

Presenting some house rules for Nemesis Crown specific warbands.

Hochland Bandits

The biggest fallout of the Storm of Chaos was the influx of refugees from across the border. Though many from Ostermark and Ostland have returned, either to push back whatever forces remain in the areas they once called home or to start anew elsewhere in the Empire, a large population of Hochland have not and this has raised tensions throughout Talabecland. In and around Talabheim it is felt that they should cross the River Talabec, separating the two Provinces, and make efforts to rebuild.

Talabheim has had great difficulty with refugees and Talagaad, the port on the banks of the Talabec that sees most of the trade that flows along that great waterway, has had riots at the docks and in the area of the district known as 'Little Kislev' where longstanding Kislev migrants have clashed in the streets with the Hochland invaders. This bad blood is brewing a deep vintage and the winter has helped none.

It was a bad winter, food was short and even the aristocracy was having to make do as best they could. The harvest had been bad leading up to the Storm and the loss of so many men folk to the fighting and the return of many broken by it did not help. What excess grain and meat there was given charitably (or sold to the highest bidder) in those lands that had suffered worse. The trading that passed through Talagaad was slight and poor, for it drew from the realms that had been hardest hit by the war – Ostland, Ostermark and distant Kislev, and the mercantile routes along the Stir that passed through Krugenheim were equally poor, for it passed through Sylvania and that has nothing that few would wish to trade in. With trade weakened employment became scarce and men have been driven to take desperate measures in order to survive.

Rumours have spread of a treasure hidden deep in the Great Forest. Adventurous gangs of petty crooks led by villainous individuals now prowl the wilderness. Men and women have started disappearing. There is much which stands between them and success yet these men are opportunists who seek a prize for their own selfish gain.

SPECIAL RULES

Hired Swords. Bandits have no compunction about hiring mercenaries, and may hire any Hired Swords allowed to a Human Mercenary warband.

Powder's Expensive! Bandits are often too poor to purchase or upkeep expensive equipment like gunpowder weapons. The exception to this is Bandit heroes, who often see such extravagances as pistols as symbols of their status and higher wealth. The higher costs for black powder weapons in the equipment chart, and the fact that henchmen can't purchase them at all, reflect the extreme rarity of these types of weapons for Bandit warbands.

Foragers. Bandits are used to lean times, and know how to make their gold stretch. Because of this, they usually have fewer expenses between adventures. When determining Income for a Bandit warband, always use the next lower warband size category (a warband with 1-3??? members still uses the first column however!). For example, a warband with 15 members finds 4 Treasures in the Exploration Phase. When they sell these Treasures, they use the 10-12 members column instead of the 13-15 members column, resulting in a gain of ??? gold pieces for the warband.

Know Who To Sell To. Bandits are used to getting rid of stolen goods, and have built up contacts for doing so. When a Bandit warband sells equipment, they get half of any random element of the equipment cost, in addition to the normal half of the item's basic cost. For example...

CHOICE OF WARRIORS

A Bandit warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. Maximum number of warriors in the warband is 12.

HEROES

Bandit Prince: Each Bandit Warband must have one Bandit Prince: no more, no less!

Footpads: Your warband may include up to 2 Footpads.

Huckster: Your warband may include a single Huckster.

Duelist: Your warband may include a single Duelist.

HENCHMEN

Thugs: Any number of models may be Thugs.

Blackhearts: Your warband may include up to 2 Blackhearts.

Looters: Your warband may include up to 4 Looters.

Gutterscum: Your warband may include any number of Gutterscum.

Poachers: You warband may include up to 2 Hunters.

BANDIT SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Special
Bandit Prince	X	X		X	X	X
Footpad	X	X			X	X
Huckster	X		X		X	
Duelist	X	X			X	X

BANDIT SKILLS

Bandit Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

Jump Back.

Hide in Shadows.

Misdirection.

Pick Pockets.

Throw Voice.

CHARACTERISTIC INCREASE

When warband members gain enough experience for an Advance (see the Experience section of the Mordheim rulebook), it is likely that they will roll a characteristic increase. Characteristics for members of Bandit warbands may not be increased beyond the maximum human profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

BANDIT EQUIPMENT LISTS

The following lists are used by the Bandit Warbands to pick their equipment.

BANDIT EQUIPMENT

Hand-to-hand combat weapons:

Dagger 1st free/2 GC

Hammer 3 GC

Battle axe 5 GC

Sword 10 GC

Double-handed weapon 15 GC

Spear 10 GC

Missile Weapons:

Throwing Axe 15 GC

Armour:

Light armour 20 GC

Shield 5 GC

Helmet 10 GC

DUELIST EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger 1st free/2 GC

Fencing Foil 15 GC

Maine-Gauche 5 GC

Sword 10 GC

Missile Weapons:

Pistol/Brace	20 GC/40 GC
Duelling Pistol/Brace	30 GC/60 GC
Armour:	
Shield	5 GC
Buckler	5 GC

COWARD EQUIPMENT LIST

Hand-to-hand combat weapons:	
Dagger	1st free/2 GC
Spear	10 GC
Missile Weapons:	
Sling	2 GC

Armour:
None

POACHER EQUIPMENT LIST

Hand-to-hand combat weapons:	
Dagger	1st free/2 GC
Spear	10 GC
Missile Weapons:	
Longbow	15 GC
Bow	10 GC
Short bow	5 GC
Crossbow	25 GC
Armour:	
Helmet	10 GC

STARTING EXPERIENCE

Bandit Prince starts with 20 experience.
Footpads start with 8 experience.
Duelist start with 12 experience.
Huckster start with 8 experience.
All Henchmen start with 0 experience.

HEROES

1 BANDIT PRINCE 60 Gold Crowns to hire

Many young men of meager means and wild imaginations dream of forging their own empire out of the wilderness. Some actually take steps to make their dreams reality, and gather a group of men together to seek their fortunes. Unfortunately reality often overtakes these small adventuring bands, and instead of forging ahead through hard times, many settle for claiming a small stretch of highway or forest as their 'domain', imposing 'taxes' or 'tolls' on any travelers unlucky enough to be traveling by. The leaders of such bands are sometimes bitter, hardened men who have seen their dreams trampled in the dust, but just as often they are carefree spirits who have found they actually prefer a more open forum for their 'court'. Many a romantic tale is spun about this latter sort, and often young ladies of noble birth find themselves falling in love with the ideal of the 'daring scoundrel'. Most are often disappointed (and slightly poorer) when they meet the real item in the flesh however.

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

Weapons and Armour: A Bandit Prince may be equipped with weapons and armour chosen from the Bandit Heroes Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Bandit Prince may use his Leadership characteristic when taking any Leadership tests.

0-2 FOOTPADS

45 Gold Crowns to hire

Footpads specialize in sneaking behind their target (or 'mark') and taking him while he is unaware of their presence (preferably from behind...in the dark). While out in the open a Footpad fights no better than any other warrior, if given the opportunity to surprise his enemy, a Footpad can often be a dangerous opponent indeed.

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

Weapons and Armour: Footpads may be equipped with weapons and armour chosen from the Bandit Equipment list.

SPECIAL RULES

Concealment: Enemy warriors often find it difficult to detect a Footpad until he strikes. If an enemy warrior wishes to charge a Footpad that he cannot see (but was not declared as *Hidden*), he must subtract 1 from his Initiative before making his Initiative test. Note that a roll of '6' always fails when rolling to charge a Footpad that the warrior cannot see. Also, models halve their Initiative when checking the range to see if they can detect a Footpad who has been declared as *Hiding*.

0-1 DUELIST

45 Gold Crowns to hire

It is inevitable that sometimes heated arguments just cannot be settled peacefully. On such occasions an injured party may decide that his honor cannot be restored with anything less than his enemy's blood, and challenges his opponent to a duel. Among the rich and powerful in the cities of the Empire, life is often considered more important than personal honour, and a third party is hired to stand in for the challenged. A professional warrior who specializes in standing in on these occasions is known as a Duelist. Being a Duelist can prove quite a lucrative, if somewhat short, career. Many families take offense to a trained fighter cutting their kin down in the street, and will hire killers of their own to exact revenge. A situation such as this will often result in a Duelist joining a party of wandering brigands for a time, taking a short 'vacation' from life in the city until things cool down a bit...

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

Weapons and Armour: A Duelist may be equipped with weapons and armour chosen from the Duelist equipment list.

SPECIAL RULES

Swordmaster: In order to remain alive, a Duelist picks up swordfighting techniques that few others master. The Duelist successfully parries an enemy blow on a roll equal to or over the roll to hit, not just over the roll as with normal parries. Obviously a Duelist must first be armed with a weapon or armour that allows him to Parry in order to use this rule.

Weapon Knowledge: A Duelist must be prepared to fight an opponent with any weapon at any time, so a working knowledge of even exotic weapons is critical for his survival. The weapons in the Bandit equipment chart merely represent the weapons a Duelist may start with. A Duelist may use any close combat or missile weapon that the warband members can get hold of.

0-1 HUCKSTER

40 Gold Crowns to hire

Among the cities of the humans there are those who find that they have a natural gift for convincing others to help them in their endeavors. Typically very intelligent and possessing a silver tongue, a huckster can convince a man that the stones in his hand are really magical beans, or that ownership of a nearby bridge is the answer to his dreams. Often quite well-to-do until their victims track them down, hucksters often find a Bandit warband offers them considerably more security than life alone.

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

Weapons and Armour: A Huckster may be equipped with weapons and armour chosen from the Coward Equipment list.

SPECIAL RULES

Convincing Manner: Hucksters specialize in convincing strangers of their benevolent intentions. When an enemy warrior attempts to charge a member of the huckster's warband within 12" of the huckster, the enemy must first pass a successful Leadership test. If the warrior fails the test he may not charge and remains stationary for the turn (treat as a failed charge), exactly as if he had failed a test to charge a Fear-causing enemy. Note that individuals subject to Stupidity and animals are immune to this effect (they are too stupid to understand what the huckster is saying).

Slick Operator: In between games the player may choose to have the huckster run a con on the local inhabitants of the region. Roll a D6: On a result of 2-5, the con is successful and the warband gains 2D6 gold (the huckster keeps the rest). However, on a result of 1 the huckster's con has backfired and he is on the run (he misses the next game and no gold is received by the warband).

HENCHMEN (bought in groups of 1-5)

THUGS 30 Gold Crowns to hire

Brawn without brains. Those stronger than their fellows are often drawn to a life of banditry, as it is an easy way for them to earn a living. Many a town bully has found that he has been, quite by accident, training himself for a life of crime.

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

Weapons and Armour: Thugs may be equipped with weapons and armour chosen from the Bandit Equipment list.

0-4 LOOTERS 25 Gold Crowns to hire

Not all members of a Bandit warband find close-up fighting enjoyable. Many are cowards who make their living off of shooting a victim from afar and then stripping the body for anything that can be sold.

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

Weapons and Armour: Looters may be equipped with weapons and armour chosen from the Coward Equipment list.

SPECIAL RULES

Looting the Dead: Normally when a warrior is killed or his wounds cause him to leave the warband and he is taken off the warband's roster, all of his equipment is lost. However, some unscrupulous individuals will stoop to robbing a dead or incapacitated warrior, thereby gaining his equipment for themselves. When rolling for warriors who were taken Out of Action at the end of a battle, the Bandit player may roll a D6 for any warriors who are to be removed from their warband's roster. On a roll of 4+ the looter has taken all of the warrior's equipment—it is the Bandit player's to keep. Failure indicates that the Looter either didn't notice the warrior going down, or he didn't get the opportunity to rob the body. Obviously any warrior can only be looted once, but multiple Looters allow the Bandit player multiple chances that his warband members got the equipment off of each downed warrior. Note also that warriors to be looted can be from any warband participating in the game, including the Bandit warband—Bandits are certainly not above looting their own dead!

0-2 BLACKHEARTS 35 Gold Crowns to hire

Rapists and killers, Blackhearts are truly soulless individuals who represent the worst elements of any society. Such cruel and evil beings have usually seen the worst life has to offer and revel in it. Most Blackhearts have severely anti-social tendencies, so a Bandit warband will never be found with more than one or two of these depraved creatures.

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

Weapons and Armour: Blackhearts may be equipped with weapons and armour chosen from the Bandit Equipment list.

SPECIAL RULES

Hardened: Blackhearts are not as put off by the evils of the world when they come across them...in fact persons of this nature are often more uncomfortable around situations where warmth and love are in abundance! Blackhearts are immune to Fear, and never have to take All-Along tests (they prefer to work alone anyway...).

0-2 POACHERS 35 Gold Crowns to hire

While most members of a Bandit warband are hardened criminals, some are just individuals who were down on their luck for one reason or another, and were forced to resort to poaching the local lord's game. While these individuals may not have the same temperament or lack of morals as the rest of the warband, they are usually hunted just as relentlessly. While they often find most of their fellows distasteful (to say the least!) poachers are so useful to the warband that they are usually given more slack than anyone else. After all, a band of outlaws needs places to hide and food to eat, and Poachers know where the best of both are to be found...

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

Weapons and Armour: Poachers may be equipped with weapons and armour chosen from the Poacher Equipment list.

SPECIAL RULES

Trailblazers: Poachers are experts at finding new game or safe campsites for the warband. In the game this is represented by allowing the warband to reroll one D6 for each Poacher in the Exploration phase. Poachers are not as good as Elf Rangers for scouting, but they are often darned close!

GUTTERSCUM 10 Gold Crowns to buy

Gutterscum are the lowest of the low—those whose laziness or other vices have driven them to a life they are utterly unsuited for. They often make up the bulk of a Bandit Warband, as the slums of most cities are filled with those desperate enough to view a life of preying on their fellow man and fleeing from the authorities as an opportunity to improve their lot.

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

Weapons and Armour: Gutterscum may be equipped with weapons and armour chosen from the Coward Equipment list.

SPECIAL RULES

Utterly Inept: Gutterscum have turned to a life of crime because they lack the ability to fit into normal society. They lack both the ambition and the capacity for self-improvement. Gutterscum do not gain experience.

Bogrutz sat down on the boulder and put his chin on his fist. "Boyz, one day ab'll tell meself, never trust a gobbo. Dey lie, steal an' run off jus' when yer needs 'um." The other orcs nodded in agreement, partly because it was true and partly because it was never wise to argue with Bogrutz when he was on one of those moods. "L'il buggers. If's ab sees 'em agin, ab'll frottle 'em all."

The black orcs had survived, mainly through sheer pigheadedness and refusal to give up fighting, even when a very malicious spirit of the wood had torn one of their number to pieces. They'd been the last ones left on the battlefield, the stunties being forced to retreat, the humies running away and the gobbos sneaking off with a prize, which Bogrutz knew must have been what the stunties were keeping. It made him so mad to have won and yet lost. He really needed to hit something until there was nothing left but a smear.

Slowly he stood up and pointed. "Dis way, boyz, an' Gork 'elp 'oever steps in front o' us."

"Why boss?"

"'Cos we'll batter 'em until dey's dead. Den we batter 'em some more."

"An' more offer dat?"

"Yeab."

By a less than spectacular coincidence not that far away and in the direction that the black orcs were moving in, sat a small group of disconsolate men wearing clothing that had been repaired to the point of being thread-bare, weapons stained with blood that was so old it wouldn't wash off and a mood blacker than night at the bottom of the ocean.

Patrick Richards was in the foulest mood he could ever remember being in and, to top it off, the person he most hated at that moment was himself. Ever since he'd taken charge things had gone downhill. The light at the end of the tunnel turned out to be a lure to an even bigger drop. They numbered only 5 now and two of those Richards couldn't even remember their names.

He missed Hagman and the way the old poacher could sing a song to raise their spirits. He missed Perkins and the young man's exhilaration for life. He missed Harris and the ex-priest's sayings. He missed Tongue and the way the cutpurse had been able to work a piece of wood with a knife. He missed Robin Sharper, for the man had been a better leader than Patrick had been. He had had presence, charisma. He hadn't led them wrong.

Now they were down to five men, lost in the Great Forest and whatever hope they had had for finishing Robin's mission was gone, lost in the mire of their depression and just generally not in a good place. It wasn't even as if Pat could just tell them all to give up and go home, they were stuck together till the bitter end and it seemed to be very bitter indeed.

He should have said that they'd go north, back to Hochland, back at the beginning, fight Robin's legacy from there, win back their homeland, but he'd promised the dying man he'd go on to Altdorf and defeat the Rossensteins. Damn me for promising a dying man a wish I'll never fulfil, he thought.

And then the day got worse.

Story written by Rev Larny

BLACK ORCS

Smarter, stronger, more vicious and better equipped than the normal Orc (and that's saying something when you're talking about Orcs), Black Orcs are amongst some of the worst foes anyone can face in single combat...and a band of them is certainly something to put the fear into the hearts of men! They do appear more built than born and it is little wonder that there are many rumours regarding their origins.

Since the Storm of Chaos there are many, many more of these monsters now wandering the Empire, having followed Grimgor Ironhide in his Waaagh! Where once the forces of the Empire could have tracked down warbands of these creatures in a matter of weeks, now there is no means or enough men to perform such a task and thus the Black Orcs roam freely.

What aims do the Black Orcs have? What is the point of a tornado? It is meaningless to ponder such matters because all the Orcs want is to fight and that means attacking whomever crosses their path. What they gain from such battling is not completely understood, but it seems to be nothing more complicated than the chance to fight. There is no logic from them nor can any be expected.

SPECIAL RULES

Animosity: Standard rules for Animosity (as per the Orc Mob Rules in the Mordheim Annual 2002).

Let the goons do the work: Black Orcs rely on themselves to do the killing and do not ride mounts of any kind. Only normal Orcs may ride a boar or other such mount.

Da Boss is Dead!: If the Boss should be killed a Black Orc will always assume leadership of the warband before any other type, irrespective of relative experience.

The replacement will automatically acquire the "Oi Behave!" skill.

CHOICE OF WARRIORS

A Black Orc warband must include a minimum of three models. You have 500 Gold Crowns with which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Black Orc Boss: Each Black Orc warband must have one Black Orc Boss.

Black Orcs: Your warband may include up to 2 Black Orcs

Young'uns: Your warband can include up to 2 Young'uns.

Orc Boys: Any number of models may be Orc Boys

Orc Shootaz: May only have as many Shootaz as the warband has Boyz.

Orc Nuttaz: Your warband may include up to 4 Orc Nuttaz
Troll – You may include a single Troll in the warband.

STARTING EXPERIENCE

A **Black Orc Boss** starts with 20 experience.
Black Orcs start with 8 experience
Young'uns start with 0 experience
All **Henchmen** start with 0 experience

CHARACTERISTIC INCREASE

Black Orc characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
Black Orc	4	7	6	5	5	3	5	4	9
Orc	4	6	6	4	5	3	5	4	9

BLACK ORC SKILL TABLE

	<u>COMBAT</u>	<u>SHOOTING</u>	<u>STRENGTH</u>	<u>SPEED</u>	<u>SPECIAL</u>
Black Orc Boss	X	X	X	X	X
Black Orc	X	X	X	X	X
Young'uns	X	X			X

BLACK ORC EQUIPMENT LIST

The following lists are used by Black Orc warbands to pick their equipment

BLACK ORC LIST

Hand-to-hand Combat Weapons

Dagger	1 st Free/2GC
Axe	5GC
Sword	10GC
Choppa	10GC
	(Counts as a Morning Star)
Spear	10GC
Two-handed Weapon	15GC

Ranged Combat

Bow	10GC
Crossbow	25GC

Armour

Light Armour	20GC
Heavy Armour	50GC
Shield	5GC
Buckler	5GC
Helmet	10GC

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1 st Free/2GC
Axe	5GC
Sword	10GC
Choppa	10GC
	(Counts as a Morning Star)
Spear	10GC (Boyz only)
Two Handed Weapon	15GC
	(Boyz and Nuttaz only)

Ranged Combat

Bow	10GC
Crossbow	25GC
	(Shootaz only)

Armour

Light Armour	20GC
Shield	5GC
Helmet	10GC

Bogrutz looked at the various Orcs stood in front of him and then rolled his eyes. Not a veteran amongst them. Oh they had weapons that looked rusty, blood-stained and used, but you could nab such weapons from any battlefield.

He looked down on one of the 'volunteers'. "Boy, wos yer doin' 'ere? 'Ever sliced a 'umie from belly to skull?"

The Orc nodded with a large smile and shook his cleaver. "Wid dis fing. Gots seven o' 'em."

"Course yer did, boy an' ah'm Gringor hisself." Bogrutz took a step away and a deep breath. He'd seen worse in his years, but you could never fault dedication. He just wished that there were more experienced warriors there.

"Right, 'ere's wot we be doin'. Goin' down dis 'ill, hit anyone hoo stands in front o' us, batter everyt'ing we like an' den we be doin' somet'in' impertent. Gots it?"

The Boyz nodded and even cheered a little. It was always good to do subtle and easy stuff with new warriors. Get some action under their belt before throwing them at the enemy or something really big. Bogrutz had a good feeling about them and if they did fail him, there were plenty more from where they came from.

HEROES

1 Black Orc Boss

90 Gold Crowns to hire

Amongst some of the toughest of the tough, a Black Orc Boss has fought in numerous battles and proven to the gods just how truly powerful they can become. Taking a warband is the start of their ambitions as they will seek victories to meld the Boyz into larger and larger warbands until they have a Horde at their beck and call.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	4	4	4	4	1	3	1	8

Weapons/Armour: A Black Orc Boss may be equipped with weapons and armour chosen from the Black Orc list.

SPECIAL RULES

Leader: Any warrior within 6" of the Boss may use his Leadership characteristic when taking Leadership tests.

Black Orc: Model starts with a natural 6+ Armour Save. This save may be combined with other equipment to improve it.

Oi Behave!: If any Henchman fails his Animosity test within 6" of the Boss, the player may opt to have the boss stamp his authority (and clenched fist) on the situation.

The misbehaving Henchman will receive an automatic hit at the strength of the Orc player's choosing. If the Henchman is still on his feet after his slap, he may add a number equal to the strength of the slap to his subsequent roll to determine the effects of Animosity.

e.g. The player decides that the Boss will hit a misbehaving Henchman with a S2 slap. If the slap fails to Knock Down, Stun or Out of Action the Henchman, then he adds +2 to the Animosity Effect roll.

0 – 2 Black Orcs

60 Gold Crowns to hire

In it for the mayhem and maybe a little loyalty to the Boss of the warband, these Black Orcs lead the charge at every turn, knowing that killing is only at arm's reach all the time and they

don't care what the target is. Whether it is some Imperial peasant, a herd of Beastmen or even the Boyz in the warband, the Black Orcs just don't care as long as they get to crump something!

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	4	3	4	4	1	3	1	7

Weapons/Armour: Black Orcs may choose any equipment from the Black Orc equipment list.

SPECIAL RULES

Black Orc: Model starts with a 6+ Armour Save. This may be improved upon by other equipment.

0 – 2 Young'uns

25 Gold Crowns to hire

Keen eager and, above all, green recruits to any warband, these lads haven't seen anywhere near as much action as the others in the warband and they're plenty keen to get in there and do some damage. Of course one day, they know it'll be their warband.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	2	2	3	4	1	2	1	7

Weapons/Armour: Young'uns may be equipped with weapons and armour taken from the Henchmen Equipment List.

SPECIAL RULES

Black Orc Blood: One Young'un may be upgraded to a Black Orc Young'un for 10GCs. This upgrade allows him to take the 'Proven Warrior' skill upgrade, thus making him a fully-fledged Black Orc Warrior.

HENCHMEN

Orc Boyz

25 Gold Crowns to hire

No warband would be complete without the warm bodies to makeup the number and thus the Boyz are essential, purely because the Black Orcs need someone to kick around when they can't find anything else to do it too.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	3	3	3	4	1	2	1	7

Weapons/Armour: Boyz may choose equipment from the Henchman equipment list.

SPECIAL RULES

Animosity: At the start of every turn, every Boy must take a Test for Animosity, as per the rules in the Mordheim 2002 Annual.

Orc Shootaz

25 Gold Crowns to hire

Not all Orcs enjoy getting into a fight straight away. Some are hunters, tracking prey and shooting it down from a distance; others recognise that sometimes you need to soften up a really tough foe from a distance before moving in to finish them off. This is the closest Orcs come to outright cowardice.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	3	3	3	4	1	2	1	7

Weapons/Armour: Shootaz may choose equipment from the Henchman equipment list.

SPECIAL RULES

Animosity: At the start of every turn, every Shoota must take a Test for Animosity, as per the rules in the Mordheim 2002 Annual.

Uncommon: A warband may not hire more Shootaz than they have Boyz. If a boy dies and the Shootaz outnumber the Boyz, the next hire must be a boy so that the balance is restored.

0 – 4 Orc Nuttaz

40 Gold Crowns to hire

These are Orcs who have been left a little bit... unstable by the Storm of Chaos. They ain't right in the head, I tell you, especially by Orc standards. Eventually they'll kill themselves, but only after they've killed everyone else.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	3	2	3	4	1	2	2	5

Weapons/Armour: Nuttaz may choose weapons and armour from the Henchman equipment list.

SPECIAL RULES

Unstable: These Orcs are not quite all there. They do not suffer from Animosity but instead have a host of their own issues to deal with.

Crazy: Nuttaz always pass any Leadership-based Tests they have to take. A side effect of this is that their minds are too far-gone and they may never learn Academic Skills should they become a Hero on an Advance Roll.

Savage: Nuttaz must always run or charge their maximum distance towards the nearest opponent they can see. If no enemy is visible they are moved under the player's control.

They can never use any form of armour or ranged weapons. Nuttaz are also too unstable for other Boyz and can never have the Leader ability or use their Ld stat for rout tests, unless they are the only models from the warband left on the board.

0 – 1 Troll

200 Gold Crowns to hire.

Trolls are not intelligent enough to recognise the value of gold, but large amounts of food can often instil a certain loyalty in them. Black Orc Boss like having Trolls in their bands because it's good to have someone who'll follow any order, no matter how stupid or suicidal.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	6	3	1	5	4	3	1	3	4

Weapons/Armour: Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armour.

SPECIAL RULES

Fear: Trolls are frightening monsters, which cause Fear.

Stupidity: A Troll is subject to the rules for stupidity.

Large Target: Trolls are large targets with regards to being targets for shooting.

Regeneration: Trolls have a unique physiology that allows them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle, unless they were taken

Out of Action by a Flaming weapon or spell. Then they roll after the battle as a normal Henchman.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 20 gold crowns after every game in order to keep the Troll. If a warband lacks the gold to pay the upkeep, the Boss has the option to let him count as 2 members, letting the Troll cost only 5 crowns. However this does effectively drop your maximum warband size down to 11 models).

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

BLACK ORC SPECIAL SKILLS

Black Orc Heroes may use the Orc Special Skill list instead of the standard skill lists available to them, with one change.

Well 'Ard is replaced with the skill: Proven Warrior.

Proven Warrior: This young warrior has proven himself worthy of his Black Orc heritage. This skill may only be taken by a Young'un with the Black Orc blood ability and 25 experience. Once he gains this skill, the model is now considered a full Black Orc Warrior (yet still retains the title of Young'un). He follows all the rules for Black Orcs and uses their equipment list and has access to the same skill lists as a Black Orc.

DWARF RANGERS

When whispers of the re-emergence of the fabled Nemesis Crown began to trickle through to the councils of the Dwarf Lords they caused much brow-furrowing and beard-stroking within. Many schemes were proposed, discussed and dismissed. After much heated debate, a two-fold plan was settled upon: firstly, owing to the amount of interest reported across the land, it would be prudent to put plans in place to muster an army, to keep this great artifact from falling into the wrong (non-Dwarf) hands; secondly, further information should be gathered to discern any truth to the rumors, and discover its location.

With the second objective in mind, it was agreed that volunteers should be sought to form small exploratory parties. These parties should venture unannounced into the lands of the Empire, to the Great Forest where the Crown is said to have been found.

Given the nature of the quest, each band should be led by a Dwarf knowledgeable in the lore of runes, assisted by an apprentice and supported by a small number of warriors and slayers (volunteers among the latter being in no short supply, due to the epic nature of this quest and the chance for a truly legendary demise).

Within a fortnight the bands were ready to set forth into the wilderness, sure of their mission but unsure what they would face in pursuing it.

'Old' Borin was respected and revered amongst his contemporaries as he had outlived the majority of them and grown the beard to prove it. He was used to reverence. Yet there was more to it than simple age, even in Dwarf Society where that carried a great deal of respect. He was also a member of the Order of Runesmiths, it's rites and rituals secretive and powerful.

Now, as he struck the axe blade, forging another ancient rune into its surface, uttering the words of power that would enhance the potency of the weapon, Borin knew that each new runic item produced by him and his peers was another step in repairing the mistakes of the past.

Staring at the finished axe, the Runesmith felt a surge of pride, but fought it back. Yes the weapon was complete and empowered, but it was no better than any produced now. Not compared to the great weapons forged in the Old Times and wielded in the hands of the greatest heroes of his people. Only by locating the fabled weapons of the past and studying their runes could his people usher in a new Golden Age. He and his fellow Runesmiths would not repeat the mistakes of the past...the new items of power that would be produced would be powerful, and without flaw.

SPECIAL RULES

A Dwarf Rangers Warband is subject to the following special rules in addition to the ones for Dwarf Warbands.

Don't Trust 'Em

While Ranger Warbands are free to ally with other Dwarf warbands in multi-player games, their point of view is so different that they do not trust them fully. Members of a Dwarf Rangers warband are never considered 'friendly models' to other dwarfs and vice versa.

This means that members of one warband WILL stop members of the other from running, they won't keep each other from taking All Alone tests, etc. They don't count as enemy models and may split any treasure found at the end of the game as normal, but the two bands are not friends, make no mistake!

DWARF SKILL TABLE

	COMBAT	SHOOTING	ACADEMIC*
	STRENGTH	SPECIAL	
Runesmith	X	X	X X
Apprentice	X	X	X X
Troll Slayer	X		X X

*Note that Dwarfs may never take the Arcane Lore skill. It is not possible for a dwarf to learn to cast spells.

CHOICE OF WARRIORS

A Dwarf Rangers warband must include a minimum of 3 models. You have 500 Gold Crowns with which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Runesmith: Each Dwarf Rangers warband must have one Runesmith: no more, no less!

Apprentice Runesmith: Your warband may include up to 1 Apprentice Runesmith.

Troll Slayers: Your warband may include up to 2 Troll Slayers.

Dwarf Longbeards: Your warband may include up to 5 Dwarf Longbeards.

Dwarf Clansmen: Your warband may include any number of Dwarf Warriors.

Dwarf Crossbowmen: Your warband may include up to 5 Dwarf Crossbowmen.

Beardlings: Your warband may include any number of Beardlings.

STARTING EXPERIENCE

Runesmith starts with 20 experience
Apprentice Runesmith starts with 0 experience
Troll Slayers start with 8 experience
All **Henchmen** start with 0 experience

CHARACTERISTIC INCREASE

When warband members gain enough experience for an Advance (see the Experience section of the Mordheim rulebook), it is likely that they will roll a characteristic increase. Dwarf characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only add one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	7	6	4	5	3	5	4	10

DWARF RANGER EQUIPMENT LISTS

The following lists are used by a Dwarf Rangers warband to pick their equipment.

DWARF WARRIOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1 st free/2GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Dwarf Axe	15 GC
Sword	10 GC
Double-handed weapon	15 GC
Spear	10 GC
Halberd	10 GC
Gromril Weapon*	3x normal cost of weapon

Missile Weapons

Pistol	15 GC (30 GC for a brace)
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Armour

Gromril Armour**	75 GC
Heavy Armour	50GC
Light Armour	20GC
Shield	5 GC
Helmet	10 GC

* - Any weapon a Dwarf may normally purchase may be purchased as a Gromril weapon instead. This multiplies the cost of the weapon by three. For rules on Gromril weapons see the Mordheim rulebook. Note that this price is only for a starting warband, as it represents the Dwarfs outfitting themselves at their own stronghold. Later purchases of Gromril weapons are done using the Price Charts in the Mordheim rulebook.

** - The price of a suit of Gromril armour is cheaper for a starter warband to represent the relative ease with which Dwarfs can find such items in their own stronghold. Later purchases of Gromril Armour must be done using the normal Price Chart in the Mordheim rulebook.

CROSSBOWMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1 st free/2 GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Sword	10 GC

Missile Weapons

Crossbow	25 GC
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Armour

Light Armour	20 GC
Heavy Armour	50 GC
Shield	5 GC
Helmet	10 GC

HEROES

1 RUNESMITH

85 Gold Crowns to hire

Dwarf Runesmiths are champions of the old ways. 'If it was good enough for my ancestors, it's good enough for me!' is a popular saying. Fresh out of their decades-long apprenticeships, these Runesmiths are normally on a quest to prove this saying and so will gather together a party of like-minded individuals to seek out lost treasures of their ancestors to confirm this adherence to the traditional ways. The quest for an item like the Nemesis Crown is a dream come true for a young Runesmith (not to mention many of a more advanced age!).

Profile M WS BS S T W I A Ld

3 5 4 3 4 1 2 1 10

Weapons/Armour A Dwarf Runesmith may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Leader: Any warrior within 6” of the Dwarf Runesmith may use his leadership characteristic when taking any Leadership tests.

Inscribe Runes: A Runesmith knows one minor rune (see list at the end of this warband list), determined randomly when the warband is first created. He may inscribe the rune on an item carried by one of the warriors of his warband, and (if successful, see below) the item will gain a bonus from the rune for that game. When a Runesmith advances and rolls a skill on the Hero Advance table, he may choose to learn a new rune instead of learning a skill (exactly like a spellcaster advancing and learning a new spell).

0 – 1 APPRENTICE RUNESMITH

40 Gold Crowns to hire

An Apprentice Runesmith follows his master wherever he goes and is normally just as anxious to prove that the old ways are best. For if they aren't, he is wasting a good portion of his life...

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

Weapons/Armour: An Apprentice Runesmith may be armed with weapons chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Extra Set of Hands: An Apprentice Runesmith helps his master fashion runic items, doing all the boring grunge-work that makes his master more efficient in his efforts. An Apprentice Runesmith in the warband allows a Master Runesmith to inscribe on two items before each game, instead of only one.

0 – 2 TROLL SLAYERS

50 Gold Crowns to hire

While it may seem that Troll Slayers shouldn't fit in with the rest of a Ranger warband, make no mistake – they are strict adherents to tradition and the old ways! Indeed they usually find it easier to get along with the more traditional minded Dwarfs than other dwarfs, who Slayers feel lack determination and the insight to see what the true problems are with their race. Besides, on a perilous quest such as this, the opportunities to achieve a death of legendary fame and fulfil the Slayer Oath are too great to ignore.

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

Weapons/Armour: Troll Slayers may be equipped with weapons chosen from the Dwarf Warrior Equipment List. Slayers may never carry or use Missile Weapons or any form of armour.

SPECIAL RULES

Deathwish: Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and never need to test if fighting alone.

HENCHMEN

Bought in groups of 1 - 5

0 – 5 DWARF LONGBEARDS

50 Gold Crowns to hire.

Tested Dwarf veterans who've fought in hundreds of battle over their long lives, Longbeards are typically more than willing to support an expedition to prove what they've said all along – the old ways are best!

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

Weapons/Armour: Dwarf Longbeards may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Stubborn: Dwarf Longbeards have seen just about everything in their long careers and they know it. They are used to fighting by themselves against impossible odds and it hasn't killed them yet. On top of all this they are just generally more set in their ways than other Dwarfs and they're not about to let a bunch of weedy goblins drive them off! A Dwarf Longbeard may reroll any failed Leadership test he is required to take. Remember that you can never reroll a reroll, so the result of this second roll must always be accepted.

DWARF CLANSMEN

40 Gold Crowns to hire

There are many Dwarfs who see the 'wisdom' in reliance on the old ways, and believe that they are the path to follow in order to recapture past glory for the Dwarf people. Most of these Dwarf warriors venerate Runesmiths and are honoured to be chosen as part of an expedition including one.

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

Weapons/Armour: Dwarf Clansmen may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

0 – 5 DWARF RANGERS

40 Gold Crowns to hire

Dwarf Rangers are the hunters and trailblazers of Dwarf society. Often seen as "a bit odd" by their people due to their inclination for wide-open spaces, Rangers are the perfect candidates to participate in a mission such as this.

	Profile	M	WS	BS	S	T	W	I	A	Ld
--	---------	---	----	----	---	---	---	---	---	----

3 4 3 3 4 1 2 1 9

Weapons/Armour: Crossbowmen may be armed with weapons and armour chosen from the Dwarf Crossbowmen equipment list.

BEARDLINGS

25 Gold Crowns to hire

Many of the proponents of the old ways are older members of Dwarf community. However there are still youngsters who believe and they often accompany a Runic warband to lend a hand as needed to the respected oldsters. More sly than their fellows, they are often used as scouts, roaming ahead with the Rangers to spy the land and observe enemy activity.

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

Weapons/Armour: Beardslings may be armed with weapons and armour chosen from the Dwarf Warrior equipment list.

DWARF SPECIAL SKILLS

Dwarf Heroes in a Rangers warband may use the following Skill List instead of the standard skill lists available to them.

TRUE GRIT: Dwarfs are hardy individuals and this hero is hardy even for a Dwarf! When rolling on the Injury Table for this hero, a roll of 1-3 is treated as Knocked Down, 4-5 as Stunned and 6 is Taken Out.

COMBAT MASTER: This Dwarf's martial skills surpass those of a normal warrior; he is used to fighting by himself against hordes of opponents and coming through unscathed. When using a weapon that has a Parry special rule, this hero parries successfully if he beats OR MATCHES his opponent's highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry two attacks (if his two dice match or beat the highest two attack dice against him) instead of the normal maximum of one.

THICK SKULL: The hero has a thick skull even for a Dwarf. He has a special 3+ save on a D6 to avoid being Stunned. If the save is made, treat a Stunned result as Knocked Down instead. If the Dwarf also wears a Helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).

EXTRA TOUGH: This Dwarf is notorious for walking away from wounds that would kill a lesser being. When rolling on the Heroes Serious Injury Chart for this hero after a game in which he has been taken Out of Action, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

RESOURCE HUNTER: This Dwarf is especially good at locating valuable resources. When rolling on the exploration chart at the end of a game, the hero may modify one die roll by +/-1.

FEROCIOUS CHARGE: The Slayer may double his attacks on the turn in which he charges. He will suffer a -1 to hit penalty on that turn. Slayers only.

MONSTER SLAYER: The Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own strength (with weapon modifiers) would mean that a lower roll than this is needed. Slayers only.

BERSERKER: The Slayer may add +1 to his to hit rolls during the turn in which he charges. Slayers only.

DWARF RUNES

Runesmiths harness the magic of the Warhammer world by inscribing magical runes on items, imbuing them with a variety of wondrous abilities. When a Runesmith graduates from his long apprenticeship he has knowledge of one or two minor runes taught to him by his master. These runes are less powerful than normal Dwarf runes, in that they can only utilise magic for a short time. As the Runesmith practises and studies on his own, he gains the knowledge required to inscribe the more powerful permanent runes on to items.

Before each game, the Runesmith may attempt to inscribe the rune on an item one of the warriors in his warband is carrying. To do so he must roll 2D6. If he rolls a number equal to or greater than the Difficulty Level of the rune, the item gains the appropriate bonus FOR THAT GAME. If he rolls a '2' on the 2D6, he has fumbled the inscription, fractured the blade of the weapon or shattered the breastplate of the armour, etc. The item is destroyed and must be removed from the warrior's list of

items, though it may be replaced before the game if the warband has sufficient gold crowns. Any other failure simply means the Runesmith failed to inscribe the rune correctly and the warrior gains no bonus.

The leader of a Dwarf Rangers warband represents a younger Runesmith that has recently left the tutelage of his master. He knows one of the following minor runes:

- 1 – **Rune of Stone:** +1 to Armour Save. Difficulty 8.
- 2 – **Rune of Sharpness:** -1 Armour Save modifier to weapon. Difficulty 6.
- 3 – **Rune of Speed:** Initiative doubled on weapon. Difficulty 7.
- 4 – **Rune of Warding:** Special 4+ save Vs. Spells affecting target (placed on belt, armband, etc. Cost to replace: 1 GC). Difficulty 8.
- 5 – **Rune of Accuracy:** +1 to hit on weapon. Difficulty 9.
- 6 – **Rune of Striding:** +1 Movement (placed on boots, belt, etc. Cost to replace: 1 GC). Difficulty 8.

The Jealousy of Runes: Bonuses from Runes are not cumulative with magical bonuses from other items. In other words, a warrior may not combine a Rune of Stone on his shield and a Rune of Shield on his armour for a total bonus to his Armour Save of +2. Similarly the warrior could not combine the Rune of Stone on his shield with some suit of magic elven armour (for example) that added +1 to the warrior's Armour Save.

Dorval raised his axe to let the light shine on to its edge and, more specially, the rune engraved on it. The younger dwarfs around the table stared at it in murmuring awe, recognising the superior workmanship in it. Not one of them didn't know that it would take them centuries to attain such skills.

"Where did ye find it?" One of them asked.

"Find, lad, find! It were recovered from Karak Azgal, deep deep down. It's me great-great grandfather's axe and I went back for it. Now I can truly get me revenge on those bloody greenskins. It's what me father would have wanted and I want too. I need some stouter arms than mine to aid me quest and you look like a bunch of fine lads, stout of arms and courage."

Some of them scoffed, one scowled and another got up and walked away.

"Here me boys, now is the time to claim back what once was ours and I have a plan."

Now the others stood up and walked away, leaving only two young dwarves, beards barely at the collars, sat there waiting for him to continue, their eyes wide in respected remembrance for their Ancestors.

"Now you look like two wise dwarfs and I'm sure your Fathers'll be proud."

Forest Goblins

Forest Goblin tribes dwell deep within The Great Forest. They have completely adapted to their surroundings, learning stealth and camouflage to evade their neighbours.

Gold motivates the Forest Goblins as it does any warband, albeit for different reasons. It is worthless to them as currency but as a metallic resource, it is valuable nonetheless. Instead of using gold to buy weapons and armour, Forest Goblins actually coat their stone equipment with the metal. This has led unscrupulous leaders to send their henchmen into certain ambush, only to arrive later to collect the arrowheads and spear points from the remains of their former employees

Forest Goblins are able to create poisons with a precision surpassing even the Dark Elves. Their natural surroundings harbour any number of poisonous creatures, including the gigantic spiders they are rumoured to prod into combat with their enemies. Coating their weapons with deadly venom, the Goblins are capable of felling any foe, no matter their size. Led by their Chieftain (usually the Goblin with the loudest voice), the Forest Goblins appear from nowhere and strike with feral ferocity before receding into the trees, leaving injuries as the only proof they were ever there.

Special Rules

Natives: Used to poking through the underbrush, Forest Goblins suffer no movement penalties from moving through any wooded terrain.

Animosity: Goblins enjoy nothing more than a good scrap, unfortunately they're not always very discerning about who they scrap with! To represent this, at the start of the Goblin player's turn, roll a D6 for each Henchman who is either an Orc or Goblin. A roll of 1 means that the warrior has taken offense to something one of his mates has done or said. Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!). To find out just how offended the model is, roll another D6 and consult the following chart to see what happens:

D6 Result

1 "I 'Erd Dat!" The warrior decides that the nearest friendly Goblin Henchman has insulted his lineage or personal hygiene and must pay the price! If there is a friendly Orc or Goblin Henchman or Hired Sword within charge reach (if there are multiple targets within reach, choose the one nearest to the mad model), the offended warrior will immediately charge and fight a round of hand-to-hand combat against the source of his ire. At the end of this round of combat, the models will immediately move 1" apart and no longer count as being in close combat (unless one of them fails another Animosity test and rolls this result again). If there are no friendly Orc or Goblin Henchmen or Hired Swords within charge reach, and the warrior is armed with a missile weapon, he immediately takes a shot at the nearest friendly Orc or Goblin Henchman or Hired Sword. If none of the above applies, or if the nearest friendly model is an Goblin Hero, the warrior behaves as if a 2-5 had been rolled on this chart. In any case, the warrior in question may take no other action this turn, though he may defend himself if attacked in hand-to-hand combat.

2-5 "Wud Yoo Say?" The warrior is fairly certain he heard an offensive sound from the nearest friendly Goblin, but he's not quite sure. He spends the turn hurling insults at his mate. He may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.

6. "I'll Show Yer!" The warrior imagines that his mates are laughing about him behind his back and calling him silly names. To show them up he decides that he'll be the first one to the scrap! This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Goblin may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Goblin within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.

Choice of Warriors

A Forest Goblin warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 20.

Heroes

Chieftain: Each Forest Goblin warband must have one Chieftain.

Braves: Your warband may include up to four Braves.

Shaman: Your warband may include one Shaman.

Henchmen

Forest Goblins: Any number of models may be Forest Goblins.

Red Toof Boyz: Your warband may include up to five Red Toof Boyz.

Sluggas: Your warband may include up to five Sluggas.

Gigantic Spider: Your warband may include one Gigantic Spider.

Starting Experience

A **Chieftain** starts with 17 experience.

A **Brave** starts with 6 experience.

A **Shaman** starts with 6 experience.

Henchmen start with 0 experience.

A **Gigantic Spider** does not gain experience.

Maximum Characteristics

Characteristics for Forest Goblin warriors may not be increased beyond the maximum limits shown on the following profile. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchman can only add +1 to any characteristic.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	5	6	4	4	3	6	4	7

Special Equipment

Boss Pole (20 gold crowns / Common)

Some influential Goblins carry badges of office, usually taking the form of long wooden poles with an icon or sharp blade on the end. This allows the hero and any Goblin henchmen within 6" to ignore animosity. Additionally, the Boss Pole acts as a spear in close combat.

<u>Range</u>	<u>Strength</u>	<u>Special Rule</u>
Close Combat	As user	Strike First, Cavalry bonus

SPECIAL RULES

Strike First: A warrior with a spear strikes first, even if charged. Note that this only applies in the first turn of hand-to-hand combat.

Cavalry Bonus: If using the optional rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

Blowpipe (25 gold crowns / Common)

The Blowpipe is a short hollow tube which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, the poison can cause searing agony and even death.

Range	Strength	Save Modifier	Special Rule
8"	1	+1	Poison, Stealthy

SPECIAL RULES

Poison: The needles fired by a blowpipe are coated in a venom very similar in its effects to the Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe *cannot* cause critical hits. This weapon has a positive armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur, or the like.

Stealthy: A Goblin armed with a blowpipe can fire while *bidden* without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the firing Goblin. If the test is successful, the Goblin no longer counts as *bidden*.

Poisoned Weapon (25 gold crowns / Common)

Forest Goblins commonly jab their weapon points into the bodies of giant spiders in hopes of coating them with deadly poison. Once this poison is bought, it is applied to one weapon, and may not be traded or sold later on. The weapon in question, once poisoned, adds +1 to any injury rolls from then on.

Magic Gubbinz (50 gold crowns / Rare 9)

These are odds and ends carried around by the Shaman to focus his powers. Most are bat feet, lizard lips, and the like, but still seem to provide benefits to their owner. The Shaman may re-roll a failed magic test on a D6 roll of 4+.

Red Toof Tribal Jewellery (40 gold crowns / Rare 9)

Only proving one's prowess in battle can attract the attention of this cadre of warriors. Once inducted to the tribe, the warrior undertakes excessive body piercing! This cannot be removed. The model will now be subject to the rules for Frenzy as described in the Mordheim rulebook.

Giant Spider Mount (45 gold crowns / Rare 5)

If you are using the optional rules for mounts, then your warband's heroes may ride giant spiders. The rider's Movement is increased to 6, and armor save increased by +1, exactly as if mounted on an ordinary horse. The rider need not dismount to climb terrain (including building exteriors) and the spider's natural climbing abilities allow the rider to re-roll any failed climbing attempts.

Forest Goblin skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Chieftain	✓	✓	✓		✓	
Brave	✓	✓			✓	✓
Shaman			✓		✓	

A Forest Goblin Brave may choose to remove his Animosity instead of choosing a skill, should they earn one.

Forest Goblin equipment lists

The following lists are used by Forest Goblin warbands to pick their equipment.

HERO EQUIPMENT LIST

Hand-to-hand Combat Weapons

- Dagger1st free/2 gc
- Axe 5 gc
- Sword10 gc

Double-handed Weapon15 gc
 Spear5 gc
 Halberd10 gc
 Boss Pole20 gc

Missile Weapons

Blowpipe25 gc
 Short Bow5 gc

Armour

Light armour20 gc
 Shield5 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger1st free/2 gc
 Sword10 gc
 Spear5 gc

Missile Weapons

Blowpipe25 gc
 Throwing Weapons15 gc
 Bow10 gc

Armour

Shield5 gc

Heroes

1 Chieftain

50 gold crowns to hire

Forest Goblins are usually led by the biggest, strongest, and most cunning Goblin in the band. This Chieftain routinely comes up with ways to drive off the Old World invaders, and collect gold for Mork and Gork

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

Weapons/Armour: A Chieftain may be equipped with weapons and armour chosen from the Hero equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Chieftain may use his Leadership value when taking Leadership tests.

0-4 Braves

20 gold crowns to hire

Forest Goblin Braves are just a tad more intelligent than their peers, and aid the Chieftain in directing them in battle. This does not improve their temperament, however, since they are as prone to infighting as their henchmen.

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

Weapons/Armour: Braves may be equipped with weapons chosen from the Hero equipment list.

SPECIAL RULES

Animosity: Braves are subject to the rules for Animosity.

0-1 Shaman

20 gold crowns to hire

Shamans use the power of the Waaagh to direct the might of G'rrk and M'rrk against their foes. Usually found scrounging up mysterious animal parts instead of gold, most other Goblins agree that 'dey is odd'.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	2	3	3	3	1	4	1	6

Weapons/Armour: A Shaman may be equipped with weapons chosen from the Hero equipment list.

SPECIAL RULES

Wizard: A Shaman begins with one spell randomly chosen from the Forest Goblin Spell list.

Henchmen (Brought in groups of 1-5)

Forest Goblins

15 gold crowns to hire

Forest Goblin warriors form the rank and file of a Goblin warband. They use their natural talents to harass their enemies while keeping out of sight in the dense foliage.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Forest Goblins may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Animosity: Forest Goblins are subject to the rules for Animosity.

0-5 Red Toof Boyz

25 gold crowns to hire

Of all the various factions that comprise the Forest Goblins, the infamous Red Toof tribe is the most feared. They are elite shock troops, valued by Chieftains for their berserk rage in battle.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Red Toof Boyz may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Animosity: Red Toof Boyz are subject to the rules for Animosity.

Berserkers: Forest Goblins of the Red Toof tribe allow themselves to be bitten by all sorts of poisonous wildlife before entering battle. The mingling venom drives them into frothing convulsions, making them extremely ferocious. Red Toof Boyz are affected by the rules for Frenzy as described in the Mordheim rulebook. In addition, if they begin their turn within charge range of an enemy, they are immune to animosity for that turn.

0-5 Sluggas

20 gold crowns to hire

Sluggas practice the art of throwing various objects until they can hurl several projectiles in a split second. This makes them useful for distracting enemies with a hail of heavy stones.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	2	3	3	3	1	3	1	6

Weapons/Armour: Sluggas may be equipped with weapons chosen from the Henchmen equipment list

SPECIAL RULES

Animosity: are subject to the rules for Animosity.

Sluggas: In the shooting phase, the Sluggas may throw thrown weapons up to three times. This may not be combined with Quick Shot if they should be promoted to hero status.

0-1 Gigantic Spider

200 gold crowns to hire

Gigantic Spiders are best avoided when encountered in the wild, due to their deadly poison and huge size. When urged into fighting by Forest Goblin beastmasters, they become doubly dangerous and much harder to evade.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	6	3	0	5	5	3	4	2	4

Weapons/Armour: A Gigantic Spider never needs or uses weapons or armour.

SPECIAL RULES

Fear: Gigantic Spiders cause *fear* as described in the Mordheim Rulebook.

Large Monster: Gigantic Spiders are large targets, and may always be shot at regardless if they are closest or not.

Poisonous: The Gigantic Spider's maw drips with vile poisons. When it wounds an enemy and a roll is made on the injury table, 1= knocked down, 2-4= stunned, and 5-6= Out of Action.

Native: Negotiating woodlands is no trouble for spiders. They move through any wooded terrain without penalty.

Non-sentient: Spiders are affected by the *stupidity* rules in the Mordheim rulebook. In addition, they never gain experience, as they are animals. Note however that they may climb as normal.

May Ride: The Forest Goblin Chieftain, may ride the Gigantic Spider, if you are using the optional rules for mounts. The chieftain gains +1 armour save, and shall move at the Gigantic Spider's rate of 6. Shooting attacks hit the Chieftain on a die roll of 1-2, and the Gigantic Spider on a 3-6. In close combat, the opponent may choose which to hit. The Gigantic Spider no longer has to check for *stupidity* if it is being ridden, as the Chieftain is directing its actions.

Forest Goblin Spells

D6 Result

1 Wind of Gork (Difficulty 6)

A blast of foul flatulence signals G'rrk's Wrath.

A blast of foul flatulence signals Gork's wrath. Range: 12" The first model in its path must roll under its Toughness or take a S2 hit and be knocked down automatically.

2 Gaze of Mork (Difficulty 8)

The Shaman invokes the presence of the God Mork to smite his foes with lightning.

Range 12". D3 S3 hits strike the first model in their path.

3 'Eadbanger (Difficulty 8)

The Shaman channels pure Waaagh! energy through his body and vomits it toward the enemy.

Range 6". Fire bolts equal to the number of the Shaman's Attacks. Resolve with Strength equal to the Shaman's Toughness at the first model in their path. After the bolts effects are resolved, roll a die. On a 1 the Shaman has drawn upon too much power. The Shaman collapses and goes out of action.

4 Leap of Waaagh! (Difficulty 7)

The Shaman summons a giant green hand to lift any Goblin and carry him into the fray.

The Shaman or any other Goblin within 3" may be moved up to 12". If this move brings them into close combat, they count as charging in the close combat phase.

5 Idol of Gork (Difficulty 8)

Swirling energy crackles around the Shaman, giving him the appearance of a huge orc hero.

The Shaman gains +1 WS, +1 S, and +1 A. This enhancement lasts until the Shaman takes a wound.

6 'Ere we go! (Difficulty 8)

The Shaman and nearby Goblins become filled with the essence of the Waaagh!

All friendly models within 6" of the Shaman treat stunned results on the injury table as knocked down instead. The effects last until the Shaman takes a wound.

The Horned Hunters

Horned Hunters prowl the woods both within the crater walls of the Taalbaston and throughout Talabecland and claim allegiance only to Taal – the God of nature and wilderness.

The rites of Taal demand great mental, physical, and emotional fortitude from its practitioners. Some see the trappings of civilisation – cities, courts, and the like – as a failing in the interpretation of Taal’s will.

Followers of Taal avoid firearms and other works of science, preferring to take pride in self strength and natural skill. Taal is represented as a powerfully built man with long, wild hair crowned with the skull of a great stag. He wears animal skins and golden leaves flutter from his beard. In some tales he manifests as one of his totems: a stag or bear. Devotees dress in the image of their patron deity. While Taal is not usually revered in cities, in Talabheim, which is founded on river trade, he is called the Father of Rivers and is the city’s foremost God.

Special Rules

Woodcraft: Followers of Taal make their homes in the wilderness and shall only frequent towns or cities when it is compulsory for them to do so. They are expert woodsmen and their knowledge of the wilds is unrivalled by all except perhaps the Wood Elves. Horned Hunter warbands move through any difficult terrain they encounter without suffering any movement penalties.

Choice of Warriors

A Horned Hunter warband is a cult composed of feral devotees to Taal, the God of nature and the wilds. The warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Heroes

Horned Hunter: Each Horned Hunter warband must have one Horned Hunter.

Priest of Taal: Your warband may include a single Priest of Taal.

Initiates: Your warband may include up to three Initiates.

Henchmen

Zealots: Any number of models may be Zealots.

Drunken Gang: Your warband may include up to five Drunken Gang.

Warhounds: Your warband may include up to five Warhounds.

Starting Experience

A **Horned Hunter** starts with 20 experience.

Initiates start with 8 experience.

A **Priest of Taal** starts with 12 experience.

Henchmen start with 0 experience.

Special Equipment

Trip Wire (15 gold crowns / Common)

Horned Hunters are expert trappers. A Hero may set a trap if he spends a turn doing nothing else (he may not set traps if he’s just recovered from being *knocked down*). Place a marker in base contact with the Hero. When a model, friend or foe, moves within 2" of the marker he risks setting off the trap – roll a D6. On a score of 3+ he has triggered the trap and suffers a S4 hit (note that the Hero won’t trigger his own traps).

If the trap did not wound the model or it didn’t trigger, the victim may finish his move otherwise he is placed *knocked down* or *stunned 2"* from the marker. The marker is removed whether the trap was triggered or not.

Blessed Stag Hide (40 gold crowns / Rare 10)

The animal skin is worn as a drape and is a symbol of honour once blessed by the hierarchs of Taal. A blessed hide bestows unchallenged grace to the wearer allowing the re-roll of a failed Initiative test once per turn.

Horned Hunter skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Horned Hunter	✓	✓		✓	✓	✓
Initiates	✓	✓		✓	✓	✓
Priest of Taal	✓		✓	✓	✓	✓

Horned Hunter equipment lists

The following lists are used by Horned Hunter warbands to pick their equipment.

Hand-to-hand Combat Weapons

- Dagger1st free/2 gc
- Mace/Hammer3 gc
- Axe5 gc
- Sword10 gc
- Double-handed Weapon15 gc
- Spear5 gc

Missile Weapons

- Long Bow15 gc
- Bow10 gc
- Short Bow5 gc

Miscellaneous

- Hunting arrows20 gc
- Blessed Stag Hide40 gc
- Trip Wire15 gc

Armour

- Light armour20 gc
- Toughened Leathers5 gc
- Shield5 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

- Dagger1st free/2 gc
- Mace/Hammer3 gc
- Axe5 gc
- Sword10 gc
- Spear5 gc

Missile Weapons

- Bow10 gc

Armour

- Toughened Leathers5 gc
- Shield5 gc

Heroes

1 Horned Hunter
60 gold crowns to hire

The Horned Hunters are deeply zealous and shun the city of Talabheim. They safeguard pilgrims from the predations of bandits and hunt down dangerous beasts and the Mutants that flout Taal's will.

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

Weapons/Armour: A Horned Hunter may be equipped with weapons and armour chosen from the Horned Hunter equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Horned Hunter may use his Leadership value when taking Leadership tests.

Hang the Bandit!: A Horned Hunter *bates* all Bandits and Outlaws.

0-1 Priest of Taal

45 gold crowns to hire

It is said that every priest of Taal is born during the darkest phase of the moon. A few Priests are ordained by their hierarchs to live in the wilderness, following the Path of Taal. They are guardians of wild places and those who wander them. To the creatures of Chaos lurking in the woods, they are terrors.

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

Weapons/Armour: A Priest of Taal may be equipped with weapons chosen from the Horned Hunter equipment list.

SPECIAL RULES

Prayers: A Priest of Taal may use the prayers of Taal listed below.

Strictures: Priests of Taal may never wear heavy armour.

0-3 Initiates

40 gold crowns to hire

Part of their initiation into this group is to undergo extensive tattooing, covering their chest and face. These feral hunters serve as masterful scouts.

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

Weapons/Armour: Initiates of Taal may be equipped with weapons chosen from the Horned Hunter equipment list.

SPECIAL RULES

Infiltrator: A warrior with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Hang the Bandit!: Taal's Initiates *bate* all Bandits and Outlaws.

Strictures: Taal's Initiates may never wear armour.

Henchmen (Brought in groups of 1-5)

0-5 Drunken Gang

30 gold crowns to hire

The militia is a hodgepodge of trusted citizens, woodsmen, and hunters that band together in times of need. Ancient law dictates all able-bodied men must muster when summoned by the Hunters Council in times of war. Though how many come depends on the amount of Rotfire moonshine consumed the night before. For this reason the army commonly refers to them as the 'Drunken Gang'. Despite its malign reputation, the militia is capable, made up of rugged and dependable Talabeclanders.

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

Weapons/Armour: Drunken Gang may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Drunk: The militia are blasted out of their tiny minds on Rotfire moonshine and cheap ale. As such, they automatically pass all Leadership-based tests they are required to take.

Zealots

20 gold crowns to hire

While they lack the fiery rhetoric of most zealots, Taal's followers are still fervent in their beliefs. They give up much in the way of a material life. They shun normal clothing and armour and wear animal skins, loincloths or less.

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

Weapons/Armour: Zealots may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Strictures: Zealots may never wear armour.

0-5 Warhounds

15 gold crowns to hire

Horned Hunters often keep packs of ferocious hunting dogs. With their huge jaws and powerful bite, they are perfect for hunting down (and tearing apart) any bandits, beasts and mutants.

Profile **M WS BS S T W I A Ld**
 6 4 0 4 3 1 4 1 5

Weapons/Armour: Jaws and brutality! Warhounds never use or need weapons and armour.

SPECIAL RULES

Animals: Warhounds are animals and thus do not gain experience

Horned Hunter special skills

Horned Hunter Heroes may choose to use the following Skill list instead of any of the standard Skill tables available to them.

Master Trapper

This huntsman is a masterful trap setter. Trip wire range has been extended by this warrior to reach 4". Traps set by a master trapper are triggered by a score of 2+.

Infiltration

A warrior with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Foul Odour

Worshippers of Taal are one and all prodigious drinkers and none too hygienic! This warrior rises head and shoulders above the rest. After a lifetime of drinking, liquor has little effect on him any more... not that this stops him from consuming massive quantities!

His unwashed clothes and sweat reek of alcohol and all living enemies (not Undead or Possessed) are at -1 to hit him in close combat. In addition, the warrior cannot carry any open flames (torch, lantern, etc.) and fire attacks made against him are resolved at +1 Strength as his beer soaked clothing burns readily.

Animal Friendship

Having grown up amidst the animals of the forest this warrior exudes a certain charm to all 'normal' animals (warhorses, warhounds, etc.). Animals will never attack him and up to two wardogs (see Mordheim book, page 54) that the warrior owns do not count against the maximum number of models in the Warband.

Pathfinder

Taal has gifted this hunter with an uncanny ability to find paths through unexplored territories. Roll one additional D6 during the exploration phase. A warband may only contain one pathfinder.

Hide in Shadows

The hunter has learned to crouch unseen in any cover they can find. Enemy models must halve their Initiative when attempting to find this warrior when e is Hidden.

Prayers of Taal

Taal is the God of Nature and demands the respect of all those who enter the wild regions of the Empire. He is portrayed as a tall, broad-shouldered man with long, wild hair and a thick beard. He wears a stag skull as a helm and is clothed in bison and bear skins. He is often called the Lord of Beasts. His followers include rangers, trappers and those who live in the wilds of the Empire.

Prayers of Taal work like the Prayers of Sigmar although the Taal Priest never wears armour.

D6 Result

1 Stag's Leap (Difficulty 7)

Many of Taal's priests wear a stag skull as a symbol of their devotion and the Forest Lord's power can be used to emulate the speed and beauty of this magnificent beast.

The Priest of Taal may immediately move anywhere within 9", including into base-contact with the enemy, in which case he counts as charging and gains a +1 Strength to his first round of attacks. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit at +1 Strength and then his opponent will flee again (if he survives).

2 Blessed Ale (Difficulty 5)

Like his brother Ulric, Taal has a great appetite for the strong ales of the Northern Empire. During the summer equinox each Priest opens one keg of ale (at least!) in Taal's honour.

Drinking a flask of Taal-blessed ale (the priest is assumed to carry as many flasks as are needed) may heal any one model within 2" of the Priest (including himself). The warrior is restored to his full quota of Wounds. In addition, any living enemy models (not Undead or Possessed) within 2" of the Priest will lose 1 Attack during the next round of combat due to the potent fumes of the ale.

3 Bear's Paw (Difficulty 7)

Many an armoured knight has been knocked to the ground by the surprising Strength of the followers of Taal. Although traditionally called 'Bear's Paw' this spell is sometimes referred to as 'Moose's Breath' by those who have felt its power.

The Priest invokes the blessing of Taal on himself or a single friendly model within 6". The target receives a bonus of +2 to his Strength until the Priest's next turn.

4 Earthshudder (Difficulty 9)

Taal's domain includes both the earth and the skies and his power can reach out even into the dark streets of Mordheim. When his name is invoked three times and the blood of an eagle is poured on the ground, the Lord of the Wild will cause thunder to rumble and the earth to shake.

The spell is cast on a single building within 4". Any enemy models touching the building will suffer a single S3 hit. In addition the building will collapse and any models on it will count as having fallen to the ground (for example a model falling 5" to the tabletop must pass two Initiative tests to avoid taking D3 S5 hits.) Remove the terrain feature from the board for the rest of the game.

5 Tanglefoot (Difficulty 8)

It is said that when Taal walked the earth, living things would spring up behind him as he passed. A portion of his power can be summoned by his followers to help regrow forests and aid in the return of the land to its natural state.

Plants, vines and even small trees burst forth from the earth, hindering all those who attempt to move through them. All models (friend as well as foe) with the exception of friendly Zealots within 12" of the Priest can only move at 1/2 speed until the next shooting phase.

6 Summon Squirrels (Difficulty 7)

Taal is the master of all beasts both great and small. Those who anger him may be mauled by a mountain lion or drowned in a flood caused by an angry beaver.

With this spell the Priest invokes the wrath of the Lord of Beasts, summoning forth dozens upon dozens of enraged squirrels. The furious rodents assault one enemy within 12" of the Priest, crawling inside the warrior's clothing and armour, pelting him with nuts and causing numerous tiny bites and welts. The target suffers 2D6 Strength 1 hits. No armour saves allowed.

Imperial Outriders

As rumours of the discovery of the Nemesis Crown spread across the land, the various provinces of the Empire despatch bands of swift horsemen to scout the Great Forest.

Theirs is not to take on the enemy in a head-on clash. Instead their role is about stealth; outpacing and outmanoeuvring the enemy to leave them empty-handed as the Outriders' gallop into the distance with the prize.

Choice of warriors

An Empire Outrider must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Starting experience

The Knight starts with 20 experience.

Outriders start with 8 experience.

Scouts start with 0 experience.

Henchmen start with 0 experience

Skill tables

	Combat	Shooting	Academic	Strength	Speed	Cavalry
Knight	x	x	x	x	x	x
Outriders	x	x	-	x	-	x
Scouts	x	x	-	-	x	x

Empire Outriders' equipment lists

Hand-to-hand Combat Weapons

Dagger	free/2gc
Hammer	3gc
Axe	5gc
Sword	10gc
Morning Star	15gc
Spear	10gc
Lance	40gc

Armour

Barding	80gc
Buckler	5gc
Gromril Armour	150gc
Heavy Armour	50gc
Helmet	10gc
Ithilmar Armour	90gc
Light Armour	20gc
Shield	5gc

Outrider Missile Weapons

Pistol	15gc
Handgun	35gc
Blunderbuss	30gc
Hochland Long Rifle	200gc

Scout Missile Weapons

Throwing Knives	15gc
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Heroes

1 Knight

85 gold crowns to hire

Knights who show the greatest potential are often chosen to lead small bands on quests into dangerous territory in order to prove their worth.

M4 WS4 BS3 S3 T3 W1 I4 A1 Ld8

Weapons/Armour

The Knight may be equipped with hand-to-hand weapons and armour chosen from the Empire Outriders' equipment list.

The Knight comes with a Riding Horse. This may be upgraded to a Warhorse for an additional 40gc.

SPECIAL RULES

Leader: Any warrior within 6" of the Knight may use his Leadership characteristic when taking a Leadership test

Ride: The Knight has the Ride skill as detailed in the Blazing Saddles article.

0-2 Outriders

65 gold crowns to hire

Usually the offspring of nobility, Outriders are often cocksure young guns and confident in the saddle. Eager to earn their spurs they readily sign up for dangerous missions requiring speed, stealth and bravery.

M4 WS4 BS3 S3 T3 W1 I3 A1 Ld7

Weapons/Armour

Outriders may be equipped with hand-to-hand weapons and armour chosen from the Empire Outriders' Equipment List. They may be equipped with missile weapons from the Outriders' Missile Weapon List.

Outriders come with a Riding Horse. This may be upgraded to a Warhorse for an additional 40gc.

SPECIAL RULES

Ride: Outriders have the Ride skill as detailed in the Blazing Saddles article.

0-2 Scouts

45 gold crowns to hire

Accustomed to riding long and fast, Empire couriers are an obvious choice to include in raids into the wilder lands. Less experienced at fighting, they need to learn quickly or risk falling at the wayside.

M4 WS2 BS2 S3 T3 W1 I3 A1 Ld6

Weapons/Armour

Scouts may be equipped with hand-to-hand weapons and armour chosen from the Empire Outriders' Equipment List. They may be equipped with missile weapons from the Scouts' Missile Weapon List.

Scouts come with a Riding Horse.

SPECIAL RULES

Ride: Scouts have the Ride skill as detailed in the Blazing Saddles article.

Henchmen

0-5 Chasseurs

55 gold crowns to hire

Skilled at firing a range of Blackpowder weapons from the saddle these men - regarded as the finest young prospects of the Empire's armies - provide vital missile cover for the band.

M4 WS3 BS4 S3 T3 W1 I3 A1 Ld7

Weapons/Armour

Chasseurs may be equipped with hand-to-hand weapons and armour chosen from the Empire Outriders' Equipment List. They may be equipped with missile weapons from the Outriders' Missile Weapon List.

Chasseurs come with a Riding Horse.

SPECIAL RULES

Ride: Chasseurs have the Ride skill as detailed in the Blazing Saddles article.

0-5 Hussars

60 gold crowns to hire

Selected for their combat skills, these grizzled warriors pack a hard punch as the Outriders charge.

M4 WS3 BS3 S3 T3 W1 I3 A1 Ld7

Weapons/Armour

Hussars may be equipped with hand-to-hand weapons and armour chosen from the Empire Outriders' Equipment List.

Hussars come with a Riding Horse. This may be upgraded to a Warhorse for an additional 40GC

SPECIAL RULES

Ride: Horsemen have the Ride skill as detailed in the Blazing Saddles article.

Combat Riding: Horsemen have the Combat Riding skill as detailed in the Blazing Saddles article

0-2 Grooms

50 gold crowns to hire

Unskilled in the ways of war, nevertheless these young men - with their empathy with the steeds - have a vital part to play in their party's success.

M4 WS3 BS2 S3 T3 W1 I3 A1 Ld6

Weapons/Armour

Grooms may be equipped with hand-to-hand weapons, missile weapons and armour chosen from the Empire Outriders' Equipment List. They may be equipped with missile weapons from the Scouts' Missile Weapon List.

Grooms come with a Riding Horse.

SPECIAL RULES

Ride: Grooms have the Ride skill as detailed in the Blazing Saddles article.

Horse Handling: Grooms have the Animal Handling skill as detailed in the Blazing Saddles article

Further Mounted Rules

Rules for mounted warriors can be found on page 163 of the Mordheim Rulebook and in the Blazing Saddles articles in the 2002 Mordheim Annual or online at <http://www.specialist-games.com/assets/Mountedrules.pdf> .

The clarifications below generally work in tandem with these.

Two Weapon Fighting

Mounted warriors may not fight with two weapons, although a shield or buckler may be used as normal. Two-handed weapons are not permitted. The use of a pistol in the first round of hand-to-hand combat replaces the model's usual weapon.

Targetting Mounted Warriors

Enemies may not target a ridden horse, whether by missiles or in hand-to-hand combat. The rider will always be seen as the greater threat.

Due to their prominence, any mounted warrior may always be chosen as a target by a shooter even if there are enemies closer.

However the shooters do NOT gain +1 to hit - the rider is still the same size as before.

Injuries

To determine the effects of wounds on mounted models, use the *Whoa Boy!* table from the Blazing Saddles article.

Stunned Riders

Stunned riders will fall from their mounts as indicated on the *Whoa Boy!* table. Mounts which subsequently bolt may be remounted should the warrior make base contact with the horse before it leaves the table.

Note that whether the mount leaves the table or not, it will be recovered unscathed after the battle.

Out-Of-Action Models

It is possible for a rider to be killed while his mount survives. In this case the mount may be ridden by the dead model's replacement, reducing his cost by 40gc.

Dead Horses

Dead horses must be replaced before any other income is spent. All Treasures must be sold to fund this.

Any model without a mount may not take part in the battle.

Dense Terrain

Empire Outriders may ignore the normal warband limitation of two mounts in areas of dense terrain.

Scenarios

Several scenarios involve the moving of models across the board to achieve the objective, either chasing treasure or exiting the board. In these scenarios the players should place sizeable areas of dense terrain such that it is impossible to traverse the board without entering them. This will force the Outriders to dismount and so improve the game.

Hired Swords

The Empire Outriders may only be accompanied by mounted Hired Swords. This includes the Freelance Knight from the Mordheim Rulebook and the Roadwarden from the Empire In Flames supplement. The Highwayman keeps himself a safe distance from any official representatives of the Empire and so may not be hired.

Designers Notes

The Outriders are an interesting, but not an easy, warband to play.

I'm sure I'm not the only player who, upon seeing a mass of mounted models, becomes seduced into thinking that they'll surely kick some ass in combat. Disavow yourself of this belief immediately.

The Outriders are not a brigade of heavy cavalry commissioned to take on the enemy head-on. Their reason for being out in the wilds is due to their strengths of stealth, manoeuvrability and speed. And this is how they are best played.

The Outriders do not excel in a straight fight. Why not? Simple: their inability to wield two weapons puts them at a big disadvantage compared to other warbands.

So concentrate more on the scenario objective - that's why they're there. If you're the sort of player who prefers to push his models into the middle and hope the dice will see him through then it may be that the Outriders are not for you.

If achieving the objective is not an option then you can at least gallop around the battlefield, mopping up any bonus treasures - you'll find that you need the money as soon as you start to lose some models.

The "Skirmish" scenario is your enemy. If you find yourself in this situation - and you undoubtedly will - the best advice is to co-ordinate your charge (and you will get the charge, right?), targetting sufficient enemy to force a rout test right from the start. Get in, hit hard, then get out again quickly. Horsemen who become bogged down in hand-to-hand combat are in big trouble.

Of course there are ways to increase the number of Attacks. Most noticeably the *Combat Riding* skill will probably become a familiar choice.

For those more daring, the *Running Dismount* skill is a tempting option: once on foot your models may use two weapons as normal (and it's nasty surprise for those cowardly enemy models that like to hide in difficult terrain, shooting missiles at you). Plus you have the possibility of gaining a *Diving Charge* en route. Unfortunately you'll also face the possibility of falling flat on your face. Ask yourself, do you feel lucky?

Of course it's not all bad. As well as the aforementioned skills, there are a couple of items that you'll find suddenly more useful:

Shields: Most players won't take them as they'll lose their models' second attack. Outriders don't have that consideration. The shield is now a good option, doubling your existing 6+ armour save for a mere 5gc.

Spears: Again, no need to worry about that lack of a second weapon for you. And you get +1 Strength if (or should that be when) you charge. Result!

But the best advice is to be patient as your band develops. Quite apart from anything else, the cost of your models means that becoming embroiled in a prolonged slug-fest could spell the end of your warband as a viable unit. Do not be afraid of taking a strategic retreat if things start to look messy, particularly during the early stages of a campaign. As a wise sage once observed, the graveyards of the Empire are filled with the bodies of brave men.

If you've any comments or questions then I'd love to hear them. Drop me a line at <http://games.groups.yahoo.com/group/Mordheim/>.

Good luck.

Ian

Sample starting list

Heroes

1 Knight with spear & shield	100GC
1 x Outrider with hammer & dagger	68GC
1 x Outrider with hammer & dagger	68GC
1 x Scout with hammer & dagger	48GC
1 x Scout with dagger	45GC

Henchmen

1 Groom with dagger	50GC
2 Hussars with dagger	120GC

Total: **499GC**

Imperial Gunnery School of Nuln

The province of Nuln is respected across the Empire as the home to the finest handguns and war machines, save for those constructed by the Dwarves. This makes them a desired commodity for any Imperial army using cannonry and as such graduates from the Imperial Gunnery School are highly prized for their skills in training artillery on vulnerable targets with unerring accuracy and maintaining the war machines.

Perhaps the most surprising fact is that the Imperial Gunnery School does not create new weapons of war. Such tasks are executed by the College of Engineering, either the well known one in Altdorf, where luminaries as von Meinkopt (creator of the Helblaster) and Pfielmann (Grenade Launching Blunderbuss) were taught, or the Gunnery School's neighbouring one in Nuln. Once the Colleges of Engineering create a war machine, the Imperial Gunnery School then start training gunners to use them.

This creates a high demand for their services with only a limited number available at any one time. Yet this demand has still led to the school refusing to lower it's standards to concentrate on producing better skilled gunners and engineers rather than a lot of sub-standard graduates barely capable of knowing which end of the cannon shoots the balls out.

Most of the students at the school come from the Imperial nobility, sons who show talents in mathematics or an interest in things that go boom, as well as not being immediately in line for succession. Once they graduate, students are given the choice of staying in the school for further studies (and eventually becoming a Master Gunner) or returning home. For some the prospect of yet more years of studies will send them home were they will go on to fight as an army's pistoliers or outriders, the others do attain their pinnacle and get to watch their former trainees charge across the battlefield, often to their deaths.

One of the requirements of the school is that all students undergo fieldwork to see how weapons perform in the field, and how the students perform too. They are sent out under the tutelage of a Senior Gunnery Officer and an instructor, one who has graduated recently and who knows what is expected with fieldwork.

For such an excursion, the group leave the school and Nuln for a period of time and travel wherever they feel, whilst the instructor evaluates the behaviour and aptitude of the students, whether they are looking to graduate soon or experiencing it for the first time. Their abilities vary from undeveloped to talented, but they are very well equipped.

Choice of Warriors

An Imperial Gunnery School warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Senior Gunnery Officer – Each warband must start with a single Senior Gunnery Officer, no more, no less.

Instructor – A warband may include up to one Instructor.

Senior Student – A warband may include up to one Senior Student.

Underclassmen – A warband may include up to two Underclassmen.

Sons of the Guns – A warband may include any number of Sons of the Guns.

Marksmen – A warband may include up to 7 Marksmen.

Pistoliers – A warband may include up to 5 Pistoliers.

Starting Experience

A **Senior Gunnery Officer** starts with 20 experience.

An **Instructor** starts with 12 experience.

Senior Students starts with 8 experience.

Underclassmen start with 0 experience.

Henchmen start with 0 experience

Imperial Gunnery School Skill Table

	Combat	Shooting	Academic	Strength	Speed	
Senior Gunnery Officer	x		x	x	x	x
Instructor			x	x		x
Senior Students	x		x		x	x
Underclassmen	x		x			x

Special Rules

Impeccable Care

Amongst one of the first things that the students are taught is to take proper care of their equipment and the right way to perform that maintenance. Once they have mastered this function, they learn to repair the same weapons should they become damaged and because of this they can buy such black powder weapons on the cheap and quickly return them to good working order. As a result they can buy these weapons at a fairly reduced price! They can ALWAYS use the reduced cost for black powder weapons listed in their starting Equipment List, and they gain an additional +2 on rare rolls to find any black powder weapons since people don't mind selling broken guns!

Properly Used

The students know the proper way to use their weapons, spending many hours on the school's shooting range. This is considered to be a good use of time between lessons and recommended by all the school's instructors, after all if the students constantly blow themselves up with their weapons, there wouldn't be many graduates. When using the optional Misfire rules, if a one is rolled, roll a second dice. On a 3+ the misfire is ignored (the shot still misses, but the weapon does NOT explode).

Proud To A Fault!

Anyone studying at the Gunnery School is very proud of this fact, as it is a great honour to be accepted. After they start using black powder weapons, students recognise the superiority of these weapons and refuse to bend their knee to the 'lesser' ranged weapons. The members of this warband NEVER use any non-black powder ranged weapons (this prohibition does NOT apply to hired swords or dramatis personae, as they are hired help and have not received proper Nuln training).

Imperial Gunnery School Equipment Lists

The following lists are used by Imperial Gunnery School warbands to pick their equipment.

Hand-to-hand Combat Weapons

Dagger	1 st free/2gc
Hammer	3gc
Mace	3gc
Axe	5gc
Sword	10gc
Spear	10gc
Halberd	10gc
Morning Star	15gc
Double-handed weapon	15gc

Missile Weapons

Pistol	10gc
(20 for a brace)	
Double Barrel Pistol	20gc
(35 for a brace)	
Duelling Pistol	20gc
(35 for a brace)	
D.B. Duelling Pistol	35gc
(65 for a brace)	
Handgun	25gc
Double Barrelled Handgun	45gc

Armour

Light Armour	20gc
Heavy Armour	50gc
Shield	5gc
Buckler	5gc
Helmet	10gc

Misc. Equipment

Superior Black Powder	25gc
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MARKSMEN EQUIPMENT LIST

This list is for Marksmen only.

Hand-to-hand Combat Weapons

Dagger	1 st free/2gc
Hammer	3gc
Mace	3gc
Axe	5gc
Sword	10gc

Missile Weapons

Pistol	10gc
(20 for a brace)	
Double Barrel Pistol	20gc
(35 for a brace)	
Repeater Pistol	25gc
Blunderbuss	20gc
Handgun	25gc
Double Barrel Handgun	45gc
Hochland Long Rifle	100gc
Repeater Handgun	50gc
Hand-Held Mortar	70gc
Pigeon Bombs	25gc

Armour

Light Armour	20gc
Shield	5gc

Helmet 10gc

Misc. Equipment

Superior Black Powder 25gc

Special Weapons

Double Barrelled Pistols

25 + D6gc (46 + 2D6gc Brace)

Availability: Rare 9 (Rare 10 for a brace)

Originally created by a forward thinking blacksmith in Ostland for a vampire hunter, the engineers in the College at Nuln picked up on the trick very quickly. The design was simple enough; it is merely a pistol with a pair of barrels and a two-part trigger, which is capable of firing one or both barrels at a time, giving it the ability to punch a hole in even the toughest armour.

Range: 6” **Strength:** 4

Special Rules: Prepared Shot, Save Modifier, Hand-to-hand, Double-barrelled

Prepared Shot – As per the Mordheim rulebook.

Save Modifier – As per the Mordheim rulebook.

Hand-to-hand – As per the Mordheim rulebook.

Double-barrelled – A double-barrelled weapon is a tricky piece of engineering, but it’s a wonderful piece for combat. When firing such a weapon, the bearer must declare whether he is firing one or both barrels. If firing a single barrel, treat the shot as you would a normal weapon.

However when firing both barrels, the method changes slightly:

To hit – roll a single dice as you would normally. This allows for a narrow field of fire emanating from the weapon.

To wound – roll for each shot individually, as each shot can wound on it’s own. Treat each shot that inflicts Critical Hits separately.

Reloading – After firing both barrels, place 2 tokens on the model. In your next shooting phase remove 1 token to represent one barrel having been reloaded. Token removal should be the last thing done in your shooting phase and you cannot shoot in the same phase as your reload.

Firing a Brace – If you fire both guns and barrels at the same time, place 4 tokens down, 2 each of different colours (one for each pistol in the brace). Remove one token of each colour every turn.

Double Barrelled Handgun

60 + 2D6gc

Availability: Rare 10

Created from a request by a Nuln nobleman who had been impressed by a demonstration model, the gunsmiths slaved long and hard to replicate it until a final model was forged. By then the noble had forgotten about it and the Colleges was left with a job lot. These were given to the Gunnery School as a gift and sort of disappeared on route.

Range: 24” **Strength:** 4

Special Rules: Prepared Shot, Save Modifier, Move or fire, Double Barrelled.

Prepared Shot – As per the Mordheim rulebook.

Save Modifier – As per the Mordheim rulebook.

Move of Fire – As per the Mordheim rulebook.

Double Barrelled – As above.

Repeater Handgun

60 + 2D6gc

Availability: Rare 11

The next step in the evolution of multi-barrelled weapons, a Repeater Handgun mounts a number of handgun barrels around a rotating cylinder, each one firing in turn. Prone to misfiring or other malfunction, Repeater Handguns are still highly sought after items, as they will launch a veritable storm of lead at the enemy if they don't break down.

Range: 24" **Strength:** 4

Special Rules: Save Modifier, Move or fire, Fire Thrice, Experimental

Save Modifier – As per the Mordheim rulebook.

Move of Fire – As per the Mordheim rulebook.

Fire Thrice – The Repeater Handgun may fire up to three shots; if more than one shot is made the to hit roll is at -1. Resolve each shot individually, you may choose to shot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

Experimental – The Repeater Handgun is always subject to the optional Blackpowder Weapons rules from the Mordheim rulebook, even if they are not normally used in your campaign. On any result other than "BOOM!", the weapon has jammed or run out of loaded barrels and must be reloaded.

Slow Reload – To reload a Repeater Handgun takes a long time and a bit of focus. The warrior must do nothing (no moving, no shooting, no fighting in close combat, etc.) for a complete turn in order to reload the weapon.

Repeater Pistol

30 + 2D6gc

Availability: Rare 9

It wasn't long after the invention of the repeater handgun that the same principle was being used on pistols. Still prone to misfiring or other malfunction, they have found a place in gunnery bands armouries. Stories of calm instructors gunning down hordes of foes within feet of themselves are legendary and in all likelihood untrue. But it just could happen...

Range: 6" **Strength:** 4

Special Rules: Save Modifier, Fire Thrice, Experimental, Quick Reload, Not a Club

Save Modifier – As per the Mordheim rulebook.

Move of Fire – As per the Mordheim rulebook.

Fire Thrice – The Repeater Pistol may fire up to three shots; if more than one shot is made the to hit roll is at -1. Resolve each shot individually, you may choose to shot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

Experimental – As per the rule for the Repeater Handgun, above.

Quick Reload – The basic design of the pistol and number of barrels allows quick reloading, the pistol will always be able to fire at least one shot. After shooting more than one shot in a single turn the model must spend a complete shooting phase without shooting and without being in combat, before firing multiple shots (see **Fire Thrice**, above) may be taken again.

Not a Club –The Repeater Pistol may be used as a normal pistol in the first round of combat. After that it doesn't count as an additional hand weapon as it is far too delicate to risk in such a crude fashion. Its owner will not willingly discard it in a fight and so must fight on without the use of an additional hand weapon.

Hand-Held Mortar

80 + 2D6gc

Availability: Rare 12

The explosive power of a mortar, in a small enough package to be carried by a single man, the Hand-Held Mortar enables a warrior to launch an explosive into the midst of the enemy, sowing death and disorder.

Range: 24” **Strength:** 4

Special Rules: Prepared Shot, Save Modifier, Move or fire, Scatter, Experimental, Explosive Radius.

Prepared Shot – As per the Mordheim rulebook.

Save Modifier – As per the Mordheim rulebook.

Move of Fire – As per the Mordheim rulebook.

Scatter – If the warrior misses his roll to hit, the shot will land 2D6” in a random direction (determined using a Warhammer directional die, using the “clock-face method” of scattering, or whatever other method the players can agree to).

Experimental – As per the Repeater Handgun rule, above.

Explosive Radius – After determining the final landing spot, the explosion created by the bomb will cover a small area. The target and any models within 1 ½” of him each take a single S4 hit from the blast.

Hersten-Wenkler Pigeon Bombs

30 + 2D6gc

Availability: Rare 8

When the full potential of gunpowder was realized in the Empire, it became only a matter of time before some enterprising engineers combined explosives and small animals. After initial failures with attempts to use rats, bats, and dogs, promising results were realized with pigeons. While not completely accurate due to having something of a mind of their own, pigeons are able to get to even distant targets quickly, and are very hard to prevent from reaching their target once they have been launched. Once it gets there, pigeon’s small metal harness will fall away, freeing the bomb to ravage a small area below, while the pigeon returns home..

Range: Unlimited **Strength:** 4

Special Rules: Move or fire, Explosive Radius, Tempermental.

Move of Fire – As per the Mordheim rulebook.

Explosive Radius– If the Pigeon Bomb lands on target, use the Explosive Radius rule under the Hand-Held Mortar above to determine the are of effect.

Tempermental-When launching a pigeon bomb, do not use the BS of the warrior. Instead, roll a D6: on a 5-6, the a pigeon bomb hits its target; on a 2-4 the fuse wasn’t cut properly and the pigeon explodes harmlessly in the air before reaching its target; on a result of 1, something has gone disastrously wrong and the pigeon explodes in the hero’s hands...he and everyone within 1 ½” takes a S4 hit.

Heroes

1 Senior Gunnery Officer

60 gold crowns to hire

A veteran of many excursions, extremely skilled and a deadly foe, these Officers have seen a lot of action, sometimes a little too much for some, and have partially retired from the front line to teach. They enjoy these little ‘days out’.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	4	4	3	3	1	4	1	8

Weapons/Armour: The Senior Gunnery Officer may be equipped with weapons and armour chosen from the Imperial Gunnery School Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 12” of the Senior Gunnery Officer may use his Leadership value when using Leadership tests.

Hunter: See Shooting Skills

0 – 1 Instructor

45 gold crowns to hire

The gunners of Nuln are the most respected in the Old World. They are in charge of keeping up the mighty Empire war machines such as the great cannons. They are well educated and extensively trained, but not yet too battle-hardened, so these excursions give them field experience, even in the smallest things.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	3	4	3	3	1	4	1	7

Weapons/Armour: The Instructor chooses weapons and armour from the School’s Armoury List or the Marksman Equipment List.

SPECIAL RULES

Expert Weaponsmith: The Instructors know every trick in the book when it comes to working with black powder weapons. While there is an Instructor in the warband all Pistol weapons receive a +3” range bonus and all other black powder weapons receive a +6” range bonus.

0 – 1 Senior Student

45 gold crowns to hire

The upperclassmen at the school are well acquainted with the forms of combat and mechanics used by the Empire. The years of using pistols and firing cannons has given them plenty of experience with weaponry and this is not their first excursion into the wilds of the Empire. It is likely to be their last before they graduate.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	4	3	3	3	1	3	1	7

Weapons/Armour: Senior Students are allowed to choose weapons and armour from the Imperial Gunnery School Equipment List.

0 – 2 Underclassmen

This is the first excursion for these freshmen, who have had maybe only months of training and shooting. Most will see this as a chance to escape the stuffy halls of academia and go hunting for pleasure. The brighter ones will realise that this is a true test of their dedication and knowledge.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	3	2	3	3	1	3	1	6

Weapons/Armour: Underclassmen choose their weapons and armour from the School's Armoury List.

Henchmen

Sons of the Guns

25 gold crowns to hire

Orphans left on the doorsteps of the school, well cared for and trained to take care of the constructs as apprentices and assistants. Many go on to form gun crews for the cannons taken into battle and some even rise as far as commanding such crews. For the most part they remain a background element to the successful workings of any cannon or black powder weapon and have become an essential part of the school. On the excursions, sons of the guns provide a much-needed set of arms to carry provisions and spare powder, as well as providing much needed additional firepower in a fight.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	3	3	3	3	1	3	1	7

Weapons/Armour: The sons of the guns choose weapons and armour from the Gunnery School's Equipment List.

0 – 7 Marksmen

30 gold crowns to hire

It is said that some of the finest marksmen in the Empire have graduated from the Gunnery School, though many backwoodsmen in Hochland disagree. Certainly compare to their rural counterparts, Marksmen show more proficiency over a wider range of black powder weapons, even the Long Rifle.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	3	4	3	3	1	3	1	7

Weapons/Armour: The Marksmen choose their weapons and armour from the Marksmen Equipment List.

SPECIAL RULES

Quick Reload: Marksmen trained at the Imperial Gunnery School are forced to practice many drills day after day, including those that teach them to load their weapons for speed under high-pressure conditions. Marksmen have the *Hunter* skill from the Mordheim rulebook. A Marksman who becomes a Hero gains no further effect from taking the *Hunter* skill in addition to this.

0 – 5 Pistoliers

35 gold crowns to hire

Part of any student’s tutoring involves learning pistols and pistol maintenance and many become crack shots with repeated practice. Sadly they do not devote as much time to learning from the other parts of the curriculum and often graduate through money and luck, returning home to show off their skills, drifting into the army as Pistoliers or Outriders.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	4	3	3	3	1	3	1	7

Weapons/Armour: The Pistoliers choose their equipment from the Imperial Gunnery School’s List.

SPECIAL RULES

Crack Shot: Experts with pistols in close quarters; they have an uncanny ability to turn what should have missed its target into a success. When using pistols in close combat, they may re-roll any missed to-hit rolls with the pistol in the first round of combat.

Reinhardt smiled menacingly as he reloaded his double-barrelled handgun in front of the frightened cowering village folk. The two mutants he’d put down in front of them lay slumped a few feet away and the explosive bangs had put the fear of Sigmar in them. How superstitious and ignorant they looked to him, a man of confidence, style and training.

He turned to them and spoke, raising his gun above his head. “All right, peasants, see this, this is my boomstick.” He fired both barrels in the air, spooking them. “Its Nuln’s top of the line, made by Mssr’s Steinhock and Ulstadt. It costs more money than you’ll ever see in five lifetimes, comes with an oaken stock, silver trim and a hair trigger. Now that I’ve killed off your little problem, I expect the best food and accommodation you can give me – for free.”

A woman in the crowd shrieked and the entire crowd started running away from Reinhardt, leaving him puzzled until he heard the slow laboured grunts coming from behind him. One of the mutants was standing up, the shot having evidently only scratched it. It got to its feet and shook its head around.

Reinhardt’s smile grew wider and he raised his handgun, the mutant firmly in his sights, not yet even moving. He pulled the trigger and the hammer fell onto two empty barrels with a loud click.

The mutant seemed to notice him at the sound and leapt for Reinhardt’s throat.