

MORDHEIM

Dwarf Slayer Pirate

House rules for a new Hired Sword

By Tom Gabel



30 gold crowns to hire +15 gold crowns upkeep

In the ancient Dwarf stronghold of Barak-Varr is a great trade center, and many Dwarf merchant ships make port in its harbors. The crew of these ships are some of the most cunning and skilled sailors in the old world. It is their charge not only to man the ships but also to protect the precious cargo of those ships, often rare Dwarven ales and treasures.

Should one of these shipments be lost, whether captured, wrecked, or lost to the depths of the sea, a great dishonor is placed on both captain and crew of the ship. This shame is often too much to bear, and occasionally such a Dwarf seaman will undertake the Slayer Oath, but will retain his old habits and combat preferences to those of the traditional troll slayers.

The Slayer Pirate "hired guns" will often turn to the city of the damned to seek out an honorable death in combat.

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

May be Hired: A Dwarf Slayer Pirate may be hired by Mercenaries, Averlanders, Ostlanders, Kislevites, Witch Hunters, Tileans, Dwarf Treasure hunters, Bandits, and Pirates. Any warband wishing to hire a Slayer Pirate that also contains an elf must pay 20gc upkeep instead of 15gc as the Dwarf will require compensation for putting up with the Elf.

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

Weapons/Armour: A sword, superior black powder, and many many pistols.

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

SPECIAL RULES

Deathwish: It is the goal of the Slayer Pirates to die in combat and they are therefore immune to psychology and will never need to test if fighting alone.

Hard to Kill: Dwarfs are tough, resilient individuals who are only taken out of action on an injury roll of 6. Treat a roll of 5 as stunned instead.

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

Festooned with Pistols: Dwarf Slayer Pirates carry so many pistols into battle that they never have to reload, they always have a new pistol primed and ready to fire. The only exception is hand-to-hand combat. The Slayer Pirate will not have time to draw a new pistol every round of hand-to-hand combat, he may only use pistols in the first round. In subsequent rounds of hand-to-hand combat the pistol should be counted as a club. He may draw another pistol once he is out of combat or all of his opponents are knocked down or stunned.

Raging Drunk: The combination of being a Dwarf and spending the better part of life on the sea means Slayer Pirates usually know where to acquire some fine Dwarven Ale. A warband including a Slayer Pirate treats Bugman's Ale as Rare 6, but must pay an extra 2d6 gold crowns to compensate for the copious amounts of ale that the Slayer Pirate will consume.



ABOUT THE AUTHOR

Tom Gabel has been collecting Citadel miniatures for seven years now and has been playing Mordheim since '99. He has collected nine warbands thus far and is looking forward to starting up some more in the near future. His favorite race is Dwarfs.