



To the north of the River Stir lies the Great Forest, a vast expanse of woodland that fills the very heart of the Empire. Bounded along its southern edge by the river, this, the largest forest of the known world, extends league upon league as far as any man can see. Just at its southernmost, the River Stir separates a small part of the forest from the main bulk of the woodland and this smaller area of forest is known locally as Stirwood. Small though Stirwood may be – indeed, this part of the forest is not even on the same scale as the sacred Forest of Loren, but, as many say, size isn't everything – Stirwood Forest is nevertheless still large enough to get lost in, and many have done so, some by accident and some by design.

Stirwood lies just north of the noble city of Nuln and to the west of Wurtbad, where law and order are strictly enforced, at least they are strictly enforced once the City Guards have finally managed to catch up with those who break the Count's law. The Elector Count of Stirland was well known as a man that one should not cross. Those that did so were inevitably declared as 'outlaws' and were pursued from the cities. Even the most petty of criminals, some still quite young, could be declared 'outlaw' and had little option but to flee to the countryside. Many perished, both young and old, but some made it to Stirwood where they could lay low.

During their time in Stirwood, some would band together and become groups of outlaws, rather than just attempting to survive on their own. The forest was a perfect training ground to develop their skills, particularly in archery, where even the hunting of the wild deer, the Count's deer, was a crime in itself. Illicit deer-hunting was not their only past-time as many an unwary traveller, passing unsuspectingly through the forest, would find themselves ambushed and relieved of their goods.

Clerics also lived in these parts, holy men who spent their time in devotion to the blessed Sigmar. Usually they dwelt alone in contemplation, but were often trusted by the local groups of outlaws that they came into contact with and attended to their spiritual needs, and, when the occasion arose, also attended to their wounds.

In the years that followed the sighting of the twin-tailed star in the sky, it was inevitable that tales of Mordheim would have travelled down the waters of the River Stir. Tales of strange sights and great riches would easily have reached the inhabitants of Stirwood Forest. Temptations of this enormous wealth that was rumoured to be in the shattered city would have been hard for any group of outlaws to resist.

### Special Rules

All warriors in an Outlaws warband may be equipped with only one missile weapon at any time. All warriors must carry a type of bow, but not crossbows, as part of their equipment. So, even if an Outlaw acquires skills that allow him to use additional ballistic weaponry, he cannot do so. The only exception to this is the Cleric who may choose to carry a bow, but is not compelled to do so.

### Hired Swords

The following Hired Swords are not available to the Outlaws: Bounty Hunter, Wolf-Priest of Ulric, Norse Shaman, Dark Elf Assassin.

### Choice of Warriors

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

**Bandit Leader:** Each Outlaw warband must have one Bandit Leader: no more, no less!

**Champion:** Your warband may include up to two Champions.

**Petty Thieves:** Your warband may include up to two Petty Thieves.

**Cleric:** Your warband may include up to one Cleric, but he can only be taken instead of either a Champion or a Petty Thief.



## An Alternative House Rules Mordheim Warband by Jon Davis

### Henchwomen

**Marksmen:** Your warband may include up to a maximum of seven Marksmen.

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



### Starting Experience

The **Bandit Leader** starts with 20 experience.

**Champions** start with 8 experience.

A **Cleric** start with 8 experience.

**Petty Thieves** start with 0 experience.

**Henchmens** start with 0 experience.

## Outlaws equipment lists

The following lists are used by Outlaws warbands to pick their weapons:

### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Staff/Clubb/Mace	.3 gc
Axe	.5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	30 gc

### Missile Weapons

Shortbow	5 gc
Bow	10 gc
Longbow*	15 gc

\* Available to Heroes and Marksmen only

### Armour

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

### Special Equipment

Hunting arrows*	.30gc
Forest cloak*	.50gc



## Outlaws skill tables

	Combat	Shooting	Academic	Strength	Speed
Bandit Leader	✓	✓	✓	✓	✓
Champion	✓	✓		✓	
Cleric			✓		
Petty Thieves	✓	✓			✓



# Heroes

## 1 Bandit Leader

### 60 Gold Crowns to hire

A Bandit Leader is a professional cutthroat, a hardened criminal. His presence along the shadowy forest tracks of Stirwood has often meant the untimely demise of many a passing traveller. Other Outlaws will follow him, inspired as much by his ruthlessness as by his prowess.

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

**Weapons/Armour:** The Bandit Leader may be equipped with weapons chosen from the Outlaws equipment list.

### SPECIAL RULES

**Leader:** Any models in the warband within 6' of the Bandit Leader may use her Leadership instead of their own.

## 0:2 Champions

### 35 Gold Crowns to hire

All groups of Outlaws will often have a few who are more experienced than others. Loyal to their Leader they are usually rewarded with the choicest pickings of any loot.

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

**Weapons/Armour:** Champions may be equipped with weapons chosen from the Outlaws equipment lists.

## 0:1 Cleric

### 35 Gold Crowns to hire

A Cleric would usually spend most of his time alone in the forest in contemplation of his devotion to Sigmar. However, some will see that Sigmar's work can also be achieved by the purging of all that is corrupt from the Empire. Many will, therefore, willingly join in the activities of groups of outlaws. Their knowledge of healing is often valued by other members.

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

**Weapons/Armour:** Can be chosen from the Outlaws equipment list. As Prayers are not considered to be Spells, a Cleric may wear armour, if he wishes.

**Disciple of Sigmar:** The Cleric has devoted his life in the constant service to Sigmar and as such he would start a campaign knowing one of the Prayers of Sigmar (see Mordheim rulebook page 57). As with a Witch-Hunter's Warrior Priest, he is also subject to some of the restrictions of being a follower of the Lord Sigmar and may learn neither Sorcery nor Arcane Lore..

## 0:2 Petty Thieves

### 20 Gold Crowns to hire

Many youths who are caught by the City Guards in the act of thieving are compelled to flee the city and take up a place among the trees of Stirwood Forest. Although young, they are still keen enough to prove their worth to their fellow outlaws.

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

**Weapons/Armour:** Petty Thieves may be equipped with weapons chosen from the Outlaws equipment list.



# Genchwomen

## 07 Marksmen

### 25 Gold Crowns to hire

These are the best archers in the group and their skill with the bow is legendary. They are more than capable of picking off any enemy before they get too close.

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

**Weapons/Armour:** Marksmen can be armed with weapons and armour chosen from the Outlaws Equipment list.



## Outlaws

### 25 Gold Crowns to hire

These warriors form the basis of any group of bandits. Ruthless to the core, any of these would be more than happy to slip a sharp knife between somebody's ribs for the promise of just a few groats.

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

**Weapons/Armour:** Outlaws can be armed with weapons and armour chosen from the Outlaws Equipment list.

## Outlaws Special equipment

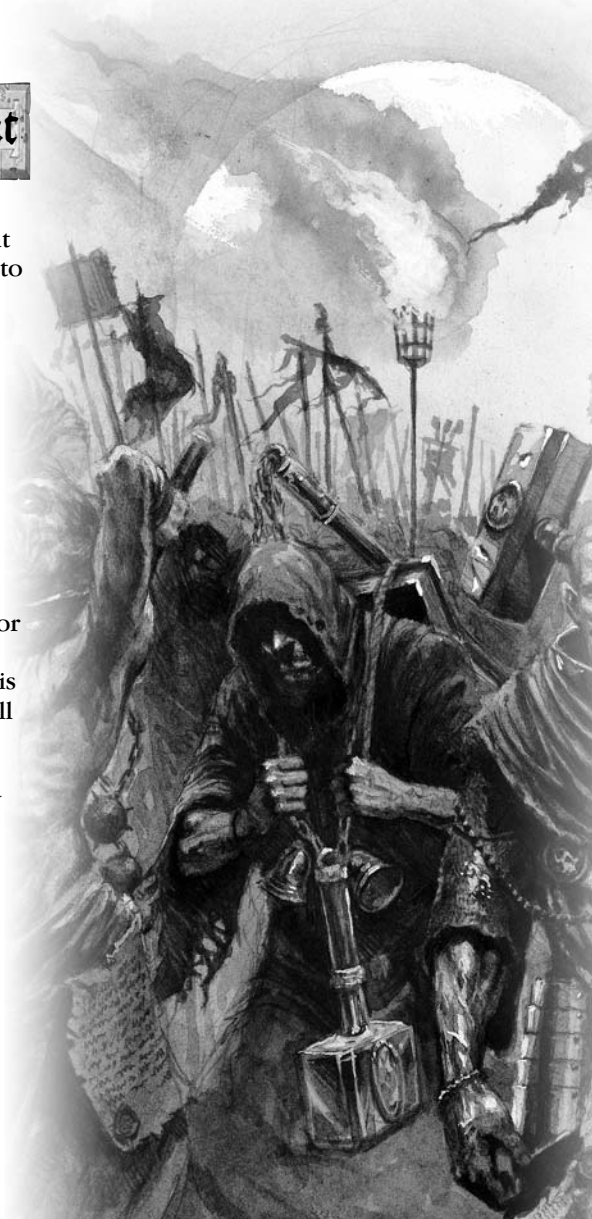
**Hunting Arrows:** These are available to Heroes at the time of their initial recruitment without having to roll for Rarity. If you wish to subsequently purchase this item during the Trading and Exploration stages of the game, then you would have to roll for Rarity as normal.

**Forest Cloak:** Some Outlaws use Forest Cloaks to camouflage themselves against being seen by their enemies. Any wearer of such a cloak would appear to blend into the surrounding forest making it almost impossible to be seen.

So long as the wearer is beside a tree, bush or hedge, any enemy using any kind of missile weapon at a warrior wearing a Forest Cloak is at an additional -1BS to hit (in addition to all other modifiers). Similarly, if any spellcaster wishes to target a magical attack against an Outlaw camouflaged in this way, he can only do so by successfully rolling a 4+ on a D6. The only exception to this is if the shooting warrior or the spellcaster is already within their Initiative range in inches.

Forest Cloaks are available to Heroes at the time of their initial recruitment without having to roll for Rarity. If you wish to subsequently purchase this item during the Trading and Exploration stages of the game, then you would have to roll for Rarity as normal.

Availability: 50gc, Rare 10, Outlaw Heroes only.



### Creating your Outlaw Warband

Most warbands start out with the writing of a roster. Unless you are just fighting a one-off skirmish (in which case make sure you take all of your seven Marksmen), you will probably want to take all your Hero choices from the start of your new campaign. Personally, I would include the Cleric instead of one of my Petty Thieves as a long-term investment so that I could make use of his Prayers in the campaign. The other four Outlaws, all equipped with longbows, hunting arrows and swords, would cost 370gc and the Cleric with a double-handed weapon would add an additional 50gc. My five Heroes could, therefore, enter the fray for a total of 420gc. Two additional Marksmen with bows would be another 70gc. A total of 490gc spent and a starting warband of seven Outlaws is ready.

Like most warbands, there are strengths and weaknesses here, but I am hoping that the extra BS will help me to dispatch any approaching enemies before I have to engage them in combat. With some good shooting there is a fair possibility of reducing the opposition by their 25% and forcing them into taking Rout Tests early on. Unfortunately, with only seven members in the warband, I am also vulnerable to this and so I will need to increase my numbers to at least nine as soon as possible. In order to generate sufficient income for this, I will have to roll well in the post-battle sequence. Success at this stage will depend in the number of Heroes that are available to go exploring for Wyrdstone or Treasure, which is why I have chosen the maximum number of Heroes right from the start.

Having written my roster I now have get the pieces ready. Some I already have in my possession, some will have to be specifically purchased. Human mercenaries will provide excellent Outlaw Henchmen with plenty of variation to keep them all individual. But for my Heroes I wanted something a little extra. The old Bretonnian character Bertrand the Brigand and his companions, Hugo Le Petit and Gui Le Gros, were considered for a while. Looking around, I decided that a Bretonnian Squire could be easily used for my Petty Thief, as they do seem to have a slightly youthful look about them. The Witch Hunter, Wilhelm, would be a fine Cleric with his prayer book in one hand and his mighty staff in the other. The Champions and the Bandit Leader would be the most difficult. I wanted them to be the most experienced of the group and that their appearance should somehow reflect this. My

search was completed when a friend suggested that I look at the Wood Elf Waywatchers. So long as I could hide their pointy ears, they could be excellent as forest dwelling, ambushing Outlaws. I finally decided to include Hugo as one of my Champions when I realised that I could still afford to change his combat weapon to a double-handed staff instead of a sword.



When painting them, I decided to stick with the fact that these would be coloured in natural greens, browns and greys. My Cleric, Brother Matheus, would not need to feel restricted by this and so I painted him with a Scab Red cloak, highlighted with both Red Gore and Blood Red. My Petty Thief, Dodger (sometimes known as Artful, and a former pickpocket, no doubt), would be predominately in Scorched Brown, highlighted with Bestial Brown. My Champions, Big Johann and Red Wilhelm, would also be in greens and browns. The Waywatchers cloaks (soon to be Forest Cloaks) were based in Dark Angel Green, highlighted with Snot Green and finished with a gentle dusting of Scorpion Green. Red Wilhelm had the edges of his sleeves, etc. coloured to live up to his name. Their Leader, Robin Nudd, was again painted using the same greens. Some of the Waywatchers have hoods on their cloaks so that their elvish, pointy ears are hidden, but some do not. I deliberately chose those with their ears covered, otherwise I would have had to add a small amount of greenstuff to their hair and sculpt it over their ears. Although the Waywatchers also have nice fancy elven bows, I decided to leave these alone as I might want to upgrade their longbows at a later stage. A nice additional touch on some models is the coil of rope that some of the figures already have.

### Outlaw Tactics

Outlaws will work best where they can make the most use their additional BS. If you are lucky, you might be able to get them into position where they can get a good clear view of the ground before them where they can pick off the advancing enemy, preferably before they have to get into combat. With my starting roster, five out of the seven have a BS



of 4 and this should be extended still further when I can get hold of some extra Marksmen. This consideration is very important because most opposing warbands may well have nine or ten members and it will be necessary to get at least three Out of Action in order to force a Rout Test.

However, even if they get beaten in their early games, this is a warband that can make some serious improvements. Except for the Cleric, all the other Heroes can take Skill advances in Shooting. Any of Quick Shot, Trick Shooter and Eagle Eyes would significantly enhance their abilities. I would definitely try and take all these skills as soon as possible.



### Into Battle!

Their first engagement put the Outlaws up against a Cult of the Possessed warband. By an excellent stroke of good fortune – Sigmar be praised! – Brother Matheus rolled ‘Soulfire’ as his first Prayer, and the stage was set for a Skirmish scenario. As there were seven models in each warband, both players knew that just two had to be taken out of action before the Rout Test would come into play. The setting was a small village, interspersed with a few trees and hedges; but although there was more cover present than the Outlaws would have liked, they still performed admirably. Their extra BS value definitely allowed them to hit many of their chosen targets. Also, Brother Matheus succeeded (at the second attempt) in devoutly praying to Sigmar and was rewarded with two approaching Darksouls being stunned to the ground, but before he could charge in and finish them off, Robin Nudd himself managed to drop a hideous Mutant, while Big Johann’s arrows also struck true and another Darksouls bit the village dust. Unfortunately for him, the Magister failed his Rout Test at the first opportunity – the Outlaws were victorious!

The first post-battle sequence allowed the heroic Robin to acquire +1S and enough funds to hire an additional Marksman. Suitable trading conditions also allowed four of the Heroes, with the unfortunate Brother Matheus missing out, to purchase some lucky Rabbit’s Feet. The only downside occurred when they raided a graveyard and will now be Hated the next time that they come across



either a warband of Witch-Hunters or Sisters of Sigmar.

Their second battle did not go so well. A marauding band of Orcs and Goblins raided the area. This was going to be tough. All of the Orcs start with T4, so causing wounds was not going to be easy, but avoiding combat was essential. Da Boyz used a cunning plan of hugging all of the available terrain and even shielding the Gobbos (easier to wound with only T3). Only one Orc went out of action before they got into combat, but, in quick succession, Robin Nudd, Big Johann and Brother Matheus all went down and out. Red Wilhelm gave the order to retreat and the Outlaws voluntarily routed before the damage became too serious.

In the post-battle sequence Big Johann discovered that he suffered a broken leg (-1M), but also managed to increase his BS to 5!

Brother Matheus lost his staff, but bought a replacement. In Exploration, he also managed to get a lucky Rabbit’s Foot, whilst two Lucky Charms were also obtained. The Petty Thief, Dodger, managed to learn a new skill of Trick Shooter.



Since then, the Outlaws have lost to some Tomb Kings and won against some Skaven. As each battle is fought, they continue to develop. Red Wilhelm has now also acquired Trick Shooter, Brother Matheus has learned an additional spell – Armour of Righteousness – and Robin Nudd has finally got his hands on a Forest Cloak. A fourth Marksman has also been signed up, which takes their overall number to nine. This simple addition should have a significant effect in that from now on at least three Outlaws will have to be taken out before having to take any Rout Tests. After my next battle I am considering strengthening their combat possibilities by hiring an Ogre Bodyguard, as a little extra muscle should be more than useful to have around. Woe betide the next lot who will have to face the Outlaws of Stirwood Forest!







# Genchmen



WARBAND NAME: *Outlaws of Stirwood Forest*

WARBAND TYPE: *Outlaws*

TREASURY:  
 Gold crowns: **5**  
 Wyrystone shards: **0**

WARBAND RATING:  
 Total experience: **44**  
 Members (**5**) x 5:  
 Rating: **82**

STORED EQUIPMENT  
**None**

NAME <i>Snipers of Stirwood</i>		EQUIPMENT	SPECIAL RULES																
NUMBER <b>2</b>	TYPE <i>Marksmen</i>	<i>Longbow, Free Dagger, Sword, Hunting Arrows.</i>																	
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