

BLACK ORC OVERSEER

Black Orc Bodyguard 60 gcs to hire, + 40 gcs upkeep

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

May be hired: Any greenskin warband may hire a Black Orc Bodyguard

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

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

Equipment: The Black Orc Bodyguard wears heavy armour and a helmet. He may choose between two axes or a double handed weapon.

Skills: A Black Orc Bodyguard may choose skills from the following skill lists: Combat, Strength, and any special Orc skills.

Special Rules

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

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

DWARF PATHFINDER
upkeep

35 gold crowns to hire + 15 gold crowns

Not all Dwarfs enjoy being shut up beneath the ground all of their lives; some enjoy an occasional trip into the open air. Usually these Dwarfs are younger, and not quite as set in their ways. After a few trips aboveground, many Dwarfs learn something of the surrounding terrain and the skills required to survive in the open air. Such Dwarfs are called Dwarf Pathfinders, and they fulfill a special role in Dwarf society, as representatives to (and the first line of defense against) the outside world.

Following the rediscovery of the Nemesis Crown, several Dwarf Pathfinders have been spotted travelling the pathways of the Great Forest.

May Be Hired: Any Dwarf or Human warband (excluding Chaos Dwarfs and Possessed) may hire the Dwarf Pathfinder.

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

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

Weapons and Armour: The Dwarf Pathfinder carries an Axe, Dagger, and Crossbow. He wears Light Armour.

SPECIAL RULES

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

Skills: A Dwarf Pathfinder may choose from Combat, Shooting, or Dwarf (see 'Dwarf Special Skills' in the rules for the Dwarf Runic Ranger Warband) skill lists when he gains a new skill. Alternatively, he may choose the new Dwarf Pathfinder skill, below.

DWARF PATHFINDER SKILLS

Pathfinder: Dwarf Pathfinders also learn how to find hidden paths in the forest. A Dwarf Pathfinder is able to Infiltrate (as the Skaven skill of the same name—see the Skaven warband rules in the Mordheim rulebook).

Runesmith Journeyman

30 gold crowns to hire +15 gold crowns upkeep

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

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

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

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

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

Skills: A Journeyman may choose from Combat and Strength skills when he gains a new skill. In addition, there is a unique Rune use skill, which he can have instead of a normal skill when he gains a new skill

SPECIAL RULES

Runesmith; A Runesmith may inscribe runes as detailed below.

Armourer: A Runesmith can repair and make weapons and armour. The warband may purchase one item per post game trading session from the following: axes, hammers, swords, two handed weapons, helmets, shields, light and heavy armour at a 2d6GC discount to a minimum price of 1GC. This applies only if the Runesmith did not go OOA.

Armour: Dwarfs never suffer movement penalties for wearing armour.

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

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

Hard Head: Dwarfs ignore the special rules for maces, clubs etc. They are not very easy individuals to knock out.

RUNE USE

A Runesmith may inscribe Runes before a battle; they start knowing one Rune but may learn more as spellcasters learn spells. These Runes are only temporary due to the haste of the Runesmith but may not be dispelled during

the game. Runes may be inscribed on axes, hammers, swords, two handed weapons, helmets, shields, light and heavy armour. The runes are:

Rune of:	Effect	Effective on	Difficulty
Iron	6+ ward	Armour	6
Stone	+1 armour save	Armour	6
Fury	+1 attack	Weapon	7
Striking	+1 weapon skill	Weapon	6
Speed	+1 initiative	Weapon	5
Cleaving	+1 strength	Weapon	8

Before the battle the Runesmith may attempt to inscribe every Rune he knows, but once only. No Rune may be inscribed on an item with a Rune already on it. If he passes the difficulty roll he has succeeded and the Rune will affect the weapon/armour for the coming battle. If he rolls a natural 2 the process has highlighted shoddy (and hence nondwarf) manufacturing and the item being inscribed on is broken, remove it from your roster. A gromril item (including dwarf axes) may reroll a result of 2 but a second 2 stands. If he rolls a natural 12 the rune is "durable" and will last beyond one battle else it fades after the game.

Durable: If a Rune becomes durable roll a d6 after each battle, but not the first, on a roll of 1 or 2 it fades and ceases to be effective, otherwise it will be effective in the next battle.

Old Prospector

by Mark "rinku" Dewis, adapted with permission for the Nemesis Crown campaign

The Great Forest is full of old mines, long since exhausted and abandoned by the Dwarfs. Despite this, there are grizzled old men who still spend their lives surveying the land, looking for the big payoff.

Hire fee: A Prospector may be hired for two Treasures (most likely a gemstone or a nugget of precious metal). His upkeep fee is a single Treasure (he figures he can resale it better than some fresh-faced youngster).

May be Hired: Any warband may hire a Prospector ("I duzzent care if'n ye looks a mite strange... as long as yer pay in stone") except Dwarfs, who regard him as an amateur.

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

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

Equipment: Blunderbuss, Pick (2 Handed Weapon).

Skills: Wyrdstone Hunter, *Resilient.

Prospectors may choose from Strength and Speed skills.

Special Rules:

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

Finders Keepers. In any scenario where extra Treasures/Wyrdstone are involved, the Prospector will keep any that he somehow gets his hands on. This will not count as his upkeep, as he will deny that he found any ("You 'cusin me of *claim-jumpin'* sonny?"). For the purpose of *Chance Encounter* he will keep the Wyrdstone of any enemy heroes that he takes out action - neither warband will gain that shard. He has no effect on *Defend the Find* as the claim has already been staked.

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

SCOUT

10 gold crowns to hire + 5 gold crowns upkeep

Not all men are comfortable living in cities among their peers. Some prefer a solitary life in the wilderness, only returning to civilization to trade for things they cannot make themselves. Such men are naturally hard for most others to understand and get along with, but their skills in the wild can prove invaluable to a band of warriors seeking adventure in unfamiliar territory. A warband traveling through the Great Forest will often hire such an individual to guide them to the remote parts of the forest and back.

May Be Hired: Any warband except Orcs, Goblins, Beastmen or Possessed may hire the Human Scout.

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

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

Weapons and Armour: The Human Scout carries a Bow, Sword and Dagger.

SPECIAL RULES

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

Skills: A Human Scout may choose from Combat Skills, Speed skills or Quick Shot, Eagle Eyes, or Trick Shooter from the Shooting skills list when he gains a new skill. Alternatively, he may choose one of the new Human Scout skills, below.

HUMAN SCOUT SKILLS

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

Sit in Wait: A Human Scout is able to Infiltrate (as the Skaven skill of the same name—see the Skaven warband rules in the Mordheim rulebook).

WITCH HUNTER

30 gold crowns to hire +15 gold crowns upkeep

Witch Hunters are driven men who make it their job to free the Empire of the taint of chaos. Although these troubled times have often meant witch hunters operating in small groups or by requisitioning support from local authorities many still prefer to work alone. Some of course have other reasons, their excessive zeal can lead to other hunters shunning them or even their expulsion from the order, in a few cases they themselves have darker secrets they don't want their brothers in arms investigating. These solitary witch hunters are not above joining roving bands if it suits their aims, providing they are reimbursed for the skills they bring. They care little for the morals of such groups providing that they are a human band and not tainted in any way by chaos. The threat of chaos is so great that they have even put aside their prejudices against followers of Ulric to better fight chaos.

May be Hired: Any non-chaos human warband may hire a Witch Hunter, he has his own reasons, but will not stay with a Witch Hunter band for more than one battle. See also the Burn the witch rule below.

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

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

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

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

Special Rules:

Burn the Witch: The Witch hunter hates all enemy spellcasters. He will not work for a band with a spellcaster, unless it is a priest of Sigmar, Ulric, Taal or Morr

In Sigmar's name: The Witch hunter can call on his faith in Sigmar, he is allowed to reroll all failed fear tests.

Sigmar's reward: Doing Sigmar's work is reward enough at times. If the band take the leader of a chaos or undead band out of action the Witch Hunter waives part of his fee, at the end of the battle he only charges 5gc upkeep. Chaotic bands only includes bands truly chaotic, not merely nonhuman, eg not shaven, dark elves etc.

Dramatis Persona: Maximillian the Mad

By Steve Johnson

“Maximillian the Mad was a once-respected Warrior Priest and envoy in the thrall of the Grand Theogonist. Roaming the Great Forest with his bands of Flagellants, he acted as the eyes and ears of the Sigmaritic faith, looking for signs of corruption as he marched from town to town. Any that were found were ruthlessly and systematically purged.

That was until he was commissioned by his overseers to investigate rumours of blasphemy deep within the heart of the Great Forest. What Maximillian discovered there is unrecorded but is said to have driven him beyond the brink of sanity.

Now largely a loner, he continues to rove the paths of the Great Forest, but the religious fervour within his soul combined with the hatred and intolerance of his passion threatens to destroy him and all he encounters.

Maximillian the Mad will readily take up arms to assist those who fight the enemies of Sigmar, although he will demand a tithe to Sigmar for his services.

Hire Fee. 80 gold crowns hire tithe, plus 30 gold crowns upkeep tithes.

May Be Hired By: Dwarfs and all human warbands except The Cult of the Possessed, Sisters of Sigmar, Carnival of Chaos, Horned Hunters and Middenheimers.

Rating. Increases warband rating by 25 points.

M	WS	BS	S	T	W	I	A	LD
4	4	3	3	4	2	3	2	10

Armour/Weapons: Holy Weapon: Mad Max is armed with a double handed weapon. +2 St as per rulebook. Being a holy weapon, it gives +1 to rolls to wound on Undead, Possessed, Carnival of Chaos, Beastmen.

Special Rules:

Fanatical. Max will automatically pass all Leadership-based tests he is required to take

Heretics. Mad Max follows the rules for *hatred* when encountering the following warbands: Orcs and Goblins, Black Orcs, Forest Goblins, Horned Hunters, Sisters of Sigmar, Middenheimers, Skaven, Undead, Beastmen, Possessed, Carnival of Chaos.

Religious Fervour. Mad Max follows the rules for frenzy as per the rulebook. (Note, he must always charge, even if this requires a diving charge!) Also, he must always end his turn closer to the enemy than at the start as his desire to fight the enemies of Sigmar is so strong.

Fear. His reputation is such that he causes fear as per the rulebook. Any models from the warband hiring him that are within 3” of him are also immune to fear. Note: models wishing to charge a fear causing enemy outside 3” still need to pass a fear test as normal.

Strongman. As the Combat skill of the same name.

IF YOU GO DOWN TO THE WOODS TODAY...

The deep dark woods can be a strange place. The locals who dwell in cleared settlements within the forest tell of mischievous spirits who trick the unwary. Others still tell of areas where the untamed power of the green forest flows raw and unchecked. And tales abound of lost travellers happening across forest-dwellers who are not what they seem.

Whatever the truth of these rumours, the honest pilgrim is urged to take care when straying from the roads of the forest.

This optional table of strange events is intended to add a little spice to Nemesis Crown skirmishes without being too overbearing. Each event is designed to be quick to resolve without slowing the game down. As such, it would be ideal for tournaments or games where the players are short of time.

At the start of each player's turn roll D6. On a six, an event will occur. Roll D66 and refer to the table below to determine precisely which event. No further events will happen during that battle.

For events which affect a random Hero, first roll to determine which side is affected then determine the specific Hero by rolling again.

11. A random hero from each side sees sinister shadows in the undergrowth. He behaves exactly as if he was *All Alone* except he will run in the opposite direction from that he is facing. Warriors immune to psychology may ignore this.

12. Spindly branches grab at a random Hero. He must pass an S test or be unable to move. If he fails he may retry every recovery phase.

13. A random Hero becomes spooked by the forest. He must reroll all successful dice until he passes a Ld test in his recovery phase. Warriors immune to psychology may ignore this.

14 Warriors suddenly become aware that every tree in the area is filled with hundreds of skulls. Every warrior within 1" of a tree (except those immune to psychology) must immediately pass a Ld test or flee directly from the tree during their next movement phase, jumping from heights if necessary.

Any warrior who leaves combat (assuming his opponent isn't also fleeing) must pass an I test or receive one automatic hit.

After the shock of the initial discovery, warriors may behave as normal.

15. An eerie atmosphere pervades the area, giving the warriors the feeling that they're being watched. All models' Ld values are reduced by 1 for D6 full game turns. Warriors immune to psychology may ignore this.

16. There is a torrential downpour of twigs, branches and seeds, as if the trees are attempting to repel the invader. All models take an S1 auto-hit.

21. Rivers of blood. Any rivers on the board suddenly swell violently and bursts their banks, running red with the blood of those slain in the forest. All models within 3" of

a river must roll three S tests. If all are failed the model is swept away. Remove the affected warriors and roll on the Serious Injury table as normal at the end of the battle.

The rivers return to normal as quickly as they swelled.

22. The trees suddenly become hostile. Every warrior within 3" of a tree must pass an I test or take an S3 hit. The trees then return to normal.

23. An warding spell placed by a forest-dwelling wizard long ago teleports a random Hero to highest point on board. Ha!

24. Concealed trap. A random Hero must pass an I test or tumble into a 2" deep trap. He takes an S2 hit and must pass an I test to rejoin the board. He may exchange missile fire with any models within 1" of the pit if he does not attempt to climb.

25. A wandering peddler appears at the middle of a random table edge. He moves randomly 8" per turn. The first Hero to reach him may buy a basket of Madcap Mushrooms for 10GC (the warband must have the cash on them, or the Hero may swap items worth 20GC)

26. Faerie Glamour. A random Hero becomes mesmerized by a wondrous object he spies 6D6" away. He will run (irrespective of enemy models within 8") until he gets to it. If he breaks from HTH he must pass an I test or receive one automatic hit.

Every recovery phase *after the first* he may attempt a Ld test to break the spell. If he reaches the object he discovers it is merely a mirage, and may now behave as normal.

31. One random Hero finds a golden feather from a rare Wekki bird nesting in this area. This enables him to fly for the duration of the battle. He must end each movement phase on solid ground though.

32. A random Hero disturbs a forest mammal scuttling among the undergrowth. It bites Hero for one automatic S3 hit before disappearing into its burrow.

33. Loose branches fall from an ancient twisted oak tree. A random Hero takes an S4 hit.

34. One random Hero on each side becomes Possessed by a mischievous forest spirit. For one turn the affected warrior is run by his opponent (who may not have him commit suicide).

35. Those cheeky forest Spites are up to their tricks. A random Hero teleports 3D6" in a random (horizontal) direction. He will not leave the board (place him at the edge).

36. The magic of the wild is strong here. All warriors legs elongated and they grow hooves for the remainder of the battle. Every model gains +1M. Animals are not affected.

41. A crazed leper, forced to wander the forest having been driven out by his townsfolk, will pester the warbands for a cure. Place him centrally. He moves 4" in a random direction at the beginning of each player's turn. He will desperately plead for deliverance from the first model with whom he makes base contact.

The beleaguered model may easily put him out of his misery (he's a defenceless loony). However, that model must pass a T test or be forced to make a Serious Injury Roll at the end of the battle, irrespective of whether he went OOA (if he goes OOA he must make two Serious Injury Rolls)

42. This area was once a sacred grove. Both Leaders (or acting Leaders) are filled with the raw power of nature. Both double all their stats except Wounds & Leadership for one game turn. Thereafter they must both pass a Ld test in their respective recovery phases. If a Leader fails this test then he will return to normal.

43. Wild Magic. This part of the forest is rich in natural magic. For the next D6 full game turns, apply the Wild Magic rules below:

Each time a model attempts to cast a spell or prayer, roll on the following chart first to determine what effects the spooky forest has on his spellcasting:

1: The model is overloaded with power and may cast no spells or prayers this turn.

2: +1 Difficulty on any spell or prayer attempted this turn.

3: The range of any spell or prayer the model casts this turn is halved. Note that this has no effect on a spell or prayer that doesn't have a range (like a spell or prayer centered on the caster).

4: -1 Difficulty on any spell or prayer attempted this turn.

5: The range of any spell or prayer the model casts this turn is doubled. Note that this has no effect on a spell or prayer that doesn't have a range (like a spell or prayer centered on the caster).

6: The model may direct his spell or prayer at two targets within range instead of one. Spells or prayers that affect the caster may be directed at another friendly model within 6" as well.

44. A bent old man dressed in grey appears at the centre of a random table edge (roll as for the Surprise Attack scenario on page 133 of the Mordheim rulebook. The player whose turn it is may nominate which edge is "1").

The old man has something on his mind: he mutters to himself and is seemingly oblivious to the warbands. In each player's Movement Phase he hobbles 4" directly towards the centre of a different random table edge (roll D3 to determine), skirting any obstacles by the shortest route.

This mysterious hermit is charmed: no hand-to-hand attacks, missile weapons nor spells will affect him. In addition, any nearby warriors will benefit from this charm. Any model within 2" of him is immune to the effects of spells, prayers or missile weapons (but not hand-to-hand combat).

45. The battle is taking place around a shrine to the forest god, Taal. The spirit of Taal possesses the warriors in a frenzy of blood-lust. Every model's M stat is doubled for one full game turn.

46. The magic-users and prayer-casters in the area draws the attention of the Taal. All Spells & Prayers known by the casters go off automatically, affecting the nearest model whether friend or foe.

51. Thick fog penetrates the forest. Visibility (meaning missiles, spells & charges) is limited to 3D6". Roll D6 in each player's recovery phase. On a 6+ the fog clears permanently. Add one for every such roll previously made.

52. Pretty white flowers spring up from the ground, releasing fragrant pollen. Every model must immediately pass a Toughness test or become *knocked down*.

53. The spirit of the forest exudes a fearsome, almost tangible, dread on the warriors near its perimeter. All Henchmen not in hand-to-hand combat must pass a Ld test or move at full speed (irrespective of enemy models within 8") directly towards the edge of the board. Any model leaving the board may re-appear at the point he left during the following turn. He may not charge on the turn he re-appears.

54. A murder of crows flies overhead, cawing noisily...a very bad omen! For the next full turn, each player must reroll all successful rolls he makes for his warband (this includes rolls to hit, to wound, armour saves, Leadership tests, etc.).

55. A random warrior spies a nubile young lady in the woods at the edge of the battlefield. He must immediately move as quickly as possible toward the nearest board edge (leaving combat as necessary...any model leaving combat receives automatic hits from his opponent!). If he makes it off the board edge before the end of the game, he is gone for the rest of the battle, but returns for the next game. He gains one extra experience point.

56. A random warrior suddenly notices strange patterns in the trees and rocks nearby...he has gained insight into the spirit of the forest. No effect this game, but if the next game is also set in the wilderness, his warband may automatically choose sides.

61. A random warrior spies a White Hart in the woods...a very good omen! That warrior may reroll all failed rolls (to hit, to wound, armour saves, etc.) for the next D3 turns.

62. One (randomly determined) warrior upsets a nest of hornets (at least they LOOK like hornets...). That warrior and every model within 3" of him (and anyone they are in combat with) may do nothing until the start of this player's next turn.

63. A White Woman appears in the air above the battlefield...a very bad omen! Each warband must automatically let their opponent choose the deployment area in their next game. If they play each other, determine setup areas as normal.

64. Meddlesome forest sprites play their tricks on a random warrior, and his weapon disappears! He must resort to a backup weapon (or his fists if he hasn't got one). Assuming he's still alive at the end of the game, roll a D6: 1-3 = his weapon is lost; 4-6 = he finds his weapon leaning up against a tree as he walks away from the battlefield.

65. Something spooks the animals of the forest and they stampede through the playing area! All models from both warbands can do nothing until the start of this player's next turn as they try to dodge claws, hooves and horns

66. Taal smiles upon this player. Roll twice on this table, ignoring further results of '66'. After resolving the effects of these two encounters, this player doesn't roll for random happenings for the rest of the game.

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