



Nordheim

Hired Swords

&

Dramatis Personae

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Hired Swords

This is a compilation of the finest mercenary retainers and opportunistic pay-swords for hire. The collection reflects on the behaviour of hired bravos who find themselves drawn in to arduous campaigns and how that experience might impact on their contractual obligations. The following rules apply when using Hired Swords in Mordheim campaigns at Bunkkeri 34.

blood pacts

Roll 2D6 for each Hired Sword in the post-battle sequence, after their upkeep is paid. On a roll of 12, the Hired Sword swears an oath of allegiance in blood and becomes tied in a pact with warriors from the warband. For each skill or characteristic increase the Hired Sword has gained, add 1 to the rolled result for the Hired Sword to form a Blood Pact with the warband.

Assassins, Thieves, Merchants, Fences and Slavers may never form a pact with a warband. If a pact is formed the Hired Sword still counts as a Hired Sword in every respect but no longer has any upkeep to pay.

"There are some things more important than gold, even to a mercenary. There is a rough sort of honour even sell-swords abide by. More than the bonds of loyalty, however, there was the question of blood."

— Bruno Valdner, Wissenland Mercenary Captain

warband categories

The most common mercenary retinues around the Empire are those from Marienburg, Middenheim, Reikland, Ostland, Averland and the various other Imperial provinces. Mercenaries also include the much sought after Kislevites, Estalians, Tileans, Arabians, Norse, Pirates, Pit Fighters and Bretonnians.

Human warbands will include any warp-touched gangs and renegade warbands that are composed of human warriors by majority. This might include Cults of Chaos, Marauders of Chaos, Outlaws and Bandits.

Followers of Chaos include Cult of the Possessed, Carnival of Chaos and any other Cults of Chaos, plus Beastmen, Marauders of Chaos, Norse, and Chaos Dwarfs. Skaven and Dark Elves are not counted amongst Chaos warbands.

Elf warbands do not include Dark Elves and Dwarf warbands do not include Chaos Dwarfs.

Any warband which includes a Vampire, a Necromancer or a Liche is considered to be an Undead warband.

recruiting hired swords

A player can recruit Hired Swords when he creates his warband, or during the campaign phase after a game.

Hired Swords do not count towards the maximum number of warriors or Heroes a warband may have on its roster and don't affect your income from selling wyrdstone. However, Hired Swords do count as part of the warband for purposes of Rout tests, etc whilst in battle. A player cannot buy extra weapons or equipment for a Hired Sword, and he cannot sell the Hired Sword's weapons or equipment. To reflect their rarity, you can only have one of each type of Hired Sword in your warband. You may not use the Leadership of any of the Hired Swords for Rout tests.

hire fee

When a warband recruits a Hired Sword, you must pay his *hire fee*. Subsequently, after each battle he fights, including the first, you must pay his *upkeep fee* if you want him to remain with the warband. If the Hired Sword is killed, or you no longer require his services, you don't have to pay any upkeep! These costs are indicated in the entries for each Hired Sword.

The money paid to Hired Swords comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors. If you don't have enough gold to pay for the Hired Sword, or want to spend it on other things, he leaves the warband. Any experience he has gained will be lost, even if you hire a new Henchman of the same type.

injuries

If a Hired Sword goes *out of action* during the game, roll for his injuries as you would roll for a Henchman after a battle (i.e. 1-2 = Lost; 3-6 = Survives).

hired swords and experience

Hired Swords gain experience in exactly the same way as Henchmen. Refer to the scenarios to find out how much experience Hired Swords gain after each game.

Write the name and profile of a Hired Sword on your roster sheet in one of the Henchman group slots.

Once the Hired Sword gains enough experience for an advance, roll on the Heroes Advancement table (as opposed to Henchmen) to determine which advance he gains. Skills available to the Hired Swords are listed under their entries.



Dwarf Adventurers



SPECIAL RULES

Hard to Kill: Dwarfs are tough, resilient individuals who can only be taken *out of action* on a D6 roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 5 as *stunned*.

Hard Head: Dwarfs ignore the concussion special rule, they are not easy to knock out!

Hate Orcs and Goblins: All Dwarfs *bate* Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of *hatred*.

Elf Grudge: Any warband wishing to hire a Dwarf that also contains an Elf must pay an additional 10 gold crowns upkeep. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

Runebearer

35 gold crowns to hire +15 gold crowns upkeep

Not all Dwarfs enjoy being shut up beneath the ground all of their lives; some enjoy an occasional trip into the open air. Usually these Dwarfs are younger, and not quite as set in their ways. After a few trips aboveground, many Dwarfs learn something of the surrounding terrain and the skills required to survive in the open air.

Such fleet-footed Dwarfs are called pathfinders, and they fulfil a special role in Dwarf society, as scouts and representatives to the outside world.

May be Hired: Any Dwarf or Human warband (excluding followers of Chaos) may hire the Runebearer.

Rating: A Runebearer increases the warband's rating by +12 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Runebearer	4	4	3	3	3	3	2	1	9

Weapons/Armour: The Runebearer carries an axe, dagger, and crossbow. He wears light armour.

Skills: A Runebearer may choose from Combat, Shooting, or Dwarf Treasure Hunters' skill lists when he gains a new skill. Alternatively, he may choose the Runebearer skill, below.

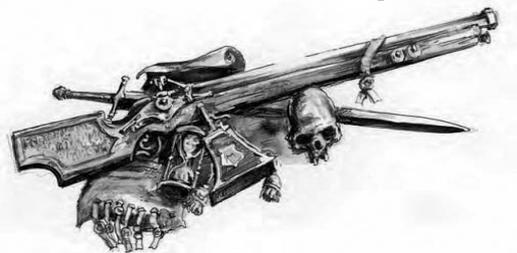
SPECIAL RULES

Explorer: Dwarf Runebearers are experts at foraging and living off whatever they can find in the wild. A warband with a Runebearer may roll one more dice than normal in the Exploration Phase, and discard one die of the player's choice.

RUNEBEARER SKILL

Pathfinder: A Runebearer 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.



Slayer pirate

30 gold crowns to hire +15 gold crowns upkeep

In the ancient Dwarf stronghold of Barak-Varr is a great trade centre, and many Dwarf merchant ships make port in its harbours. The crew of these ships are some of the most cunning and skilled sailors in the Old World. It is their charge to protect precious cargos of Dwarfen ales and treasures. Should a shipment be captured, wrecked, or lost to the depths of the sea, a great dishonour is placed on both captain and crew of the ship. This shame is often too much to bear, and occasionally such a seaman undertakes the Slayer Oath. These 'Hired Guns' will often turn to the City of the Damned to seek out an honourable death in combat.

May be Hired: A Dwarf Slayer Pirate may be hired by Mercenaries, Witch Hunters, Dwarf Treasure Hunters, Outlaws and Bandits.

Rating: A Slayer Pirate increases the warband's rating by 14 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Slayer Pirate	3	4	3	3	4	1	2	1	9

Equipment: A sword, superior black powder, and a great many pistols.

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

SPECIAL RULES

Deathwish: Slayer Pirates seek a chivalrous death in combat. They are completely immune to all psychology and will never need to test if they are fighting alone.

Festooned: Slayer Pirates prime so many pistols before battle that they never have to reload. The Slayer Pirate will not have time to draw a new pistol every round of hand-to-hand combat, he may only use pistols in the first round. In subsequent rounds of hand-to-hand combat the pistol counts as a club. Another pistol is drawn once he is out of combat or all of his opponents are *knocked down* or *stunned*.

Raging Drunk: Dwarfs spending their lives on the open sea usually know where to acquire fine Dwarfen Ale. A warband including a Slayer Pirate treats Bugman's Ale as Rare 6, but must pay 2D6 gold crowns extra to compensate for the copious amount that the Slayer Pirate will consume.

Treasure Hunter

55 gold crowns to hire +30 gold crowns upkeep

Since the disaster in Mordheim the Dwarfs have come to the ruins seeking fortune and a good fight. They are very much sought after as hired muscle by other warbands, but the Treasure Hunters have other benefits too. These Dwarfs are specialists in finding riches that others have tried to hide and, as such, can add considerably to a warband's purse.

May be Hired: Mercenaries, Witch Hunters and Dwarf warbands may hire a Treasure Hunter. Dwarf Treasure Hunter warbands consider solo treasure hunters to be rivals and so may not hire them.

Rating: A Dwarf Treasure Hunter increases the warband's rating by +24 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Hunter	3	5	4	3	4	1	2	1	9

Equipment: Gromril armour, helmet, two-handed mining pick (counts as double-handed weapon), dagger, hammer, treasure maps and lantern rig.

Skills: A Treasure Hunter may choose from Combat, Strength or Dwarf Treasure Hunters' skills when he gains a new skill.

SPECIAL RULES

Lantern Rig: The rig allows the Dwarf to use the lantern and still keep both hands free for weapons. Otherwise it follows the normal rules for lanterns.

Treasure Maps: Each battle the Treasure Hunter will select a map and see where it leads. Roll a D6 at the end of each battle which the Treasure Hunter survives without going *out of action*. The result only applies after each battle.

D6 Result

- 1 **Ambush!:** The Treasure Hunter is ambushed by brigands who planted the fake. Immediately fight combat between D3 brigands and the Treasure Hunter with the brigands counting as charging. The brigands have the characteristics of a Human Mercenary warrior (p.71 of Mordheim rulebook) and are armed with a club and dagger.
- 2 **Poor Fake:** The map is a forgery. The Dwarf uses the item to light his pipe.
- 3 **Looted Hoard:** It was a good map, but you were beaten to it! There's enough to add 1 to the number of Treasures your warband collected this game.
- 4 **Cellar:** This map leads to a forgotten cellar containing a barrel of Bugman's finest - treasure indeed! Just not enough to distribute between all of the warriors. Decide when to drink it and roll a D6 to see how many warriors it will serve. The first warrior to drink from the barrel must be the Treasure Hunter! The barrel may be sold. If the Treasure Hunter is

not retained he manages to take it with him when he leaves.

5 **Genuine!:** Roll one additional Exploration dice.

6 **Jackpot!:** You get one additional Exploration dice. However, do not roll this along with the rest of them. Instead, roll the Exploration dice you'd normally be entitled to first. Then choose the result of the extra dice instead of rolling it. Once you've done this, resolve the results of the Exploration as normal.

Troll slayer

25 gold crowns to hire +10 gold crowns upkeep

Troll Slayers are members of the morbid Dwarf cult whose followers are obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in an irredeemable way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind.

Troll Slayers are insanely dangerous individuals, psychopathic and violent. However, there are few better fighters, so they are much sought after when warriors are needed. Known as 'Hired Axes', Troll Slayers who come to Mordheim find plenty of opportunity to indulge their deathwish.

May be Hired: Mercenaries and Witch Hunters may hire a Dwarf Troll Slayer.

Rating: A Dwarf Troll Slayer increases the warband's rating by 12 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Troll Slayer	3	4	3	3	4	1	2	1	9

Weapons/Armour: Two axes or a double-handed axe (the hiring player may choose).

Skills: A Troll Slayer may choose from Combat and Strength skills when he gains a new skill. In addition, there are skills unique to Dwarf Troll Slayers which he can have instead of normal skills when he gains a new skill.

SPECIAL RULES

Deathwish: Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and will never need to test if they are fighting alone.

TROLL SLAYER SKILLS

Ferocious Charge: The Dwarf may double his attacks on the turn in which he charges. He will suffer a -1 to hit penalty on that turn.

Monster Slayer: The Troll Slayer always wounds any opponent on a D6 roll of 4+, regardless of Toughness, unless his own Strength (with weapon modifiers) would mean that a lower result than this is needed.

Berserker: The Dwarf may add +1 to his to hit rolls during the turn in which he charges.

Journeyman runesmith

30 gold crowns to hire + 15 gold crowns upkeep

Having finished his apprenticeship it is usual for a Runesmith to spend several years seeking to increase his knowledge of the art. For some this may mean moving to another forge or hold and working with a different master. Some however are fired to discover things lost in the past and travel to old holds, looking for secrets that have passed out of knowledge. Recovery of ancient Runes is seen by most as a worthy exercise, unlike the pursuit of new knowledge. For this reason a journeyman will accompany parties seeking to right grudges and maintain their equipment in return for protection on his expedition.

May be Hired: Mercenaries, Dwarfs and Witch Hunters may hire a Journeyman Runesmith. Warbands that include Elves may hire them, but must pay 30 gold crowns after each battle instead of 15 gold crowns. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

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

Profile	M	WS	BS	S	T	W	I	A	Ld
Runesmith	3	4	3	3	4	1	2	1	9

Weapons/Armour: A Runesmith is equipped with a Gromril hammer and heavy armour.

Skills: A Runesmith may choose from Combat and Strength skills when he gains a new skill. In addition, there are Runes Use skills unique to Runesmiths which he can have instead of a normal skill when he gains a new skill.

SPECIAL RULES

Runesmith: A Runesmith may inscribe Runes as detailed below.

Armourer: A Runesmith can repair and make weapons and armour. The warband may purchase one item per post game trading session from the following: axes, hammers, swords, double-handed weapons, helmets, shields, light and heavy armour at a 2D6 gold crowns discount to a minimum price of 1 gold crown. This applies only if the Runesmith did not go *out of action*.

RUNE USE

A Runesmith may inscribe Runes before a battle. They start knowing one Rune but may learn more as spellcasters learn spells. These Runes are only temporary due to the haste of the Journeyman Runesmith but may not be dispelled during the game. Runes may be inscribed on axes, hammers, swords, double-handed weapons, helmets, shields, light armour and heavy armour. The Runes are:

Rune	Effect	Effective on	Difficulty
Iron	6+ special save	Armour	6
Stone	+1 armour save	Armour	6
Fury	+1 Attack	Weapon	7
Striking	+1 Weapon Skill	Weapon	6
Speed	+1 Initiative	Weapon	5
Cleaving	+1 Strength	Weapon	8

Before the battle the Runesmith may attempt to inscribe every Rune he knows, but once only. No Rune may be inscribed on an item with a Rune already on it. If he passes the difficulty roll made on 2D6 he has succeeded and the Rune will affect the weapon/armour for the coming battle.

On a roll of 2 the process has highlighted shoddy (hence non-Dwarf) manufacturing and the item being inscribed on is broken. Remove the item from your warband roster. When inscribing a gromril item (including dwarf axes) re-roll a result of 2 but the second roll always stands.

On a roll of 12 the Rune is durable and will last beyond one battle else it fades after the battle.

Durable: If a Rune becomes durable roll a D6 after each battle, but not the first, on a roll of 1 or 2 it fades and ceases to be effective, otherwise it will remain effective in the next battle.





Elf expeditionists



SPECIAL RULES

Excellent Sight: Elves have eyesight unmatched by mere humans. An Elf spots *bidden* enemies from twice his Initiative value in inches away.

Sundering: Elves have an unyielding *batred* for Dark Elves.

"It is right that we remember the past, for we shall surely rue the day we forget those who came before us. Whether for good or ill, it is they who shape us, form our thoughts and send us into the future with their memories."

— Anurion the Green, Archmage of Saphery



Ranger

40 gold crowns to hire +20 gold crowns upkeep

Elves are a wondrous race: lithe, tall, beautiful, longlived and magical. For the most part they are feared and distrusted by humans, though some live in the cities amongst men and offer their services as minstrels and archers in return for a high fee. Though Elves become rarer in the Old World each year, there are still some roaming on the trackless paths of the Drakwald Forest and the Forest of Shadows.

Elves sensibly tend to avoid the ruins of Mordheim, for in the City of the Damned there is little to attract that fey and strange race, but sometimes they are hired by treasure hunters, for few can match their skill with a bow, or their inhuman quickness and agility. The senses of an Elf are much keener than any human's, and they make excellent scouts.

May be Hired: Mercenaries and Witch Hunters may hire Elf Rangers. Warbands which include Dwarfs may hire Elf Rangers, but must pay 40 gold crowns after each battle instead of 20.

Rating: A Ranger increases the warband's rating by 12 points, plus 1 point for each Experience point he has.

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

Equipment: Elf bow, sword and Elven cloak.

Skills: An Elf Ranger may choose from Shooting and Speed skills when he gains a new skill. In addition, there are skills unique to Elf Rangers as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

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

ELF RANGER SKILLS

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

Luck: The Elf Ranger 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).

Ghost strider

40 gold crowns to hire +20 gold crowns upkeep

The solitary nature of forest dwelling elves is common knowledge yet the single-minded wardens roaming woodlands across the Old World would have us believe otherwise. Ghost Striders are not only protectors. They seek out and purge the forces of Chaos and have been known to find kinship when crossing paths with Troll Slayers and forge unlikely alliances with similarly fanatical warriors.

Masters of concealment and banishers of unwelcome intruders, Ghost Striders adventurously survey the wilds, occasionally acting as wards for nobles amongst men. Their nearly supernatural fleet-footed presence and their deadly aim is a prized asset in wilderness habitats and the ruins of Mordheim.

May be Hired: Any Mercenaries or Elf warbands may hire an Elf Ghost Strider.

Rating: A Ghost Strider increases a warband's rating by +22 points, plus 1 point for each Experience point he has.

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

Equipment: Elf bow, sword, light armour, hunting arrows.

Skills: A Ghost Strider may choose from the Speed and Shooting skills when he gains an advance.

SPECIAL RULES

Stalk: Such is the skill with which a Ghost Strider moves, they may move, even run, while *bidden*.

Hunted: At the start of each game, the Ghost Strider may choose one enemy to be his prey. All attacks against that enemy, whether shooting or close combat, are made at +1 to hit.



Master of the Hunt: A Ghost Strider may fire an additional shot in any shooting phase provided he is using an Elf bow. Note that this skill can be improved with the Quick Shot skill.

Shadow warrior

35 gold crowns to hire +15 gold crowns upkeep

Shadow Warriors are High Elves from the desolate war-ravaged land of Nagarythe, where the Witch King once held court. This leads their kin to mistrust and ostracise them. These angry lost souls are often used as scouts and skirmishers for High Elf forces, as well as wandering sell-swords looking to quench their bitter hatred of the Dark Elves. Though not as skilled a scout as the Ranger, the Shadow Warrior is as deadly with his bow and sword as any Elf.

May be Hired: Any Mercenaries or Elf warbands may hire a Shadow Warrior.

Rating: A Shadow Warrior increases the warband's rating by +12 points, plus 1 point per Experience point he has.

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

Weapons/Armour: A Shadow Warrior carries a sword, longbow, dagger, shield and wears light armour.

Skills: A Shadow Warrior may choose from Combat or Shooting skills when he gains a new skill. In addition, there are skills unique to Shadow Warriors as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Infiltration: A Shadow Warrior 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.

SHADOW WARRIOR SKILLS

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 Shadow Warriors have 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 *bidden* must halve his Initiative before measuring the distance.

Sniper: Long years of guerrilla warfare against the Dark Elves have taught Shadow Warriors how to strike from the shadows without being seen. If *bidden*, a warrior with this skill may shoot and still remain *bidden*.

Powerful Build: The warrior is strongly built for an Elf, and is capable of feats of strength not often seen among the people of Ulthuan. 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.

Magister

45 gold crowns to hire

Unlike the staid and traditionally insular archmages of the Tower of Saphery, devotees of the smaller temples are wanderers. After a brief few decades study at the temple on Ulthuan, they leave to seek enlightenment in the true ways of magic by studying the ways of the world. There is no single path to this enlightenment, indeed there are said to be more paths than there are those that tread them.

These mages are not merely students of the academic arts. Their wanderings are perilous and inevitably lead them into dangerous lands where they must defend themselves. Thus, most of their magics are means to enable them to survive to explore the world another day.

Few magisters own much in the way of possessions, and this saves them from some of the less savoury folk they encounter. However, although robbing them is generally not worth the effort, the mere fact that they are Elves is enough to attract bigots and small-minded fools to attack them. All this just underlines the natural feelings of superiority of the wanderers, which in turn makes their enlightenment all the more distant.

May be Hired: Mercenaries may hire an Elf Magister.

Rating: The Magister increases the warband's rating by +23 Points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Magister	5	4	3	3	3	2	6	1	8

Equipment: Staff, Elven cloak.

Skills: An Elf Magister is a wanderer and will not stay long enough with a warband to learn new skills.

SPECIAL RULES

Wizard: Elf Mages are magicians and have three rituals of Qhaysh generated at random from the High Magic list. See the Magic section of the Mordheim rulebook for more details.

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

Wanderer: An Elf Magister is a wanderer, and will only stay with a warband for the duration of a single battle. A warband who used an Elf Mage in their last battle may not seek out another until they have fought at least one battle without one.



Rituals of Qhyash

High Magic, also called True Magic, is exclusive to High Elves. Spells using Qhyash use elements of many or all of the Winds of Magic at once. While High Magic is a potent force in the Old World, it is beyond the means of most characters to ever attain. Elf wizards adventuring in the Old World work towards mastering the fundamentals of magic and those who do not return to Ulthuan to be ushered into the teachings of True Magic, spend decades if not centuries in study and meditation before mastering any of its complex rituals.

D6 Result

1 Divination of Shirath Difficulty 6

Looking into the mists of the future, the Magister divines his best move.

The Mage may re-roll all his failed dice rolls, though the second result stands. The effect lasts until the beginning of the Mage's next turn.

2 Shimmering Shield Difficulty 7

The Magister is surrounded by a pale glow.

This spell acts as a shield to protect the Mage. It gives him an additional unmodified 5+ save against all attacks. The effect lasts until the beginning of the Mage's next turn.

3 Statue of Light Difficulty 7

A pillar of light transfixes the Mage as another stabs down from the heavens to pin his target.

The Mage chooses a single enemy model he can see. That model may not move as long as the Mage remains both static and alive. The Mage and the target may cast spells normally, but fight in close combat at -2 Weapon Skill (minimum of 1).

4 Fleeting Shadows Difficulty 8

The Magister slips between worlds, shimmering in and out of existence and becoming hard to pinpoint exactly.

The first time the Mage is hit in close combat or shooting, the spell protects him and the hit is ignored. Move the Mage 2" from his current position in a random direction (but not off a cliff, etc). This is where he really was all along. The spell remains in play until it saves the Mage from a hit, whereupon it is dispelled. It may not be cast again whilst it is in play.

5 Hunter's Fury Difficulty 9

The Mage gestures at the target and glowing arrows shoot from his fingertips to fly at the foe.

The spell summons D3+1 arrows which the Mage can use to shoot against one enemy model following the rules for normal shooting. The arrows have a range of 36". Use the Mage's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. Each arrow causes one Strength 3 hit.

6 Silent Guardian Difficulty 9

Glowing swords appear by the Mage, leaping to his defence if he is attacked in close combat.

This spell acts as an invisible guardian that will defend the Mage. If the Mage is attacked in close combat then the guardian will fight first with Weapon Skill 5, Strength 3. The guardian will make 1 attack per turn against each enemy that attacks the Mage. The guardian will not leave the Mage's side, and will only fight if the Mage himself is being attacked. The Guardian cannot be attacked in return and will only be dispelled if the Mage casts another spell or dies.

Halfling Daredevils

Thief

25 gold crowns to hire +special upkeep

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.

May be Hired: Mercenaries, Ogres, and any Elf or Dwarf warbands may hire a Halfling Thief.

Rating: A Halfling Thief increases the warband's rating by +14 points, plus 1 point for each Experience point he has.

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

Equipment: A Halfling Thief is equipped with rope & grapple, a sword, dagger, and throwing daggers.

Skills: A Halfling Thief may choose from the Speed and Shooting skills when he gains a new skill. In addition, there are skills unique to Halfling Thieves as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Uneasy Ally: At the end of each (whether or not the Halfling Thief actually took part), roll a D6 and consult the following chart.

D6	Result
1	Stop Thief! Unimpressed with his employment, the Thief has absconded with all the warband's valuables! Remove the Thief from your roster, along with all Treasures and valuables in your stash from previous games. Do not add additional Treasures for having the Thief in your warband this game.
2-5	Tax Time: The Halfling Thief seems satisfied thus far, and just charges his normal fee of 15 gold crowns upkeep.
6	Ignorance is Bliss: Satisfied with the take so far, the Thief forgoes any upkeep charges on your warband. And whatever he's filched you never knew you had...



Infiltration: A Halfling Thief 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.

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 as long as the Thief was in the battle, and wasn't taken out of action.

HALFLING THIEF SKILLS

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

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

Scout

15 gold crowns to hire +5 gold crowns upkeep

Halflings are diminutive creatures, generally more concerned with the timing of their next meal (or two) than with military pursuits. They range from three to four feet tall, and are neither very strong nor tough, but are naturally good shots and steadfast in the face of danger. Some Halflings are more adventurous than others, however, and these bold spirits are much sought after by mercenary bands, for they are splendid archers, and excellent cooks to boot.

May be Hired: Any warband except Skaven, Undead, Beastmen, Carnival of Chaos, Possessed and other Chaos Cults may hire a Halfling Scout.

Rating: A Halfling Scout increases the warband's rating by +5 points, plus 1 point for each Experience point he has.

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

Equipment: Bow, dagger and a cooking pot (counts as a helmet).

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

SPECIAL RULES:

Cook: Halflings are renowned for their cooking skills. A warband with a Halfling Scout may increase its maximum size by +1, as warriors from all around are attracted by the smell of great food! Note that this does not increase the maximum number of Heroes you may have.



Ogre wanderers



SPECIAL RULES

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

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

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

Slaver

90 gold crowns to hire +35 gold crowns upkeep

In remote stretches of the world Ogre Slavers are a common enough sight. The practice of slavery is flourishing amongst certain ruthless Ogres with one purpose in mind: capture men who will be forced to fight for them. Ogre slavemasters take prisoners as bounty from ambushes whenever cowering foes surrender. Though none could yet lay claim to the infamy of the 'Corpse-slaver' Braugh Slavelord, all Ogre Slavers are fearfully respected by those fiends who dare to do business with them.

May be Hired: Ogre Maneaters, followers of Chaos and Chaos Dwarf warbands may hire an Ogre Slaver.

Rating: The Slaver increases your warband rating by +40 points, plus 1 point for each Experience point he has.

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

Equipment: Axe, club, light armour, and a collection of chains.

SPECIAL RULES

Capture: At the start of each battle nominate one of your opponent's Heroes as the Slaver's mark. This works like a Bounty Hunter's mark, except that instead of earning a reward after the battle has ended, the *captured* mark belongs to the Slaver.

The Slaver gets +1 to hit his mark and must always move towards them. He gains +D3 Experience for each mark he puts *out of action* if he survives and the battle was won. After the battle do not roll on the Serious Injuries chart, marks count as *captured*. Unlike the Bounty Hunter skill no reward is earned for capturing the mark. Any weapons can be kept by the warband or sold.

Chains: A mark works for the Slaver's warband and must always remain within 8" of him, due to a chain shackled to him held fast by the Slaver. If the Slaver is holding onto chains he can only use one weapon.

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

Bodyguard

80 gold crowns to hire +30 gold crowns upkeep

Ogres are large, brutish creatures, standing some ten feet tall, and all of it bone and muscle. For this reason they are much in demand as bodyguards and mercenaries, despite their lack of brains. A warband backed up by an Ogre makes a fearsome enemy, since Ogres are extremely dangerous fighters and a terrifying sight to behold when enraged. They happily accept any employer, as they are notoriously unbothered about who they fight for.

May be Hired: Any warband except Skaven may hire an Ogre Bodyguard.

Rating: An Ogre Bodyguard increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: Either two swords, axes or clubs (or any mix of them), or a double-handed weapon. Bodyguards wear light armour.

Immunity to Warp-touch

Cases are so rarely documented of Ogres or Halflings succumbing to the altering effects of wyrdstone. Curiously both races exhibit an unusual resistant to the warp-touch in its many guises. Whether it, be tainted goods, shards of wyrdstone or the black dust narcotic, none appear to be more impervious to exposure from this stuff of Chaos.

Any Ogre or Halfling warrior carrying wyrdstone items never makes a check to see if they have been adversely affected.



Men for Hire from Great Nations

"When I heard this tale from the the harper's lips we were in the company of sea elves and, curiously enough, one of those present was addressed by his fellows as Senduiuiel. Certainly he and the other sea elves present listened to the harper's story with every evidence of belief. When the harper departed, they were bound for Marienburg, to carry their warning to the elves who dwell there."

— Orfeo, Bretonnian Minstrel

Beast Hunter

35 gold crowns to hire + 15 gold crowns upkeep

The Beast Hunter is a dark wanderer, full of mystery and self-loathing. His is a woeful tale. Kith and kin slaughtered by the foul Beastmen of the wild. He is one of many such men who have been driven to the very edge by their experiences, yearning only now for unquenchable revenge against those that destroyed their once normal lives. They bedeck themselves in the skins of their foes and take on a truly frightening aspect. It is a stout captain indeed who hires such 'wild men' of the forest but their hunter's skills are without equal and their raw strength in combat is too awesome to ignore. Dangerous and ferocious, ideal qualities for survival in the dark, unbridled wilds...

May be Hired: Any warband except Skaven, Beastmen, Undead, Orcs & Goblins, Possessed, Carnival of Chaos and other Cults of Chaos may hire a Beast Hunter.

Rating: A Beast Hunter increases the warband's rating by +18 points, plus 1 point for each Experience point he has.

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

Equipment: Two axes, Hunter's throwing axe (counts as a throwing knife with +1 Strength), light armour and a trophy rack of skulls.

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

SPECIAL RULES

Beastmen Vengeance: The Beast Hunter hates all Beastmen (this includes Gors, Ungors, Centigors and Minotaurs) and will fight for no upkeep cost in battles against Beastmen.

Skull Rack: The Beast Hunter wears a grisly skull rack bedecked with bestial skulls. He causes *fear* in all Beastmen.

Predator: The Beast Hunter is a predator of all fell creatures but most especially Beastmen. In any battle that is set in the wilderness (ie, not strictly within Mordheim) that involves Beastmen, the Beast Hunter may be set up after both warbands have deployed. He may be set up anywhere on the board that is *bidden* and outside of the enemy deployment zone.

Bard

20 gold crowns to hire + 10 gold crowns upkeep

In the dark and depressing streets of Mordheim a rousing tune foretelling the warband's victory can lift even the lowliest of spirits. Rivalling the minstrels of the Elves come the harpers from mist-shrouded Albion. Skalds from cold Norsca are the most famous of these battle-hardened musical entertainers.

A Bard may seem out of place in the City of the Damned but there are those street performers who are willing to sing out their battle chorus for the highest bidder. Only the bravest of songsters would consider looking for an audience in Mordheim.

May be Hired: Any warband which includes Humans, Elves or Dwarfs may hire Bards.

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

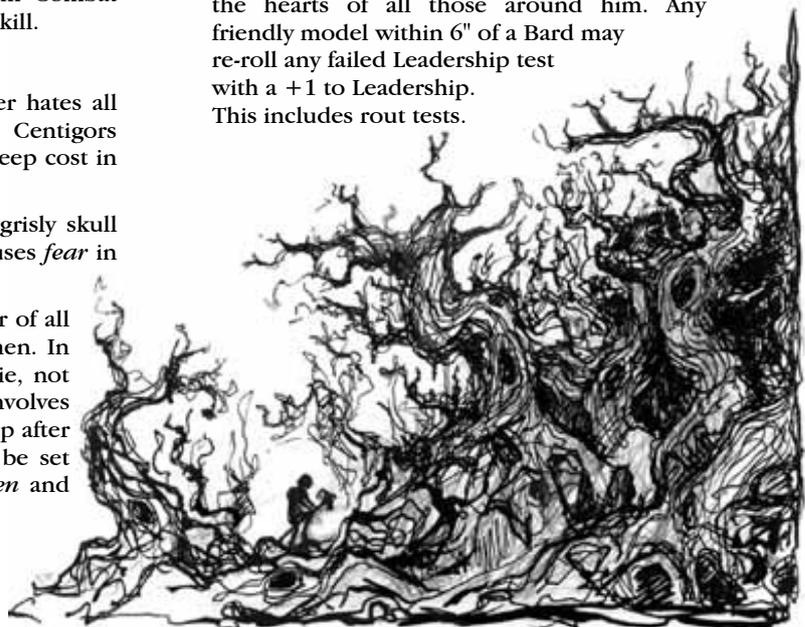
Profile	M	WS	BS	S	T	W	I	A	Ld
Minstrel	4	3	3	3	3	1	3	1	7

Equipment: Sword, dagger, light armour and a musical instrument such as a lute or harp.

Skills: A Bard may choose from Academic and Speed skills when he gains a new skill.

SPECIAL RULES

Songster: A Bard's rousing war songs steel the hearts of all those around him. Any friendly model within 6" of a Bard may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.



Big game Hunter

40 gold crowns to hire + 18 gold crowns upkeep

There are many reasons why adventurers risk life and limb exploring the mysterious continent of Lustria. The lure of riches and arcane knowledge brings a steady flow of greedy individuals but some are drawn in search of legendary creatures rumoured to inhabit the lush jungle. Expert game hunters are paid vast sums of money by flamboyant Old World nobles in order to bring back these exotic creatures. These rare beasts are displayed in the private zoos and gardens of nobles or can be found hanging from the walls of their palaces. Game hunters are skilled trackers and hunters having spent most of their lives hunting game in the forests of the Old World. They are well equipped and not inexpensive to hire.

May be Hired: Any Human warbands may hire a Big Game Hunter.

Rating: A Big Game Hunter increases the warband's rating by +16 points, plus 1 point for each Experience point he has.

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

Equipment: Sword, dagger, net, light armour, hunting rifle (same as a Hochland long rifle).

Skills: The Big Game Hunter can choose from Shooting or Academic skills when he gains a new skill.

SPECIAL RULES

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



Bounty Hunter

40 gold crowns + 15 gold crowns upkeep

Villains and outlaws are rife in the Old World. In Mordheim they are as ubiquitous as the ruins that litter the streets. It is the false perception of some outlaws that the depravity and chaos within the city's walls can offer some anonymity from those men who would seek to bring them to justice and claim the price on their heads. Not so, for Bounty Hunters are determined and resourceful men who will often hire themselves out as mercenaries to roaming warbands in the hope of getting closer to their mark. Their mission is to capture at all costs and a little thing like a cursed city isn't even going to slow their stride...

May be Hired: Any warband except Outlaws, Bandits, Skaven, Beastmen, Undead, Orcs & Goblins, Possessed, Carnival of Chaos and other Cults of Chaos may hire the Bounty Hunter.

Rating: A Bounty Hunter increases the warband's rating by +20 points, plus 1 point for each Experience point he has.

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

Equipment: Sword, dagger, pistol, crossbow, heavy armour, helmet, rope hook and lantern.

Skills: A Bounty Hunter may choose from Combat, Shooting, Strength and Speed skills when he gains a new skill.

SPECIAL RULES

Capture: The Bounty Hunter will always be on the lookout for the outlaw he is pursuing. Such contracts are numerous, especially in Mordheim so at the start of each battle nominate one of your opponent's heroes as the Bounty Hunter's mark. The Bounty Hunter gets a +1 to hit this model and must always move towards them (if he can see them), unless he can shoot (in which case choose). If the Bounty Hunter successfully takes the Hero *out of action* he gains the Hero's gold value as payment (of which he gives the warband half) +D3 experience if he survives the game and the Bounty Hunter's side wins. After the battle, do not roll on the Serious Injuries chart for the Hero, he simply counts as *captured*.

Duellist

35 gold crowns to hire +15 gold crowns upkeep

Duellists are men of the shadows, their reputations dark and bloodthirsty. They are men of iron nerve who stare unflinchingly into the face of death every time they draw their pistols. As well as expert pistoliers, duellists are master swordsmen, their close quarter fighting deadly and brief for their opponents. Those who seek the services of a duellist must frequent dark avenues and taverns to locate them, for they are enigmatic and elusive figures. However any warband who secures their skills will reap great benefit.

May be Hired: Any warband except Skaven and Undead may hire a Duellist.

Rating: A Duellist increases the warband's rating by +18 points, plus 1 point for each Experience point he has.

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

Equipment: Duelling pistol, sword, dagger and cloak. The cloak counts as a buckler.

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

SPECIAL RULES

Darting Steel: A Duellist is like a blur in hand-to-hand combat, turning blades aside with seemingly little effort or concern. The Duellist may parry using his sword and buckler if he can roll under his weapon skill and not more than his opponent's highest hit roll as per the normal rules.

Coachman

20 gold crowns to hire +10 gold crowns upkeep

Wagons, coaches and similar carts are very popular among the wealthy mercenary captains as they are both a practical means of transport for carrying the warband's riches and a status symbol. Wagons are also necessary for the great caravans of the merchants that travel the dangerous Silk Road. Capable wagon drivers are much sought-after aids to ensure a secure passage and only few dare to accept the risk. Those who do, charge a fair fee in gold for their services.

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

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

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

Equipment: Whip, sword, light armour.

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

SPECIAL RULES

Driver: A wagon driven by the Coachman may re-roll results on the Out of Control chart once. Note that the second result must be accepted even if it is worse.

Handyman: The Coachman is skilled in fixing minor damage on the wagon. If the wagon is stationary (ie, it has not moved the last turn) and the driver is in contact with the wagon, he may repair one previously damaged wheel. The driver may do nothing else that turn and the wagon may not be moved. He can even set in a new wheel if it flew off. Note that if there are any enemy models in contact with the wagon, it cannot be repaired that turn as the situation is way too dangerous to focus on the cart.

Warrior priest of Sigmar

40 gold crowns to hire +20 gold crowns upkeep

In the centre of Sigmarhaven is a wooden Temple of Sigmar and this attracts many fledgling warrior priests. To test their mettle against the horrors of the Cursed City, the priesthood hire out their acolytes and make careful observance of their faith, resilience and fervour.

May be Hired: Any warband may hire a Warrior Priest of Sigmar except Witch Hunters (they already have the warband choice!), Middenheim mercenaries, Possessed, Orcs & Goblins, Skaven and other suitably 'evil' warbands.

Rating: A Warrior Priest of Sigmar increases the warband's rating by +16 points, plus 1 point for each Experience point he has.

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

Equipment: Sigmarite warhammer, light armour and shield.

Sigmarite warhammer: A Sigmarite warhammer follows all the normal rules for hammers. In addition, add +1 to the Strength of the attacks made with this weapon. Against Possessed or Undead models the warhammer has a further +1 bonus on all to wound rolls.

Skills: Warrior Priests may choose skills from the Academic skills list, or they may randomly determine a new Prayer from the Prayers of Sigmar list.

SPECIAL RULES

Prayers: A Warrior Priest is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic section. He has two Prayers generated at random from the Prayers of Sigmar list.

Freelancer

50 gold crowns to hire +20 gold crowns upkeep

Just as warriors of the lower social orders can become mercenaries, squires or nobles may offer their skills for hire by becoming a Freelancer or 'robber knight'. Freelancers are often the younger sons of nobles, who have inherited little but their weapons, horse and armour. Having become disillusioned with their lot in life they have taken the only road available to them: that of a Hired Sword.

Financial considerations take precedence over the dictates of honour and chivalry. Many Freelancers have drifted to the shanty towns surrounding Mordheim, and offer their considerable strength to the highest bidders.

May be Hired: Mercenaries and Witch Hunters may hire Freelancers.

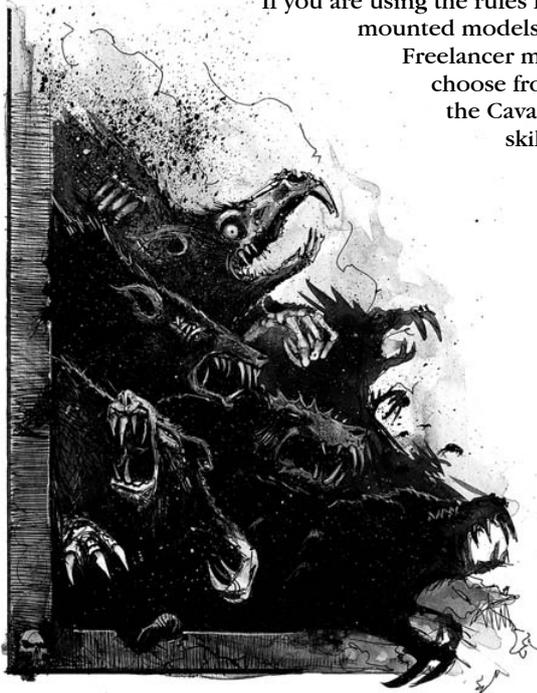
Rating: A Freelancer increases the warband's rating by +21 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Robber Knight	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Heavy armour, shield, lance and sword. If you are using the optional rules for mounted models, a Freelancer rides a warhorse (and has the Ride Warhorse skill). When mounted, the Freelancer has an armour saving throw of 3+. On foot his save is 4+.

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

If you are using the rules for mounted models, a Freelancer may choose from the Cavalry skills.



Grave robber

45 gold crowns to hire +18 gold crowns upkeep

Among thieves, the most despicable are those who loot the graves of the Old World. Some make quite a living robbing tombs and hiding out on the fringe of towns. Although detested by their fellow men, but the grave robber finds a certain favour among the practitioners of black magic who often benefit from the services of these shifty procurers.

May be Hired: Any warband which includes a Vampire, Necromancer or Liche may hire a Grave Robber.

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

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

Equipment: Pick-axe or shovel (counts as an axe), dagger, lantern, toughened leathers.

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

SPECIAL RULES

Hatred: All goodly men despise a Grave Robber, but any model that can use Prayers of Sigmar will hate the Grave Robber.

Grave Robbing: During the Exploration phase, a Grave Robber can loot a local cemetery if he wasn't taken *out of action*. Roll 2D6 and consult the following chart:

2D6 Result

- | | |
|-------|--|
| 2 | Discovered! The Grave Robber is discovered and is driven from the cemetery by angry villagers or ghouls or any number of nasty things. Remove the Grave Robber from your warband roster. |
| 3-4 | Paupers graves: No significant finds. |
| 5-7 | Trinket: A corpse is found wearing a trinket of moderate value. You get D6+3 gold crowns. |
| 8-9 | Treasure: A corpse has a copious amount of treasure within its grave. You get D6+8 gold crowns. |
| 10-11 | Corpse: No treasure, but you may add a Zombie to your roster provided you have room in your warband. This Zombie is free. The corpse can be sold for D6+2 gold crowns if the player does not wish to keep it as a Zombie. |
| 12 | Artefact: A Hero's tomb. The coffin contains a magical artefact. Immediately roll on whichever magical artefacts chart you have been using in your campaign. |

Highwayman

35 gold crowns to hire +20 gold crowns upkeep

Roaming the woods and secluded byways of the Empire, highwaymen prey on the many coaches and wagons foolish or desperate enough to travel there. These are dark and dangerous men, often employed for their knowledge of cargo charters and skill at ambush. Oft they appear to the naked eye, bereft of their blackened garb, as foppish, charming characters, but that ruse is a genteel masquerade as their cruelty and viciousness will testify. Deadly pistoliers and expert riders, they are an asset to any warband but watch your back, for they are untrustworthy, self-serving men.

May be Hired: Any warband, except Sisters of Sigmar, Witch Hunters and Elves may hire a Highwayman. A Highwayman will never join a warband that also contains a Roadwarden.

Rating: A Highwayman increases the warband's rating by +20 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Highwayman	4	3	4	3	3	1	3	1	7
Horse	8	3	0	3	3	1	3	0	5

Equipment: Brace of pistols, rapier (p.25), cloak (counts as a buckler in close combat) and dagger. If you are using the optional rules for mounted models then the Highwayman also rides a horse.

Skills: A Highwayman may choose from Combat, Shooting and Speed skills when he gains a new skill. If you are using the rules for mounted models, a Highwayman may choose from the Cavalry skills.

SPECIAL RULES

Expert Pistolier: A Highwayman's skill with a brace of pistols is unrivalled and as such he combines the effects of the skills Pistolier and Trick Shooter.

Unscrupulous: A Highwayman, despite all his skill and bravado, is not to be trusted. At the end of each battle roll a D6, on a roll of a 1 the warband receives 1 less piece of Treasure than they would normally as the Highwayman has stolen it for himself (this Treasure is not spent on the Highwayman, it is lost!). Obviously, if this keeps happening it will be up to warband leader to keep the Highwayman in his employ or not...

Expert Rider: A Highwayman is a superb rider and counts as having the Nimble skill whilst on horseback and suffers no modifiers for moving and shooting.

Stagecoaches: In any scenario in which one or both sides have a coach, wagon or similar vehicle, any Highwayman may re-roll a single dice roll once per turn. This special bonus lasts until the re-rolled dice comes up as a 1 as it is intended to represent their ability to predict and perform at their peak in familiar and well-practiced territory.

Roadwarden

40 gold crowns to hire +20 gold crowns upkeep

Patrolling the fraught and dangerous highways of the Empire, Roadwardens are dour men of the sternest courage. Solitary figures, they range far and wide, often with little food and in all weathers. They are hardened and brutal fighters, uncompromising and without any martial code, they give no quarter as they expect none to be given in return. Their skill lies with the crossbow, with which they are excellent hunters and deadly marksmen. Highwaymen, deviants and bandits are their common quarry, safety of the roadways their charge and they execute both with deliberate and unswerving severity.

May be Hired: Any warband which includes Humans, Dwarfs or Elves may hire a Roadwarden. A Roadwarden will never join a warband that also contains a Highwayman.

Rating: A Roadwarden increases the warband's rating by +22 points, plus 1 point for each experience point he has.

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

Weapons/Armour: Crossbow, horseman's hammer (Strength as user +1, two-handed, further +1 Strength when charging if mounted), dagger, heavy armour and three torches. If you are using the optional rules for mounted models then the Roadwarden also rides a horse. The Roadwarden's save is 4+ whilst mounted and 5+ whilst on foot.

Skills: A Roadwarden may choose from Combat, Strength and Shooting skills when he gains a new skill. If you are using the rules for mounted models, a Roadwarden may choose from the Cavalry skills.

SPECIAL RULES

Lethal Marksman: A master with the crossbow, a Roadwarden combines the skills of Trick Shooter and Eagle Eyes.

Stern: Working alone and in the dark for the majority of his profession the Roadwarden is made of strong stuff indeed. He may re-roll any failed Leadership test for *fear*, and is immune to the rules for being All Alone.

Expert Rider: A highly skilled horseman, a Roadwarden counts as having the Nimble skill whilst on horseback and suffers no modifiers for moving and shooting.

Stagecoaches: In any scenario in which one or both sides have a coach, wagon or similar vehicle, any Roadwarden may re-roll a single dice roll once per turn. This special bonus lasts until the re-rolled dice comes up as a 1 as it is intended to represent their ability to predict and perform at their peak in familiar and well-practiced territory.



Imperial assassin

40 gold crowns to hire +20 gold crowns upkeep

Politics is a dangerous game and not all dangers are found on the battlefield. The Assassin specializes in removing 'obstacles' with discretion. He will hire himself out to the highest bidder and satisfaction is guaranteed. The Assassin calmly dispatches his rather distasteful duties with fastidiousness and finesse. In between jobs, such a man will often join a wandering warband in order to hone his skills; assassination is not a profession for the slow or dull-witted!

May Be Hired: Any warband except Witch Hunters, Sisters of Sigmar, Orcs & Goblins or Skaven may hire the Assassin.

Rating: An Imperial Assassin increases the warband's rating by +22 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: Sword, dagger, throwing daggers and a crossbow pistol.

Skills: An Assassin may choose from Combat, Speed, Shooting skills or Unstoppable Charge from the Strength skills list when he gains a new skill. He may also choose from the special Assassin skills below.

SPECIAL RULES

Weapons Master: The Assassin is a master of weapons and may use any weapon he finds. You may purchase weapons for the Assassin just as you would for any other member of your warband. However, unlike other members of your warband, any weapon you give an Assassin is his to keep – he will not give it to another warband member later. In addition, although he knows how to use them, an Assassin will never use a blackpowder weapon as such devices are far too conspicuous in their use for someone in his profession.

Poisoner: Assassins specialize in the use of poisons. The Assassin starts each game with his weapons poisoned with either Black Lotus or Dark Venom. The controlling player decides which poison the Assassin is armed with before the game starts, and this poison does not need to be traded for. And no, the Assassin cannot poison other warband members' weapons, nor will he loan his out!

ASSASSIN SKILLS

Hide in Shadows: The Assassin can blend into the shadows so that his opponents will not see him. As long as he is 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 him.

Backstabber: The Assassin specializes in attacking his targets when their back is turned. The Assassin 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. This bonus lasts for the first round of combat only, as his opponent will swiftly recover his wits if he survives the initial assault.

Nipponese assassin

70 +3D6 gold crowns to hire

Deadly assassins, known as ninjas are perfectly trained bravoos and thieves. Hailing from a distant empire called Nippon they are the ultimate hired killers.

May be Hired: Battle Monks of Cathay and any warband except Skaven, Orcs & Goblins, Beastmen, Marauders of Chaos, Norse and Chaos Dwarfs may hire a Ninja.

Rating: A Ninja increases the warband's rating by +45 points.

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

Equipment: Pair of swords, throwing stars, rope & hook and one smoke bomb.

Skills: Expert Swordsman, Knife-Fighter, Scale Sheer Surfaces and Art of Silent Death. He also has the Lightning Speed and Leap of Faith skills from the Battle Monks special skills, and skills unique to Ninjas as detailed below.



SPECIAL RULES

Strictly Business: The Nipponese Assassin is hired for one specific job only. Therefore the Ninja has no upkeep cost and automatically leaves the warband after the battle for which he was hired. This means that he cannot gain Experience either, of course.

Secrecy: The Ninja Assassin is a maverick and does not accompany the warband into battle side by side. He does not count as part of the warband for purposes of Rout tests.

Lightning Speed: The Ninja may triple his Movement whilst running or charging and may run even when there are enemy models within 8".

Leap of Faith: The Nipponese Ninja Assassin cannot be intercepted whilst charging. He may escape from combat (as described on p.161 in the Mordheim rulebook) by leaping away without having to pass a Leadership test and may declare a leaping charge at the same time in the same turn.

Kislev ranger

30 gold crowns to hire +15 gold crowns upkeep

As the City of the Damned draws sell-swords from across the Old World it is no surprise to find Kislevite Rangers there too. Adept at exploring through the ruins, finding forgotten loot or lending their deadly aim to a captain's ambition, warbands frequently hire these wild warriors. Perhaps most peculiar of all, is that many of the rangers are women. Most of the men folk of the northern lands are committed to its protection from the ravaging armies of the Kurgan marauder hordes and other servants of Chaos. It is the women then, often those shunned by their families or banished for some misdeed, that range out from their homes, perhaps hoping to redeem themselves or even make their own fortunes in the perilous land beyond.

Whether man or woman though, all rangers are possessed of the same demeanour. Living alone for such long periods, with self-sufficiency as their creed, rangers are reclusive and saturnine. At heart they are loners, particularly so with Kislevites, whose strong culture makes them feel alien despite their wanderlust.

May be Hired: Mercenaries, Witch Hunters and Dwarf warbands may hire Kislev Rangers.

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

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

Equipment: Bow, sword and Hunter's cloak.

Skills: A Kislev Ranger may choose from the Shooting and Speed skills whenever she gains a new skill. In addition, there are skills unique to Kislev Rangers as detailed below, which she can choose instead of normal skills.

SPECIAL RULES

Heart Strike: Kislev Rangers often battle against large monsters that roam their native borders. They have grown particularly adept at felling such beasts with a single, deadly arrow strike. When shooting at a large target (including large animals with 2 Wounds or more such as a bear or rhinox), if the Kislev Ranger rolls a 6 to hit, followed by a wound roll of 5+ the monster is shot in some vital spot and killed instantly, regardless of wounds, with no save whatsoever.

Hunter's Cloak: This cloak is fashioned by Kislevites and is only worn by their rangers. A *bidden* ranger will not reveal her position by shooting. The target model can take an Initiative test in order to try and spot the firing ranger. If the test is successful, the Ranger is no longer *bidden*.

Seeker: When rolling on the Exploration chart, the Kislev Ranger allows you to modify once dice by +1/-1.

Loner: As they are notoriously reclusive, the Kislev Rangers never have to take All Alone tests.

KISLEV RANGER SKILLS:

Animal Call: If *bidden*, the Kislev Ranger may use animal calls to confuse and confound her enemies. Any model within 18" can be affected and, if not able to charge that turn, must take a Leadership test before moving. If they fail the Kislev Ranger may move the model in any direction she wishes.

Herb Lore: Out in the wilds, the Ranger has learned basic herb lore to cure simple injuries. Any model in base contact with the Ranger may be healed at the start of the recovery phase. On a roll of 4+ the model has 1 wound restored. The Ranger may not move in the same turn as she uses this skill, but may use it to heal herself.

Nomad guide

30 gold crowns to hire +15 gold crowns upkeep

Guides from the nomad tribes are at best uncouth vagabonds and uncivilised vagrants. However, they are good warriors, living a life of constant hardship. Tireless drovers and steppe tribesmen of the nomadic Ungol make ends meet chasing warmth on the wind-swept oblast, while lonely Arabyan nomads populate arid badlands, and Strigany drifters retain their long gypsy traditions along the wilderness riverways in boggy bayous which they call home. A warband is well advised to hire a guide if they are to brave the pitiless frozen steppes, to survive the ravages of the desert, or to trek across unforgiving swampy marshland without a struggle.

May be Hired: Any warband may hire a Nomad Guide.

Rating: A Nomad Guide increases the warband's rating by +12 points, plus 1 point for each Experience point he has.

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

Weapons and Armour: The Guide is armed with a sword and a bow.

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

SPECIAL RULES

Son of the Wilds: The Guide is adept at finding sources of food and clean water in barren surroundings. In a wilderness campaign setting such as Khemri, the warband can modify the result on the Supply Source chart by +1/-1.



Pathfinder

60 gold crowns to hire +15 gold crowns upkeep

As treacherous as the Lustrian wilderness can be, it is very often a wise choice to hire an experienced guide for a warband's expeditionary trek into the teeming jungles. Pathfinders, as they are called, are the very experts one would seek. They are well adapted to the unique landscape and hazards of the Lustrian continent; and more often than not, adventurous enough to live up to the challenge of pursuing the greatest fortunes and glory!

May be Hired: Any warband may hire a Pathfinder.

Rating: A Pathfinder increases the warband's rating +25 points, plus 1 point for each Experience point he has.

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

Equipment: Sword, dagger, longbow, rope & hook, and healing herbs.

Skills: A Pathfinder may choose from Combat, Shooting and Speed skills when he gains a new skill. In addition, there are skills unique to Pathfinders as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Lay of the Land: Even the densely packed growth of the primordial Lustrian jungles cannot bar the Pathfinder from his goal. The Pathfinder is unaffected by terrain modifiers and is able to circumvent even impassable obstacles.

Knowledge of Myths and Legends: The Pathfinder has spent most of their life tracking down numerous rumours and cryptic clues in search of the ultimate prize. During the Exploration phase, if the Pathfinder was not taken *out of action*, you may re-roll one dice, keeping the second result even if it is worse.

PATHFINDER SKILLS

Lookout!: Having traversed much of the land himself, the Pathfinder is quick to recognise traps laid by enemies or natural hazards of the terrain. Once per game a Pathfinder may cancel the effects of one trap or hazard on a roll of 4+.

This Way!: Surviving years in the deadly wilds of Lustria has prepared the Pathfinder for nearly any circumstance. Any model in base contact with the Pathfinder at the start of his turn may traverse impassable terrain just as if possessing the same skill. If, however, contact is lost before reaching safety, the other model is considered *out of action* for the remainder of the game.

Scout

10 gold crowns to hire +5 gold crowns upkeep

Not all men are comfortable living in cities among their peers. Foresters and swamper prefer a solitary life in the wilderness, only returning to civilization to trade for things they cannot make themselves. A warband travelling through the Great Forest hires a keen woodsman to guide them to the remote parts of the forest and back. A retinue risking the Cursed Marshes does well to secure a local tracker with intimate familiarity with the swampland habitat.

Such men are naturally hard for most others to understand and get along with, but their skill at scouting in the wild can prove invaluable to warriors seeking adventure in unfamiliar territory.

May be Hired: Any warband except Skaven, Orcs & Goblins, Dark Elves or followers of Chaos may hire the Scout.

Rating: A Scout increases the warband's rating by +9 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: A Scout carries a bow, sword and dagger.

Skills: A Scout may choose from Combat Skills, Speed skills and Quick Shot, Eagle Eyes, or Trick Shooter from the Shooting skills list when he gains a new skill. In addition, there are skills unique to Scouts as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Not a Fighter: If a Scout is taken *out of action* during a game, he decides to leave on a 1-3, instead of the normal 1-2 when rolling for injury at the end of the game.

SCOUT SKILLS

Expert Hunter: The Scout that has been declared as *bidden* may only be detected by models within half their Initiative value in inches, not their Initiative value as normal. In addition, a Scout may fire his bow without giving away his position (he may fire and remain *bidden*).

Infiltration: The Scout 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.



Muleskinner

35 gold crowns to hire +15 gold crowns upkeep

Muleskinners are quite common whenever teams of animal are used. They are experienced warriors, accustomed to handling teams of common draft and pack animals such as horses and mules, as well as exotic breeds such as Cold Ones. Most are freelance, offering their services in the marketplace alongside traditional traders. They are widely travelled and have contacts in most major cities, especially among the animal merchants.

May be Hired: Any warband except Skaven, Undead, Possessed, Carnival of Chaos and other Cults of Chaos may hire a Muleskinner.

Rating: A Muleskinner increases the warband's rating by +20 points, plus 1 point for each Experience point he has.

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

Equipment: Whip and dagger.

Skills: A Muleskinner may choose from the Combat and Strength skills when he gains a new skill. In addition, he may learn the Academic skills Streetwise and Haggle, or an additional Animal Handling skill.

SPECIAL RULES

Beast Handler: A Muleskinner starts with one Animal Handling skill (ie, Dog Handler). This skill is beneficial if non-ridden animals are to be included in a warband. This skill must be taken for specific animals and may be taken multiple times for different animals. It represents knowledge of training techniques and the general care of the animal.

If a Muleskinner has the Animal Handling skill for a particular animal, any such animals may use his Leadership provided he is within 6". If the warband's leader is also nearby, choose which of the warriors Leadership to use unless the animal is *stupid*, in which case only the Muleskinner's Leadership may be used. In addition, *stubborn* animals with a Muleskinner in base contact ignore the effects of *stubbornness*.

Muleskinner's Whip: Attacks made using the Muleskinner's whip cannot be parried. Attacks are made at the Strength of the user -1.

Whipcrack: When the Muleskinner charges he gains +1 Attack for that turn. This bonus attack is added after any other modifications. When the Muleskinner is charged he gains +1 Attack that he may only use against the charger. This additional attack will *strike first*. If the Muleskinner is simultaneously charged by two or more opponents he will still only receive a total of +1 Attack.

Whip Master: The Muleskinner is so skilled with his whip that he may re-roll all to hit rolls when using the whip. Only one re-roll is allowed per attempt

and you must accept the second roll, even if it is worse.

Disarm: Instead of striking to injure, a Muleskinner may try to strike his opponent's weapon, making him drop it. Roll to hit as normal, but instead of rolling to wound, the opponent gets a single parry attempt; if the parry attempt is failed the warrior has dropped the weapon. The warrior must now fight with whatever reserve weapon is available for the rest of this combat (or fight unarmed if he has no other weapons). At the end of combat, the warrior is assumed to retrieve the dropped weapon as long as he is not put *out of action*. Disarmed warriors put *out of action* lose the weapon permanently.

Swordsmith

60 gold crowns to hire +15 gold crowns upkeep

Little is known of the mysterious techniques passed from one generation of swordsmith to the next or of the Cathayans who keep them secret. The two constants are the guarded skills of their smithy and the astounding beauty of their daughters.

May be Hired: Any warband which includes Humans or Elves may hire a Swordsmith, including Battle Monks of Cathay.

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

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

Weapons/Armour: Hammer, toughened leathers.

Skills: A Swordsmith may choose from Academic and Strength skills when he gains a new skill. In addition, there are skills unique to Swordsmiths as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Master Craftsman: When Heroes from your warband search for Cathayan longswords and dragon swords the rarity of these items is decreased by -1 for every two Experience points the Swordsmith has.

SWORDSMITH SKILLS

Honing: If the Swordsmith wasn't taken *out of action* during a battle he may hone the blades of up to three swords, including similar bladed weapons such as dragon swords, giving them the *Cutting Edge* special rule for the next battle.

Farrier: Between each battle the Swordsmith freshly shoes all equine beasts in the warband. Newly shod equines are much less likely to suffer a fatal fall during battle! Whenever a Horse, Mule, Warhorse, Elven Steed or a Chaos Centaur is taken *out of action*, remove the creature from the warband roster on a 1 instead of a 1 or 2.

Tilean marksman

30 gold crowns to hire +15 gold crowns upkeep

The Empire is not the only place that breeds mercenaries. The constant warring among the city-states of Tilea provides many opportunities for a man who knows how to use a weapon. Still, sometimes the fighting dies down in Tilea and many of these mercenaries are forced to seek employment in other lands. Many of these temporarily unemployed sharpshooters have heard of the trouble brewing in Mordheim and have come seeking a new patron.

May Be Hired: Any warband except Skaven, Orcs & Goblins or Undead may hire a Tilean Marksman.

Rating: A Tilean Marksman increases the warband's rating by +16 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: Light armour, sword, dagger and crossbow.

Skills: A Tilean Marksman may choose from Shooting skills when he gains a new skill.

SPECIAL RULES

Steady Hands: The Tilean Marksman's aim never wavers. He ignores to hit modifiers for long range when shooting his crossbow.

Deadeye Shot: The Marksman has the eyes of an eagle and can hit the smallest target. He ignores to hit modifiers for cover when shooting his crossbow.



Tactician

40 gold crowns to hire +20 gold crowns upkeep

The Empire is famed for its superior generals and expert field commanders. When not in war, these same tacticians can be found all across the Empire, honing their skill through skirmish, border patrols, and even leading, or aiding warbands in the ruins of Mordheim.

May be Hired: Any warband which includes Humans may hire a Tactician.

Rating: A Tactician increases a warband's rating by +16 points, plus 1 point for each point of Experience.

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

Equipment: Double-handed sword, plate armour, (4+ armour save, -1 Movement) helmet and dagger.

Skills: A Tactician may choose from Combat and Strength skills when he gains a new skill. In addition there are skills unique to Tacticians as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Expert Tactician: At the start of the game, after all warbands have been deployed, the Tactician may then recommend up to D3+1 changes to your deployment, meaning you may change the starting position of up to D3+1 of your warriors.

Read the Battle: As the Tactician has an eye for reading how any battle is going, he knows when a cause is won or lost. As long as the Imperial Tactician is not *out of action*, the hiring warband automatically passes the first rout test they are required to make.

TACTICIAN SKILLS

Organise Search Party: The warband may re-roll one Exploration dice.

False Signals: By misleading any opposing warbands, a Tactician can make them deploy their forces in a way beneficial to his own warband. After all warbands have deployed (but before the hiring player has used the Expert Tactician ability), the player controlling the Imperial Tactician may move one member from each opposing warband D6" in any direction. This move may not be used to signal a warrior off the table, nor may it be used to force a warrior to jump off a building or other terrain feature that would require an Initiative test.

Pyromaniac

25 gold crowns to hire +10 gold crowns upkeep

Cathay is well known for its spectacular fireworks. Beware of those who have the knowledge but not the mind to master these mesmerising displays of fire for visual effects alone.

May be Hired: Mercenaries, Merchant Caravans, and Battle Monks of Cathay may hire a Pyromaniac.

Rating: A Pyromaniac increases the warband's rating by +9 points, plus 1 point for each Experience point he has.

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

Equipment: Unlimited fireworks and firecrackers.

Skills: The Pyromaniac must choose from skills unique to Pyromaniacs when he gains a new skill, as detailed below.

SPECIAL RULES

Crazed Firestarter: The Pyromaniac loves nothing more than the lights and sparks of his fireworks. Each turn he either starts one of his rockets or throws some of his firecrackers at hostile animals. Therefore he will move but never run or charge. If he is attacked he will fight back normally.

Rockets: In every shooting phase the Pyromaniac starts one rocket. Use the artillery dice to determine how far the rocket flies. The initial direction can be controlled by the Pyromaniac. Unless an object is hit on the way, place a marker there. From then on, in every shooting phase each rocket will keep on flying a distance determined with the artillery dice and in a direction randomly determined with the scatter dice until it hits an object.

Anything hit by a rocket suffers an automatic Strength 4 hit. In addition, objects hit by a rocket are set on fire on a roll of 4+.

Whenever the artillery die scores a misfire, the rocket detonates immediately. Roll on the following table to determine the effect of the fireworks.

D6 Result

- | | |
|-----|---|
| 1 | Dud: The rocket falls to the ground without any further effect. |
| 2-3 | Zishh! Re-roll the artillery dice and move the rocket with twice the scored number. |
| 4-5 | Spectacle: The rocket explodes with colourful lights. All models within 2D6" must pass a Leadership test or are distracted for the turn. Distracted models are automatically hit in close combat and cannot attack back. |
| 6 | Explosion: The rocket explodes causing a Strength 4 hit to all models within D6". |

PYROMANIAC SKILLS

Rocket Science: The Pyromaniac has brought the detonation of fireworks to perfection and may modify the roll on the fireworks table by +1/-1.

Display Artist: Instead of rolling the artillery die the Pyromaniac may make an Initiative test to have the rocket detonate immediately. Otherwise roll the artillery die as usual.

Snake Charmer

40 gold crowns to hire +10 gold crowns upkeep
(+5 gold crowns upkeep per snake)

In the bazaars and markets of Araby crowds often gather around a mystic Arabyan sitting playing a flute. Mesmerised by the music or some say by his rhythmic swaying is a deadly venomous snake. Snake charmers generally survive on the money they can make as entertainers but often some offer their services and that of their snakes as warriors.

May be Hired: Human, Elf and Dwarf warbands may hire a Snake Charmer.

Rating: A Snake Charmer increases the warband rating by 5 points, plus +1 point for each Experience point he has, and plus +5 points for each snake.

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

Equipment: The Snake Charmer is equipped with his flute, a dagger and a scimitar. The Snake Charmer starts with three snakes.

Skills: A Snake Charmer may choose from Academic and Speed skills when he gains a new skill.



SPECIAL RULES

Snake Charmer: The Snake Charmer can control up to five snakes with his flute provided that they remain within 6" of him. If a snake is not within 6" of the Snake Charmer in the Movement phase, they will move 1D6" in a random direction. If that takes them into contact with a model, either friend or foe, it will attack as if charging.

Immune to Poison: The Snake Charmer has been bitten so many times that he is not affected by poison.

Venomous: The snakes are venomous and count as attacking using Black Lotus.

Animals: Snakes are animals and do not gain Experience.

Snake Hunter: After each battle the Snake Charmer may attempt to catch another snake, provided that he did not go *out of action*. The Snake Charmer makes this roll in the Recruitment phase of the post battle sequence and must roll under his Initiative to successfully catch a snake. The Snake Charmer may only attempt to catch one snake after each game. If he fails to catch the snake there is a chance that he is attacked. Roll a D6. On a roll of 1 the Snake Charmer suffers a Strength 3 hit.

Prospector

2 treasures to hire +1 treasure upkeep

The Great Forest is full of old mines, long since exhausted and abandoned by the Dwarfs. Hopeful prospectors inhabit the abandoned mining villages along the edges of the Grey Mountains. Grizzled old men, they spend their lives surveying the land, looking for the big payoff.

May be Hired: Any warband may hire a Prospector except Dwarfs, who regard him as an amateur. A Prospector may be hired for two Treasures (most likely a gemstone or a nugget of precious metal). His upkeep fee is a single Treasure (he figures he can resell it better than a fresh-faced youngblood).

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

Profile	M	WS	BS	S	T	W	I	A	Ld
Prospector	4	2	2	3	3	1	3	1	9

Weapons/Armour: Blunderbuss, two-handed pick (counts as a double-handed weapon).

Skills: A Prospector may choose from Strength and Speed skill lists when he gains a new skill.

SPECIAL RULES

Wyrdstone Hunter: The warrior has an uncanny ability to find hidden shards of wyrdstone. If this model has not went out of action you may re-roll one dice when rolling on the Exploration chart. The second result stands.

Resilient: The warrior is covered in battle scars. Deduct -1 Strength from all hits against him in close combat. This does not affect armour save modifiers.

Hardened: Prospectors have seen many strange things in their battered lives and are immune to the effects of *fear*.

Finders Keepers: In any scenario where extra Treasures/Wyrdstone are involved, the Prospector will keep any that he somehow gets his hands on. This will not count as his upkeep payment, as he will deny that he found any. For the purpose of special scenarios he will keep the Treasures of any enemy Heroes that he takes *out of action* and neither warband will gain that Treasure. This skill has no effect on a scenario when the claim has already been staked.

Old Coot: Prospectors are prone to wander off, either because they've heard of a better strike or because they have fallen out with their fellows. At the end of each game roll a D6. On a result of 1 the Prospector has pulled up his pegs and left the warband.

Pit fighter

30 gold crowns to hire +15 gold crowns upkeep

Pit Fighters are dangerous men who make their living in the illegal fighting pits of the Empire. Many of them are slaves and prisoners but some are free men who earn their living from savage pit fights in settlements like Cuttbroat's Haven or Black Pit. Even though pit fights are banned in many provinces, they are very popular and a great deal of money is wagered on the outcome. Thus many authorities turn a blind eye to these bloodsports.

When not in the pits, Pit Fighters offer their services to the highest bidders, and they readily find employment in warbands intent on exploring the ruins of Mordheim. Pit Fighters are powerful and dangerous fighters, and their unique weaponry gives them an advantage against almost any opponent.

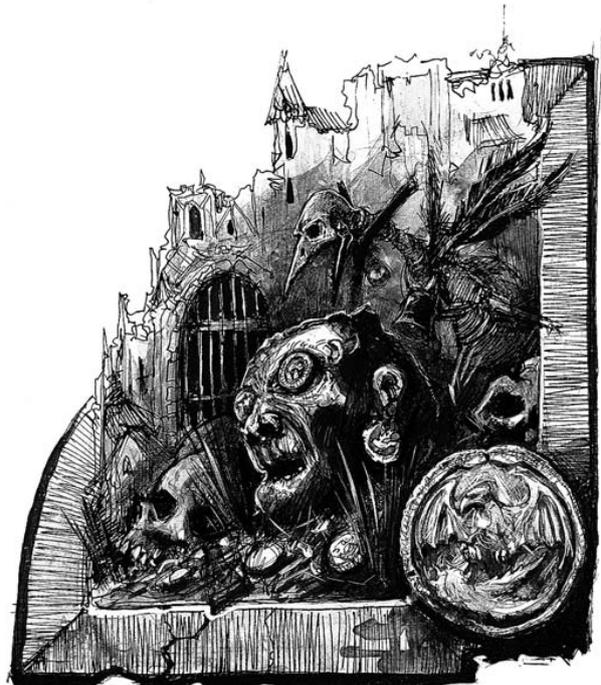
May be Hired: Any warband except Skaven and Undead may hire a Pit Fighter.

Rating: A Pit Fighter increases the warband's rating by +22 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: Morning star, spiked gauntlet and helmet. The spiked gauntlet counts as an additional hand weapon and a buckler. Allegedly, other Heroes cannot learn to use it!

Skills: A Pit Fighter may choose from Combat, Speed and Strength skills when he gains a new skill.



Tomb robber

30 gold crowns to hire +15 gold crowns upkeep

While the sinister ruined tombs of Nebekhara have claimed the lives of many tomb raiders, some have survived using their wit and lightning reflexes. Experts in the field derive their research from the nomadic tribes of the vast desert and knowledge of the necropolises is second nature to them. Relic hunting is a hazardous family business and Old Worlders being ever lured by the temptation of riches means that sons and daughters of famous explorers have amassed a wealth of knowledge in archaeology and ancient traps.

May be Hired: Any Human, Elf and Dwarf warbands may hire a Tomb Robber.

Rating: A Tomb Robber increases the warband's rating by +20 points, plus 1 point for each Experience point he or she has.

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

Equipment: The Tomb Robber is armed with a sword and crossbow pistol, and carries a rope & hook.

Skills: A Tomb Robber may choose from Combat, Shooting and Speed skills when he or she gains a new skill.

SPECIAL RULES

Explorer: The Tomb Robber allows your warband to modify a single dice roll on the Exploration chart by -1/+1.

Trap Expert: The Tomb Robber is able to detect traps in the tombs with relative ease. A character possessing this skill will never advertently set off traps but may be subject to their effects if standing too close to one as it goes off! An attempt can be made to disarm any traps the Tomb Robber comes across. The warrior stops at the trap during the Movement phase, and may do nothing else that turn. To disarm any *simple* traps, a Tomb Robber must roll 6+ on 2D6. To disarm any special kinds of traps or a *complex* trap, the warrior must roll 8+ on 2D6. If unsuccessful, an Initiative test is required. A failed test means the trap has been inadvertently set off! A Tomb Robber is also able to repair and activate dud traps or restore previously de-activated traps, in which case they become active traps. To determine what an activated trap becomes, roll a D6:

D6	Result
1-4	Simple: The trap is a <i>simple</i> device.
5-6	Complex: The trap is a <i>complex</i> design.

A previously disarmed *simple* trap or *complex* trap will always revert back to what it was originally. If restoring *simple* traps, a roll of 6+ on 2D6 is required. A roll of 8+ on 2D6 is required to restore a *complex* trap. Failure will mean that the trap has failed to activate.

Excellent Reflexes: The Tomb Robber has a special save of 5+ against any attack, be it shooting, close combat, traps or spells. If the Tomb Robber gains the Dodge or Step Aside skill this increases to a 4+ special save in the respective area.

Thief

30 gold crowns to hire +15 gold crowns upkeep

The Thieves guilds of the Old World aren't a patch on the brutally efficient and highly organised guilds of Araby. So skilled are the thieves of Araby it is said that they can steal the treasures of the gods themselves!

May be Hired: Any warband except Undead warbands may hire a Thief.

Rating: A Thief increases the warband's rating by +22 points, plus 1 point for each Experience point he has.

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

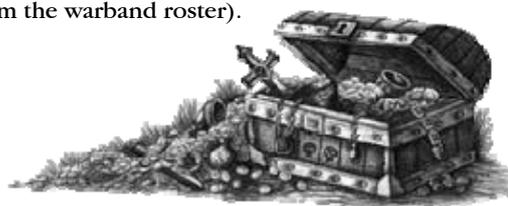
Equipment: Two daggers, Thief's cloak.

Skills: A Thief may choose from Combat and Speed skills when he gains a new skill.

SPECIAL RULES

Thief's Cloak: Thieves wear cloaks that help them blend in with their surroundings and can disguise them very well in both the desert and the towns. A warrior firing a missile weapon at a warrior wearing a Thief's cloak suffers -1 to hit. Also the distance required to spot a thief when *bidden* is doubled.

Tea-Leaf! Naturally thieves are most adept at stealing items! A Thief may attempt to steal one item during the post battle sequence. Choose any item, if it is a common item the Thief 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 Thief 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).



Swashbuckler

30 gold crowns to hire +15 gold crowns upkeep

A Sartosan corsair, a Brionnese buccaneer or a Norse reaver, swashbucklers live for adventure! The more risky the commission, the better the conquest, and while gold is a definite bonus, a true swashbuckler joins a warband for the glory.

May be Hired: Any warband except Skaven, Beastmen, Undead, Orcs & Goblins, Possessed, Carnival of Chaos and other Cults of Chaos may hire a Swashbuckler.

Rating: A Swashbuckler increases a warband's rating by +16 points, plus 1 point for each point of Experience.

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

Equipment: Cutlass (counts as a sword) or rapier, dagger, light armour, duelling pistol.

Rapier:

Range: Close combat; **Strength:** As user;

SPECIAL RULES

Parry: Like all swords, you may use a rapier to parry in hand-to-hand combat. When your opponents scores a hit you must roll a D6. If you can score greater than the highest 'to hit' roll you have parried the blow and the attack is discarded.

Barrage: A rapier is light and flexible, and while this makes it less powerful than a broadsword or an axe it means that a warrior using a rapier can make a barrage of quick attacks before his opponent has time to react. A well trained swordsman could inflict a multitude of light wounds in mere seconds, often enough to incapacitate the hardiest of foes. A warrior armed with a rapier rolls to hit and to wound as normal. However, if you manage to hit your opponent but fail to wound, you may attack again just as if you had another attack but at -1 to hit (down to a maximum of needing a 6 to hit). You may continue attacking as long as you hit and it is possible to trike your opponent many times, particularly if your warrior has more than one attack in his profile.

Armour save: Because a rapier is a very light sword that lacks the thick, armour breaking blade of the broadsword, armour saves are made at +1 (i.e. if the opponent has no armour at all he still receives a 6+ save).

Skills: A Swashbuckler may choose from the Speed, Shooting and Combat skills when he gains a new skill. If a Swashbuckler takes the Scale Sheer Surfaces skill, not only does he benefit from not needing to make an Initiative test to climb, he also gains +D3 Movement when running or charging.

SPECIAL RULES

Acrobatic: As a Swashbuckler relies on their dexterity, they have extremely good balance. As such, a Swashbuckler need not make an initiative test when he is wounded and within 1" of a building edge.

Nimble: A Swashbuckler is used to climbing in and out of windows, as well as running along rooftops. To reflect this, a Swashbuckler may run or charge while climbing.

Charismatic: Because of an alluring Swashbuckler's sheer machismo, any opponent from the opposite sex (Sisters of Sigmar, Amazons, Kislev Ranger etc), must make a leadership test if they wish to charge him.

Slaver

20 gold crowns to hire +10 gold crowns upkeep

The slaver is a warrior who asks little from the warband who hires him, save a pick of the freshest bodies. Araby is famed for its flesh markets as is Sartosa and even some dark corners of Marienburg. The Norsemen take slaves as well, either from surrendered adversaries or plunder from one of their raids. Occasionally, northmen have reason to traffic their captives with unsavoury flesh dealers which leads to some enterprising barbarians taking up the profession. There are tales that the Norse have dealings with the infamous Druchii of far-away Naggaroth.

The Kurgan tribes are notorious slavers who collect survivors after battle. They tattoo survivors on the face with ink containing warpstone to start the mutation process. Dwarfs inhabiting the Dark Lands exchange their Chaotic devices and weaponscraft for a steady stream of slave labour supplied by the savage humans of the north who callously operate slave mines of their own devising.

May be Hired: Skaven, Dark Elves, Arabians, followers of Chaos and Chaos Dwarf warbands may hire a Slaver.

Rating: A Slaver increases a warband's rating by +12 points, plus 1 point for each point of Experience.

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

Equipment: Spear, net, light armour, helmet, dagger.

Skills: A Slaver may choose from the Combat and Strength skills lists when he gains a new skill. In addition, he may learn the Academic skills Streetwise and Haggle.

SPECIAL RULES

Slaver: Any Hero or Henchman put *out of action* by the Slaver will automatically be *captured* (see 'Captured' on the Serious Injuries chart, p.119 of the Mordheim Rulebook). 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 (Heroes sell for D6x10 gold crowns and Henchmen sell for D6x3 gold crowns) and removed from the warband roster.



Merchant



20 gold crowns to hire + 10 gold crowns upkeep

Guides, interpreters, procurers of the exotic and the arcane – the merchants of Marienburg hold sway over officials across the length and breadth of the Old World. They stock exquisite wares transported overland along the Silver Road by guarded caravans returned from Grand Cathay via Shang-Yang and the Sentinels. They smuggle illicit substances in from Araby alongside deadly artefacts looted from the Khemrian sands. They import opulent merchandise from overseas and unload spectacular cargoes shipped from frozen Norsca, distant Albion and steamy Lustria. Merchants help seal negotiations including the brokering of secret deals on behalf of a warband if it pays well in commission. While drunken heroes brawl in the streets outside taverns of the Empire, merchants wage wars of their own in auction houses where they bargain for power against rival families and back room dealings to double-cross their Arabian and Cathayan business partners in the process!

May be Hired: Any good aligned warbands may hire a Merchant (i.e. Mercenaries, Dwarfs, Witch Hunters, Tomb Raiders, etc.)

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

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

Weapons/Armour: Sword.

Skills: A Merchant may choose from Academic skills when he gains a new skill. In addition there are skills unique to Merchants as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Haggle: The Merchant knows all the tricks of bargaining and haggling. He may deduct 2D6 gold crowns from the price of any single item (to a minimum of 1 gold crown) once during each post-battle sequence.

Pawnbroker: The Merchant is skilled in finding the best price for sold items and as such gains an extra 2D6 gold per item that the warband sells (up to its full value) if he was not taken *out of action*.

Marketeer: The Merchant has many useful contacts in the black market underworld and foreign traders to locate many special items. After each battle (if he wasn't taken *out of action*) the Merchant can visit one of three markets: the Black Market, Foreign Wares and the Fencer, in search of items for the warband. Roll a D6 on the relevant table to see what items are on offer. All the items purchased through the Merchant's market contacts are at their base price so ignore the random gold modifiers attached on all items. All items bought from the Fencer are also at half price but just before the item is going to be used for the first time roll a D6. On a roll of 1, the item breaks and is useless - an elaborate fake!

MERCHANT SKILLS

Stone Cutter: The Merchant has the skill to refine wyrdstone shards to increase their value. Whenever a warband sells its wyrdstone the Merchant may try to refine the source. Roll a D6 to discover how much additional gold the wyrdstone is worth.

D6 Gold

1-2	Lose 2D6 gold crowns
3-5	Gain 2D6 gold crowns
6	Gain 3D6 gold crowns

Guardian: The Merchant has acquired a bodyguard to protect him from harm in the coming battles. The bodyguard will only protect the Merchant and cannot fulfil warband objectives or search, loot or any function other than protecting the Merchant and as such will remain within 1" of the Merchant at all times. The bodyguard doesn't gain experience and isn't paid (it is assumed he has been gifted to the Merchant as a favour from one of his contacts). Remove the guardian from the warband roster only if the Merchant is also removed.

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

Weapons/Armour: Sword, light armour, shield and helmet.

SPECIAL RULES

Intercept: The bodyguard will intercept any model shooting at or charging the Merchant. Any attacks will be directed at him and if charged place the bodyguard in front of the Merchant to protect him. The bodyguard will not charge unless the Merchant also charges and cannot intercept an attack if already engaged in combat.

Black Market

A den of thieves and underworld brigands the black markets of Mordheim sell and procure all manner of illicit substances and are regularly frequented by the infamous members of the Assassins guild...

D6	Items
1	Nothing available
2	Dark Venom or Black Lotus (D3 doses)
3	Crimson Shade (D3 doses)
4	Mandrake Root or Madcap Mushrooms (D3 doses)
5	Stiletto Blade
6	Blow Pipe

Foreign Wares

Traders from across the seas can be found in the shady taverns and street corners on the outskirts of Mordheim. They have many exotic and wondrous items for sale, but at a hefty price...

D6	Items
1	Nothing available
2	Venom Ring
3	Lamp of the Djinn or Monkey's Paw
4	Magic Carpet or Tufenk
5	Elven Cloak
6	Cathayan Silks

Fencer

Fencers have 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'...

D6	Items
1	Halfling Cook Book
2	Ithilmar Weapon
3	Gromril Weapon
4	Tome of Magic
5	Hunting Rifle or Elven Bow
6	Brace of Duelling Pistols

stiletto blade

20 gold crowns

Short tapered blades are easily concealed and swift to wield making them one of the preferred tools of assassins.

Range: Close Combat **Strength:** As user -1
Special rules: Tapered

SPECIAL RULES

Tapered: The wielder of an assassin blade receives +1 Attack per turn at -1 Strength to the user.

blowpipe

25 gold crowns

The blowpipe is a short hollow tube which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, the poison used by can cause searing agony and eventual death.

The other advantage of a blowpipe is that it is silent, and a well-hidden shooter can fire the darts undetected.

Range	Strength	Save modifier	Special rules
8"	1	+1	Poison, Stealthy

SPECIAL RULES

Poison: The needles fired by a blowpipe are coated in a venom very similar in its effects to the Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe **cannot** cause critical hits. This weapon has a positive armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur or the like.

Stealthy: A model armed with a blowpipe can fire while *bidden* without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the firing model. If the test is successful, the model no longer counts as *bidden*.



venom ring

20 gold crowns

Merchants trading gifts from Araby stock a selection of benevolent trinkets and deadly antiquities.

The venom ring renders the wearer immune to the effects of all poisons.

magic carpet

50 gold crowns

These wondrous items from a forgotten age are thought to have originated from the distant long dead Sorcerer's Isles.

A magic carpet is indeed just that – a carpet that flies! It counts as a mount and allows movement of 16" with no restrictions for terrain. Warriors can move onto the roofs of buildings and other high places with no penalty. The carpet may carry up to three warriors or one large creature model plus another warrior. One of the riders must be a Hero. Due to its magical nature it cannot be destroyed.

monkey's paw

50 gold crowns

Fashioned during the strange rites of the nomadic Tuareg people, this fickle Arabyan curio is potent just not always beneficial to its owner.

Each time a Hero uses the monkey's paw it grants wishes but each time you must roll to determine its side effect and apply both results by consulting the following charts. After each battle you must roll for its result and the side effect – otherwise each second game you must roll for a side effect only. Your Hero may not get rid of the paw unless it was used three times or you lose the paw. After the third use it disappears.

D6 Result

- | | |
|---|---|
| 1 | Gain D6 Experience. |
| 2 | Gain one skill from your Hero's Skill list. |
| 3 | Gain D6x10 gold crowns. |
| 4 | Gain an extra Hero even if it is above your maximum allowed (ie, Mercenary warband is allowed 3 Champions) |
| 5 | Gain an extra Henchman even if it is above your maximum allowed (ie, Mercenary warband is allowed 8 Marksmen) |
| 6 | Roll twice more on this chart (re-roll further results of 6). |

D6 Side Effect

- | | |
|---|----------------------------|
| 1 | Lose D6 Experience points. |
| 2 | Lose one random skill. |
| 3 | Lose D6x10 gold crowns. |
| 4 | Lose a Hero. |
| 5 | Lose a Henchman. |
| 6 | Lose the paw. |

lamp of the Djinn

50 gold crowns

These are exceptionally rare items that date back to the time of the Sultan Jaffar. It was said that the Sultan used magic and dark ritual to bind strange daemonic entities to mudane, everyday items so that he could call upon their powers but hide their true identity. Periodically, one finds its way from Araby and drops into the hands of a trifling fool who tries to tap into the powers of the dread Djinn.

Each time a Hero uses the lamp of the Djinn it grants wishes but each time you must roll to determine its side effect and apply both results by consulting the following charts.

D6 Result

- | | |
|---|---|
| 1 | Gain D6 Experience. |
| 2 | Gain one skill from your Hero's Skill list. |
| 3 | Gain D6x10 gold crowns. |
| 4 | Gain a random item from the Hero's equipment list. |
| 5 | Choose an item from the Hero's equipment list. |
| 6 | Roll twice more on this chart (re-roll further results of 6). |

D6 Side Effect

- | | |
|-----|--------------------------------|
| 1-2 | Nothing happens. |
| 3 | Lose D6x10 gold crowns. |
| 4 | Lose D6 weapons. |
| 5 | Lose the lamp. |
| 6 | Roll once on the injury chart. |

tufenk

15 gold crowns

A tufenk is a blow pipe that projects alchemical fire about eight feet causing burning damage.

Range: 8" **Strength:** 2

Special Rules: May fire every other turn, Set on fire

SPECIAL RULES:

Set on fire: If you hit with the tufenk roll a D6. If you score a 4+ your opponent has been *set on fire*. They must roll a D6 in each recovery phase and score a 4+ to extinguish the fire or they will suffer a Strength 4 hit and will be unable to do anything other than move for each turn they are on fire. Friendly models may help to extinguish the model that is *set on fire*. They must be in base contact and need to roll 4+ to be successful.



Witch Hunter

30 gold crowns to hire +15 gold crowns upkeep

Witch Hunters are driven men who make it their job to free the Empire of the taint of Chaos. Although these troubled times have often meant witch hunters operating in small groups or by requisitioning support from local authorities many still prefer to work alone. Some of course have other reasons, their excessive zeal can lead to other hunters shunning them or even their expulsion from the order, in a few cases they themselves have darker secrets they don't want their brothers in arms investigating.

These solitary witch hunters are not above joining roving bands if it suits their aims, providing they are reimbursed for the skills they bring. They care little for the morals of such groups providing that they are a human band and not tainted in any way by Chaos. The threat of Chaos is so great that they have even put aside their prejudices against followers of Ulric to better fight Chaos.

May be Hired: Any Human warband may hire a Witch Hunter. He will not stay with a Witch Hunters warband for more than one battle because of private agendas and chapter jurisdiction. He will never work for a warband with a wizard, but he will work alongside a Priest from one of the recognised patron cults of the Empire.

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

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

Equipment: Duelling or Crossbow Pistol, sword and dagger. He starts every game with a vial of Holy water and garlic.

Skills: A Witch Hunter may choose from Combat, Speed, Shooting, Academic and Strength skills when he gains a new skill.

SPECIAL RULES

Burn the Witch: The Witch Hunter treats all enemy wizards and other spellcasters with *hatred*.

In Sigmar's Name: The Witch Hunter can call on his faith in Sigmar, he is allowed to re-roll all failed *fear* tests.

Sigmar's Reward: Doing Sigmar's work is reward enough. If the warband the Witch Hunter is with takes the leader *out of action* from a warband who are followers of Chaos (excluding Norse) or an Undead warband, the Witch Hunter waives part of his fee. At the end of the battle the Witch Hunter charges only 5 gold crowns upkeep.

Warlock

30 gold crowns to hire +15 gold crowns upkeep

Wizards, shamans, mystics, all these and more are associated with men who can wield the power of magic. All magic is potentially dangerous and originates from Chaos, so those blessed (or cursed) with the power of sorcery are hated and feared. Still, it is not difficult to find employment if you are a wizard, for many are willing to take the risk of persecution. But hiring a Warlock does not only mean that you lose your gold – if the teachings of the Cult of Sigmar are to be believed, your soul is at risk as well...

The only sure protection for magicians is a scholarship. Wyrds rejected by the Colleges of Magic fall in with secretive cabals consisting of warlocks, witches and hedgefolk united to form a single covert network of unlicensed practitioners who embark upon clandestine operations throughout the Empire and beyond, striving to maintain their anonymity under the ever looming threat of discovery by the Witch Hunters.

May be Hired: Any warband except Witch Hunters and Sisters of Sigmar may hire a Warlock.

Rating: A Warlock increases the warband's rating by +16 points plus 1 point for each Experience point he has.

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

Equipment: A Warlock carries a staff.

Skills: Warlocks may choose skills from the Academic skills list, or they may randomly determine a new spell from the Lesser Magic spell list.

SPECIAL RULES

Wizard: Warlocks are magicians and have two spells generated at random from the Lesser Magic list. See the Magic section of the Mordheim rulebook for details.



Witch

30 gold crowns to hire +15 gold crowns upkeep

There are those practitioners of magic that dwell permanently within the depraved ruins of Mordheim. They are unable to find a place in society and live as hermits, conjuring their magicks in utter solitude. These creatures are witches and are often seen in the broken down houses and ruined shacks that litter the City of the Damned, stooped over bubbling cauldrons, sheltering from the rain. They are ancient and individual practitioners of magic, using many old spells, and methods that are older still. It is a lucky warband that can find and employ the services of a witch for they are reclusive and solitary individuals but can be swayed when the price or purpose suits them.

May be Hired: Any warband except Witch Hunters and Sisters of Sigmar.

Rating: A Witch increases the warband's rating by +14 points, plus 1 point for each Experience point she has.

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

Equipment: A Witch carries a staff and a pouch of spell ingredients.

Skills: Witches may choose skills from the Academic skills list, or they may randomly determine a new spell from the Charms & Hexes list.

SPECIAL RULES

Wizard: The Witch has the ability to use magic and casts spells like any other wizard. She has two spells generated at random from the Charms & Hexes list.

Potions: The Witch is an expert as brewing all manner of curious concoctions. A single Hero in the warband who have hired the Witch may partake of such a potion before the battle. Roll a D6 to discover the draught's effect.

D6 Result

- 1 **Debilitating:** 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 **Strength:** 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 **Resilience:** 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 **Fortitude:** 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.

Recluse: Witches are very reclusive individuals and therefore difficult to employ. Even when they are found they may be reluctant to aid the warband no matter how much gold they offer. When attempting to hire a Witch the warband leader must roll a D6. If he or she can score a 4+ the Witch can be hired, otherwise the Witch shuns them and they will have to try again after their next battle.

Reluctant: Whilst she is happy to use her magic to aid the warband, the Witch is reluctant to enter the fray herself. As such the Witch will never charge (although if charged she will defend herself) and will always try to stay at least 8" away from enemy models and must move away if she finds herself within this distance.

Norse Shaman

45 gold crowns to hire +25 gold crowns upkeep

There is a tradition amongst the tribes of the north, where a man who possesses the sight of the crow can hold back the power of death or unleash it in ways undreamt of. Unlike the swifter prowess of sorcerers who are blessed by a union with the Ruinous Powers, these seers find their powers in the dark places, where death, murder and war have cursed the lands. For here the winds of Dbar congeal, contaminating everything around and here dwell those among the Norse with the witch sight – powerful shamans respected and feared in equal measure, they are known among northmen as the vitki.

May be Hired: Human warbands may hire the Norse Shaman.

Rating: The Norse Shaman increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

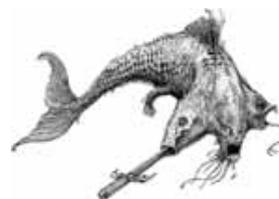
Profile	M	WS	BS	S	T	W	I	A	Ld
Shaman	4	3	2	3	3	1	4	1	8

Equipment: The Shaman carries a rune staff and either a sword or an axe.

Skills: Norse Shamans may choose skills from the Combat and Academic skill lists or they may randomly determine an additional Rune from the Norse Runes list. Rolling a duplicate lowers the difficulty as normal for magic spells.

SPECIAL RULES

Runes: The Norse Shaman starts with two rituals from the Norse Runes list. These are treated in the same way as Prayers of Sigmar. Abilities that give saves against spells, give saves against Norse Runes.



Charms & Hexes

Charms and Hexes are the magic of Witches. 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** **Difficulty 6**
The Witch uses ancient diving 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** **Difficulty 6**
The Witch bestows a powerful curse on one of her enemies that saps their confidence and resolve.

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

- 3 Dust of the Blind** **Difficulty 9**
Casting a handful of dust into the air, the Witch blows it around her, blinding her enemies.

One enemy model within 16" of the Witch 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 Witch casts another spell or moves.

- 4 Age of Stone** **Difficulty 8**
Whispering words of ancient power the Witch causes an enemy to age rapidly before their very eyes, making them weak and feeble!

One enemy model within 12" of the Witch will be severely debilitated and all of their characteristics are reduced by -1 (to a minimum of 1) for the duration of this and their next turn.

- 5 Warrior's Bane** **Difficulty 7**
Muttering a dark and malicious incantation the Witch causes a warrior's grip to loosen, making it almost impossible for them to attack.

One enemy model within 18" of the Witch 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** **Difficulty 6**
A faint aura extends from the Witch's body. All who are touched by it feel warmth and vitality flowing through their veins.

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

Norse Runes

In lands so bleak, so haunted, few tribes would willingly stay for longer than a day at a time, so a vikti exists in solitude, exploiting their residence to glimpse the future, twisting the fates of the northmen. To harm one with the sight is to invite the wrath of the gods, so shaman are respected by the tribes that employ them and more than a little feared. They pierce the veil of life and see through the darkness. With divination the witch doctors command powers not easily comprehended and even Tchar's sorcerers cannot match the vikti in their ability to manipulate the death winds. Norse Runes are these magic rituals used by the Norse Shamans.

D6 Result

- 1 Howl of the North** **Difficulty 9**
Icy winds sweep before the Shaman knocking missiles from their path.
The Shaman is immune to all missile fire. Roll a dice during the Shaman's recovery phase. On a roll of 1 or 2 the winds dissipate. The Shaman is no longer immune.
- 2 Angvar's Fury** **Difficulty 7**
The Shaman's howls rouse the anger of the warriors around him to a fever pitch.
All warriors within 8" of the Shaman gain a +1 to hit in hand-to-hand combat against the opposing warband. The spell lasts till the start of the Norse players next turn.
- 3 Elvek's Cold Spear** **Difficulty 7**
A razor sharp icicle flies at the Shaman's foe.
The icicle has a range of 18" and causes one Strength 4 hit. It strikes the first model in its path. Normal armour saves apply.
- 4 Gift of the Fates** **Difficulty 7**
The Shaman calls on the three Wyrd Sisters of Norse legend for a glimpse of the future.
The Shaman may adjust one die roll by +1/-1 between a successful casting of this rune and his next recovery phase. A roll to wound that was adjusted to or from 6 will not cause a critical.
- 5 Kiss of Frost** **Difficulty 6**
The Shaman covers ground of his choosing with slick ice.
A single model within 12" of the Shaman must pass an Initiative test or be *knocked down*.
- 6 Bear's Might** **Difficulty 9**
The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.
The Shaman gains +1 Attack, +2 Strength, +2 Toughness and loses -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each of player turns. If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once during each battle.

Outland Avengers

Fugitives exiled by their own kind seeking refuge or just loners loyal to a few and only when it suits them. Entrepreneurial sell-swords risk everything to seek employment with a notorious warband or refuge when they become desperate. The more inventive among these adventuring outcasts elaborately disguise themselves to cross provincial borders in the Empire or to penetrate the guarded gates of garrisoned city walls to close a commission. The number of outlanders and intruders taking vengeance seems to increase in the Old World year by year as bloody conflicts on the battlefield tear at the fabric of Karl Franz's rule.

Dark Elf apprentice assassin

70 gold crowns to hire +25 gold crowns upkeep

Few are better than the silent, black garbed killers of the Dark Elves, even the assassins of Clan Esbin quail at their expertise. It is not unheard of for young apprentice assassins, when learning their dark trade, to be sent off to far away places to further hone their skills by selling their unique abilities.

May be Hired: Skaven, Dark Elves, Pirates, Outlaws, Bandits and followers of Chaos may hire a Dark Elf Apprentice Assassin.

Rating: An Apprentice Assassin increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dark Elf	5	5	5	4	4	1	7	1	8

Equipment: Dark Elf Blade, dagger, repeating crossbow, dark venom, light armour and Elven cloak.

Skills: A Dark Elf Apprentice Assassin may choose from Combat, Shooting and Speed skills when he gains a new skill. In addition, there are skills unique to Dark Elves as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Perfect Killer: All attacks made by the Apprentice Assassin, whether in shooting or close combat, have an extra -1 save modifier to represent his skill in striking at unarmoured spots.

Kindred Hatred: Dark Elves have an unyielding *hatred* towards any Elf warriors including Elf Hired Swords.

Excellent Sight: Elves have eyesight unmatched by mere humans. The Apprentice Assassin spots *bidden* enemies from twice his Initiative value in inches away.

DARK ELF SKILLS

Fury of Khaine: The Dark Elf Assassin is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Dark Elf may make a 4" follow up move if he takes all of his opponents *out of action*. If he comes into contact with another enemy this starts a new combat. This new combat takes place in the following turn and the Dark Elf counts as charging. The warrior may not follow up in the opponent's turn.

Powerful Build: The warrior is strongly built for an Elf and is capable of feats of strength. A warrior with this skill may choose skills from the Strength table. No more than two warriors in the same warband may possess this skill at any one time.

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

Infiltration: The Apprentice Assassin can Infiltrate. See the Skaven special skill of the same name.



Dark Elf blade

Dark Elf Blades are forged in the city of Hag Graef, the Dark Crag. They are fashioned from Blacksteel, a rare form of steel found deep within the mountains around the city. Dark Elf swords have wicked protrusions and serrated edges, which inflict serious damage on an opponent.

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

Special Rules: Parry, Critical damage, Wicked edge

SPECIAL RULES

Critical Damage: When rolling on the critical hit chart a Dark Elf blade will add +1 to the result.

Wicked Edge: A roll of 2-4 on the Injury table is treated as a *stunned* result.

Chameleon skink

70 gold crowns to hire +12 gold crowns upkeep

Chameleon Skinks are an incredibly rare breed of Skink that can change the colour of their skins at will to blend in with their environment. Needless to say Chameleon Skinks are very stealthy and difficult to detect indeed.

May be hired: Lizardmen warbands may hire a Chameleon Skink.

Rating: The Chameleon Skink raises the rating of the warband by 16 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Chameleon	6	4	4	4	2	1	5	1	7

Equipment: Dagger, blowpipe with poison darts and a buckler.

Skills: The Chameleon Skink may choose from Shooting and Speed skills whenever he gains a new skill. In addition, there is a skill unique to Lizardmen as detailed below, which he can choose instead of normal skills.



SPECIAL RULES

Chameleon Skin: Chameleon Skink's foes halve their Initiative when trying to detect him when *bidden*. In addition Chameleon Skinks are at -2 to hit with missile fire.

Infiltration: A Chameleon Skink can infiltrate. See the Skaven special skill of the same name.

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

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

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

Jungle-born: Skinks can move through jungle terrain without penalty.

LIZARDMEN SKILL

Great Hunter: The Chameleon Skink is adept at making the most of the cover available. This imposes an additional -1 to hit if the Skink is in cover, meaning a -2 to hit penalty is applied instead.

Chaos centaur

65 gold crowns to hire +25 gold crown upkeep

Shamed by their unsightly appearance, centauroid mutants isolate themselves within the darkest recesses of the forests in Norsca and the Wastes, periodically collaborating with northern tribes raiding on the Steppes. Of mutations, Centaurs have been plagued with a kind that cannot be concealed. Afflicted or born with the torso of human or elf married to the body of an animal. These creatures neither man or beast nor both, prey on lonesome travellers and the meek.

May be Hired: Beastmen, Marauders of Chaos, Ogres and Norse warbands may hire a Chaos Centaur.

Rating: A Chaos Centaur increases the warband's rating by +20 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Centaur	8	4	3	4	3	1	3	1(2)	7

Weapons/Armour: Throwing axes (counts as throwing knives), shield, plus a sword or spear. Treat the spear as you would for the use of a Cavalry bonus (+1 Strength when charging).

Skills: A Chaos Centaur may choose from Combat and Strength skills when he gains new skills, or may buy one new mutation. See special rules for Mutants.

SPECIAL RULES

Drunken: Chaos Centaurs are renowned among the northern tribes for their habitual need to consume alcohol by the barrel, working themselves up into a drunken frenzy. Roll 1D6 at the start of each turn. On a roll of 1, they must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on the roll of a 6 they become subject to *frenzy* for that turn. While subject to both *stupidity* and *frenzy* they are immune to all other forms of psychology.

Woodland Dwelling: For most of their lives centauroid mutants prowl the murky depths of forests. They suffer no movement penalties for other moving through wooded areas.

Trample: As well as their weapons, Centaurs use their hooves and sheer size to crush their enemies. This counts as an additional attack, which does not benefit from weapon bonuses or penalties.



Hobgoblin scout

45 gold crowns to hire +20 gold crowns upkeep

The Eastern Steppe is home to the tribes of nomadic Hobgoblins. Ruled by the Kbans, these Hobgoblins travel the Steppes on wolf back, looking for good pillaging. Related to the Hobgoblins of the Chaos Dwarf towers, these nomads are sometimes hired by the diminutive Chaos Dwarfs to act as scouts for their raids, spying out the land, and locating prime spots to ambush.

After the Hobgoblins turned traitor on their fellow greenskins at the tower of Zbarr Naggrund, they have enjoyed the favour in those parched lands, the only thing that has kept them safe from the vengeance of Orc tribes.

May be Hired: Chaos Dwarfs and Ogre warbands may hire a Hobgoblin Scout.

Rating: The Scout increases the warband's rating by +19 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	4	3	3	3	3	1	2	1	6
Giant Wolf	9	3	0	3	3	1	4	1	4

Weapons/Armour: Dagger, shortbow, shield. A Hobgoblin Scout rides a Giant Wolf.

Skills: A Hobgoblin Scout may choose from Shooting and Riding skills when he gains a new skill. In addition, there are a couple of skills unique to a Hobgoblin Scout as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Ride: The Scout has the Ride Giant Wolf skill.

Loner: The Scout has become so used to being alone on the Steppes that it has become accustomed to its own company. The Scout may never use the warband leaders Leadership for any tests. In addition, the Scout never counts as All Alone and may operate independently throughout the game.

Traitor: Due to the treacherous treatment the Hobgoblins have shown towards their greenskinned cousins, the Hobgoblin is subject to the *hatred* of all Orcs & Goblins and a warband that hires the Scout may never hire any other Orc or Goblin Hired Swords including Black Orcs.

HOBGOBLIN SCOUT SKILLS

Spy: Before the battle commences but after deployment, the player controlling the Hobgoblin Scout may re-deploy D3 models (not including the Scout), using the normal deployment rules. If the player chooses not to do this, then the Scout may be set up anywhere on the board that is not within 18" of any enemy model.

Potshot: Living in the saddle teaches a Scout to hunt by drawing his shortbow while moving at full pelt. The Scout may fire a bow when running with a -2 to hit modifier.

Black Orc bodyguard

60 gold crowns to hire +40 gold crowns upkeep

Hand-picked from a cadre of his finest guards, these elite Orcs have been ordered by none other than Grimgor Ironbide to infiltrate the Great Forest and beyond to keep an eye on the progress of his raiding parties.

May be Hired: Any Orc & Goblins or Chaos Dwarf warbands may hire a Black Orc Bodyguard.

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

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

Weapons/Armour: The Black Orc Bodyguard wears heavy armour and a helmet, and may choose between two axes or a double-handed weapon.

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

SPECIAL RULES

I said 'shut it': Whilst the Boss has this ferocious warrior in the warband the greenskins are reluctant to make trouble. Any orcs or goblins within 6" of the Black Orc do not suffer from the effects of Animosity. The rest of the warband tests as normal.

Who'se Da Man!: If any Goblin leader is taken *out of action* during the battle, the Black Orc steps up to replace him. For the duration of the battle he gains the Leader ability. If the Goblin leader gets killed then the Black Orc decides to fill the new vacant position permanently. The Black Orc becomes the new warband leader, but he keeps his upkeep cost (hey, a Black Orc can't live on mushrooms and fungus alone). The Black Orc does not count towards the warband size when selling treasure.



Clan Skryre Rat Ogre



100 gold crowns to hire + 1 piece of Wyrystone upkeep

The warlock engineers of Clan Skryre are renowned for their fiendish inventions which utilise a blend of foul magic and arcane machinery. The Clan Skryre Rat Ogre is the pinnacle of their devilish engineering, utilising the corpse of a Rat Ogre combined with a mechanical exoskeleton and powered by refined wyrystone. The Clan hires out the handful that it has made to further test them in combat. In battle it is a terrifying if somewhat unreliable beast.

May be Hired: Only Skaven warbands may hire the Clan Skryre Rat Ogre.

Rating: The Clan Skryre Rat Ogre increases the warband's rating by +25 points.

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

Weapons/Armour: Jaws and claws! In addition the Rat Ogre is armed with a small Warfire Thrower on its mechanical left arm. The part mechanical body of the Rat Ogre is very hardy and confers 4+ armour save.

Skills: The Clan Skryre Rat Ogre is a nightmarish bio-mechanoid creation that is solely driven by the dark sorcery of the Clan Skryre Warlocks and so gains no experience.

SPECIAL RULES

Large: The Clan Skryre Rat Ogre is a huge creature that towers above the heads of its fellow Skaven and men alike. Any warrior may shoot at a Rat Ogre, even if it is not the closest target.

Fear: The Clan Skryre Rat Ogre is a fearsome, monstrous beast that causes Fear.

Bio Machinery: The Clan Skryre Rat Ogre is not alive as such, being a monstrous combination of dead flesh, arcane Skaven technology and dark sorcery. The Clan Skryre Rat Ogre is immune to psychology and never leaves combat.

Wyrystone Powered: The Clan Skryre Rat Ogre is a mindless automaton and does not require any pay - it does - however, require Wyrystone shards to power it. It requires a single piece of Wyrystone before each game to be 'powered-up'.

May not run: The Clan Skryre Rat Ogre is a huge lumbering monster-machine that lacks the sheer animal speed of a living Rat Ogre. It may not run.

Immune to Poison: The Clan Skryre Rat Ogre is not affected by any poisons.

Warfire Thrower

The Clan Skryre Rat Ogre has a smaller version of the dreaded warfire thrower built into one of its arms.

Range 6" Strength 4 Save Modifier -1

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 warfire thrower causes fire damage (see the Let the Damned Burn article).

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

D6 Result

- | D6 | Result |
|-----|---|
| 1 | Explodes - Something has gone horribly wrong with the Rat Ogre's warpstone generator and it has overloaded, exploding in a bright green flash! All models within 6" of the Rat Ogre receive a single Strength 5 hit. The Rat Ogre is completely destroyed. Do not roll for injuries after the game. |
| 2 | Goes berserk! - From now until the end of the game, the Rat Ogre is out of control. At the start of each of the Skaven player's turns, the Rat 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 charge them, otherwise it will move full pace towards the nearest warrior. |
| 3 | Shuts Down - The warpstone generator fizzles out and the Rat 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 Rat 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 any warriors but there are warriors within range of its warfire thrower, it will fire this at them instead. |
| 5-6 | Freezes - The Rat Ogre just freezes on the spot for this turn. It is hit automatically if engaged in close combat. |

Dramatis personae

This section details some of the strangest and most famous (or infamous) characters to be found in Mordheim and the outlying settlements. Occasionally, these warriors join forces with a warband (usually demanding wyrdstone or a bag of gold in payment).

The following characters (known as 'special characters') are hard to find and expensive to hire – you must be lucky and wealthy to attract their attention.

This list does not, by any means, include all the famous warriors and cold-hearted killers you could encounter in Mordheim. There are famous Dwarf gold hunters, Burgomeisters of the Merchants' Guild, Theodor, the marksman of Hochland, and many others. In fact

we hope that the characters detailed here will inspire players to invent special characters of their own.

You can only ever have one of a particular special character in your warband. A warband may employ as many special characters as it likes – if it can afford them!

Looking for special characters

After a battle, you can send any number of your Heroes to look for a special character. Only Heroes can look (Henchmen are rarely trustworthy enough). Heroes who went *out of action* in the last battle are unable to join the search because they are recovering from their wounds.

Heroes who are looking for a special character cannot look for rare items. Decide which special character you are seeking, and how many Heroes have been sent to look for him. Roll a D6 for each searcher. If any of the searchers rolls under his Initiative he has located the special character. You can, of course, only find one of a particular special character, no matter how many searchers roll under their Initiative.

Bire fee

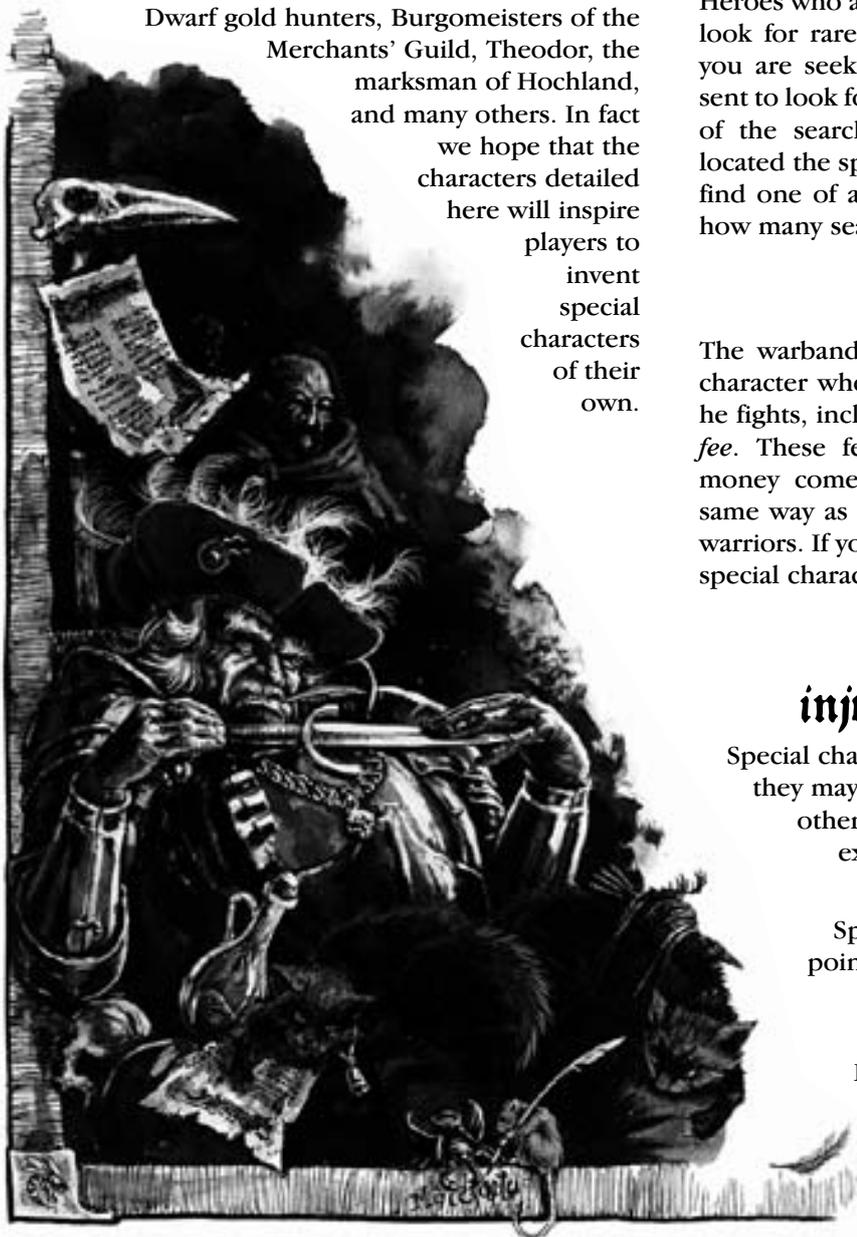
The warband must pay the *bire fee* for the special character when he is recruited, and after each battle he fights, including the first, you must pay an *upkeep fee*. These fees are indicated in the entries. This money comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors. If you don't have enough gold to pay for the special character he leaves the warband.

experience, injuries and equipment

Special characters have their own equipment. Only they may use this equipment; it can't be given to other warriors. Furthermore, you cannot buy extra weapons or equipment for a special character.

Special characters do not earn Experience points, although they suffer serious injuries, just like Heroes, if they are taken *out of action*.

Each special character's description tells you how much to add to your warband's rating for including them (taking into account their experience and abilities).



Aenur, the sword of twilight

Many famous swordsmen have come to Mordheim to make their fortune, but few can match the terrifying reputation of the Elf swordsman Aenur. This mighty warrior was responsible for slaying the entire Possessed warband of Karl Zimmeran, and single-handedly cleansed the Rat Hole, a settlement that had been overrun by Beastmen.

Rumours about Aenur's origin abound. Elves usually avoid human settlements, and Mordheim in particular, but for some reason the tall, pale swordsman has stayed in the proximity of the ruined city for months.

Some say Aenur comes from beyond the Great Ocean, from the fabled Elven kingdoms, and that he is the captain of the legendary Order of Swordmasters. Others claim that he is a Wood Elf prince in exile. Aenur himself says little about his past and those who are wise do not question him.

Whenever a warband prepares an expedition to explore the inner city, there is a chance they may hear a sharp rap at the gate of their encampment – their unexpected visitor will be Aenur, offering his services to their leader.

If, indeed, Aenur seeks something in the grim ruins of Mordheim, no-one knows what this might be. Some say that he wishes to explore the Pit itself, and slay the enigmatic Shadow Lord, though such a task must surely be above even this mighty warrior.

Aenur is tall even for an Elf, and beneath his finely woven Elven cloak he wears armour of gleaming ithilmar. He carries a sword of immense size which is rumoured to have arcane properties. Certainly no-one who has been struck by it has ever lived to tell the tale.

Hire Fee: 150 gold crowns to hire.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Aenur.

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

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

Weapons/Armour: Aenur wears ithilmar armour, an Elven cloak and carries an enormous sword known as *Ienh-Khain*.

Skills: Aenur has the following skills: *Strike to Injure*, *Expert Swordsman*, *Step Aside*, *Sprint*, *Lightning Reflexes*, *Dodge* and *Mighty Blow*.

SPECIAL RULES

Invincible Swordsman. Aenur always hits his opponents on a roll of 2+ in hand-to-hand combat.

Wanderer. Aenur only ever stays with a warband for the duration of the battle. A warband who used Aenur in their last battle may not seek him out until they have fought at least one battle without him.

Ienh-Khain (the Hand of Khaine). Ienh-Khain is an incredibly long single-edged sword, which Aenur uses with consummate skill. This sword allows Aenur to parry, adds +1 to his Strength and causes a critical hit on a roll of 5-6 when rolling to wound.



Johann the Knife

"Get your hands off me, brute! Let go of me, and I'll tell you what I know. So, you seek Johann the Knife! Take my advice, friend, do not speak his name out loud. He does not like people talking about him in the street. What do you seek him for anyway? So, you've got a job for him! Well, why didn't you say so before? I cannot say where you might find him, because I do not know myself. Who does? Anyway, no matter. When he hears word, he will find you soon enough! Ha! ha! It will cost you though, for he likes gold, does Johann. He knows this city - what's left of it - like the back of his hand. If he can't find someone, no-one can. He is like a shadow, he can go in and out of anywhere, unseen. He can also fight his way out of anywhere. No-one can catch him.

As quick as lightning with a knife, he is! No traces, all very neat and tidy. All I need from you is the gold, and the name. Johann will do the rest."

Conversation overheard in Mordheim

Of the many cutthroats and assassins for hire that infest the settlements around Mordheim, Johann the Knife is the most famous. He exhibits his vocation as hired knife-fighter and assassin extraordinaire by the various lethal-looking daggers hanging from his belt, and the mean glint of his eyes. Johann wears dark leather gear, slightly out of fashion, which has never been washed (or so the barmaids say). His long face bears the scars of many a fight, and his unkempt hair is lank and greasy.

Johann's purse is always heavy with gold, and he takes no trouble to hide it, since only a fool would try to steal it from him. Many have tried, and all have died... very quickly. The craftsmanship and quality of Johann's daggers is beyond compare, as he has taken them from the bodies of the many wealthy, but unskilful, opponents he has despatched in vicious duels.

Hire Fee: 70 gold crowns to hire; +30 gold crowns upkeep cost. Johann is addicted to Crimson Shade, so you may hire him for one portion of Crimson Shade if you wish.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Johann.

Rating: Johann the Knife increases a warband's rating by +60 points.

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

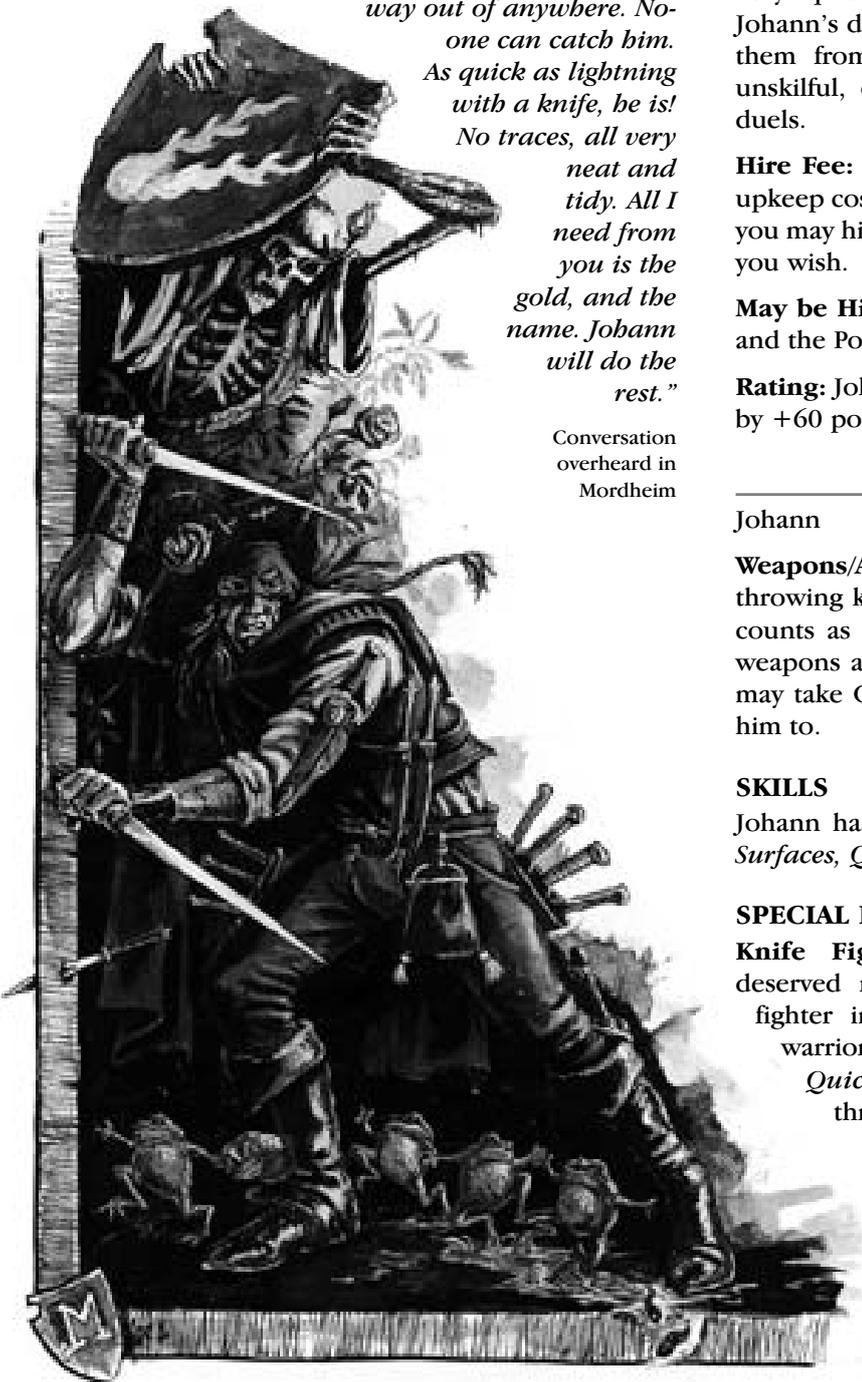
Weapons/Armour: Johann is armed with countless throwing knives and several long daggers (he always counts as having two swords in close combat). His weapons are always coated with Black Lotus and he may take Crimson Shade before a battle if you want him to.

SKILLS

Johann has the following skills: *Dodge*, *Scale Sheer Surfaces*, *Quick Shot*, *Eagle Eyes* and *Knife Fighter*.

SPECIAL RULES

Knife Fighter Extraordinaire: Johann has a deserved reputation for being the greatest knife-fighter in whole of the Empire. Unlike normal warriors, he can combine the *Knife Fighter* and *Quick Shot* skills (yes, he can throw six throwing knives in one turn if he does not move!).



✠ Bertha Bestraufung, High Matriarch of the Sisterhood ✠

Years ago, Bertha sought refuge in the strict discipline and devotions of the Sisters of Sigmar. Only the warrior god of the Empire was worthy of her esteem. Only He was constant and faithful. And had not holy Sigmar, in truth, chosen her to be one of his handmaidens?

The pure blood of the Unberogens runs in Bertha's veins, as evinced by her long golden plaits and fierce blue eyes, which can freeze a Goblin at twenty paces with an icy glare. Even her voice commands authority, turning strong, hairy-thewed men into trembling wretches.

The Sisters look up to Bertha as an example of holy womanhood. She rose rapidly through the ranks of the Sisterhood, and on her deathbed the revered Matriarch Cassandra named Bertha her successor, new High Matriarch, and Abedissa of Sigmar's Rock.

Sometimes, as Bertha straps on her Gromril armour in the light of dawn, she reflects on the lost innocence of her youth. Then, angrily, she tightens the studded leather straps tightly over her iron-hard limbs and strides outside to spend hours practising with her great warhammers, preparing herself, as a bride of Sigmar should, for the day of battle.

Extract from the Tome of Heroes

Hire Fee: None. Bertha will come to the aid of any Sisters of Sigmar warband if they send one or more of their Heroines to look for her in the normal manner, rolling under their Initiative (representing their efforts to gain audience with the High Matriarch). If she does grant an audience, she might decide that her personal help is needed in the forthcoming battle. She will only come to the aid of a Sisters of Sigmar warband if their enemy has a higher warband rating. Consult the table below, and roll a D6 to see whether Bertha will aid the warband. A request for Bertha to aid the warband must be made for each battle you wish her to help the warband.

Difference in Warband Rating	Dice roll required	
0-49	Nil	
50-99	6+	
100-149	5+	
150-199	4+	
200+	3+	

	M	WS	BS	S	T	W	I	A	Ld
Bertha	4	5	3	4	4	2	4	3	10

May be Hired: Bertha Bestraufung will only join Sisters of Sigmar warbands.

Rating: Bertha increases a warband's rating by +105 points.

Weapons/Armour: Bertha is armed with two Sigmarite warhammers, wears gromril armour, and carries a vial of blessed water and a holy relic.

SKILLS

Bertha has the following skills: *Mighty Blow*, *Unstoppable Charge* and *Righteous Fury*.

PRAYERS OF SIGMAR

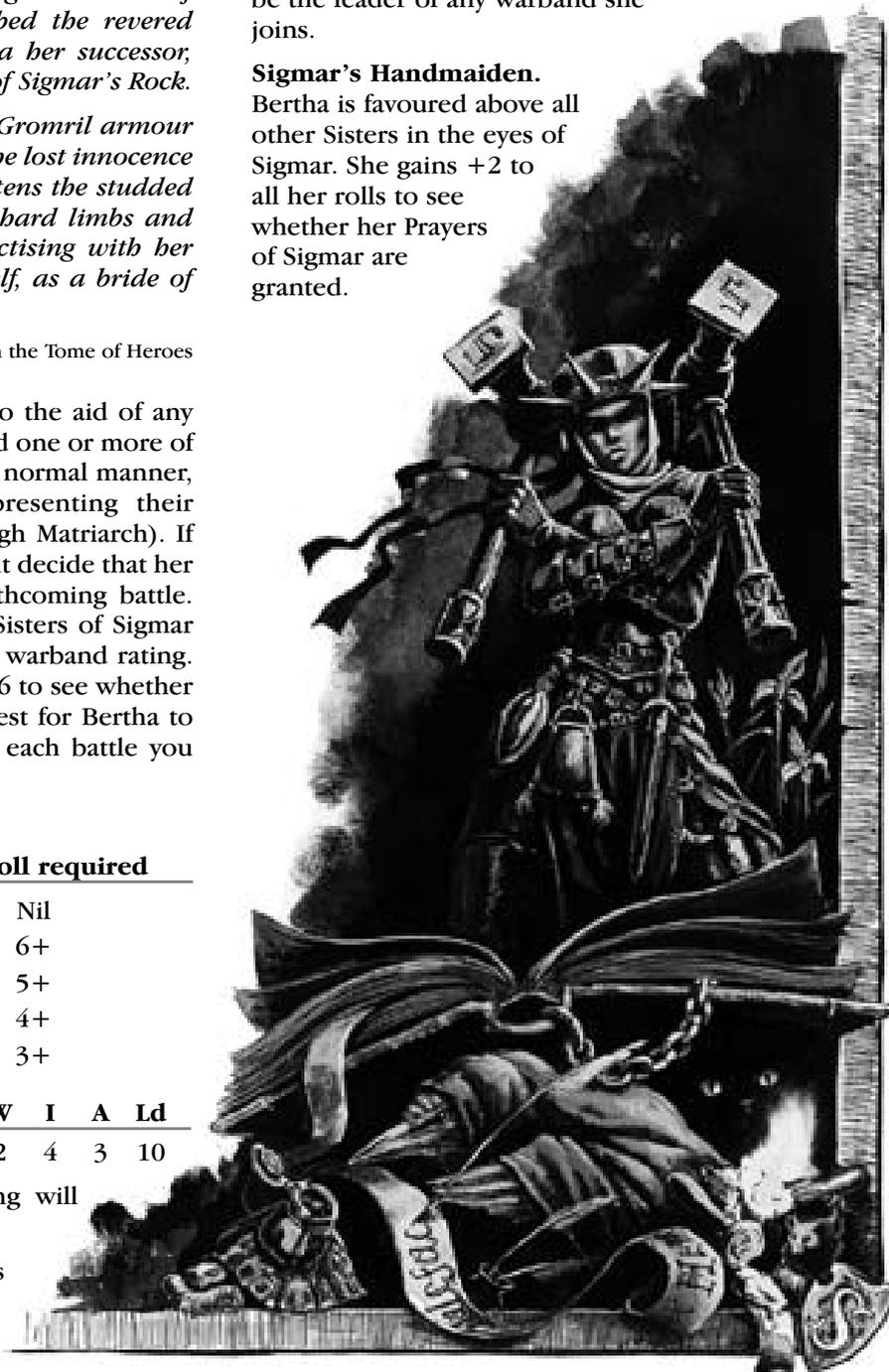
Bertha knows all six Prayers of Sigmar.

SPECIAL RULES

High Matriarch. As the High Matriarch of the Sisters of Sigmar's Mercy, Bertha will automatically be the leader of any warband she joins.

Sigmar's Handmaiden.

Bertha is favoured above all other Sisters in the eyes of Sigmar. She gains +2 to all her rolls to see whether her Prayers of Sigmar are granted.



Veskit, High executioner of clan eshin

"It killed us all! We couldn't stop it, our weapons broke against its body... It was black, like a shadow, and it was moving so fast, cutting men to shreds left and right. We fought, yes we fought hard, and old Marcus even tried his trick with the oil flask. It was engulfed by flames and for a moment we thought we'd stopped it. No way, it came out of the fire, still ablaze. It was as if it didn't care! That was too much and those left of us ran for it. Still it followed us, on and on, relentless and merciless. There was no escaping, no hiding, its red eye could always spot you. Oh that eye... that eye..."

Last words of Fritz Huber at the Inn of the Red Moon,

Veskit was already a talented clan Eshin Assassin when he was entrusted with his most difficult mission. He was hired by Clan Skryre to free one of their oldest and most experienced Warlocks who was being held hostage by a rival clan.

Veskit managed to take the prisoner back, fighting his way through the guards, but at a very high cost. He suffered terrible wounds and would have certainly died, but the Nightmaster of Clan Eshin made a pact with the Warlock Engineers. The Skaven scientist-sorcerers replaced various parts of Veskit's body with their part technological, part magical implants and made him into a walking arsenal of deadly weapons. Veskit is now more a machine than a living thing, and his thirst for killing has become almost uncontrollable.

When news of the wyrdstone came to the hidden fortress of Clan Eshin, the Nightmaster sent Veskit to Mordheim to deter the man-things from exploring the city, which rightfully belonged to the Skaven. From that day on, many adventurers have met their end in the dark allies of Mordheim. Veskit's unblinking eye misses nothing, and those he hunts on the streets of Mordheim never return to the Gargoyle Gate.

Hire Fee: 80 gold crowns to hire; +35 gold crowns upkeep cost.

May be Hired: Veskit may only be hired by Skaven warbands.

Rating: Veskit increases the warband's rating by +70 points.

	M	WS	BS	S	T	W	I	A	Ld
Veskit	5	5	4	4	4	2	5	4	8

Weapons/Armour: Eshin Fighting Claws (the extra attack is included in his profile). Each Fighting Claw incorporates an in-built warlock pistol, so Veskit can shoot in every turn, and he fights in close combat with Strength 5 and a save modifier of -3 (note that he can still parry twice with his claws!).

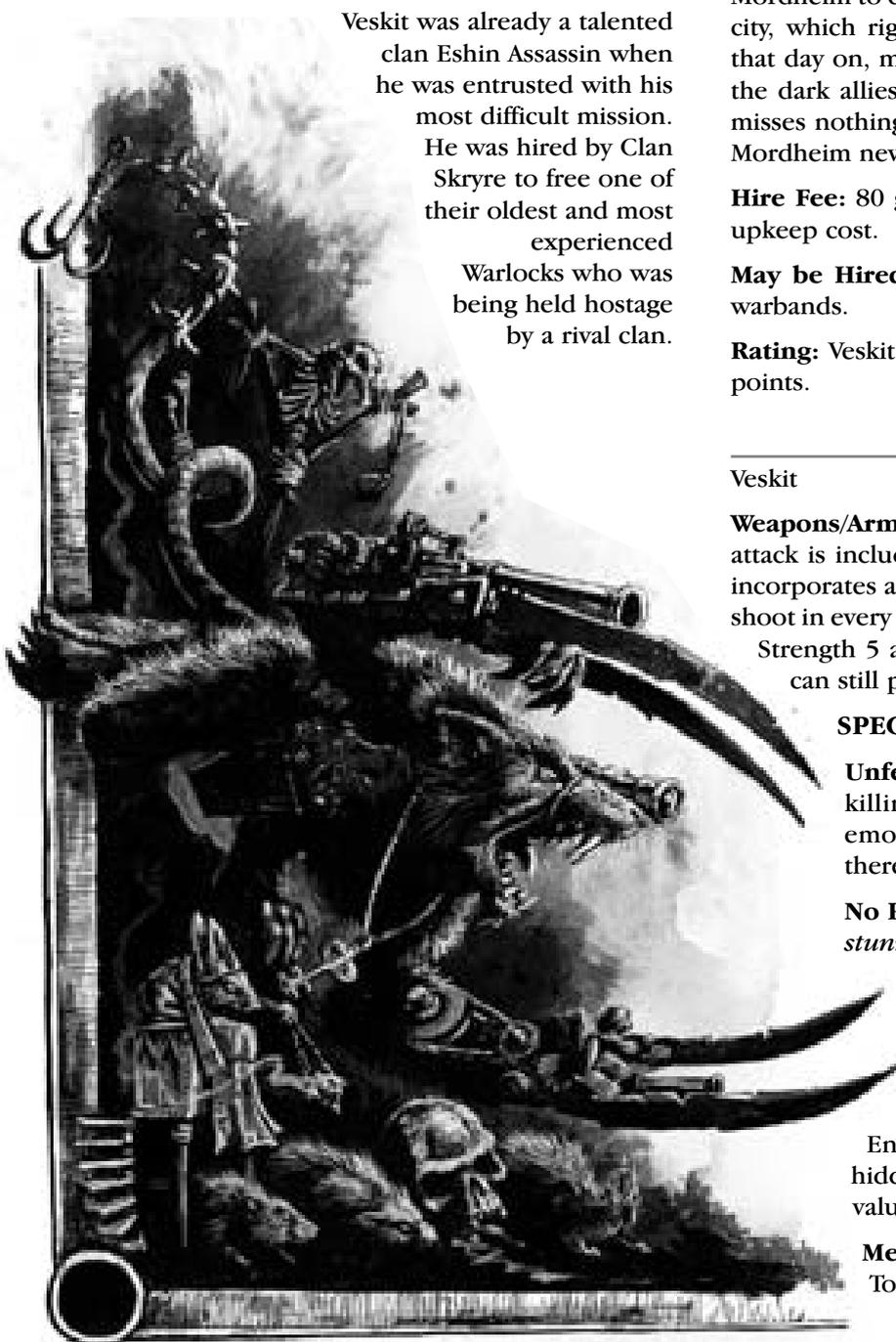
SPECIAL RULES

Unfeeling. Veskit is a cold, calculating killing machine, and feels few of the emotions that living things do. He is therefore immune to all psychology.

No Pain. Veskit ignores *knocked down* and *stunned* results on the Injury chart. He must lose his last wound and be taken *out of action* before he is removed from battle.

Unblinking Eye. Thanks to the sorcerous devices built by the Warlock Engineers of Clan Skryre, Veskit can spot hidden enemies within twice his Initiative value in inches.

Metallic Body. These give Veskit his high Toughness and a 3+ armour save.



Nicodemus, the cursed pilgrim

by Alessio Cavatore

Nicodemus was a promising apprentice to the mighty wizard Gantbrandir. During one of his master's many absences, Nicodemus felt an irresistible call from one of the ancient artifacts stored in the wizard's laboratory: an exotic magic lantern. Created when the world was but young, this mighty artifact imprisoned the essence of a powerful Daemon. Many times Nicodemus' master had warned him not to touch the dangerous lantern, but the voice in the young wizard's mind was more convincing than even his mentor's "Free me" it was saying "and I will grant you your heart's desire – anything you want will be yours! Mine is the power to make it so! Free me..." Nicodemus knew something of dealing with these denizens from the Realm of Chaos and immediately asked: "Do you swear it in the name of the Power you serve?" After a moment of silence, the voice answered: "I swear it in the name of my Master!" So the ambitious but naive young wizard was hooked and proceeded to break the runic seals of the lantern.

"Free at last!" boomed the voice of the Daemon as it emerged from its prison in a billowing, many-hued cloud. The smoke then seemed to coalesce into the vague shape of a huge humanoid creature, with a bird-like head atop a long thin neck and vast wings made of iridescent light. The Daemon looked down on the human, and Nicodemus, controlling his



fear, shouted: "The wish! You must grant me the wish as you swore it!" The mighty Chaos being smiled enigmatically and asked: "What is your wish then, manling?"

Fighting hard against all the instincts telling him to flee as far as he could from this unearthly abomination, Nicodemus revealed his wish: "I want to become the greatest wizard known to Mankind!"

A few long heartbeats later the fiery gaze of the Daemon left the wizard: "Granted!" whispered the Daemon and with one last evil chuckle disappeared back to the netherworld from whence it came.

Nicodemus did not perceive any immediate change and wondered how long it would take for the wish to come true. Only one thing was clear, he could not stay there anymore, because his master would certainly not be pleased by his actions. So

Nicodemus picked up his things and fled, beginning his wanderings across the Old World.

Only a few weeks after that fateful day did Nicodemus realise the Daemon's trickery. His body was growing abnormally quickly – he was now an inch taller than the previous week and his body was getting proportionally bigger. The greatest wizard! The cunning Daemon had taken his wish too literally! Nicodemus had been taught to be extremely careful with the wording of anything related to wish-magic, but the sheer terror generated by the Daemon had overcome his training... Now he was doomed to live with his mistake.

From that day on, the life of Nicodemus has been an uninterrupted quest, a desperate search for a way to negate the curse of unstoppable growth. The only remedy he has

stumbled upon is a powerful potion concocted by a wise hermit he met in the Worlds Edge Mountains. The potion's ability to delay the effects of the Daemon's powers has become a lifeline for the sizeable wizard. Unfortunately for Nicodemus he requires regular infusions of wyrdstone for the potion to take effect. Thus Nicodemus has been drawn to the greatest concentration of this wondrous mineral – Mordheim, City of the Damned.

Nicodemus's skills have greatly developed during his time in the dark streets of Mordheim and he is now something of a legend among the many warbands vying for supremacy in the city. Who knows where he will appear next and who will be join in his never ending search for the precious magic stones...

	M	WS	BS	S	T	W	I	A	Id
Nicodemus	4	3	3	1	4	2	3	1	8

Hire Fee: See Special Rules.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Nicodemus. Remember that he must be looked for, like all other special characters.

Rating: Nicodemus increases the warband's rating by +85 points.

Weapons/Armour: Nicodemus carries an

enormous Wizard's Staff (see Special Rules).

Skills

Nicodemus has the following skills: *Sorcery* and *Fearsome*.

Spells

Nicodemus knows all six Lesser Magic spells.

Special Rules

Cursed. Nicodemus is not interested in money, he

desperately needs fragments of wyrdstone to delay his abnormal growth. When he joins the warband and after each battle he fights, including the first, you must pay him with a wyrdstone shard. If you don't have a shard or if you don't want to give it to Nicodemus and prefer to sell it, the cursed pilgrim will leave the warband, never to return.

Wizard's Staff. Nicodemus can use his staff in close combat in two different ways: he can use the staff

with both hands, in which case the staff counts as a club, but also allows Nicodemus to parry as if he was armed with a buckler; alternatively Nicodemus can use the staff in his left hand as a normal club while he's wielding the *Sword of Rezhebel* (see Lesser Magic spells) in his right hand.

Note: The *Sword of Rezhebel* is a spell and not a normal sword, therefore it **cannot** be used to parry.

Dramatis Personae



A Pair of Rogues

Never in the history of the Empire have there been such a villainous pair of rogues as Marquand Volker and Ulli Leitpold. Once brigands in a mercenary regiment responsible for a long list of crimes, they were caught by bounty hunters and enlisted into the slave army of the Count of Stirland. The pair escaped their captors on the outskirts of Mordheim, City of the Damned, a ruinous place where death and glory could be found in equal measure. The infamous bandits instantly recognised it as home.

Ulli and Marquand quickly developed a strong rapport with the scum of Mordheim, a place inhabited by the corrupt and immoral outcasts of society. Their martial prowess and ruthless guile soon earned the nefarious partners in crime a high degree of notoriety. As a result, the less noble traders and prospectors of the accursed city eagerly sought out the services of these talented scoundrels.

But their assistance did not come without a high price. Whilst the pair would consider any task thrown their way for a mere handful of gold coin, their loyalty was as fickle as the winds of Chaos. They built up a reputation of betraying employers and stabbing them in the back for the sake of a single crown. They were certainly not beyond using foul and despicable tricks to save their own worthless hides or line their own pockets.

What became of the despicable pair, none can say but legends of their deeds can to this day be heard in taverns throughout the Old World. Each story is more outlandish than the next but few ever doubt the truth behind these fantastic tales.



Dramatis Personae

Both Ulli and Marquand are new Dramatis Personae as described on page 152 of the Mordheim rulebook and follow all of the standard rules therein. Unlike the other Dramatis Personae Ulli, and Marquand are mercenaries hired as a pair for one battle only, you cannot hire only one of them.

May be Hired: any warband except Sisters of Sigmar and Witch Hunters may hire these rogues.

Hire Fee: 30 Gold Crowns to hire as a pair.

Rating: Ulli and Marquand increase the warband rating by +60 points.



Marquand Volker

Reputedly the son of wealthy Marienburg merchants, what made Marquand embark on a career as a gambler and then a mercenary and assassin is unknown. What is known about this apparent 'fop' is that his appearance belies his true nature for he is quite deadly and entirely devoid of any morals. Marquand personifies Mordheim 'The City of the Damned' for he is corrupt and rotten to the core – just like that place he calls his 'home'. An expert swordsman and master of the throwing knife, there are few who have crossed him and lived. In the darkened corners of taverns, tales are told in nervous whispers about this cold-hearted killer's reputation: that he killed his first victim before he was ten; that he cut the heart out of the Duke of Suddenland while the Duke's wife slept on beside him. His deadliest foe is the Witch Hunter captain Gottlieb, 'The Flayer', whose face Marquand horribly disfigured whilst the erstwhile servant of Sigmar was attempting to redeem Marquand of his sins.

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

Weapons/Armour: Sword, Light armour, throwing knives.

Skills: *Step aside, Knife Fighter, Lightning Reflexes.*



Ulli Leitpold

Marquand's sidekick and partner in crime. Little is known about this huge framed Middenheimer, apart from it is unwise to be caught anywhere near the business end of his massive warhammer! The tales tell that Ulli Leitpold started out as a mercenary soldier, often in the service of the armies of the Count of Stirland, and that he was present at the slaughter that ensued at the third siege of Nuln. Life as a mercenary is presumably where he derives his unthinking greed and cold nature, no doubt. Ulli spent some time as a bandit and thief and teamed up with Marquand when they were captured by bounty hunters and sentenced to live out their days in the penal battalions of the Count of Stirland. Neither as subtle or as flash as his Marienburg colleague, Ulli prefers to use a combination of brute force and low cunning to achieve his goals.

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

Weapons/Armour: Two-handed warhammer, Light armour.

Skills: *Strongman, Unstoppable charge, Combat master.*

SPECIAL RULES

These special rules apply to both Ulli and Marquand.

Wanderers. See Aenur, the Sword of Twilight Mordheim rulebook page 153.

A Fistful of Crowns: These guys will do literally anything for money/wyrdstone and have been known to change sides and stab their former employers in the back for just a



few crowns. To represent this, opposing player(s) may attempt to bribe the pair into betraying their employers and changing sides. At the start of the game, any player(s) wishing to do this must secretly write down how much he is willing to bribe them by (this must of course be more than the pair's starting hire fee!). The controlling/employing player is advised to secretly write down a counter bid at the start of the game also. The bribing player may then choose at the start of any of his turns to attempt to bribe them (even if they are in close combat!). If he does so he must reveal the amount he has written down and if this is more than the hire fee plus the amount the controlling player has for his counter-bid, then he gains control of the pair until the end of the game. Only the player who has control of the pair is forced to pay the additional amount so that if the original controlling player loses control of them through a bribe he doesn't have to pay the counter-bid.

Eg, Captain Steiner of the Averland Avengers Warband has managed to find the duplicitous

pair when scouting the ruins. He pays them their hire fee of 30 gold crowns and they agree to join his warband for the next day's Wyrdstone hunting. Because Steiner is well aware of his new 'partners' treacherous reputation he keeps another 30 gold crowns set aside in a pouch just in case.

Later that day, Steiner comes across the warband of his arch rival, the Reiklander Captain Albrecht 'One Eye'. A fight ensues and when Albrecht recognises Ulli and Marquand (cutting a swathe through his men, no doubt!) he yells out to them that he will pay them fifty gold crowns if they change sides. Ulli and Marquand ponder this for a moment and then turn their weapons against the Averlanders. At this point Steiner throws his pouch of 30 crowns at their feet (making a total of 60 crowns and beating Albrecht's offer of 50) and, after counting the gold, our lovable rogues again turn their weapons towards the hapless Albrecht, much to Steiner's relief. Of course things could have been a lot different! For if Albrecht had bribed only 11 more crowns, because with 61 he would have beaten Steiner's counter-bid and Ulli and Marquand would have stabbed him in the back (literally!) and changed sides.

This bribing business can of course get quite interesting in multi-player games with different players attempting to bribe at different times.

Whichever player succeeds in bribing, or if the controlling player maintains control, they must pay this extra amount.

Where's the Money? These guys are not likely to accept any poor excuses if a warband cannot afford their extra pay. In the event that a player cannot pay the extra either in crowns or Wyrdstone (The warband should sell any Wyrdstone necessary in order to pay the hire or bribe) the pair will deprive the warband of an equal amount in equipment (based on market price). Failing this, they will take out their anger on the warband leader – immediately play a close combat with the pair versus the warband leader on his own and to the death!

Inseparable: These guys are like brothers (very nasty, unpleasant brothers!) and are totally inseparable. They must be hired as a pair and must remain within 8" of each other. In the event that one is taken *Out of Action*, the other will attempt to drag him off of the battlefield and to safety.

In a campaign, if one member of the partnership retires then the other will retire.

DRAMATIS PERSONAE

By Sam Sedghi, Jamie Webb & Andres Olivares.

DIJIN KATAL, THE RENEGADE ASSASSIN

How many years have I walked the earth? How many plains have I seen that stretch to the horizon? How many cities are there that are crammed with the filth and dregs of this world? And how many dark places have been my refuges? Yet I still miss that dreaded place Clar Karond... my home. I wonder what is happening amongst my kin what devious politics abound. Oh, how I miss the intrigue of a true civilisation. These are strange times. I never desired to travel to this hot insect-infested land of Lustria but now I am here it has a strange hold on me. I have delivered many to the grace of Khaine within this jungle. This jungle seems to cry out for blood. Although my murderous instincts have grown the animal inside is now in sated. What has become of me?

Still, my blades run with the blood of my enemies the only thing that brings me comfort. I have the murderous instinct, which my people have practised for thousands of years and the addiction is strong. That night when I saw the broken bodies of my own kin on the floor in the carnival of horrors I knew that killing was my sole purpose. I also knew that it didn't matter who would be my prey – friend or foe it makes to difference to the unquenchable thirst within. And now my comrades hunt me. Although my thirst for another murder is great in good time soon it shall be quenched. My life is for Khaine.

My goal? To find some meaning to this mundane existence...

Known as 'The Hunter in the Shadows', 'The Thrice Cursed Renegade', 'He who Thirsts' and 'Kinslayer', among other things, Dijin Katal as greatly feared and loathed and that's just by his own people. The covens of the Druchii have a price on Katal's head and demand that he be captured alive for the Hag Queen's pleasure. Few know this Druchii's chequered past when they hire him in fact most are not even aware that he is Druchii, such is their ignorance.

Hire fee: 85 gold crowns: 40 gold crowns upkeep.

May be Hired: Any warband except for Amazons, Shadow Warriors, Dark Elves (obviously) and any warband that includes and type of Elven hired sword may hire Dijin Katal.

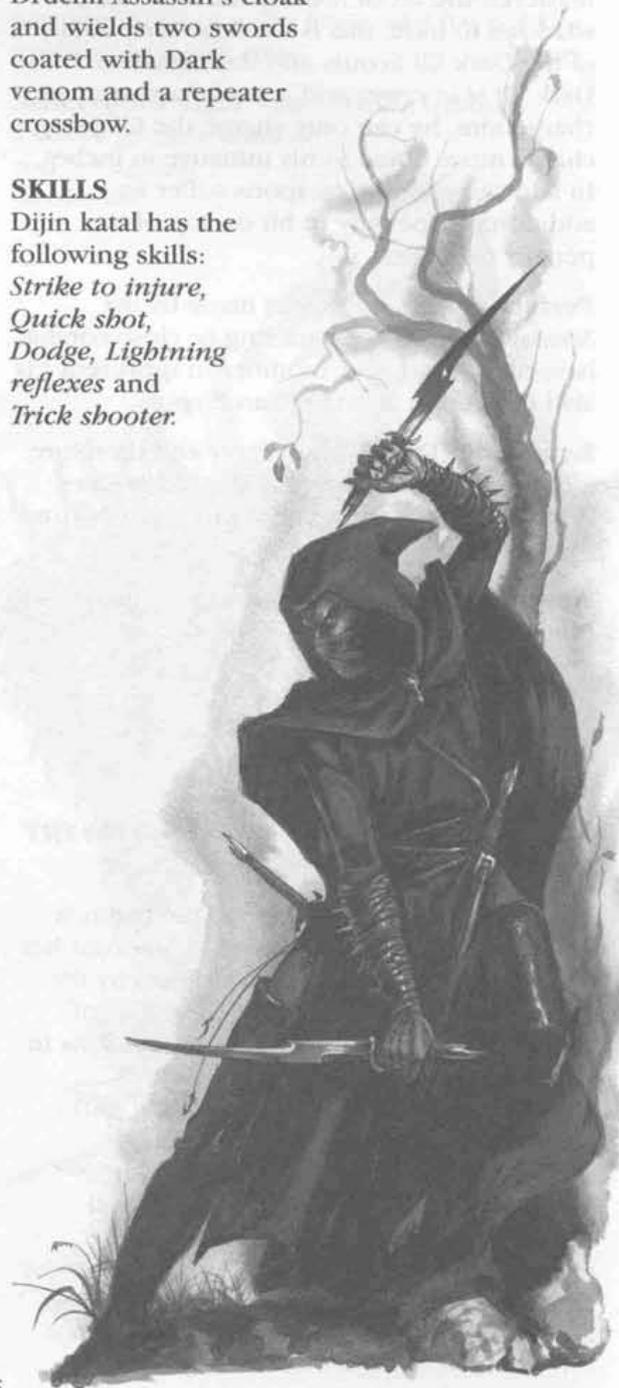
Rating: Dijin Katal increases the warbands rating by 70 points.

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

Weapons/Armour: Dijin Katal wears a Druchii Assassin's cloak and wields two swords coated with Dark venom and a repeater crossbow.

SKILLS

Dijin katal has the following skills: *Strike to injure, Quick shot, Dodge, Lightning reflexes and Trick shooter.*



SPECIAL RULES

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between the two races have been very long and bloody affairs. The Dark Elves are very bitter since they have been exiled from Ulthuan and thus they hate any High Elf warriors including High Elf Hired Swords.

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

Shadows Embrace: The Dark Elf has mastered the art of making the best use of shadows to hide, this is the legendary ability of the Dark Elf Scouts and the Assassins. If the Dark Elf is in cover and a model attempts to charge him, he can only charge the Elf using a charge move equal to his initiative in inches. In addition, missile weapons suffer an additional -1 penalty to hit on top of the penalty for cover.

Perfect Killer: All attacks made by the Assassin, whether in shooting or close combat, have an extra -1 save modifier to represent his skill in striking at unarmoured spots.

Renegade: Dijin is a kinslayer and therefore a renegade in Druchii eyes. Any Dark Elves that Dijin is fighting against will suffer *Hatred* towards him.

Wanderer: See Aenur page 153 of the main rulebook.



PENTHESILEA, MARK OF THE SERPENT

'I am the hunter and you are my prey.'

Penthesilea is known as one of the greatest Amazon warriors and is a legend amongst her people. The Amazons were outraged by the oafish menfolk of the Norse settlement of Skeggi when they captured some Amazons in a raid planning to keep them as slaves. Penthesilea led a warband on a night raid against the timber halls of the Norse settlement. Her silent warriors slew the guards and they liberated their captured sisters. Before she could make good her escape, however, Penthesilea was set upon by the Norse Jarl Sigursen the Impaler, he who had led the raid to enslave her sisters. She

slew this giant of a man in single combat and held his severed head high causing the rest of the Norse to flee. To further quench her thirst for revenge she kidnapped Sigursen's entire family to be used as slaves and sacrifices to the Serpent God. The battle of Skeggi was a milestone battle for the Amazons. None had accomplished what Penthesilea had. For it was her and her small band of Amazon warriors that had taken the fight straight to the supposedly invulnerable Norse stronghold and rescued their sisters slaying many men in the process. It was her brilliant guerrilla tactics and her ruthlessness that won the day. Since then, the men of the New World settlements live in fear and shudder at the mention of her name. Tales have it that no man has survived an encounter with her and many a mighty warrior's head hangs from her belt its mouth sewn shut as a sign of obedience.

Hire fee: Use the same hire table as Bertha Bestraufung on page 155 of the rulebook.

Maybe Hired: Penthesilea will only join Amazon Warbands.

Rating: 70 points.

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

Weapons/Armour: Star Sword, Star Blade, Amulet of the Moon and wears Enchanted Skins (see Amazon equipment).

SKILLS

Mesmerising dance, Savage Fury, Elixir of life, Weapon Master, Concealment.

SPECIAL RULES

Amazon. She is an Amazon and therefore all of the Amazon special rules apply.

Mark of the Serpent. The High Serpentine Priestesses have blessed the warrior prime with the greatest gift any warrior can bear in the name and glory of their race. The mark of the serpent. This magical tattoo is only given to the worthiest of Amazons warriors. Penthesilea gains +1 to her movement and Initiative (as marked by* on her profile).

Man-Hater: Having seen so many of her sisters captured or killed by raiders who are predominantly men she has developed a loathing for these uncouth, primitive creatures. Penthesilea is subject to *Hatred* of all human males (I'm sure we can work out which figures are male here!) and has many of their heads hanging from her belt.

DRENOK JOHANSEN, WIELDER OF THE GREAT AXE

The great sagas of the Norse tribes tell of a mighty warrior known as the Wielder of the Great Axe. Long ago in the icy, inhospitable tundra of the Norse land a young clansman with fire in his eyes and passion in his heart left his clan in search of his father's fate. His father was Johan warrior-prime, Chieftain of the Clan Icefang, possessed by a demon of Khorne. His father had disappeared rumoured to have travelled across the seas. Leaving the clan in a self-imposed exile he was never seen again in the lands of his birth.

After many a long year within the realms of the Old World Drenok took ship to the New World in search of his father. Weeks dragged on into months and months into years until finally the day came when the two mortals finally crossed paths. Only then did Drenok truly know fear. For when Drenok looked into the face of his father he saw the Daemon within. A titanic struggle ensued between father and son. The battle was fierce and long, lasting for many hours. With each wound Drenok inflicted upon this demon, his father, anguish and rage consumed his soul. Finally his father fell and the battle was won. But this was no true victory this was a day of mourning. For Drenok had now lost a part of his soul he could never reclaim. He gazed upon the great axe, which lay at the feet of his father's corpse and realised it to be the legendary axe of the Icefang, his clan. Lifting the mighty axe above his head, his hair braids blowing in the wind he roared in defiance of world. His quest would be to bring honour to the death of his father.

Hire fee: 70 gold crowns to hire: +30 gold crowns upkeep.

Maybe Hired: Norse and human warbands may hire Drenok.

Rating: Drenok increases the warbands rating by 70 points.

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

Weapons/Armour: Drenok wields the great axe of the Icefang and he wears Sabertooth Tiger Hide.

SKILLS

Fearsome, Strongman, Combat master and Step aside.

SPECIAL RULES

Berserker: If Drenok is reduced to zero wounds roll 1D6. On a score of 4+ he stands fighting until the end of the turn. You must roll every turn or he will be Out of Action.

Ice fang Axe: A massive double-handed axe, this weapon has been handed down through the ancestors of Ice fang throughout the generations. It is said that a revered ancestor used the axe and slew a great White Dragon many centuries ago.

The axe is the same as a double-handed weapon but it can also *Parry* and has a +1 modifier to injury rolls.

Sabertooth Tiger Hide: Gives Drenok a 6 save in close combat and 5+ against missile fire.





Countess Marianna Chevaux, Vampire Assassin



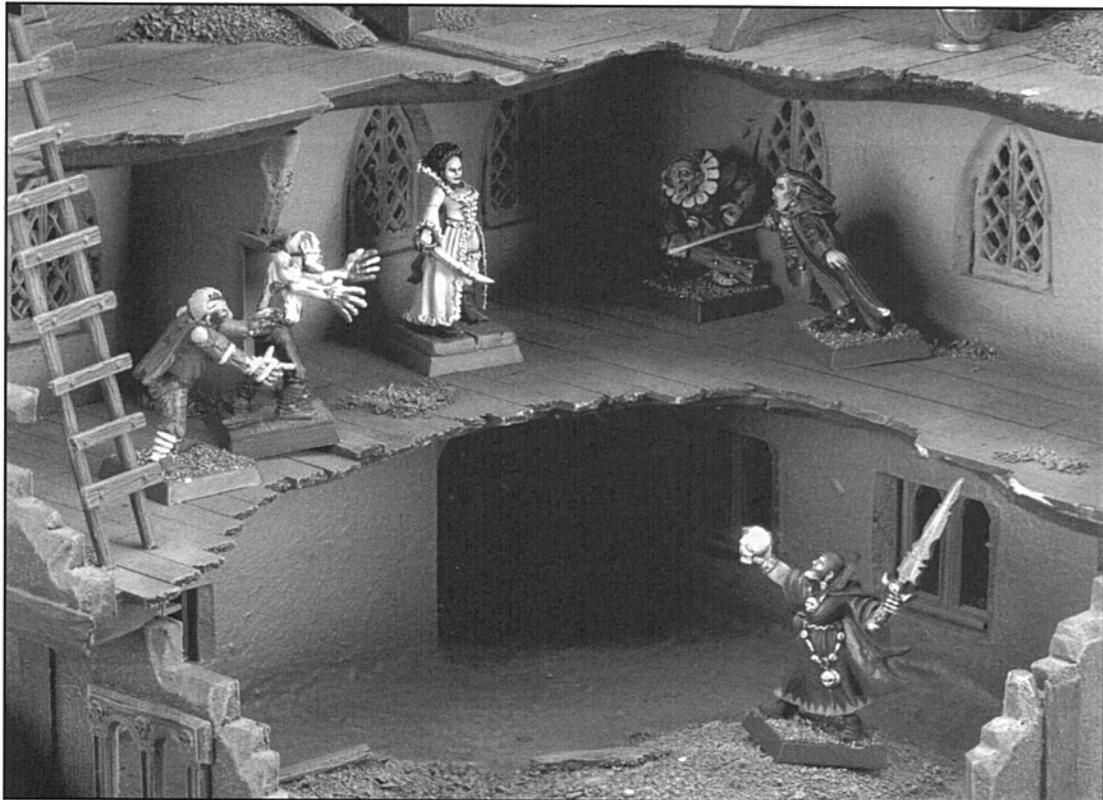
A Saga of Revenge

Once an assassin-thief, Marianna's ambitions outreached her. In a daring expedition to Araby, she came into contact with the ancient Vampiress Serutat. Marianna succeeded in her mission, stealing the gem, the Noctu, from Serutat's crypt but the Vampiress caught up with her, tainting her with the curse of Vampirism before the resourceful assassin could escape.

In a moment Marianna had become a thing of the night and yet she was not completely damned, a half-vampire. Sating her bloodlust on the numerous courtesans, captains and suitors that came her way, Marianna fled the bitter vengeance of the Lahmian Vampire, Serutat, to Mordheim. With the City of the Damned her relative anonymity would be assured.

Marianna is a pragmatist, neutral in her persona, serving only her own means, hiring her skills out as an assassin, taking care to conceal her secret. Wary of witch hunters and the other devout servants of Sigmar, Marianna is a creature of the shadows, her vampiric

powers enhancing her abilities immeasurably. And yet the flight to Mordheim serves an ulterior motive. Vampire turned Vampire Hunter and as such an exile in the dark Undead underworld, Marianna tracks the night-stalkers of Mordheim, torturing them for information; the whereabouts of Serutat and the true nature of the Noctu, the black jewel stolen from her crypt. Marianna's efforts have borne dark fruit, a word of power and the stone will create a veil of shadow to cloak the bearer, drifting like a black ether. Marianna means to seek out Serutat in her lair when she is vulnerable, exacting her own vengeance for damning her to darkness, her 'interrogations' warning her that the Vampire has travelled to the Empire to settle the score and retrieve the Noctu. A plethora of aliases have kept Marianna hidden so far but occasionally, during a battle in the deepest recesses of the city, minions of Serutat will appear out of the night to exact their mistress's vengeance, much to the surprise of the vying warbands. Marianna walks a dagger-thin line but thus far she has yet to slip...



Marianna comes up against her most hated foe – another Vampire...

Marianna in Nordheim

Marianna Chevaux is a Dramatis Persona and as such follows all the usual rules given for these characters in the Mordheim rulebook.

Hire Fee: 150 gold crowns to hire; 75 gold crowns upkeep (varies see below).

May Be Hired: Any warband except Witch Hunters, Sisters of Sigmar, Undead, Elves and any other Sigmar devoted warband may hire Marianna (note, mercenaries are men of lax faith and do not count here).

Rating: Marianna increases the warband's rating by +90 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Vampire	6	6	6	4	4	2	9	3	9

Weapons/Armour: Marianna carries a rapier (see Town Cryer 7), dagger and has a set of throwing knives and a crossbow pistol concealed about her person. Her crossbow bolts and rapier are coated in essence of garlic, which acts as Black Lotus when used against Vampires. She also has quite an extensive wardrobe of very expensive Bretonnian silk dresses!



Skills: Marianna has the following skills: *Combat Master, Step Aside, Leap, Acrobat, Lightning Reflexes, Dodge, Jump Up* and *Scale Sheer Surface*.



SPECIAL RULES

Immune to Psychology: As a Vampire, Marianna is completely immune to the effects of psychology and will never leave combat.

Immune to Poison: As a Vampire, Marianna is completely immune to the effects of poison.

No Pain: Marianna treats a *stunned* result on the Injury chart as *knocked down* instead (note that with her *Jump Up* ability Marianna cannot be *knocked down* either so the only way to stop her is to take her *out of action!*).

Cause Fear: Marianna is a terrifying creature, although more through reputation than her being a Vampire as she is contriving to keep her identity a secret.



A new terror awaits the unwary in the dark streets of Mordheim

'You can never escape your past...': On the last turn of the game in which Marianna is still standing or as soon as a warband routs, ending the game, roll a D6:

- 1-3 Marianna has discovered that Serutat is getting close and will leave the warband's service after the game.
- 4-5 Marianna has discovered a useful lead that she must pursue in this area and will stay for another game if the warband can afford her upkeep.
- 6 A group of Serutat's minions have caught up with her! Fight D3 more turns as if the losing warband hadn't routed (in the confusion the balance is reset). A randomly determined group of minions 'appear' within 2D6" of Marianna, the opposing player chooses where. Marianna takes the first turn and then the minions, after which the turn sequence returns to normal with the minions counted as an extra player. The minions only attack Marianna and must move towards her as fast as possible but will attack anyone else in their way. If her warband fight to help her (by taking at least one minion *out of action*) and she survives, Marianna will fight the next battle for free, otherwise she will leave.

Roll D6 Minions

- 1-2 D3+1 Zombies
- 3-4 D3+1 Ghouls
- 6 Vampire (Sword & light armour) +2 Ghouls

Fighting Undead: Due to her vocation as a Vampire Assassin turned Vampire Hunter, all Vampires *Hate* Marianna.

The Noctu: The gemstone stolen from Serutat's lair has powerful cloaking properties. The veil of shadow it creates reduces all shooting to hit rolls against Marianna by -1.



Vampire Dramatis Personae



This model is part of the main range to be bought in a blister pack from our stores, but you can also order this model from Mail Order.

For order details and prices contact Mail Order below.



The Crow Master

The Saga of Simius Gantt

Prominent surgeon and devoted scientist of the Empire, Simius Gantt thrust mind, body and soul into the furthering of his knowledge of the universe and the physical betterment of others. When hearing of the blight that had struck the city of Mordheim his was the first voice that spoke of a 'duty to tend to the ailing'. He undertook a great journey from the lofty towers of Altdorf and set up a modest but well-equipped surgery on the outskirts of the City of the Damned.

All and sundry came to him, desperate for aid and he would turn none from his door save the daemonic creations that had made their home in the bowels of that cursed place. But Mordheim is dangerous, worse many times over than the most violent battlefield, for it harbours enemies unseen, those that corrupt from within yet without the host's knowledge. As more and more died upon his table, Simius questioned his ability and his calling, developing a morbid fascination with the dead. Unbeknownst to Simius a darker power was at work within him, the shards of the meteorite that blasted Mordheim, the wyrdstone he had been inextricably exposed to was at work within him, changing him...



There are two paths in this life, one, which is followed by the righteous, leads to light and Sigmar's glory; the other is steeped in damnation and leads only to ruin. But the way is not fixed, and many who begin their journey bathed in His purity slip and fall into darkness...

Sermon of Brother Clautus Grappa
of the Order of Sigmar.

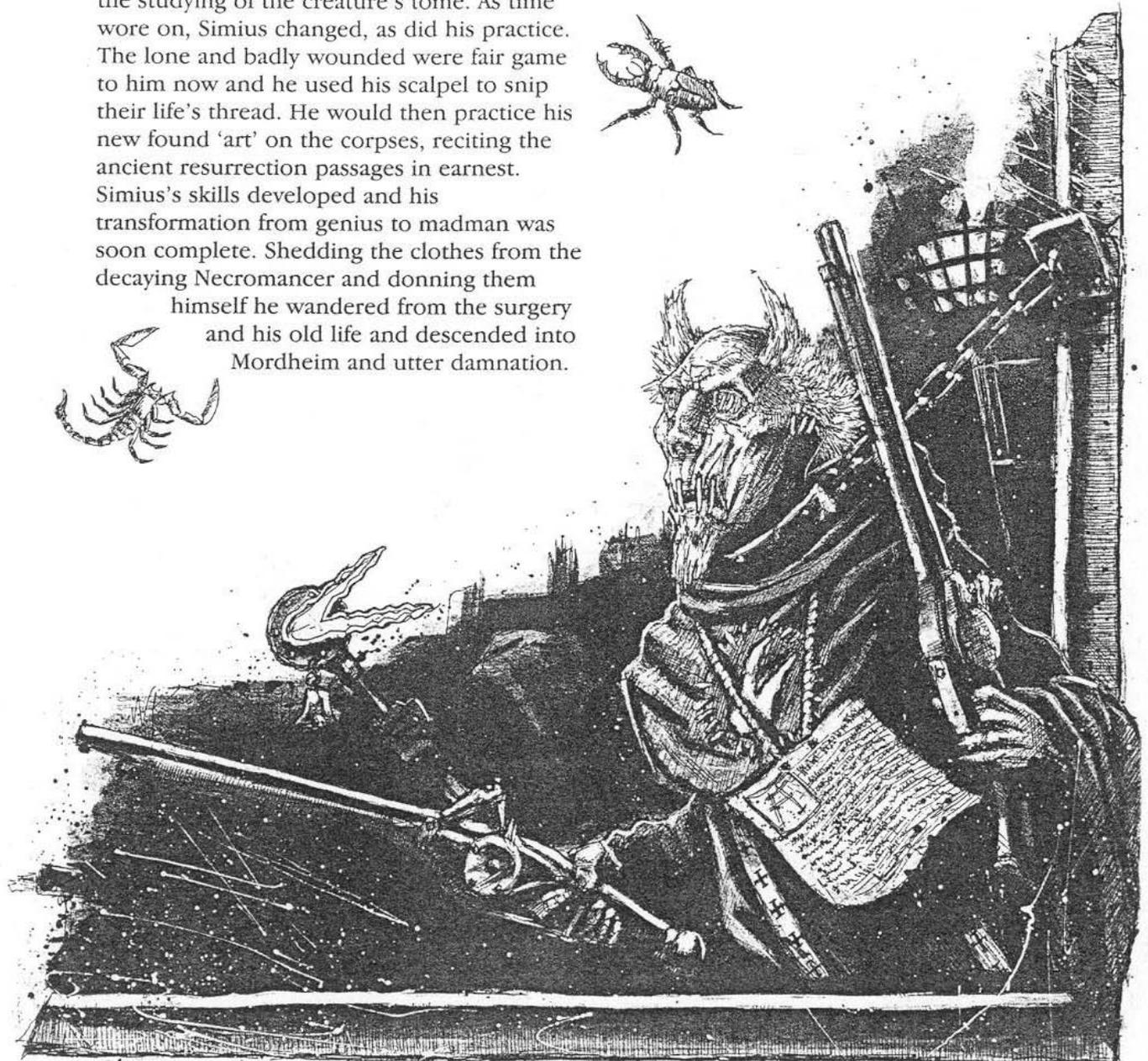
Rules for a new Dramatis Persona by Nickodemus Kyme

A day of reckoning came at last, a wandering warlock, grievously wounded, happened upon the surgery. Despite his best efforts Simius could not save him such were his injuries. As the warlock grew cold upon the slab a subconscious urge drove Simius's hand to rummage through the man's belongings for a fee. He was bereft of possessions save for a leather bound book, etched in dried blood.

The tome contained many scriptures and instruction pertaining to the dead, even detailing arcane rites of resurrection. The warlock was in fact a necromancer and Simius continued his work, devoting each night to the studying of the creature's tome. As time wore on, Simius changed, as did his practice. The lone and badly wounded were fair game to him now and he used his scalpel to snip their life's thread. He would then practice his new found 'art' on the corpses, reciting the ancient resurrection passages in earnest. Simius's skills developed and his transformation from genius to madman was soon complete. Shedding the clothes from the decaying Necromancer and donning them himself he wandered from the surgery and his old life and descended into Mordheim and utter damnation.

All that remains of the surgery now is a scorched patch of earth, Simius having razed it to ash. Voices whisper his name now, in the shadows and darkness. They call him Crow Master, such is the palpable aura of death that exudes from his very skin, a vicious murder of fell birds accompanying him wherever he goes, harbingers of pain and torture. His services can still be garnered at a price, yet the price is only known at Simius's whim, and is oft not gold nor wyrdstone...

*– Glory to Damnation, Legacies of Misfortune – a treatise by famed author of the Empire
Nickodemus Kyme Master Scribe of Altdorf.*



The Crow Master in Nordheim

Simius Gantt, the Crow Master is a Dramatis Persona and as such follows all the usual rules for these characters as given in the Mordheim rulebook.

Hire Fee: 65 gold crowns, 15 gold crowns upkeep.

May be hired: Any warband except Dwarfs, Elves, Sisters of Sigmar and Witch Hunters may hire Simius.

Rating: Simius increases the warband's rating by +85 points.

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

Weapons/Armour: Simius wears the Mantle of Crows, carries a staff and has a Needle and Thread.

Skills: Simius has the following skills: Sorcery and Dodge.



Spells: Simius knows all of the Necromancy spells and also knows an additional spell, specific to him, Decay of Ages.

Special Rules

Mantle of Crows: The mantle in appearance is a simple shabby cloak but has a hidden malign power. It attracts a murder of crows that circle around Simius distracting his adversaries. Any enemy model in base-to-base contact with Simius at the start of the Hand-to-hand Combat phase suffers a single automatic Strength 2 hit before any blows are struck.

Needle and Thread: A throwback to his surgeon's days, Simius carries a needle and thread. If Simius stuns an opponent in hand-to-hand combat and he has no other enemies standing in base-to-base contact, he sews up the mouth of his enemy. Leaders cannot then use their 'leader' ability and spell casters are unable to cast spells for the remainder of the battle.

Payment in blood: Simius is a zealous scientist and his propensity to experiment is seldom slaked. If the warband who hires him loses the battle he may decide to 'abduct' a hapless warrior to experiment on. Roll a D6. If you roll a 1, Simius abducts the Hero or Henchman with the lowest experience (not hired swords) and that warrior must be struck off the warband roster and for all intents and purposes is slain. Simius disappears without trace after he has collected his fee of course...

Decay of Ages

Difficulty: 9

Gesturing to his hapless victim with a bony outstretched finger Simius invokes the Decay of ages. Skin withers and cracks, muscles atrophy, bones become brittle as the victim ages horrifically in seconds.

This spell affects a single warrior within 6" of Simius Gantt. The warrior must pass an immediate Toughness test on a D6 or they will lose -1 from all of their characteristics with the exception of Attacks and Wounds. In each subsequent Recovery phase they must pass a Toughness test or will lose a further -1. As soon as they pass the test all characteristics are returned to normal. If any characteristic reaches 0 the model is taken out of action. Simius cannot cast this spell on more than one model at a time. If he decides to cast it again the effects on the previous victim are undone.