is turned. The Hero may charge an opponent he cannot see (he knows you're there!) as long as the target model is within his charge reach. If he does this, he surprises his opponent and receives a +1 to hit him with all attacks and any rolls on the Serious Injuries chart are at +1. The bonus lasts for the first round of combat only, as his opponent will swiftly recover his wits if he survives the initial assault.

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

**Poisoner:** A warrior with this skill knows how to prepare lethal poisons and potions. The Hero knows exactly where to resource the drugs and arcane herbs required to produce them himself. The Hero starts each game with his weapons coated with Black Lotus or Dark Venom. The controlling player decides which poison the Hero is armed with before the game starts, and the poison does not need to be traded for. The Hero cannot poison other warrior's weapons, nor will he loan his out!

**Slaver:** Any Hero or Henchman put *out of action* by the Slaver in hand-to-hand combat will automatically be *captured* (see 'Captured' on the Serious Injuries chart, p.119 of the Mordheim Rulebook) unless the Mobsman warband is routed.

Any Hero or Henchman *captured* must be sold or exchanged to another warband during the post battle sequence. If an arrangement cannot be reached with another warband, then that particular Hero or Henchman is sold into slavery and removed from the warband roster.

There may never be more than two warriors with this skill in the warband at any one time.

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

**Cutpurse:** The Hero makes his profession by finding items others have lost. At the end of the game when the warband rolls to find Treasures, they receive one additional Treasure as long as the Hero was in the battle, and wasn't taken *out of action*.

## Mobsmen special equipment

This equipment is only available to Criminal Gangs, and no other warband may purchase it.

### Knuckledusters

5 gold crowns

**Availability:** Rare 6

Thugs and robbers infest mighty cities of the Empire. Marienburg has more than its share of hoodlums who would not hesitate to strike their enemies with a low blow! Easily secreted, knuckledusters used in pairs. While of limited use in a street fight, simple brass knuckles have an effect that most brutish crooks can appreciate.

**Range:** Close Combat **Strength:** As user

**Special Rules:** Pair, Concealable

#### SPECIAL RULES:

**Pair:** Knuckledusters are used in pairs, one in each hand. A warrior armed with knuckledusters gets an additional attack.

**Concealable:** Knuckledusters are small enough to stow away in any pocket. They do not count towards the two close combat weapons a model may carry. They may be used in any scenario which prohibits use of weapons, such as 'Last Orders!' or 'Pit of Blood'.

### Fence's iron strongbox

30 gold crowns

**Availability:** Rare 10

The strongbox has a hidden compartment providing storage space for a fence to smuggle goods past watch patrols and excise men. One item can be concealed inside the iron strongbox. A wyrdstone item can be sealed in this way meaning its hazardous side-effects may be ignored by the bearer.

The strongbox never leaves the possession of the warband but it cannot be used unless the warband includes a Fence. Two models are required to move the strongbox.

### Spiked gauntlet

15 gold crowns

**Availability:** Rare 7

The baiting pits of the underworld are no place of the feint hearted. Blood soaks the sawdust covered floors of the fighting arenas! Chain gloves are a popular tool amongst the bruisers who participate in prize bouts hosted in these seedy dens of vice.

**Range:** Close Combat **Strength:** As user

**Special Rules:** Parry, Chain glove

#### SPECIAL RULES:

**Chain Glove:** The spiked gauntlet counts as a hand weapon and a buckler. The gauntlet does not count as having a second weapon or buckler in hand when using another weapon that is 'Difficult to use'.

The gauntlet may be used in any pit-fight scenario which prohibits weapons, such as 'Pit of Blood'.

*"Heinrich Klug and some fellow merchants formed a cartel with the aim of making Marienburg the sole trade route between Tilea and the Empire."*

— Liliana Falcone, Assassin

### Thief's cloak

15 gold crowns

**Availability:** Rare 9

Thieves wear cloaks that help them blend in with their surroundings and can disguise them very well in both the desert and the towns. The distance required to spot a warrior wearing a Thief's cloak when *hidden* is doubled.

*"We've made our bargain now and it was a good one. You don't play foul with the lords of the marsh and get away with it."*

— Schafer, River Pirate

## Beasts in Velvet

By Jack Yeovil

The River Rat, pride of the Reik and Talabec line, had the Marienburg to Altdorf run, carrying wines from Bretonnia, cloth from Albion and scrimshaw baubles from Norsca. And, during its twenty-five year life, it had never arrived in Altdorf with exactly the same cargo that left Marienburg. Rather, while the cargo might have entered Altdorf intact, it always seemed peculiarly diminished by the time the unloaded goods were inventoried.

# Lords of the Marsh

## Fimir Ambush Parties

Ancient tales that argue the existence of some queer elder race, driven to hiding after the advent and dominance of mankind. Narrowly avoiding extinction, the creatures survived in reduced numbers to the present. According to historical annals secured in vaulted repositories they were indigenous to the Wasteland region. The species fought a territorial war against the Skaven in the constant mists of boggy fens. The battle was lost along with the fickle favour of the Ruinous Powers.

The elusive Fimir are amphibious humanoid monsters that haunt bogs, fens, and desolate moorlands in the northern and western Old World. The city-port of Marienburg is surrounded by treacherous swamplands known as the Cursed Marsh and it is here that the daemon-worshipping Fimir lay in hiding. One-eyed minions subservient to the wicked stench of their dreaded daemon-queens

Forlorn strongholds are disguised by thick mist maintained through rites of blood by their sorcerers to shield their craggy fortresses from prying eyes. Lairs of the daemon-friends sit upon large hills that rear from the benighted marsh. Towering menhirs carved with spirals, circles and one-eyed monsters, standing as grotesque monuments puncture the sodden gorse of hillsides among the marshy creeks.

## Marsh phantoms

Mist-wreathed bogs surround Marienburg. Noxious mists coil in from the marshes draining the city limits of colour. The air itself writhes with malice to create an opaque wall of grey. Distant flickering lights are seen bobbing in its depths by bumpkins splashing through icy pools of brackish water to gather herbs in sucking mud. Bog hunters work by the sickly glow from lifeless moonbeams. Spectral doom-lanterns made of ignited swamp gases light their passage, as strange burping sounds gurgle from the muck.

The Cursed Marsh is populated by residents of backwater villages such as Grimpengratz. This conveys the impression of an armed frontier community. Through perpetual drizzle a few weather beaten roads serve as routes through lethal bogs. Meandering wide pathways wind between tussocks and stagnant pools. Tendrils of mist reduce visibility by day while rumours abound of 'things' abroad in the marshes. After nightfall 'they' are most active. Townsfolk have no knowledge of the Fimir as they are careful to keep their existence a secret.

Daemonkin, ghosts and stranger fairy tales are what Wastelanders will speak of; the marshes are dangerous places, full of sucking bogs, corpse lights, and daemons that drink the blood of men. Terrifying tales of dead-eyed things of pale skin and needle teeth that lurk in the haunted mists to feast on the unwary!

Clearly routed decaying villages exist on bleak moors emerging from the Daemon Swamp. Moderately dense woodland farming communities with occasionally maintained roads give appearance to more normal country. Something is not quite right about the woods. Trees have grown twisted and deformed in the dawn of increased incursions.

Halsdorph was the first small but thriving township to fall. Once booming in trade with a straight road leading to Marienburg, it perished! Ever since the swamp destroyed its road and swallowed the best farmland, it has been in decline. Derelict buildings surround what ill-repaired inhabited houses are left.

Fertile land becomes polluted mire following daemon-worshipping denizens committing foul sorceries from their holds nearby. Flood walls and the vigilance of trident-clutching Marsh-Watch are all that defends the city in the resurgence of a deadly species of predator in pursuit of lost glory.

## Special rules

**Mutations:** Fimir are constantly being exposed to Wyrdstone. Any Fimir Hero may start the campaign with a single mutation from the mutations in the Corrupted Characters chapter if they pay the appropriate cost. See page 76 of the Mordheim rulebook for an abbreviated list of mutations.

**From the Mist:** Fimir can see and move normally through all fogs including magically created mist. A raiding party of Fimir protect themselves outdoors by casting 'Mystic Mist' using potent talismans. The warband begins the battle wreathed in mist.

### Bronze Talismans of Blood

#### Mystic Mist

**Difficulty 7**

*Fimir march forth under a dense blanket of fog to conceal their bestial nature! Primitive bronze talismans forged in blood protect them from the sun's blinding rays and the sight of the Dark Gods.*

If this spell is successfully cast then all missile attacks targeting an ambush party of mist-wreathed Fimir suffers an additional -1 modifier to hit. Once cast the spell remains in play until the start of the shooting phase in the players next turn.

**Cold-blooded:** Fimir roll 3D6 for Leadership tests, discarding the highest result.

**Aquatic:** Fimir are amphibious creatures and may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

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

*"The daemons demanded sacrifice! And the girl went willingly! She knew that the land must be nourished by virgin's blood, as it was in the elder days."*

— Idris Gwylt, Condemned False-Priest

A ruinous diatribe debunking wayward allegations made by shrimp-pickers and fishwives concerning a predatory species of swamp-life based on the diaries of critically acclaimed dissidents fully censored by playwright, street performer and suspected werecreature Stuart Cresswell.

**Scaly Skin:** Fimir have a 6+ armour save. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the Critical Hit Charts will negate this 6+ save. Light Armour adds +1 to the save, as does the addition of other armours.

Fimir Warriors with iron hard flesh all but immune to pain have a 5+ armour save.

**Cyclopean Fiends:** Heroes re-roll on the Serious Injury Chart when the result is 'Blinded in One Eye'. If the same result is rolled again the warrior is permanently blinded!

*"I'll do it, damn your eye! Our bargain stands! Take him, you marsh-dogs! Take him or we're all for having our brains dashed on those cursed stones! Take him before cock-crow!"*

— Quintus Fulmeyer, the 'Marsh-Hound', River Pirate Captain

**Hired Swords:** Only the most cutthroat pirates and desperate bravos dare to involve themselves in the affairs of the Lords of the Marsh.

Fimir warbands may hire the following Hired Swords: Slaver, Highwayman, Swashbuckler, Bog Hunter, Whaler.

## Characteristic increase

Characteristics for warriors may not be increased beyond the maximum limits shown on the following profile.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fimir	6	6	3	5	6	5	6	5	9

## Choice of warriors

A Fimir Ambush Party must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

**Draich:** Your warband must include a Draich as the leader.

**Daemon-Fimm:** Your warband may include up to two Daemon-possessed Fimir.

**Young Nobles:** Your warband may include up to two Young Nobles.

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

**Warriors:** Your warband may include up to two Fimir Warriors.

## Starting experience

A Draich starts with 20 experience.

Daemon-Fimm start with 8 experience.

Young Nobles start with 4 experience.

Henchmen start with 0 experience.

## Fimir equipment list

The following lists are used by Fimir warbands to pick their equipment.

### HEROES EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger .....	1st free/2 gc
Mace/Staff .....	3 gc
Axe .....	5 gc
Spear .....	10 gc
Flail .....	15 gc
Morning Star .....	15 gc
Double-handed weapon .....	15 gc
Mancatcher .....	25 gc

#### Armour

Helmet .....	10 gc
Light armour .....	20 gc
Heavy armour .....	50 gc

#### Miscellaneous

Wyrdstone Pendulum .....	25 gc
--------------------------	-------

### HENCHMEN EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger .....	1st free/2 gc
Mace .....	3 gc
Axe .....	5 gc
Spear .....	10 gc
Double-handed weapon .....	15 gc

#### Armour

Helmet .....	10 gc
Light armour .....	20 gc
Heavy armour .....	50 gc

## 1 Draich

### 110 gold crowns to hire

When the few remaining holds prepare to raid Wasteland towns, the swamp teems with 'marsh phantoms' and their daemonic servants. Ambushes are led by a noble or a Draich. These sorcerers or a Witch-Queen, one of the mighty hag sorceresses, summon daemons which are bound into their most powerful warriors. Chosen to be possessed are unleashed in the swamp wrestling their possessors.

Profile	M	WS	BS	S	T	W	I	A	Ld
Draich	5	4	2	3	3	1	2	1	8

**Equipment:** The Draich may be equipped with weapons chosen from the Fimir Heroes equipment list.

#### SPECIAL RULES

**Leader:** Any warrior within 6" of the Draich may use his Leadership value instead of his own when taking Leadership tests.

**Wizard:** Draichs are sorcerers and have two spells. One is generated using the Chaos Rituals on page 59 of the Mordheim Rulebook. The other spell is from the Rituals of Dhar list from the 'Bazaar of Books' section in the chapter 'Infamous Haunts'.

**Mind Focus:** The 'Eye of the Balefiend' means the sorcerer possesses a great strength of mind which allows him to concentrate beyond the levels of most normal wizards. When using a spell or prayer the Draich may reroll one dice roll used in the difficulty roll.

**Fear:** The Draich is so revolting that it causes *fear*.

**Large:** Fimir sorcerers are monstrous. Any model may shoot at a Draich, even if it is not the closest model.

**Craven:** The Draich is a cravenly fighter. A Draich is subject to the effects of *fear* unless they are protected by Mystic Mist.

## 02 Daemon-fimm

### 100 gold crowns to hire

Daemons haunting marshes around Marienburg rise from the misty quagmire like ghosts. Eaters of men drag scouts down into the bogs, drowning them.

Once ascetic warriors become scaly servants of the sorcerers who bind their swamp daemon allies to a host once summoned into service. Worms ooze from fetid gashes. Skull and bone left exposed from self-inflicted claw marks left by grisly scythes and long-fingered mutations replacing their hands.

Wide-mouthed draconic faces grinning madly with many rows of razor-sharp teeth. Mud-covered from head to toe making it difficult to break their grip!

Profile	M	WS	BS	S	T	W	I	A	Ld
Daemon-fimm	5	4	0	4	4	2	4	2	7

**Equipment:** Daemon-Fimm cannot be equipped with weapons. They can wear armour chosen from the Fimir Heroes equipment list.

#### SPECIAL RULES

**Fear:** The horrifying embodiment of a swamp daemon means that the Daemon-Fimm causes *fear*.

**Daemon Soul:** A Daemon lives within the warrior's soul. This gives demonomaniacs a 4+ save against the effects of spells or prayers.

## 02 Young Nobles

### 30 gold crowns to hire

Cold-hearted, cruel and mightier than any man, the Fimir are said to possess but a single baleful eye atop a pointed snout bristling with jagged fangs.

Legend has it that the dreaded Fimir once ruled, tearing down the cities of the High Elves and struggling in bloody conflict against the wild and brutish forebears of Sigmar. For centuries they roared the praises of the Dark Gods over blood-splattered altars, then the world changed and their gods left them to suffer a slow and lingering decay.

Dwindling Nobles devise petty raids within hidden holds nursing bitter hatred for those who now rule where once they were masters! They plot to tear the warm-blooded screaming from their homes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Young Noble	5	3	1	3	3	1	2	1	6

**Equipment:** Young Nobles may be equipped with weapons and armour chosen from the Fimir Heroes equipment list.

#### SPECIAL RULES

**Spiked Tail:** Fimir Nobles have a flexible tail with a mace-like bony tip. The Young Noble gains an extra tail attack in each hand-to-hand combat phase at the Fimir's Strength +1.

**Craven:** Young Nobles are cravenly fighters. They are subject to the effects of *fear* unless they are protected by Mystic Mist.

**Stupidity:** Young Nobles are subject to *stupidity* unless they are protected by Mystic Mist.

## Fimir skill table

	Combat	Shooting	Academic	Strength	Speed
Draich	✓		✓		✓
Daemon-Fimm	✓			✓	✓
Young Noble	✓			✓	✓

# Henchmen

## Shearls

### 55 gold crowns to hire

Contemptibly timorous underlings, Shearls are the skulking thralls of a Fimir hold. Mean-spirited servants of a cowardly nature, they are subservient to a warrior-caste of brutish amphibious Nobles with oaths of service sworn to daemons of Chaos.

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

**Equipment:** Shearls may be equipped with weapons and armour chosen from the Fimir Henchmen equipment list.

#### SPECIAL RULES

**Craven:** Shearls are cravenly fighters. They are subject to the effects of *fear* unless they are protected by Mystic Mist.

**Stupidity:** Shearls are subject to *stupidity* unless they are protected by Mystic Mist.

*"Horrible things they are, lad: a single deathly eye, needle teeth and grasping claws ready to pull you under the water to join them forever."*

— Wolfgart, Reikland Horsemaster

## O'2 Fimir Warriors

### 180 gold crowns to hire

More ferocious than the sorcerous Draichs, more destructive than any other brethren, black-armoured Fimir Warriors boast tails tipped with bony clubs and yellow-grey flesh that is all but immune to pain.

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

**Equipment:** Fimir warriors may be equipped with weapons and armour chosen from the Fimir Henchmen equipment list.

#### SPECIAL RULES

**Fear:** A Fimir Warrior is so terrifying it causes *fear*.

**Large:** Fimir Warriors are hulking amphibians and therefore a tempting target. Any model may shoot at a Fimir Warrior, even if it is not the closest model.

**Spiked Tail:** Fimir warriors have a flexible tail with a mace-like bony tip. The warrior gains an extra tail attack in each hand-to-hand combat phase at the Fimir's Strength +1.

**Stupidity:** Fimir Warriors are subject to *stupidity* unless they are protected by Mystic Mist.



# Militant Mootlanders

A recipe baked for disaster on how hateful Halfling anarchists can cause havoc at waist height in Mordheim by playwright, street performer and suspected werecreature Stuart Cresswell.

## Halfling Rogues

Halflings are a small people hailing from a region of the Empire known as Grand County of the Mootland. The Moot as it is known by 'Big Folk' is a mostly peaceful land. Most of its inhabitants are peaceable personalities, preferring quiet routines of farming, baking and brewing over martial pursuits involving military endeavours. Despite this organic way of life Halflings are tougher than they appear, remarkably courageous and will often stand their ground to fight resolutely while larger creatures might flee.

It's not easy being a Halfling outside of the Moot. In Marienburg, the city watch rarely responds to emergencies reported in the Halfling ghettos. The Merchant Council neglect to maintain roads and sewers in the streets of Little Moot. Halfling guilds and militia bodies are excluded from contracts for no good reason and housing permissions are drowned in bureaucracy for years. In the face of this, many Halflings spit in the collective soup of Men. Wherever there are Humans there are Halflings, yet opportunities remain scarce. Militant groups have organised impromptu revolts by establishing rogue syndicates to support the common interests of Mootlanders abroad.

Generals may rule the Empire but it's the 'Little Folk' who decide which leaders get the trots on the battlefield. At the centre of these shady dealings is an organisation such as the Quinsberry Lodge.

## Quinsberry Lodge

Not every despicable act can be attributed to the Lodge. There is rising number of coteries secretly operating as body-snatchers, poisoners, kidnappers, grave-robbers, blackmailers and masked guerrillas. The longest standing, wealthiest and most successful organisation with branches in every major city is the Quinsberry Lodge.

While organised crime is not the exclusive purpose of the society, most associates from the Lodge's inner circle are involved in one or more illegal enterprise it endorses. Halflings are not dishonest by nature. For the most part they become guilty of one crime or another through their community affiliations. The Lodge and similar guilds create opportunities for struggling members to make ends meet. If these prospects happen to be violation of the laws set by humans then so be it.

Penalties for going against edicts set down by the Lodge are steep. Strict enough that all except young daredevils or maverick elders comply. Those who defy the will of an influential clique find themselves shunned or expelled from society. Living life in exile is the worst punishment imaginable to a Halfling. Outcasts in solitude seek employment among humans as servants for the Merchant Families or rookie officers in a law enforcement constabulary.

## Little Moot

The Halfling quarter in Marienburg is home to so many residents it's known as 'Little Moot'. Most of them live down on the eastern fringe of the ward. Living next to the Dead Canal slum district doesn't seem to bother them too much. Compared to the neighbours they might have in the Empire even a notorious ghetto is considered an improvement! Most of the buildings are normal sized ones, left over from earlier occupants, although newer structures which crowd every vacant or semi-vacant space in true Marienburg fashion have waist-high doorways perfectly sized for the Halfling physique. Having less need for space than their human neighbours many of the locals have erected homes or businesses in the middle of wider thoroughfares, narrowing them to choke points barely wide enough for a party of watchmen to slip through in single file. The district is narrow enough to make Marienburgers heartily sick of small, curly-haired heads barging past at a pace and height to make every officer of the watch in uniform more grateful than usual for wearing his armoured codpiece.

## Bakers Guild

Marienburg's Halfling district contains the headquarters of the Bakers' Guild and is located on the island at the easternmost end of the Craftsmarket district. While most Marienburgers would believe the unassuming building is no more than a repository for recipe books, kitchenware and baking supplies its true nature is far more sinister! It's unclear what type of illicit business is operating out of the guild-house. The current Guild-master Rudolf Ingo Pickles keeps a low profile. Whatever shady deals the Guild has been cooking up, Pickles has disguised them well through gourmet baking.

## Special rules

**Woodland Striders:** Halflings can move through any woodland terrain without penalty.

**Short Shanks:** Halflings are too short to ride horses with any success. To represent this, Halflings riding draft horses, warhorses or anything larger than a mule or mountain goat, moves 2" less than normal.

**Smooth Customers:** Widely tolerated by vendors though never entirely welcomed as customers, Halfling Heroes gain +1 when rolling to find Rare items that are not exclusively available to Halflings.

**Spry:** Halfling Rogues are used to climbing in and out of portholes, as well as running along rooftops with catlike stealth. To reflect this, any Halfling Rogue may run or charge while climbing.

**Hired Swords:** Halfling warbands may only hire Ogres as bouncers and other Halflings as Hired Swords, to abide with Guild policy.

## Choice of warriors

A Halfling Rogues warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

**Burgermeister:** Each Halfling Rogues warband must include a Burgermeister as the leader.

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

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

**Raconteurs:** Your warband may include up to three Raconteurs.

**Thieves:** Your warband may include up to three Thieves.

**Cooks:** Your warband may include up to two Cooks.

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

## Starting experience

A **Burgermeister** starts with 20 experience.

A **Quartermaster** starts with 8 experience.

A **Chef** starts with 8 experience.

**Raconteurs** start with 0 experience.

**Henchmen** start with 0 experience.

## Characteristic increase

Characteristics for warriors may not be increased beyond the maximum limits shown on the following profile.

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

## Halfling equipment list

The following lists are used by Halfling warbands to pick their equipment.

### HEROES EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club/Mace	3 gc
Cleaver (counts as axe)	10 gc
Short sword	10 gc
Spear	10 gc
Pitchfork (counts as Trident)	15 gc

#### Missile Weapons

Pistol/brace	15 gc/30 gc
Sling	2 gc
Short bow	5 gc
Bow	10 gc
Kitchenware (counts as throwing stars)	15 gc

#### Armour

Toughened leathers	5 gc
Light armour	20 gc
Steel cloth	35 gc
Shield	5 gc
Buckler	5 gc
Cooking pot/Helmet	10 gc

### MISCELLANEOUS EQUIPMENT

Lock picks	15 gc
Thief's cloak	15 gc
Hunting arrows	35 gc
Wild mountain goat	85 gc
Magic Acorn	100 gc

### HENCHMEN EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club/Mace	3 gc
Cleaver (counts as axe)	10 gc
Short sword	10 gc
Spear	10 gc

#### Missile Weapons

Short bow	5 gc
-----------	------

#### Armour

Light armour	20 gc
Shield	5 gc
Buckler	5 gc
Cooking pot/Helmet	10 gc

## Halfling skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Burgermeister	✓	✓		✓	✓	
Quartermaster	✓			✓	✓	
Chef	✓			✓	✓	
Raconteurs		✓	✓		✓	✓

## Halfling special skills

Halflings may choose to use the following skill list instead of the standard skill lists.

### crude belch

Halflings will eat anything spicy. Consequences are to be expected from those inconsiderate enough to consume a rich meal before battle. A Hero with this 'condition' may unleash his thunderous fumes on all enemies engaged in close combat. Those that do not pass a Leadership test suffer a -1 'to hit' modifier for the turn. The Halfling must wait until a new enemy engages him in combat before he relieves himself again.

### stealthy

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

### tea-leaf!

Halflings are most adept at picking pockets! The Hero may attempt to steal one item during the post battle sequence. Choose any item, if it is a common item the Halfling successfully steals it on a 2+ on a D6. Rare items are successfully stolen by rolling higher than the availability number on 2D6.

Any items stolen may be used in exactly the same way as one that was bought. If the Hero fails to steal the item roll a D6. On a score of 1-5 the Halfling is chased out of the trading post and escapes. On the score of a 6 the Hero is caught by whatever authorities there may be and is hung. Remove him from the warband roster.

### flan-eater

Halflings are generally considered civilized and it is proven they are prone to absorb foreign customs when travelling the world. Some eventually learn strange new skills before returning home to their communities. This Halfling may immediately learn one skill from the Combat or Strength skill lists. This skill may be taken only once.

### looter

The Hero is an expert in finding valuables on a victim before moving on. If the Hero takes any warriors of the enemy warband *out of action* (and he was not taken *out of action* himself), the Hero's warband receives one additional Treasure. This does not affect the opposing warband's number of Treasures.

### taunt

After years of baiting persecutors into drunken brawls, this Halfling has learned some of the vilest insults in the Empire. During the Shooting phase, the Halfling may choose to taunt one enemy instead of shooting with a missile weapon. The Hero must be able to see the enemy and taunting requires a line of sight as it would for shooting. The player should insult the enemy warrior whenever possible (perhaps his hat looks like a strangled parrot or his mother was a Bretonnian!) and the enemy then takes a Leadership test. If he passes, nothing happens but if he fails he must spend his next movement phase trying to get into close combat with the Halfling who taunted him.

## Halfling special equipment

This equipment is only available to Halflings, and no other warband may purchase it.

### wild mountain goat

85 gold crowns

**Availability:** Rare 12

When in the company of dwarfs, someone suffering from 'Krut' has a disease contracted from mountain goats. 'Kruti' is a goatherd, an insult in Khazalid! Herders suffer worse in truth when surveying an expedition south-east to the Black Mountains, to drive wild goats from their habitat. Among countless dangers, the ancient race of Eagles also live among the highest mountain peaks, preying (for the most part) on wild mountain goats or an unlucky herder! Goats driven back to the Moot are rehomed in the highest upland farms of Greenleafs where they are feared as well as respected by the farmers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wild Goat	7	2	0	2	3	1	4	1	5

**Ride Mountain Goat:** Any Halfling hero who learns the appropriate Animal Handling skill can use the Speed skill 'Scale Sheer Surfaces' if he has it, to climb while riding, equal to twice the normal Movement of his mount.

### Magic Acorn

250 gold crowns

**Availability:** Rare 15

An arcane enchantment of premonition has been woven into this golden acorn by the Spellsingers of Laurelorn Forest. With the sparkling acorn tucked snugly in his breast pocket the carrier is imbued with great fortune in a fight.

In the first round of every close combat the Hero automatically hits with a single attack that was rolled as a miss.

# Heroes

## 1 Burgermeister

### 60 gold crowns to hire

Respected civilian dignitaries hold positions of authority in guilds. Elected leaders of borough districts from noble families have their fingers in a lot pies. Criminals in other words! Even more rotund than his pot-bellied kin, a Burgermeister can always avoid getting his hands dirty by delegating salubrious tasks to any number of the gangsters they associate with on a regular basis.

Profile	M	WS	BS	S	T	W	I	A	Ld
Burgermeister	4	4	5	3	3	1	5	2	8

**Equipment:** The Burgermeister may be equipped with weapons and armour chosen from the Halfling Hero equipment list.

#### SPECIAL RULES

**Leader:** Any warrior within 6" of the Burgermeister may use his Leadership value instead of his own when taking Leadership tests.

## 0·1 Quartermaster

### 40 gold crowns to hire

Ex-pirates for the most part find work quickly on the Marienburg docks. A slippery river-rat to boss the local gang of thieves. Educating thieves in the subtlest techniques of smuggling, directing targets marked by the Burgermeister, and enjoying a nice cut of the proceeds. There are still times when a freebooter sneaks out to savour the taste of freshly baked fish-pie procured at full discount and test the heft of a coin purse in the hand for himself!

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

**Equipment:** The Quartermaster may be equipped with weapons and armour chosen from the Halfling Hero equipment list.

#### SPECIAL RULES

**Long Shot:** Quartermasters are excellent natural shots with all thrown weapons and slings. The Quartermaster may add 2" range to the length of any thrown weapons and 4" to the range of a sling.

## 0·3 Raconteurs

### 10 gold crowns to hire

Diminutive revolutionists are tall storytellers. After causing a public nuisance with scandalous speeches in the Craftsmarket, tiny windbags pursue their fortune in gambling dens – Swindling opponents for the thrills of *Daemon's Eyes* or *Cripple My Pig*.

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

**Equipment:** Raconteurs may be equipped with weapons and armour chosen from the Halfling Hero equipment list.

## 0·1 Chef

### 50 gold crowns to hire

A distinctive cooking style quickly earns Halfling chefs a reputation among the nobility. It also draws attention from members of the Bakers' Guild, from where it is rumoured criminal enterprises operate.

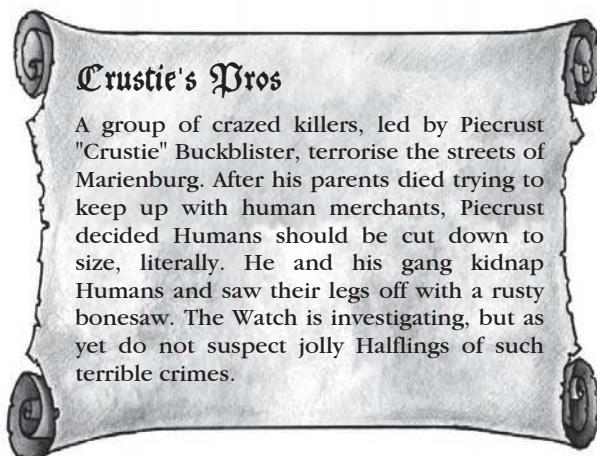
Profile	M	WS	BS	S	T	W	I	A	Ld
Master Chef	4	2	4	3	2	1	4	1	8

**Equipment:** A Master Chef brings kitchen supplies and may be equipped with weapons and armour chosen from the Halfling Hero equipment list.

#### SPECIAL RULES

**Hot Pot:** Before each battle the Chef knocks up a spicy pot of stew to fend off fatigue. On a successful Leadership test the hot pot contains enough stew to heal a number of Wounds equal to the difference rolled +1. Any friendly model supping stew recovers a number of Wounds up to their maximum.

e.g. *On a roll of 7 the stew heals up to 2 Wounds.*



# Henchmen

## 03 Thieves

### 20 gold crowns to hire

Halflings are well known for their nimble feet and even nimbler fingers. They never take anything too valuable (except by accident). Nonetheless, it is surprising the number of things that go missing when a Halfling is about. The poor fellows don't know they're doing it half the time! They just seem to acquire rings, tinderboxes and small pets as they go about their business.

Thieves excel at making themselves inconspicuous. With their small stature, unassuming manner and predilection for walking barefooted, a Halfling Thief is the master of sneakiness, sticky-fingers, and feigned innocence. Having one around is always a dicey situation at best as you're always certain that the other warriors are going to come up a few crowns light by the end of an adventure.

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

**Equipment:** Thieves may be equipped with weapons and armour chosen from the Halfling Henchmen equipment list.

#### SPECIAL RULES

**Uneasy Allies:** At the end of each battle (whether or not any Halfling Thieves actually took part), roll a D6 and consult the following chart.

D6	Result
1	<b>Stop Thief!</b> Unimpressed with his employment, a Thief has absconded with all the warband's valuables! Remove one Thief from your roster, along with any Treasures in your stash from previous games. Do not add additional Treasures if any Thieves remain in your warband.
2-5	<b>Tax Time.</b> The Thieves seems satisfied thus far, and just charge their regular fees paid through selling Treasures as normal.
6	<b>Ignorance is Bliss.</b> Satisfied with the take so far, the Thieves forgo any charges. Your warband ignores any Thieves for the purpose of warband size when selling Treasures. Whatever else they pocketed this time will remain a mystery...

**Infiltration:** A Halfling Thief can infiltrate. See the Skaven special skill of the same name.

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

**Cutpurse:** A Thief makes his profession by finding items others have lost. At the end of the game when the warband rolls to find Treasures, they receive one additional Treasure for each Thief who was in the battle, and wasn't taken *out of action*.

## Scouts

### 15 gold crowns to hire

Halflings daring to establish residence within human cities encounter daily distrust. Toothy types rise above the frequent jibes and taunts while intolerant cockerels fight back by confronting blunt bigotry head on. Organisations like the Bakers' Guild handpick rotten apples to be reassigned as they best see fit; bakers as poisoners to drug harbourmasters, valets as finks to spy on Merchant Princes, gardeners as grave-robbers to dig up trophies in the Garden of Morr and gamekeepers as poachers to restock Guild larders!

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

**Equipment:** Scouts may be equipped with weapons and armour chosen from the Halfling Henchmen equipment list.

## 02 Cooks

### 40 gold crowns to hire

Halflings are renowned for heroics in the kitchen. The hallmark of chefs is attributed to procuring the best bounty of produce. Cooks are expert foragers valued by master chefs as baggage guards because they will fight tenaciously to prevent the provisions falling into enemy hands!

Profile	M	WS	BS	S	T	W	I	A	Ld
Cook	4	2	4	3	2	1	4	1	8

**Equipment:** Cooks may be equipped with weapons and armour chosen from the Halfling Henchmen equipment list.

#### SPECIAL RULES

**Feast:** A warband with Cooks will resource one batch of provisions before each battle. If the battle was lost the warband loses its appetite. The warband can only choose to feast if the battle is won! If the warband sells Treasures, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead) for each batch of provisions consumed at the feast.

A warband may consume as many batches of provisions as they wish, but note that the warband size cannot be considered lower than 1-3 models.



# Metal-mongers

## Skyre Warp Engineers

"...concerning the scientific sorceries of Warlock Engineers, the Metal-mongers of Clan Skyre"

Skaven alchemists concentrate and purify warpstone which is purified by Skaven sorcerers. Chaos-inspired alchemy allied to a warped and inhuman imagination in the garrison that dwelt in the tunnels beneath the city.

No other race could match the skaven genius when it came to constructing machines. Acquiring new weapons increases Clan Skyre's influence on the Council, their brilliant mechanics improving human and dwarf artifices a million-fold.

## Verminous Armada

The hospitality of Clan Skyre Warleader Riskin Tatter-Ear, commander of the skaven burrows under the fish-stinking manwarren the humans called Marienburg, amounted to a single damp room at the far end of an unused tunnel, barely large enough to house Thanquol, let alone all his retinue and Boneripper, and for which the impudent young pup expected to be paid a fortune in warp tokens! The gross disrespect of it astounded Thanquol. Did he not know who he was? In the old days a mere warleader would have bowed and licked his hind paws in his eagerness to serve a grey seer of his renown.

The cold welcome had done nothing to improve Thanquol's mood, already befouled by the slow, miserable journey that had brought him here. In his day the palanquin-bearers had been speedy and subservient. They had known their place and how to get one to one's destination without colliding with every skaven coming the other way. Now it seemed more than they could do to all move in the same direction at once. It was therefore with little patience that he listened to his overpaid, under-successful assassin make yet more excuses.

'My abject apologies, oh most forgiving of skaven,' said Shadowfang from the floor where he knelt before him. 'But though our sleep-smoke missed them at the drinking place, all is not lost.'

'No?' said Thanquol. 'Have you managed to poison yourself in the process, then?'

Issfet tittered fawningly at that, and Thanquol nodded approvingly. He liked his servants servile and obsequious. 'No, grey seer,' said Shadowfang. 'But we have sneak-followed the pair to a ship, and have tortured one of the sailors to reveal its destination.'

'And...?'

The assassin squirmed uncomfortably. 'They have no destination, sagacious one. They hunt-seek something in the stinkswamp, but know not where it is.'

Thanquol turned this information over in his head. It was unfortunate that Shadowfang had once again been unable to capture his two nemeses, but it would not be the most sensible of plans to follow them into the Wasteland where there would be no one to interfere or come to their rescue. Yes, perhaps it was for the best. Now he only needed some way of following them there.

He turned to Issfet. 'What manners of conveyance does this fool Riskin have at his disposal?' he asked. 'Quick-quick.'

The tailless skaven bowed and once again nearly lost his balance. 'I shall enquire, oh most effluent of masters.'

## Skurvey Alliance

The hospitality of Riskin Tatter-Ear is extended only so far as to allies in his armada from Clan Skurvey.

## Choice of warriors

A Skaven warband must include a minimum of three models. You have 500 warp tokens which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

**Engineer Adept:** Your warband must include an Engineer Adept as the leader.

**Black Skaven:** Your warband may include up to two Black Skaven.

**Forge-Rats:** Your warband may include up to three Forge-Rats.

**Pirate-Rats:** Your warband may include any number of Pirate-Rats.

**Technicians:** Your warband may include up to two Technicians.

**Machine-Ogre:** Your warband may include a single Machine-Ogre.

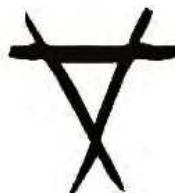
## Starting experience

An Engineer Adept starts with 20 experience.

A Black Skaven starts with 8 experience.

Forge-Rats start with 0 experience.

Henchmen start with 0 experience.



A scientific inquest fresh from fish-stinking burrows ruled by the metal-mongers of Clan Skyre decrypted from the mechanical jargon of technologist Kritislik "Frogrince" Hayward-Steele by playwright, street performer and suspected werecreature Stuart Cresswell.

## Skyre Engineers equipment list

The following lists are used by Skyre Engineer warbands to pick their equipment.

### HEROES EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger .....	1st free/2 gc
Wrench (counts as club) .....	3 gc
Cutlass/Sword.....	10 gc
Spear.....	10 gc
Halberd.....	15 gc
Spike-jawed snatcher.....	25 gc

#### Missile Weapons

Poison wind globe.....	20 gc
Warplock pistol .....	35 gc (70 for brace)
Warplock rifle (counts as Handgun) .....	35 gc
Jezzail (counts as Hochland long rifle) .....	200 gc
Ratling gun .....	275 gc

#### Armour

Shield.....	5 gc
Helmet.....	10 gc
Light armour.....	20 gc

### Miscellaneous

Gas mask.....	15 gc
Pneumatic arm.....	140gc

### HENCHMEN EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger .....	1st free/2 gc
Wrench (counts as club) .....	3 gc
Cutlass/Sword.....	10 gc
Spear.....	10 gc

#### Armour

Shield.....	5 gc
Helmet.....	10 gc
Light armour.....	20 gc

"No, grey seer. But we have sneak-followed the pair to a ship, and have tortured one of the sailors to reveal its destination. They have no destination, sagacious one. They bunt-seek something in the stinkswamp, but know not where it is."

— Shadowfang, Eshin Assassin

## Skyre Engineers special skills

Skaven Heroes may choose to use the following skill list instead of the standard skill lists.

**Tail Fighting:** The Skaven may wield a shield, dagger or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

**Infiltration:** A Skaven 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.

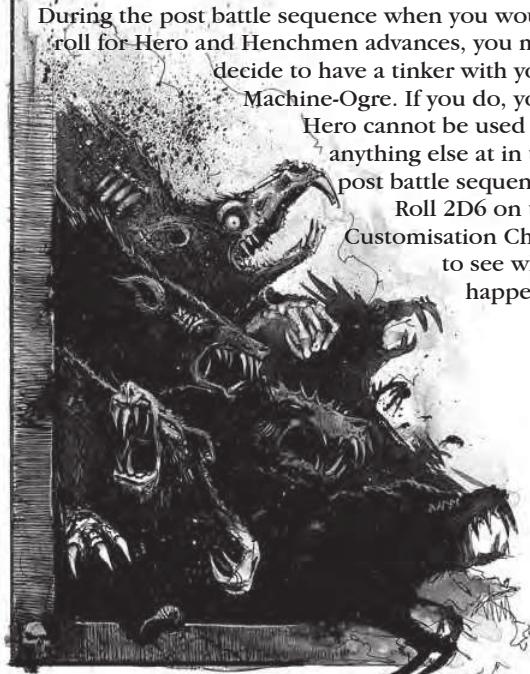
**Unblinking Eye:** Thanks to the sorcerous devices built by the Warlock Engineers, one of its eyes was replaced with a monstrous telescopic lens. The sharpshooter Hero can spot hidden enemies at twice his Initiative value in inches.

**Metallic Body:** Elaborate armour encases the Hero, arms and legs locked inside complicated frameworks of pipes and gears. The Hero has a 3+ armour save.

**Respirator:** A complex pump system of tubes has been fed directly into the skaven respiratory organs. The breathing apparatus means the Hero is able to ignore the effects of gas or soporific based attacks. Furthermore the skaven is immune to poison.

**Tinker-Rat:** The Hero can't resist making modifications. The beauty of the Machine-Ogre is that, even though it starts off a bit pathetic, battlefield trials are the best way to see what needs to be improved.

During the post battle sequence when you would roll for Hero and Henchmen advances, you may decide to have a tinker with your Machine-Ogre. If you do, your Hero cannot be used for anything else at in the post battle sequence. Roll 2D6 on the Customisation Chart to see what happens.



### Customisation chart

#### 2D6 Result

- 2 **That didn't go well!** Over-enthusiastic tinkering coupled with a wobbly ladder means that something important has been sliced off! Roll again on this chart (re-rolling any further instances of 'That didn't go well!' and 'Breakthrough!') but instead of increasing the characteristic rolled, decrease it!
- 3 **Warpfire Projector.** A smaller version of the dreaded warpfire thrower has been built into the machines arm.
- 4 **Every Gear and Gizmo.** For some reason, the engineer decided that more gizmos were needed! Although it may seem illogical, the extra gears give the Machine-Ogre +1 Movement.
- 5 **Warp-powered Skeleton.** A stroke of genius on the engineer's part has hardened the bones with warpstone dust resulting in +1 Weapon Skill.
- 6 **Faster Pistons.** New rumbling pistons with faster moving joints lets the Machine-Ogre react faster meaning it gains +1 Initiative.
- 7 **More Reliable.** The engineer has tuned the skeletal automaton. The result of the D6 roll to activate and work the Machine-Ogre can be re-rolled each turn.
- 8 **Extra Arm.** Drawing inspiration from a passing mutant, the engineer decides more arms are a great idea! The Machine-Ogre gains +1 Attack.
- 9 **Bigger Claws.** Welding bigger, heavier claws to the Machine-Ogre means that it can grip with more force! The Machine-Ogre gains +1 Strength.
- 10 **Reinforced Cavity.** Chest plates of steel, wire and tubing running from machinery behind the ribs to sink into metal rods bolted to each arm and leg make the skeletal bulk more durable. The Machine-Ogre gains +1 Toughness.
- 11 **Steel Spine.** A new sub-frame gives the Machine-Ogre a more durable design. The Machine-Ogre gains +1 Wound.
- 12 **Breakthrough!** If by accident or by design, the tinkering has worked brilliantly! Roll a further D3 times on this chart, ignoring any further rolls of 'Breakthrough'!

# Heroes

## 1 Engineer adept

### 55 warp tokens to hire

Wires winding round his head are one of the nautical engineers doing the bidding of Warleader Riskin Tatter-Ear. Leather-coated tinkerers, with faces masked with leather visors. Elaborate armour is worn by ingenious schemers, arms and legs locked inside complicated frameworks of pipes and gears.

Profile	M	WS	BS	S	T	W	I	A	Ld
Engineer	5	3	4	3	3	1	5	1	7

**Equipment:** The Engineer Adept may be equipped with weapons and armour chosen from the Engineer Heroes equipment list.

#### SPECIAL RULES

**Leader:** Any warrior within 6" of the Engineer may use his Leadership value instead of his own when taking Leadership tests.

## 0'2 Black Skaven

### 40 warp tokens to hire

Black Skaven with cutlasses.

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

**Equipment:** A Black Skaven may be equipped with weapons and armour chosen from the Engineer Heroes equipment list.

## 0'3 Forge-rats

### 20 warp tokens to hire

Lab-rat mechanics... Weaponeers of Clan Skyre.

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

**Equipment:** Forge-rats may be equipped with weapons and armour chosen from the Engineer Heroes equipment list.

## Skyre Engineers skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Engineer Adept	✓	✓	✓	✓	✓	✓
Black Skaven	✓	✓		✓	✓	✓
Forge-Rat	✓	✓	✓		✓	✓



# Henchmen (bought in groups of 1-5)

## Pirate-rats

### 20 warp tokens to hire

Water-rats of Clan Skurvy are instantly recognisable by their enlarged ears, webbed digits and barnacled extremities. Their affinity to wet environments makes Skurvy the most dependable of all candidates among underfolk when conscripting crew for an evacuation voyage.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pirate-Rat	5	3	3	3	3	1	4	1	5

**Equipment:** Pirate-rats may be equipped with weapons and armour chosen from the Engineers Henchmen equipment list.

#### SPECIAL RULES

**Water-Rat:** Water-rats from Clan Skurvy are among the few skaven with an affinity for water and the lunatic capacity for braving the subterranean rivers of the Under-Empire. Pirate-Rats are aquatic.

## 02 Technicians

### 30 warp tokens to hire

Small shooting teams of specialists, corps of weaponeers, machine-obsessed traitors... Artificers... Technologists wear heavy coats of leather and ratgut and strange bug-like masks with respirators.

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

**Equipment:** Technicians may be equipped with weapons and armour chosen from the Engineers Henchmen equipment list.

#### SPECIAL RULES

**Globadier:** Technicians are specially selected from broods with high intelligences to be the assistants for Forge rats and engineers, as such they are trained to use both Poison Wind Globes and Gas Masks, and may buy them when being recruited.

## 01 Machine Ogre

### 100 warp tokens to hire

Having seen the success that Clan Moulder had with the rat ogre, Clan Skyre decided that they wanted in on it. The top engineers of the clan met in an almost unprecedented display of co-operation (by which I mean they only tried to backstab each other a little bit!). The result was the Machine-Ogre; A walking, clanking fusion of wood, metal and warpstone. In the field, a technician may attempt to construct a similar engine. The results are usually less impressive than the original Machine-Ogre, but still far better than any number of skaven.

In battle it is a terrifying if somewhat unreliable beast. Bone-ogre, mechanical brute, automaton's skull, armoured machinery, techno-sorcery.

*"You told-say the machine-ogre to start trouble-fear so you could look-sniff."*

— Ikit Claw, Skyre Chief Warlock Engineer

Profile	M	WS	BS	S	T	W	I	A	Ld
Machine-Ogre	4	3	3	5	5	3	1	3	10

**Equipment:** Jaws, claws and brute force! A Machine-Ogre can be customised by a Skaven Hero with the Tinker-Rat special skill.

#### SPECIAL RULES

**Large:** Machine-Ogres are huge creatures and therefore a tempting target. Any model may shoot at the Machine-Ogre, even if it is not the closest model.

**Fear:** The Rat Ogre is a fearsome, monstrous beast that causes fear.

**Bio Machinery:** The Machine-Ogre is simply a mindless fusion of materials animated by warpstone. The Machine-Ogre is immune to psychology and never leaves combat.

**Immune to Poison:** Machine-Ogres are not alive as such, being a monstrous combination of dead flesh, arcane Skaven technology and dark sorcery they are not affected by any poison.

**May Not Run:** The Machine-Ogre is a lumbering mechanical brute! It lacks the sheer animal speed of a living Rat Ogre. It may not run.

**Warpstone Heart:** The Machine-Ogre is a mindless machine requiring Wyrdstone shards to power it. It requires a single piece of Wyrdstone before each game to be 'powered-up'.

**Warptooth:** The Machine-Ogre is designed to obey all commands given to it by its master and creator, the Engineer Adept using a 'warptooth'. This precaution dissuades any ambitious apprentices seeking advancement, knowing that a Machine-Ogre can easily be used as a fast track to the top! Should the Machine-Ogre ever find itself more than 18" from the Engineer Adept at the start of the Movement phase, it 'powers down' reducing its Movement and Weapon Skill characteristic to 0. If the Engineer Adept is taken out of action the same thing happens.

**No Pain:** Machine-Ogres treat a stunned result as knocked down.

**No Brain:** Machine-Ogres never gain experience.

**Unreliable:** The technology of biometrics is still in its infancy and as with most Clan Skyre experiments is neither safe nor entirely reliable! At the beginning of each turn, the Skaven player may roll a D6 to activate and work the Machine-Ogre. On a roll of 2-6 everything is fine and the Rat Ogre may be moved normally. On a roll of 1, something has gone drastically wrong – roll again on the Malfunction Chart.

## Malfunction chart

### D6 Result

- 1 **Explodes!** Something has gone horribly wrong with the Machine-Ogre's warpstone heart and it has overloaded, exploding in a bright green flash! All models within 6" of the Machine-Ogre receive a single Strength 5 hit. The Machine-Ogre is completely destroyed. Do not roll for injuries after the game.
- 2 **Malfunctions!** From now until the end of the game, the Machine-Ogre is out of control. At the start of each of the Skaven player's turns, the Machine-Ogre will move randomly (use the Artillery Scatter dice from Warhammer to determine the distance and direction moved). If there are any warriors within charge range (of either side) it will count as charging them.
- 3 **Shuts Down!** The warpstone generator fizzles out and the Machine-Ogre comes to a halt for the rest of the battle. It is hit automatically if engaged in close combat.
- 4 **Temporary Loss of Control!** The Machine-Ogre moves in a random direction and if it comes into contact with any warriors (of either side) it attacks and counts as charging. If it does not move into contact with a warrior but there are warriors within range of its warpfire projector (if it has one!), it will fire at them instead.
- 5-6 **Freezes!** The Machine-Ogre freezes up for this turn. It is hit automatically if engaged in close combat.

## warpfire projector

**Availability:** Machine-Ogre only

The technology of biomechanics is still in its infancy and as with most Clan Skyre experiments is neither safe nor entirely reliable!

**Range:** 6" **Strength:** 4

**Special Rules:** Save Modifier -1, Jet of Flame, Refuel

### SPECIAL RULES

**Jet of Flame:** Draw a line 6" long and 2" wide. All models in its path are hit on a 4+ with no modifiers. In addition, the warpfire projector causes fire damage (see the rules for the Brazier Iron from page 85 of the Mordheim 2002 annual).

**Refuel:** The warpfire projector must be refuelled using D3 wyrdstone shards between battles.

## Ratling gun

X gold crowns (Forge-Rats and Technicians only)

**Availability:** Rare 14

Text here...

**Range:** 6"-16" **Strength:** 3

**Special Rules:** Save Modifier -1, Move or fire, Unwieldy, Jeopardous, Metal storm!

### SPECIAL RULES

**Metal Storm!**: The ratling gun fires a great hail of bullets in a single devastating salvo. When firing the ratling gun nominate the target model then roll 2D6. This is the number of shots the ratling gun fires. Once you have determined the number of shots, you must spread the number of shots evenly between the target model and another model within 6" (friend or foe!), after this is done, roll to hit and to wound as normal for each shot. Once the weapon has been fired, it cannot be used for the rest of the game.

**Unwieldy**: The ratling gun is a heavy and bulky piece of equipment. It takes two models to carry it. The ratling gun may not be fired if there are any enemy models within 6" of the firer as he will be more concerned with getting ready for battle. In addition, you may never move and fire with the ratling gun, regardless of special rules such as the Nimble skill.

**Jeopardous**: If a double is rolled for the number of shots, the gun misfires! Roll on the following chart.

## Ratling gun misfire chart

### D6 Result

- 1 **Boom!** The weapons feed mechanism fails in a catastrophic manner! The weapon explodes in the firer's paws sending bits of metal and skaven everywhere! The firer is automatically taken out of action and every model within 6" of the firer takes a Strength 4 hit on a roll of a 4+. Roll a D6-1 on the Experimental weapon chart.
- 2 **Blam!** The weapons feed mechanism tries to load two bullets into the same chamber! This causes the ammunition to explode. The firer takes a Strength 4 hit on a 4+. Roll a D6 on the Experimental weapon chart.
- 3 **Boing!** Something important inside the weapon goes Boing! The failure tears the weapon apart. Roll a D6 on the Experimental weapon chart.
- 4 **Ping!** The weapon makes a number of strange pinging noises and bits of the firing mechanism come loose within its casing. The weapon is unusable for the rest of the game.
- 5 **Clunk!** The handle that rotates the barrels comes off in the firer's hand! You miss the turns shooting phase as you try to stick it back on. Try again next turn!
- 6 **Roar!** The weapon overheats and cooks off all the ammunition inside! The force of the recoil spins the bemused rat on the spot as he tries to wrestle control of the out of control weapon. Each model (friend or foe!) within 16" of the firer and in line of sight takes 2 automatic hits from the weapon.



## Poison wind globe

20 gold crowns (Skaven only)

**Availability:** Rare 6

These fragile spheres of glass are filled with toxic warpstone-derived fumes produced by the insane Warlock Engineers.

**Range:** 6" **Strength:** Special

**Special Rules:** Thrown weapon, Poison wind, Drop

### SPECIAL RULES

**Poison Wind:** Obstacles do not affect the deadly gas inside the globes. Ignore penalties to cover when rolling to hit. This also means that the globes ignore armour saves. A globe deals D3 wounds to the target on a 3+ and a single wound to anyone else within 2" on a 4+. The warpstone poison is magical so it also affects undead.

**Drop:** If a model rolls a 1 to hit with a poison wind globe, he has dropped it or the fragile sphere has broken in its hands. Resolve a hit against the model that dropped it. A model may voluntarily drop a globe on a model in base-to-base contact instead of using a weapon in close combat.

## Spike-jawed snatcher

25 gold crowns (Skaven only)

**Availability:** Rare 10

Skaven-snatchers as semi-circular prongs mounted on pole-arms, ready to catch an enemy between the spike-jawed snapping steel claw. Popular among the Chaos Dwarfs this non-lethal spring loaded mancatcher can ensnare the most violent of prisoners.

**Range:** Close Combat **Strength:** As user  
**Special Rules:** Capture, Two-handed

### SPECIAL RULES

**Capture:** A model taken *out of action* by a spike-jawed snatcher becomes *captured* unless the warband is routed. Do not roll for Serious Injuries. Large models, such as Ogres or Trolls cannot be *captured* this way, and neither can animals meaning roll for Serious Injuries as normal.

## Gas mask

15 gold crowns

**Availability:** Rare 6

Protectively-coated visors crafted from leathery human skin are worn almost exclusively by the artificers of Clan Skyre. A skaven wearing the grisly mask receives a 3+ save against any gas or soporific based attacks. Any non-skaven Hero wearing the stinky facial apparel will receive a -1 modifier to hit in close combat, shooting missiles or casting spells.

*"You put your face in there? Might as well kiss a skaven on the lips. You'll be dressing like them next, won't you?"*

— Vabur Nerinson, Dwarf Reckoner

## Pneumatic Arm

140 gold crowns (Engineer Adept only)

**Availability:** Rare 13

Pneumatic arms fastened to harnesses allow Adept to wield weapons well beyond his strength. An Engineer Adept equipped with this harness counts as having two extra arms. Furthermore they may equip the harness to hold Missile Weapons with the Unwieldy Trait (Ratling Gun, Warpfire Thrower etc, with the power of the arms ignoring the two model requirement.

### SPECIAL RULES

**Experimental Technology:** Weapons that are manufactured by Skyre Warp Engineers are prone to malfunction. Should a 1 be rolled to hit with any missile weapons something has gone wrong! Roll a D6 on the Experimental Weapon Chart.

If the weapon malfunctions resolve the hit against the firer instead of the target, hitting on a 4+. If the firer should be taken *out of action* by the shot then roll D6+1 on the Experimental Weapon Chart.

## Experimental weapon chart

### D6 Result

- 1 **Scrap:** The weapon is mangled beyond repair. The only use left for it is as a fancy club or as scrap metal. The weapon must be removed from the warbands roster. They may choose to either add 1 club to the warbands roster or add 3 gold crowns for the scrap metal value.
- 2-4 **Badly Mangled:** The weapon is just a pile of bits at the moment. The engineer thinks he can fix it, but wouldn't like to guarantee it. You can either not risk it add and the bits to the warbands parts pile, counting as gaining 1 wyrdstone shard more than normal in the post battle sequence, or you can try to repair it. Roll a D6, on a 3+ the weapon is repaired and can be used as normal from now on. Any other result means that the engineer was being more optimistic than realistic, the weapon is useless and there are not enough bits to even make an eggcup out of! The weapon is removed from the roster.
- 5-6 **Few Bits Missing:** The weapon is damaged, but the engineer has just the right parts to fix it! The weapon is fine, apart from a bit of cosmetic damage, and can be used as normal from now on.

# Fen Guard

Deep within the cursed marshes lays the remains of the everglade, a former extension of Athel Loren, long since abandoned by the Elves and corrupted by the evil of the marshes. Patches of the glade still exist uncorrupted but these as small and far between. Within these patches lay the Fen Guard, silent protectors of the Glade, performing their duties centuries after their realm has fallen. Frequent encursions by beast men and Fimir keep the fen guard busy for the most part, and few humans venture deep enough into the marsh to ever witness the glades, and even fewer live to tell the tale.

## Special Rules

**Immune to Drugs and Poison** – All Fen Guard are immune to Drugs and Poison, but still affected by Disease.

**Fear of Fire** – Active fires, torch wielding enemies or any flame on the battlefield, cause fear in Fen Guard.

**Hired Swords** – Fen Guard are reclusive inhuman creatures who have little to no way of communicating with the outside world. As such they are only able to use Elf Hired swords.

**Bark Skin** – Fen Guard have a 6+ armour save, which can be stacked with regular Armour. This save cannot be modified beyond 6 due to Strength modifiers (except by weapons with Cutting Edge Rule) but any result of 'no save' on the Critical Hit Charts will negate this 6+ save. *Fire Attacks Ignore this rule.*

**Hard to Kill** - Dryads and Spiteborn are not creatures of flesh, their limbs are Branches and their bodies dried trunks. They can only be taken out of action on a roll of 6 instead of 5-6 when rolling on the injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned and 6 as out of action. *Fire Attacks Ignore this rule.*

**Hard to Rattle:** all Fen guard count as wearing a helmet, which gives you a 4+ stun save. *Fire Attacks Ignore this rule.*

**Forest and Swamp Walk** – Feguard can move through swamp and forest terrain without penalty

**Grown Weapons** – when purchasing a weapon for any Forest Folk the weapon actually grows from within them - Forest Folk cannot be Disarmed, or if captured, weapons cannot be taken from them. However you cannot reallocate weapons between your troops and if you take a weapon from them it is lost as the branch is snapped off and a new weapon grown. Any weapons found during the campaign may only be sold off and cannot be assigned to your warriors.

**Regrowth** – If a Fen Guard ever suffers a serious injury they can use a future skill advancement to regrow the lost limb/wound, striking it from your roster.

**Natural State** – Fen Guard may never wear cloaks, boots or armour other than that listed on their starting profile. They may also never visit any post game location within Marienburg (or any) City.

**Untainted** – Though they live their “lives” in the cursed marshes the Fen Guard have kept clean of the taint of chaos through strict rules of eradication. Anytime a member of the warband receives an actual mutation (see below) they must roll on the serious injury table (ignoring Captured and Sold to the Pits) as the rest of the warband cut the taint from the warrior. remove the mutation from the warrior

**Variation** – Warriors of the Fen Guard may start with a single “Variation” when hired, or when rolling doubles when levelling up they may choose a new “Variation”. Variations are chosen from the mutation list in corrupted characters, but do not count as mutations for other game rules (eg; Holy Water). The following mutations are available and must be paid for as listed;

Vine (Tentacle), Branch (Extra Arm) Thick Leaves (Cloud of Flies) Dense Trunk (Hulking Brute), Thorns (Spines), Spores (Black Blood) and possible Nesting Bird (Beak!)

## Characteristic Increase

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

Profile	M	WS	BS	S	T	W	I	A	Ld
Treekin	6	5	0	5	5	5	2	4	10

*"Die thee, plaguespawn! Rotfinger! Viletouch! Squirm thy last! The sylvaneth kindled beauty in these lands you have besouled, and by my scythe, so we shall again."*

—Branchwych Astylia  
at the Battle of the Oozing Dell

## Choice of Warriors

A Glade Warriors Warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

**Branchwych:** your warband must include a branchwych as your leader

**Branchnymph:** your warband may include up to one Branchnymph

**Spiteborn:** your warband may include up to two spiteborn.

**Dryads:** your warband may include any number of Dryads.

**Treekin:** your warband my include up to two Treekin.

## Starting Experience

**A Branchwych** starts with 20 experience.

**A Branchnymph** starts with 14 experience.

**A Spiteborn** starts with 8 experience.

**Henchmen** start with 2 experience.

## Dryad Equipment List

The following list is used by Fen Guard to pick their equipment.

### Hand-to-hand Combat Weapons.

Sword.....	10gc
Spear.....	10gc
Hammer.....	3gc
Axe.....	5gc
Whip*.....	10gc
Greenwood Scythe**.....	60gc
<b>Missile Weapons*</b>	
Splinters (Throwing Knives) .....	15gc
Vine Tendril (Fish Hook Shot).....	10gc

### Armour

Shield.....	5gc
Iron Bark*.....	10gc
Armour of the Willow Wood*.....	130gc
Oaken Armour*.....	150gc
<b>Miscellaneous Equipment</b>	
Climbing Vine (rope and hook.) .....	5gc
Horn of the Wild Hunt***.....	110gc
Familiar**.....	20gc
Magic Acorn.....	100gc
Healing Herbs.....	10gc

\*Heroes only \*\*Branchwych only \*\*\*Branchnymph only

## Dryad Skill Table

	Combat	Shooting	Strength	Academic	Speed	Special
Branchwych				✓	✓	✓
Branch Nymph	✓		✓			✓
Spiteborn			✓		✓	✓

## Dryad Special Skills

Dryads may choose to use the following skill list instead of the standard skill lists.

### absorption

The Hero's bark is thickened and soft, slowing the velocity of all missile fire. Assign -1 strength to all attacks against the hero in the shooting phase.

### harvester of souls

(Branchwych only) when hiring a new hero, the Branchwych may "Transfer" D3 Stats or Skills (any combination) of another Fen Guard Hero who has died in a previous game, with an additional cost of half the dead Hero's XP value in GC. The newly seeded Hero must miss the first game in which they return to the roster, as they are still regrowing. Branwych must posses a Greenwood scythe to preform this skill.

### take root

The Hero may increase their toughness by +3 but may not move again for the rest of the game.

### adaptation

The Hero may immediately choose any skill from the 5 main skill lists. This skill may only be taken once by each warrior.

### gladeborn

The hero may enter the battle via any Forest or swamp terrain feature in any turn after the first.

### transform

The Hero is able to transform their body into a semblance of an Elf long enough to enter marienburg. The Hero may now visit Post game locations within the city.

### poison sap

Instead of trading, the hero may produce D3-1 batches of Black lotus post game, this poison may be distributed amongst your warband but may not be sold.

# Dryad Special Equipment

This equipment is available to the Fen Guard and no other warband may purchase it.

## greenwood scythe

60 gold crowns

**Availability:** Rare 10 (Branchwych only)

Both deal and life is dealt with the Greenwood Scythe. After slaying their enemies the Branchwyches use their scythes to harvest the Lamentari or souls of their brethren to prepare them for rebirth.

**Range:** Close Combat; **Strength** As user +1

**Special Rules:** Two handed, Treescuttle Venom.

### SPECIAL RULES

Treescuttle Venom - +1 to injury rolls.

## iron bark

10 gold crowns

**Availability:** Rare 5 (Fen Guard only)

Blessed bark from the Sacred Oak. Gives the Owner +2 to their armour save, but is broken the first time the user fails their save.

## horn of the hunt

120 gold crowns

**Availability:** Rare 12 (Branch Nymph only)

Before each battle the Branch Nymph may take a leadership test to blow the horn. If they are successful roll on the table below. These Animals will fight for the warband and leave once the battle has finished. These animals do not count to your rout test or warband max.

### D6      Result

- |   |                               |
|---|-------------------------------|
| 1 | Nothing answers the call      |
| 2 | D3+1 Hunting Hounds appear    |
| 3 | a Tiger joins the battle      |
| 4 | a Bear joins the battle       |
| 5 | a Great Stag joins the battle |
| 6 | a Great Eagle joins.          |



## Heroes

### 1 Branchwych

125 gold crowns to hire

Branchwyches are druidic figures, practitioners of life magic and protectors of their clans' soulpod glades. The Branchwyches also bear the sombre responsibility of harvesting the fallen lamentiri of their Noble Spirits after a battle has ended. These they gather with swings of their scythes, bearing them back to the soulpod groves so that they may be planted anew in sacred soil. This is a vital part of the sylvaneth life cycle, and a duty that the Branchwyches will go to any lengths to see done.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	2	2	2	3	3	3	1	9

**Weapons /Armour:** A Branchwych may equip herself with weapons and armour chosen from the Dryad equipment list.

**Special Rules:** Leader, Immune to Psychology.

#### SPECIAL RULES

**Wizard:** A Branchwych is a powerful wizard and starts with two spells from the Utterances of the Oak spell list.

**Eternal:** A Branchwych can choose to ignore any result on the hero's Serious Injury chart except Killed by taking a permanent -1 on their starting Wound profile. Obviously, a Branchwych with 1 Wound remaining on their starting profile does not have this option. A Branchwych that gets a Killed result instead takes a permanent -D3 Wounds on their starting profile. If this takes their starting Wound total to 0 or less, the Branchwych is Killed as normal.

**Feed Upon Magic:** A Branchwych can perform spells that, with the consumption of D3 Treasures, can give the Branchwych a permanent +1 Wound on their starting profile. This can only be used in between battles and cannot be used if the Branchwych searches for rare items or was put out of action in the previous battle. If the warband does not have enough Treasures to complete the spell, then the Treasures are consumed anyway and the Branchwych does not gain the Wound.

**Advancement:** If a Branchwych gets an advance roll of +1 Wound, they may instead pick a new skill from their available lists.

### 1 Branchnymph

90 gold crowns to hire

Branchnymphs are spiteful creatures with hearts akin to shards of ice. In the soul of a Dryad, there is neither room nor regard for compassion or mercy, merely an uncompromising dedication to Athel Loren that makes even the most heartfelt vows of Elf or Man seem trivial by comparison. To harm the forest is to invoke a deadly and unyielding vengeance that ends only when the transgressor's body has been ruined and broken. Only a fool deliberately offers insult to a Branchnymph, but alas, these spirit-maids are so utterly different to mortal creatures that offence is often taken whether it was intended or not.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	3	4	2	3	1	8

**Weapons /Armour:** A Branchnymph may equip themselves with weapons and armour chosen from the Dryad equipment list.

#### SPECIAL RULES

**Instinctual** - Branch Nymphs live for one reason, to battle in defence of their home – they are *immune to psychology, Cause Fear* and are too focused on battle to ever become the leader. Note Fear of Fire still applies.



### 0·2 Spiteborn

45 gold crowns to hire

Spires, spirits of the forest, fuse with the living woods to form dryads, but in their first years of fusion they are in flux, feeling emotions; anger, regret and fury for the first time.

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

**Weapons /Armour:** A Spiteborn may equip themselves with weapons and armour chosen from the Dryad equipment list.



# Henchmen

## Dryads

60 gold crowns to hire

Dryads are mysterious and spiteful creatures which have no comprehension of compassion or mercy. They are utterly dedicated to their forest home and to harm the woods is to incur the wrath of these deadly forest-spirits.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	0	3	4	1	2	1	8

**Weapons /Armour:** Dryads may equip themselves with weapons and armour chosen from the Dryad equipment list.

### SPECIAL RULES

**Fear:** Dryads are a fearsome sight causing fear in their enemies.

**Root walk:** Dryads may only run in swamp, dirt or forest terrain, on any city terrain dryad may only walk or charge.

**Tanglevine:** For each Dryad a warrior is in combat with after the first, they lose 1 attack to a minimum of 1.

## O'2 Treekin

180 gold crowns to hire.

Tree Kin are spirits that inhabit dead wood and trees, shaping it to their will. They are able to remain motionless for years, and are completely indistinguishable from normal lifeless trees from which they are formed, they however remain fully aware and are capable of ambushing an intruder with vicious speed, smiting him dead in less than a second

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	3	1	2	10

**Weapons /Armour:** Treekin cannot use weapons and fight unarmed without penalty.

### SPECIAL RULES

**Immune to Psychology:** Treekin know no emotion and are immune to psychology

**Fear:** Treekin are terrifying and cause fear.

**May Not Run:** Treekin may not run, but may charge as normal

**Large:** Treekin are strike an imposing figure towering above normal men, any warrior may choose to target them, even if they are not the closed model

**Redwood:** a Treekin's Bark save is increased to 4+

**Slow Growing:** Treekin earn experience at half the rate of a normal warrior.

# Animals of the Hunt

The following animals may be called by the Horn of the Hunt

## Hunting Hounds

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	10

**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.

## Bear

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

**Special Rules:** Trained, Fear, Bear Hug, Fiercely Loyal, Woodland Dwelling, Animal

### SPECIAL RULES

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

**Woodland Dwelling:** Bears suffer no movement penalty for moving through wooded areas.

## Sabre Toothed Tiger

Profile	M	WS	BS	S	T	W	I	A	Ld
Big Cat	7	4	0	5	4	2	6	3	4

**Special Rules:** Fear, Animal.



## Great Stag

Profile	M	WS	BS	S	T	W	I	A	Ld
Stag	8	4	0	4	4	2	6	2	10

**Special Rules:** Fear, Animal, Forest Walk, Thunderous Charge.

### SPECIAL RULES

**Thunderous Charge:** A charging Great Stag is a terrifying sight, the ground itself trembling as the Forest Lord thunders into the ranks of their foe. On any turn when a Great Stag charges more than 8", he causes D3 impact hits at the basic strength of the Stag..

## Great Eagle

Profile	M	WS	BS	S	T	W	I	A	Ld
Great Eagle	4	4	0	4	4	3	2	2	6

**Flying Charge:** A Great Eagle may fly up to 16".

Any model a Great Eagle 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 Great Eagle to fly that close to the ground.

**Aerial Escape:** Great Eagles 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 Great Eagle down! If the charged model *strikes first* then resolve combat as normal. Otherwise after the Great Eagle attacks it retreats immediately to a lofty position within 2D6" before the charged model reacts. Similarly to escaping from combat, the Great Eagle receives an automatic hit from its opponent (see page 161 of the Mordheim rulebook) unless it passes a Leadership test.

**Drop Attack:** If a Great Eagle is successful with both attacks in the first round of combat then the Great Eagle 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 than 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 Great Eagle retreats 2D6" to the nest or nearby rooftop.

**Talons:** Creatures with talons are accustomed to fighting unarmed.

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

# Utterances of the Gaf

The winds of magic move through the forests as they do everywhere else. Incorporeal spites grasp at the winds tying them together and weaving them in new shapes and spells. Spellsingers of the forest hear these woven whispers and call on them in times of need.

## D6 Result

### 1 Tempest Call

Difficulty 10

*The Branchwych performs a curious swaying dance, followed by a haunting cry. Dark clouds immediately gather overhead and a torrential rain pours down.*

The weather is immediately changed to Raining, and any Fen Guard on the battlefield may recover 1 wound. This may not take them above their maximum wounds. This spell has no effect if the weather is already raining.

### 2 Return from the Wild

Difficulty 8

*The Branchwych pulls the spirit of her warriors back from the brink of nothingness*

Return a Dryad henchmen that was taken Out of Action in the last round to a Woodland terrain feature within 6" of the Branchwych

### 3 Awakening the Wood

Difficulty 9

*The Forest comes to life slashing and grabbing at the enemies of the glade*

Any model within 4" of a Woodland terrain feature within 12" of the Branchwych suffers a S4 hit.

### 4 Traveling the Green

Difficulty 8

*The Branchwych calls to the green, seemingly disappearing and reappearing at will.*

The Branchwych or any member of your warband may travel from one Woodland terrain feature to any other on the battlefield.

### 5 Entangle

Difficulty 7

*The Wych extends her tendrils through the ground, holding enemies of the Fen hostage in their grasp.*

A single model within 24" of the Branchwych is caught in the vines, the model may not move aslong as the branchwych remains static and alive. Both the target and Branchwych may shoot and cast spells as normal but fight in Close Combat at -2WS

### 6 Unleash Spites

Difficulty 7

*The Branchwych summons a swarm of malicious spites which spiral outwards to attack those who have displeased her.*

The Spites have a range of 6" and must target the closest enemy. Roll as many dice as the casting value (if you rolled a 7 to cast, roll 7 dice, if you rolled a 10, roll 10 dice) for each 6 result you roll the target suffers a wound. Armour saves as normal.

*"They are fluid as a stream and just as ever changing. No one shape can contain their essence for long, so they shift from one form to another, dancing even while they are standing still. They are the pulse of the forest, wild and fierce by turns, followed by pensive calm. One moment they are as hard as an Ash, shrugging off blows that could fell an Ogre, the next they are as supple as a reed, bending around their opponent's weapons as they giggle or mock his discomfiture. My fellows and I have often talked about why they never hold to one form for long. The general consensus is that they easily grow bored."*

—Mylaburr, Athel Loren Scout



# Knights of the Bitter Moors

Standing on the disputed border of Bretonnia and Marienburg Tancred Castle has changed hands numerous times during its 500 year old history. It was brought to ruin in the Great War against Chaos and was only recently rebuilt. The castle was given to a notable war hero, Earl Adalbert, by King Louen Leoncoeur and the Earl moved in immediately. Earl received huffed letters from Marienburg and Altdorf for taking a castle not belonging to Bretonnia but no actual army was ever sent to oppose him. And as the Storm of Chaos hit the Old World such quarrels were but quickly aside. Earl Adalbert was quickly to reinforce the castle to withstand the forces of Norse reavers. During the war it withheld against large invading troops and now a mound of burnt corpses rises near the castle. Earl Adalbert gained fame for his virtuous behaviour and unwavering courage against the hordes of Chaos. After the war Earl Adalbert has sent his Knights of the Realm to patrol the Couronne Swamps as well as the Bitter Moors. Though officially he is making sure that the people living there are safe it is rumoured that he is considering about making a move to conquer Marienburg. Should this be a fact it just might be that he was sent to Castle Tancred to do precisely that by no other than the King of Bretonnia.



## Special Rules

Lady's Blessing: Before heading into battle Bretonnian Knights kneel and pray to the Lady of the Lake, avowing to fight to the death for honour and justice. Before playing a game of Mordheim make a Leadership test against the Leadership characteristic of the warbands leader. If the test is successful the Lady of the Lake has bestowed her blessing on the warband. The blessing takes the form of a powerful curse upon the enemies of chivalry, and in particular upon those that make use of the foul and dishonourable weapons of mass destruction. Any model in the opposing warband who wishes to fire a black powder weapon must roll a D6 and score 4+ to overcome the curse, otherwise they may not fire the weapon. The opposing player must test each time they wish to fire such a weapon. Models armed with other shooting weapons, such as bows and crossbows, do not have to test unless they dare raise their weapons against the gallant Knights of Bretonnia. If any enemy model wishes to shoot at a Bretonnian Knight (Questing Knights and Errants only), then they must first roll a 4+ on a D6 to overcome the curse.

**Peasant Labour:** Bretonnian Peasants are not soldiers all the time, they have many different jobs serving the nobility, questing knights often take armourers and horse trainers as their men at arms. Bretonnian Knights always use the starting warband prices for Horses and Armour, the peasantry and squires on the other hand, must pay for materials out of their own pockets and as such must pay the full price (As such Armour and Horses bought for Knights may never be swapped over to their lessers in the reallocate phase.)

**Hired Swords:** Bretonnians are counted as Humans and can get any hired sword applicable to Humans with the following exceptions; may not hire hired swords that use Black Powder, Magic or Poison. Runes are allowed.

## Choice of Warriors

A Questing Knight's warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

**Questing Knight:** Each Questing Knight's warband must have one Questing Knight: no more, no less!

**Knight Errant:** Your warband may include up to two Knight Errant. **Squires:** Your warband may include up to three squires. You may not have more squires in the warband than you have Knights.

**Men-at-arms:** Your warband may include any number of Men-at-Arms.

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

**Mounted Yeomen:** your warband may include up to 3 Mounted Yeomen.

## Starting Experience

The Questing Knight starts with 20 experience.

Knights Errant starts with 8 experience.

Squires & all Henchmen start with 0 experience.



"Why swap an Emperor for a King?"

- Marienburg Saying

This list is more of an upgrade of the Bretonnian list in Town Cryer 8, than a new warband. The original warband I found severely lacking in horses, or incentives to use horse which is unacceptable for a true Lake Lady loving peasant hating Bret! So using the example set by the Imperial Outriders Warband from nemesis crown I have rewritten a lot of the warband, but horses are still no safer in Marienburg than they were in Mordheim so this is still a bit of an advanced warband to use.

- Dic Lombardi



## Bretonnian equipment lists

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

### Knights Equipment List

#### Hand-to-hand Combat Weapons

Dagger.....	1st free/2 GC
Mace.....	3 GC
Axe.....	3GC
Sword.....	5 GC
Double-handed weapon .....	15 GC
Morning Star.....	15 GC
Lance.....	20 GC
Horsemens Hammer.....	30GC

#### Missile Weapons

None

#### Armour

Light armour.....	15 GC
Heavy armour.....	25 GC
Shield.....	5 GC
Helmet.....	5 GC
Warhorse.....	40 GC
Barding.....	30 GC

### Men-at-Arms Equipment List

#### Hand-to-hand Combat Weapons

Dagger.....	1st free/2 GC
Hammer.....	3 GC
Sword.....	5 GC
Axe.....	5 GC
Spear.....	10 GC
Halberd.....	10 GC
Double-handed weapon.....	15 GC
Field Trebuchet.....	175GC

#### Armour

Light armour.....	20 GC
Shield.....	5 GC
Helmet.....	10 GC

### Squires Equipment List

#### Hand-to-hand Combat Weapons

Dagger .....	1st free/2 GC
Hammer.....	3 GC
Sword.....	5 GC
Axe.....	3 GC
Spear.....	10 GC

#### Missile Weapons

Bow .....	10 GC
Longbow.....	15 GC

#### Armour

Light armour .....	15GC
Shield.....	5 GC
Helmet.....	10 GC
Buckler.....	5 GC
Horse.....	20 GC

### Bowmen Equipment List

#### Hand-to-hand Combat Weapons

Dagger.....	1st free/2 GC
Sword.....	5 GC
Axe.....	5 GC

#### Missile Weapons

Bow .....	10 GC
Longbow .....	15 GC

#### Armour

Light armour .....	20 GC
Helmet.....	10 GC



## Bretonnian Skill Tables

	Combat	Shooting	Strength	Academic	Speed	Special
Questing Knight	✓		✓	✓		✓
Knights Errant	✓		✓		✓	✓
Squire	✓				✓	✓



## Bretonnian Special Skills

Bretonnian Heroes may use the following skill table instead of the standard skill tables available to them.

### Virtue of Purity

The knight's purpose is to serve the lady of the lake. His purity of heart and discipline endow him with the strength of spirit to resist enemy magic. Any spell cast against the Knight will be dispelled on the D6 roll of a 4+.

### Virtue of Valour

The Knight has vowed to confront the biggest and strongest foes. The more awesome his enemy the more valourous are his efforts. The Knight may re-roll any missed wound rolls against an enemy with a higher natural strength.

### Virtue of Discipline

The Knight has total faith in his Chivalric code: he maintains self-control in the face of adversity and displays complete confidence wather the odds. Once per game, if the Knight is not Out Of Action, Stunned or Knocked Down, you may re-roll a failed Rout Test

### Virtue of Noble Disdain

The Knight has nothing but contempt for enemies who hide behind the weapons of dishonour. The Knight is subject to Hatred of all enemies armed with shooting weapons.

### Virtue of the Impetuous

The Knight is eager to get to grips with the enemy. He charges into combat with reckless enthusiasm. The Knight gains an additional +D3" to his move when charging. Roll the dice each time you wish to charge and before moving the model

### Virtue of the Squire

Squires only. The squire has accepted his place in the world, his is a hunter's heart. The Squire may never become a knight through the Knighted rule, but may now learn Shooting skills and may learn one immediately when taking this skill.

# Heroes

## 1 Questing Knight

90 gold crowns to hire

*A Questing Knight is an extremely tough and virtuous individual, who fights to uphold the traditions of honour and to serve the Lady of the Lake. Injustice and the persecution of the weak are his enemies, whilst courage and valour are his companions. It is no wonder then that many a Questing Knight will journey to Mordheim.*

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

**Weapons/Armour:** A Questing Knight may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list. Knights come with a Warhorse.

**Skills:** The Questing Knight may choose from Combat, Strength, Academic & Speed when he gains a new skill. In addition, the Questing Knight may choose from the Bretonnian Special Skills Special Skill list.

### Special Rules

**Leader:** Any warrior within 6" of the Questing Knight may use his Leadership characteristic when taking Leadership tests.

**Knights Virtue:** A Questing Knight is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

**Ride – Horse, Warhorse:** Knights have the Ride skill as detailed in the Blazing Saddles article.

**Righteous Charge:** When the mounted Knight charges, if he has at least 1 other model within 2". All friendly, charging, mounted warriors (including the Questing Knight) within 4" gain +1 to Hit, cause fear and are immune to all Psychology for the first round of combat.

## 02 Knights Errant

55 gold crowns to hire

*Knight Errants are the sons of nobles, eager to prove their mettle by feats of arms, and earn their place amongst the Knights of the Realm of Bretonnia. To do this they must perform valorous deed, so they will often accompany a Questing Knight on his spiritual journey in the hope of adventure and honour.*

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

**Weapons/Armour:** A Knight Errant may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list. Knights come with a horse.

**Skills:** The Knights Errant may choose from Combat, Strength & Speed when he gains a new skill. In addition, the Knights Errant may choose from the Bretonnian Special Skills Special Skill list.

### Special Rules

**Ride – Horse, Warhorse:** Knights have the Ride skill as detailed in the Blazing Saddles article.

**Knights Virtue:** A Knight Errant is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

## 03 Squires

15 gold crowns to hire

*Knights are served by their Squires, commoners who ride to the hunt with their master, and who accompany him to war. They are chosen from the fittest and youngest of a Knight's retinue, and they are trained and schooled by the knight himself. If a squire performs some great deed or service to his master he may even be raised to the ranks of knighthood!*

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

**Weapons/Armour:** Squires may be equipped with weapons and armour chosen from the Squires section of the Bretonnian Equipment list.

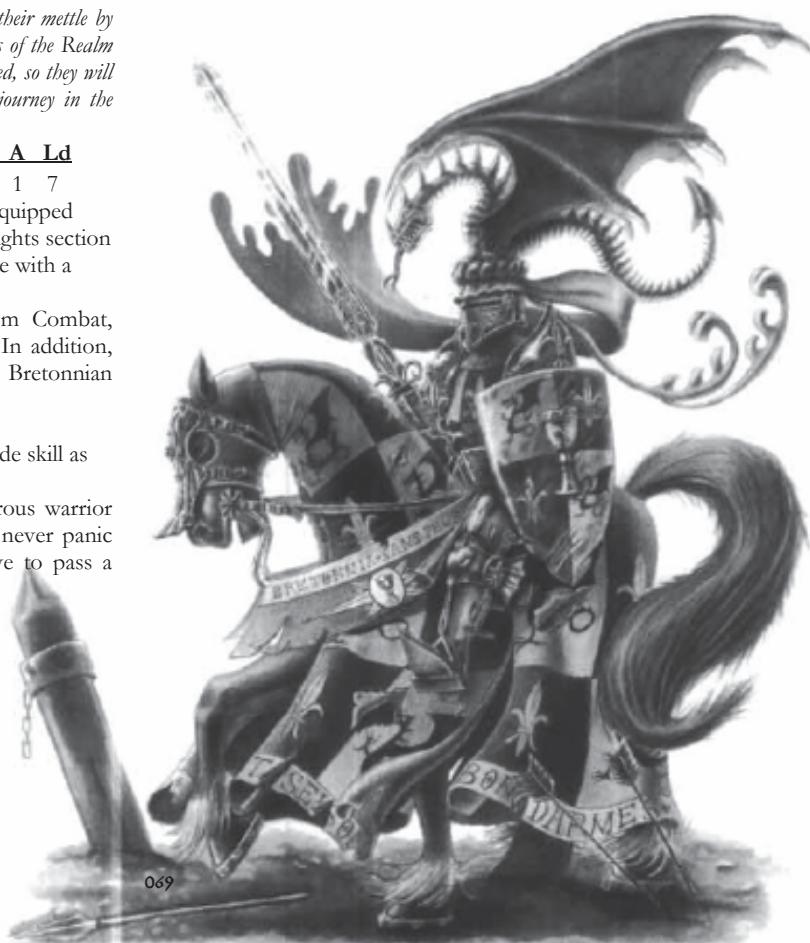
**Skills:** The Squires may choose from Combat & Speed and Shooting when he gains a new skill. In addition, the Squires may choose from the Bretonnian Special Skills Special Skill list. Squires start with the skills

### Special Rules

**Knighted:** once a squire has reached 20xp they are considered to have finished their apprenticeship and are knight, becoming full Knights Errant, gaining all the benefits that come with that such as; the skill lists, equipment list, Knights Virtue, and Ride Warhorse skill

### Ride; Horse

**Animal Handler Horse/Warhorse.**



## Henchmen

### Men-at-Arms

20 gold crowns to hire

*Men-at-arms are the soldiery of Bretonnia. Every Knight maintains a retinue when he is a lord of a domain, and upon embarking on a quest, this retinue may join him on his journey. Men-at-arms are determined warriors, ready to fight for honour and justice as much as the Questing Knight they follow.*

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

**Weapons/Armour:** Men-at-arms may have weapons and equipment chosen from the Men-at-arms section of the Bretonnian Equipment list.

### 0·3 Mounted Yeomen

50 gold Crowns to hire

*The best of the best Men-at-arms are chosen as the Mounted peasant infantry, though some are as good as knights on their horses because of their low birth they cannot aspire to be even squire one day.*

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

**Weapons/Armour:** Mounted Yeoman may have weapons and equipment chosen from the Men-at-arms section of the Bretonnian Equipment list

#### Special Rules:

**Mounted or Nothin'** Yeomen come with riding Horses included in their buying price and as such come with the skill Ride; Horse. If a Yeomen's horse is killed they must be rebought before the unit can be fielded again.

**Smarts:** Even with their supreme lack of caring for the peasantry, knights still know having too much cavalry with a Catapult around is unwise. You may not field the Trebuchet and the Mounted Yeomen in the same match. It's one or the other.

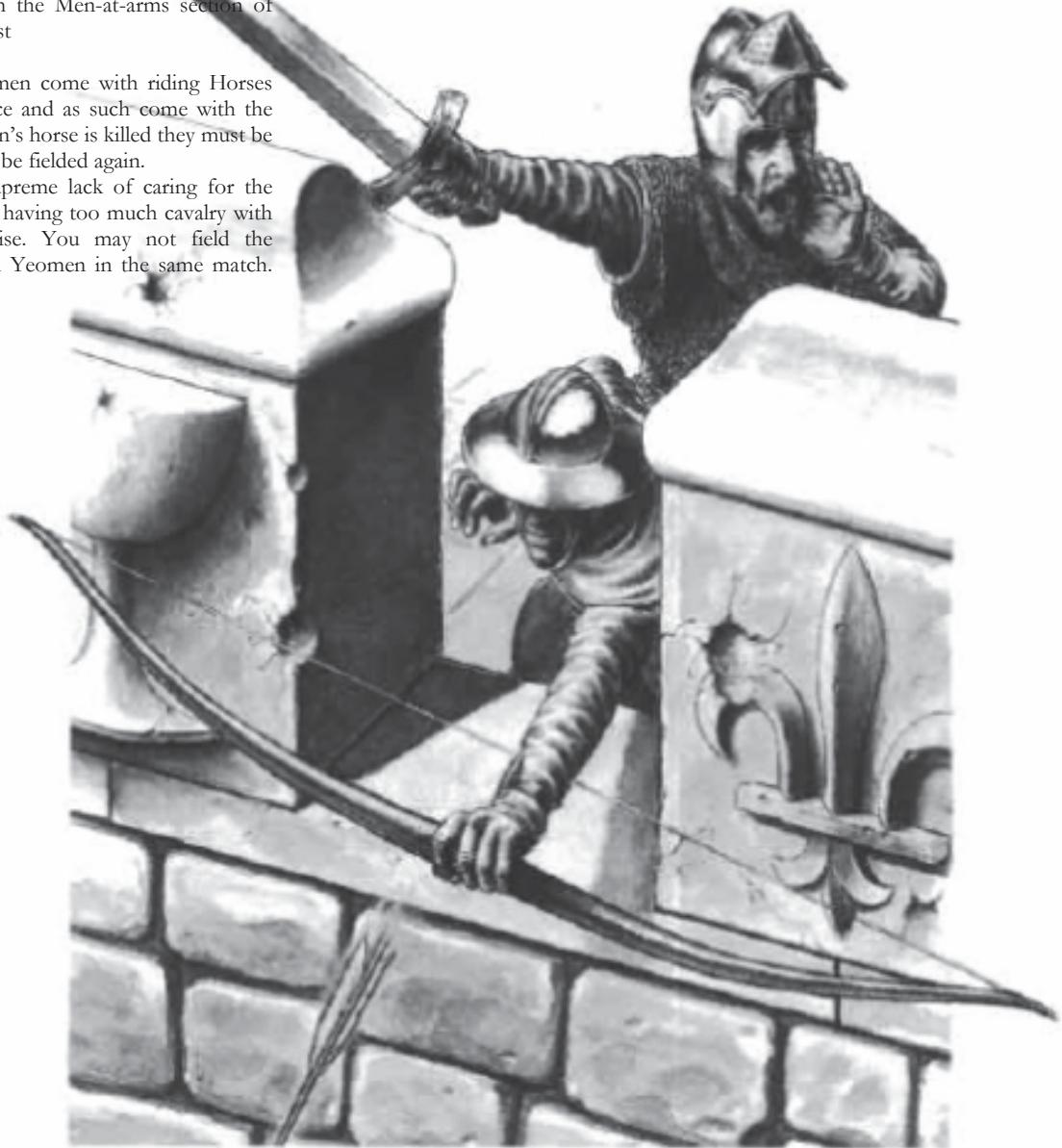
### Bowmen

25 gold crowns to hire

*Bowmen are common folk who regularly practice archery at the village butts so as to be ready to repel raiders from their humble cottages, fields and vineyards. When a Knight sets off on a quest it is not uncommon for a handful of bowmen to be inspired to bravery and join the Knight on his journey.*

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

**Weapons/Armour:** Bowmen may be equipped with weapons chosen from the Bowmen section of the Bretonnian Equipment list.



## Bretonnian Special Equipment

### Field Trebuchet

175 gold crowns

**Availability:** Special, takes D3+1 games to build (if not bought at the start of the campaign)

**Profile**      **M WS BS S T W I A Ld**

Trebuchet      \* - - - 7 3 - - -

**Range:** 12" - 48"

**Strength:** Special

**Special Rule:** Hard to Fire, Large Target, Constructed, Ammo for all occasions, Explosive Radius, Artillery

**Hard to Fire:** Firing the Trebuchet requires a good crew, a maintained weapon, and technical knowledge. The Trebuchet can fire once every other turn with two crewmen, and each turn with four. All of the normal shooting rules apply, but no Shooting skills apply to the Trebuchet.

**Large Target:** the Trebuchet is still an obvious target even from far away, and can always be targeted by enemy shooting.

**Constructed:** The Field Trebuchet is a large contraption, which cannot be moved when set up. At the start of a match the Trebuchet starts as 4 small crates, carried by the operating crew (4 non-Knight Models must be assigned to carry the Trebuchet, at least till it is set up, only the Men at Arms may operate the Trebuchet). When they find a suitable spot they may spend D3 turns setting up the catapult. Once set up the trebuchet cannot move but may swivel on the spot. Deconstructing is a bit easier and takes just 1 turn. Only the Bretonnian Henchmen and Squires know anything about the siege weapon and as such no one else may deconstruct the contraption.

**Artillery;** The Trebuchet is a Siege weapon and as such uses the Scatter Dice and Artillery dice each time it fires rather than the operators Ballistic Skill Making it a very random and dangerous weapon. Declare where you wish the final landing place to be (line of site not required- See below) then roll both the Scatter dice and Artillery dice to see how far off target you have hit, which is the number indicated on the scatter die, minus the crews ballistic skill, a Direct hit counts as a direct hit unless line of sight is not shared (See Below.)

**Indirect Fire;** The Trebuchet may fire at target that it does not share line of sight with. This is not as accurate as normal firing and how close the shot lands depends on the skill of the crew. Roll the Scatter dice and Artillery dice as normal. However if you roll a hit marker with the Scatter dice, due to the indirect fire the shot will still go off target, the shot veers off target in the direction of the little arrow on the scatter dice, by how much is determined the number indicated on the Artillery dice minus the BS of the crew.

**Explosive Radius:** After determining the final landing spot, the explosion created by the landing Ammo will cover a small area. Place the small blast template on the final landing spot, any models under the template will each take damage equal to the appropriate ammo

**Ammo for all Occasions:** The Trebuchet may be loaded with three different types of ammo, what ammo you are using must be declared before each shot. Each game the Trebuchet comes with 2 shots of each type (so 6 shots all up)

**Boulders:** standard catapult shot, causes a S5 hit to anyone in the direct centre of the blast radius and a S4 hit to anyone caught under the rest of the template. 2-4 is stunned, causes Bludgeoning Critical Hits.

**Flaming Shot:** S3, anyone caught under the template is lit on fire on a 4+

**Boiling Oil Canister:** Anyone caught under the template suffers a S4 hit no armour save.

**Misfires:** If a Misfire is rolled on the Artillery Dice roll on the chart below

### Trebuchet Misfire Chart

**D6      Result**

1      **DESTROYED!**

The Stone thrower cannot take the strain! Bits of wood and metal fly around, the stone tumbles to the ground, crushing the Warmachine and throwing debris in the air. All crew must pass an Initiative test or be crushed and taken OOA by the falling debris. The Trebuchet is Destroyed.

2-3      **Disabled.**

A freak occurrence has disrupted the normal operation of the stone thrower – the Trebuchet suffers a wound. To heal this wound the Machine must be disabled and rebuilt. Either way the Trebuchet can not fire this turn or next.

4-6      **May Not Shoot.**

A minor error has occurred; the Trebuchet may not fire this turn.

# The Guild of Exiled Engineers



The Engineers Guild is one of the most important, powerful and secretive of all the Craftsmen Guilds of the

Dwarfs, whose purpose is in providing the Everlasting Realm with the latest in a long-line of technological advancements and magnificent machinery.

This illustrious institution is located within the great workshops of Zhufbar, located along the shores of the

massive lake known famously as Black Water. It is from here that the Guild regularly teach new and would-be

Dwarf Engineers on the basic's on mathematics and standard engineering. Most of their inventions are practical: pump to clear water from mine workings, engines to draw

steel cages up vertical shafts and steam-powered drilling devices to penetrate the underworld. Since their beginning, the Engineers Guild has also developed machines for battle, war engines to wreak havoc upon their foes. Despite many

technological breakthroughs, it is a conservative guild, believing proven methods are best. Innovation is frowned

upon, and apprentices are taught that, 'new ideas lead to trouble'. Naturally, some youths oppose this mindset and tinker with outlandish inventions. Most, such as the alcohol

vapour engine, come to a bad end, but a few are begrudgingly accepted. The tension between creation and tradition has caused many visionaries to be expelled from the guild, which has a number of traditional (and highly embarrassing) rites of expulsion. Some win re-admittance if

their invention later wins acceptance, although typically, acknowledgment occurs long after its creator's death. For

those few Engineers, the exile is often the anvil upon which many fantastical inventions are forged.

## Special Rules

The following special rules apply to all warriors in the warband:

**Hard to Kill:** Dwarfs are tough, resilient individuals who can only be taken out of action on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as out of action

**Hard Head:** Dwarfs ignore the special rules for clubs, maces, etc. They too are not easy to knock out!

**Armour:** Dwarfs never suffer movement penalties for wearing armour.

**Field Test:** the Engineer and Apprentices can use any weapon or armour created through the Inventions table. Lads that get talent will also be forced to partake in this risky endeavour. The Sapper being a bit more wary will only wear armour based inventions.

**Death of a Leader:** in the event the Expelled Engineer dies, he will pass the Book of Bad Ideas onto an Apprentice Engineer, who will take over the Title of Engineer, allowing him to take the inventor special rule and hire a new apprentice.

## Choice of Warriors

A Dwarf Engineers warband must include a minimum of 3 models. You have 500 Gold Crowns with which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

**Expelled Engineer:** Dwarf Engineers warband must have Engineer: no more, no less!

**Sapper:** Your warband may include up to 1 Dwarf Sapper.

**Apprentice Engineers:** Your warband may include up to 2 Apprentice Engineers

**Thunderers:** Your warband may include up to 5 Thunderers

**Beardlings:** Your warband may include any number of Beardlings

**Gyrocopter:** your warband may include a single Gyrocopter

## Starting Experience

Expelled Engineer starts with 20 experience.

Sapper starts with 8 experience

Apprentice Engineers starts with 0 experience.

All Henchmen start with 0 experience.

## Characteristic Increase

When warband members gain enough experience for an Advance (see the Experience section of the Mordheim rulebook), it is likely that they will roll a characteristic increase. Dwarf characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only add one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	7	6	4	5	3	5	4	10

## Engineer Skill Table

	Combat	Shooting	Strength	Academic	Speed	Special
Engineer		✓	✓	✓		✓
Sapper	✓		✓	✓		✓
Apprentice		✓	✓			✓

# Heroes

## 1 Expelled Engineer

85 Gold Crowns to hire

Sometimes (the majority of times) an idea is too radical for the guild of Engineers, and the Inventor is thrown from their ranks. In some this causes great disgrace, and they take the slayers oath to displace the shame on their family line, but for oaths this steals their determination and they take to road, determined to prove their ideas viable. If their idea is a great idea, then many of their forefathers may have also been sound. Hence they take the book of bad ideas, to prove these inventions worthy of going down in the annals of dwarf history.

Profile	M	WS	BS	S	T	W	I	A	Ld
Engineer	3	4	5	3	4	1	2	1	9

**Weapons /Armour:** An Engineer may equip himself with weapons and armour chosen from the Engineer equipment list.

### SPECIAL RULES

**Leader:** Any warrior within 6" of the Expelled Engineer may use his leadership characteristic when taking any Leadership tests

**Inventor:** In the Trading phase, instead of searching for rare items or visiting a location, the Engineer may instead attempt to create a new invention from the book of bad ideas. The Engineer needs the book and the listed ingredients to do this, and must pass the difficulty test stated on the invention.

## 0·2 Apprentice Engineers

Virtually every visionary engineer has been expelled by the Engineers Guild, only to be re-admitted later on (often posthumously) after their insane invention is finally proven to work. If these youngling engineers have chosen the right Lord to follow, they will be hailed as heroes when they return to the Karak. Of course, plenty of dwarfs who only thought of themselves as visionary have been expelled, too.  
40 Gold Crowns to hire

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

**Weapons /Armour:** An Apprentice Engineer may equip himself with weapons and armour chosen from the Engineer equipment list.

### SPECIAL RULES

**Assistant:** An Apprentice will assist the Expelled Engineer with his inventions, for each apprentice dedicated to the project post game the Expelled Engineer adds +1 to his roll to create. Alternatively an apprentice may search for rare items in place of the Engineer, gaining any bonuses to rarity rolls the Engineer may benefit from.

## 0·1 Sapper

60 Gold Crowns to hire

Sappers are military engineers, skilled in a number of fields, such as making explosives, assembling artillery, and commanding engines of war (what they do almost as well as an Artillerist). Their particular area of expertise is the digging of tunnels, either to undermine walls or to gain entry to fortifications

Profile	M	WS	BS	S	T	W	I	A	Ld
Sapper	3	4	3	3	4	1	2	1	8

**Weapons /Armour:** A Sapper may equip himself with weapons and armour chosen from the Engineer equipment list.

### SPECIAL RULES

**Make Explosives:** a Sapper may spend the post-game phase making explosives instead of searching for Rare items. Roll a Ld test: if the Sapper succeeds you can craft up to two Blast Charges for 9Gc each, up to two doses of Flash Powder for 11Gc each, a Fire Bomb for 21Gc or a Cinderblast bomb for 27gc (pick one and spend Gc before rolling).

**Tunnel Rat:** re-roll characteristics tests when underground.

## Cinderblast Bomb

45+3D6 gold Crowns

**Availability:** Rare 10 Sapper Only

**Range:** 2-8", **Strength:** 6(under hole), 3 in area

### SPECIAL RULES

**Blast Charge:** the Cinderblast uses a small blast template as its radius. Any model hit directly by a Cinderblast suffers D3 Strength 6 Hits, any model under the rest of the template suffers 1 Strength 3 Hit.

**Scatter:** if the sapper fails the BS to hit roll the charge misses the target it scatters a random direction D6 inches from the Sapper.

# Henchmen

## 0·5 Thunderers

50 Gold Crowns to hire

Thunderers are those Dwarfs that have been trained in the use and maintenance of a customized handgun or firearms, forming into their own regiments of armor-piercing missile infantry. It took many, many years after the Dwarfs had discovered the revolutionary use of black powder before the handgun became widely used as a weapon. Indeed, in these earlier times, these handguns were held with great suspicion by the highly conservative Dwarfs, with the earlier prototypes usually being only given to Dwarf Engineers. Now, however, nearly all the Dwarf Holds within Karaz Ankor can now field whole regiments of Thunderers -- the name given to handgun-equipped units

### Profile M WS BS S T W I A Ld

Thunderer	3	3	4	3	4	1	2	1	8
-----------	---	---	---	---	---	---	---	---	---

**Weapons /Armour:** A Thunderer may equip himself with weapons and armour chosen from the Engineer equipment list.

### SPECIAL RULES

**Properly Used:** any Thunderer worth their beard knows their weapon inside and out. When using the optional Misfire rules, if a one is rolled, roll a second dice. On a 3+ the misfire is ignored (the shot still misses, but the weapon does NOT explode).

## Beardlings

25 Gold Crowns to hire

Many of the proponents of the old ways are older members of Dwarf community. Beardlings are not as set in their thinking and are more easily coerced into wild plans, with tales of the wide world and adventure. Spryer than their fellows, they are often used as scouts, roaming ahead of the rest to spy the land and observe enemy activity.

### Profile M WS BS S T W I A Ld

Beardling	3	2	3	3	4	1	2	1	7
-----------	---	---	---	---	---	---	---	---	---

**Weapons /Armour:** A Beardling may equip himself with weapons and armour chosen from the Engineer equipment list.

*Dwarf should have his feet on the ground or, more preferably, a hundred feet below. But they're nippy little buggars, I can tell you, and useful for getting behind the enemy and giving 'em a good wallop up the backside with that rapid-firing gun."*

-Durgrim Redmane, Longbeard

## 0·1 Gyrocopter

100 Gold Crowns to build.

Gyrocopters are revolutionary flying machines that provides the armies of the Dwarfs with dedicated aerial support or as a form of fast reconnaissance. These warmachines use a revolutionary rotor-blade steam engine that allows it to take off into the air and land vertically or even hover on the spot, becoming the first technological marvel to achieve the ability of flight.

### Profile M WS BS S T W I A Ld

Gyrocopter	2d6	-	-	-	5	3	-	-	-
------------	-----	---	---	---	---	---	---	---	---

**Special Rules:** Fly, Transport, Full Steam Ahead, Engine Malfunction.

### SPECIAL RULES

**Space:** the gyrocopter starts with 1 seat available. This may be improved via Tinker.

**Full Steam Ahead!** The Gyrocopter can achieve a burst of speed, moving only in a straight line, but at a risk. Roll a D6: if the result is 6 you must roll on the Engine malfunction chart, otherwise add the result of the dice to the Copters total speed. A warrior with the Driver skill can re-roll results on the Engine Malfunction chart (the new result must be accepted). When a Gyrocopter equipped with a Steam Engine is hit in the with a result of Draft Creature, it has hit the engine, the engine has a toughness of 6 and if wounded, roll on the Engine Malfunction chart.

### Engine Malfunction

**1 – Kaboom!** The engine explodes spectacularly, dealing D6 wounds to the Copter hull, any model within 4" of the bow takes a S5 flaming hit and the copter is now on fire and immediately swerves 45 degrees in a random direction and crashlands straight down (suffering a further D3 S5 hits to the hull, and causing D3 S5 hits to anyone underneath!).

**2 – Dangerous Overpressure!** The Gyrocopter suffers 1 wound and plunges 6" forwards and lands (taking damage if it collides with anything).

**3-4 – Emergency Vent.** Any models within 4" of the bow take D3 S2 flaming hits and the Gyrocopter immediately lands in the nearest available free space beneath it. The Gyrocopter cannot move next turn.

**5 – Minor Leak.** The Gyrocopter immediately lands in the nearest available free space beneath it and cannot move next turn.

**6 – Valve Locked.** The Gyrocopter can only move 2D3" this turn, but cannot turn.

## Dwarf Engineer Equipment List

The following list is used by Dwarf Engineers to pick their equipment.

### Hand-to-hand Combat Weapons

Sword.....	10gc
Hammer.....	3gc
Dwarf Axe.....	15gc
Two Handed Weapon.....	15gc
Gromril Weapon.....	3xthe price

### Missile Weapons

Pistol/Brace .....	15/30gc
Handgun.....	25gc
Crossbow.....	25gc
Repeater Pistol.....	25gc
Repeater Handgun.....	50gc

### Armour

Shield.....	5gc
Light Armour.....	20gc
Heavy Armour.....	50gc
Gromril Armour.....	75gc
Helmet.....	10gc

### Miscellaneous Equipment

Book of Bad Ideas* .....	50gc
Rope and Hook.....	5gc
Superior Black Powder.....	20gc

\*Expelled Engineer Only

# Dwarf Engineer Skill List

## True Grit

Dwarfs are hardy individuals and this hero is hardy even for a Dwarf! When rolling on the Injury Table for this hero, a roll of 1-3 is treated as Knocked Down, 4-5 as Stunned and 6 is Taken Out

## Thick Skull

The hero has a thick skull even for a Dwarf. He has a special 3+ save on a D6 to avoid being Stunned. If the save is made, treat a Stunned result as Knocked Down instead. If the Dwarf also wears a Helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).

## Extra Tough

This Dwarf is notorious for walking away from wounds that would kill a lesser being. When rolling on the Heroes Serious Injury Chart for this hero after a game in which he has been taken Out of Action, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

## Tunneler

The Sapper has an uncanny sense of direction and knows exactly where to position charges in tunnels. If equipped with a cinderblast charge and underground, the Sapper may use the charge to blow a hole to the surface. Any model standing directly above the position of the charge suffers a S4 hit and a new opening to underground is made in that spot. Sapper Only.

## Tinkerer

The dwarf is constantly thinking improvements, even in the heat of battle! In the post game the dwarf may roll on the customisation chart to try and improve the gyrocopter. If they have chosen to tinker they may not do any other action post game.

## Quick Thinker

The dwarf may add +1 to any roll on the experimental weapons chart.

## Master Inventor

The Engineer may now attempt D3+1 inventions in the post-game phase rather than 1. Expelled Engineer Only.



## Customisation Chart

2D6

2

### Result

**That didn't go well!** Over-enthusiastic tinkering coupled with a wobbly ladder means that something important has been sliced off! Roll again on this chart (rerolling any further instances of 'That didn't go well!' and 'Breakthrough!') but instead of increasing the characteristic rolled, decrease it/lose the upgrade!.

3

**Bomber.** The gyrocopter has been modded with hatch below it to drop mortar like bomb onto unsuspecting warriors below. Any time during your movement phase you may choose to drop a bomb. First roll an artillery dice, then move a small blast template that far back your movement path. Anyone under the template suffers a strength 4 hit. On a misfire result, the Gyrocopter and the Steam engine suffer the hit instead as the shell explodes inside the hull. Bombs must be individually purchased for 25 gold each.

4

**Every Gear and Gizmo.** For some reason, the engineer decided that more gizmos were needed! Although it may seem illogical, the extra gears give Gyrocopter +2 Movement.

5

**Room for Activities.** A stroke of genius on the engineer's part as they have cleared out the hull, giving the gyrocopter the ability to carry +1 Passenger

6

**Stabilizers:** New stabilizing wings and fins allow smoother and more controlled descents in case of accidents. When a result on the Engine Malfunction or Wheel Damage causes the Gyrocopter to come to a halt and/or land, it can always choose to glide up to 2D6" away from its accident site (in any direction) before plunging down and landing.

7

**More Reliable.** The engineer has tuned the engine to perfection, allowing a reroll on the Engine Malfunction table. Reroll this result if gotten multiple times.

8

**Steam Cloud.** The Gyrocopter is -1 to hit with Missile Weapons. This result can only be gained once. Reroll further results of steam cloud.

9

**Weapons Mount.** A smartly placed weapons mount allows the gyrocopter to attach an artillery weapon on the frame without taking up precious seating space. You may purchase any swivel-mounted artillery weapon, which can be manned by either the Pilot (if the Gyrocopter is stationary) or another passenger.

10

**Reinforced Hull.** Armoured plating lines the inside of the gyrocopter giving it +4 Armour Save

11

**Steel propellers.** A propeller frame gives the Gyrocopter +1 Wound.

12

**Breakthrough!** If by accident or by design, the tinkering has worked brilliantly! Roll a further D3 times on this chart, ignoring any further rolls of 'Breakthrough!'

# Inventions

Inventions are created by the Engineer, all the blueprints necessary are in the Book of Bad Ideas, the only limits are resources and how bad an idea it is! All inventions suffer from being experimental. When rolling to hit a 1 means something has gone drastically wrong! Roll on the experimental weapons chart. For items that do not have to roll to hit, roll a D6 when used and on a result of 1 the device still works but you must then roll on the experimental weapons chart.

When rolling for building an Invention a roll of 2 on the difficulty test is a critical failure! All ingredients are lost.

## Master Key

### Difficulty 8

**Components:** Blunderbuss + Handgun

Makes a handgun fire a small blast template once per game. Auto opens doors, and the blast template extends through the hole where the door once was. Does not affect large gates.

## Boom Hammer

### Difficulty 10

**Components:** Double Handed Hammer + Superior Black Powder

**Strength:** as user +2,

**Special Rules:** Strike Last, Full Steam

**Full Steam:** Once per close combat the dwarf may choose to attack with an additional +2 strength (+4 total) This mighty black powder assisted swing will throw them off balance and the next time they are attacked they are at +1 to hit.

## Launching Vertical Assistance Rope

### Difficulty 7

**Components:** Pistol + Rope and Hook

Pass all climbing and diving checks on a 3+

## Stand and Deliver

### Difficulty 7

**Components:** Handgun+Spear.

Counts as a Handgun and a spear with the following special rule:

**Point Blank:** Strike first in the first round of combat with a Rifle shot and a spear attack.

## Repeaterbuss

### Difficulty 10

**Components:** 4 x Blunderbuss + Repeater Handgun.

Can fire 4 blunderbuss shots all at once, roll for misfire on each shot.

## Escape pod

### Difficulty 8

**Components:** Any Armour + Toughened leathers + sacrificial Goat (for the grease)

Counts as whatever armour type it is made out of with the following special rule;

**Greasy escape:** After a failed armour save the dwarf may launch himself from his armour D6" breaking combat without hits against him. the armour is retrieved after the match and the "pod" must be restocked with grease (goat).

## Hug Thrower

### Difficulty 6

**Components:** Crossbow + Net

**Range:** 30"

**Move or Fire**

Allows the Dwarf to launch a net at the full range of a crossbow. Enemies have a -1 penalty to their strength test when trying to escape the net. on a to-hit roll of 1 the net fails to clear the firing rail and wraps around the dwarf!

## Auto-Stand

### Difficulty 10

**Components:** Heavy Armour + Superior black powder.

Dwarf Gains the **Jump up** skill whilst wearing the armour

## Golden Gun

### Difficulty 10

**Components:** Double Barreled Hunting Rifle + Flash Powder

Counts as a Double Barreled Long Rifle With the following rule;

**Payday:** A desperate and powerful weapon, the Dwarf stuffs as many Gold Coins as he can bear to part with down the specially modified barrel.

Every 5GC constitutes a +1 Strength slug (ie: 25GC = S5) No more than 30GC can fit in the barrel at one time.

## Para-Pillow

### Difficulty 10

**Components:** 5x Cathayan Silks + 2x Rope and Hook

The dwarf can leap off a tall building and sail gracefully(ish) to the ground. The Dwarf may glide as described in the wings mutation from corrupted characters.

## Siege Breaker

### Difficulty 11

**Components:** Treasure Cart + Powder Keg + 10x Belaying Pins + Superior Black Powder + Gromril Hammer

A modified piece of mining apparatus, this clanking whirring machine can make a hole where there was none in a jiffy!

The cart takes 2 units to move at half speed, or 4 at regular speed. Place against a wall or barred door and roll on the following chart.

1. She's gonna blow! Something has gone terribly wrong. The siege breaker explodes causing a S4 hit to all models within 4"
- 2-4. Here's Johnny! The Breaker creates a hole in the surface, big enough that models can shoot through it. If this is the 2<sup>nd</sup> time this result is rolled then count it as a 5-6.
- 5-6. Party time! The siege breaker completely destroys the door. If you are breaking through a wall, it creates a hole 1" wide, enough for non-large models to move through.

## Full Metal Jacket

### Difficulty 12

**Components:** Handheld Mortar + Heavy Armour + Net.

**Range:** 24"

This is a stronger version of the hug launcher that fires a straight jacket like armour at the target. The trapped victim will be at -2 strength to escape from the net. If this hits a model in the water they will automatically sink and be out of action. Even aquatic models.

If this hits a large model it will wrap around their head, leaving them blinded and moving 2d6 in a random direction each turn until they free themselves.

### Back Off Armour

**Difficulty 12**

**Components:** Heavy Armour + powder keg.  
Counts as heavy armour, with the follow special rule;  
**Get off!**: Once per game, all models in base contact suffer a S3 hit and are knocked back D6". A new powder keg must be purchase after each use.

### Death Roller

**Difficulty 12**

**Components:** Cart+6xAxe+6xSword+Steam Engine+Armoured Plating  
In the book of bad ideas despite its extensive use on the blood bowl field, the Death Roller brings the random chaos to the streets, carving up anything that stands in its way.  
The death roller acts as a cart with all the associated special rules for steam engine and armoured plating, but will cause D6 Impact hits at a strength equal to the distance it travelled that turn to any model that stands in its way.

### Goblin Hewer

**Difficulty 12**

#### Troll Slayer engineer only.

**Components:** 12xAxe, 6xRope and hook, Bolt Thrower  
**Range:** 6-26"

**Strength:** 4

**Special Rules:** Hard to Fire, Cumbersome Movement, Reload, Aim, Broadside Shooting, Carve em up.

#### SPECIAL RULES

**Hard to Fire:** Firing artillery weapons requires a good crew, a maintained weapon, and technical knowledge. They require a team of two to fire (or one if the model is Large), but only one crewmember needs the Artillery Expert skill. All of the normal shooting rules apply (with some exceptions below), but no Shooting skills apply to these weapons.

**Cumbersome Movement :** A single crewmember can move an Artillery weapon at half his movement, two crewmembers can move it at their full movement. They cannot run however.

**Reload!** These weapons require one full turn with the crew preparing the shot (place a marker next to it when loaded), and can only fire in the following turns. Note you may still have to aim (see below).

**Aim!** Artillery weapons may not move and fire in the same turn, and they are so Cumbersome that pivoting on the spot (to aim) counts as moving it (unlike other shooting weapons which can pivot freely every turn). Thus, artillery weapons must draw a straight line from their nozzle to their target (with a 1" leeway) to be able to shoot at it.

**Broadside shooting:** when shooting at buildings or boats the size of a barge or larger, if the target is within 10" the shot hits automatically.

**Carve Em Up:** the Goblin Hewer fires 2D6 shots each time it is fired. Nominate a target model and roll 2d6. Once you have determined the number of shots, you must spread the number of shots evenly between the target model and another model within 6" (friend or foe), after this is done, roll to hit and to wound as normal for each shot.

## Experimental Weapons Chart

D6  
1

#### Result

**Scrap:** The weapon is mangled beyond repair. The only use left for it is as a fancy club or as scrap metal. The weapon must be removed from the warbands roster. They may choose to either add 1 club to the warbands roster or add 3 gold crowns for the scrap metal value.

2-4

**Badly Mangled:** The weapon is just a pile of bits at the moment. The engineer thinks he can fix it, but wouldn't like to guarantee it. You can either not risk it add and the bits to the warbands parts pile, counting as gaining 1 item used in the construction of the device, or you can try to repair it. Roll a D6, on a 3+ the weapon is repaired and can be used as normal from now on. Any other result means that the engineer was being more optimistic than realistic, the weapon is useless and there are not enough bits to even make an eggcup out of! The weapon is removed from the roster.

5-6

**Few Bits Missing:** The weapon is damaged, but the engineer has just the right parts to fix it! The weapon is fine, apart from a bit of cosmetic damage, and can be used as normal from now on.



# Call of the Night Haint



The Cursed marshes hold many dark secrets of the past, long forgotten castles sinking into the bog below, curse effigies to gods

forgotten. Whilst some of these are tributes to the chaos gods, others are strongholds of ancient sorcerers shunned by society and searching for forbidden knowledge. Many are empty, guarded only by traps and minions operating automatically long after their previous masters have passed on.

Others have locked themselves away in eternal tombs waiting for the right sign, omen or astral alignment. When these ancient evils awaken they spew forth into the surrounding towns and cities searching for the right artefact or incantation necessary for their ascension. They lock what left of their soul in their cursed transports gather their followers and bring death to the mortal realms.

## Special rules

**Requiliary** – All Ethereal Members of the warband start the battle inside the Requiliary. At the beginning of each turn you may do a Ld test using the highest leadership available (please note the Requiliary itself has a leadership value.) for each point your pass by you may deploy that many members of your Warband within 6" of the Mortis Engine. In missions where bringing the Mortis Engine is not an option (underground, pit of blood etc) the Corpsemaster may carry it on his back, which is not the most preferable way to transport the sacred box, and will impede his movement, stopping him from running. If the Requiliary is ever destroyed, the spiritual energy contained within explodes out violently, the spirit host warband immediately routs and any model within D6+6" suffer a S5 hit, magic users are especially susceptible and hit with D3 hits instead. The Cairn Wraith will immediately create another one and will miss D3 games resting after this process.

**Ethereal:** Spirits live in the space between the world of the living and the world of the dead, flickering between each. They have a 4+ unmodifiable save against all attacks, which is taken after the To Hit roll. It may not be used with Dodge or Step Aside, and has no effect against magical attacks (Spells, Prayers, Artifacts.). Any missile attacks that fail to hit an ethereal model because of the save, will pass through them, hitting the next closest target directly behind them.

The model is unaffected by terrain, also the model may take a leadership test in the movement phase: If successful, they may move through any terrain piece and/or on top of water. If the model starts his next turn in the middle of a terrain piece, they must take another Leadership test in the movement phase: if the test fails, the model is instantly taken out of action.

However, after warband formation, all items cost double to purchase for Ethereal models. If the crew finds any items, roll a D6: on 5+ they can be used by both Ethereal and Non-Ethereal models. On 1-4, it can only be used by Non-Ethereal models (mark it as such on your roster).

**No Skin, No Service:** Ethereal models may not enter settlements unless otherwise specified.

*"They appear to cling to their Undead status by sheer willpower. Their magic is irrelevant; whatever petty dabblings they may have indulged in during their lives have clearly failed, or else they would still have a corporeal form. It is only their twisted spirits, wracked with hatred and pain, that keeps them in this world at all, and only by the most tenuous threads."*

—Heinrich Malz, High Priest of Venerena

## Characteristic Increase

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

Profile	M	WS	BS	S	T	W	I	A	Ld
Spirit	5	5	0	4	3	4	5	3	9

Banshees and Malignant Spirits both use the Spirit Maximum. The Corpse Master is mostly human and uses the Maximum characteristics of one.

## Choice of Warriors

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

**Cairn Wraith:** your warband must include a Cairn Wraith as your leader

**Corpse Master;** your warband must include one Corpse Master.

**Malignant Spirits:** your warband may include up to two Malignant Spirits.

**Revenants:** your warband may include any number of Revenants.

**Spirit Hosts:** your warband may include up to two Spirit Hosts.

**Mourngul:** your warband may include up to one Mourngul

**Poltergeists:** your warband may include any number of poltergeists

## Starting Experience

A Cairn Wraith starts with 20 experience.

A Banshee starts with 8 experience.

A Corpse Master starts with 8 experience.

Malignant Spirits start with 0 experience.

Henchmen start with 0 experience.



## Night Haunt skill table

Combat	Shooting	Strength	Academic	Speed	Special
Cairn Wraith			✓	✓	✓
Banshee	✓			✓	✓
Corpse Master		✓		✓	✓
Malignant Spirit	✓		✓	✓	✓

## Night Haunt special skills

Spirits may choose to use the following skill list instead of the standard skill lists.

### Wight Walk

The Ghost has mastered control of their spectral form. They are now able to use their ethereal ability to charge through walls, and cannot be intercepted as they phase through any warrior blocking their path. – Ethereal models only.

### Possession

When charging instead attacking the warrior may instead choose to possess their opponent in the charging phase. Both players roll a D6 and add their Ld value. If the Spirit beats his opponent's score he gains control of the model for their turn. Remove the ghost from the board, and the possessed model may move, charge and act as normal but cannot run. If he was engaged in hand-to-hand combat with any warriors of the Spirit's warband, they will immediately move 1" apart. At the beginning of the enemies turn, the spectre reappears in base to base contact and may be attacked as normal. If the Possession fails, the spirit may not attack in this round of combat. This skill cannot be used on any magical or demonic models. Ethereal models only.

### Traumatic passing

The Warrior gathers the energies of Shyish around his weapon, making every victory vibrate through the winds summoning spectres to his side. Every time the Hero takes an enemy OOA on a roll of a 6, summon a Poltergeist in their place.

### The Key and the Gate

The Wraith holds a portion of the Requiliary's magic within themselves, and may summon warriors from within them rather than the Requiliary. Follow all rules for summoning but deploy the model 6" from the Cairn Wraith instead. Cairn Wraith Only.

### Siren Song

The terrifying howl of the Banshee takes on a sweet harmonic value in the ears of some men, in combat the Banshee may choose to charm the enemy, the enemy model must pass a Ld on 3d6, discarding the lowest D6 result. If failed the model cannot attack the banshee and is automatically hit in close combat, once they pass they do not have to test again for the duration of the game. The Banshee can only charm 1 enemy at a time, and cannot charm models immune to psychology. Tomb Banshee only.

## Night Haunt equipment list.

The following list is used by Night Haunts to pick their equipment.

### Hand-to-hand Combat Weapons.

Dagger.....	Free\2gc
Spirit Knife*.....	25gc
Sword.....	10gc
Spear.....	10gc
Hammer.....	3gc
Axe.....	5gc
Double Handed Weapon.....	15gc
Scythe.....	15gc

### Missile Weapons

Bow.....	15gc
Crossbow.....	10gc

### Armour

Shield.....	5gc
Buckler.....	5gc
Light Armour.....	25gc
Heavy Armour**.....	50gc

### Miscellaneous Equipment

Mortis Engine.....	125gc
--------------------	-------

\*Ethereal Heroes only \*\*Malignant Spirits only.

# Night Haunt special equipment

## Spirit Knife

20 gold crowns

*Bones of hanged men, Shards of tomb stones, Spinters of Coffin lids, the Spirit knife is made of many different materials with one thing in common. Death.*

**Availability** Rare 8

**Range:** Close Combat **Strength:** as user

**Special Rules:** +1 enemy armour save, Spectral Touch  
**Spectral Touch:** If the hit roll for an attack made by a Spirit Dagger is 6, the blades frightful touch stills the victim's beating heart, immediately inflicting 1 additional wound. Roll to wound for the hit as normal

## Mortis Engine

195 gold crowns

*The Mortis Engine is a horrific magical artifact that radiates strongly with Dark Magic and is kept afloat by a horde of vengeful spirits. Within the Mortis Engine are powerful relics that are saturated with strong amounts of Dark Magic, such as the remains of powerful Necromancers and Lich-Lords of ancient times.*

Profile	M	WS	BS	S	T	W	I	A	Ld
Engine	-	-	-	-	6	4	-	-	-
Requinary	-	-	-	-	6	3	-	-	7
Nightmare	6	-	-	-	3	1	-	-	-

### SPECIAL RULES

**Undead:** the Mortis Engine follows all the rules for undead: immune to psychology, Poison, disease and Causes fear.

**Ethereal:** follows the special rules for Ethereal.

**Wagon:** The Mortis Engine follows all rules for Wagons (see Empire in Flames Supplement, p. 30 – 33) unless specified otherwise here.

**Spectral Nightmares:** the Mortis Engine is pulled by 4 ghostly Nightmares. When hit by an attack only roll on the out of control table if a Nightmare fails its Ethereal Save.

**Passengers:** The Corpse Master must function as the driver. No other models may passage the Mortis Engine. Whilst driving the Mortis Engine the Corpse Master gains all its special rules.

**Storage:** the Mortis Engine may carry any number of Corpses without impeding movement.

**Cursed Wagon:** the Mortis Engine can never be captured by another warband and will always rout with the spectral host.

**Conduit of Death:** Part of the Corpse Masters Duties is feeding the Requinary and releasing the stored energies of Shyish at time and ways beneficial to his Spectral masters. By feeding corpses into the Requinary the Corpsemaster may release powerful Death spells from within. Once per battle the Corpse Master my sacrifice as many corpses as needed to Perform 1 Ritual of the Requinary.



## Rituals of the Requinary

**Sacrifice**

**1 Corpse**



**2 Corpses**

**3 Corpses**

**4 Corpses**

**5 Corpses**

**6 Corpses**

**Effect**

**Spirit bomb:** The energies of Shyish swirl around the engine building up into a powerful explosion. The Spirit bomb is Strength 1, with a Radius of 1" around the engine. For each turn you let it build up it gains a Strength and an inch. So 5 turns of build up is a Strength 5, 5" blast.

**Spirit Nexus:** the Engines access to the nether realm has strengthened. You may now summon Ethereal models up to 12" from the Mortis Engine

**Terrifying Visage:** the Engines ghostly howl and chill permeate the battlefield: Enemies must pass a fear test when shooting a friendly model within 6" of the mortis engine

**The Purple Wind:** the Death Wind spews from the Requinary, drowning out all others: all Necromancers, Priests of Morr and Amethyst Wizards gain +2 to their casting rolls within 12" of Mortis Engine, all other wizards suffer a -2 to their casting rolls.

**Return from the Brink:** As the soul returns to the Requinary it is drawn back out. Once per game you may summon one OOA Ethereal model.

**Unholy Flight:** the Mortis engine may now fly, see flying rules.



## 1 Cairn Wraith

110 cold crowns

*Wraiths, are hooded, spectral spirits of former Necromancers or Sorcerors that have used the corrupting influence of Dark Magic to extend their lives beyond the mortal limit. Most of these seekers of immortality managed only to preserve their spirits, not their bodies. Decay took their mortal forms, rotting it away even as they sought desperately to sustain it. With no corporeal form to speak of, these sorcerers became wandering spirits, clad only in their death shrouds.*

Profile	M	WS	BS	S	T	W	I	A	Ld
Wraith	5	4	2	3	2	3	2	1	8

**Weapons/Armour:** The Cairn Wraith fights with weapons and armour from the Night Haint Equipment List.

**Special Rules:** Ethereal, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, Wizard.

### SPECIAL RULES

**Wizard:** The Cairn Wraith was a necromancer in life and starts with one spell from the Necromancy list. All references to Zombies are replaced with Revanants.

**Warrior Wizard:** the Cairn Wraith is able to wear armour and cast spells without penalty.

**Death Was Merely The Beginning:** Cairn Wraiths cannot die, as they are already dead, and destroying one for good is extremely difficult because if even a scrap of their clothes, a totem or a finger remains within the Requiliary, they will eventually return. Any time the Cairn Wraith rolls 11-15 Dead on the serious injury table, he may be returned to your warband by paying his hiring cost plus two times his experience points. This can only be done if you have an existing Requiliary. If both the Requiliary and the Cairn Wraith are destroyed in one round, the warband is disbanded.

## 1 Corpse Master

25 gold crowns

*Corpse Masters are sad, wretched beings, forced into servitude by a Vampire or Necromancer. They are a Magical Void or Null, the winds have forgotten them, cursing the poor souls to a life time of bad luck and mishaps. This peculiarity has made them perfect for the users of Death magic, for they empty souls are unaffected by powerful relics and totems that fuel their foul magic.*

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

**Weapons/Armour:** The Corpse Master fights with weapons and armour from the Night Haint Equipment List.

**Special Rules:** Gofer, Magical Void, Guardian of the Requiliary.

### SPECIAL RULES

**Magical Void:** the Corpse Master was chosen for his role by his spectral masters specifically because he was immune to the magical energies of the requiliary. He is space void of magic, and thus gains a 4+ save against enemy spells and magic weapons.

**Gofer:** as the only "Human" member of the warband the Corpse Master may visit D3+1 places within settlements rather than 1.

**Guardian of the Requiliary:** the Corpse Master takes his roll very seriously and will never voluntarily move more than 6" away from the Requiliary.

## 0·1 Tomb Banshee

60 cold crowns

*Tomb Banshees, known by the Bretonnians as Wailing Hags and to the Dwarfs as the Freezing Shriek, or just simply Banshees are the bitter, restless spirits of long-dead sorceresses, enchantresses and witches that have in life plagued the lands of the Old World for centuries. Tomb Banshees constantly wail in remembrance of the forbidden pleasures of the life that was once theirs and in bitterness for the peace of the grave that they cannot attain.*

Profile	M	WS	BS	S	T	W	I	A	Ld
Wailing Hag	5	2	0	2	2	1	2	1	7

**Weapons/Armour:** The Tomb Banshee fights with weapons and armour from the Night Haint Equipment List.

**Special Rules:** Ethereal, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, Ghostly Howl

### SPECIAL RULES

**Ghostly Howl:** enemies within 6" of the Tomb banshee suffer -D6 to their leadership when taking fear tests.

*"Sigmar is just. It is only fitting that such vile women should suffer such a terrifying fate. If ever you need proof of the existence of divine justice in this world, the agonised grimace of the Banshee is quite sufficient!"*

— Vorster Pike, Witch Hunter

## 0·2 Malignant Spirits

30 gold crowns

*Ghosts are not usually malevolent. Some may be mischievous and enjoy scaring the living. Most, however, wish only to be released from their tormented existence. However even rarer are spirits of killers or madmen, brought back into this world by sheer force of will or summoned by greater evil and bound to totems such as the mortis engine to serve eternally.*

Profile	M	WS	BS	S	T	W	I	A	Ld
Angry Ghost	5	3	0	3	2	2	2	1	6

**Weapons/Armour:** Malignant Spirits fights with weapons and armour from the Night Haint Equipment List.

**Special Rules:** Ethereal, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, Violent Entry.

### SPECIAL RULES

**Violent Entry:** Malignant Spirits contained within the Requiliary thirst for the moment they are released into battle. They gain +1 to hit +1 Strength if they charge on the turn they were summoned.



# Henchmen

## Revenants

20 gold crowns

Revenants are the bodys and souls of the dead, who do not or refuse to realise they have died. Unlike Zombies and skeletons these dead men are not raised by a vampire or a necromancer but stay in this realm through stubbornness.

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

**Weapons/Armour:** Revenants fight with weapons and armour from the Night Haint Equipment List.

**Special Rules:** Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, Spectral Ascension.

### SPECIAL RULES

**Spectral Ascension:** whilst not ready to let go of their life, the Revenants sometimes are able to let go of their psychical body. Once a Revenant rolls Lads Got Talent, they gain the Ethereal Rule once they become a hero.

## 0·2 Spirit Host

40 gold crowns

*Choking the air above the Night Haint host are the Spirit Hosts. These are a collection of souls of the damned, stripped of body and identity, and they scream endlessly for the life they have lost.*

Profile	M	WS	BS	S	T	W	I	A	Ld
Spirit Host	3	2	0	2	2	3	2	3	6

**Weapons/Armour:** Spirit Hosts fight with Spectral claws and daggers.

**Special Rules:** Ethereal, Large, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Brain, Spectral Touch.

### SPECIAL RULES

**Spectral Touch:** If the hit roll for an attack made by a Spirit Host is 6, the spirit's frightful touch stills the victim's beating heart, immediately inflicting 1 wound additional wound. Roll to wound for the hit as normal

## Poltergeists

15 gold crowns

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

**Weapons and Armour:** Poltergeists fight unarmed without penalty.

**Special Rules:** Incorporeal, Ethereal, Silent Move, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Brain, Ignored

**Incorporeal:** Not all spirits have a firm footing in the physical realm. When a Poltergeist is wounded do not roll for injury they are immediately OOA.

**Silent Move:** Poltergeists always remain hidden unless they charge an enemy warrior.

**Cause Ruckus:** Poltergeists may make a shooting attack with a Range of 6" with no penalties whatsoever, as they throw whatever isn't bolted down at their victim. The attack fires twice and has a Strength of 1.

**Ignored:** Poltergeists that are OOA do not count towards Rout tests.

## 0·1 Mourngul

210 Gold Crowns

*Terrifying, inhuman spectre of monstrous size, the Mourngul attacks with its nightmarishly elongated claws and distended fangs in a frenzied hunger for flesh and souls.*

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

**Weapons/Armour:** the Mourngul fights with Nightmarish Claws and Fangs.

**Special Rules:** Ethereal, Large, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Brain, Nightmare Birth, Ravening Onslaught, Hainter of the Dark.

### SPECIAL RULES

**Nightmare Birth:** A huge amount of death is required to pull a Mourngul into the physical realm and as such they may only be summoned once a Large model has been taken OOA. once the Mourngul has been summoned, deploy it in the final resting place of the Large model.

**Ravening Onslaught:** a rampaging Mourngul does not tire in fact it gets more deadly. Every to hit roll of 6 grants the Mourngul another attack, and further to hit rolls of 6 will generate further attacks.

**Haunter of the Dark:** the Mourngul's Ethereal save is increased to a 3+.

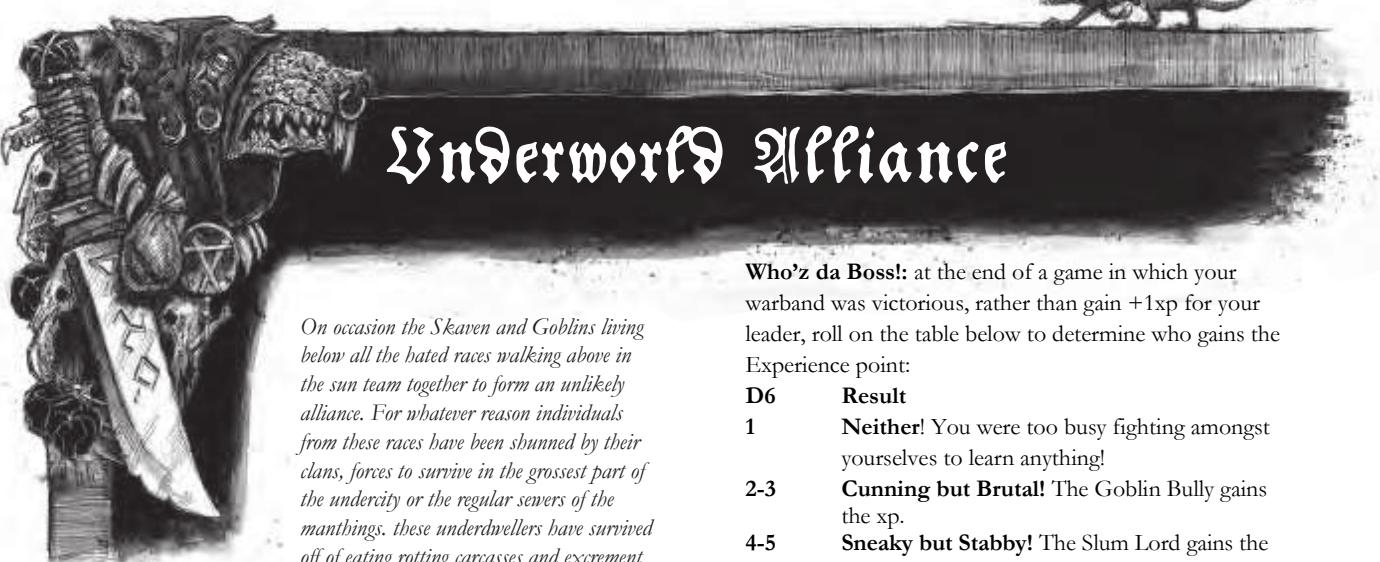


# Necromancy

Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also destroy the vitality of the living. This list is slightly revised for use in a Wraith Warband.

## D6 Result

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                         |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| <b>1 Spell of Awakening</b><br><i>The Sorcerer summons calls the soul of a slain Hero back to his body and enslaves him with corrupt magic.</i>                                                                                                                                                                                                                                                                                                                                                  | <b>Difficulty: Auto</b> |
| If an enemy Hero is killed (i.e. your opponent rolls 11-15 on the serious injury chart after the battle), then the sorcerer may raise him to fight as a Revenant in his servitude. The dead Hero retains his characteristics and all his weapons and armour but may not use any equipment or skills. He may no longer run, counts as a Henchmen group on his own                                                                                                                                 |                         |
| <b>2 Lifestealer</b><br><i>The Sorcerer sucks out the very essence of life from his victim, stealing its vigour for himself.</i>                                                                                                                                                                                                                                                                                                                                                                 | <b>Difficulty 10</b>    |
| Choose a single model within 6". The target suffers a wound, (no saves allowed) and the sorcerer gains an extra wound for the duration of the battle. This may take the Wounds of a Necromancer above their original maximum value. This spell will not affect the Possessed or any Undead models.                                                                                                                                                                                               |                         |
| <b>3 Reanimation</b><br><i>At the spoken command of the Sorcerer, the dead rise to fight again.</i>                                                                                                                                                                                                                                                                                                                                                                                              | <b>Difficulty 5</b>     |
| One Revenant that went out of action during the last hand to hand combat phase immediately returns to battle. Place the model within 6" of the sorcerer. The model cannot be placed straight into hand to hand combat with an enemy model. This spell can be used on Spirits and Banshee to restore 1 lost wound (should they have more than one). This cannot be used to bring Spirits, Spirit Hosts, Banshees and Mourngul back to life if they are taken out of action the way Revenants can. |                         |
| <b>4 Spell of Doom</b><br><i>The Sorcerer whispers to the sleeping dead to rise up from the ground and seize his enemies.</i>                                                                                                                                                                                                                                                                                                                                                                    | <b>Difficulty 9</b>     |
| Chose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, you may roll on the Injury table to see what happens to the unfortunate warrior.                                                                                                                                                                                                            |                         |
| <b>5 Call of Vanhel</b><br><i>The Sorcerer summons the world of the dead to invigorate his Undead servants.</i>                                                                                                                                                                                                                                                                                                                                                                                  | <b>Difficulty 6</b>     |
| A single Revenant, Spirit Host, Spirit, Poltergeist or Banshee within 6" of the caster may immediately move again up to its maximum movement distance. If this moves them into base contact with an enemy model then it counts as charging. The targeted model will automatically pass Initiative tests needed to be made during this extra movement.                                                                                                                                            |                         |
| <b>6 Living Horror</b><br><i>The ghostlights around the Wraith intensify as he torments the mind of his enemy forcing him to experience the sensation during the very moment of his death over and over</i>                                                                                                                                                                                                                                                                                      | <b>Difficulty 8</b>     |
| You may choose one model within 8" of the Wraith and roll D6+3. If this score is equal to or greater than the Leadership of the target model, then that model suffers a Wound, no armour saves allowed. If this wounds the target and they still have Wounds remaining, then that target may not move, shoot or cast spells during their next turn unless they pass a Leadership test. This spell will not affect the Possessed, Undead, or any model that is immune to fear.                    |                         |



*On occasion the Skaven and Goblins living below all the hated races walking above in the sun team together to form an unlikely alliance. For whatever reason individuals from these races have been shunned by their clans, forces to survive in the grossest part of the undercity or the regular sewers of the manthings. these underdwellers have survived off of eating rotting carcasses and excrement of other races but the real prize of the sewers is Warpstone.*

*Warpstone, the green rock of change, gets below in many ways, some washing in from the sea, others is dropped below by the manthings hiding their stash from witch hunters. In order to gain enough warpstone to fuel their addictions the Forgotten skaven and goblins often make pacts, and some alliances grow large enough to form a warband*

#### SPECIAL RULES

**An Alliance of Inconvenience:** The Goblins and Skaven of the sewers need each other, but they don't have to like it! Unlike most warbands, the Underworld has two leaders, though only skaven can use the Slave Kings leadership bonus, and only goblins can use the Bully's Leadership bonus. In addition, when taking rout tests, the Warband calculates whether they are routing as normal (25% of the warband OOA) but they take two rout tests, one for each leader. If one leader fails, all warband members of his type rout with him. (The Warpstone Troll counts as a member of both factions and will only rout when both sides do)

**Factional Jealousy:** the alliance between the two races is a delicate balance, they need each other, but they also wouldn't mind if the other side dies, as such a warrior of one type may never intercept the charge meant for a warrior of the other type.

**Glory Hogz:** If one of the factions has routed, at the start of your turn you may roll 2D6. If you roll a double then the routed faction re-joins the battle at a random table edge! Any units taken out of action before the initial rout do not re-join the force (meaning that they will re-enter the game already doing rout tests), this may only happen once per battle.

**Power Grab:** though allies the two races live in constant fear of each other, and are always looking for the upper hand. If there is more of one type of race than the other at the start of a match, the race with more warriors Gains +1ld, and the race with less gains -1ld.

**Plenty More Where That Came From:** if one of the two leaders dies, another hero of the same race will take command, earning the title, and special rules of the dead leader (Bully/Slum Lord) meaning you can purchase a new hero of the former type the new leader was.

**Who'z da Boss!**: at the end of a game in which your warband was victorious, rather than gain +1xp for your leader, roll on the table below to determine who gains the Experience point:

D6	Result
1	<b>Neither!</b> You were too busy fighting amongst yourselves to learn anything!
2-3	<b>Cunning but Brutal!</b> The Goblin Bully gains the xp.
4-5	<b>Sneaky but Stabby!</b> The Slum Lord gains the xp
6	<b>A rare moment of comradery:</b> both gain +1xp.

**Warpstone for Breakfast:** Underdwellers Warpstone hunger is bottomless, they Eat, Drink, Sleep and bathe in the stuff.

Any Hero may start the campaign with a single mutation (leaders may start with two) from the following gifts and mutations in the 'Corrupted Characters' chapter if they pay the appropriate cost; Poisonous Bite, Extra Arm, Hulking Brute, Regeneration, Suckers, Elastic Arms, Vestigial Twin, Cloud of flies. When rolling for level ups, on any doubles, the warrior may instead purchase one of the above mutations.

#### Choice of Warriors

An Underworld warband must include a minimum of four models. You have 500 gold crowns with which you can use to recruit and equip your warband. The maximum number of warriors may never exceed 20.

**Goblin Bully** Each Underworld warband must have one Boss, no more, no less!

**Skaven Slum Lord** Each Underworld warband must have one slave king no more, no less!

**Skaven Slave Champions:** Your warband may include up to two Slave Champions

**Goblin Stinky Gits:** Your warband may include up to two Stinky Gits.

**Skaven Slaves:** your warband may contain up to 5 Skaven Slaves.

**Boglars:** your warband may contain up to 5 Boglars

**Sewer Squigs:** your warband may contain up to 4 sewer squigs

**Giant Rats:** your warband may contain any number of Giant Rats

**Warpstone Troll:** your warband may contain a single Warpstone Troll

#### Starting Experience

**Goblin Bully** starts with 20 experience

**Skaven Slum Lord** starts with 20 experience

**Skaven Slave Champions:** start with 0 experience

**Goblin Stinky Gits:** start with 0 experience

**Henchmen Start** with 0 experience.

**Warpstone Trolls, Sewer Squigs and Giant rats** do not gain experience.

## Underworld Alliance Skill List

	Combat	Shooting	Academic	Strength	Speed	Special
Bully	✓	✓	✓*		✓	✓
Slum Lord	✓		✓*	✓	✓	✓
Slave Champ	✓				✓	✓
Stinky Git		✓			✓	✓

\*If one of the leaders chooses an Academic Skill, the other leader must also choose an Academic Skill next skill up out of jealousy.

## Underworld Alliance Special Skills

**Toss Me!** If in base contact with the Troll, the Hero may choose to be thrown 2D6 inches in a direction of your choosing, the warrior must pass an initiative test to land safely on the ground. You may choose to be thrown at an enemy warrior, this counts as a diving charge, but if you fail the initiative test both you and the target suffer a S3 Hit. If you roll double 1s for the distance the troll has taken a bite out of the trusting warrior and he is taken OOA

**Ha! watch this:** if in the same combat as a Hero from your warband that is a different race than you and they make a failed attack, you gain an extra attack with a weapon of your choice (Limit once per round)

**Infiltration:** same as the skaven skill.

**Wyrdstone addict:** the warrior may eat a Wyrdstone shard after the battle to roll on the Warp Touch Chart. Also the warrior is immune to attacks from Tainted weapons.

**Stuff em with green.** The Hero may feed 1 Warpstone to 1 squig or giant rat in the post-game. during the next battle, secretly nominate a squig/giant rat. When the model is Charged or charges you may choose to have them explode in a shower of Wyrdstone. all models within 2" are wounded on a 4+. Due to the corrosive stomach acids, bone, teeth fragments this explosion also affects undead and counts as a tainted attack. The detonated animal may never be used again as it is splattered in a million pieces!

## Underworld Alliance Weapon List

### GREENSKIN EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger .....	1st free/2 gc
Club .....	3 gc
Sword.....	10 gc
Spear.....	10 gc
Squig Prodger .....	15 gc
Ball and Chain*.....	15 gc
Man Catcher**.....	25gc

#### Missile weapons

Short bow.....	5 gc
Blowpipe .....	25 gc
Throwing stars* .....	15 gc

#### Armor

Light Armor .....	20 gc
Shield.....	5 gc
Helmet .....	10 gc

### SKAVEN EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger .....	1st free/2 gc
Sword .....	10 gc
Flail .....	15 gc
Spear .....	10 gc
Halberd .....	10 gc
Weeping Blades* .....	50 gc
Man Catcher**.....	25gc

#### Missile Weapons

Sling .....	2 gc
Throwing stars* .....	15 gc
Blowpipe .....	25 gc

#### Armour

Light armour .....	20 gc
Buckler .....	5 gc
Helmet .....	10 gc

#### Miscellaneous Items (available to all heroes)

Madcap Mushrooms.....	15gc
Black Lotus.....	10gc
Warpstone Amulet.....	10gc

\*Heroes only

\*\*Leader only

# Heroes

## 1 Goblin Bully

### 50 Gold Crowns to Hire

All goblins dream of being Number 1 and if they can't find it among their equals they will seek out their lessers. Down in the sewers they almost achieved their goal, if it wasn't for the damn skaven!

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

**Weapons/Armour:** The Goblin bully may choose weapons and armour from the Greenskin Equipment list.

#### SPECIAL RULES

**Leader:** Any Goblin Warrior within 6" of the Bully may use his Leadership value when taking Leadership tests.

**One upmanship:** The Goblin Bully may reroll all to hit rolls when fighting in the same combat as the Skaven Slave King.

## 0·2 Goblin Stinky Git

### 25 Gold Crowns to Hire

The life of a Stinky Git is disgusting, often times they go their whole lifetime without ever seeing sunlight, eating excrement and the mushrooms on top, but if you can get used to all the mutations, it's never a dull one!

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

**Weapons/Armour:** Stinky Gits may choose weapons and armour from the Greenskin Equipment list.

#### SPECIAL RULES

**Disgusting:** a life of wyrdstone abuse and eating whatever floats to the bottom of the city have made Stinky Gits immune to pretty much all disease and poison. This warrior is not affected by poison attacks, and can shrug off any disease on a 4+ (only test when first contracted).

## 1 Skaven Slum Lord

### 50 Gold Crowns to Hire

In Skaven society there's many ways to fall from grace, betrayal being the most common, and most result in the former warlord dead with a knife in his back! A few survive and scurry into the sewer to lick their wounds. Others down here have never had power, born a slave rat, but rose up against their masters and escaped taking his slave comrades with him. whatever the reason, the slave king knows he needs these goblins to survive, not that he would admit it.

Profile	M	WS	BS	S	T	W	I	A	Ld
Slave King	6	4	3	4	3	1	5	1	7

**Weapons/Armour:** The Slave King may choose weapons and armour from the Skaven Equipment list

#### SPECIAL RULES

**Leader:** Any Skaven Warrior within 6" of the Slave King may use his Leadership value when taking Leadership tests.

**Sneaky Snark:** When fighting in the same combat as the Goblin Bully, if the Bully takes someone out of action roll a D6. On a 4+ the Slum lord actually jumped in at the last second and stole the kill! Any XP for the OOA goes to the Slum lord .

## 0·2 Skaven Slave Champion

### 25 Gold Crowns to Hire

Slave rats are the frontline of any skaven army, usually starved and weak, some are given special treatment and made strong to fight in fighting pits, or to move massive contraptions war, still rarer, some of these revolt with a leader, or escape by chewing off their arm and disappearing into the night.

Profile	M	WS	BS	S	T	W	I	A	Ld
Slave Champ	6	3	2	3	3	1	5	1	6

**Weapons/Armour:** Slave Champions may choose weapons and armour from the Skaven Equipment list

#### SPECIAL RULES

**Tunnel Rat:** Slave Champions are at home beneath the city. They pick their way along the ledges as surefooted as a cat. Any characteristic-based tests being taken for scenarios set in sewers or elsewhere underground can be re-rolled.



# Henchmen

## 0's Boglars

**25 gold crowns to hire.**

*It is unknown if Boglars are related to their ogre following cousins or whether they are some strange offshoot of trolls, they share characteristics of both and are often found following the strange one eyed beasts of the cursed marsh. Some find their way below the city and end up following whoever's down there telling them what to do.*

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

**Weapons/Armour:** Boglars may use Weapons and Armour available to greenskins.

### SPECIAL RULES

**Largely Insignificant:** Boglars count towards the number of warriors in a warband but are not considered for Rout tests - neither for determining the initial warband size nor as lost models.

**Bicker:** Roll a D6 at the beginning of the turn for each Boglar within 2" of another Boglar and not engaged in close combat. On a result of 1 the Boglar starts to bicker, insult and/or bully the other Boglar and may do nothing else this turn.

**Regeneration:** Boglars have unique physiology that allows them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Boglar roll a D6, on a result of 5 or more the wound is ignored and the Boglar is unhurt. Boglar may not regenerate wounds caused by fire or fire based magic.

## 0's Sewer Squigs



**15 gold crowns to hire**

*Cousin to the Cave Squig. Their hardy constitution allow them to grow anywhere even (or maybe especially?) in the horrible depth of the sewers. These creatures are a curious blend of animal and fungus and are composed mostly of teeth, horns, and a nasty temperament.*

Profile	M	WS	BS	S	T	W	I	A	Ld
Sewer Squig	2d6	4	0	4	3	1	4	1	5

**Weapons/Armor:** Big gob and brutality! Squigs never use or need weapons or armour.

### SPECIAL RULES

**Movement:** While not drastically different than normal Squigs, Sewer Squigs are flippered cousins to the Cave Squig. They move 2D6-1" each turn on land. However, when in water, they are able to swim 2D6" each movement phase, which is not reduced by penalties for water. They do NOT, however, count as Aquatic.

## Skaven Slaves

**10 gold crowns to hire**

*Skaven slaves, sometimes called Clanrat Slaves, form the very bottom rank of society. They occupy a cruel and miserable position, but an essential one, for Skaven society is run by their unceasing labour. They carry out all menial labour, including mining, tunnelling and food production. The slave class is made up of Skaven born into bondage, along with the remnants of a fallen Skaven clan enslaved by the victorious rival, and even non-Skaven.*

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

**Weapons and armour:** Skaven Slaves may use weapons and armour available to the Skaven.

## Giant Rats

**15 gold crowns**

*Giant Rats are creations of the twisted genius of the Skaven. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering any opponents by sheer weight of numbers.*

Profile	M	WS	BS	S	T	W	I	A	Ld
Giant Rat	6	2	0	3	3	1	4	1	4

**Weapons/Armour:** None. Giant Rats never use any armour or weapons.

### SPECIAL RULES

**Pack size:** You can recruit as many Giant Rats as you wish.

**Experience:** Giant Rats are animals and do not gain experience.

## 1 Warpstone Troll

### 250 Gold Crowns to hire

*Being the stinkiest thing in a sewer is not an easy task, but Warpstone Trolls are leagues above other creatures with their stench. Overexposure to Warpstone have mutated these creatures to almost the level of a Chaos Spawn. 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.*

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

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

#### SPECIAL RULES

**Fear:** Warpstone Trolls are frightening monsters which cause fear.

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

**Regeneration:** Warpstone Trolls have unique physiology that allows them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Warpstone Troll roll a D6, on a result of 4 or more the wound is ignored and the Chaos Troll is unhurt. Warpstone 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 Warpstone 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:** Warpstone Trolls are Large Targets as defined in the shooting rules.

