

MORDHEIM

New Hired Swords

House rules for some more characters that you might find out and around the Cursed City.

By Daniel Logee

In the following articles you shall find all new Hired Swords which you may incorporate into your games of Mordheim. While any of them may be used in games set outside of Mordheim in the wilderness, you will find a number of them would seem somewhat out of place in the dark wilds.

Halfling Knight

20 gold crowns to hire +10 gold crowns upkeep

While few and far between as they are, it is not unheard of for a halfling to strive for a little more renown than their common ilk are bred for. Those that hear the call for glory rise up as knights among these little folk, venturing forth to fight evil wherever it may be. As such, many Halfling Knights find themselves led to Mordheim, city of the damned.

May be Hired: Any good aligned warband may hire a Halfling Knight.

Rating: A Halfling Knight increases a warband's rating by +12 points, plus 1 point for each Experience point the has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Knight	4	3	3	2	2	1	4	1	9
Hound	5*	4	0	4	3	1	4	1	5

**reduced movement due to barding*

Equipment: Cavalry spear, sword, heavy armour, helmet, shield, hound, barding

Special Rules:

Slay Large Creature: A Halfling Knight, when charging a Large sized creature, gains +1S (this is in addition to the +1S he gains simply for charging with a cavalry spear).

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

Beggar

10 gold crowns to hire + 5 gold crowns upkeep

The streets of Mordheim crawl with the poor and destitute. They scratch an existence by digging through the wreckage of this black city for any meager supply of food. As such, these poor humans will do just about anything for gold.

May be Hired: Such is their desperation, a Beggar will hire itself out to any warband. Though evil warbands will have to pay 15 gold crowns for their initial hire, as the Beggar knows he may not

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

survive the company long.

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

Equipment: Club

Special Rules:

Scrounge: Such is the Beggar's skill at scrounging through the ruins of Mordheim, at the end of each battle that the Beggar was not put out of action, he adds an extra die of exploration to your pool.

Not a Threat: as a Beggar proves hardly a threat to any true warrior, warbands may ignore Beggar for purposes of shooting at the nearest target and charging another enemy within 2" of the Beggar.

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



Imperial Tactician

40 gold crowns to hire +20 gold crowns upkeep

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

May be Hired: any human warband may hire an Imperial Tactician.

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

Profile	M	WS	BS	S	T	W	I	A	Ld
Tactician	4(3)	4	3	3	3	1	5	1	9

Equipment: Two-hand sword, plate armour (4+ save, -1M), helmet, and dagger.

Special Rules:

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

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

Skills: An Imperial Tactician may choose from Combat and Strength skills when he gains an advance. Furthermore, an Imperial Tactician may also choose from the following skills:

Organized Search Party: The warband may re-roll one exploration die.

Send False Signals: by misleading the opposing warband(s), an Imperial Tactician can make them deploy their forces in a way beneficial to his own warband. Thus, after all warbands have been deployed (but before the hiring player has used the Expert Tactician ability), the player controlling the Imperial Tactician may move 1 member from each opposing warband D6" in any direction. This move may not move a warband member off the board, nor may it place a member of the warband in direct harm (you can't force a warrior to jump off a building!).

Wood Elf Hunter

40 gold crowns to hire + 20gold crowns upkeep

While reclusive and wary of outsiders, it is not unheard of for one of the younger woodland elves to venture into the Empire in search of adventure and gold. Such is the Wood Elf Hunter, for their skills are prized in both the wilderness and the ruins of Mordheim.

May be Hired: any good warband may hire a Wood Elf Hunter

Rating: a Wood Elf Hunter increases a warband's rating by +22 points, plus 1 point for each point of Experience.

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

Equipment: Elf Bow, sword, light armour, hunting arrows

Special Rules:

Stalk: such is the skill with witch a Wood Elf Hunter moves, they may move, even run, while hidden.

Hunted: at the start of each game, the Wood Elf Hunter may choose 1 enemy to be his prey. All attacks against that enemy, be it missile or close combat, are made at +1 to the roll.

Expert Marksman: a Wood Elf Hunter may make 2 attacks a turn, provided they are with his Elf Bow (this can be improved with the Quick Shot skill).

Keen Eyed: a elf can see far better then the common man and as such can spot hidden enemies at twice his Initiative value.

Skills: a Wood Elf Hunter may choose from the Speed and Shooting skills when he gains an advance.

Slaver

20 gold crowns to hire +10 gold crowns upkeep

While many adventurers come to Mordheim for its lost treasures and the valuable Wyrystone, there are those who come for a different currency altogether: slaves. The slaver is a warrior who asks little from the warband who hires him, save a pick of the freshest bodies.

May be Hired: any evil warband may hire a Slaver.

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

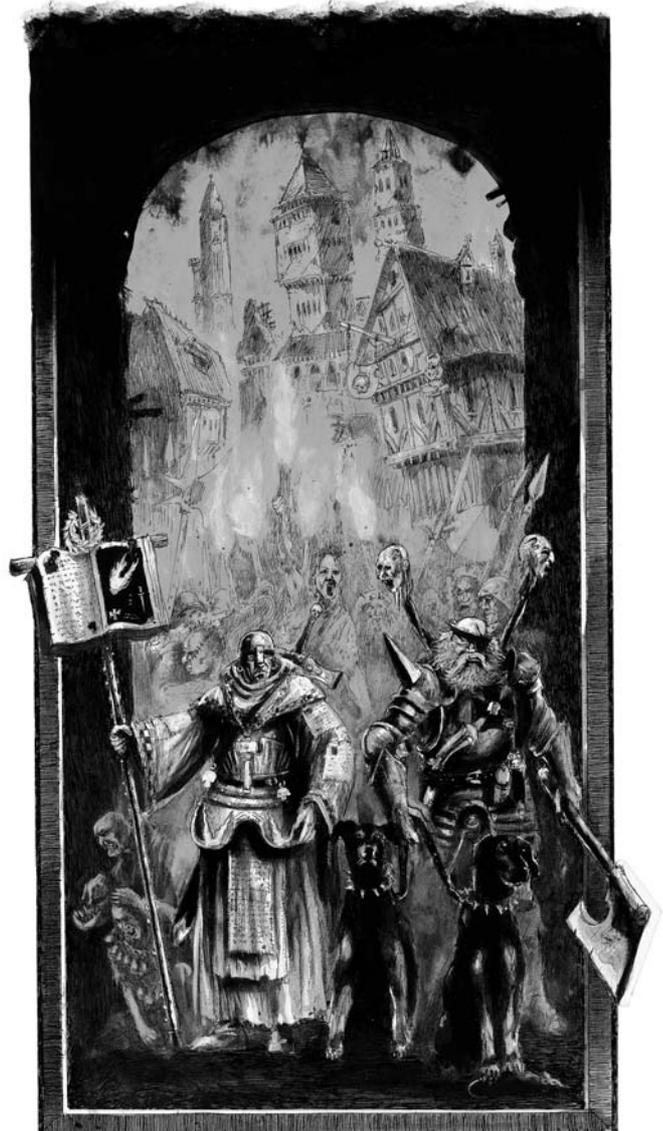
Profile	M	WS	BS	S	T	W	I	A	Ld
Slaver	4	3	3	3	3	1	4	1	8

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

Special Rules:

Slaver: any hero or henchman put out of action by the Slaver will automatically be Captured (as per roll 61 of the Heroes Serious Injuries Chart in the Mordheim Rulebook). Note that any hero or henchman captured must be sold. Heroes sell for D6 x10 gold crowns and Henchmen sell for D6 x3 gold crowns. If a warband cannot pay this price, then that particular hero or henchman is sold into slavery and removed from the roster.

Skills: a Slaver may choose from the Combat and Strength skills when he gains an advance.



Swashbuckler

30 gold crowns to hire +15 gold crowns upkeep

Swashbucklers live for adventure. The more risky the quest, the better. While gold is a definite bonus, a true Swashbuckler joins a warband for the glory.

May be Hired: any non-evil warband may hire a Swashbuckler.

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

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

Equipment: Rapier, dagger, light armour, duelling pistol

Special Rules:

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

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

Charismatic: because of the Swashbuckler's sheer attractiveness, any opponent from the opposite sex (Sisters of Sigmar, Amazons), must make a leadership test if they wish to charge him.

Skills: a Swashbuckler may choose from the Speed, Shooting, and Combat skills when he gains an advance. If a Swashbuckler takes the Scale Sheer Surfaces skill, not only does he benefit from not needing to make an initiative test to climb, he also gains a further D3" worth of charge of run movement when doing so.

Emissary of Chaos

50 gold crowns to hire +20 gold crowns upkeep

From the northern wastes they come, the mortal voices of the gods of chaos. They flock to Mordheim, for here Chaos rules. Their mission is to aid all those who would further their ends, and the ends of their masters. The Emissaries of Chaos are powerful warriors, their sole purpose in life to bring death and suffering.

May be Hired: Dark Elves, Possessed, Carnival of Chaos, Norse, and Beastmen may hire an Emissary of Chaos

Rating: an Emissary of Chaos increases a warband's rating by +25 points, plus 1 point for each point of Experience.

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

Equipment: Chaos Armour (4+ save), helmet, shield, sword

Special Skills: an Emissary of Chaos's special skills depend of which god he serves.

Khorne: Frenzy, +1A

Tzeentch: gains 1 spell from the Chaos Rituals (may cast spells while wearing armour)

Nurgle: all attacks are poisoned (as black lotus), cause fear

Slaanesh: all enemies must pass a leadership test to charge Emissary. Those that do engage the Emissary in close combat suffer a -1 to their to hit roles.

Skills: an Emissary of Chaos may choose from the Combat and Strength skills, as well as the Academic skill (if an Emissary of Tzeentch) when he gains an advancement.

ABOUT THE AUTHOR

I have been playing Mordheim now for over four years. In that time I have collected the following warbands: Beastmen, Orcs, Mercenaries, Skaven, Amazons, Pit Fighters, Shadow Warriors, Dark Elves, and Norse Marauders.