

Recruiting a Warband

Starting Gold: 500gc

Each warband starts with 500gc to buy warriors, weapons and equipment.

Max Number of Warriors: 15

Your warband must always include between 1 and 15 models.

Number of Heroes: 0-5

Your warband can never include more than 5 heroes.

- Hired Swords and promoted henchmen count as heroes.

Warband Rating

(When two warbands face off, compare their ratings to see if one of them is going to get underdog bonuses.)

Warband rating is calculated as follows:

1. [No. of models in the warband * 5]
2. [No. of Campaign progress points * 5]
3. [Total experience of Heroes.]
4. *(Don't count henchman experience!)*

So for example, if a warband had 12 members, 3 campaign progress points, and the heroes had 42 experience points between them, the warband's rating would be:

1. **Members: 12 * 5 (= 60)**
2. **Campaign Progress: 3 * 5 (=15)**
3. **Total Hero Experience: 42**
4. **Rating: (60 + 15 + 42) = 117**

When two warbands' ratings differ by 40 points or more, the weaker warband gains underdog bonuses, see Underdog rules.

Special Equipment at Warband Creation

1. Special Equipment with a rarity of 'common' may be bought at warband creation.

Sacking Warriors

You may fire any warrior from your warband at any time.

- Hired Swords that are fired return to the market and may be hired by other warbands. *(See Hired Swords rules.)*
- You may keep a sacked warrior's, armour, artefacts, and special equipment.

No Level Up for Starting Experience

Warriors do not gain advances for their starting experience - it simply represents the experience that the hero has acquired before he was hired by your warband.

No Henchmen Groups

Under normal Mordheim rules there are quite substantial rules about "Henchmen Groups". However, in Heroheim, there is no need for rules about "Henchmen Groups".

May Omit Leader

Under normal Mordheim rules, you **had** to buy your warband's leader *(e.g. Mercenary Captain)* when recruiting a warband. In Heroheim you may omit buying the leader. *(But if you do you will likely have no one with the leader ability.)*

May Buy New Leader

Under normal Mordheim rules, you could not buy a new warband leader if the first one died. In Heroheim you may always buy a new leader if the old one died, was captured, or sacked from the warband.

Promoted Henchmen Retain their Type

E.g. a promoted Greatsword still counts towards the 0-5 limit for Greatswords in the warband.

Rare Items at Warband Creation

1. Rare items that are listed on the warband list can be bought as if they were common when the warband is first created.
2. Other rare items cannot be bought until you have fought at least one battle.

The Grand Principality of Reikland



Currently the most powerful province due to its Elector Count being the reigning Emperor Karl-Franz, Reikland is a wealthy land of bustling trade and orderly towns. The Reikland army is thought to be the most disciplined in The Empire, and is certainly one of the best-equipped. Throughout the Empire Reiklanders are commonly thought to embody the discipline and loyalty of the professional warrior. In battle they often wear colored ribbons as marks of identification or authority. They are justly proud of their dynamic and ambitious Grand Prince and contemptuous of other claimants to the throne. When Reiklanders scoff at the other provinces' musings for the imperial throne they do so in part because of their centuries-long tradition of military honour and discipline. Reiklanders rightly view themselves as the finest of men as they follow a strict military code of honour on the field of battle.

Reikland Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Captain	V	V	V	V	V	V
Sergeant	V	V		V		V
Warrior Priest	V		V	V		
Quartermaster	V		V		V	
Cadet	V	V	V		V	V

Special Rules

The Soldier's Honour *Reiklanders follow a strict military code of honour on the field of battle.*

Reikland warbands always release prisoners from Middenheim, Marienburg, Witch Hunter, and other Reikland warbands at no cost, and with all of their weapons, armour, and equipment intact.

Finest of Men *Professional soldiers, Reiklanders are widely considered the finest and most honourable of men.*

Warriors with this rule:

- **Never use Poison.** *(But may use Drugs.)*
- **Have +1 Ld when attempting to rally.**
- **Have +1" to the maximum range they can intercept.** *(Interception range is normally 2".)*

Unique Weapons

Full Plate Armour **60gc / rare 9+**
From the vaults of the imperial armour at Altdorf come impressive suits of full plate armour. Forged by the Empire's Dwarven allies, these suits of armour are treated as a rare treasure and being entrusted with such a suit of armour is widely regarded as a great military honour.

Suit of Armour

Armour Save: 4+

Initiative Penalty (-1): Wearer suffers -1 Initiative on profile.

Proficiency (Different): Full Plate Armour is a separate armour proficiency from Heavy Armour.

Modifiers: Heavy Armour: Any skill or modifier that would apply to Heavy Armour will also affect Full Plate Armour.

Special Skills: Officer Skills

Drillmaster

All henchmen in the warband that ended their move within 6" of this warrior may move and fire with 'move or fire' weapons this turn.

- *(Does not apply to the hero himself.)*
- Requires line-of-sight.
- *(Apply -1 to hit for moving and shooting as normal.)*

Inspiring Leader

Warrior gains the 'Leader' ability.

- If he already has the Leader ability he adds +6" to its range instead.
- *(Other officer skills are not dependent on the Leader ability and do not increase their range because of this skill.)*

Hold the Line!

This warrior, and members of the warband that are within 6" of him, roll 3D6 for panic tests, and apply the lowest two.

- Requires line-of-sight.

Refused Flank

All henchmen in the warband that are within 12" of this warrior ignore the -1 WS for being outnumbered in close combat.

- *(Does not apply to the hero himself.)*
- Requires line-of-sight.

Reikland Weapons Lists

Captain and Sergeant Weapons List

Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon	Crossbow	Heavy Armour
Spear	Pistol	Full Plate
Halberd	Handgun	Shield

Free Company Weapons List

Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon	Crossbow	Shield
Spear	Pistol	

Warrior Priest Weapons List

Close	Missile	Armour
Hand Weapon	Sling	Light Armour
Great Weapon		Heavy Armour
		Full Plate
		Shield

Greatsword Weapons List

Close	Missile	Armour
Hand Weapon	Pistol	Light Armour
Great Weapon		Heavy Armour
Halberd		Full Plate

Quartermaster, Cadet and State Troop Weapons List

Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon	Crossbow	Heavy Armour
Spear	Pistol	Shield
Halberd	Handgun	

Reikwald Marksman Weapons List

Close	Missile	Armour
Hand Weapon	Bow	Light Armour
	Long Bow	
	Crossbow	
	Blunderbuss	
	Handgun	
	Long Rifle	

Halfling Skirmisher Weapons List

Close	Missile	Armour
Hand Weapon	Sling	Light Armour
	Short Bow	

Heroes

0-1 Reikland Captain

45gc to hire

Starting Experience: 18

Maximum Profile: Human

A Reikland Captain is a tough professional warrior, rightly revered as amongst the finest of the leaders of men. While other provinces of the empire can field captains of their own, only the officers of Reikland are able to command the respect and prowess of a fully schooled battle officer, trained and instructed at the imperial officer's academy at Altdorf.

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

SPECIAL RULES

Leader (*Friendly warriors within 6" may use his Leadership instead of their own.*)

Finest of Men

Special Skills: Officer

0-1 Warrior Priest of Sigmar

35gc to hire

Starting Experience: 12

Maximum Profile: Human

Many powerful fighting men have come from the ranks of the faithful. The Priests of Sigmar are no exception, and the military wing of the cult is feared and respected throughout the Empire. The Grand Theogonist himself has granted the Warrior-Priests an edict to cleanse Mordheim of Chaos filth. With fire burning in their eyes, the Warrior-Priests stride into battle, chanting aloud the Deus Sigmar, the praise of the patron god of the Empire.

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

SPECIAL RULES

Finest of Men

Priest: Uses the Prayers of Sigmar. Starts with 1 prayer.

0-1 Sergeant

30gc to hire

Starting Experience: 8

Maximum Profile: Human

In any imperial regiment there are warriors who are bigger, stronger (and often uglier) than their comrades. These men are called Sergeants (or Champions, first swordsmen and various other names). Sergeants are amongst the toughest and the best fighters in the regiment. They often answer challenges issued to the regiment and though not officers as such, they still inspire the regular troopers through their discipline and acts of bravery in the field.

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

SPECIAL RULES

Finest of Men

Special Skills: Officer



Heroes

0-1 Quartermaster

25gc to hire

Starting Experience: 4

Maximum Profile: Human

Characteristic of the Reikland approach to war is the meticulous and careful preparation, the sure and cautious approach where supply lines and proper marching orders are tended to every bit as carefully as the art of fighting itself. And when other warbands describe Reiklanders as 'dashing,' and excessively self confident, they do scant justice to this whole technique, for they see only the result of this planning and preparation.

Also known as supply officers, or kommisars, the Quartermasters of the Reikland warbands are the men who oversee the stocks and supplies of the army, and coordinate the efforts to optimize the logistics of war.

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

SPECIAL RULES

Finest of Men

Stockkeeper: The Quartermaster, and friendly warriors within 3" of him, may use 'one use only' items directly from the warband's stash.

- *(I.e. they do not have to be deployed with them equipped.)*

0-1 Cadet

15gc to hire

Starting Experience: 0

Maximum Profile: Human

When the armies of the other imperial jealously make fun of the Reiklanders, and their superior organization and prowess in the field, they sneeringly scoff at the many officers and sub-officers that the Reikland military can muster. Little do they know, however, that the Reikland officer's corps is what allows the Reiklanders to fight as an effective and well-coordinated force in the field.

Officer Cadets are the youngest and least-trained of the Reikland officer corps. While they have yet to win their spurs in close combat, they have already shown the intelligence and ability to think ahead that is needed to become a true officer down the line.

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

SPECIAL RULES

Finest of Men

Special Skills: Officer

Henchmen

Free Company

25gc to hire

Starting Experience: 6

Maximum Profile: Human

Broadly referred to as 'irregular troops', militia units are called up as required, and none can foretell how many men will turn up. These troops receive no formal training or discipline and have to equip themselves at their own expense. For many it is a way to earn some much needed extra gold crowns.

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

SPECIAL RULES

Finest of Men

0-3 Halfling Skirmishers

20gc to hire

Starting Experience: 6

Maximum Profile: Halfling

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 stealthy.

Some Halflings are more adventurous than others and these bold spirits are much sought after by mercenary bands, for they are good scouts, and excellent cooks to boot.

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

SPECIAL RULES

Stealth (*When warrior is in cover, shooting against him suffers an additional -1 to hit.*)

State Troops

30gc to hire

Starting Experience: 8

Maximum Profile: Human

State troops form the mainstay of the Empire's armies. As well as forming a standing army, state troops serve as city guards and enforcers of all local laws. They may be armed in a variety of ways although the most common is halberd, sword or spear. Though other races of the old world may be stronger, tougher, or more nimble, few races can match the sheer versatility of the Empire's state troops.

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

SPECIAL RULES

Finest of Men

0-3 Reikwald Marksmen

25gc to hire

Starting Experience: 4

Maximum Profile: Human

Though largely a civilized province consisting of cities, roads and the river Reik, a substantial part of Reikland is never the less covered by the Reikwald forest. Though much of it has been logged in later years, its darker recesses still hide nuisances such as brigands and beastmen and the men who live there still live as woodsmen, according to the old ways.

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

SPECIAL RULES

Finest of Men

Henchmen

0-5 Greatswords

45gc to hire

Starting Experience: 14

Maximum Profile: Human

Members of the Greatswords are grim men who usually fight with halberds or massive, two-handed swords that can cleave an armoured Knight in twain with one blow. Clad in magnificent suits of Dwarf-forged plate armour, only Men who have taken part in the thickest and bloodiest fighting are ever promoted to the ranks of the Greatswords, and countless battles have been won by these honourable soldiers and their incredible feats of arms.



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

SPECIAL RULES

Finest of Men

Stubborn (*May re-roll failed fear and panic tests.*)

The Grand Duchy of Middenheim



Middenheimers are typically large, strongly built men with a well deserved reputation for ferocity. Many wear wolf pelts which custom decrees to be the mark of those who have slain a wolf with their own hands. These grim warriors are famously contemptuous of danger. They frequently go into battle bare-headed, scoffing at those who choose, for reasons of good sense, to wear helmets. As Middenheimers favor long hair and beards their lack of headgear makes them look especially fierce when they charge upon their enemies howling their brutal battle-cries.

Middenheim Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Seneschal	V	V	V	V	V	
Freeholder	V	V		V	V	
Wolf Priest	V		V	V		
Shield Maiden	V			V	V	
Youngblood	V	V		V	V	

Middenheim Special Rules

Bad-tempered *Throughout the Empire the inhabitants of Middenheim are known for their tempers which as said to be as fiery as the lands of Middenheim are cold. A lesson that many a merchant has taken to heart.*

Warriors with this rule have -1 to all Rarity Rolls.

Hate Beastmen *The fortress-city of Middenheim stands proudly atop a majestic plateau of solid rock. Here the supporters of civilized life are safe, but on all sides of the Middenheim plateau stretch the dreaded Drakwald forest; a dense and frozen wood where beastmen lurk at every turn. The beastmen are such a threat to the traffic in and out of Middenheim, that hunting and slaying the abominations of chaos in various ways have become something of a pastime of the province.*

Warriors with this rule hate Gor and Ungor.

Drakwald Fletchers *The best hunting arrows are made by the hunters of the Drakwald Forest in Middenheim and the hunters of the Forest of Shadows in Ostland. They have sharp, barbed arrowheads which cause excruciating pain when they hit their target. A skilled archer can severely injure an animal with a single arrow. Hunting Arrows are a common sight in Middenheim, and many Middenheim Fletchers know how to make these items themselves.*

Middenheim warbands may deduct 10gc from the price of any Hunting Arrows they want to buy, and may give Hunting Arrows to henchmen, even though Hunting Arrows may not normally be given to henchmen.

Middenheim Unique Weapons

White Wolf Hammer 30gc / rare 9+

The mighty hammers of the white wolf are weapons blessed by Ulric himself. They are carried into battle by his disciples, and they pack a gruesome punishment for forces of the wild.

Great Weapon: A White Wolf Hammer is a Great Weapon with the following additional rule:

Blessing of Ulric: Attacks with this weapon have an additional +1 Strength vs. Animals, Gor and Ungor.

Proficiency (Same): Any warrior that can use Great Weapons can also use a White Wolf Hammer.

Modifiers: Great Weapons: Any skill or modifier that would apply to Great Weapons will apply White Wolf Hammers.

Wolf Cloak 10gc / rare 8+

Amongst the warriors of Middenheim, wearing the pelt of a white wolf is a badge of honour reserved for those who have slain such a wolf themselves in close combat.

Special Equipment

Armour Save vs. Unarmed Attacks (6+): Grants a 6+ armour save vs. unarmed close combat attacks (e.g. from Animals, Ghouls, Zombies etc.). This can be negated and combined with other armour as normal. If warrior is a Wizard, this will prevent him from casting Spells.

Slay a Wolf: Whenever a cloak is found, the searcher must take a Strength test: If passed, you get the Cloak for 10gc. If failed, you get no cloak and the 10gc are still lost.

- When the warband is first created, you can buy up to 3 cloaks without taking this test.

Middenheim Weapons Lists

Seneschal, Freeholder, Youngblood and State Troop List

Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon	Crossbow	Heavy Armour
Spear	Pistol	Shield
Halberd	Handgun	

Free Company Weapons List

Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon	Crossbow	Shield
Spear	Pistol	

Wolf Priest Weapons List

Close	Missile	Armour
Hand Weapon	Sling	Light Armour
Great Weapon		Heavy Armour
		Shield

Wolfbrother Weapons List

Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon	Long Bow	Heavy Armour
Spear	Thrown Axes	Shield

Dwarf Ranger Weapons List

Close	Missile	Armour
Hand Weapon	Crossbow	Light Armour
Great Weapon	Pistol	Heavy Armour
	Blunderbuss	Shield
	Handgun	

Shield Maiden Weapons List

Close	Missile	Armour
Hand Weapon	Sling	Light Armour
Great Weapon	Javelins	Heavy Armour
Spear		Shield

Heroes

0-1 Middenheim Seneschal

45gc to hire

Starting Experience: 18

Maximum Profile: Human

Standing upon a sheer pinnacle of rock, five hundred feet high and enveloped by the sinister Drakwald forest on all sides, the city of Middenheim has seen its fair share of sieges throughout its history. Seneschals are the men and women who command the city's response to such attacks, each administering a fighting force of about a dozen men. In Mordheim, the Seneschals act as captains and lead the warbands of Middenheim.

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

SPECIAL RULES

Bad-tempered, Hate Beastmen

Leader (*Friendly warriors within 6" may use his Ld instead of their own. Requires line-of-sight.*)

Stubborn (*May re-roll failed fear and panic tests.*)

0-1 Wolf Priest of Ulric

35gc to hire

Starting Experience: 12

Maximum Profile: Human

The Wolf Priests of Ulric hail from Middenheim. According to legend the plateau on which Middenheim is built was created by a mighty blow from Ulric's fist. Ulric is the god of winter and a violent god, and his priests see the comet's fist-like blow to Mordheim as Ulric's judgment on the decadent Sigmarites. The Wolf Priests thus enjoy using the fate of Mordheim as an opportunity to preach redemption to the old ways of Ulric.

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

SPECIAL RULES

Bad-tempered, Hate Beastmen

Priest: Uses the Prayers of Ulric. Starts with 1 prayer.

0-1 Drakwald Freeholder

30gc to hire

Starting Experience: 8

Maximum Profile: Human

The city of Middenheim stands safely atop a mighty plateau of solid rock but all around the city itself stretches the dreaded Drakwald forest where beastmen and wild wolves lurk. And while outsiders often view Middenheimers as primitive berserkers who only dream of fighting, one of the highest aspirations for many Middenheimers is in fact to be a freeholder in the depths of the Drakwald, defending tending to one's smallholding, alone in the forest, and defending it whenever the need arises.

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

SPECIAL RULES

Bad-tempered, Hate Beastmen

Stubborn (*May re-roll failed fear and panic tests.*)



Heroes

0-1 Shield Maiden

25gc to hire

Starting Experience: 6

Maximum Profile: Human

Shield Maidens are young maidens of Middenheim who bravely march to war alongside their male brothers whenever the need arises. The maidens have given themselves to their god Ulric; - they have sworn a holy oath that protects them from the ill intentions of cowardly enemies and ensures that the maidens do not come to harm without first having had a chance to show their commitment to the winter god on the field of battle.

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

SPECIAL RULES

Bad-tempered, Hate Beastmen

Shield Oath (6+): Shield Maidens have a 6+ ward save vs. shooting attacks. *(This ability has no effect vs. Spells/ Prayers.)*

0-1 Youngblood

15gc to hire

Starting Experience: 0

Maximum Profile: Human

Youngbloods are young fighters of Middenheim who are still inexperienced, but eager to win their spurs in savage fighting in Mordheim. Although errant and untrained, Youngbloods learn quickly and can be valuable assets to a Middenheim warband as they haphazardly blaze forward into the most dangerous of situations and ask little gold in return for their services.

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

SPECIAL RULES

Bad-tempered, Hate Beastmen

Eager for Spurs: Youngbloods gain an additional +1 experience whenever they take an enemy animal out of action.

Henchmen

Free Company

25gc to hire

Starting Experience: 6

Maximum Profile: Human

Broadly referred to as 'irregular troops', militia units are called up as required, and none can foretell how many men will turn up. These troops receive no formal training or discipline and have to equip themselves at their own expense. For many it is a way to earn some much needed extra gold crowns.

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

SPECIAL RULES

Bad-tempered, Hate Beastmen

0-3 Tracking Dogs

30gc to hire

When tracking and hunting in the Drakwald forest, Middenheimers make use of a breed of hunting hounds that are more agile and supple and less bulky and brutal than the brutal, blood-crazed warhounds used by Witch Hunter warbands. The aid these hounds provide to their human companions in sniffing out lurking foes is often invaluable.

Profile	M	WS	BS	S	T	W	I	A	LD
	6	4	-	3	3	2	4	1	5

SPECIAL RULES

Ferocious Charge: +1 Attack the turn they charge.

Trackers: Hunting Hounds automatically pass initiative tests for charging enemies that are out of line-of-sight. (*Hidden warriors cannot be charged.*)

Animals (*Cannot Climb, Cannot Hide, Flee 3D6", Cannot use the Leader's Ld, Cannot Capture Scenario Objectives, Fight Unarmed, No Promotion.*)

State Troops

30gc to hire

Starting Experience: 8

Maximum Profile: Human

State troops form the mainstay of the Empire's armies. As well as forming a standing army, state troops serve as city guards and enforcers of all local laws. They may be armed in a variety of ways although the most common is halberd, sword or spear. Though other races of the old world may be stronger, tougher, or more nimble, few races can match the sheer versatility of the Empire's state troops.

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

SPECIAL RULES

Bad-tempered, Hate Beastmen

0-5 Wolfbrothers

35gc to hire

Starting Experience: 12

Maximum Profile: Human

Also known as Wolfkin or the Swords of Ulric, the Wolfbrothers are a fanatical fighting force that is religiously devoted to their god Ulric and based in Middenheim. These men hold everything pertaining to the winter god's worship in high esteem and despise the southern Sigmarites, whom they see as soft and decadent.

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

SPECIAL RULES

Bad-tempered, Hate Beastmen

War-Cries (Cause Fear on Charge): Wolfbrothers cause *fear* the turn they charge. (*This also makes them immune to fear the turn they charge.*)

May Use Wolf Cloaks: Wolfbrothers may be given Wolf Cloaks (*if you have them*) even though they are henchmen.

Henchmen

0-3 Dwarf Rangers

45gc to hire

Starting Experience: 12

Maximum Profile: Dwarf

With a culture that holds grudges and takes pride in the old ways it is amply understandable that Middenheim should be home to the largest population of Dwarfs within the Empire. The dwarf rangers live overland and assist the Middenheimers in keeping the Beastmen at bay and ensuring the safety of the City of the White Wolf. Like all dwarves they are hardy and determined fighters, and often able to hold their own against several enemies at once. Such bravery and stubbornness has earned them the respect of many a Middenheimer.



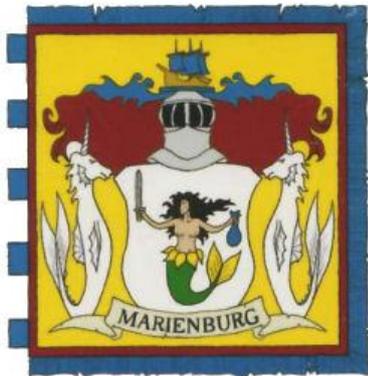
Profile	M	WS	BS	S	T	W	I	A	LD
	4	4	3	3	4	3	2	1	9

SPECIAL RULES

Bad-tempered, Hate Beastmen

Hardy: Dwarves ignore overkill effects and never suffer initiative penalties for wearing armour.

The Free City of Marienburg



Marienburg is the largest and most prosperous city in the Old World. Many call it the City of Gold which alone conveys a good idea of the wealth of this sprawling cosmopolitan city. Nowhere else can be found the vast array of shops selling goods from all over the world. Many mercantile guilds have their headquarters in Marienburg, most important of all the secretive High Order of Freetraders. Marienburgers are sumptuously dressed and armed. They dress foppishly and wear jewellery, and though they are often ridiculed as foppish and effete, their complete ruthlessness has earned them grudging respect. Their chief skills lie in the use of poisons, drugs, and other clandestine methods.

Marienburg Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Paymaster	V	V	V	V	V	
Son of Manann	V			V	V	
Gold Wizard			V		V	
Arabian Assassin	V	V			V	V
Merchant Prince	V	V	V		V	

Marienburg Special Rules

City of Gold *There is hardly a rarity in the old world that cannot be found in the bustling markets of Marienburg.*

Warriors with this rule always have +1 to all their Rarity Rolls. *(Henchmen can not look for rare items until they are promoted to heroes.)*

Elven Quarter *Amidst the bristling bazaars of the city of Marienburg stands the elven quarter, shimmering with an ivory glow.*

Marienburg warbands always deduct 10gc from the price of all Ithimar Weapons or Armour they buy.

Attractive Employers *The money streams of the Old World are shifting and erratic, and with no centralized system of credit there is no way for a creditor to ensure that he gets what he is owed. Consequently, the mercantile guilds of Marienburg are widely considered to be the most attractive employers in the Old World, as they can be counted on to uphold any contracts and to pay what they owe.*

Marienburg warbands always deduct 10gc from the cost of all Hired Swords they hire.

Best Money Can Buy *The warrior is personally very wealthy, and uses his own money to upgrade his weaponry.*

Warriors with this rule may upgrade any normal Pistols and/or Handguns in their possession to the mastercrafted versions of these weapons for 5gc per weapon.

However, all weapons upgraded in this manner become the warrior's personal Heirlooms. *(I.e. they may not be sold or given to other warriors but may be robbed or discarded as normal.)*

Marienburg Weapons Lists

Paymaster and Merchant Prince List

Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon	Crossbow	Heavy Armour
Spear	Pistol	Shield
Halberd	Handgun	Buckler
	Long Rifle	

Elven Sea Guard Weapons List

Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon	Long Bow	Heavy Armour
Spear		Shield
Halberd		

Son of Manann Weapons List

Close	Missile	Armour
Hand Weapon	Crossbow	Light Armour
Great Weapon	Pistol	Heavy Armour
Halberd		Shield
Morning Star		

State Troop Weapons List

Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon	Crossbow	Heavy Armour
Spear	Pistol	Shield
Halberd	Handgun	

Marienburg Marine Weapons List

Close	Missile	Armour
Hand Weapon	Pistol	Light Armour
Great Weapon	Blunderbuss	Shield
		Buckler

Norse Huscarl Weapons List

Close	Missile	Armour
Hand Weapon	Javelins	Light Armour
Great Weapon	Thrown Axes	Shield
		Buckler

Arabyan Assassin Weapons List

Close	Missile	Armour
Hand Weapon	Thrown Knives	Light Armour
Fighting Claws	Blowpipe	
	Cross. Pistol	

Westerland Skimmer Weapons List

Close	Missile	Armour
Hand Weapon	Sling	Light Armour
	Bow	
	Long Bow	

Gold Wizard Weapons List

Close	Missile	Armour
Hand Weapon	Sling	None
Great Weapon		

Marienburg Unique Weapons

Silk Hat & Plumes 10gc / rare 8+

Throughout the lands of men, Marienburgers are known and ridiculed for wearing silks, jewellery, perfumes, kilts, and outsized plumes that put even Averlanders to shame. And while such love of finery earns the Marienburgers the scoff and ridicule of others, it also enhances a warrior's infamy and reputation on the field of battle.

Special Equipment

Infamy: Whenever wearer takes an enemy *out of action*, he gains an additional +1 experience if that enemy was within 6" of him.

Fragile: If wearer is taken *out of action*, Silks & Plumes are automatically lost.

Jewel-hilted Sword 20gc / rare 10+

A customary creation of the rich boys of Marienburg, these ornate swords are created more for show-offs than for show-downs and tend to catch the attentions of many a merchant in these uneasy and poverty-stricken times.

Hand Weapon

Eye-catching: A warrior that was deployed with a Jewel-hilted Sword may look for rare items after the battle, even if he was taken *out of action*, and even if he rolled 'Robbed' for his Campaign Injury.

Proficiency (Same): Any warrior that can use a Hand Weapon can use a Jewel-hilted Sword.

Modifiers: Hand Weapons: Any skill or modifier that would affect Hand Weapons will affect a Jewel-hilted Sword.

Freetrader Ring 35gc / rare 11+

While the High Order of Honourable Freetraders put on a front of being a mercantile guild, the order is in fact more of a sinister collective that plots assassinations and unlawful takeovers. A Freetrader ring is the secret badge of membership of the order, and a warrior carrying such a ring will be amply supplied with equipment suited for clandestine fighting.

Special Equipment

Rogue Connections: When wearer is deployed, roll a D6:

- **(1):** Nothing
- **(2-3):** Wearer gains 1 Poison Vial.
- **(4-6):** Wearer gains 1 Crimson Shade.

Items generated by the Freetrader Ring can only be used by the wearer, and are automatically lost at the end of any battle, even if they were not used.

Buckler 5gc / common

A customary creation of the rich boys of Marienburg, these ornate swords are created more for show-offs than for show-downs and tend to catch the attentions of many a merchant in these uneasy and poverty-stricken times.

Hand Weapon

Eye-catching: A warrior that was deployed with a Jewel-hilted Sword may look for rare items after the battle, even if he was taken *out of action*, and even if he rolled 'Robbed' for his Campaign Injury.

Proficiency (Same): Any warrior that can use a Hand Weapon can use a Jewel-hilted Sword.

Modifiers: Hand Weapons: Any skill or modifier that would affect Hand Weapons will affect a Jewel-hilted Sword.

Heroes

0-1 Marienburg Paymaster

45gc to hire

Starting Experience: 18

Maximum Profile: Human

A Marienburg Paymaster is a grim and seasoned warrior who answers directly to the secretive lord of the High Order of Freetraders. The freetraders do not meddle directly in the composition and the running of the warband, but rather entrust the Paymaster with an ample amount of coin and a general mission then leave it up to the Paymaster to raise a warband and accomplish the mission.

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

SPECIAL RULES

City of Gold, Best Money Can Buy,

Leader (*Friendly warriors within 6" may use his Ld instead of their own. Requires line-of-sight.*)

0-1 Gold Wizard

30gc to hire

Starting Experience: 6

Maximum Profile: Human

Gold Wizards (also called alchemists or transmuters) practice a solid and convenient form of magic. They constantly work in their laboratories, smelting and mixing strange concoctions in hopes of discovering new insights about the nature of gold and with such a preoccupation it is little wonder that such wizards find many a ready patron in Marienburg.

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

SPECIAL RULES

City of Gold

Wizard: Uses the Lore of Gold. Starts with 2 spells.

0-1 Son of Manann

30gc to hire

Starting Experience: 8

Maximum Profile: Human

The Sons of Manann worship the Empire god of the Sea. They are a widespread order with many temples, particularly in coastal towns in the North, where worship of the sea god is needed to calm the infamously rough Sea of Claws. When the sons go to war they wear turquoise and white ribbons and armour.

Manann is the deity of seas and oceans. He is also said to be the rescuer of seamen whose ships have gone under and it is because of this aspect of Manann as saviour that his servants have become a popular choice of bodyguard for the wealthy merchants of Marienburg.

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

SPECIAL RULES

City of Gold

Blessing of Manann (3+): Sons of Manann have a 3+ ward save vs. all *flaming* hits, whether magical or mundane. Stacks with other ward saves.



Heroes

0-1 Arabyan Assassin

30gc to hire

Starting Experience: 12

Maximum Profile: Human

From the distant lands of Araby come mighty seafaring vessels powered by elegant triangular sails and hundreds of oars manned by the many slaves of that land. They come bearing goods such as scented soap, perfume, khufa beans and weapons forged from the finest Demasquine craftsmen.

A few of these ships also carry a more sinister cargo, in the form of emissaries from the shadows assassin's guild of Araby. In their role as assassins these Arabyans have no equals amongst men and consequently the merchantile guilds of Marienburg have not been slow to seek out their services.

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

SPECIAL RULES

Leap (*Warrior cannot be intercepted when charging. He can still be intercepted during a normal move.*)

Stealth (*As long as warrior is in cover, shooting against him suffers an additional -1 to hit.*)

Special Skills: Assassin: An Arabyan Assassin may choose from the Assassin special skills whenever he gains a new skill. (*See the Eshin warband list.*)

- This does not allow promoted henchmen to choose Assassin skills as one of their three skill lists.

0-1 Merchant Prince

15gc to hire

Starting Experience: 0

Maximum Profile: Human

Young offspring out of wealthy mercantile classes, the merchant princes of Marienburg often fit the stereotype of the spoiled young of the upper classes. Though eager for adventure, they are errant and untrained and their opulent relatives are worried sick.

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

SPECIAL RULES

City of Gold, Best Money Can Buy,

Relatives' Ransom: Should a Merchant Prince be captured by an opposing warband, his wealthy relatives will offer D3 x 15gc to the capturing warband for his return, *with* all of his weapons, armour, and equipment.

- The Marienburg player may add additional gold (from his own coffers) to the relatives' ransom if he wishes.

Henchmen

Marienburg Marines

25gc to hire

Starting Experience: 8

Maximum Profile: Human

Also known as the 'bloody buccaneers', 'the murderers out of Marienburg' and various other names that convey their nefarious nature, the marines of Marienburg are the light and perfidious troops that serve as boatswains and military escorts aboard the gargantuan Marienburg trading armada.

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

SPECIAL RULES

City of Gold

Boatswains: +1 I on all Jump Down Tests.

0-3 Westerland Skimmers

25gc to hire

Starting Experience: 8

Maximum Profile: Human

The desolate lands of Westerland that surround the City of Gold consist of swamps and marshes collectively known as the Wasteland. Here, all manners of bog creatures dwell, from bloodsucking mosquitoes to ravenous leeches the size of dogs and thus the wastelands are breeding grounds for disease. The rewards of skimming the wastelands are great, though, for buried in the mire lay the relics of ancient civilizations and the skimmers have grown quite adept at salvaging them from the mud.

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

SPECIAL RULES

Immune to Poison

Artefact Hunters (Whenever the warband finds a new artefact you may re-roll the roll to see which item is found. If you do, the new result must be accepted. Multiple warriors with this skill allow multiple re-rolls.)

State Troops

30gc to hire

Starting Experience: 8

Maximum Profile: Human

State troops form the mainstay of the Empire's armies. As well as forming a standing army, state troops serve as city guards and enforcers of all local laws. They may be armed in a variety of ways although the most common is halberd, sword or spear. Though other races of the old world may be stronger, tougher, or more nimble, few races can match the sheer versatility of the Empire's state troops.

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

SPECIAL RULES

City of Gold

0-3 Norse Huscarls

40gc to hire

Starting Experience: 12

Maximum Profile: Human

The Norse have been pillaging and devastating the northern coast of the empire for centuries, and Marienburg has been able to make the most of the terse relations by striking deals with the Norse to serve as sailors and professional bodyguards to the wealthy Marienburg traders.

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

SPECIAL RULES

Counter-Charge: Whenever an enemy makes a *failed charge* that ends his move within 6" of a Huscarl that is not already engaged in close combat, the Huscarl will immediately charge that enemy.

- This ability requires line-of-sight.
- (If both players have abilities that trigger on *failed charges*, roll D6 to determine which player's ability gets priority.)

Henchmen

0-2 Elven Sea Guards

45gc to hire

Starting Experience: 20

Maximum Profile: Elf

Out of the elven quarter of Marienburg come the maritime western elves who function as liaisons between the traders of Marienburg and the kingdoms of Ulthuan.

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

SPECIAL RULES

Distaste for Poison: Sea Guards never use Poison.
(But may use Drugs as normal.)

Eagle Eyes (Elves ignore 'Stealth' but not cover.)

Frail but Fey: Elves that are promoted to heroes treat all campaign injuries as 'Full Recovery' except for rolls of 'Dead', 'Captured', 'Robbed', and 'Sold to the Pits'.



The Order of Witch Hunters



The Order of the Templars of Sigmar, universally known as the Witch Hunters, is an organization dedicated to the eradication of heretics, be they warlocks, witches, sorcerers, fortune-tellers, necromancers, worshippers of dark gods, deviants, mutants, blasphemers, sinners, mutterers of profanities, servants of Daemons, pornographers, or composers of corrupting music. Even when Death by Fire is the proscribed punishment for heretics, most of those guilty cheat and foul the Witch Hunters' noble intentions by dying during questioning before making a full confession and retraction of their wicked ways.

Witch Hunters are charismatic rabble-rousers who can soon turn a crown to their own ends. They are universally dreaded, for everyone has something or someone to hide.

Witch Hunter Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Inquisitor	V	V	V		V	V
Lector Priest	V		V	V		V
Hangman	V			V	V	
Witch Hunter	V	V	V		V	V
Augur			V		V	V

Witch Hunter Special Rules

Hooded Hunters: *Witch Hunters and their secretive informers, the Cloaked Brothers, don large hats, heavy hoods, long coats and veiling cloaks to conceal themselves from the prying eyes of outsiders. Such trappings make it next to impossible for the enemy to keep track of who is who (and where!) on the battlefield.*

At the start of each of your own turns, any two members of your warband with the 'Hooded Hunter' rule that have both been deployed may exchange places on the tabletop.

- Neither warrior may be engaged in Close Combat for this to occur.
- Only one such exchange can be made per turn.



Witch Hunter Unique Weapons

Brazier Oil 5gc / rare 6+

Oil to fuel the braziers and torches carried by zealots and witch hunters throughout the Empire.

Special Equipment

Flaming: All of warriors' attacks with close combat weapons are *flaming*. (No effect if warrior is fighting unarmed.)

Initiative Penalty (-1): All of warriors' attacks in close combat have an additional -1 Initiative when determining who strikes first.

Limitation: Wielder cannot *hide* and loses 'stealth' if he has it.

May be given to henchmen.

Sigmarite Relic 10gc / rare 8+

Trinkets, seals and iron chains blessed by the priests of Sigmar grant protection against magic.

Special Equipment

Magic Resistance (6+): Warrior has a 6+ ward save vs. the effects of hostile Spells. Stacks with other ward saves. Other warriors may still be affected.

May be given to henchmen.

Trollskin Cloak 25gc / rare 10+

A Dwarven Slayer that has managed to down a Troll will sometimes flay its skin and use it as a cloak. Though such cloaks tend to retain some of the Troll's regenerative powers, the Slayers also tend to fashion such cloaks in their own image, thus leaving them too short for other races to use.

Special Equipment

Regeneration (6+): Wearer has a 6+ regeneration save. Stacks with other regeneration saves. (Regeneration: See special rules.)

Can only be worn by warriors whose race is Halfling or Dwarf. (I.e. no humans or other races.)

May be given to henchmen.

Holy Water Vial 5gc / rare 6+

Pure water from a clear fountain and blessed by a priest of Sigmar is said to tear down the servants of darkness.

Special Equipment

Weapons Choice: A Holy Water Vial counts as 1 weapon for the purposes of determining how many weapons a warrior can carry. It is treated as a missile weapon that can only be fired a single time, and which has the following rules:

Range: 6"

Strength: -

Assault: May be fired the same turn wielder made a running move with -1 to hit for moving as normal.

Destroy (Undead, Daemons): An Undead or Daemon that is hit by a Holy Water Vial suffers 1 wound with no saves of any kind allowed.

One use only: Even if the vial misses it is still lost.

Witch Hunter Weapons Lists

Inquisitor and Witch Hunter List		
Close	Missile	Armour
Hand Weapon	Crossbow	Light Armour
Great Weapon	Pistol	Heavy Armour

Flagellant Weapons List		
Close	Missile	Armour
Great Weapon	Sling	None
Flail		

Hangman Weapons List		
Close	Missile	Armour
Hand Weapon	Blunderbuss	Light Armour
Great Weapon	Handgun	Heavy Armour
	Pistol	Shield

Zealot Weapons List		
Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon		Heavy Armour
Spear		Shield

Cloaked Brother Weapons List		
Close	Missile	Armour
Hand Weapon	Sling	Light Armour
	Short Bow	Heavy Armour
	Pistol	

Lector and Augur List		
Close	Missile	Armour
Hand Weapon	Sling	Light Armour
Great Weapon		Heavy Armour
		Shield

Dwarf Slayer Weapons List		
Close	Missile	Armour
Hand Weapon	Thrown Axes	None
Great Weapon		

Special Skills: Blessings of Sigmar

Absolute Faith
Warrior has a 4+ ward save vs. the effects of hostile spells. Stacks with other ward saves vs. spells. Other warriors may still be affected.

Righteous Fury
Warrior <i>hates</i> all members of chaos, skaven, and undead warbands, including hired swords.

Sign of Sigmar
Warrior is immune to fear and causes <i>fear</i> in Undead and Daemons even if these creatures are normally immune to fear. <i>(This does not make warrior immune to panic.)</i>

Utter Determination
Warrior gains +1 WS and +1 Ld for the rest of the battle each time he loses a wound.

Rabble Rouser
When this warrior is deployed, roll a D6: <ul style="list-style-type: none"> • (1) Zealots and Flagellants in the warband cannot <i>hide</i> this battle. • (2-3) Zealots <i>hate</i> all enemies. • (4-5) Zealots are Stubborn. <i>(Stubborn: May re-roll failed fear and panic tests.)</i> • (6) Zealots and Flagellants have +2" to their maximum charge distance, up to a maximum of 10". <ul style="list-style-type: none"> ▪ Effects from this skill apply to all Zealots/Flagellants in the warband and do not require line-of-sight. ▪ Effects from this skill do not cease, even if the warrior with this skill goes <i>out of action</i>. ▪ Multiple warriors with this skill stack. <i>(Apply all effects.)</i>

Heroes

0-1 Inquisitor

45gc to hire

Starting Experience: 18

Maximum Profile: Human

Inquisitors are senior members of the Order of Witch Hunters. Men who have clearance to be granted audiences with the Grand Theogonist himself and who is respected as a leader by the other witch hunters.

The Grand Theogonist has granted this man an edict to cleanse the world of Chaos filth. While he carries this edict, this man has the divine right to judge Chaos worshippers wherever he might find them, acting as both judge, jury and executioner.

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

SPECIAL RULES

Leader (*Friendly warriors within 6" may use his Ld instead of their own. Requires line-of-sight.*)

Hates Wizards (*Warrior has +1 to hit wizards in all rounds of close combat.*)

Hooded Hunter

0-1 Hangman

30gc to hire

Starting Experience: 8

Maximum Profile: Human

With the Imperial order of Witch Hunters come the promise of gold and the grim and seasoned ex-soldiers that have taken up a life of professional torture and bounty hunting. Practical men, who are more than content to leave matters of religion to "the professionals", Hangmen are mostly concerned with violence and torture, and the lure of gold crowns.

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

SPECIAL RULES

Hooded Hunter

0-1 Lector Priest of Sigmar

40gc to hire

Starting Experience: 14

Maximum Profile: Human

A Lector Priest is a priest of Sigmar who, rather than having joined the military wing of the sect, as the Warrior Priests have done, has embarked upon a more spiritual path instead. The Lector Priests are thus senior to the Warrior Priests, whom the former see more as chaplains than true theologians but at the end of the day both wings are united by their faith in Sigmar.

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

SPECIAL RULES

Priest: Uses the Prayers of Sigmar. Starts with 2 prayers.



Heroes

0-1 Witch Hunter

30gc to hire

Starting Experience: 8

Maximum Profile: Human

Witch Hunters are members of the grim Order of Witch Hunters, dedicated to eradicating Chaos and all its minions. Usually they prowl the Old World individually trying and executing the enemies of Sigmar, but the situation in Mordheim requires them to band together.

In the normal operations, Witch Hunters are used to operations that deal with intelligence gathering that often stretches over a period of several months. Traditionally they rely as much on spying, preparation and springing the trap as they rely on direct confrontation. Half scholars and half warriors, the Witch Hunters will often find themselves frustrated by the sheer amount of direct showdowns going on in the ruins of Mordheim. They are however sly and nimble fighters, and they are often able to outfox their foes in battle.

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

SPECIAL RULES

Hates Wizards, Hooded Hunter

0-1 Augur

15gc to hire

Starting Experience: 0

Maximum Profile: Human

Augurs are man and women who have pierced out their eyes and given up their sight for their lord Sigmar. Though many desperate denizens of the Old World attempt such a feat in the honour of their god, many receive nothing in but pain and blindness.

A select few of these men, however, gain something far more than what they have given up. A second, inner sight, - a gift from their patron god. Only a handful of Sigmar's followers are pure enough to receive this elaborate gift and consequently, the Order of Witch Hunters tend to regard them as holy men.

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

SPECIAL RULES

Inner Sight (Range 12"): At any time during your turn, Augur may un-hide any one *hidden* enemy (of your choice) that is within 12" of Augur.

- This ability does not require line-of-sight.
- Augur cannot shoot a missile weapon and use this ability during the same turn.

Henchmen

Zealots

25gc to hire

Starting Experience: 6

Maximum Profile: Human

When a man loses his family, home and all he cared for, religion is often the last refuge left to him. Such men become wandering pilgrims, bitter and dangerous fanatics who are prepared to avenge their loss at any cost. These men are called Zealots and exist only to destroy evil and the minions of Chaos. Whilst they might have been peasants and craftsmen before they turned to religion, and thus may not be as dangerous in a fight as seasoned mercenaries, their commitment and fanaticism should not be underestimated.

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

SPECIAL RULES

Hate Wizards (*Zealots have +1 to hit wizards in all rounds of close combat.*)

0-5 Bloodhounds

35gc to hire

Witch Hunters keep packs of ferocious bloodhounds around for hunting down heretics. With their huge jaws and powerful bite, they are perfect for hunting down vile chaos worshippers and tearing them apart. More so than other hounds used by the warriors of the Empire, the bloodhounds are trained for combat and bred for bulk.

Profile	M	WS	BS	S	T	W	I	A	LD
	6	4	-	4	3	2	4	1	5

SPECIAL RULES

Ferocious Charge: +1 Attack the turn they charge.

Animals (*Cannot Climb, Cannot Hide, Flee 3D6", Cannot use the Leader's Ld, Cannot Capture Scenario Objectives, Fight Unarmed, No Promotion.*)

0-5 Flagellants

20gc to hire

Starting Experience: 4

Maximum Profile: Human

Flagellants are madmen obsessed with the end of the world. They travel the length and breadth of the Empire, preaching the end of the world. With their rousing speeches, the Witch Hunters can muster these lunatics to fight where no sane man dares tread. Flagellants are dangerous in close combat, for they have the zeal and rage of madmen, but on the other hand they are also frail opponents as their bodies have been weakened by self-mutilation.

Though Flagellants pack a heavy punch in close combat they present a risk to their masters, as besides having weakened themselves with self-mutilation, they are also so eager for martyrdom that the Witch Hunters have to keep them from throwing themselves at the enemy's weapons.

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

SPECIAL RULES

Immune to Fear and Panic

Blood Martyrs (1" Radius): Whenever another member of the warband suffers a wound from a close combat attack and is within 1" of this warrior, this warrior suffers the wound instead with no saves of any kind allowed.



© Dark Apostle

Henchmen

0-3 Dwarf Slayers

45gc to hire

Starting Experience: 12

Maximum Profile: Dwarf

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.

The Order of Witch Hunters look upon the Slayers with favour, as Sigmar himself was aided by the dwarves of his time, and those Slayers who travel to Mordheim with the Witch Hunters find plenty of opportunity to indulge their Deathwish.

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

SPECIAL RULES

Immune to Fear and Panic

Leap (Warrior cannot be intercepted when charging. He can still be intercepted during a normal move.)

Hardy: Dwarves ignore overkill effects and never suffer initiative penalties for wearing armour.



0-3 Cloaked Brothers

40gc to hire

Starting Experience: 14

Maximum Profile: Human

Cloaked Brothers are informers that work side by side with Witch Hunters to root out Chaos and its minions. The secretive Cloaked Brothers consist of figures as diverse as everything from ex-Witch Hunters to humans with minor mutations and a thirst for vengeance against chaos filth. All are draped in heavy dark hoods and cloaks, though, and they are masters of espionage and subterfuge.

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

SPECIAL RULES

Hooded Hunters

Stealth (When warrior is in cover, shooting against him suffers an additional -1 to hit.)

Alley Cats (Warrior may jump down any distance with no dice rolls needed. May be used for diving charges.)

Vampire Counts of Sylvania



The County of Sylvania is a province in the east of the Empire that is infamous as being the home of the von Carstein bloodline of Vampires, so-named because Vlad von Carstein was the first to take up his abode there. Sylvania was a cursed stretch of land even before the arrival of the Vampire counts, covered in dark forests, hills and swamps. The land was infertile, its rulers corrupt tyrants and the people always poor. Because of this poverty, Sylvania was not home to a large population. Many years ago, Sylvania had its own provincial armies, who wore red, purple and black uniforms. These days it can hardly raise a proper militia.

Undead Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Vampire	V		V	V	V	
Wight	V			V		V
Necromancer			V		V	
Dreg	V			V		V
Urchin	V	V			V	V

Undead Special Rules

Raise Dead *Raise the dead to fight anew.*

Whenever an enemy Hero dies, you may raise him as an Undead Henchman in your warband for 30gc.

- **He retains his race, experience, and all his weapons, armour and special equipment.**
(It cannot be sold or swapped. - He can still use his Special Equipment even though he is now a henchman.)
- **He loses all skills, spells, prayers, and special rules and gains Undead**
(Undead: Cause Fear, Immune to Poison, Crumble, Cannot take Drugs.)
- **Undead and Daemons cannot be raised by this ability.**
- *(Note that there is nothing to prevent such re-raised henchmen from later becoming heroes in the undead warband if they roll 'The Lad's Got Talent!')*

Crumble *The arcane bonds that hold the Undead together are always in danger of ebbing out.*

Warriors with this rule do not flee if they fail a panic test. Instead, they take 1 Strength 3 hit with no saves of any kind allowed.

No Warband Collapse

Under normal Mordheim, the entire warband would die if you did not include a Vampire or Necromancer. There is no such rule in Heroheim.



Undead Unique Weapons

Throwing Shards 5gc / common
Ghouls often gnaw the spires and marble of tombs into sharp and pointed shards that can then be thrown at the enemy. Though crude and sub-par weapons, these shards can never the less surprise and distract an unsuspecting enemy.

Missile Weapon

Range: 6" **Strength: 2**

Quick to Fire: No -1 BS for moving and shooting.
Assault: May be fired the same turn wielder made a running move.
Distract: Enemies set to Overwatch cannot shoot at a warrior armed with Throwing Shards and any warrior successfully hit by a Throwing Shard will lose Overwatch status, regardless of whether he was wounded or not.

Balefire Censer 10gc / rare 8+
Arcane censers burning with an unnatural green fire are sometimes fastened to the weapon of Skeletons with long and rusty chains. These censers can then be latched at the enemy.

Missile Weapon

Range: 3" **Strength: 4**

Flaming: Hits from a Balefire Chain are *flaming*.
Limitation: Wielder cannot *hide* and loses 'Stealth' if he has it.
Quick to Fire: No -1 BS for moving and shooting.
Assault: May be fired the same turn wielder made a running move.
Drain Power: Enemies successfully wounded by Balefire Censer lose any power dice they have accumulated.

Undead Weapons Lists

Vampire and Wight Weapons List		
Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon	Long Bow	Heavy Armour
Spear		Shield
Halberd		
Morning Star		

Necromancer Weapons List		
Close	Missile	Armour
Hand Weapon	Sling	None
Great Weapon		

Skeleton Weapons List		
Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon	Bale. Censer	Heavy Armour
Spear		Shield
Morning Star		

Dreg Weapons List		
Close	Missile	Armour
Hand Weapon	Sling	Light Armour
Great Weapon	Bow	Heavy Armour
Spear	Blunderbuss	Shield

Hexwraith Weapons List		
Close	Missile	Armour
Great Weapon	Bale. Censer	Light Armour
Flail		Heavy Armour

Urchin Weapons List		
Close	Missile	Armour
Hand Weapon	Sling	Light Armour
	Short Bow	
	Thrown Knives	
	Blowpipe	

Ghoul Weapons List		
Close	Missile	Armour
Great Weapon	Thrown Shards	None

Special Skills: Arcane Skills

Drain Courage

Each time an enemy is successfully wounded by a close combat or shooting attack from this warrior, that enemy suffers -1 Ld for the rest of the battle.

Enfeeble Mind

Each time an enemy is successfully wounded by a close combat attack from this warrior, that enemy loses a random skill, spell or prayer for the rest of the battle. *(Special Rules are not skills.)*

Ethereal Attack

Enemies must re-roll successful armour saves vs. this warrior's attacks with Morning Star or vs. attacks from this warrior's weapons with the 'Two handed' rule. *(Including missile weapons with the 'Two handed' rule.)*

Chill Grasp

Warrior now causes *fear* in all rounds of combat, not just the first and warrior's attacks of any kind ignore Ward saves and Regeneration saves.

- Warrior must cause *fear* to choose this skill.

Special Skills: Scavenger Skills

Avoid Disease

Warrior is immune to poison and attacks from Animals suffer -1 Strength against him. *(Down to a minimum of 1.)*

Long Fingers

Whenever an enemy is robbed, through getting 'Robbed' as a campaign injury or from losing a pit fight, you may select a single weapon, armour or piece of special equipment from that warrior that is then transferred to your warband's stash.

- This skill can be used even while this warrior is *out of action* but not if he was missing the battle entirely. *(E.g. because of an injury.)*

Hexes and Charms

When this warrior is deployed, roll a D6:

- **(1-2):** Nothing
- **(3-6):** Warrior gains 1 Lucky Charm.

Lucky Charm

Special Equipment

Effect: The first successful hit against wearer is discarded. Then Charm is lost. One use only.

Charm can only be used by the warrior who has this skill, and is automatically lost at the end of any battle, even if it was not used.

Gutterskimmer

When this warrior is deployed, roll a D6:

- **(1):** Nothing
- **(2)** Warrior gains 1 Poison Vial.
- **(3-4):** Warrior gains 1 Madcap Mushrooms.
- **(5-6):** Warrior gains 1 Mandrake Root.

Items generated by this skill can only be used by the warrior who has this skill, and are automatically lost at the end of any battle, even if they were not used.

Trash Collector

- Whenever an opponent uses a 'One Use Only' item *(such as a drug, a poison vial, etc.)* in a battle against you, roll a D6.
- Likewise, whenever an opponent loses an item with the 'Fragile' rule in a battle against you, roll a D6.
- On a roll of 6 you gain that same item after the battle.
- Multiple warriors with this skill allow multiple dice rolls per item, but each item can only be salvaged once.
- Warrior may use this skill even though he has not been deployed yet, but not if he is *out of action* or missing the battle.

Heroes

0-1 Vampire Count

75gc to hire

Starting Experience: 28

Maximum Profile: Vampire

Vampires lead the Undead in their search for the magical stones that will give their master the power to conquer the Empire. Although but pale shadows when compared to the dread Vampire Lords, the immortal servants of the von Carsteins are still some of the most powerful creatures who fight in Mordheim. Most of them serve the undying count of Sylvania, but some have found the city to their liking, and have become independent.

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

SPECIAL RULES

Leader (*Friendly warriors within 6" may use his Ld instead of their own. Requires line-of-sight.*)

Undead (*Cause Fear, Immune to Poison, Crumble, Cannot take Drugs.*)

Wizard: Uses Dark Magic. Starts with 1 spell.

Warrior Wizard: May wear armour and cast spells.

Immortal: Treats 'Dead' as 'Multiple Injuries'.

The Hunger (Humans, 6+): At the end of any turn where the vampire took one or more human enemies *out of action* with a close combat attack, roll a D6: On a 6, the Vampire regains 1 lost wound.

- No effect vs. Undead or Daemons.



0-1 Wight Lord

40gc to hire

Starting Experience: 12

Maximum Profile: Skeleton

In ancient times, mighty warlords fought across the land that is known as the Empire. Upon their death, these brutal warriors were buried deep beneath the ground, their tombs protected from thieves and looters by shamanistic spells. Many of these tombs are now long gone; but many others still remain. Some were built in areas where Dark Magic flows and pools. In these accursed places, the incumbents rest uneasily, their souls flickering between the world of mortals and the realm of the afterlife.

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

SPECIAL RULES

Undead (*Cause Fear, Immune to Poison, Crumble, Cannot take Drugs.*)

Special Skills: Arcane

- Only Skeletons and Hexwraiths can learn Arcane skills. (*I.e. No Ghouls or other races.*)

0-1 Necromancer

30gc to hire

Starting Experience: 6

Maximum Profile: Human

Necromancers are evil wizards, studying the corrupt art of Necromancy. Many of them are acolytes and servants of the von Carsteins, and follow the agents of their master to the city of the Damned. Others are recruited from amongst wizards and warlocks who have come under the suspicion of the various agents of Sigmar and have fled to Mordheim to avoid persecution.

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

SPECIAL RULES

Wizard: Uses Necromancy. Starts with 2 spells.

Heroes

0-1 Dreg

20gc to hire

Starting Experience: 2

Maximum Profile: Human

Dregs are the most miserable human survivors of Mordheim. They are deformed and rejected individuals who were often scavengers before they joined their new masters. Vampires often recruit Dregs as their servants and treat them with surprising kindness. As a result, Dregs are often fanatically loyal to their Undead overlords and will do anything to protect and serve them.

Dregs are very useful to their masters as they can be sent to acquire equipment from the settlements around Mordheim and also be made to carry heavy bags.

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

SPECIAL RULES

Look Out, Master!: Friendly heroes that are within 3" of the Dreg gain a 6+ ward save versus Shooting attacks.

- This ability can only save once per battle: Once it has successfully negated a shot, it stops working for the rest of the battle.
- This ability does not affect the Dreg himself.
- This ability cannot be used while Dreg is *hiding, fleeing, or in close combat.*
- *(This ability has no effect vs. Spells/ Prayers.)*

Heavy Bags: A Dreg can carry any number of weapons, not just the normal three.

Special Skills: Scavenger

0-1 Street Urchin

10gc to hire

Starting Experience: 0

Maximum Profile: Human

Like the Dregs, Vampires often recruit the orphaned street children who lost every person close to them in the fall of the comet. Urchins are irritating little rascals and though not particularly brave they are experts in all kinds of harassment, making them excellent skirmishers and nuisances to boot.

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

SPECIAL RULES

Stealth (*When warrior is in cover, shooting against him suffers an additional -1 to hit.*)

Special Skills: Scavenger

Henchmen

Skeletons

30gc to hire

Starting Experience: 6

Maximum Profile: Skeleton

Skeletons are the aging remains of fallen warriors, re-animated by the power of necromancy. For thousands of years, armies have marched and fought across the Old World. There is barely a field, hill or valley that has not seen fierce fighting at some point in the past, going as far back as the time of Sigmar, and even earlier.

All that these lifeless fighters can recall of mortal life is faint impressions of battles fought in ages past. All they feel is compulsion to fight and obey their necromantic masters. Their lifeless hands still grip their ancient weapons and the battle prowess of old retained, a group of skeletons are a terrifying adversary to behold.

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

SPECIAL RULES

Undead (*Cause Fear, Immune to Poison, Crumble, Cannot take Drugs.*)



Zombies

15gc to hire

Zombies are corpses brought back from the dead by foul necromancy. Whilst slow and clumsy individually, their necromantic overlords drive them into battle by the dozens, hoping to exhaust the armies of the enemy. In the shattered ruins of Mordheim there are plenty of corpses waiting to be raised anew.

Profile	M	WS	BS	S	T	W	I	A	LD
	3	1	-	3	3	4	2	1	4

SPECIAL RULES

Fight Unarmed, No Promotion

Undead (*Cause Fear, Immune to Poison, Crumble, Cannot take Drugs.*)

0-3 Hexwraiths

40gc to hire

Starting Experience: 12

Maximum Profile: Skeleton

Hexwraiths are born in the very depths of the Underworld, their only goal to hunt down those who have cheated death. They share many similarities with Cairn Wraiths, and their scythe-like weapons are just as deadly, if not more-so. Because of their incorporeal forms, Hexwraiths can shimmer between worlds, passing through walls and their scythes re-materialising inside the bodies of their foes.

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

SPECIAL RULES

Cannot Hide, Cannot Capture Scenario Objectives

Undead (*Cause Fear, Immune to Poison, Crumble, Cannot take Drugs.*)

Spectral: May move through walls and other solid objects (*but not other warriors*).

- This has no effect on climbing up and down.

Henchmen

0-6 Crypt Ghouls

45gc to hire

Starting Experience: 8

Maximum Profile: Ghoul

Crypt Ghouls are ugly, stooping creatures with only a vestigial sense of reason. Their skin is dark and filthy, their eyes bestial and insane, and their snarling lips reveal sharp-pointed teeth in their slaving mouths.

Ghouls are the descendants of famished men who once took to feasting on corpses to survive. Driven by their craving for the meat of their fellow men, these creatures dwell near graveyards, digging up the rotting corpses of the recently buried and consuming the cold flesh with their bare teeth and claws.

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

SPECIAL RULES

Cause Fear, No Penalties for Fighting Unarmed

Rending Claws: A Ghoul may re-roll one missed roll to hit in each close combat phase while fighting unarmed.

Poisonous Attacks: All of a Ghoul's unarmed attacks are *poisonous*. (May re-roll natural 1s to wound.)

The Hunger (Animals, 6+): At the end of any turn where a Ghoul took one or more enemy Animals *out of action* with a close combat attack, roll a D6: On a 6, the Ghoul regains 1 lost wound.

- No effect vs. Undead or Daemons.

0-2 Dire Wolves

45gc to hire

The land of Sylvania and the eastern Empire are plagued by giant wolves. The men of the Empire hunt these beasts mercilessly, but this is not always enough. The carcasses of these wolves are buried in great pits, but the cursed earth of Sylvania does not allow them to rest.

Like unseen shadows, these slaving giant wolves prowl the streets of Mordheim without making the least of sounds. Many men have died with the cold jaws of a Dire Wolf around their neck. Half-rotted, the fur of these wolves is matted with blood and grime and even when their carcasses have been buried many feet underground, they claw and wriggle up through the earth to hunt again.

Profile	M	WS	BS	S	T	W	I	A	LD
	6	4	-	4	3	2	4	1	5

SPECIAL RULES

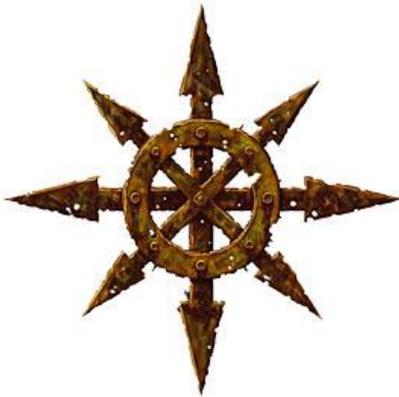
Ferocious Charge: +1 Attack the turn they charge.

Stealth (When warrior is in cover, shooting against him suffers an additional -1 to hit.)

Undead (Cause Fear, Immune to Poison, Crumble, Cannot take Drugs.)

Animals (Fight Unarmed, Cannot Hide, Cannot Climb, No Promotion, Cannot use Leader's Ld, Cannot Capture Scenario Objectives.)

Cult of the Possessed



There is never any shortage of men willing to risk their lives for a chance of real power: Men whose ambitions lie beyond the scope of their birthright, or whose sorceries, skills or physical deformities place them in constant danger of persecution. In the aftermath of the destruction of Mordheim all manner of mutants have appeared whilst many hitherto unblemished folk feel the stirring of strange powers, the first awakenings of magical gifts destined to bring them to a fiery death at the hands of the Witch Hunters. Now a leader has appeared, a new Dark Emperor, who claims lordship of the City of the Damned. He is called the Shadowlord, Master of the Possessed, and followers of the cults of Chaos gather from all over the Empire to pledge their souls to him. Though none know whether he is man or Daemon all proclaim him their saviour and eagerly seek to do his bidding.

Cult of Possessed Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Possessed	V		V	V	V	V
Gor Despoiler	V			V	V	
Magister			V		V	
Doom Herald	V		V		V	
Mutant	V			V	V	V

Cult of Possessed Special Rules

The Will of Chaos *The lives of mortals are but pawns and chess-pieces, moved at whim for the amusement of the Dark Gods! None can know their true intent, not even their followers.*

- Whenever a warrior with this rule would make a **failed charge**, he must take a **Leadership test**: If failed, he charges a further **D3"** towards his target.
- If this takes him into base contact with his target, the enemy counts as charging and the warrior cannot use the 'Strike First' abilities of Spear and Halberds this turn.

Instability *Daemons exist in another dimension.*

Warriors with this rule do not **flee** if they fail a panic test. Instead they take **1 Strength 3 hit** with no saves of any kind allowed.

The Eye of Chaos *The Dark Gods keep watch over the battlefield, amusing themselves with the aspirations of their champions. However, they are cruel masters and easily displeased.*

Whenever a warrior with this rule takes an enemy hero or monster **out of action**, roll a **D6**:

- **(1)** Warrior takes 1 Strength 2 hit with no saves of any kind allowed. No effect if warrior only has 1 wound left.
- **(2)** Enemy warband gains 1 Power Dice that can be used by any of their casters.
- **(3)** +1 Initiative for the rest of the battle.
- **(4)** +1 WS for the rest of the battle.
- **(5)** +1 Strength for the rest of the battle.
- **(6 - If Hero)**: Additional +1 Experience for taking the enemy **out of action**.
- **(6 - If Henchman)**: +1 to the roll to see if he is promoted.

Special Skills: Mutations

Hideous

Warrior causes *fear*. (This also makes warrior immune to *fear* himself.)

Blackblood

Whenever warrior suffers a wound, all warriors within 1" of him take 1 automatic Strength 3 hit. Also affects friendly warriors. Take Armour Saves as normal. Warrior can gain experience by taking enemies *out of action* this way, even if he is *out of action* himself.

Protean Form

Warrior has Regeneration (6+) vs. shooting attacks. No effect if warrior is armed with a missile weapon himself and no effect vs. spells/prayers. (Regeneration: See *Special Rules*.)

Cloven Hoofs

Warrior has +1 Movement and +1 I on all Jump Down tests. Cannot be taken by warriors who already have the 'Cloven Hoofs' special rule.

Tentacles

At the start of each close combat phase, choose an enemy within 1" of this warrior. That enemy must pass a strength test or strike last against all enemies this turn, even if he is armed with a Spear or Halberd. (*Tentacles do not interfere with the warrior's ability to use weapons.*)

Great Claw

- **Claw:** One of warrior's hands can no longer use weapons but counts as permanently carrying a hand weapon. He can no longer shoot missile weapons and can only fight with a single hand weapon in the other hand.
- **Deflection Save (6+):** Warrior gains a 6+ armour save vs. close combat attacks that can be negated and combined with other armour as normal.
- This skill may be taken twice for a 5+ deflection save. (*Both of warrior's hands will then be transformed into claws.*)

Cult of Possessed Unique Weapons

Daemon Spikes

15gc / rare 8+

Garbs and barbed shoulder pads resembling the skin of daemons are worn as emblems of worship.

Suit of Armour

(Prevents wizards from casting spells.)

No Armour Save: Even though Daemon Spikes are armour, they do not grant their wearer an armour save.

Worn with Armour: Wearer can wear Daemon Spikes while wearing Light Armour or Heavy Armour at the same time.

Spikes (S1): Whenever wearer charges or is charged, all enemies that moved within 1" of him this turn immediately take 1 automatic Strength 1 hit.

- Wearer can gain experience by taking enemies *out of action* this way.

Ritual Dagger

15gc / rare 9+

Intricate gilded daggers fashioned from softer metals and emblazoned with the eight-pointed star of the Dark Gods are often used in the unholy rituals of the crazed cultists. No one would ever mistake these daggers for fighting weapons, as they are elaborately ornamented with curved blades, velvet drapes and the like. Still, they hold a dark power that can turn the essence of a newly slain soul into raw magical energy.

Special Equipment

Can only be carried by wizards.

Sacrifice: Whenever wielder takes an enemy *out of action* with a close combat attack, he gains 1 power dice.

Possessed Weapons Lists

Possessed Weapons List		
Close	Missile	Armour
Hand Weapon	None	Light Armour
Great Weapon		Heavy Armour

Doom Herald Weapons List		
Close	Missile	Armour
Hand Weapon	Sling	Light Armour
Great Weapon	Short Bow	Heavy Armour
Spear		Daemon Spikes

Magister Weapons List		
Close	Missile	Armour
Hand Weapon	Sling	None
Great Weapon		

Mutant and Cultist Weapons List		
Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon		Heavy Armour
Spear		Shield

Gor Despoiler Weapons List		
Close	Missile	Armour
Hand Weapon	Javelins	Light Armour
Great Weapon	Thrown Axes	Heavy Armour
Halberd		Shield
Morning Star		

Ungor Defiler Weapons List		
Close	Missile	Armour
Hand Weapon	Short Bow	Light Armour
Great Weapon		Shield
Spear		

Darksoul Weapons List		
Close	Missile	Armour
Great Weapon	Thrown Axes	Light Armour
Flail		Heavy Armour
		Daemon Spikes

Heroes

0-1 Possessed

65gc to hire

Starting Experience: 24

Maximum Profile: Possessed

Possessed are nightmarish creatures, a melding of flesh, metal and black magic. Inside them lives a supernatural thing of evil, a Daemon from the dark reaches of the Realm of Chaos. They are amongst the most dangerous creatures of Mordheim and the cultists worship and recognize them as their lords.

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

SPECIAL RULES

Leader (*Friendly warriors within 6" may use his Ld instead of their own. Requires line-of-sight.*)

Daemon (*Attacks are Flaming, Cause Fear, Immune to Poison, Instability, Cannot take Drugs.*)

Wizard: Uses Lore of Daemons. Starts with 1 spell.

Warrior Wizard: May wear armour and cast spells.

Daemon Soul: Whenever a Possessed must roll for campaign injuries, it rolls twice on the chart and picks either as its result.

- This only applies to the first campaign injury roll after each battle.

Special Skills: Mutations

0-1 Magister

30gc to hire

Starting Experience: 6

Maximum Profile: Human

Magisters are clever and devious types whose love of arcane knowledge has turned them to the scrolls and tomes of the Dark Gods. Whilst they may have been scholars, scribes or magistrates before, they now deal in the occult hoping to gain magic powers.

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

SPECIAL RULES

The Will of Chaos, The Eye of Chaos

Wizard: Uses Chaos Rituals. Starts with 2 spells.

0-1 Gor Despoiler

40gc to hire

Starting Experience: 12

Maximum Profile: Gor

Gors are creatures of Chaos that combine the hoofs and head of a goat with the body of a man. They are stronger and more skilled in close quarters than most and their muscular bodies can easily withstand blows that would send a normal man staggering to the floor. Despoilers are a particularly spiteful breed of Gors that live to corrupt anything that is holy and pure.

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

SPECIAL RULES

Hates Priests (*Warrior has +1 to hit priests in all rounds of close combat.*)

Cloven Hoofs: +1 I on all Jump Down Tests.



Heroes

0-1 Doom Herald

15gc to hire

Starting Experience: 0

Maximum Profile: Human

Doom Heralds are crazed men who incite the cultists to ever greater heresies. They carry large rusty bells which they eagerly chime and beat proclaiming the coming of the Shadowlord to all who cross their path. Scarred and disfigured, the Doom Heralds are terrible to behold, and their curses and veiling cries of the coming doom can unnerve even the sternest of warriors.

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

SPECIAL RULES

The Will of Chaos, The Eye of Chaos, Cannot Hide Pronounce Doom (Range 18"): Instead of shooting a missile weapon in the Shooting Phase, the Doom Herald may pronounce doom on any enemy within 18". That enemy must pass a leadership test or it cannot shoot or cast spells next turn.

- Requires line-of-sight.
- Range reduced to 1" while in close combat.
- Cannot target enemies immune to *fear*.
- Does not have to target closest enemy.
- *Hidden* enemies cannot be targeted.
- (*Priests can still cast prayers.*)

0-1 Mutant

15gc to hire

Starting Experience: 0

Maximum Profile: Human

Those who dwell in Mordheim soon develop horrible mutations, and the Cult of the Possessed seem to be especially susceptible. In addition, Mordheim attracts mutants from all over the Empire, who are always quick to join the Chaos covens. Most mutations are simply inconvenient or hideous, but some make their bearers extremely dangerous in combat.

Mutants are human cultists who have been the favoured by the Dark Gods with unnatural physical deformities such as tentacles, claws and the like. Their physical disfigurement marks out the vileness of heresies and their commitment to the Dark Gods. They come in many shapes and sizes, each more bizarre than the next.

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

SPECIAL RULES

The Will of Chaos, The Eye of Chaos

Special Skills: Mutations

Henchmen

Chaos Cultists

25gc to hire

Starting Experience: 4

Maximum Profile: Human

The cultists of the covens, also called brethren, are the zealous followers of the dark gods, eager to descend into damnation. They are deranged warriors smeared with blood, dirt, and excrements and they wave jagged weapons and chant blasphemous rites as they throw themselves upon their foes. Many are hardly recognisable as human, as their bodies are so scarred and disfigured.

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

SPECIAL RULES

The Will of Chaos, The Eye of Chaos

Unholy Chant (*Cultists can work Darksouls into a maniacal rage, see below.*)

0-3 Darksouls

35gc to hire

Starting Experience: 8

Maximum Profile: Human

Darksouls are men who have been driven insane. The covens equip these tortured souls with leering daemonic masks and garb them in clothing and armour resembling the scaled skin of Daemons. The Cultists regard them as holy men, and incite them to work out their unreasoning rage in battle.

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

SPECIAL RULES

The Will of Chaos, The Eye of Chaos,

Immune to Fear and Panic

Maniacal Rage (+1 A): A Darksoul has +1 Attack on profile as long as there is a member of the warband with the 'Unholy Chant' rule within 6" of him.

- This ability does not require line-of-sight and never grants a Darksoul more than 1 extra attack.

0-5 Ungor Defilers

30gc to hire

Starting Experience: 6

Maximum Profile: Ungor

Ungors are not as strong, tough or intelligent as the Gors. They are physically smaller and their horns are almost always less impressive and numerous. Ungor are extremely cruel and spiteful creatures, taking out their jealousy of the Gors on foes in battle, captives, Brays (those Beastmen without any horns) or anything else incapable of putting up much of a fight.

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

SPECIAL RULES

Poisonmakers (*Each Defiler may poison up to two of its own Hand Weapons, or up to one of its other weapons each battle. - Poisonous hits may re-roll natural 1s to wound.*)

Cloven Hoofs: +1 to all Jump Down Tests.



Henchmen

0-2 Harpies

40gc to hire

Harpies are leathery-winged humanoids with a savage, primeval beauty. Their legs end in bird-like feet that terminate in razor-sharp talons, like those of a raptor. With their wings and claws, the Harpies hunt and kill with a savage cruelty that would seem to eliminate any belief that they are anything other than monstrous beasts.

After the comet struck, Harpies from the dark forests of Ostermark have drifted inwards and now make their nests in what is left of the many spires and arches of Mordeim and though always unruly, they seem to follow the bidding of the possessed.

Profile	M	WS	BS	S	T	W	I	A	LD
	3	4	-	3	3	3	5	1	4

SPECIAL RULES

Rending Claws: Harpies may re-roll 1 failed to hit roll each turn while fighting unarmed.

Fly (12"): Harpies may Fly up to 12" instead of moving. They may use this ability to move into close combat, in which case they count as charging.

- (If a harpy wants the bonuses of a diving charge, it must test for initiative as normal.)

Animals (Fight Unarmed, Cannot Hide, Cannot Climb, No Promotion, Cannot use Leader's Ld, Cannot Capture Scenario Objectives.)

0-2 Pit Hounds

45gc to hire

Pit Hounds are swift, ferocious wolves which have been tainted by Chaos, causing them to grow vicious horns that tear through shields and armour with ease.

Appearing only after the fall of the comet, these Hellhounds naturally seem to flock to the vile Possessed and some even whisper that the hounds emerged not from the forests of the countryside but from the pit of the comet itself.

Profile	M	WS	BS	S	T	W	I	A	LD
	6	4	-	4	3	2	4	1	5

SPECIAL RULES

Ferocious Charge: +1 Attack the turn they charge.

Scaly Skin (6+): Pit Hounds have a natural 6+ armour save that can be negated by the strength of the attacker as normal.

Daemons (Attacks are Flaming, Cause Fear, Immune to Poison, Instability, Cannot take Drugs.)

Animals (Fight Unarmed, Cannot Hide, Cannot Climb, No Promotion, Cannot use Leader's Ld, Cannot Capture Scenario Objectives.)

Skaven Clan Eshin



Clan Eshin was considered lost for a long time, having travelled to the far Eastern lands of Cathay. When they returned, they had changed. They had become the assassins of Skaven society, skilled in the art of the silent kill. They are represented by Night Runners and Assassins - stealthy elite killers who can hide in the shadows until they strike at enemy characters. Concepts such as valour and honour are largely unknown as far as the Skaven are concerned. Clan Eshin is composed of Skaven that live in the undercities beneath the oriental lands of Cathay, who have learned the dark arts of stealth and death-dealing of the assassins of that realm. Theirs is a sub-society of dark intrigue; hired out by other Skaven to "eliminate" problems with rivals, all the while seeking to find ways to advance their own standing. They have crafted many potent toxins and poisons with which they coat their weapons for added effect.

Eshin Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Fang Leader	V		V	V	V	
Mystic			V		V	
Assassin	V	V			V	V
Scattergunner		V	V		V	
Initiate	V	V			V	V

Eshin Special Rules

Scurry Away! *Though mutated into anthropoid form, the Skaven nevertheless retain their rat-like instincts and physical acumen. And a scurrying rat, skittering across the cobblestone, is hard to catch up with.*

Warriors with this rule flee 3D6" when fleeing. *(Rather than the normal 2D6".)*

Verminous Valour *No self-respecting Skaven would ever allow himself to be out-witted by slavers and sold to the pits. Likewise, nor do the Skaven associate any loss of honour with scampering away from a duel, for he who runs away lives to fight another day.*

Warriors with this rule may opt to treat campaign injury rolls of 'Sold to the Pits' as 'Full Recovery'.

Strength in Numbers *Though individually cowardly, the resolve of a horde of rats fighting together is not to be underestimated.*

Skaven warbands always add +2 Ld to their Leadership when taking rout tests. *(But not other kinds of leadership tests.)*

- **This ability only applies as long as the Skaven player has at least three models left on the board.** *(These models simply have to belong to the warband – their race does not have to be Skaven.)*
- *(Leadership cannot be increased beyond 10.)*

Clan Eshin Unique Weapons

Weeping Blades 35gc / rare 9+
The adepts of Clan Eshin use weapons called Weeping Blades, murderous swords constructed so that they continuously drip a stream of deadly and corrosive venom from their blades.

Pair of Hand Weapons. Cannot be separated.

Poisonous: Weeping Blades are permanently poisonous. (Poison: May re-roll natural 1s to wound.)

Pair of Hand Weapons: Weeping Blades are a pair of Hand Weapons that cannot be separated. They must be used in pairs and count as two close combat weapons when determining how many weapons a warrior can carry.

Proficiency (Separate): Weeping Blades constitute a separate weapon proficiency to normal Hand Weapons.

Modifiers: Hand Weapons: Any skill or modifier that would affect Hand Weapons will affect Weeping Blades.

Warpmusket 25gc / rare 9+
Warpmuskets shoot exploding warpstone bullets that send their victims spiralling to the ground.

Blackpowder Weapon (Cannot be Poisoned, Subject to Misfires, is affected by anything that affects Blackpowder Weapons, etc.)

Range: 24" **Strength: 5**

Knockback (D3"): Enemies successfully wounded by a Warpmusket are knocked D3" directly away from shooter. (Knockback: See special rules.)

Unstable: When this weapon misfires, roll 2D6 on the misfire table, and apply the lowest result.

Armour Piercing (2): Additional -2 enemy Armour Save. (For a total of -4.)

Move or Fire
Two-handed

Proficiency (Separate): Warpmuskets are a separate proficiency from normal Handguns.

Modifiers: Handgun: Any skill or modifier that would affect Handguns will affect a Warpmusket.

Warplock Pistol 25gc / rare 10+
Warplock Pistols shoot warpstone bullets that cut right through the thickest of armour.

Blackpowder Weapon (Cannot be Poisoned, Subject to Misfires, is affected by anything that affects Blackpowder Weapons, etc.)

Range: 6" **Strength: 5**

Unstable: When this weapon misfires, roll 2D6 on the misfire table, and apply the lowest result.

Armour Piercing (1): Additional -1 enemy Armour Save. (For a total of -3.)

Assault: Can be fired the same turn warrior made a Running Move. (With -1 BS for Moving and Shooting.)

Multiple Shots x2: Warriors armed with two Pistols of any kind may shoot twice at the same target with an extra -1 to hit on both shots.

Proficiency (Separate): Warplock Pistols are a separate weapon proficiency from normal Pistols.

Modifiers: Pistol: Any skill or modifier that would affect Pistols will affect a Warplock Pistol.

Smoke Bomb 5gc / rare 8+
The assassins of Clan Eshin carry smoke bombs for distraction. When smashed, a thick cloud of smoke curls out, veiling the assassin's assault.

Special Equipment

One Use Only: Whenever wielder breaks from close combat because of *fleeing*, Smoke Bomb is automatically used up.

- **Avoid Free Hack:** Each enemy that would gain a "Free Hack" against this warrior because he is breaking from close combat must roll equal to or under their Initiative on a D6, or he does not gain the "Free Hack" that he otherwise would.
- (Smoke Bombs do not allow wielder to break from close combat voluntarily.)
- **Limitation:** Only useable by warriors with both 'Stealth' and 'Leap'.

Eshin Weapons Lists

Fang Leader and Stormvermin List		
Close	Missile	Armour
Hand Weapon	Warp. Pistol	Light Armour
Great Weapon	Warpmusket	Heavy Armour
Halberd		Shield
Morning Star		

Assassin, Initiate and Night Runner		
Close	Missile	Armour
Hand Weapon	Warp. Pistol	Light Armour
Fighting Claws	Cross. Pistol	
Weep. Blades	Thrown Stars	
	Blowpipe	

Eshin Mystic Weapons List		
Close	Missile	Armour
Hand Weapon	Sling	None
Great Weapon		

Scattergunner Weapons List		
Close	Missile	Armour
Hand Weapon	Warp. Pistol	Light Armour
	Warpmusket	
	Blunderbuss	

Clanrat Weapons List		
Close	Missile	Armour
Hand Weapon	Sling	Light Armour
Great Weapon		Shield
Spear		

Yellow Fang Informer List		
Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon		Shield
Spear		

Special Skills: Assassin Skills

Poisonmaker

At the start of each battle, this warrior may poison up to two of his hand weapons or a single of his other weapons. *(Choose which.)*

Perfect Killer

Enemies must re-roll all their successful armour saves vs. this warrior's attacks with Hand Weapons and Throwing Stars.

Art of Silent Death

Warrior causes Critical Hits on natural 5-6 to hit the turn he charges, and when firing Throwing Stars.

- This skill has no effect against enemies that warrior would only hit on rolls of 6.

Tail Fighting

Warrior has an extra Strength 2 attack in each close combat phase that is resolved at the same WS and in the same strike order as the rest of his close combat attacks.

- Tail attacks are subject to modifiers and penalties as normal.
- Tail attacks cannot cause Critical Hits.
- Warrior's race must be Skaven to choose this skill. *(I.e. no humans or other races.)*

Shadow Strike

If warrior was *hidden* at the start of this shooting phase, all his shots with Blowpipe and Crossbow Pistols will have +1 Strength and +1 to rolls on the critical hit chart this turn.

- (Shooting a missile weapon automatically un-hides a warrior.)*

Heroes

0-1 Fang Leader

45gc to hire

Starting Experience: 18

Maximum Profile: Skaven

The Fang Leader is a brutal killer and leader installed at the head of the Eshin warband by the Nightmaster of Clan Eshin himself. In battle, there is nothing these brutal, back-stabbing commanders will not do to accomplish the mission given to them by the Nightmaster and they essentially view every one of their warriors as expendable.

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

SPECIAL RULES

Scurry Away!, Verminous Valour

Leader (*Friendly warriors within 6" may use his Ld instead of their own. Requires line-of-sight.*)

0-1 Eshin Mystic

30gc to hire

Starting Experience: 6

Maximum Profile: Skaven

The Mystics of Clan Eshin are magicians whose knowledge of eastern variants of magic has been kept secret from the prying eyes of other clans. Especially so from the progeny of Clan Skryre who purport to have a "monopoly" on the use of magic amongst all Skavenkind. The Eshin, however, understand the power of magic and know that only a fool would willingly pass up its use. Thus they have covertly training their own sorcerers and though their power is slight compared to the mighty Grey Seers, their sorcery is both potent and well-suited for operations that rely on stealth.

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

SPECIAL RULES

Scurry Away!, Verminous Valour

Wizard: Uses Eshin Mysticks. Starts with 2 spells.

0-1 Eshin Assassin

35gc to hire

Starting Experience: 12

Maximum Profile: Skaven

Assassins are the master warriors of Clan Eshin, entrusted with the rank of Paw Leader and thus the command of an Eshin triad. Not traditional leaders as such, they place more value on leading by example as they execute their lightning-fast assassination strikes, only to slip back into the shadows.

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

SPECIAL RULES

Scurry Away!, Verminous Valour

Stealth (*As long as this warrior is in cover, shooting against him suffers an additional -1 to hit.*)

Leap (*Warrior cannot be intercepted when Charging. He can still be intercepted during a normal move.*)

Special Skills: Assassin



Heroes

0-1 Eshin Scattergunner

25gc to hire

Starting Experience: 4

Maximum Profile: Skaven

The Scattergunners are the sneaky stalkers and snipers of Clan Eshin. If an enemy officer is guarded too closely by his bodyguard, or he carefully avoids the proximity of shadows, the assassins may come up cold and delegate their task to a Scattergunner.

Though the Scattergunners have learned to pick off foes from afar and they prize themselves on the safety in cowardice that comes with the life of a sharpshooter, the Scattergunners are often more at risk than they realize. For the warpstone weapons that they favour is neither entirely safe nor stable. Still, their utility on the battlefield should not be underestimated, and many a high-ranking officer has succumbed to the blast of a sudden and unanticipated warpstone projectile.

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

SPECIAL RULES

Scurry Away!, Verminous Valour

0-1 Eshin Initiate

20gc to hire

Starting Experience: 2

Maximum Profile: Skaven

Initiates are the young assassins-to-be of Clan Eshin. Though their martial prowess is still slight they have never the less begun the martial arts training necessary to eventually become assassins in their own right, and that is more than can be said for most of the Skaven, who have to make due with being mustered as units of massed Clanrats, or even pass a life as Skavenslaves, the lowest and most expendable of Skavenkind.

In the ruins of Mordheim, both the Fang Leader and the full-fledged Eshin Assassins keep a watchful eye on the young Initiates and assure them that though success means many female breeders, failure will not be tolerated.

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

SPECIAL RULES

Scurry Away!, Verminous Valour

Stealth (*As long as this warrior is in cover, shooting against him suffers an additional -1 to hit.*)

Leap (*Warrior cannot be intercepted when Charging. He can still be intercepted during a normal move.*)

Special Skills: Assassin

Henchmen

Clanrats

25gc to hire

Starting Experience: 4

Maximum Profile: Skaven

Clanrats form the bulk of Skaven armies, and when a Warlord gathers his might for war the Clanrats are front and centre. They form into great blocks to overwhelm a foe with their weight of numbers and the fury of their attack. Of all the teeming masses of the Skaven, only the Skavenslaves are more numerous than the Clanrats.

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

SPECIAL RULES

Scurry Away!, Verminous Valour

0-3 Yellow Fang Informers

25gc to hire

Starting Experience: 4

Maximum Profile: Human

The agents of the Ruinous Powers hide everywhere. These agents form cults serving their dark masters and The Yellow Fang is quite typical of these cults. Dedicated to the Skaven's god The Horned Rat, the Cultists of the Yellow Fang operates out of Carroburg, Middenland, and now Mordheim. Members often tattoo themselves with a yellow fang or pull out a tooth to hang from a necklace hidden under a shirt or collar. So common are missing teeth in the Old World this act goes unnoticed by almost everyone.

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

SPECIAL RULES

Informers: When determining who takes the first turn, roll an extra D6 For each Informer that is deployed on turn 1, and choose any one as your result.

- (No effect in scenarios where players do not roll to see who takes the first turn.)

Night Runners

35gc to hire

Starting Experience: 12

Maximum Profile: Skaven

Night Runners are the stealthy assassins and scouts of Clan Eshin. Able to blend with the shadows, and trained to use exotic weaponry, they are like living shadows on the field. Night Runners can appear from out of nowhere and strike, only to disappear back into the shadows.

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

SPECIAL RULES

Scurry Away!, Verminous Valour

Leap (*Warrior cannot be intercepted when charging. He can still be intercepted during a normal move.*)

Stealth (*As long as this warrior is in cover, shooting against him suffers an additional -1 to hit.*)

0-2 Rat Swarms

40gc to hire

Countless numbers of ravenous rats are attracted by the presence of the Skaven. They seem out of the sewers form underneath Mordheim and they pose a dire threat for any enemy unlucky enough to be caught in their path, as he runs the risk of being drowned in wave after wave of skittering sewer rats.

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

SPECIAL RULES

Poisonous Attacks (*May re-roll natural 1s to wound.*)

Swarm: If a Swarm fails a panic test, it is placed *out of action* as a casualty.

Animals (*Cannot Climb, Cannot Hide, Flee 3D6", Cannot use the Leader's Ld, Cannot Capture Scenario Objectives, Fight Unarmed, No Promotion.*)

Henchmen

0-4 Stormvermin

45gc to hire

Starting Experience: 14

Maximum Profile: Skaven

The Stormvermin are the fighting elite of the Skaven warlord clans. They are distinguishable from lesser Skaven by their thick muscular necks and powerful build. Largest and most aggressive of the Skaven, Stormvermin regiments are outfitted with the best gear of war in the clan's armoury and their duties may include forming a retinue bodyguard for anyone from a minor clan Chieftain to the mighty ruling Clan Warlord himself.

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



SPECIAL RULES

Scurry Away!, Verminous Valour

Weapons Training: Armour: (*Stormvermin are proficient with all suits of armour and ignore Initiative penalties for wearing suits of armour.*)

Hired Swords

Recruiting Hired Swords

A warband may recruit Hired Swords at creation or between games by paying their *hire fee*.

- Each warband can only employ **one of each** type of Hired Sword at a time.
(E.g. a warband can only have one Warlock at a time, but each warband in the campaign can have its own Warlock.)
- Once a Hired Sword is hired, he becomes a hero in the warband. He is treated exactly like a normal hero, and he takes up one of the warband's six hero slots.

No Upkeep Fee

Unlike normal Mordheim, Hired Swords have no upkeep fee. Once they are hired, they are part of the warband. *(But their hire fee is higher than for normal heroes.)*

Hired Swords and the Campaign

If a Hired Sword is sacked from the warband he returns to the market with his accumulated experience, injuries, and advances. He can now be hired by other warbands willing to pay his *hire fee*. As long as he is unemployed, he can also be re-hired by his original warband at a later point in the campaign.

Ogre Bodyguard

80gc to hire

Starting Experience: 20

Maximum Profile: Ogre

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

Skills: Combat, Strength

Profile	M	WS	BS	S	T	W	I	A	LD
	5	3	2	5	4	3	2	1	7

Ogre Weapons List		
Close	Missile	Armour
Hand Weapon	Pistol	Light Armour
Great Weapon	Blunderbuss	

SPECIAL RULES

Monster (*Cause Fear, Ignores Knockback and Outnumbered, Cannot Hide, Climb as Normal.*)

Dim-Witted: Ogres are slow learners and only gain experience advances when they reach **24, 32, 41, 51, 63, 76,** and **90** experience.

Halfling Scout

35gc to hire

Starting Experience: 6

Maximum Profile: Halfling

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 stealthy.

Some Halflings are more adventurous than others and these bold spirits are much sought after by mercenary bands, for they are good scouts, and excellent cooks to boot.

May be Hired: Reikland, Middenheim, Marienburg and Witch Hunters

Skills: Shooting, Speed, Scavenger (*See Undead list.*)

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

Halfling Weapons List		
Close	Missile	Armour
Hand Weapon	Sling	Light Armour
	Short Bow	

SPECIAL RULES

Stealth (*When warrior is in cover, shooting against him suffers an additional -1 to hit.*)



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Elven Ranger

60gc to hire

Starting Experience: 20

Maximum Profile: Elf

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.

May be Hired: Reikland, Middenheim, Marienburg and Witch Hunters.

Skills: Combat, Shooting, Speed

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

Elven Ranger Weapons List		
Close	Missile	Armour
Hand Weapon	Bow	Light Armour
Great Weapon	Long Bow	Heavy Armour
Spear		Shield

SPECIAL RULES

Distaste for Poison: Elven Rangers never use Poison. *(But may use Drugs as normal.)*

Eagle Eyes *(Elves ignore 'Stealth' but not cover.)*

Frail but Fey: Elves Rangers treat all campaign injuries as 'Full Recovery' except for rolls of 'Dead', 'Captured', 'Robbed', and 'Sold to the Pits'.



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Warlock

55gc to hire

Starting Experience: 6

Maximum Profile: Human

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, 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...

May be Hired: Any warband except Witch Hunters.

Skills: Academic, Speed

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

Warlock Weapons List		
Close	Missile	Armour
Hand Weapon	Sling	None
Great Weapon		

SPECIAL RULES

Wizard: Stars with three spells, see below.

Hedge Wizard: Warlocks do not know any fixed lores of magic. Instead, each spell they know comes from a different lore, determined by rolling a D6:

(1) Lore of Gold **(2)** Lore of Daemons **(3)** Chaos Rituals **(4)** Dark Magic **(5)** Necromancy **(6)** Eshin Mysticks. Each spell a warlock knows *must* come from a different lore and Warlocks never know signature spells from any lores.



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Fimir Lurker

55gc to hire

Starting Experience: 14

Maximum Profile: Fimir

From the bogs and swamps surrounding Mordheim come the mysterious Chaos-tainted Fimir. Whilst they have always roamed the outskirts of civilized lands, abducting livestock and young maidens alike, the destruction of Mordheim has now caused them to seek inwards, creeping up from the sewers and from under the bridges that cross the river Stir.

May be Hired: Chaos, Undead, Skaven

Skills: Combat, Strength, Scavenger (See *Undead*.)

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

Fimir Weapons List		
Close	Missile	Armour
Hand Weapon	Thrown Axes	Light Armour
Great Weapon	Javelins	Shield
Flail		

SPECIAL RULES

Cause Fear

From the Mist: A Fimir always counts as being in cover, though it still needs actual cover to *hide*.

Cold-Blooded: A Fimir rolls 3D6 for Leadership tests and picks the lowest two.

Tail Attack (S4): Instead of attacking in close combat as normal, a Fimir can make a single Strength 4 attack in its normal strike order and using its normal to hit roll. If the target is successfully wounded, it is knocked D3" back. (Knockback: See special rules.)



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