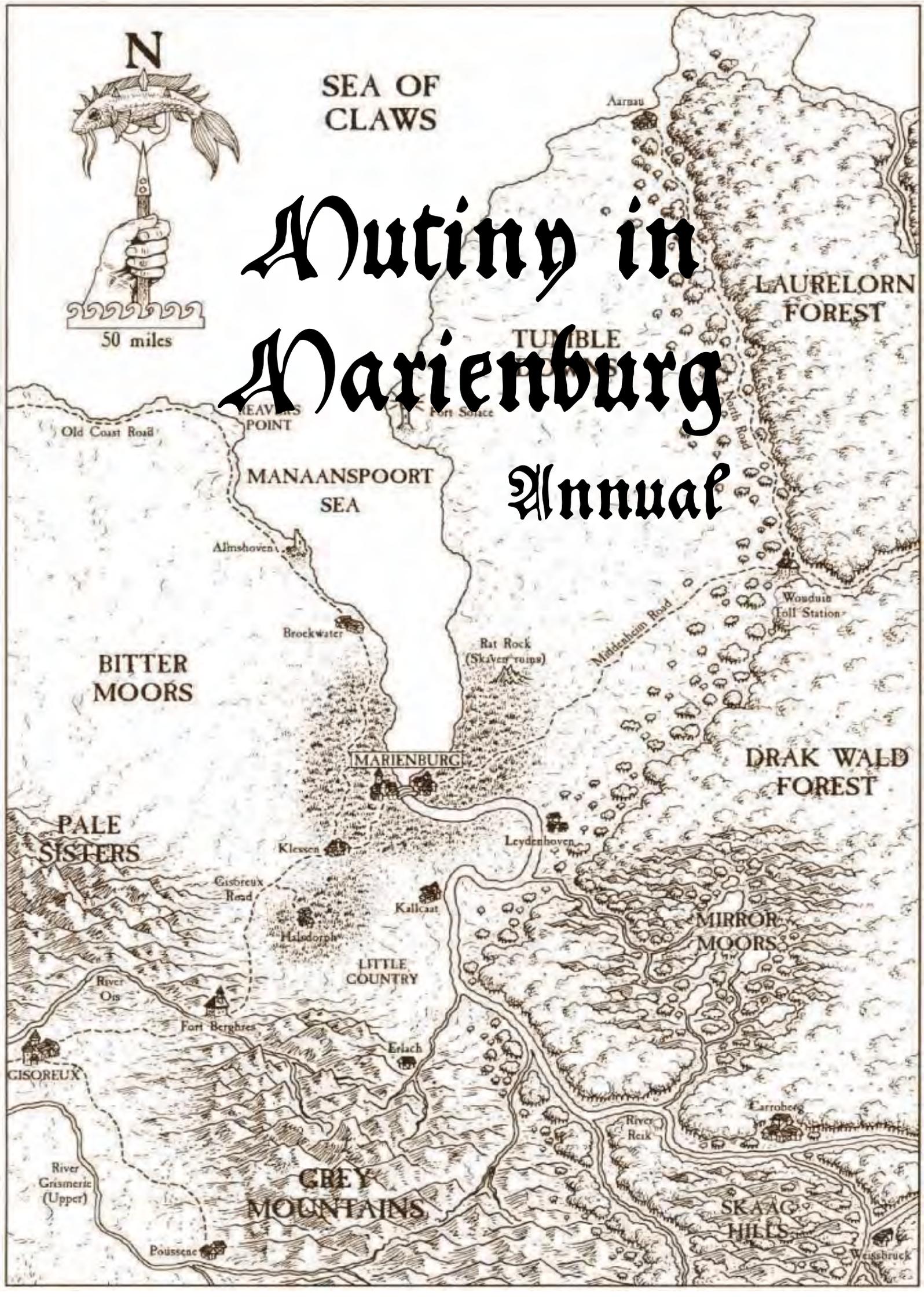




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SEA OF  
CLAWS

# Mutiny in Marienburg Annual



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## Hot town, summer in the city of lies!



*Dic Lombardi, Big Boy Ogre Lover.*

Mordheim, the original RPG skirmish game. No other game gives the same sense of world and scale and progression I've found and my game group have returned to it time and time again. Mordheim is a "Chaos Engine", not the dwarf type, but a crazy machine that the more you throw into the crazier it gets, rules bounce off each other in ways you'll never see in other games. Games will be won at the last second as avalanches engulf whole teams or skaven with 1d4 will pass 6 rout tests and wipe out a full lizardmen team.

After the amazing Border Towns Burning (which we hit up three times), there was no way to go back to vanilla plot less Mordheim and we waited with baited breath for Marienburg to be released. But after 4 plus years with only a dribbling of content relased we couldn't wait any longer. I took it upon myself to fill in the gaps of Werekins master work, and then we could play my crummy version until he finished it for real. But alas it looks like that will never happen now, so here is the Unofficial-Unofficial Dic Lombardi version of MIM.

It's guaranteed to be a different beast than was originally intended but I've tried very hard to make the links and fill in the gaps of all the story seeds and hints that were kin dropped. Expand on incomplete parts, such as the Ship wright and the some scenarios. Werekins was obviously a story teller whilst I am a rules man.

I know this system basically inside and out, I know you can push it to crazy limits and it will stretch but it will not break.

77 matches were played in our Mutiny in Marienburg, with one match containing 15 warbands and 237 warriors. Warbands were pushed to their max characters, with ratings hitting high hundreds by the end of it.

The "power level" in this campaign is a different beast to the original. There's no denying the power creep and the difference between original warbands and new warbands. But taken as a whole, it starts to even out. Human warbands, plus the Miracle Workers supplement, plus a bank loan SHOULD be able to stand up to a Fimir warband, Plus corrupted Characters, Plus the daemon swamp. The more stuff being added the more it evens out. Skaven mining wyrdstone in their mine seems over powered but not when loans are happening, when Goblins are getting "free" assistance from the swamp.

So before you scream broken, or OP take the whole thing as a whole. We've play tested a campaign with as much crazy shit as possible and at the end of it, basically half the warbands had cracked 40CP or were about too.

We pushed a lot of the rules to the limit, and the system didn't break, it's an excellent system but not without flaws. We've edited the main Marienburg book as much as possible to iron out of the kinks, to make campaigns as smooth as possible but it's a massive beast and we're bound to have missed something.

Onto the "Annual", these were all the ideas we didn't put into the main book, Warbands players in my group wanted to play, expansions on ideas in old Town Cryers, locations for some of the more unloved races, Stuff that is definitely not play tested or balanced, but hopefully through the Chaos Engine that is Mordheim will all even out.

I didn't want to fully change a lot of rules Werekins or others wrote so the Errata here is more recommendations than anything, house rules that we play.

I'd like to thank Nuno M for all his assistance and feedback in writing these new warbands, his beautiful fluff for the Skaven Undercity, his work on the Daemon swamp and Ship Wright/Cart Wright, and his Branded by chaos rules included here. And obviously Werekins for his massive amount of work and research and passion for the greatest city in the old world.

also a special thanks to Jon Weber art for his excellent Orc Autopsy peice he did for page 6, Ben Jungles for his photography featured in the Gallery, and for my whole mordheim group for playing the campagin and putting up with constant rules adjustments and new content added halfway through. Heres to the greatest game ever made.

Cheers!

*Dic*

# General

## Fighting with 2 Weapons

Ah the eternal debate how not to make dual wielding overpowered and the most obvious choice in the game. The way we fixed it is three new connected rules as follows;

**Dual Wielding:** a warrior using two weapons suffers a -1 to Hit on both attacks.

## New common Skill

**Ambidextrous:** the warrior is adept at two weapon fighting and may ignore the dual wielding penalty.

All Hired swords that come with at least two weapons are presumed to have Ambidextrous as a standard.

## Flying

Models with the special rule **Fly** may exist in two states, **Grounded** or **Airborne** (I suggest getting tokens to represent each) and are subject to the following special Rules.

**Movement:** A model with the special rule Fly may triple their movement value in any direction on the board, ignoring terrain. Distance travelled vertically counts towards their movement. If it moves in this manner, it counts as **Airborne**. If a model flew the turn previously, they still count as **Airborne**.

**Hard Target:** Models on the ground may charge an **airborne** model, but may only hit them with melee attacks if they roll a 6 to hit (unless attacking with a spear). Unless they hit the **Airborne** model, it still counts as **Airborne**, and does not count as being in combat, it may either fly away or charge in its turn. If a flying Model charges, it counts a being **Grounded**.

**Easy Target:** Shooting Weapons are +1 to hit **Airborne** models in addition to any other shooting modifiers. Being hit by a missile weapon does not cause a flying model to become **Grounded**.

**Transport:** If the model is a transport of some sort, Whilst **Airborne** rules for boarding and disengaging from it are the same as if it was a moving cart. Whilst **Grounded**, it counts a Stationary cart. Transports will have a fixed movement rate and do not triple their movement when flying.

**Mounts:** Flying mounts follow all the rules for whoa boy with 1 exception, a result of 3-4 whilst **Airborne** will result in the rider receiving D3 Hits with Strength Equal to half the distance travelled last turn.

**Individual Flying Models:** if the model is flying of its own accord and is knocked down whilst Airborne, it must pass D3 initiative test to land knocked down on the ground. If failed the Model will receiving D3 Hits with Strength Equal to half the distance travelled last turn. Stunned flying models automatically take these hits.



# Warrior Equipment Limits

Warriors can only carry as much as their bodies can hold! Below is a list of limitations on certain types of items, most are common sense, and some are listed other places, whilst many are new. They're listed here for ease of reference.

## head

the warrior may wear one piece of head gear such as a helmet, a circlet, skull cap or mask.

## talismans

A warrior may wear two talismans, this includes rabbit's feet, lucky charms, evaluated wyrdstone etc.

## miscellaneous items

A warrior may carry any number of miscellaneous items including; Rope and hooks, telescopes, maps and the like.

## weapons

Warriors can carry 2 close combat weapons, and 2 missile weapons. Exceptions to this rule are warriors with extra arms or tail fighting, they may carry extra close combat weapons equal to the number of arms/tails they have.



## armour

Warriors may wear one piece of armour on their body, as well as an undergarment such as a steel cloth or a Cathayan Silk Cloth.

## cloaks

A warrior may wear 1 cloak, such as a thief's cloak, a Sea Dragon cloak or an elf cloak.

## rings

A warrior may wear 1 ring, such as scorpion ring, fortune ring or venom ring.

## boots

A warrior may only wear one pair of boots, unless they have extra legs, if they do, they need two extra legs to wear a second pair of boots

## artefacts

These are special cases, and do not count towards the total number of anything, you may carry as many artefacts as you like.



If there is any confusion or contention about what an item counts as, vote with your gaming group to decide.

In relation to this is carrying large objectives such as crates or barrels. Large models able to gain objectives, such as ogres, or warriors with Strength 5 and above may carry large objectives by themselves, moving at their normal speed but cannot run.



## Equipment

### Magic Carpets

50+4D6gc (Rare 12)

*These wondrous items from a forgotten age are even rarer than the lamps of the Djinn and are thought to have originated from the distant long dead Sorcerer's Isles. A magic carpet is indeed just that – a carpet that flies!*

**Special Rules:**

**Flying Transport:** the Magic carpet counts as a flying transport (See Flying) with a Maximum movement of 16" can carry three Models, or 1 large model and 1 small model. One of the models must be the driver.

**Enchanted Rug:** The Carpet has 4 Wounds and at toughness of 6 and takes double wounds from fire based weaponry.

### Krakentooth Sword

165gc (Rare 15)

*Kraken-tooth bites clean through armour, bone and Heavy chains. Even the most resistant of obstacles Cannot defy the sawing action of its razors edge.*

**Range:** Close Combat **Strength:** As user

**Special Rules:** Parry, Teeth, Beyond Rare

**SPECIAL RULES**

**Teeth:** Razor teeth of the blade can saw through all Obstacles. A kraken-tooth sword ignores armour saves. Blade strikes with its saw causes an additional wound. Roll to determine critical hits as usual.

**Beyond Rare:** Krakentooth Swords are so rare they are basically an artefact. You may only have one per warband. If the warband ever acquires a second the greedy warriors sell it immediately.



**Mighty Blow:** The warrior knows how to use his strength to maximum effect. When attacking with any sort of Hammer or Mace or its two handed variant you gain +1 Strength.

### Pavise

25gc (rare 8)

*A pavise is a huge shield commonly used by regiments of warriors in a battle to defend themselves from the arrows of their enemies. It is a weighty item and little use in a long protracted combat but excellent against shooting.*

**Special Rules**

**Cover/Save:** A warrior using a pavise counts as if he is in cover against missile attacks (-1 to hit). A Warrior also counts out as out of line of sight for shooting from any enemy in his front arc, if he did not shoot or attack that turn. In close combat, the pavise counts as a shield (+1 armour save) but only if the warrior was charged to his front. Because the pavise is so heavy and cumbersome, the bearer moves at half pace.

### Banner

20gc (Rare 5)

*Many more established warbands carry a banner or flag, not only to announce their presence but to also act as a rallying point for the warband during a battle.*

A banner requires one hand to use and can be carried by any Hero in the warband. If the Leader is within 6" of the banner bearer any friendly warrior within line of sight of the banner may use his Leadership.



## Skills

**Resilience:** The warrior has the fortitude to survive blows that would otherwise kill a lesser fighter. When this character suffers a Critical Wound, the attacker receives a -1 penalty on the critical hit chart.

# New Warband Rules

## Dwarf Slayers

Dwarves are proud warriors, with their word and their clan being everything. To bring the slightest disgrace to their family or their Karak is paramount to death for them. They will cut ties with their whole life lest their shame spread through their name. To become a Slayer is to redeem yourself, only through battle, and an honourable death against an unbeatable warrior, can they wash away their past sins. Dwarf Warbands may choose to include rules for becoming a slayer in their game.

### Reasons for becoming a Slayer;

- Losing an item worth 200gc or more.
- Failing your rout test on the first attempt. (Leader only.)
- Getting your whole Warband wiped from the board. (Every dwarf hero.)
- Losing the match to the same warband at least 3 times. (Leader only)
- Losing CP (Leader only)
- Getting taken OOA from an elf!

If one of these requirements has been met, the Dwarf in question must take a LD test after the game, if failed they decide the shame is too much and take the slayers oath.

To become a slayer a dwarf must miss the next D3 games as they journey to the holy shrine of Grimnir, home of the slayer cult, to take their oath.

**Slayers retain all their skills and weapons, but may no longer use armour of any sort.**

Slayers gain the following skill;

**Death wish:** Slayers seek an honourable death in combat. They are completely immune to all psychology and will never need to test if they are fighting alone.

### Titles.

A Dwarf Slayer may attempt to gain the following titles, by achieving feats whilst seeking their glorious death in combat. Once a dwarf has succeed in any one of the below tasks he gains his title and the special rule associated with the title. These special rules are cumulative, they do not lose their old titles rules when they gain a new one.

### “Large” Slayer

Defeat a “Large” creature in single combat (single combat means there can be no other friendly warrior in base contact when the beast is felled!)

Take the name of the Beast you killed – (E.g. Minotaur slayer, Ogre slayer, Troll Slayer.)

You may now choose to wound on a 4+ instead of using your strength.



### “Greater” Slayer

Defeat Daemonic or Greater undead creature in single combat.

Take the name of the beast you killed – (Lich slayer, Vampire slayer, Pink Horror slayer)

Your attacks now count as Magic.

### “Gigantic” Slayer

Defeat a Gigantic Beast in single combat, this can be a Monster with the Great Beast Rule, or a Model with 5 or more wounds.

You gain the skill “**Heart Strike**” on one dice, declare which dice before rolling.

Take the name of the beast you killed – Colossal Squig Slayer, Merwyrm Slayer etc.



## The Grail Quest

Bretonnian warbands may replace any 6 of a kind rolled for exploration with the following;

### The Grail

The Question knight has proven his worth, in the distance he spies the lady beckoning him, his compatriots see nothing but know exactly what is happening and know he must go alone.

As he approaches the lady she extends her hands, saying nothing, but within them is the Grail, in all its understated glory. The knight drinks deep and is forever changed.

All the Questing knights' permanent injuries are healed, his title is changed to grail knight and he gains the Blessed special rule

### SPECIAL RULES:

**Blessed:** The Questing knight gains +1W, +1T. in addition the Knight's and his mount's attacks are +1 to hit in close combat and in addition do double wounds to Possessed, Daemon and Undead models.



## Battle Monks Special Location

In the postgame phase a warrior in a Battle Monks warband may visit the following location rather than search for rare items:

**Monastery:** The monks from the celestial monasteries provide tranquil refuge in seclusion and mystic methods of healing to those fighting for a just cause. The warband may send one of their Heroes to the monks in order to heal one permanent Serious Injury. This causes the Hero to miss the next D3 battles.



# New Skills



## Battle Monk Special Skills

**Inch Punch:** instead of making your regular attacks you may instead perform a single One inch punch. If the punch scores a critical hit it instead counts as knocking the target D6 inches backwards, if the target collides with another model, the other model is hit once at S3.

**Heron Strike:** when charging the Battle Monk instead of making their normal attacks they may make a single Flying kick attack, this adds 1" to their charge range gains +1 to critical hit rolls. This attack rolls on the Thrusting weapons chart rather than the Unarmed chart.

**Swallow Kick:** instead of their regular attacks they monk may instead make a single swallow kick attack, which gains +1 to hit, if the attack successfully wounds their opponent, they may make another attack against another opponent in close combat. They may continue in this manner until all opponents have been wounded.

**Water Form:** instead of attacking this round, the Monk may parry with his bare hands and parry multiple attacks, for each parry roll of 6 they may make a free attack after the opponent has finished attacking but before wounds are applied.

## Strength Skills

**Splintering Blow:** Each Axe strike from the warrior rends armour like the trunk of a tree. The armour modifier from all axes is increased to -2.

**Beat Down:** When attacking with any sort of Morning Star or Flail, if you wounded an enemy in the first round of combat, you may continue the strength bonus onto the next round of combat. The bonus will last as long as you keep wounding an opponent each round.

**Fortitude:** the warrior rerolls all side effects results of drugs, even when beneficial.

**Impressive Bulk:** whenever the hero makes a Strength or Toughness test he may add +1 to the characteristic for the purposes of the test.

## Combat Skills

**Man At Arms:** The warriors skill with a halberd allows them to switch seamlessly between thrusting and slashing. when using a halberd you may choose to roll on either the thrusting or bladed critical charts.

**Frightful Crack:** The Warriors whip strikes cause a deafening boom. When using the Whipcrack Special Rule, a successful hit leaves the opponent at -1WS for the remainder of this combat round, even if the Hit fails to Wound.

**Weak Spot:** Aiming for gaps in his opponents armour the warrior strikes at the perfect moment. When dual wielding any sort of daggers, if both your main weapon and your off hand weapon hit, you will cause a critical hit on a 5+ regardless of strength.

## Large Special Skills

Heroes with the large key word may choose one of the following skills rather than the skills normally available to them. Only one Large skill may be learnt by a Large warrior, if they learn a new large skill the first is forgotten.

**Seismic Toss:** The warrior is so strong that he flings normal warriors aside like it is nothing. The warrior may opt to forgo his usual number of attacks to instead make two unarmed attacks. If both attacks hit, the warrior has grabbed his opponent, and may throw them D6 inches in a direction of his choosing. The thrown warrior will suffer a hit equal to the distance he is thrown unless he passes an initiative test, in which case he lands on his feet. If the warrior falls off a ledge, normal falling damage applies. The warrior may also choose to throw crates and objectives in this manner, in which case no to hit rolls are necessary, but damage to the object still applies. You may attempt to throw your "load" at another warrior, but if you do a BS to hit roll must be passed otherwise the throw misses and continues as normal. Only non-large warriors and crates/objectives may be thrown this way.

**Juggernaut:** Once the hero gets going nothing can stop him! Any warrior wishing to intercept a charge by you must pass a strength test, if they fail they are knocked down and you continue to your intended target.

**Brick Wall:** The Hero plants his feet becoming an impenetrable wall of bulk. Your warrior is able to stop moving carts in his path on a successful toughness test. Perform the test in the cart owners turn at the point they make contact with the hero. The cart suffers collision but the warrior does not. If they test if failed, both suffer collision. The warrior may also use this skill to prevent a stopped a cart from moving away with a successful strength test, (may also be used on boats if the warrior is on dry land!)

**Frog Splash:** Even the most ungraceful dive can be damaging. When jumping from buildings, the warrior may voluntarily fall rather than attempting to pass any initiative tests. If they do they may land on any model within 3" of the ledge they leapt from. The model landed on suffers the same damage as the falling model does from the fall (D3 Hits at a strength equal to the height of the fall in inches). If this is done into water the leaping warrior suffers no damage and the victim only suffer damage equal to half the distance fallen.

**Titanic Grip:** The sheer strength of the warrior could crush a troll skull. The warrior may wield a two handed weapon in one hand, but the weapon gains the Unwieldy Special rule

# New Vehicles

## Howdah

80 gold crowns

Availability: Rare 10

May be attached to any great beast

The Beast gains all the special rules for a cart (found in Vehicles of the Empire) with the following exceptions;

**Movement:** the Beast may move and run using its normal movement, with a -1 for every passenger after the first.

A beast with a Howdah may turn up to 90 degrees in the movement phase without penalty. If a beast moves more than 90 degrees then they may only move half movement and may not charge this turn."

**Out of Control:** the beast only goes out of control if it fails a LD test, it may use the drivers LD.

**Combat:** the Beast may charge as normal, though passengers will not be able to fight in close combat unless they have a thrusting weapon of some sort (e.g. Mancatcher, spear, halberd) and are in the space of the howdah closest to the enemy.

**Shooting:** Passengers may shoot at enemies engaged with the beast.

## Chariot

100 gold crowns

Availability: Rare 12

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

Chariot - - - - 4 3 - - -

### SPECIAL RULES

**Capacity:** Chariots can hold two regular warriors or 1 large model.

**Armour Save:** Occupants of a Chariot gain +2 to their armour save.

**Falling from a chariot:** any model stunned in a chariot must take an initiative test or fall out, taking damage at a Strength equal to half the distance travelled last turn. Knocked down models remain in the chariot.

**Mounting:** A charioteer may mount and dismount a chariot in the same way as a ridden steed.

**Movement:** A Chariot normally moves at 8" and may not run. However, it may double its normal move when charging.

**Drawn:** a chariot must be drawn by two any reasonably sized animals (horses, Cold ones boars, Zombies!), 4 small animals (dogs, Goats), 8 tiny animals (Giant Rats, polecats etc.) or one great animal (Rhinoc, Temple Dog)

**Turning:** the chariot may turn 90 degrees at either the start or end of its movement.

**Difficult Ground:** If a chariot moves over difficult ground it suffers D3 Strength 4 hits. If the chariot is charging over difficult ground, it suffers 2D3 Strength 6 hits.

**Steads:** If half the number of steeds die, the chariot is reduced to half movement but may still charge (also at half normal charge distance). However impact hits will no longer be effective. If all steeds die, the chariot is immobile and the charioteer must fight on foot.

**Charging:** Chariots are feared for their devastating charges that make use of their horrible scythed wheels that will cut down any warriors in their path. A charioteer is allowed to charge any enemy warrior that he can see who is in the open, and cannot be intercepted. If the chariot moves more than half its normal move, it may make impact hits. Anyone (except the charging target) directly in the path of a charging chariot is permitted an Initiative test to dodge out of the way and avoid being hit. any model failing the initiative test suffers a Strength 4 with a -2 armour save, unless the "steeds" base strength is higher, then they suffer a hit at that strength.

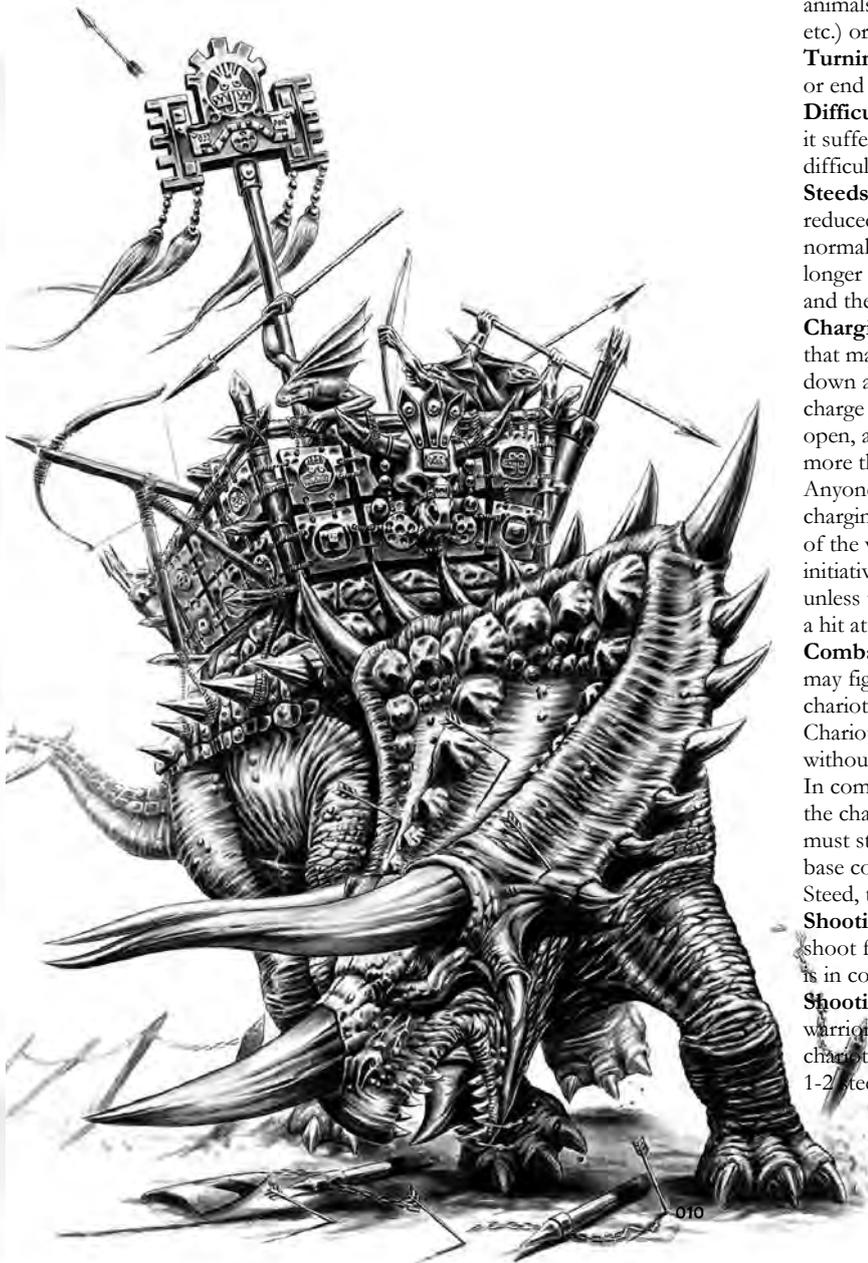
**Combat:** At the end of the charge move, the charioteer may fight any enemy models in base contact with the chariot, as if he had charged normally.

Chariots may leave combat without taking a leadership test without penalty, and may charge the next turn.

In combat, enemy warriors in contact may elect to strike the chariot or its driver. If hitting the chariot, the attacker must still make a To Hit roll against the charioteer. If in base contact with only a Steed, then only the steed can be hit.

**Shooting From a Chariot:** A passenger of a chariot may shoot from a chariot at -1 to hit regardless of if it moved or is in combat.

**Shooting at a Chariot:** A chariot is a large target and a warrior gains +1 to hit when shooting at a chariot. If the chariot is hit, roll a D6 to see where it is hit: 1-2 steed, 3-4 chariot, 5-6 charioteers.



# New Hired Swords

## Ex-Blood Bowl Player

90 gold crowns to Hire +35 upkeep.

*They may be way past their prime but you can't keep a good Blood Bowl player down for long!*

**May Be Hired:** Any race may hire the ex-blood bowl player, when hired by a race he gains their movement value and special rules.

**Rating:** The Ex-Blood Bowl Player adds +12 points to a warbands rating, plus 1 point per experience point they have.

| Profile     | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| ExBB Player | 4 | 4  | 3  | 4 | 4 | 1 | 3 | 1 | 7  |

**Equipment:** the Ex Blood Bowl player uses an Iron Fist, Helmet, spiked shoulder pads and a spiked ball.

### SPECIAL RULES

**Blitz:** the Blood Bowl player may charge without being intercepted. Any model any model wishing to intercept must pass a strength test, which if failed knocks the warrior down.

**Going for it:** the Blood bowl player may move up to 2 extra inches when running or charging, for each extra inch moved roll a D6, if a 1 is rolled, the Blood bowl player counts as tripping and is knocked down.

**Drunken:** Roll 1D6 at the start of each turn. On a roll of 1, they must test for stupidity that turn. On a roll of 2-5 nothing happens and on the roll of a 6 they become subject to frenzy for that turn. While subject to both stupidity and frenzy they are immune to all other forms of psychology.

### SPECIAL ITEMS

#### Spiked Ball

**Strength:** as user +1, **Range:** 2x Strength.

**Special Rules:** Thrown Weapon, Go Long!

### SPECIAL RULES

**Go long!:** The spiked ball may be thrown at any enemy within range, not just the closest model. After throwing the ball it must be retrieved before it can be thrown again

#### Spiked Shoulder Pads

A warrior wearing spiked shoulder pads gain a 6+ armour save. Any enemy rolling a 1 to wound against the warrior suffers a S3 hit.



## Chaos Wanderer

125 gold crowns to hire

*Rumour has it of a dark wanderer, powerful and cruel, alone in The Wasteland. His arrogance will not lend his services long, not will he be convinced easily. His motivations are his own, but should a warband have gall to seek him out, enemies beware. Chaos is sure to come quickly to their ranks, corruption to follow...*

**May be Hired:** Any Chaos warband may hire the Chaos Wanderer. In the exploration phase, you must send D3 Heroes to convince the Chaos Wanderer to join your ranks. As the name suggest they are wanderers and will only stay for one match.

**Rating:** The Chaos Wanderer increases the warband's rating by +50

| Profile  | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Wanderer | 4 | 6  | -  | 5 | 4 | 3 | 6 | 3 | 10 |

**Equipment:** Chaos Plate (4+ saving throw), Helmet, Shield, Two-Handed Sword, Sword

**Special Rules:** Causes Fear, Immune to psychology, Demonic Strength, Chaos Corruption, Bad Blood

**Skills:** Bulwark, Resilient, Web of Steel

### SPECIAL RULES

**Demonic Strength:** From years of nomadic travelling, the Chaos Wanderer may use his Two-Handed Sword in one hand, he will still suffer the 'strikes last' penalty.

**Chaos Corruption:** Any character taken 'out of action' by the Wanderer must roll on the "warp taint" table.

**Bad Chaos Blood:** A warband may not hire the Chaos Wanderer if the Chaos Berserker has also been hired.

## Chaos Berserker

125 gold crowns to hire

*A god of the fighting pits was corrupted, his fame and success lead him down a dark path few would voluntarily venture. As a result, this barely living legend stands vigilant, eyeing the various Fighting Pits across the Old World for a corruptible protégé. He is like lightning in combat, but the axes of his bloodlust swing two ways...*

**May be Hired:** Any Chaos affiliated warband may hire the Chaos Berserker. In the exploration phase, you must send D3 Heroes to convince the Chaos Berserker to join your ranks. In addition, you must have achieved five wins with a single character in the *Fighting Pit*. Berserkers are wanderers and will only stay for one match.

**Rating:** The Chaos Wanderer increases the warband's rating by +50

| Profile   | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Berserker | 4 | 6  | -  | 5 | 4 | 2 | 6 | 2 | 9  |

**Equipment:** Chaos Plate (4+ saving throw), Helmet, Paired Chaos Axes

**Special Rules:** Causes Fear, Immune to psychology, Chaos Frenzy, Chaos Axe, Chaos Corruption

**Skills:** Ambidextrous, Pit-Fighter, Mighty Blow, Step-Aside

### SPECIAL RULES

**Chaos Frenzy:** The Chaos Berserker is subject to 'frenzy' and will only lose this state when he is 'stunned' - in addition, if he was in combat during the previous turn which subsequently ended; and only friendly models are within charge range, he must pass a leadership test otherwise he will charge a randomly determined friendly model.

**Chaos Axe:** These follow the same rules as a 'Morning Star', the Chaos Berserker may wield one in each hand.

**Chaos Corruption:** Any character taken 'out of action' by the Berserker must roll on the "warp taint" table.

# Branded by Chaos

By Nuno M

All Chaos warbands that participate in this campaign are encouraged to use the Eye of the Gods and Marks of the Dark Gods alternative rules, described on the "Border Town Burning" campaign book (pg. 183), and the Gifted Servants rule described in "Corrupted Characters". They are reprinted here for convenience.

**Eye of the Gods:** any Chaos warband can add +15Gc to the hiring cost of their Leader to apply the Eye of the Gods rule described in the Marauders of Chaos warband. If the leader is transformed into a Chaos Spawn, the warband may keep it. When a new warband Leader is designated, the rule passes on to him/her.

**Marks of the Dark Gods:** for an additional +10Gc to the hiring cost of a spellcasting leader of a Chaos warband, they start with one of the Seer Marks of Chaos of their choice, appropriate to which Chaos God they serve (ie. Carnival of Chaos can only pick Mark of Onogal, and so on). If you are using the Eye of the Gods rule (above) as well, the spellcaster Leader is still eligible to gain the Leader Mark as well, just as a Seer of the Marauders of Chaos warband would if he became leader of the warband.

**Gifted Servants:** if a Chaos warband Hero rolls a double in an Advance roll that results in earning a new skill, the Hero can instead roll a Random Mutation, or buy one Mutation, instead of gaining a new skill. Models that already have a Mark of Chaos can instead choose to buy mutations from the Gifts of the Gods list. See the "Corrupted characters" document for more details.

## On mutant fugitives

Most warriors who are not Chaos worshippers and become mutants can expect little understanding from their fellow warband members. This is described in the Abominations section of "Corrupted Characters", and is revised here for this campaign.

- Skaven and Chaos Dwarfs embrace the warrior's mutation and nothing happens.
- Any member of a religious warband (Sisters of Sigmar, Witch Hunters, Horned Hunters, etc) that receives a mutation is immediately put to death: remove the Hero and all its equipment.
- Any other Hero can expect to be cast out from his group when word gets around. The warband leader typically uncovers the truth and wrestles with their conscience to decide whether the infected individual should be drummed out of the warband. Before the start of the next battle the Leader must make a Leadership test to determine the mutant's fate. For each mutant the warband is already harbouring apply -1 penalty to the model's Leadership. If the test is failed, then the shamed warrior is allowed to remain with the warband. No further test is required unless the warrior receives another mutation. If the test is passed, then the mutant is expelled from the warband roster. Roll a D6: on a 5+ the mutant tries to find refuge with its kin: from now on it can be hired as a Hired Sword by Chaos warbands for a hiring cost of 20+(2x the model's Experience points) worth of Gc, and an upkeep of a third of that value.

## On heretic converts

The Lure of Chaos: It is possible for a non-Chaotic warband to succumb to the temptations of the Dark Gods. If a Human warband has:

- 3 or more Heroes with at least one mutation each;
- 1 or more Heroes equipped with 2 or more Wyrdstone Items (evaluated Wyrdstone shards, Tatoo Ink, eyeglass etc.) or possessing at least 2 heretical books (Tomes of Magic, Book of the Dead, Tome of Daemonology, Grimoire of Dark Magic or Liber Chaotica);

If any one of these conditions is met, they must test to see if their warband is lured by Chaos. Make a Ld test separately for each non-affected Hero, and each affected Hero. Compare which side has more successes (Leader counts as two successes).

- If the non-affected side wins, one random affected Hero is kicked out of the warband as an example, and nothing more happens (for now).
- If the affected side wins, the warband turns to Chaos wholeheartedly: their Alignment immediately shifts to Evil, and they may be forced to change Objectives (if they do so, there is no CP penalty).

Furthermore, if the Leader was non-affected, the newly devotees of Chaos will turn on him with murderous intent: scratch him from your roster and promote a new Leader. If the Leader was affected, he is now a Cult leader and executes one of the mutinous non-affected heroes as an example (choose one at random).

Thereafter, the warband counts as a Chaos warband for all purposes, including the special rules above.

The new Chaos Leader can choose Eye of the Gods instead of a skill the next time he is eligible for one, and a spellcaster can choose a Seer Mark of Chaos.

# Dark Rituals of the Chaos Gods

Drawing Daemons from the Realm of Chaos to the battlefield requires both magical incantations and suitable sacrifice of precious items especially blood. In the game this is represented by a Spell invoked by the Chaos Mage to actually summon the Daemon, and a hiring cost in the fashion of Hired Swords to represent the sacrifice.

While no Daemon places any value on the gleaming gold, the money is spent on acquiring candles made from wax mixed with blood, chalk made of powdered Beastman horns and similar materials required for proper drawing of the summoning circle. Daemons must also be appeased with sacrifice, which can be bought with worldly money. There is no upkeep; Daemons must be summoned to each battle separately.

**Payment:** The summoning materials cost 30 GC and are a common item for Chaos warbands. The materials are destroyed when the Daemon appears and are only good for one summoning. The materials required for the summoning do not get used up if the Daemon never appears and can be carried over from battle to battle in this fashion.

**Control:** This is a difficult affair and drains the Wizard's willpower. A chaos mage can only summon one Daemon per battle.

**Chaos Ritual:** Only Wizards or spell casters with access to Chaos rituals or a Chaos gods spell lists are crazed enough and well enough versed in the arcane arts to attempt a daemonic summoning.

**Rating:** The capability to summon a Daemon increases the warband's rating by 30 points. Note that the capability to summon one - i.e. the ownership of the summoning materials - is enough,

regardless of whether they summon a daemon each match or not.

**Summoning Daemons:** First the Wizard must draw a summoning circle in which the Daemon will appear. This is done in the movement phase. To draw the circle the wizard may not move and must not be engaged in close combat, knocked down, stunned, or otherwise hampered. One turn is enough to draw the circle, place a marker the size of a small blast template (3") on the board adjacent to the wizard.

Once the circle has been drawn, the following turn the actual summoning can begin. At the end of the movement phase roll a number of dice equal to the following:

- Friendly heroes in base contact with the circle
- Captured warriors, henchmen or sacrificial animals within the circle.
- Any other additional dice from special rules

Warriors participating in a summoning ritual may do nothing else that turn.

Once the dice have been rolled check the result on the table below. if any of the results listed a rolled, the effect takes place immediately. You cannot reroll a Summon/Warp Tear but may reroll dice not included in the Summon/Warp Tear (Eg: you roll triple 3s, a 1 and a 4. You may reroll the 1 or the 4 in an attempt to increase the triples to a 4 or 5 of a kind.)

After a successful Summon or a Warp Tear, the circle is wiped and any sacrifices in the centre of the circle are killed, pulled into the circle to fuel the dark magics. Strike them from their rosters.

If no result was rolled, you may attempt the ritual again the next turn.



## Successful Summon

### Three of a Kind

**Possessed:** A random warrior participating in the summon gains +1 Wound, +1 Strength and +1 attack, their attacks now count as magic and follow the rules for Summoned Instability as detailed above but their Ld cannot go below the warriors actual Ld listed on their profile.

### Four of a Kind

**Half Summon:** if the Cultists roll 4 dice of the same number the Summoning is successful but the Daemon does not appear in the summoning circle, roll a scatter dice and 2D6, the daemon appears that far from the edge of the board indicated on the scatter dice.

### Five of a Kind

**Summoned:** if the warband rolls five of the same number the Summoning worked as intended, choose a lesser Daemon/s affiliated with your god and place them in the summoning circle, they can move and act starting this turn.

### Six of a Kind

**Greater summon:** if the warband rolls 6 of the same number, the Summoning was perfect. Choose any Daemon, including Greater Daemons and place it in the summoning circle, they can move and act starting this turn.

## Warp Tear

### Triple Ones

**Feedback:** The Summoners are thrown D6 inches backwards, if they collide with another model or terrain piece they suffer a S3 hit.

### Quadruple Ones

**Hostile Summon:** Roll on the Warp Tear table, The rolled daemon is summoned but it is not bound to you, it appears in base contact and attacks a random summoner. (this can summon greater daemons, or even the Dramatis Personae: Oxyolt, it's the only way to get Oxyolt in your campaign)

### Quintuple Ones

**Punished!** the gods are angry at being imposed on, they transform a random hero participating in the summoning into a Chaos steed, roll randomly on the list of daemonic steeds.

### Sextuple Ones

**Warp Rift:** the Summoning has gone disastrously wrong and you have ripped a hole in the fabric of reality: the Summoning circle grows 2D6" each turn, any model touched by the circle is taken OOA and any terrain piece completely covered is destroyed. Roll a D6 at the start of each round, on a 1 the portal collapses in on itself and is gone.



## Six Sixes

**Gift of the Gods:** your efforts have not been for nothing, the Chaos Gods have noticed you. your warband leader is transformed into a Daemon Prince, using the Profile found in Border Town Burning. If you ever roll double 6s for a Leadership test your time is up and you are called back to the chaos realm. Strike the hero from your roster.

# Grimoire Daemonicus

## Daemons of Chaos

Though they might share many characteristics, no two Daemons are entirely alike - all the infinite variety that Chaos commands can be found amongst the warriors of the daemonic hosts. Many Daemons sport extra appendages, ensorcelled weapons or other, even odder, powers that are the envy' - or sometimes the pity - of their peers. Such oddities are bestowed by the Daemon's patron in celebration of glorious service or in punishment for ignominious failure. It's not always possible to tell one from the other. [\[1\]](#)

Though they are birthed of Chaos, there seems a strange order to the Daemon spawn of the Dark Gods. Scholars have identified types of Daemon, ranked by relative levels of power, and countless in number. Each seems unique in their awfulness, but they are also alike. There are distinct forms that arise to curse the Old World time and again, each foul type fulfilling a particular role in some unknowable master plan. There is no understanding the reasons for these Daemon breeds; there is simply the inscrutable way of Chaos. There are three loose groups of Daemons: Beast, Lesser, and Greater, though even these classifications do not encompass Exalted Daemons, Daemon Princes, or the myriad of the least of all fiends that lurk in the spaces between the realms of Ruinous Powers.

### SPECIAL RULES

**Fear:** All Daemons are horrifying supernatural creatures with mind-wrenching visages, be it the perverse beauty of Daemonettes, the myriad, continuously twisting forms of Horrors or disgusting visage of Plaguebearers.

**Daemonic Flesh:** Due to the magical, intangible nature of these creatures they have a basic armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. The Daemons' attacks count as magical and they are immune to all poison and disease.

**Daemon Mind:** Daemons don't think as mortals do, for they are emotions and mortal passions made manifest. Therefore they do not have the same fears and ambitions as mortals. Daemons are completely immune to all psychology and need not make tests. If the Possessed warband routs, the Daemon will dissolve back into the void whence it came.

**Summoned Instability:** all summoned Daemons struggle to hold onto the physical realm, this becomes harder the longer they stay tangible. Every turn after the first the summoned daemons lose 1 Leadership and must make a successful Leadership test or are pulled back into the warp

**The Blood God:** Khorne hates magic of all kinds and will not allow his daemons to be summoned. But they are still listed here and may be escape into the realm of men due to a Warp Tear or other event.

**Mounts of the Gods:** Beast Daemons do not suffer from daemonic instability when ridden or when pulling carts or chariots. Warbands that summoned the Beast Daemon do not need a Ride skill to ride it, they are there to serve.

## Warp Tear Tables

Roll a D6 for which type of Daemon is summoned; 1-2 Beast Daemon, 3-4 Lesser Daemon 5-6 Greater Daemon, then roll on the specified table below.

### Beast Daemons

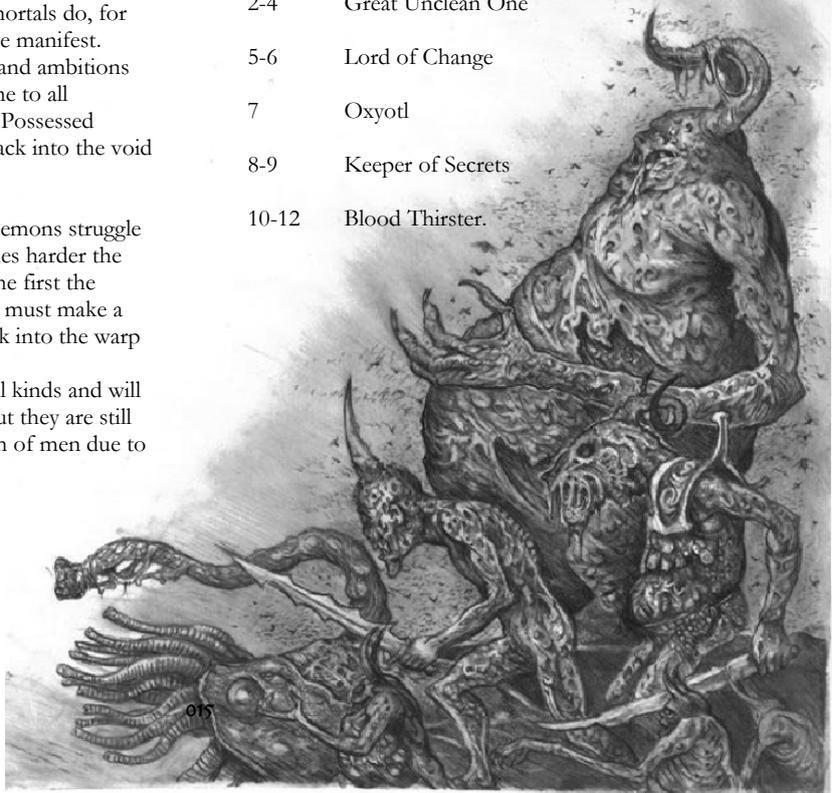
| D6  | Result       |
|-----|--------------|
| 1-2 | Flesh Licker |
| 3-4 | Flying disc  |
| 5-6 | Rot Fly      |

### Lesser Daemons

| D6 | Result           |
|----|------------------|
| 1  | 3 Chaos Furies   |
| 2  | 3 Daemonettes    |
| 3  | 3 Pink Horrors   |
| 4  | 3 Blood Letters  |
| 5  | 3 Plague Bearers |
| 6  | 6 Nurglings      |

### Greater Daemons

| 2D6   | Result            |
|-------|-------------------|
| 2-4   | Great Unclean One |
| 5-6   | Lord of Change    |
| 7     | Oxyotl            |
| 8-9   | Keeper of Secrets |
| 10-12 | Blood Thirster.   |



# Liber Malefic



The dreaded **Liber Malefic** was penned by Marius Hollseber, a humble Sigmarite scribe who later became a Witch Hunter so zealous and fervent in his duties to destroy Chaos that he's revered as a hero by others in the trade. When Hollseber was only twenty years old, he succumbed to a mysterious fever that left him bed-ridden and in a coma for almost a month. Just before the healers prepared to give him a merciful blow to his head to end his suffering, Hollseber awoke from his coma in a screaming fit. The illness seemingly gone, Hollseber began spouting a wild tale of horrible locations that he visited while in some dreamlike state. At first, the local High Priest of Sigmar feared that the young scribe might have to be "cleansed" because of the horrible visions, but he relented once it became clear that Hollseber was disgusted by what he saw and seemingly free of any Chaotic taint. In the following year, the meagre scribe became a cold-hearted Witch Hunter — his visions of the Realm of Chaos giving him great insight into its lies and manners of deceit.

## Beast Daemons

### Fleshlicker

The most disturbing quality of this creature is its conical head equipped with a sphincter-like mouth. Flitting out from this orifice is a long, electric-blue, whip-like tail that ends in a sharp barb. The Steeds of Slaanesh are rarely encountered away from Daemonettes or Champions of Slaanesh, but when they are, they can be as much of a threat as their masters. Steeds, though dim creatures, are filled with natural cunning and are expert hunters who like to toy with their prey. They may drag off a townsman whose death cries last for days, driving the locals mad with fear.

**May be summoned:** Warband leaders with the Mark of Shornaal, Undivided or Aesthete warbands may summon Flesh Lickers.

| Profile     | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Fleshlicker | 8 | 3  | 0  | 3 | 3 | 1 | 5 | 1 | 10 |

**Weapons/Armour:** None

**Daemonic:** Fleshlickers follow the special rules for *Daemons* as described above.

**Brain Strike:** if the Fleshlicker rolls a 6 to hit and a 6 to wound with its attack it has punched through the warriors brain with its tongue. If the warrior is not wearing a helmet they are dead strike them from your roster.



### Rot Fly

Rot Flies are born from the rare beast of nurgle that survives 300 centuries of disease. They form a cocoon around themselves that lasts another 2 centuries, and if not devoured by other daemons during this time they are born again as a beautiful flying beast of rot.

**May be summoned:** Warband leaders with the Mark of Onogal and Carnival of Chaos warbands may summon Rot Flies.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Rot fly | 6 | 3  | 0  | 3 | 4 | 5 | 2 | 1 | 10 |

**Weapons/Armour:** None

**Daemonic:** Rot Flies follow the special rules for *Daemons* as described above

**Fly:** as they name suggests Rot Flies can fly as described in the starting section of this Annual.

**Disgusting resilient:** a Rot Flies Daemonic Flesh save is increased to 4+, and this save is also passed onto its rider rather than the usual +1 armour save from mounts this cannot be combined with armour of the rider.

### Disc of Tzeentch

They float in the clouds of swirling energy that makes up the Realm of Chaos, drifting through the Aethyr, feasting on lower Daemons and the souls of the damned. They are formless things of shadow on this mad plane, vicious and uncaring. They are commanded by their dark master to seek out and destroy the essences of mortals who are pulled into the plane and retrieve their souls for Tzeentch to change.

Sometimes, Tzeentch dispatches these creatures into the mortal world. Once out of the Realm of Chaos, their magical bodies assume a strange physique. Most become round and flat, capable of flying through the air much as they did in their native plane. The magic that transforms them always gives them some other alteration, some mutation that sets them apart from others of their kind.

**May be summoned:** Warband leaders with the Mark of Tchar or Undivided may summon Flying Discs.

| Profile | M  | WS | BS | S | T   | W | I | A | Ld |
|---------|----|----|----|---|-----|---|---|---|----|
| Disc    | 10 | 0  | 0  | 0 | 100 | 0 | 0 | 0 | 10 |

**Weapons/Armour:** None

**Daemonic:** Discs follow the special rules for *Daemons* as described above

**Servile Conduit:** a wizard riding the disc of Tzeentch gains +2 to spell casting rolls

**Screamer:** if the rider of a disc is demounted, the disc changes back into a Screamer and shoots off the battle field a super sonic speeds. Draw a straight line from the front of the disc to the edge of the board. Any model under this line suffers a S3 hit. the Disc is gone.

## Lesser Daemons

### 3 Daemonettes

*These servants are lithe beasts possessing a beauty most unnatural and barbaric. Scented in a musk that invites ecstasy and lust, they bring only sadism and death to those who seek their embrace. And there are many who pledge fealty to Slaanesh.*

**May be summoned:** Warband leaders with the Mark of Shornaal, Undivided or Aesthete warbands may summon Daemonettes. Daemonettes are summoned in groups of 3.

| Profile    | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Daemonette | 5 | 4  | 0  | 4 | 3 | 1 | 5 | 2 | 10 |

**Weapons/Armour:** Daemonettes fight unarmed without penalty, using giant crablike claws.

#### SPECIAL RULES

**Daemonic:** Daemonettes follow the special rules for *Daemons* as described above.

**Aura of Slaanesh:** Daemonettes are surrounded by a near-tangible aura of seduction and acquiescence, distracting their foes. Any close combat opponent halves their Leadership (to a minimum of 2).

**Pincers:** Daemonette claws are extremely sharp and powerful, giving a bonus +1 to injury rolls.

### 3 pink horrors

*The lowliest daemonic minion of Tzeentch is yet the most apt to describe the Changer's abilities. For what a horror seems to be one second can be consumed and altered without a conscious aim or whim from the creature itself. Horrors are madness personified.*

**May be summoned:** Warband leaders with the Mark of Tchar or Undivided may summon Pink Horrors. Pink Horrors are summoned in groups of 3.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Pink    | 6 | 5  | 4  | 3 | 1 | 1 | 6 | 2 | 10 |

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Blue    | 3 | 3  | 3  | 2 | 1 | 1 | 7 | 1 | 10 |

**Weapons/Armour:** None.

#### SPECIAL RULES

**Daemonic:** Horrors follow the special rules for *Daemons* as described above.

**Fire of Tzeentch:** Horrors can unleash the magical power of their creator. Roll 2D6 in their shooting phase: on a result of 6+, a random engaged model is lit on fire.

**Split:** When the Pink Horror is taken Out of Action it splits into two Blue Horrors. Replace the model with two Blue Horror models.

**No save:** Due to the unique nature of the Horrors, neither variety has the normal Daemonic Save.

### 3 chaos furies

*Chaos Furies are yowling shards of malevolent energy - Chaos in its purest form.*

**May be summoned:** Warband leaders with the Mark of Undivided may summon Chaos Furies. Furies are summoned in groups of 3.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Furies  | 4 | 4  | 0  | 4 | 4 | 1 | 4 | 2 | 10 |

**Weapons/Armour:** Furies fight unarmed without penalties

#### SPECIAL RULES

**Daemonic:** Chaos Furies follow the special rules for *Daemons* as described above.

**Fly:** Chaos Furies fly as described in the Marienburg Annual.

### 3 bloodletters

*Born of pure malice with one simple agenda be they friend or foe. Strong, skilled with a blade and a berserker like rage, they exist only to kill and they shall keep killing. These are the lesser daemons of the Skull King. Bloodletters are bestial fiends whose only desire is to shed blood on the battlefield in the name of their raging patron Arkebar.*

**May be summoned:** Bloodletters cannot be summoned and only appear through a warp tear punishing a foolish chaos mage for their hubris. They appear in groups of 3.

| Profile     | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Bloodletter | 4 | 5  | 0  | 5 | 3 | 1 | 4 | 1 | 10 |

**Weapons/Armour:** Bloodletters fight with a massive double-handed sword.

#### SPECIAL RULES

**Daemonic:** Bloodletters follow the special rules for *Daemons* as described above.

**Magical Resistance:** Bloodletters ignore magical effects (spells, magic weapons, etc. - no other *Daemons'* attacks, though!) on a roll of 4+.

**Frenzy:** Bloodletters are subject to *frenzy*.

### 3 plaguebearers

*Filthy, blight-ridden bodies of pus and mucus exist only to spread the plague fuelled blessing of Nurgle. Even to breathe the same air as one disease infested daemon is to invite the most sickening malady.*

**May be summoned:** Warband leaders with the Mark of Onogal and Carnival of Chaos warbands may summon Plaguebearers. Plague Bearers are summoned in groups of 3.

| Profile      | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Plaguebearer | 4 | 4  | 0  | 4 | 4 | 1 | 4 | 2 | 10 |

**Weapons/Armour:** plaguebearers carry infested plague swords.

#### SPECIAL RULES

**Daemonic:** Plaguebearers follow the special rules for *Daemons* as described above.

**Cloud of Flies:** A Plaguebearer's close combat opponent suffers a -1 'to hit' modifier caused by flies that buzz into mouth, eyes and nostrils.

### 6 nurglings

*Nurglings are tiny Daemons of Nurgle and are viewed by other followers of the pus god as akin to his beloved children. They are like rotten boils with legs and razor sharp teeth, that pick and tear and infect their foes with filth-encrusted claws. Nurglings are generally more of a nuisance in a fight than any real threat but in sufficient numbers can overwhelm even the toughest of warriors.*

**May be summoned:** Warband leaders with the Mark of Onogal and Carnival of Chaos warbands may summon Nurglings. Nurglings are summoned in groups of 6.

| Profile   | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Nurglings | 4 | 3  | 0  | 3 | 2 | 1 | 3 | 1 | 10 |

**Weapons/Armour:** None. Nurglings do not use weapons or wear armour.

#### SPECIAL RULES

**Daemonic:** Plaguebearers follow the special rules for *Daemons* as described above.

**Cloud of Flies:** Nurglings are surrounded by a cloud of flies, which buzz around them and their combat opponent. A Nurgling's close combat opponent suffers a -1 to hit modifier on all attacks

## Greater Daemons

### Great Unclean One

The Great Unclean Ones, known also as Fly Masters, the Stench Lords, Nurgle's Plaguefathers or simply Plague Lords, are the Greater Daemons of Nurgle whose plague and diseases can put low even the mightiest of Daemons. Each is more or less a facsimile of Nurgle himself, both physically and in terms of their personality. Indeed, a Great Unclean One is sometimes referred to as Nurgle or Father Nurgle by his underlings, although of course each also has his own daemonic name. A Great Unclean One is invariably a gigantic figure bloated with decay, disease and all imaginable kinds of physical corruption.

**May be summoned:** Warband leaders with the Mark of Onogal and Carnival of Chaos warbands may summon a Great Unclean one.

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

Fly Father      5   6   6   8   10   10   2   4   10

**Weapons/Armour:** the great unclean one wields a Bile Sword and Plague Flail. These do not add any special benefits.

#### SPECIAL RULES

**Daemonic:** Great Unclean Ones follow the special rules for *Daemons* as described above.

**Violently Unstable:** a Greater Daemon's hold on the physical realm is even more tenuous, as a massive amount of magic is required to keep them here. Greater Daemons lose 3 Leadership each turn instead of 1 for the Daemonic Instability rule. If a Greater Daemon rolls double 1s on the test they have stabilised and remain for the rest of the match.

**Gigantic Monster:** Follows all the rules for Gigantic Monsters; +2 to hit, +1xp for wounding, skull of iron etc.

**Corpulent Mass:** Any friendly hero in base contact with a great unclean one may heal D3 Wounds and receive a random blessing of Nurgle once per game.

**Plague Wind:** The Great Unclean One Summons a whirlwind of Maggots and Filth, basking in its feculence for a moment before sending it forth. In the shooting phase choose one enemy model within 14", that models receives D3 Wounds no armour saves. Any enemy model between that model and the Great unclean one must pass an initiative test or also suffer a wound. Any friendly model between the great unclean one and the enemy model heals 1 wound.

### Lord of Change

The Lords of Change, known also as the Winged Watchers, the Eyes of Tzeentch and the Feathered Lords are the greatest and most magically powerful of all Daemonkind. These bird-daemons of Tzeentch are hideously unpredictable and manipulative. Behind its gaze lies a curious and wreckful mind, deeply intelligent, yet as uncaring of consequence as it is fascinated by it. The Lord of Change is like a child playing upon some gigantic anthill, poking with a stick at its inhabitants and laughing at the hopeless antics of their defense. Nothing pleases him more than to see the world broken and made anew, to redirect the course of a life or even history itself, spilling hope upon the ground while raising the ambition of others up to an unexpected pinnacle of power.

**May be summoned:** Warband leaders with the Mark of Tchar or Undivided may summon a Lord of Change.

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

Winged Watcher 10   5   5   7   8   10   5   6   10

**Weapons/Armour:** a Lord of Change one wields a Staff of Tzeentch and a Baleful Sword. These do not add any special benefits.

#### SPECIAL RULES

**Fly:** a Lord of change follows all the rules for flying found within this Annual

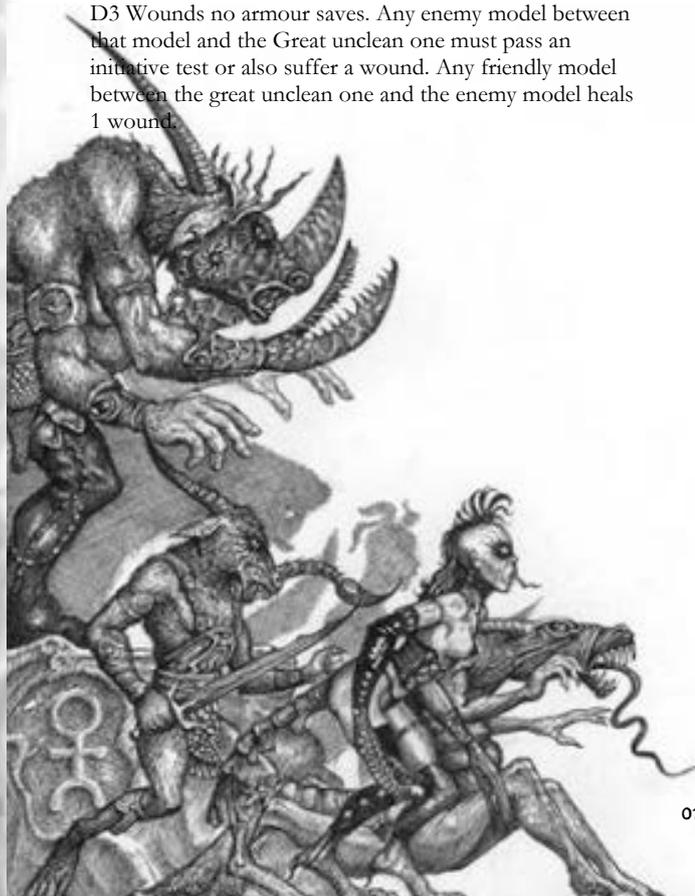
**Daemonic:** a Lord of Change follows the special rules for *Daemons* as described above.

**Violently Unstable:** a Greater Daemon's hold on the physical realm is even more tenuous, as a massive amount of magic is required to keep them here. Greater Daemons lose 3 Leadership each turn instead of 1 for the Daemonic Instability rule. If a Greater Daemon rolls double 1s on the test they have stabilised and remain for the rest of the match.

**Gigantic Monster:** Follows all the rules for Gigantic Monsters; +2 to hit, +1xp for wounding, skull of iron etc.

**The Changer:** Any model in base contact with a Lord of Change will receive a random mutation once per game.

**Mastery of Magic:** a Lord of Change knows all spells of both Tchar and Chaos, and may cast 2 spells a turn. When casting they may change the lowest dice to match the highest.



## Blood Thirster

Bloodthirsters, known by many bloody titles such as the Lords of Skulls, the Fists of Khorne, the Drinkers of Blood, the Eaters of Gore and Flesh, the High-Handed Slayers, the Deathbringers of Khorne, the Bloodied Ones and also the Guardians of the Throne are not only the most deadly of Khorne's servants, but the mightiest of all Daemonic warriors. A single such beast is a harbinger of bellowing death, is destructive beyond telling, and lives only to slaughter, maim and destroy all that it encounters. It is the fury of war given form, the unfettered primal rage of the world made manifest. Such should be expected of a beast whose master is the god of bloodletting, slaughter and murder

**May be summoned:** Blood Thirsters cannot be summoned and only appear through a warp tear punishing a foolish chaos mage for their hubris.

| Profile      | M | WS | BS | S  | T  | W  | I | A | Ld |
|--------------|---|----|----|----|----|----|---|---|----|
| Bloodied One | 5 | 7  | 0  | 10 | 10 | 10 | 3 | 6 | 10 |

**Weapons/Armour:** a Blood Thirster wields a Lash of Khorne and a Great Axe of Khorne.

### SPECIAL RULES

**Daemonic:** Blood Thirsters follow the special rules for *Daemons* as described above.

**Violently Unstable:** a Greater Daemon's hold on the physical realm is even more tenuous, as a massive amount of magic is required to keep them here. Greater Daemons lose 3 Leadership each turn instead of 1 for the Daemonic Instability rule. If a Greater Daemon rolls double 1s on the test they have stabilised and remain for the rest of the match.

**Gigantic Monster:** Follows all the rules for Gigantic Monsters; +2 to hit, +1xp for wounding, skull of iron etc.

**Hatred of the Gods:** Blood Thirster hate all other gods and will move towards and charge any Chaos Warband not aligned with **Khorne as well** any priests in line of sight. Outrageous Carnage

**Outrageous Carnage:** A Great Axe of Khorne strikes with the boundless rage of the Blood God himself. As the Unfortunate target is pulverised, those nearby are thrown backwards, their brains exploding from their skulls as they are struck by a bow wave of incredible force. Nominate one attack dice to be the Great Axe. If the wound roll for a Great Axe of Khorne is 6 or more, the target is killed with no save whatsoever and each warrior within 8" suffers 1 wound from the shockwave. If warrior is taken out of action by they shock wave they are also killed. Strike them from your roster.

## Keeper of Secrets

The Keepers of Secrets, known also as the Slayers of Slaanesh, the Feasters of Pain and the Great Horned Ones, are ruiners of purity, a despoiler of the faithful and a harbinger of damnation. It draws strength from the corruption of others, and feasts upon sin and excess as a mortal might sup fine wines and sweetmeats. To a Keeper of Secrets, fear and lust are the most succulent of dishes, but any mortal rapture provides sustenance — particularly if the victim can be propelled from the heights of one to the depths of another

**May be summoned:** Warband leaders with the Mark of Shornaal, Undivided or Aesthete warbands may summon a Keeper of Secrets.

| Profile     | M  | WS | BS | S | T | W  | I | A | Ld |
|-------------|----|----|----|---|---|----|---|---|----|
| Debased One | 12 | 6  | 6  | 6 | 6 | 12 | 6 | 6 | 10 |

**Weapons/Armour:** a Keeper of Secrets one wields a elegant Great Blade and razor sharp claws. These do not add any special benefits.

### SPECIAL RULES

**Daemonic:** the Keeper of Secrets follows the special rules for *Daemons* as described above.

**Violently Unstable:** a Greater Daemon's hold on the physical realm is even more tenuous, as a massive amount of magic is required to keep them here. Greater Daemons lose 3 Leadership each turn instead of 1 for the Daemonic Instability rule. If a Greater Daemon rolls double 1s on the test they have stabilised and remain for the rest of the match.

**Gigantic Monster:** Follows all the rules for Gigantic Monsters; +2 to hit, +1xp for wounding, skull of iron etc.

**Delicate Precision:** A Keeper of Secrets can reroll any 1s it rolls for any reason.

**Dark Temptation:** once per turn select one enemy hero within line of sight, they must pass a leadership test on 3D6 discarding the lowest result. If failed they turn on their brethren and immediately charge and attack their comrades. They are under the Keeper of secrets control as long as the Daemon remains.



## 🐾 Oxyotl 🐾

*Oxyotl was alive during the time of the First Great Chaos Invasion. He and his kin mounted bold ambushes against the hordes, but were forced to retreat within the sacred walls of the temple-city of Pabuax, a host of Greater Daemons nearly catching them before they could duck within the protection of the magical barriers created by the Slann Yet that barrier crumbled before the Chaos onslaught, until the Daemons stalked the plazas and the Lizardmen defence shrank back into the pyramid district. In a last effort for victory, the Slann Mage-Priest Lord Pocaxalan attempted to summon a nova-blast of energy to banish the foe. He needed time to conjure the mystic forces to power the spell, however, and called upon his last surviving Saurus, Oxyotl and his Chameleon Skinks to protect him, buying precious moments while the ritual was completed. But alas, the fickle powers of Chaos tricked Pocaxalan, and he tapped too deeply into the howling Winds of Magic — colossal energies spiralled out of control, ripping holes in the fabric of reality. The Slann and his last protectors were sucked into the Realm of Chaos. Pabuax aged millennia in scant seconds; large portions of the city, along with all its inhabitants, crumbling to dust. Oxyotl awoke to find himself in a living nightmare. He was surrounded by all manner of Daemons, many of which were feeding on the sprawling entrails of his lord. He was alone in a land of living shadows, untruths and impossibilities. Luckily, his innate ability to blend in remained effective, despite the unnatural surroundings. Oxyotl was all but invisible, unnoticed by the creatures of that realm, although they detected him after a time. He survived the way he did in the jungle — by instincts and cunning. Oxyotl covered his scent against the daemonic hounds that tracked him by daubing himself in the blood of his pursuers. He ambushed mystic sentinels that lusted for his cold blood and he willed himself to resist all temptations. The passage of time flows strangely within the Realm of Chaos. A year may pass in that twisted unreality whilst centuries pass in the real world. Now, in a timeless torture, Oxyotl was forced to exist in the full horror of Chaos. He glimpsed firsthand the fate of all the races of the world should the fight against Chaos falter, and their planet be overtaken by the Dark Gods. At last, after trials almost beyond enduring, Oxyotl found a path back to Lustria.*

**Hire Fee:** Oxyotl charges 100 gold crowns to fight against non-chaos warbands, and 50 gold crowns to fight chaos. He has no upkeep and cannot be hired for consecutive matches.

**May Be Hired:** once Oxyotl has been freed from the warp, any warband except Chaos, Skaven, Undead, Beastmen and Orcs & Goblins may hire Him

**Rating:** Oxyotl increases a warbands rating by 100.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Oxyotl  | 4 | 5  | 7  | 3 | 3 | 3 | 9 | 4 | 7  |

**Weapons and Armour:** Oxyotl is equipped with Soteks Wrath, Poison of the Gods, Dagger of Secrets and the Amulet of Change.

**Special Rules:** Aquatic, Cold Blooded, Immune to Psychology, Chameleon Skin.

**Skills:** Oxyotl has the following skills; Sprint, Spry, Step Aside, Leap, Quick Shot, Knife Fighter, Trick Shooter, Eagle Eyes, Infiltration, dodge.

### SPECIAL RULES

**Scaly Skin:** A Chameleon Skink has an armour save of 6+ naturally due to their thick scales. This armour save cannot be modified due to Strength modifiers but any injury result or special effect which specifies that no armour save is allowed will negate the armour save.

**Cold Blooded:** A Chameleon Skink may roll 3D6 and select the lowest two dice when taking a psychology test.

**Aquatic:** Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water. **Jungle-born:** Skinks can move through jungle terrain without penalty.

**Immune to Psychology:** Oxyotl is immune to psychology and automatically passes all Leadership tests he is required to take.

**Amulet of Change:** like all of his trinkets the Amulet of Change was stolen from a powerful greater Daemon and inscribed with Runes of the old ones to twist its powers to Oxyotl's needs. The Amulet of Change makes Oxyotl immune to enemy magic.

**Poison of the Gods:** the poisons Oxyotl uses are stolen from deep within father nurgles kitchens, heinous brews that could destroy entire continents. Poison attacks from Oxyotl apply to models immune to poison and disease, including undead and Venom ring wearers.

**The First Chameleon:** whilst not actually the first, Oxyotl is millennia old, and has total control over his camouflage. Oxyotl's foes halve their Initiative when trying to detect him when hidden. In addition Oxyotl is at -4 to hit with missile fire.

### The Golden Blowpipe of B'Toofee

*With just the lightest exhalation, this golden instrument of death blasts forth a hail of murderous darts*

**Strength:** 1 **Range:** 12"

#### Special Rules:

**Deadly Poison:** Attacks from the golden blowpipe critically wound on a 5 or 6 regardless of toughness.

**Legendary Hunter:** if hidden Oxyotl can combine Quick shot and Knife Fighter when using his blowpipe to shoot 6 Shots a turn.

### Soteks Wrath

*Soteks Wrath is a Dagger carved from the golden wrist bone of a Keeper of secrets.*

**Strength:** as user **Range:** close combat

#### Special Rules:

Parry, Daemons Bane

**Daemon Bane:** Centuries are both Seconds and Millennia in the Realm of Chaos, and Oxyotl has been hunting daemon the entire time, all of Oxyotl's attacks made with Soteks Wrath wound Daemon models on a 3+ and cause double wounds

# The Colour of Magic

The Bustling streets of Marienburg are home to many fantastical sights; strange animals and foods from all over the old world and beyond. Your money can buy any service imaginable if you know where to look, even the unimaginable.

Wizards are strange figures to the people of Marienburg who wield arcane magical powers and are privy to secrets beyond the ken of normal folk. Their purpose in the city could be one of many; searching for an arcane artefact for their college, banished for dabbling in dark arts or for too much ambition. Most folks know not to trust them, but they are extremely useful for any Warband to employ. Though many are licensed wizards, few, if any, have permission to operate in Marienburg. As such, Witch hunters are constantly on the look-out for any magical activity. Trained at the Colleges of Magic in Altdorf for many years, arcane power courses through Wizards' veins and lurks behind their hooded eyes. No sane inhabitant of the Old World willingly courts the attention of a Wizard, for they are unpredictable and, some believe, damned by the magic they can wield.

## The Eight Winds of Magic

Each of the Lores of Magic has the power to smite the enemies of the Empire in a different way and it is a rare Imperial army that goes to war without at least one Battle Wizard accompanying it. To be a Wizard is to understand the power that truly drives the world and though each Wizard can bend only one of the eight Winds of Magic to his will, such power is never wielded lightly, for to lose control of one's magic is to condemn one's soul to damnation as a plaything of the Ruinous Powers.

Each wizard is only permitted to practice one wind of magic; for fear that attempting to wield even two will catch the eye of the Gods of chaos. The Eight Winds and their associated practitioners are as follows;

- **Hysh**, the White Wind: Order of Light
- **Azyr**, the Blue Wind: Celestial Order
- **Chamon**, the Yellow Wind: Gold Order
- **Ghyran**, the Green Wind: Jade College
- **Ghur**, the Brown Wind: Amber Brotherhood
- **Aqshy**, the Red Wind: Bright Order
- **Ulgü**, the Grey Wind: Grey Order
- **Shyish**, the Purple Wind: Amethyst Order

*After speaking with him for nearly a day and a night, I chose to travel with him across the world to this great city of Altdorf, to this very College, to beseech the brother Magisters of this Golden Order for the opportunity to prove myself worthy of being accepted as an apprentice to their College. And now, some forty cold winters later, I am here to teach you the facts and practices that you will have to accept and adhere to if you wish to survive with sanity and soul intact as long as I thrive as a Magister in the service of this different nation's great and noble Emperor and avoid the fires of Sigmar's Templars. I do not anticipate that many of you will succeed"*

—Haqiqah al-Hikmah, Araybian  
Magister Lord of the Golden Order



## Believe in Magic!

Though most wizards would never be described as trustworthy, reliable, friendly or even sane, their power usually secures them a stable place in a warband as long as both parties' objectives remain parallel. Wizards occupy a hero slot which more accurately displays their path to power or their journey into corruption. If they survive that long! In the event the Warband's leader dies a wizard may never take their place as leader, even if they have the highest leadership! Their secretive ways, unpleasant demeanor and erratic behavior does not make them well suited for leadership roles.

An examination of magical practitioners and phenomenon in the old world by Scholarly Orge, Dic Lombardi of the Academic Man-Eaters Association of Marienburg

### Sorcerous Solutions!

Any Warband that includes humans can hire a Wizard and in doing so the Wizard replaces one of the Warband's heroes. Unless specified elsewhere wizards cannot be included in any warband that contains Witch hunters, Sisters of Sigmar, Undead, or any sort Warrior Priest.

Only one wizard is allowed per warband. Wizards are extremely jealous and petty and will leave the warband if any other hero learns spell casting or if any hired sword with magical abilities joins the warband.

### Starting Experience

A Wizard starts with 12 experience.

### Casting Spells

All the usual restrictions to casting spells apply to hero wizards, and they may only wear armor if they learn the skill Warrior Wizard or if they are a Gold Wizard.

### Attributes of the Winds:

Attributes are unique to each school of magic, and only wizards of that type may use them, wizards that learn that wind or school of magic later do not get the opportunity to use the attributes from that school. An attribute can be chosen if the wizard rolls a double when rolling for a level up.

### Pacification.

Pacification, as opposed to execution, is a punishment reserved for those Magisters who are found guilty of Gross Misconduct, Traitorous Acts, and most of all for defaming the Good Orders of the Colleges of Magic. Essentially, if a Magister embraces the Dark Arts rejects his Order and College, becomes a threat to the Old World at large Pacification is the worst possible punishment for a Magister, and it takes considerable effort to achieve. Not only is it spoken of in dire tones to young apprentices, the actual processes involved are kept a closely guarded secret. All Wizards are aware that it involves a type of Aethyric gelding—a cutting away of the part of the soul capable of seeing and casting magic. It is unclear as to whether this involves removal of actual flesh, but the very thought of a sundering of the soul is enough to make all but the most thick-headed recoil.

Pacification is a Special **Attribute** that may be learnt by any wizard in the employ of a warband following the **Guarding the Peace Plot**. Any time a Wizard is arrested for Wizarding Crimes (Necromancy, Knowing Multiple Lore, Mass Destruction of Property or Citizens) the Wizard from the Peace Keepers warband may attempt pacification. If the Wizard passes a leadership test they may roll on the **Pacification Chart**.

## Pacification

### D6 Result

1. **Spawned:** The Pacifier cut the wrong soul, creating a portal to the warp, The Victim is turned into a Spawn of Chaos, every member of the peace keeping warband must roll on the Serious Injury table as the spawn leaves a path of destruction during its escape.
2. **Failed:** the Wizard was too inexperienced to succeed such a high level technique, the Pacification has failed and the captured wizard is released.
- 3-4 **Temporary Solution:** the Pacification Worked but only temporarily, the victim suffers the effects of Pacification for D3 Rounds. None the wiser the Peace Keepers release the victim back to their original Warband.
- 5-6 **PACIFIED!** The Wizards connection to the winds is forcefully ripped from his body. The Wizard forgets all spells and may never learn any type of magic again. They lose the key word wizard. The Peace Keeper Warband gains **D3 CP**.

### Books of Magic

Wizards of the eight colleges that gain a Tome of magic, or book of the dead, or learn a different spell list by any means are exposing themselves to corruption on all fronts! They will now miscast spells whenever rolling doubles during spell casting rather than on just double 1s. They may use Tomes of magic to learn a spell from any of the eight orders as well as from the Lesser magic list.

### Narrative Illusions.

During the time of the great comet the Eight colleges did not exist, as such Wizards of the Eight orders may not be appropriate for Mordheim Campaigns, though with enough Narrative justifications you may use them in any campaign. The Winds of magic is mainly for the Marienburg campaign, and other settings may have their own forms of Magical heroes but if your group allows it they may be used in a setting such as Lustria, Border Towns Burning or the Empire in Flames.

**Magical Mishaps:** the winds of magic are difficult to control even for experienced spell casters, if a result of double 1s is rolled when attempting to cast a spell, the wizard has miscast the spell, they must immediately roll on the miscasting table to the right. Any result of a 2 cannot be rerolled in any way to prevent from rolling on the Miscasting table (e.g. with a Familiar, Rabbit's Foot or the Mind Focus skill) and the spell always fails. You may however reroll results on the miscast table if you please.

**Perfect Castings;** occasionally a wizard taps into the winds so perfectly that their spell sings out in all directions, the wizard is filled with the wind as their power increases. If a natural 12 is rolled, The wizard may attempt to cast another spell this turn, but any doubles rolled count as a miscast as the winds punish their hubris.

**Enduring:** Spells that have the enduring effect last indefinitely. However, they do require a measure of concentration for the effect to persist. While under the influence of an Enduring spell, all other spells attempted by the Wizard are at +1 difficulty (this may stack). The same Enduring spell may be cast multiple times even at the same target. Failing these spells does not remove the Enduring spell; however the Wizard can wilfully remove any Enduring spells at the start of the Magic Phase. Enduring Spells are also broken if the wizard is ever Knocked Down, Stunned or taken Out Of Action

## Miscasting

### 2D6 Result

**2 Aaarrgh!** The powers of Chaos take over the helpless wizard as he horribly mutates into a Spawn of Chaos. Replace the model with a Chaos Spawn from the Bestiary and remove the wizard from your roster.

**3 Bleeeuurgh!** The wizard is now *stupid*. Roll a D6 after the battle: on a score of 2+ the effect ends otherwise it is permanent.

**4 Dampening:** The wizard cannot cast any spells for the duration of this battle.

**5-6 Uh-oh!** The spell has been cast successfully – upon the wizard himself! Any additional decisions (e.g. with *Flight of Zimmerman* from the Lesser Magic) are made by the opponent of the wizard's controller.

**7 Failed casting:** Except for the spell's failure there are no further consequences.

**8-9 Explosion:** The wizard is thrown D6" in a random direction and then lands *knocked down*.

**10-11 What were the words?** The wizard cannot cast a spell in his next shooting phase. Missile weapons may be used as normal.

**12 Tzeneetch' blessing:** The uncontrollable powers of Chaos cause the wizard to mutate. After a moment of horror the transmutation ends. Roll on the Random Mutations Chart from Corrupted Characters.

## Wizard Equipment List

The following list is used by Wizards to pick their equipment. All Wizards are armed with a ceremonial dagger in addition to any extra equipment detailed below:

### Hand to Hand combat Weapons

|                           |                          |
|---------------------------|--------------------------|
| Dagger.....               | 1 <sup>st</sup> free/2gc |
| Staff (club).....         | 5gc                      |
| Sword.....                | 10gc                     |
| Spear.....                | 10gc                     |
| Double Handed Weapon..... | 15gc                     |
| Brazier Iron*.....        | 35gc                     |
| Sickle (axe).....         | 5gc                      |
| Serpent Staff**.....      | 35gc                     |
| Rapier***.....            | 15gc                     |
| Scythe****.....           | 15gc                     |

### Missile Weapons

|                                |           |
|--------------------------------|-----------|
| Throwing Knives***.....        | 15gc      |
| Long Bow****.....              | 15gc      |
| Dueling Pistol/Brace*****..... | 30gc/60gc |

### Armour

(Gold Wizard/Warrior Wizard Only)

|                      |       |
|----------------------|-------|
| Shield.....          | 5gc   |
| Light Armour.....    | 25gc  |
| Heavy Armour.....    | 50gc  |
| Gromril Armour.....  | 150gc |
| Ithilmar Armour..... | 90gc  |

### Miscellaneous

|                                |   |
|--------------------------------|---|
| Thief's Cloak***.....          | 15gc                                      |
| Lock Pick***.....              | 15gc                                      |
| Tome of Magic.....             | 200gc                                     |
| Familiar.....                  | (see animal list for available familiars) |
| Compass*****.....              | 45gc                                      |
| Tarot Cards*****.....          | 50gc                                      |
| Hunting Arrows****.....        | 25gc                                      |
| Superior Blackpowder*****..... | 30gc                                      |
| Animal*****.....               | (Choose from list in Marketplace.)        |

\*Bright Wizard Only  
 \*\*\*Grey Wizard Only

\*\*White Wizard Only  
 \*\*\*\*\*Celestial Wizard Only

\*\*\*\*Amethyst Wizard Only  
 \*\*\*\*\*Gold Wizard Only

\*\*\*\*\*Amber Wizard Only



## White Wizard

### 50 Gold Crowns to Hire

The College of Magic which studies Hysh, or the Lore of Light, is the Light Order of Wizards. White Wizards, also known as Hierophants or clerics, dress in pure white robes and are diligent and contemplative by nature. The magisters of Hysh are respected for being peerless philosophers, and place great value on logical method and the search for the fundamental truths of the world. Light Wizards are generally peaceful, trying to avoid violence whenever possible, possessing a wide range of healing and protection spells. However, against the corruption that spills from the Realm of Chaos, the magic used by the clerics offers the most powerful and devastating spells, calling upon the glowing energy of light to exorcise and banish daemons. Where Hysh is steady and constant, Chaos is random entropy, where Hysh stands for controlled grace and self-understanding, Chaos promotes a total lack of control, confusion and insanity.

Magisters of the White Order tend to dress in simple robes of pristine white. These robes often bear silver and gold motifs of the Serpent of Light and never seem to dirty or dull. Their ceremonial garments are more elaborate, consisting of pleated white robes with silver embroidery decorating the hems and little mirrors of supernaturally polished silver affixed to their belts and stoles.

Older Hierophants tend to bear the marks of Hysh, with eyes that seem to glow with a faint luminosity, or perhaps even have no visible pupils or iris, being just the purest white. Also their skin grows ever paler, along with their hair, until they are almost albino-like in appearance

**May Be Hired;** any non-chaos, non-sigmarite human warband or elf warband may hire a Hierophant of the white order.

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

**Skills:** White Wizards may choose skills from the, Academic and Speed skills lists, or they may randomly determine a new spell from the Lore of Light list. In addition, Clerics can receive an Attribute of Hysh instead of choosing a new skill if a double was rolled on the advance roll.

#### Special Rules:

**Wizard:** the White Wizard manipulates the winds of Hysh and may use spells detailed in the Lore of light, when hired the wizard may roll for one spell from the list.

**Cantrips of illumination:** Enemies within 9" may not hide as shadows avoid the wizard.

#### Attributes of Hysh:

**Shem's Burning Gaze:** the wizard may increase the casting cost of any spell by 1 to increase (where applicable); the range by 3", Strength by 1, and amount of models affected by 1. This may be done multiple times

**A Light in the darkness:** The wizard shines bright in all situations, and counts as a torch with a range of 24" for lighting purposes

#### Serpent Staff

**Range:** Close Combat, **Strength:** As User

The signature staff of the Magisters of Hysh is a long staff with the motif of a Serpent atop. This staff counts as magically poisoned. This poison has the same effect as black lotus, but can wound warriors immune to poison, but magic saves apply against it.



## Lore of Light

*Hysh, also known as the White Wind of Magic, is the magic of illumination and holy radiance. It is the Aethyric manifestation of light, and the abstracts light sometimes represents to mortals, like enlightenment and purity. Hysh is the light that banishes darkness and keeps terror from your doorstep. Although diffuse and difficult to manipulate, Hysh is constant and steady luminance, completely opposite of Chaos's randomness.*

### D6 Result

- 1 Pha's Protection** **Difficulty 8**  
*The wizard calls upon the beneficent Guardian of Light to protect his allies from harm.*  
A Friendly Model within 6" gains +2 to their armour save. This spell is **Enduring**.
  
- 2 The Speed of Light** **Difficulty 6**  
*Light knows no burden of flesh, and nor do those that receive its blessing.*  
All friendly models within 3" gain +1 WS and +3 Initiative until beginning of the wizards next recovery phase.
  
- 3 Light of Battle** **Difficulty 7**  
*Reaching into the Wind of Hysh, the wizard draws forth ennobling energies to steady faint hearts*  
All friendly models within 6" are immune to fear until your next recovery phase. All Undead and Daemon models within 6" must pass an all alone test using their own leadership or flee from combat
  
- 4 Net of Amyntok** **Difficulty 8**  
*The legendary Net of Amyntok was rumored to have been woven to hold the Great Deceiver itself.*  
Choose one model within line of sight and within 12", until your next recovery phase the chosen model must pass a strength test before any action besides close combat, if failed the model takes **D3 S1** hits.
  
- 5 Banishment** **Difficulty 11**  
*The purest light can destroy anything tainted by darkness.*  
An Enemy Model within 24" of the Wizard is exorcised by the power of light, receiving a **S10** hit. All models (friend or foe) within 2" of the target must pass an Initiative test or be stunned from the brightness of the attack. Daemon, Mutant and Undead models are instantly taken out of action and any Daemon Soul mutation is removed.
  
- 6 Birona's Timewarp** **Difficulty 10**  
*The wizard infuses his allies with Light Magic, freeing them from the passage of time and speeding their actions.*  
All friendly models within 6" receive +1 to hit and Critical on a 5+ regardless of strength, all enemy models within 6" receive -1 to hit, and Strike Last on all their attacks. This lasts until the wizards next recovery phase.

## Gold Wizard

55 Gold crowns to hire.

In the Empire of Man, the Golden Order is comprised of those Magisters who study and embrace the Yellow Wind of Magic, Chamon. Chamon is attracted to metals in both ore and refined forms. The heavier the element or metal, in its natural state or otherwise, the more Chamon is drawn to it.

It has been suggested this attraction accounts for the almost magical effect gold has on even the most intelligent races, inspiring greed, violence, and sometimes war. Of all people and races, the Dwarfs seem most affected by gold, and some Magisters of the Golden Order have wondered whether the Dwarfs have some unknown affinity with Chamon. Dwarfs do, after all, pursue many of the same goals and interests as the Magisters of the Golden Order. The issue remains unresolved and perhaps it always will.

Gold Wizards practice the art of alchemy (and are therefore sometimes called Alchemists), of analytic science, and seek to observe the effect of the unnatural order of magic upon the natural order of the physical world. They believe that through a process of empirical observation and experimentation they can discover the traces of the Aethyr that they believe exists in all physical things, in order to unlock the secrets of transmuting base metals into gold. Due to their considerable understanding of the nature of metal and chemicals, Gold Wizards work closely with the engineers and gunners of the Empire, developing better formulas for black powder and safer alloys for the casting of cannons.

Gold Wizards can easily affect metal objects with their spells, weakening them with corrosion or strengthening them with enchantments. Among humans, they are by far the most capable crafters of magical weapons. The nature of Chamon has an effect on the appearance of Gold Wizards, seemingly transforming their skin into gold plate.

*The Mortar and Pestle. Smithing Tongs. The Smoking Brazier. Forge Bellows. The Soaring Eagle. The Eagle's Wing.*  
- Gold Order Idiom

**May Be Hired;** Any human or dwarf Warband may hire a Gold Wizard.

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

**Skills:** White Wizards may choose skills from the Academic and Shooting skills lists, or they may randomly determine a new spell from the Lore of Metal list. In addition, Alchemists can receive an Attribute of Chamon instead of choosing a new skill if a double was rolled on the advance roll.

### Special Rules:

**Wizard:** the Gold Wizard manipulates the winds of Chamon and may use spells detailed in the Lore of Metal, when hired the wizard may roll for one spell from the list.

**Cantrips of Smelting:** The Wizard may wear any sort of metal armour, and gains +1 Armour save when doing so.

### Attributes of Chamon

**Metalshifting:** All damage dealt by the wizard is now considered flaming, Also the wizard may choose to wound on the enemies armour save rather than the usual way, this applies to all damaging spells (Ghehenna's golden hounds and Searing Doom) and Attacks by the wizard.

**Lead to gold:** when selling metal items the wizard may choose to sell them for full price, however after selling them roll a D6, on a 1 the item has turned back to its original form before the mage was a sufficient distance from the merchant and must roll on the serious injury table.

### Marienburg's Prodigal Son.

The Fact that Balthazar Gelt, the Gold Wizard, Supreme Patriarch of Magic of the empire, was from Marienburg, the City of riches, would not surprise many. He had paid his passage to Altdorf on a merchant ship using gold transmuted from lead. By the time the magic wore off Balthasar was long gone, but the captain placed a large bounty on his head - a bounty that few would dare to claim After a freak explosion in his laboratory, Balthasar was never seen without his metallic robes and golden mask. It was rumored that he was disfigured. Others whispered that his flesh had actually been turned to gold in the explosion - not an accident at all.

## Lore of Metal

*Also known as alchemy and transmutancy, the magic, or spellcraft, of the Golden Order mostly involves manipulating metals, though they also have many spells to help with their studies and promote rationality. It's generally believed that the Gold Magisters can create gold from nothing; some claim to have seen them do it, but the Magister Alchemists of the Golden Order deny this. Though complex by any normal measure, it is easier for a Magister to change a man into a pig because both man and pig are living mammals made from similar elements*

### D6 Result

- 1 Searing Doom** **Difficulty 8**  
*A scintillating spray of sizzling silver slivers skips from the wizard's outstretched fingers*  
The Wizard may summon D6+2 Slivers of metal which may be fired at an enemy model within 24" using the Wizard Ballistic Skill, this attack does not suffer any modifiers. The Slivers are Strength 3, and -2 to enemy armour saves
- 2 Plague of Rust** **Difficulty 6**  
*At the wizard's command, the armour of the enemy begins to rot, shedding away in clouds of tiny flakes.*  
An Enemy within line of sight suffers -1 to their armour Save. This Spell is **Enduring**
- 3 Enchanted Blade of Aiban** **Difficulty 7**  
*The wizard sends powerful magic coursing over his allies' weapons, making them infinitely stronger and sharper than before.*  
One model within 6" gets +1 to hit and -2 to Armour save for a turn
- 4 Gehenna's Golden Hounds** **Difficulty 8**  
*The Wizard Transforms the armour of the enemy into shining golden hounds that attack their former wearers.*  
Two Armoured enemy Models within line of Sight and 12" receive a Strength 5 hit each, with no armour save.
- 5 Fault of Form** **Difficulty 7**  
*The Wizard Subtly alters the composition and characteristics of any single nearby weapon.*  
The Wizard may remove all the weapon bonuses of one metal weapon within 12", in addition this weapon will misfire on a 1-2 if applicable. This Effect is **Enduring**.
- 6 Final Transmutation** **Difficulty 10**  
*The wizard unleashes a hail of magical energy, transmuting the flesh of his foes to unliving golden statues*  
One model with an armour save of at least 5+ within 12" is instantly killed on a 6+. The statue can now be sold for 250gc if any model can claim it (acts as a crate ie: two models to carry).

## Jade Wizard

50 Gold Crowns to Hire

The Magisters of the Jade Order study the Lore of Life, fueled by the Green Wind of Magic, Ghyran. Agrological Thaumaturgy, roughly translating as “Soil Magic,” was the limited and rather dry term given to the Lore of the Jade Order in the Articles of Imperial Magic. Bear in mind that when the Articles were written, the effects and preference of individual Winds of Magic embraced by the Colleges of Magic had not fully manifested themselves, so the distinction of the arts were sometimes missed in the names given to them. Jade Magic, or Druidism, is concerned with all agriculture, flora, and the flows and seasons of fertility in the countryside and in all natural living creatures (including humans). It could also be called water magic or earth magic.

The Druids of the Order of Life are taught to live in natural harmony with the countryside, cultivating it in sustainable way that is as beneficial to the land as it is to those that live off of it. Because these Magisters are so closely tied to floral life throughout the world, their own magical strength tends to wax and wane as the seasons do, being vigorous in Spring, most powerful in Summer, waning over Autumn, and weakest in Winter — although their powers are also said to flourish in rainy weather.

Ghyran’s Magister Druids gather in ancient groves at Henges and intersections of Leylines, promoting the free flow of the energies within the lines, encouraging the nurturing power of Ghyran in areas contaminated by Dark Magic and combating the blights and famines inflicted upon the Empire by the Lord of Decay.

**May Be Hired;** Any human or elf Warbands may hire a Jade Wizard.

**Profile** \_\_\_\_\_ **M WS BS S T W I A Ld**  
Magister Druid 4 2 2 3 3 1 3 1 8

**Skills:** Jade Wizards may choose skills from the Academic and speed skills lists, or they may randomly determine a new spell from the Lore of Life list. In addition, Druids can receive an Attribute of Ghyran instead of choosing a new skill if a double was rolled on the advance roll.

### Special Rules:

**Wizard:** the Jade Wizard manipulates the winds of Ghyran and may use spells detailed in the Lore of Life, when hired the wizard may roll for one spell from the list.

**Cantrips of Bloom:** when the season is Spring, or weather result is Rain the wizard gains +1 to casting spells.

### Attributes of Gyran

**Lifebloom:** Whenever a spell from the Lore of Life is successfully cast, a single model within 6” inches of the wizard may regain 1 wound.

**Regrow:** this skill may be cast once per post game phase, it has Difficulty 7, and may not be modified by any skills or items. If cast you may reroll 1 dice on any one serious injury roll made for any warband who participated in your last match.

## Sore of Life

*Ghyran is said to fall down upon the mortal world in a manner similar to rain fall upon the earth. Those with witchsight claim to be able to see Ghyran form into pools and swirling eddies of green magic that gradually form into rivers, flowing across the land like water, though unbound by physical laws. When the Winds of Magic blow most strongly, Ghyran flows across the lands like a great tide, sinking into the soil and drawn to the rivers, waterways, lakes, and springs of the mortal world. Its energy is attracted to water particularly and saturates the earth with its life-giving power. It is drawn up through the roots of all plants it comes into contact with, feeding all living things, and encouraging growth*

### D6 Result

- 1 Earth Blood** **Difficulty 7**  
*The druid absorbs energy from the earth beneath their feet to heal themselves and others*  
One model within 6" standing on the ground (not within a building) gains a 4+ regeneration save, this spell is **Enduring** as long as the model stays grounded.
- 2 Awakening of the Wood** **Difficulty 10**  
*Trees have long and wrathful memories, needing only a little magical encouragement to lash out with root and branch*  
The Wizard may summon a Wooded terrain piece no larger than 4"x4" at any space within 6"; any enemies caught in the new terrain when it appears suffer **D3 Strength 3** hits.
- 3 Flesh to Stone** **Difficulty 6**  
*The wizard transmutes his allies' mortal form to unyielding rock*  
One model within 6" gains +2 Toughness and -2 Movement, if in water the model will sink to the bottom and be taken OOA, regardless of Aquatic. This Spell is **Enduring**.
- 4 Shield of Thorns** **Difficulty 7**  
*At the wizard's command, crawling brambles burst from the ground, forming a living barrier around him*  
The Wizard causes a **S3 hit** to all Models in base contact at the end of each combat phase. This Spell is **Enduring**.
- 5 Vital Growth** **Difficulty 6**  
*The druid concentrates on a living plant or seed within an arm's reach of them. While the wizard continues to focus, the plant grows at great speed, as though a day had passed for every moment taken to concentrating.*  
The Wizard or any model within 3" on ground level may immediately climb up to 12" without taking a test.
- 6 The Dwellers Below** **Difficulty 10**  
*Gnarled creatures emerge from the ground, their steely strong fingers tearing at the foes' flesh, clutching their limbs and dragging them down to who knows what fate*  
A Chosen model within 18" must pass a strength test or be Stunned for the remainder of the game, held to the ground by hands from the depth. This effects even models immune to stunned



## Celestial Wizard



45 Gold Crowns to hire.

While the Celestial Wizards give the impression of knowing everything before people say anything, this is not, in fact, the case. They know when people are about to speak, but not always what they are about to say. It is, therefore, possible to surprise them.

Astromancers tend to be dreamers and are very scholarly. The shifting possibilities of the future have more relevance and are more real to them than the present.

The Magisters of the Celestial Order study the Lore of the Heavens, which in its widest sense is "Astrometeorological Thaumaturgy," the magic of the stars, the upper atmosphere, and the weather. The Magisters of the Celestial Order are most commonly referred to as Astromancers, and they are prognosticators, astrologers, and seers without Human peer. These potent wizards also have power over the weather and over various other meteorological phenomena.

The very wealthiest and most important people seek the Astromancers of the Celestial College in the Empire, in a kind of love/hate relationship. Few nobles would not wish to know how the future turns out for them, either in the short term or long (or both), but there is nothing in the Articles of Imperial Magic or in the Celestial College's own Rule that forbids telling people their fortunes, if that is what they wish. However, the Astromancers are required to tell all of that which they see with absolute honesty.

*The Comet of Power, the Crescent, the Eight Pointed Star.*  
— Celestial Order proverb

**May Be Hired;** Any Human Warband may hire a Celestial Wizard.



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

**Skills:** Celestial Wizards may choose skills from the Academic skills list, or they may randomly determine a new spell from the Lore of Heavens list. In addition, Astromancers can receive an Attribute of Azyr instead of choosing a new skill if a double was rolled on the advance roll.

### Special Rules:

**Wizard:** the Celestial Wizard manipulates the winds of Azyr and may use spells detailed in the Lore of Heavens, when hired the wizard may roll for one spell from the list.

**Cantrips of Forecast:** The wizard may modify the weather chart at the beginning of the game by +1/-1/ also a 3" radius around the wizard is not affected by any weather condition.

### Attributes of Azyr

**Celestial Folding:** The wizard may fly when moving; this increases their movement to three times their base in any direction without terrain penalties.

**Reading the Stars:** The wizard may reroll and/or modify with a +1/-1 up to three dice in the exploration phase.



*"Believe me, there are many profound safeguards built into the training and instruction of our dedicated Wizard warriors. They will not turn traitor."*

— Dietmar Gulonsson, Magister of the Celestial College

## Lore of Heavens

*Azyr has few temporal boundaries and supposedly reaches into all the possible futures as readily as it floats across physical distances. After passing into the mortal realm, Azyr is said to be drawn into the upper portions of the heavens, becoming a haze of eerie cloud, visible only to those who possess witchsight. This association with the sky gives Celestial Wizards their power over storms, flight, and mighty hurricanes. As the Blue Wind blows from the timeless realms of the Aethyr across the distant sky, it supposedly appears as a clouded window through which Azyr's Magisters can predict certain events. It apparently can be sensed by the manner in which the permanent celestial bodies are distorted by the drifting cloud of Azyr's impermanent and temporally distorting blue light.*

### D6 Result

- 1 Iceshard Blizzard** **Difficulty 8**  
*Razor-sharp shards of ice hurl from the chill skies to blind and dishearten the foe*  
One enemy model within line of sight must reroll all successful missile hits and cannot use any other models leadership. This spell is **Enduring**.
- 2 Harmonic Convergence** **Difficulty 7**  
*Divining auspicious signs, the caster guides the minds of his fellow warriors*  
All members of your warband within 6" may reroll results of 1 until your next recovery phase
- 3 Wind Blast** **Difficulty 6**  
*Calls down raging winds from the sky anywhere nearby to blow the wizard's opponents over*  
One model within 24" is pushed directly away from the wizard D6+2 Inches.
- 4 Curse of the Midnight Wind** **Difficulty 8**  
*Only three words of this ancient tongue are known in modern day; three words to unleash a curse that was old when the world was young.*  
All enemy models within 12" must reroll results of 6 until your next recovery phase
- 5 Thorsen's Thunderstorm** **Difficulty 9**  
*The wizard hurls a tiny stone hammer across the battlefield, and the heavens vent their fury in its wake*  
Draw a line 2D6 long start at the wizard, any model under the line is hit with a S3 hit, Models wearing any sort of armour suffer +1S and +1 to injury rolls.
- 6 Comet of Casandora** **Difficulty 11**  
*Reaching out across the Winds of Magic into the highest heavens, the wizard draws a wandering meteorite down towards the battlefield*  
Choose a spot on the board, in D3-1 turns a comet will appear. On the turn the comet appears roll a scatter die and an artillery dice, the comet will land that far from the spot chosen. On a roll of a hit (scatter) or a misfire (artillery) the Comet lands in the spot chosen. The Comet is a small blast template and deals D3 S10 hits to anyone under the template.

## Grey Wizard

55 Gold Crowns.

Of all the Orders, the Magisters of the Grey Order are the most deliberately secretive, and the least easily recognised. They are not trusted or liked by common folk, who believe them to be sinister and scheming—even more so than other Magisters (with the possible exception of the Order of Shyish). For this reason, they are sometimes referred to as ‘Trickster Wizards’, though they actually call themselves Grey Guardians. Their powers, though considerable, do not lend themselves well to the favour of common folk, being bound as they are in spells of concealment, illusion, confusion, and occasionally, unseen death.

When not disguised, the workday robes of the Grey Order are, unsurprisingly, shades of grey. They often wear voluminous cloaks with deep hoods and scarves to cover their faces. Their bodies beneath their robes are often lean and hard from a life of near-constant travelling and free from all excess.

It is almost impossible to identify a Magister of the Grey Order if he specifically does not want you to. That harmless old man with the travelling theatre company; the young woman who performs hackneyed illusions in the town square for money; the travel-stained Magister with the group of rowdy adventurers in the corner of the inn; the new initiate to some daemonic cult; the beggar, priest, merchant, noble, diplomat, or that battle-weary soldier — the Shadowmancers can appear as almost anyone

The symbol of the Lore of Shadow is the Sword, and true to this symbol, the Shadowmancers usually carry swords, often concealed beneath their cloaks. They are competent fighters. Older Magisters of the Grey Order also tend to carry gnarled wooden staffs.

*The Sword of Judgement, the Cowl, the Coil of Mist*  
— Grey College Motto

The Order of Shadows has killed or Pacified more of its own members than any other of the Orders of Magic, and this is more of a reflection of the zero-tolerance of rule breaking and corruption within the Order rather than a demonstration of their Magisters’ untrustworthiness.



**May Be Hired:** Non-Chaos Human and Sea Ghost Warbands may hire a Shadowmancer.

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

**Skills:** Grey Wizards may choose skills from the Academic, Combat and Speed skills list, or they may randomly determine a new spell from the Lore of Shadows list. In addition, Shadowmancers can receive an Attribute of Ulgu instead of choosing a new skill if a double was rolled on the advance roll.

### Special Rules

**Wizard:** the Grey Wizard manipulates the winds of Ulgu and may use spells detailed in the Lore of Shadows, when hired the wizard may roll for one spell from the list.

**Cantrips of Deception:** Grey Wizards count as hidden if within 1” of a terrain piece, even if the enemy has line of sight.

### Attributes of Ulgu

**Smoke and Mirrors:** After Successfully casting a spell, the Shadowmancer may change positions with a Friendly model within 12”

**Steed of Shadows:** The Wizard summons a Shadows Horse from the darkness before each game. This steed has the stats of a Warhorse, ignores terrain modifiers and is immune to psychology.



## Lore of Shadows

*Ulgu appears to those with witchsight as a thick, impenetrable fog rolling across the earth, invoking a sense of mistrust and confusion in ordinary people who pass through it. Ulgu is drawn to the natural mists and fogs of the mortal world, where it hangs upon the quiet chill of the air, wrapping all in smoky shadows. Ulgu is also drawn to deceptions, mystery, and illusions. Dawn at an ancient stone circle will likely see strands of Ulgu slinking betwixt the monoliths, gradually flowing away as the light of day, and the time of Hysh, grips the land.*

### D6 Result

- 1 Melkoth's Mystifying Miasma** **Difficulty 8**  
*The wizard creates a numbing fog that causes his foolish foe to listlessly stagger and stumble*  
One enemy model within 12" suffers -1 movement must reroll any rolls using: WS, BS, I until they can pass a Ld Test in their turn. This Spell is **Enduring** until the enemy breaks it.
- 2 The Enfeebling Foe** **Difficulty 7**  
*Deceived by the Grey Wizard's wiles, the enemy's burdens lie impossibly heavy upon their shoulders*  
One enemy model within 6" suffers -2 Strength. This spell is **Enduring**.
- 3 The Withering** **Difficulty 7**  
*The wizard reaches into the minds of the foe, instigating nebulous images of weakness and doubt*  
One enemy model within 6" suffers -2 Toughness. This spell is **Enduring**.
- 4 The Penumbral Pendulum** **Difficulty 8**  
*A ghostly razor-edged pendulum materialises in the air above the wizard. On his single word of command, the pendulum swings towards the enemy, picking up speed as it does so. Is the pendulum real enough to kill or is it just a conjurer's trick? Only a fool would stand in its path to find out*  
Choose an enemy within 12", draw a line D6" long any direction through the enemy, all models under the line suffer a Strength 3 hit and are knocked down.
- 5 Pit of Shades** **Difficulty 7**  
*The wizard opens a vortex to the infamous Pit of Shades. Terrified warriors fall screaming through the portal, plummeting to a dimension filled with shadow and the incessant wailing of 'those who dwell beyond'.*  
Place a small blast template in an empty space (cannot contain models) within 6" of the wizard, the pit lasts until the wizard casts pit of shadows again. Any model falling into the pit will fall 2D6 inches to the bottom. Roll separately for each model that falls into the hole. If this spell is cast again remove the previous pit and place it again.
- 6 Okkam's Mindrazor** **Difficulty 11**  
*The wizard summons phantasmal weapons for his allies that shred the folds of c consciousness and reason. Victims of these mindrazors believe themselves slain, and so they die.*  
One friendly model within 6" including the Wizard, may now roll to wound using their Ld value instead of their Strength. Cannot combine this with any skills or weapon bonuses. This Spell is **Enduring**.

## Amethyst Wizard

35 Gold Crowns to hire

The Magisters of the Amethyst **Order** embrace the Purple Wind of Shyish, practicing *Cessationary Thaumaturgy*. This term was adopted in the Articles of Imperial Magic specifically because using the term “Necromancy” would have been ill advised and somewhat inaccurate.

*The Scythe, the Hour Glass, the Amethyst Skull, the Thorny Rose* – **Amethyst Order Teaching**

The colour of the robes worn by Amethyst Magisters is deepest purple, though many wear jet-black. Magisters of this Order often carry a razor-sharp scythe instead of a staff, yet this scythe is not of the unwieldy variety used for harvesting wheat, but is instead an elegant object designed for combat and as a symbol of the Magister’s Order. Regardless of how they looked when they joined the Order, the austerity of life at the Amethyst Order and the hours of study assure that all initiates become lean and pale before very long. All members of the Amethyst Order and its associated Order are clean-shaven from their scalps to their toes—they are as hairless as bleached skeletons.

The Brethren of Shyish (as they call themselves) hold the power of life and death in their hands. With a gesture they can squeeze a man’s heart inside his chest so that he dies of seemingly natural causes, or they can delay his death almost indefinitely. They can cause a man to wither and die in a matter of moments, and the greatest of them can even steal his soul and lock it away if they so please.

The most experienced Magisters of Shyish become minor avatars of the magical paradigm that they have embraced and so have no fear of endings and are completely fearless of growing old or dying.

As with any of the strands of Magic, embracing Shyish over a long period of time can extend a Magister’s life considerably (in fact especially with Shyish), but still the temptation to turn to the Black Art of Necromancy, intentionally or otherwise, is a distinct one for more inexperienced Magisters of Shyish. So it was, and is, that the Amethyst Order is utterly ruthless towards any initiates who draw upon Dark or Black Magic. Whether they are corrupted or not by their action, they will be expelled from the Order as soon as their actions come to light, and then they will be obliterated so that not even dust remains.

**May Be Hired:** Human Warbands may hire Brethren of Shyish, if any warrior learns necromancy

the Wizard will either execute them or leave the warband, your choice.

| Profile           | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|---|----|----|---|---|---|---|---|----|
| Brother of Shyish | 4 | 3  | 2  | 2 | 2 | 2 | 3 | 1 | 7  |

**Skills:** Amethyst Wizards may choose skills from the Academic skills list, or they may randomly determine a new spell from the Lore of Death list. In addition, Brethren of Shyish can receive an Attribute of Shyish instead of choosing a new skill if a double was rolled on the advance roll.

### Special Rules:

**Wizard:** the Amethyst Wizards manipulates the winds of Shyish and may use spells detailed in the Lore of Death, when hired the wizard may roll for one spell from the list.

**The Thin Purple Line:** Amethyst Wizards hate Necromancers, and follow the rules for Hatred when engaging them. But the line between controlling the Purple Wind and Necromancy is extremely blurry. The Wizard may not learn Necromancy in any way (eg Book of the dead) except the following. When a Amethyst Wizard miscasts, replace any result of **12 (Tzeneetch’ blessing)** with;

**12 Revelation of Unlife;** the Amethyst Wizard immediately learns a random necromancy spell, the wizard may now no longer learn new Lore of Death Spells, does not hate undead, and loses any Attributes of Shyish.

**Cantrips of the Afterlife:** As long as the Amethyst Wizard took out at least one enemy using a spell from the lore of death during the battle, the Wizard may treat the Dead result on the Serious injuries chart as Full Recovery. Or, alternatively, the Wizard may accept his fate as he passes onto the other side. If you accept the death of the wizard then you may receive +D3 CP.

### Attributes of Shyish

**Life Leeching:** every time the Wizard takes an enemy out of action using a spell they may assign a wound to a warrior within 3”

**The Fate of Bjuna:** Choose one enemy that was taken out of action by a spell from the lore of death. That enemy suffers -10 to serious injury rolls



## Lore of Death

*Shyish is said to be formed by the realization of the transience of life, of reminiscences of days gone by, of mortal acceptance of the day currently lived. It blows from the past, because the past has ended and is gone, through the recent, because endings and the expectation of death are intrinsic parts of the living of life, and into future, for the future leads inevitably towards endings and death. Some have equated Shyish with destiny, for it does not control what was, is, or shall be, but instead permeates and reflects these things with absolute intimacy. It is drawn to battlefields where men must embrace or submit to their deaths, and because all soldiers must accept the possibility of their own demise as part of their daily life. Shyish lingers around the gibbets of execution and hangs in the silence of graveyards where mourners gather in longing and reminiscence.*

### D6 Result

- 1 Spirit Leech** **Difficulty 8**  
*The wizard extends an ebon hand towards the chosen foe, leeching its spirit through tainted sorcery*  
Choose a warrior within 12", on a 4+ that warrior loses a wound and the wizard gains a wound.
- 2 Aspect of the Dreadknight** **Difficulty 6**  
*An invisible aura of horror surrounds the wizard. Only the bravest foes will now stand before them*  
The Wizard causes fear for the remainder of the battle, even to undead models
- 3 The Caress of Laniph** **Difficulty 9**  
*Laniph was an Arabian sorceress whose ardent passions were eclipsed only by her capriciousness. It takes little effort to call her back from the spirit world to caress a new lover of the caster's choosing*  
Choose a model within 6", both the wizard and the target roll a D6 and adds their Ld value, for each point you win by the warrior loses 1 wound.
- 4 Soulblight** **Difficulty 9**  
*Harnessing the sickly power of Shyish, the wizard weakens his foes' will to survive the battle*  
Enemies within 6" suffer -1S and -1T. Enemies with Daemon soul must pass a Ld test or lose the mutation. This spell is **Enduring**.
- 5 Doom and Darkness** **Difficulty 8**  
*Spirits of the departed assail the caster's foes, sapping their resolve*  
A single enemy within line of sight suffers -3Ld and must reroll successfully Ld tests. This Spell is **Enduring**
- 6 The Purple Sun of Xereus** **Difficulty 11**  
*A colossal orb of purple-edged darkness materialises upon the battlefield. Those who do not escape its touch are turned to inert and unfeeling crystal.*  
The wizard casts a Purple orb the size of a small blast template directly in front of him. The orb will move using the scatter dice D6 inches each movement phase, any models it lands on (not moves through, just when stopping) is taken Out Of Action, the orb lasts until you roll a hit on the scatter dice.

## Bright Wizard

45 Gold crowns to hire.

The Pyromancers of the **Bright Order** are students of the Lore of Fire, and work with Aqshy, the Red Wind. Their magic is often spectacular and impressively violent, making the Bright Order one of the most visible. The Bright Wizards of the Bright Order tend to wear robes of red or orange as a kind of uniform in battle, cut so as to allow easy movement in combat. They are often ruddy of skin. The more the Pyromancer uses Aqshy and his mastery over it grows, the more the Red Wind will affect him physically. Senior Pyromancers tend to have coppery or red hair, which, along with their eyebrows and beards, seems to turn into pure flame as they cast their spells.

Pyromancers also bear red tattoos across their faces and arms. These are said to sometimes writhe and change form as their bearer manipulates the Red Wind into spells. Bright Wizards frequently train with military detachments and, as a result, they are the most readily recognised of all Magisters. But they do not simply learn how to use their abilities to support troops as most other Magisters do, they also learn how to fight as frontline troops—such is their aggressive and passionate nature.

While many pyromancers go on to become Battle Wizards, having the talents and knowledge to lend considerable assistance on the battlefield, Bright Wizards do more than just fight. In peacetime, Pyromancers are often employed to act as guardians for nobles, diplomats, and very wealthy merchants who are passing through very dangerous parts of the Empire.

**May Be Hired:** any human warband that does not currently contain a magic user may hire a Bright Wizard.

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

**Skills:** Bright Wizards may choose skills from the Combat, Academic and Strength skills lists, or they may randomly determine a new spell from the Lore of Fire list. In addition, Pyromancers can receive an Attribute of Aqshy instead of choosing a new skill if a double was rolled on the advance roll.

### Special Rules:

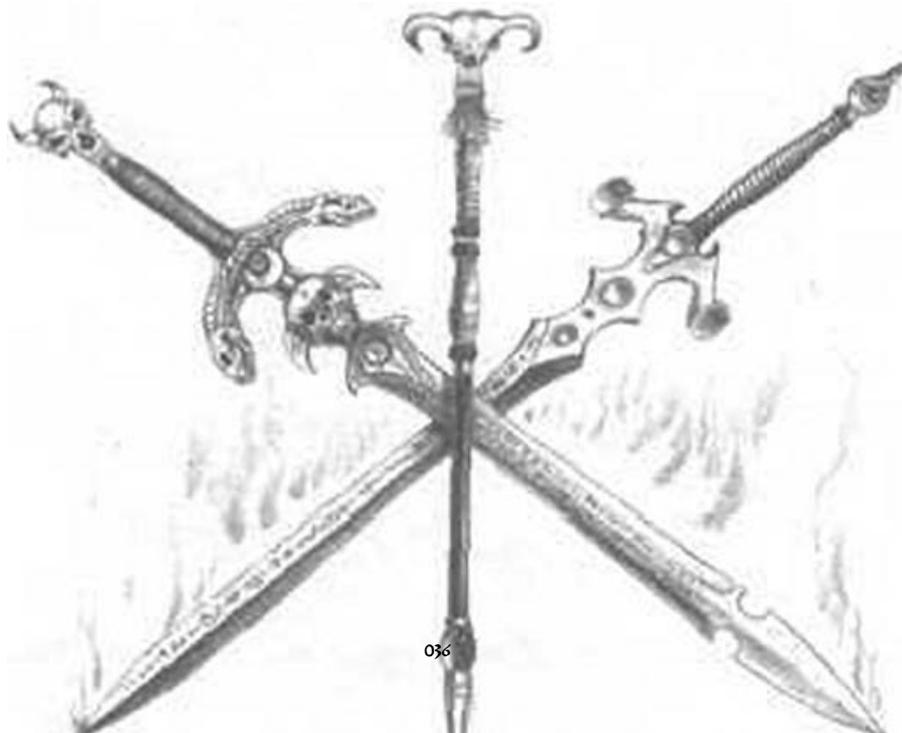
**Wizard:** the Bright Wizard manipulates the winds of Aqshy and may use spells detailed in the Lore of Fire, when hired the wizard may roll for one spell from the list.

**Cantrips of Flame:** The Wizard may supply the warband with free torches before every battle, these cannot be sold.

### Attributes of Aqshy

**Kindleflame:** All spells cast at a burning model are considered +1Strength.

**Flamesoul:** the Wizard is immune to fire (flaming hits just deal normal damage to the wizard.). Flaming attacks heal +1 wound.



## Lore of Fire

Aqshy is the Red Wind, and it is the coalescence of the experience and abstract of passion in its widest possible sense. It is the projection of brashness, courage, and enthusiasm. It is also an expression of the mortal feelings of warmth and heat that is often felt in a state of high emotions. Aqshy blows down from the north as a hot and searing wind, unnoticed by those not sensitive to Aethyric currents. It is attracted to wherever there is passion, argument, or excitement. Actual physical flame also seems to draw the power of Aqshy. Human wizards who do not get proper training often lose control of their powers and destroy themselves accidentally.

### D6 Result

- 1 Fireball** **Difficulty 7**  
*The wizard conjures a roiling ball of magic flame and hurls it at a nearby foe.*  
The wizard shoots a flaming ball of pure fire 18", hitting the first enemy in its path. The fireball is Strength 3 and deals fire damage. The wizard may choose to take a S1 flaming hit to increase the Strength of the fireball by 1. The wizard may do this multiple times increasing the strength and number of the hits they receive by 1 each time (ie; the wizard takes 5 Strength 5 hits to shoot a Strength 7 fireball.) Armour saves as normal.
- 2 Cascading Fire-Cloak** **Difficulty 7**  
*A flaming cloak of reds and oranges covers the warrior, though hot it does not burn the wearer.*  
A Warrior within 6" receives a 5+ armour save and any enemy attacking must roll for being set on fire. This spell is **Enduring**.
- 3 Flaming Sword of Rhuin** **Difficulty 8**  
*A fiery sword materializes in the caster's grasp.*  
The Wizard Receives +1 attack +1S and all attacks are considered flaming. Take a Leadership test at the beginning of each of the wizard's own turns. If the test fails, the sword disappears.
- 4 The Burning Head** **Difficulty 8**  
*A cackling visage, wreathed in flame, appears before the wizard. With a final screech of glee, it bounds towards the enemy.*  
Draw a line from the wizard 8" long and 1" wide, all models under the line suffer a S3 flaming hit
- 5 Fulminating Flame Cage** **Difficulty 7**  
*Searing rods of magical flame shoot from the wizard's outstretched hands, trammelling his chosen foe in a fiery prison.*  
An enemy within line of sight and 24" is trapped within a flaming cage. If the warrior attempts to move they are automatically lit on fire. This Spell is Enduring, but may be broken if the warrior sets outside the cage.
- 6 Flame Storm** **Difficulty 10**  
*A column of roiling flame bursts from the battlefield, the roar of its creation almost drowning out the screams of its victims.*  
This attacks requires a flaming building, the Wizards fans the flames with magic making the building explode in a ball of fire, dealing D3 Strength 5 flaming hits to all models within D6+2". The building collapses.



## Amber Wizard



45 Gold Crowns to hire

The Arrow is the mark of Taal, god of wild places and the hunt. Therefore, it was naturally chosen as the symbol of the Amber College and wind of Ghur. Just as the Arrow is straight and unswerving, so are those who bear it as their mark. Amber Wizards are famously plainspoken and have little patience for those who would conceal their actions beneath fine words or false praise.

Amber Wizards can be easily recognised by their bestial appearance. They do not cut their hair or their beards, and their nails grow long and hard, becoming more and more like claws or talons. They dress in the furs and hides of animals that they have hunted and slain themselves.

Amber Magisters dislike human company and are shamanistic hermits. They live in areas far from the settlements of Humanity. They have little or no interest whatsoever in pursuing contracts of employment with merchants or nobles. The very idea is an abomination to them. They do, however, have duties, and they take them very seriously.

Amber Magisters require no money from the Emperor and would not know what to do with it if it was given to them. They live entirely off the land and serve the Empire by searching out the taint of Chaos in those dark and wild places where the Empire's soldiery are reticent to tread, fighting Beastmen, toppling their blasphemous Herdstones, and dispersing the Dark Magic they contain. It is not unheard of for a noble who possesses estates that has large wild and untamed tracts to expend considerable resources seeking out an Amber Magister to ask him to

reside upon his estates and guard them from supernatural harm.

It would be useless to discuss tactics with Amber Magisters, for they will not listen. However, they can be trusted to fight with all their strength and will against the creatures of Chaos that warp and pollute the land with their presence, any enemy that causes supernatural harm to the Magister's homelands, or the people the Magister has sworn to protect.

**May Be Hired:** any Human or Sea Ghost Warband may hire an Amber Wizard

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

**Skills:** Amber Wizards may choose skills from the Combat, Academic and Strength skills lists, or they may randomly determine a new spell from the Lore of Beasts list. In addition, Shamans can receive an Attribute of Ghur instead of choosing a new skill if a double was rolled on the advance roll.

### Special Rules:

**Wizard:** the Amber Wizard manipulates the winds of Ghur and may use spells detailed in the Lore of Beasts, when hired the wizard may roll for one spell from the list.

**Cantrips of Instinct:** the wizard counts as having animal handler for all types of animals.

### Attributes of Ghur

**Wildheart:** the wizard gains +2 to their casting rolls when casting at animals of any kind.

**Feral Soul:** the Amber Wizard may fight unarmed, gains +1 attack and suffer no penalties for doing so.



## Lore of Beasts

Ghur has been called the Aethyr's wild and bestial spirit. Ghur is used by the feral Amber Wizards to shape spells of beastcraft and communion. In strange shamanic rites, these Magisters can call Ghur into their bodies, allowing it to shape them into wolves and ravens, clawed savages and gentle horse whisperers. It is known as a savage Wind, the antithesis of civilisation and domestication, as primal and unreasoning as it is devoid of malice. Ghur is attracted to animals and wild places in equal measure, retreating from the ordered existence of man and his cities. This is reflected in the misanthropic ways of the Amber Wizards, shunning civilization for the wild mountains and moors, where the Wind of Ghur blows free.

### D6 Result

- 1 The Flock of Doom** **Difficulty 7**  
*With a mighty bellow, the wizard invokes Corvus the Crow Lord, summoning his servants to peck at the foe's eyes*  
Choose one enemy within 12" of the Wizard. The target suffers 2D6 Strength 1 hits. No armour saves allowed.
- 2 Pann's Impenetrable Pelt** **Difficulty 8**  
*Calling upon the beast-spirits of the wild, the wizard sheathes his vulnerable flesh in unyielding fur and hide*  
A friendly model within 6" including the caster gains a 2+ armour save, which can add to their existing armour save and be modified as usual. This Spell is **Enduring**
- 3 The Amber Spear** **Difficulty 9**  
*Sounding a gnarled horn, the wizard summons a glowing amber spear. Seizing hard upon the spear's translucent shaft, he hurls it at the foe with uncanny accuracy*  
One enemy within line of sight and 36" suffers a Strength 5 hit, this attack will pass through models, hitting anyone directly behind the target with a Strength 4 hit, and anyone behind the second target with a strength 3 hit, and so on until it reaches strength 1.
- 4 The Curse of Anraheir** **Difficulty 8**  
*At the wizard's command, nebulous nature spirits assail the foe, clawing at them with hands not nearly as insubstantial as they appear*  
Choose a terrain piece within 18", the Terrain counts as difficult ground and all enemy models within the terrain suffer a -1 to on all attacks.
- 5 The Savage Beast of Horrors** **Difficulty 8**  
*The beast within is a formidable thing if unleashed to its full potential*  
One friendly model within 6" of the wizard gains +1 Strength and Frenzy. This spell is **Enduring**
- 6 Transformation of Kadon** **Difficulty 11**  
*Kadon was a master of forms, able to shift his shape to that of any monster. One day he found he could not change back*  
Choose an animal, monster or great beast on the board, the Wizard will transform into a copy of that beast for the remainder of the game. The priest cannot perform any further spells, and cannot do anything post game as he recovers mentally from the transformation. Transforming into a Great Beast takes even more out of the mage and he will miss the next battle, but may participate in that battles trading phase.

# Aspects of the Arcane

The colleges may think they are final word on all things mystic, but the winds existed and were wielded long before their time, and will be long after they are dust. The humans time with the wind has been the shortest of all races, the Slann and the Elves of Ulthan see magic in its purest form, combining and dividing different strands at a whim. The Beastmen command the wind of ghur without even knowing it, whilst the Greenskin's draw on the raw magic of belief to fuel their Waaaagh powers.

**Aspect:** Much like within the colleges outside there are experts in magic, either through years of study or through being born a conduit or lightning rod for it. Much like the Attributes of the winds, these special skills can be taken when a wizard rolls a double on a level up. Obviously you can only choose an Aspect relating to a spell list the wizard knows, but if the wizard knows multiple Lores they can take multiple Aspects and some Aspects can be taken multiple times. Taking an Aspect attunes the wizard to their chosen lore but not without risks, they now follow the rules for Miscasts, and Perfect Castings, and taking multiple aspects will cause the wizard to miscast on all results of doubles.

## Ⓢ rituals of qhyash Ⓢ

**Guidance of Teclis:** When casting if you roll any double except miscast, then during the exploration phase you may add 1 dice to your pool of any value you choose. Once per game.

## Ⓢ utterances of the oak Ⓢ

**Gather the Spites:** Roll 3D6 and choose two dice when casting from wooded and jungle terrain, if double 1s are rolled they must be chosen.

## Ⓢ necromancy Ⓢ

**Chill of the Grave:** After casting a successful spell the caster surrounds themselves with a chilling aura. All living units within 5" of the caster are at -1 Initiative, -1Movement and -1Ld. This aura grows by 1" for each concurrent turn that the Necromancer successfully casts a spell.

## Ⓢ lesser magic Ⓢ

**Hedge Wizardry:** the wizard may immediately roll on any spell list from the colleges of magic, this can be taken multiple times.

## Ⓢ charms and hexes Ⓢ

**Unlikely Transmutation:** When you successfully cast a spell of Difficulty 8 or more, you may instead gain XD6 Gold coins, where X is equal to your total cast roll. The spell itself is not cast if you choose to do this. Once per game.



### ☉ rituals of dhar ☉

**A Worthy Offer:** During the magic phase, the Dark Elf Sorceress may sacrifice a henchmen (or any available slaves in game) within 6". If they do so, then the next spell they attempt is cast automatically. If a henchmen is sacrificed in this manner, then their blood is drained completely. They are removed from the warband roster.

### ☉ ruinous powers ☉

All chaos teams and spell lores

**Roiling Power:** After casting a successful spell roll a D6. On a roll of 6 you gain +1XP.

Beastmen may instead take Aspect of the Beast;

**Aspect of the Beast:** the Shaman may now learn spells from Lore of the Beasts.

### ☉ children of the horned rat ☉

All skaven teams and spell lores

**Grey Seer:** The Horned rat has noticed you. Just. You begin to sprout horns indicative of a grey seer. After rolling a natural 12 for casting roll a D6, on a 5-6 your horns grow and you gain a permanent +1 to spell casting.

### ☉ big waaagh ☉

**Brain Bursta:** When successfully casting a spell, your Shaman may take a S3 hit. If he does then one enemy model within 12" takes a S4 hit as he vents the excess Waaagh power from his skull.

### ☉ little waaagh ☉

**En'squig'nin':** If the casting roll for you spell is a natural 12, your target/s are immediately turned into cave squigs for the match, they fight as wandering monsters but may ally as normal. At the end of the game the warriors must take a Ld test to change back into their original form, if failed they live as squigs forever!

### ☉ rituals of hasbut ☉

**Curse of Stone:** when the priests casting roll is a natural 12, the curse of all chaos dwarf wizards catches up to him, he gains -1 Movement, +1 Toughness and +1 to armour saves. This can happen multiple times.

### ☉ knowledge of the old ones ☉

All lizardman spell lores

**An Unknowable Plan:** When casting spells, if you roll a 12 or a 2 the warband gains +1CP. A roll of 2 still counts as a miscast. This can only happen once per game.

### ☉ mortuary cult scrolls ☉

**Dust of Khemri:** The Liche Priest is constantly surrounded by a swirling mass of Sand and is -1 to hit in close combat.





# The Green Tide

From Cathay to the old world, Araby to Lustria Greenskins are a fact of life, every cave, field and forest contains at least one type of them. and if left unchecked they quickly sprout and grow into a Waaagh becoming almost impossible to stop. Waaagh are named for their boss, Waaagh Grimgor ripped through Peak Pass sacking Kislev before it was finally stopped. Waaagh Gorbak almost made it to the capital in Altdorf. The Greatest Waaagh of all led by the goblin warlord Grom the Paunch smashed through the empire and made it all the way to the home of the Elves, Ulthuan.

The idea of Waaagh in Mordheim is strange, instead of thousands of Greenskins, you'll have under thirty! How can you create a legendary Waaagh with thirty men! Well any true Warboss will tell you "a Waaagh comez from in 'ere, ya 'arte n ya 'ead" right before he is stomped and overthrown for thinking and feeling too much. Greenskins run on belief and hopefully this supplement conveys that feeling.

The Green Tide is designed to be used with the Campaign point system and alongside other newer supplements such as Swords of the Empire, The Undercity, Corrupted characters, Colour of Magic and miracle workers. All these together give each race the options they need to stay competitive.

You can use Da Camp with or without the Campaign plot of DA WAAAGH but if you do use the plot I suggest following its rules and waiting till you get to 5CP before unlocking Da Camp.



## Seein' Green

Though the original Town Cryer only gave us Da Mob Rules, there are plenty of excellent Greenskin warbands out there mainly; Black Orcs and Forest Goblins from the Nemesis Crown, Night Goblins by Pathfinder Dubstyles and Snotlings by Luke "Ram Rock Ed First/Auretious Taak" Roberts. There's also the Underworld alliance from this Annual, and a new Savage Orc warband coming in the next supplement Chaos in the New World. I think that covers all the goblinoid races except maybe Hobgoblins and Gnoblar hordes....



## Winnin' Da Plot

Greenskins don't operate like a normal warband, therefore their plot isn't like a normal plot. They only care about two things, Waaaghin' and Bossin' and to win the campaign they gotta do both. Below is the various ways to grow or lose your Waaagh, and once you get to 5CP, go visit Da Prophet in your camp to receive your first Mission.

## Da Waagh

Waaghs work differently to regular plots in the way that you can gain and lose CP at faster rate, and also when you drop below the CP required for an Achievement you lose that Achievement until you once again rise above the required amount. Also many items and locations in Da Camp refer to Waagh level, this is the number of CP Achievements not total CP.

### Objectives

- +1 **Playing a scenario.** Whenever the warband plays a scenario it gets +1 CP.
- +1 **Winning a scenario.** If the warband wins a scenario, it gets +1 CP
- +1 **Killing a great beast.** Whenever the Warband kills a model with the Great Beast rule it gets a CP
- +1 **Every three warriors Da Boss takes OOA in one match.** Whenever your leader takes three warriors OOA it gains a CP.
- +1 **Taking out their boss.** Whenever your warband takes an enemy leader OOA it gains 1CP.
- +D3 **Taking out Rival Greenskin boss.** If the enemy leader was a Greenskin it gains an Additional D3CP.
- +D3 **Burning down an encampment:** when your warband burns down an encampment it gains D3CP.
- +D3 **Three Victories in a row.** Whenever your warband wins three games in a row it gains a CP.
- +D3 **Completing a Prophecy.** Everytime you complete a Prophecy you gain D3 CP.
- D3 **Three losses in a row.** If you lose three games in a row you lose D3CP
- 1 **War boss OOA.** Whenever your Leader is taken OOA you lose 1CP
- 5 **War boss Death.** Whenever your leader dies permanently you lose 5CP
- 1 **Warrior captured.** (if Orcs, this does not include Non-Orcs. Who cares!) whenever a warrior is captured you lose 1CP
- 1 **Hero Death.** Whenever a hero dies permanently you lose a CP.

### Achievements

| CP | Achievement   |
|----|---|
| 5  | <b>WAGH!</b> Your growing Wagh has gathered a Greenskin camp around your foces. You may now visit Da Camp.  |
| 10 | <b>WAAGH!</b> Your Warband Gains +2 to its maximum size.  |
| 15 | <b>WAAAGH!!:</b> your warband gains;<br><b>You Balong to da Boss Now:</b> Once per game after a member of your warband takes a warrior OOA they may immediately declare that they are captured.   |
| 20 | <b>WAAAAGH!!:</b> Your Warband Gains +3 to its maximum size.  |
| 25 | <b>WAAAAAGH</b> Your warboss gains;<br><b>War Chant!!!:</b> Once per game your War boss may let out a deafening War Chant. This chant gives causes all friendly models within range of your leader ability Frenzy and Cause fear. The chant lasts D3 turns. |
| 35 | <b>WAAAAAAAAGH!!!:</b> Your warboss gains;<br><b>Unkillabull:</b> the Swirling energy of the waagh is so strong that Gork and Mork Bless your warboss, allowing him to reroll any results of Dead on the serious injuries chart.                            |
| 40 | <b>WAAAAAAAAGH!!!!:</b> If you have completed all 6 prophecies and have full WAAAGH you may now choose the "Nice Day for a WAAAGH Beheadin'" Special Scenario. Once the scenario has been won you win the campaign.   |



# Da Camp

Despite their best efforts, Waaaghs can't constantly be Waaaghing, and permanent or mobile camps will spring up around the Waaagh. Sometimes the Greenskins make da camp, but more often than not they just set up shop within a village or stronghold they just sacked. At the centre of the the camp is always Da Boss tent. Its where da boss makes all his tricky plans and plots or just sits and eats until it's time for the next battle. Around the boss then is a chaotic throng of constant fights and contests of one upmanship between the orcs and goblins, with the lesser goblinoids fighting their own tiny battles between their feet. While da camps are far from ordered a sort of society pops up within them, with different tents with different services on offer, usually goblin run, (they gotta prove themselves useful or they may be the next snack or training dummy).

**Any Greenskin hero may visit the Da Camp instead of searching for a rare item in the post battle phase. No heroes of any other races may visit Da Camp.**

## Gobbo Shaman Hut

*Just as Goblins are widely varied, so too are their Shamans. Shaman exemplify the Goblin tribe to which they belong. For instance, the Shamans of many tribes of Wolf Riders are a feral lot, draped in skins and laden with wolf skulls. Like their comrades, these Shaman are bent, wind-gnarled and bow-legged from their life crossing the plains on wolfback. Shamans of the Red Cloud tribe ritually use their magics to turn themselves at least half red depending on the cycle of the moon. There are bandage-covered Dust-Goblins from the deserts of Araby, sbrend fortune-teller mystics of the nomadic Goblin trader tribes, and more. Night Goblin Shamans wears the easily recognised hoods of their kind and are known for being particularly crazed due to eating vast quantities of hallucinogenic mushrooms. They are especially knowledgeable about fungus and only Night Goblin Shamans know the full rituals for growing, picking and preparing the deadly madcap mushrooms that can turn a Night Goblin into a ball-wielding Fanatic. It is said that Night Goblin Shaman who eat too many mushrooms will eventually turn into a giant Shamanshroom, a magic-saturated fungal shoot. It is a damp, dull life as a mushroom, but it will probably get worse. As Shamanshrooms are highly coveted by other magic-users, getting turned into one is almost surely a one-way ticket to being eaten alive*

**Magic Drinkz:** For a "donation" of 5gc the shaman concocts a terrifying brew for the warrior to drink before the next battle, roll on the chart only after drinking the bright and stinky potion

### D6 Result

**1 Debilitating:** The potion is simply too potent for the Hero and weakens them. They receive -1 to Toughness for the whole of the next battle until they can roll a 6 on a D6 in the recovery phase to shrug off the ill effects.

**2-3 Strength:** The Hero is infused with strength as he quaffs the potion. He receives a +1 Strength bonus until he rolls a 1 on a D6 in the recovery phase.

**4-5 Resilience:** An inner resilience passes through the Hero. He receives a +1 bonus to Toughness until he rolls a 1 on a D6 in the recovery phase.

**6 Fortitude:** The Hero's constitution is increased and he feels ready to take anyone on. He gains an extra wound for the whole battle. However, once lost the wound cannot be restored..

**Gubbinz:** for 25gc the Shaman will part with magical Gubbinz, an assortment of useless seeming bones and animal gutz which may be devoured by a Greenskin shaman to automatically pass 1 spell in the next game. Roll a D6, and the Shaman has choked on the Gubbinz and is stunned. After each match in which you used Da Gubbinz roll 2d6, on a roll of 2 your shaman has taken too many mushrooms and have permanently changed into a giant Shamanshroom! From now on your warband has unlimited access to Madcap mushrooms and gubbinz. After taking a shroom or gubbinz from the Shamanshroom roll a D6 on a 1 you've eaten the last one and the Shamanshroom is lost.

**Sneaky Spells:** either through extreme hallucinogenic drug use or being hooked into the winds of magic directly, many shamans know the future and can wield this power to their own benefit, or to a warboss of great enough influence.

**Your Waagh must be at least 15 or higher to use the Shaman's true abilities. For 50 gc roll on the table below.**

### D6 Result

**1 Cursed:** it was a Goblin Trick! The Hero is cursed instead! The warrior decreases a randomly determined characteristic by -1 permanently from the curse

**2-3 Hex:** The Shaman places a malady on a Hero chosen from another warband. Treat it in the same way as a curse given above.

**4+ Miracle:** By using magical means the Shaman is able to lift any curse, heal any lost wounds, cure any mutation or remove a serious injury from a Hero of your choice



## Shiny Bits Pile

Da centre of any good Camp is da shiny bits pile. Warriors of the Waaagh throw all prizes there as a testament to the glory of Mork (or Gork). At the centre of the Loot pile is an Idol of their chosen god (sometimes they think its Gork but it's actually Mork). As the Greenskins throw more offerings onto the board, their adulation of the idol sometimes stirs it to life...

Heroes from the warband may visit the bits pile to donate Treasures, gold or items.

Both Treasures and Items are worth their selling price when donating to da pile.

| Amount | Effect  |
|--------|---|
| 100+   | Henchmen Units cost 5gc less  |
| 200+   | Your warband may now hire the Rogue Idol                                  |
| 300+   | When searching for Henchmen the Warband adds +1 to the available XP.      |
| 400+   | Henchmen are only killed after the battle on a roll of 1 rather than 1-2. |

Every time donations are added Roll 2d6, on a roll of 2-3

D6x25 worth have gone missing from da loot pile.

Donations may never be retrieved from Da Pile, dey belong to Mork (or Gork) now.

## Rogue Idol of Gork, (or possibly Mork)

Titanic scrap effigies made up of stone and earth, broken weapons, looted trophies and daubed in obscene glyphs and slogans, somehow come to ponderous, erratic life through the power of the Orc gods, Rogue Idols have a will of their own and desire only one thing: to smash. This they can ably achieve through their massive stone fists, which can pound with the fury of falling meteors and the sheer weight of their colossal tread, which is akin to an avalanche of boulders striking down with every footfall.

**Your Bits Pile must have at least 200 gold in it and your Waaaagh achievement level must be at least 4 to use the Rogue Idol.**

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Idol    | 6 | 3  | 0  | * | * | * | 2 | * | 9  |

**Weapons and Armour:** Stone Body and Fists.

**Special Rules:** Causes Fear, Gigantic Creature, Spirit of the Waaagh, Stone Body, Avalanche, Made of Bitz, Livin' Idol, Battle Lust, Cannot Run.

### SPECIAL RULES

**Spirit of the Waaaagh:** Stone Idols have Wounds, Attacks, Strength and Toughness Equal to the warbands Waaagh achievement Level (eg: a warband with 25 CP, which is 5 achievements, will have 5W, 5A, 5S, 5T) **Battle Lust:** must charge any enemy it can see.

**Cannot Run:** the Stone Idol is a slow massive construct and may not run, but may charge as normal.

**Stone Body:** 4+ Special save that can only be modified by Hammers.

**Avalanche:** when the Rogue idol is taken OOA all models with 2" suffer a Strength 4 hit.

**Made of Bitz:** when the Rogue idol is taken OOA the Shiny Bits pile loses D6x10 gold.

**Livin' Idol:** all friendly models within 6" gain +1Ld, and spell casters can reroll 1 dice per casting. However losing the idol is a grave omen. When taken OOA the whole warband suffers -1ld for the remainder of the battle.

## Da Zoo

*Wherever there's a waaagh its only a matter of time till their beasties show up. Squigs will spawn wherever night goblins gather, orcs bring boarꝝ and gruntꝝ, forest goblins; giant spiders. A smart boss will quickly get one of these in line to ride into battle getting him fear and respect from every boy.*

A greenskin visiting Da Zoo may either order a custom mount or choose one of the ones hanging around. to choose an already available animal roll 2d6 and see what is on offer. Sometimes into a mighty mangler squig sometimes it's just shit. Literally! If you require a specific animal it is best to order it from the squig handlers in the penz. Simply choose an animal and roll the rarity. If not available the first time, the handlers will track it down for you, and on each subsequent visit to da zoo you will get a plus +1 on the rarity roll as they complete your order. If you warband contains a model with the appropriate animal handling skill required for the animal you ordered they may miss the next battle to help find the beast, granting it to you when he returns (price must still be paid of course.)



## 2 Giant Squig

**Rare 14 (Goblin Only.)**

**250 gold crowns to hire**

*Night Goblins are expert Cave Squigs hunters and breeders, and occasionally a Squig, fed the right mixture of myndstone and Snotlings, grows to such titanic proportions that it can give a troll a run for its money in a fight!*

**Profile** M W S B S T W I A L D

Great Squig 3D6 4 0 5 5 3 4 3 5

**Weapons/Armor:** Massive snapping jaws! Great Squigs never use or need weapons or armor.

### SPECIAL RULES

**Movement:** A Great Squig will move just like Cave Squigs, except it rolls 3D6 for the distance.

**Wild:** A Great Squig will need a Goblin to keep it in line, just like a Cave Squig. If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. In addition, due to the ferocity of these beasts, if the scatter dice rolls a "hit" the Great Squig moves towards the closest model (friend or foe) it can see. If its movement takes it into contact with another model it will engage it in hand-to-hand combat, even with a member of its own Warband. The Great Squig is out of the player's control until the end of the game.

**Cause Fear:** A Great Squig is a massive ball of flesh and teeth which causes fear.

**Large Target:** Great Squigs are large targets as defined in the shooting rules.

**Animal:** Great Squigs are animals of a sort and so do not gain experience.

**Monstrous Mount:** The Great Squig adds +20 points to the warband rating. Due to their enormous size or special durability these mounts have more than one Wound.

Therefore whenever a model shoots at a warrior riding one of these mounts roll a D6 to determine who is hit: 1-4 mount, 5-6 rider. In close combat models may choose whether they want to attack the mount or the rider. The +1 armour bonus for having a mount applies as normal.

**Skull of Iron:** This creature's head is much too thick for normal blows to penetrate. Therefore it treats a stunned result as knocked down instead.

**Staggered, but not down:** Mighty blows will rock the monster, but most creatures lack the ability to truly knock it into the dirt. Therefore, any knocked down result the monster receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple knocked down results will cause it to lose multiple attacks in this way.

### 3 Gore-Grunta

Rare 12

150 gold crowns

*Gruntas are massive boar-like beasts with razor-sharp teeth, filthy hides and beady, hate-filled eyes. Notoriously foul-tempered, they are prized mounts for any Black Orc with the mettle to ride them into battle. Gruntas will eat practically anything, from the mangled remains of enemies to unobservant orrorks, and even the foundations of buildings (they're especially fond of the Khornate ones made out of skulls). Gruntas also eat copious amounts of iron, usually as a result of consuming the more edible things it is attached to, like people. This undigested metal is then harvested by the orcs for weapons and armour and is called pig-iron.*

**Profile**  M W S B S T W I A L D

Gore-Grunta 8 3 0 5 4 2 3 1 3

**Weapons/Armor: Tusks and Bulk!** Gore-Gruntas attack unarmed without penalty.

#### **SPECIAL RULES:**

**Thunderous Charge:** On any turn when a Gore-Grunta rider charges more than 7", he causes D3 impact hits at the basic strength of the Gore-Grunta

**Thick Skinned:** The thick skin and matted fur of the Grunta makes him very hard to wound. Gore-Grunta confer an additional +1 bonus to the rider's Armour save (making +2 total).

### 4 Cave Squig

Rare 10 (Goblin Only.)

40 gold crowns to hire

*Night Goblins raise the deadly Cave Squigs. These creatures are a curious blend of animal and fungus, and are composed mostly of teeth, horns, and a nasty temperament.*

**Profile**  M W S B S T W I A L D

Cave Squig 2d6 4 0 4 3 1 4 1 5

**Weapons/Armor:** Big gob and brutality! Cave Squigs never use or need weapons or armor.

#### **SPECIAL RULES**

**Movement:** Cave Squigs do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving Squigs, roll 2D6 for the distance they move. Squigs never run and never declare charges. Instead, they are allowed to contact enemy models with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

**Minderz:** Each Cave Squig must always remain within 6" of a Goblin, who keeps the creature in line. If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. If its movement takes it into contact with another model (friend or foe), it will engage the model in hand-to-hand combat as normal. The Cave Squig is out of the Goblin player's control until the end of the game.

**Just Squigs:** Greenskins don't care much whether Squigs die because there will always be more mysteriously popping up where ever the Goblins go. Squigs only count as a half a model for rout test purposes.

**Animals:** Cave Squigs are animals of a sort and so do not gain experience.

### 5 Giant Wolf

Rare 10 (Goblin Only)

85 gold crowns

*The giant wolf is common in most of the mountain ranges of the known world. However, catching one of these nasty, fast moving beasts is another thing – especially if you are a Goblin.*

**Profile**  M W S B S T W I A L D

Giant Wolf 9 3 0 3 3 1 4 1 4

**Weapons and Armour:** Fangs and claws, the giant wolf fights unarmed without penalty.

#### **SPECIAL RULES**

**Animal:** Giant wolves cannot gain experience.

**Territorial:** Giant Wolves cannot be used in a warband that already contains Giant Spiders.

### 6 Squig Wig

Rare 7

30 gold crowns.

*Greenskins are naturally hairless. Those that are bothered by their baldness use specially-bred squigs as living wigs. Many varieties of hair squig exist, with a wide array of colours and styles. Hair squigs attach themselves to the host by biting into his skin and they survive by feeding off the host's vital fluids, but never enough to pose a threat to the host's well-being.*

The wig confers an additional 6+ special save that is taken after other armour saves. If successful the wig is struck and must roll for Out of Action in the same manner as a henchmen.

On a 4+ the greenskin may ignore Serious Injury results of Madness, and Blinded in one eye as they have struck and killed the squig instead. The Greenskin suffers a penalty of -1Ld for the next battle, to represent the sheer embarrassment of the faux pas. A new wig must be bought to replace the current one.

### 7-8 Droppinz

Rare 7 (Goblin and Savage Orc Only)

25 gold crowns

*Animal set of the greenskins "pets" is especially putrid. Some deperate goblins will rub it on themselves in an attempt to have Orcs and larger goblins leave them alone. the stinkiest and best for this use is troll dung, though that is not without its risks as it is often times extremely acidic.*

A Goblin or Savage Orc hero may take a Ld test before the battle to coat himself in droppinz, anyone wishing to strike the goblin must pass a Ld test in the first round of combat or be -1 to hit for that round. One use only.



## 9 War Boar

Rare 11 (Orcs only)

90 gold crowns

*Large, ferocious and bad-tempered – a perfect mount for an Orc Warlord. Orc warbands occasionally make use of these noisome beasts while exploring the ruins of Mordheim and beyond. It isn't common though, as the bigger and meaner Orcs tend to take the Boars for themselves.*

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

Wild Boar 7 3 0 3 4 1 3 1 3

### SPECIAL RULES

**Ferocious Charge:** Orc War Boars attack with +2S when charging, due to their bulk. Note that this applies only to the Boar, not the rider.

**Thick Skinned:** The thick skin and matted fur of the Boar makes him very hard to wound. Boars confer an additional +1 bonus to the rider's Armour save (making +2 total).

## 10 Giant Spider

Rare 11 (Goblin Only.)

100 gold crowns

*The Giant Spider is the stuff of nightmares. Typically 10 to 12 feet long they are highly prized by Forest Goblins as mounts.*

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

Giant Spider 7 3 0 3/4 3 1 4 1 4

### SPECIAL RULES

**Poisoned Attack:** Giant Spider attacks are poisoned – attacks are considered as strength 4, but this will not modify any armour saves.

**Wall Walk:** Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! Table. Note even if the rider has the Running Dismount skill, the maximum diving charge is only 2".

**Note:** Giant Spiders cannot be used in a warband that already contains Giant Wolves.



## 11 Mangler Squig

Rare 13 (Goblin Only.)

200 gold crowns

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

Mangler Squig 2D6 3 0 5 4 3 3 D6+1 5

**Ker-splat!** If you roll any doubles when rolling to determine the Mangler Squigs' charge range, you can add 1 to the model's hit rolls when it attacks until the end of the turn.

**Watch Out!** Mangler Squigs can cause mayhem even in their wildly bouncing death throes. If slain, roll a dice for each unit within 3" of the Mangler Squigs, friend or foe, before the model is removed from the battlefield. On a roll of 4 or more that unit suffers a wound. Remove the Mangler Squigs from the battlefield after resolving any damage.

**Wild:** A Mangler Squig will need a Goblin to keep it in line, just like a Cave Squig. If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. In addition, due to the ferocity of these beasts, if the scatter dice rolls a "hit" the Mangler Squig moves towards the closest model (friend or foe) it can see. If its movement takes it into contact with another model it will engage it in hand-to-hand combat, even with a member of its own Warband. The Mangler Squig is out of the player's control until the end of the game.

**Cause Fear:** A Great Squig is a massive ball of flesh and teeth which causes fear.

**Large Target:** Great Squigs are large targets as defined in the shooting rules.

**Animal:** Great Squigs are animals of a sort and so do not gain experience.

**Monstrous Mount:** Mangler Squig adds +20 points to the warband rating. Due to their enormous size or special durability these mounts have more than one Wound.

Therefore whenever a model shoots at a warrior riding one of these mounts roll a D6 to determine who is hit: 1-4 mount, 5-6 rider. In close combat models may choose whether they want to attack. The mount or the rider. The +1 armour bonus for having a mount applies as normal.

**Skull of Iron:** This creature's head is much too thick for normal blows to penetrate. Therefore it treats a stunned result as knocked down instead.

**Staggered, but not down:** Mighty blows will rock the monster, but most creatures lack the ability to truly knock it into the dirt. Therefore, any knocked down result the monster receives will instead cause it to lose 1 Attack until it recovers (during the Recovery phase of its next turn). Multiple knocked down results will cause it to lose multiple attacks in this way.

**Movement:** Squigs do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving Squigs, roll 2D6 for the distance they move. Squigs never run and never declare charges. Instead, they are allowed to contact enemy models with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

## 12 Gigantic Spider

Rare 13 (Goblin Only.)

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.

**Profile**          **M W S B S T W I A Ld**

Gigantic Spider 6 3 0 55 342 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.

**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.

## Goblin Tinkerer

*A few Goblins have a base understanding of concepts such as physics - much to the disgust of their fellow Greenskins! While most gobbos - wisely - don't like to let on to their larger cousins that they are in fact a great deal brighter than their Orc overseers, there are a few that like to tinker with stuff. These Goblin "engineers" rarely receive the same respect their peers get and eke out a living on commandeered benches, out of the way of passing Orcs who can't resist punching the "specy gits".*

Greenskins visiting the tinkerer may either order a weapon or choose one currently available.

To choose an already made weapon, roll D6 and consult the chart below, this is what is on offer at this time.

If you require a specific weapon, it is best to order it from the workshop, choose any weapon from the list below, and roll for rarity. If not available the first time, the tinkerers will begin working on it for you, and each subsequent visit to the +1 to your rarity rolls as they complete your order.

A Hero may only place one order at a time with the Dealer, if you choose to make a new order an roll for another weapon, they will cease work on your original order.

### 1 Doom Diver

Rare 12

150 gold crowns

*A Doom Diver Catapult is basically an enlarged version of a giant slingshot, which propels a leather-wing Goblin known as a Doom Diver straight into an enemy formation as a form of live ammunition. Originally, the Doom Diver Catapult was created to allow nomadic tribes of Goblins to scout the surrounding areas of their territory in quick succession. After a while, the Doom Diver Catapult was redesigned for the use of war. Using his wings, the Doom Diver would spiral and guide himself towards his chosen target, emitting a loud and high-pitch scream just moments before making impact. The outcome usually ends in the death of the Doom Diver, and hopefully his intended target as well. Some of the smarter or more experienced Doom Divers would apply his wings effectively as brakes and if he is lucky enough, he might bounce from the impact instead of splatter into the ground. As such, there is still a few veteran Goblins whom have lived through their experience as Doom Divers, only to willingly re-live this experience one more time*

**Profile** MWSBSSTWIALd

Doom Diver 3 - - - 7 3 - - -

**Range:** Special

**Strength:** Special.

**Special Rules:** cannot run, Gobbo Operated, Reload, Pegged down, Large Target, Misfire, Glidin Gob.

#### SPECIAL RULES

**Gobbo Operated:** Firing a Doom Diver Catapult requires a crew of Gobbos. They require a team of two Goblins to fire and a crew member with the Artillery Expert skill (if one of the goblins doesn't have it). All of the normal shooting rules apply (with some exceptions below),

**Reload** This weapon requires one full turn with the crew preparing the brave gobbo for launch (place a marker next to it when loaded), and can only fire in the following turns.

**Pegged Down:** to get the torsion need to launch a full grown gobbo the catapult must be pegged to the ground and therefore cannot be fire the turn it moved.

**Glidin Gob:** to fire the doom diver a goblin must volunteer to be launched. The brave beautiful greenskin must be in contact with the Doom Diver in the turn prior to firing to give himself time to don the required glider suit. When fired the Goblin is launched a distance equal to the Artillery Dice roll. He may choose to shoot directly into a target, if he does not, he now counts as Flying and follows all rules for that except he moves using the Artillery dice each turn.

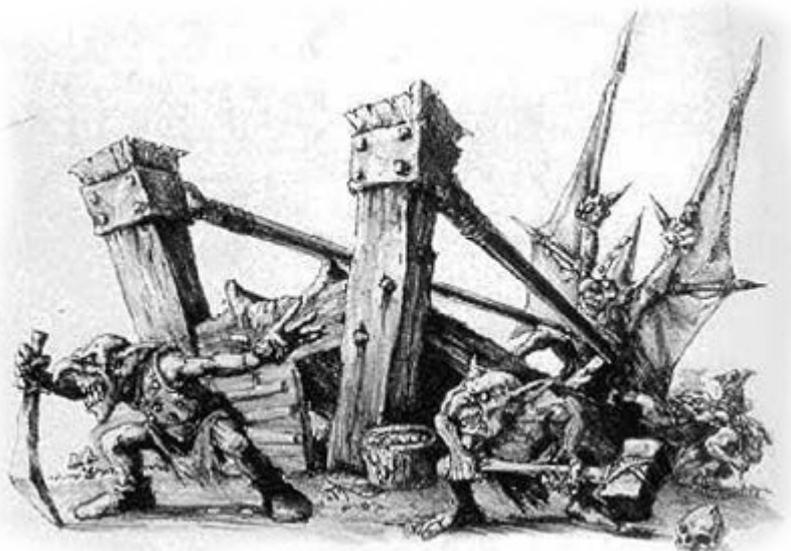
**SPLAAAT:** after rolling the artillery dice for movement the goblin may choose to steer himself into a target, be it warrior, vehicle or building. The Goblin does D3 hits to himself and his target with a Strength equal to the artillery dice roll. A goblin taken OOA from being a livin' bullet must roll twice on the serious injury table, if he survives he gets 3xp from the ordeal.

**Misfire:** if a misfire is rolled on the artillery dice on the turn the goblin was fired, roll on the Misfire chart. If a misfire is rolled whilst the goblin is flying, follow the rules for falling from the sky as detailed in the flying section.

### Doom Diver Misfire Chart

D6 Result

- 1 The catapult hurls itself vertically into the air and comes down with a mighty crash, destroying itself and taking the greenskin ammo OOA
- 2 The Catapult spins crazily on the spot whilst the Crew run for cover. The crew are all too dizzy or exhausted to launch this turn or next.
- 3 The Catapult lurches forward, tips over and launches the goblin face first into the ground. He is taken OOA and must roll twice on the serious injury table.
- 4 The Doom Diver shoots straight high into the air and eventually vanishes from sight. The crew gaze in Awe. The launched gobo rejoins the warband after the battle having landed somewhere very far away.
- 5 The crew and ammo start to argue about whose go it is next. The resulting punch-up takes a turn to sort itself out. No Doom Diver is fired this turn.
- 6 The doom Diver is launched in the right direction but instead of flying high into the air he is fired straight along the ground, ploughing a furrow 3D6" across the table in a straight line. If it hits a unit from either side resolve the damage as normal. The Doom Diver may pass through more than one model but if it hits any terrain features it is immediately taken OOA and must roll twice on the injury chart.



## 2 Spear Chukka

Rare 9 (Goblins Only)

90 gold crowns

Range: 36"

Strength: 5

**Special Rules:** Move or Fire, Prepare Shot, Save Modifier, Multiple Wounds, Penetrate Ranks.

### SPECIAL RULES

**Multiple Wounds (D2):** if this weapon successfully wounds a target it inflicts D2 wounds instead of just 1.

**Hard to Fire:** Firing the spear chukka requires a crew, one must have Weapons Training and at least one must be a goblin. It can fire every second turn with 2 crewmembers and every turn with 4.

**Save Modifier:** wounds dealt by this weapon have an additional -1 to the armour save (for a total of -3).

**Move or Fire:** a model cannot move (including moving to man the Harpoon Gun) and shoot in the same turn.

**Prepare Shot:** These weapons can only shoot every other round, and no Skills or abilities can modify this.

**Penetrate ranks:** if the bolt successfully renders its target Out of Action, it continues its trajectory in a straight line, hitting any further targets in its path (roll to hit and Wound) but subtract 1 from each To Hit and To Wound roll thereafter. Eg. Next target after the first one is hit at -1 To Hit and at S5, if that model goes Out of Action the next target is hit at -2 and at S4, and so on. Vehicles and scenery pieces in the path of a bolt are hit automatically.

**Misfire:** if a 1 to hit is rolled, then roll on the spear chukka misfire chart.

### Spear Chukka Misfire Chart.

| D6 | Result   |
|----|--|
| 1  | The Chukka String Snaps and flicks around the contraption, taking all goblins operating the spear chukka OOA and destroying the spear chukka.  |
| 2  | The Chukka fires prematurely whilst a goblin is reloading it, launching both the goblin and the spear at the target. It hits and does damage to both the target and the unlucky gobbo. |
| 3  | The Spear is jammed, and cannot fire this turn or the next.  |
| 4  | The Gobbo operators forgot to load the thing! It can fire next turn as normal.   |
| 5  | The Spear shoots off wildly, roll a scatter dice, and shoot the spear in that direction its full 36" hitting whatever it comes into contact with.                                      |
| 6  | The Spear shoots out with excessive force, causing D6 wounds instead of D2.  |



## 3 Rock Lobba

Rare 12

200 gold crowns

Profile M WS BS S T W I A Ld

Lobba 3 - - - 6 3 - - 6

Range: 12" - 48"

Strength: Special

**Special Rule:** Hard to Fire, Large Target, Constructed, Explosive Radius, Artillery

**Hard to Fire:** Firing the Rock Lobba requires a "good" crew, and a lot of luck. Da Rock Lobba can fire once every other turn with two crewman, and each turn with four. All of the normal shooting rules apply, but no Shooting skills apply to the Rock Lobba. It may not move and fire in the same turn.

**Large Target:** the Rock Lobba is still an obvious target even from far away, and can always be targeted by enemy shooting.

**Constructed:** The Rock Lobba is a large contraption, which cannot be moved when set up. at the start of a match the Rock Lobba starts as 4 small crates, carried by the operating crew (any model may carry the rock lobba crates, but only goblins may operate it.) When they find a suitable spot they may spend D3 turns setting up the catapult. Once set up the Rock Lobba cannot move but may swivel on the spot. Deconstructing is a bit easier and takes just 1 turn.

**Artillery;** The Rock Lobba is a Siege weapon and as such uses the Scatter Dice and Artillery dice each time it fires rather than the operators Ballistic Skill Making it a very random and dangerous weapon. Declare where you wish the final landing place to be (line of site not required- See below) then roll both the Scatter dice and Artillery dice to see how far off target you have hit, which is the number indicated on the scatter die, minus the crews ballistic skill, a Direct hit counts as a direct hit unless line of sight is not shared (See Below.)

**Indirect Fire;** The Rock Lobba may fire at target that it does not share line of sight with. This is not as accurate as normal firing and how close the shot lands depends on the skill of the crew. Roll the Scatter dice and Artillery dice as normal. However if you roll a hit marker with the Scatter dice, due to the indirect fire the shot will still go off target, the shot veers off target in the direction of the little arrow on the scatter dice, by how much is determined the number indicated on the Artillery dice minus the BS of the crew.

**Explosive Radius:** After determining the final landing spot, the explosion created by the landing Ammo will cover a small area. Place the small blast template on the final landing spot, models under the center of the template take a Strength 6 hit, any other model under the template takes a Strength 5 hit

**Misfires:** If a Misfire is rolled on the Artillery Dice roll on the chart below.

### Rock Lobba Misfire Chart

|     |   |
|-----|---|
| 1   | <b>DESTROYED!</b> The Stone thrower cannot take the strain! Bits of wood and metal fly around, the stone tumbles to the ground, crushing the Warmachine and throwing debris in the air. All crew must pass an Initiative test or be crushed and taken OOA by the falling debris. The Rock lobba is Destroyed. |
| 2-3 | <b>Disabled.</b> the catapult Suffers a wound. To heal this wound the Machine must be disabled and rebuilt. Either way the Rock Lobba cannot fire this turn or next.  |
| 4-6 | <b>May Not Shoot.</b> A minor error has occurred; the Rock Lobba may not fire this turn.  |

#### 4 Stabba Lobba

Rare 12 (Savage Orcs Only)

90 Gold Crowns

*Savage Orcs love their Big Stabbas, and the only thing better than chargin' with 'em is launchin' 'em. The stabba lobba is an invention only an orc would think could work. a gigantic bow held up by two savage orcs and pulled back into place by two more it hurls ridiculously giant spears across the battlefield.*

**Range:** 48"

**Strength:** 7

**Special Rules:** Move or Fire, Prepare Shot, Save Modifier, Multiple Wounds, Penetrate Ranks, Livin' Artillery

##### SPECIAL RULES

**Multiple Wounds (D3):** if this weapon successfully wounds a target it inflicts D3 wounds instead of just 1.

**Livin' Artillery:** the Stabba Lobba requires 4 orcs to operate, two to hold up the giant bow and two to pull back the string.

**Save Modifier:** wounds dealt by this weapon have an additional -1 to the armour save (for a total of -3).

**Move or Fire:** the models operating the Stabba lobba cannot move and shoot in the same turn.

**Prepare Shot:** These weapons can only shoot every other round, and no Skills or abilities can modify this.

**Penetrate ranks:** if the bolt successfully renders its target Out of Action, it continues its trajectory in a straight line, hitting any further targets in its path (roll to hit and Wound) but subtract 1 from each To Hit and To Wound roll thereafter. Eg. Next target after the first one is hit at -1 To Hit and at S5, if that model goes Out of Action the next target is hit at -2 and at S4, and so on. Vehicles and scenery pieces in the path of a bolt are hit automatically.

#### 5 Chariot

Rare 12

100 Gold Crowns + Steeds

The Warband may purchase a chariot and any applicable greenskin steeds, except squigs they are far too bouncy to be reliable.

#### 6 Squig Gobba

Rare 14 (Goblin Only)

150 Gold Crowns

*The Squig Gobba, as it is known by the common soldiery of the Empire, is a fearsome sight amongst the Orc & Goblin hordes. Dragged and prodded onto the battlefield by its malevolent Night Goblin tenders, it is a huge beast with an oversized gaping maw, a set of extremely powerful lungs and a ravenous appetite to rival even that of a Troll! Its tenders drag lesser squigs from the cages, slicking these vicious beasts with foul-tasting noxious liquids. This not only renders the creatures senseless for a short time, but also prevents the Squig Gobba from immediately swallowing them as the stunned squigs are unceremoniously stuffed into its jaws! Then it is only a matter of time before one of two things happen: either the Squig Gobba will vomit forth its mouthful of now monumentally furious lesser kin, causing chaos and panic on a grand (and thoroughly disgusting) scale amongst the enemy army's ranks; or the great beast itself will explode in a blazing fireball, as the Night Goblin 'concoctions' that coat the squigs react spectacularly with the Squig Gobba's stomach juices.*

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

Gobba 3 - - - 4 3 2 - 6

**Range** 8"-36"

**Strength:** 4/Special

**Special Rules:** Gobbo Operated, Reload, Spittin' Beast, Spit-Squigs!, Bounce, Livin' Ammo, Large Target.

##### SPECIAL RULES

**Gobbo Operated:** Firing a Squig Gobba requires a brave crew of Gobbos. They require a team of two Goblins to fire and a crew member with the Artillery Expert skill (if one of the goblins doesn't have it). All of the normal shooting rules apply (with some exceptions below), **Reload** This weapon requires one full turn with the crew preparing the Squig (place a marker next to it when loaded), and can only fire in the following turns.

**Spittin' Beast** The Squig Gobba cannot Run or Charge. The Squig Gobba cannot Fire on any turn in which it has moved as it needs to be staked down and coaxed with pointy objects in order to 'fire'.

**Bounce:** this weapon does not roll To Hit when firing. Mark a spot within a straight line of sight from the Gobbas Mouth to aim the Squig at. Roll a D3 (or a D6 if the target is at long range) and move the mark by that distance in inches in the direction of a scatterdice roll. Then roll an artillery dice, and move the mark by that distance in the opposite direction of the Gobba: this is where the Squig lands. All models on that spot are hit (roll to Wound). Unless the Squig landed on a Large model, a vehicle, building or obstacle (in which case it comes to a stop), the Squig bounces forward: roll another artillery dice and all models in the path of the bounce are also hit. If a misfire is rolled in the first artillery dice roll, see Misfire below. If a misfire is rolled in the second artillery roll, the Squig does not bounce and stops there. Misfire!: if a Misfire is rolled on the first artillery dice roll, something has gone in the Gobba's Gob! The Squig gobba rolls around in pain, spewin' the whole time. All models within 2" of the Squig Gobba Suffer a S4 Hit and the Gobba is knocked down.

**Livin' Ammo:** the Squig Gobba requires squigs to fire. Any squig in Base to base contact with the Gobba may be loaded into its mouth. There are two ways to fire the Squigs, Raw or Loaded with Shrooms.

**Raw:** a Raw squig is sedated by otherwise untreated before being chucked in the gobba. When fired any model it hits will suffer a Strength 4 hit and the Squig will bounce through hitting other targets on its way, if after the final hit the squig can pass an initiative test it lands on its feet and counts as charging. If it fails the test it has been injured by the fall and must roll on the Injury table.

**Loaded With Shrooms:** the Goblin Handlers stuff the squigs with an explosive concoction of Mad Cap Mushrooms before shoving it in the Gobba. Any time after the initial impact of the Squig (roll for distance/Misfire), the handlers may choose to make it explode in a small blast template, wounding any model underneath on a 3+. As the squig has exploded, it is considered lost.

## Snotling Corna

Most Snotlings only grow as high as a Man's ankle and have been known to infest both Orc and Goblin settlements, always scavenging in the heaps and dung of the camps rubbish, and stealing anything which is not nailed down. Snotlings have a nasty tendency to often nab unwanted cast-offs, bits of scrap, trinkets or shiny metal and hide these treasures in a secret nook or hiding spot. Orcs tend to look upon their much smaller cousins with a certain degree of affection, often treating them as wayward and mischievous pets. Some Orcs in a tribe might try to capture one or two of these little creatures, feeding them small scraps of food, and training them to do tricks and menial tasks. The brightest of the Snotlings would do simple stuff like playing "Fetch" or do extremely simple labor such as carrying equipment or scratching off hard-to-reach scabs for their Orc owners. Orcs may feel a small portion of affection or pity for the loss of their favourite "snotty" but these affections are just as short-lived as a Snotling's life-span.

### Claimed Snotlings

Within the Snotling Corner Greenskin Heroes may attempt to do "impressive feats" to woo a snotling to their service. You may only have a maximum of 2 claimed snotlings for each greenskin at any time. When the hero is taken OOA roll a D6, on a 1-3 the snotling has died and a new one must be claimed.

### Stabby Snot - 20 Gc

If the Hero passes a Strength Test, his muscle flexin' has impressed a "Staunch" Snotling. A Greenskin with a Stabby Snot gains one extra Strength 1 attack, the attack is made at the same time as the heroes and must be directed at the same target as the heroes attacks. This Attack ignores Armour Saves

### Searchy Snot - 15 gc

If the Hero Passes an Initiative Test his Acrobatic Prowess has convinced a particularly Weedy Snotling to be his sidekick.

A Searchy Snot allows the hero to Reroll 1 dice on the Exploration Chart

### Fancy Snot - 40gc.

If the Hero passes a Ld test his passionate speech has confused and convinced an ornate Snotling to follow him, which impresses local Merchants.

A Hero with a Fancy Snot gains +1 to rarity rolls

## Snotling Horde

### 10x (Waaagh Level)gc

When Orc and Goblin tribes go to war, they would often be accompanied by a huge horde of armed Snotlings. These Snotlings are no more than a rag-tag mob of enthusiastic Greenskins armed with little more than simple junk they found in the camps of the Greenskins. There is a broad spectrum of what these little monsters consider weapons, some would take small broken branches, others would grab small eye-catching mushrooms or bits of bone as weapons.

### Profile M W S B S T W I A Ld

Mob 4 2 0 1 1 \* 3 \* 5+\*

**Weapons and Armour:** Snotling Hordes count as being armed with sharp stuff.

### SPECIAL RULES

**Mob mentality:** Snotling hordes have Wounds, Attacks and a Leadership Bonus Equal to the warbands Waaagh achievement Level (eg a warband with 25 waaaagh will have 5W, 5A, 10Ld)

**Horde:** a Warband can hire as many snotling hordes as their current Waaagh Achievement level. These count towards your maximum number of warriors in your warband.

**Overwhelm:** When charging a Snotling horde may reduce their number of attacks by 1 to add +1S, this may be done as many times as they have attacks.

## Da Bash Tent

Orcs love ta fight!, and if there's no enemies around they love ta fight each other. Goblins love to watch Orcs fight each other as it means they ain't smashin' them. Such is the glory of the Bash Tent, you fight for Status and Tee! What more could you want.

The Hero enters a fight against a the opponent listed below, compare Initiative to see which side charges. If the Hero loses, roll on the Serious Injuries Chart but he retains his equipment. If he survives he returns to his warband. If the Hero wins he earns 50 gold crowns and gains +2 Experience Points. Large models challenging the pit must always start by facing the 2 Orc Boys.

Make a note each time a warrior wins a fight.

Consult the following table whenever a Hero returns to fight in further bouts.

**0 Wins:** Two Goblins armed with spears

**1 Win:** Orc Boy with two choppas

**2 Wins:** Four Goblins with spears

**3 Wins:** Two Orc Boys

**4 Wins:** Black Orc with two choppas, Heavy armour and the pit fighter skill.

**5 Wins:** Squig Herder with prodda and 2 squigs

(Hero gains frenzy after defeating these opponents)

Additional +1 XP and +25 gold for winning the following fights. Your leader may choose to take +1CP instead.

**6 Wins:** 2 Black Orcs with two choppas, Heavy armour and the pit fighter skill that win the charge.

**7 Wins:** a Troll

**8 Wins:** a Troll and Two Fanatics

**9 Wins:** Two Mangler Squigs

**10 Wins:** After winning 9 fights the next challenge is for the Hero to do battle against 2 Mangler Squigs and 2 Trolls. If the Hero wins the purse is 250 gold crowns. The Hero gains an additional +D3 Experience. In addition, roll twice on the Custom Weapons Chart. Award the Hero with the weapon of his choice from between the two results.

After winning 10 fights the Hero has become a legend of Da Tent! He may not compete in further bouts because nobody will place any bets on his dumb opponents!



# Da Prophecy

*"Your boss is Da Best, I seen it with me eyez, destin for great thingz be is. A WAAAAAAGH like no udda. My visions see alotta things, prove em right and you will be da only boss a Greenie remember, right."*

|     |   |
|-----|---|
| 2d6 | <b>Prophecy</b>   |
| 2   | <b>I see ya riding on (roll Animal Table):</b> To fulfil this prophecy your warband leader must acquire the skill to ride the animal rolled, find that animal and ride it into battle.  |
| 3   | <b>I see ya holding dat magical thing (roll on a random Magical artefact table):</b><br>To fulfil this prophecy your warband leader must aquire and use the rolled magical Artefact   |
| 4   | <b>You'se sittin in (roll on What table, then Who table)'s 'ouse. Eatin' (roll on Animal table):</b> To fulfil this prophecy your warband leader must take the rolled warriors encampment and eat the animal rolled.  |
| 5   | <b>I Seez ya Snackin on a (roll on Animal table):</b> To fulfil this prophecy your warband leader must eat the animal rolled.   |
| 6   | <b>I See da boss standin' Over Da Broken Body of (roll on What table, then Who table) afta Smashin him (roll on How table):</b> To fulfil this prophecy your warband leader must defeat the rolled warrior in the way rolled. The Warboss gains the skill "Taunt" for the duration of the prophecy. |
| 7   | <b>Da Greatest Green won az emerged Victorias against (roll Who table) in da battle of (roll on scenario table):</b> Defeat the enemy rolled in the scenario rolled.  |
| 8   | <b>Da One who will be Gork (or Mork) haz grabbed da (roll on What table, then Who table) and iz keepin 'im 'ostage before he (roll on With table):</b> to fulfil this prophecy capture the Enemy rolled and complete the action rolled.   |
| 9   | <b>Da (roll on Who table) was in da most troubles until da best boss Saved 'Im from Da (roll on Who table):</b> Ally with the Warband rolled against the enemy rolled.  |
| 10  | <b>Youse with ya 5 most trusted boyz, Ya Won (Roll on scenario table):</b> Win the scenario rolled with 6 heroes alive.   |
| 11  | <b>Its da boss, he's on da ground, taken a beatin from (roll on Who table) with iz boyz skatterin around him after (roll on Roll on Scenario Table):</b> to fulfil this prophecy lose the match rolled against the enemy rolled with your warboss OOA.  |
| 12  | <b>Nah you ain't the chosen one, Dah Mork or Gork one 'as (Immediately roll on serious injury table until you get a result of 16-35.)</b> you will fulfil this prophecy immediately after taking the serious injury.  |

## What? Table

| D6 | Result  |
|----|---|
| 1  | <b>Da Strongest:</b> Highest Strength                       |
| 2  | <b>Da Weakest:</b> Lowest Toughness                         |
| 3  | <b>Da Biggest:</b> Most Wounds                              |
| 4  | <b>Da Oliest:</b> Priest or most serious injuries           |
| 5  | <b>Da Grossest:</b> Most Mutations                          |
| 6  | <b>Burstin with Magics:</b> Spell Caster or artefact holder |

## With? Table

| D6 | Result   |
|----|--|
| 1  | <b>Eat</b>                                     |
| 2  | <b>Let Go</b>                                  |
| 3  | <b>Sell to slavers</b>                         |
| 4  | <b>Sell to necromancers</b>                    |
| 5  | <b>Fight in pit fight</b>                      |
| 6  | <b>Sacrifice to the bitz pile for D6 bitz.</b> |

## Who? Table

| D6 | Result  |
|----|---|
| 2  | <b>Da vision was blurry it could 'ave been anyone:</b> Any race |
| 3  | <b>Tall and Pointy one:</b> An Elf                              |
| 4  | <b>Stuntie:</b> A dwarf or halfling                             |
| 5  | <b>Rat man:</b> Skaven  |
| 6  | <b>Beast thing:</b> Beast Man                                   |
| 7  | <b>A Dirty Humie:</b> Human                                     |
| 8  | <b>A Greenie:</b> Greenskin                                     |
| 9  | <b>Scaly Boyz:</b> Lizardman                                    |
| 10 | <b>Taint'd thing:</b> Chaos                                     |
| 11 | <b>Somethin Big!:</b> Large                                     |
| 12 | <b>Somethin Weird:</b> other; Fimir, Dryad, Ghost, undead etc   |

## Animal? Table

| D6 | Result   |
|----|--|
| 1  | <b>A Rat thing:</b> Roll on the Moulder Market chart.                      |
| 2  | <b>A Boring thing:</b> Roll on the speciality animals chart                |
| 3  | <b>A Fly'n thing:</b> roll on the feathered friends chart                  |
| 4  | <b>A lovely green thing:</b> roll on the Greenskins animal chart           |
| 5  | <b>A jungle thing:</b> roll on the lustrian animal chart                   |
| 7  | <b>Somethin random:</b> roll on a random Seaside Situations monster chart. |

If you ever get a prophecy you are unable to complete due to that specific race or item not being in the game, reroll your prophecy until you get a completable one.

## How? Table

| D6 | Result                                    |
|----|---|
| 1  | <b>One on One</b>                         |
| 2  | <b>With ya Bare Fistz!</b>                |
| 3  | <b>Atop the tallest thing in the land</b> |
| 4  | <b>Under the Groundz</b>                  |
| 5  | <b>On a Burnin Boatz.</b>                 |
| 6  | <b>In da Jungle.</b>                      |

If your Warboss cannot complete a prophecy after 3 games, he may opt to go off on his own and "complete" it in Secret. He will miss D3 games and once he returns he will swear to the Prophet that he totally did what he said would happen. This seems to satisfy the prophet who will give him his next prophecy.

# Workin' Boyz

A few more ladz to help your warband out, the following is a collection of Greenskin Hired swords. They follow all the rules of regular hired swords including upkeep and blood pacts from Sword of the empire. For the purposes of Blood Pacts, The Sneaky git and the Nasty Skulker count as assassins and will not blood pact.

## Orc Bully

60 gold crowns to hire +30 gold crowns upkeep  
*Orc Bullies are irascible, infirm and often incontinent old Orcs who have the important job of making sure that the Goblins who crew the war machines shoot in the right direction and don't run away. They don't normally do any work, instead choosing to stand around being intimidating. However, they are helpful if the enemy decides to attack the war machine.*

**May be hired:** Greenskin warbands may hire the Orc Bully

**Rating:** An Orc Bully increases the warbands rating by +15 points, plus 1 point for each experience point he has.

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

**Weapons/Armour:** the Orc bully uses a whip and has a peg leg (6+ save)

**Skills:** the Orc Bully may choose from combat and strength skills when he gains a new skill.

### SPECIAL RULES

**Artillery Expert:** the Orc Bully knows how to operate any Artillery Weapon

**I Said Shut it you git!:** goblins within 6" of the bully do not suffer from animosity.

## Nasty Skulker

40 gold crowns to hire +20 gold crowns upkeep  
*All Goblins prefer using dirty tricks to straight fighting, but some are better at it than others. Where regular Goblins will gang up on crippled foes, the individuals known as Nasty Skulkers will leap hiding and quickly stab a couple of enemies before slinking back. They are so fast that enemies might not even notice them, let alone strike back. Armour offers scant protection, for those Goblins have long learned to find inevitable chinks with their razor-sharp blades. No wonder that even their Goblin brethren consider them to be a "bad piece o' work".*

**May be hired:** Greenskin warbands may hire the nasty skulker

**Rating:** a Nasty Skulker increases the warbands rating by +10 points, +1 point for each experience point he has.

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

**Weapons/Armour:** the nasty skulker uses two short swords covered in black lotus, a thief's cloak and has a rope and hook.

**Skills:** the Nasty Skulker may choose from speed and combat skills when he gains an advance.

### SPECIAL RULES:

**Skulking:** the Nasty Skulker may hide after running.

**Sneaky-Stabbin':** if the Nasty skulker charges an enemy from a hiding position or does an initiative charge for an out of line of sight enemy, he gains +1 to hit and +1 Strength.

**Opportunist:** when attacking an opponent missing at least one wound, the Nasty Skulker gains +1 attack

## Gnoblar Trappa

15 gold crowns to hire +10 gold crowns upkeep.  
*Gnoblar Trappers are intrepid Gnoblars that delight in catching and torturing small animals and follow Ogre Hunters to battle. These outgoing but vindictive Gnoblars are the largest and most intrepid of their kind, and delight in catching and torturing the small ferocious mammals that populate the foothills of the Mountains of Mourn. Once they have finished 'playing' with these animals (usually jabbing them with sharp sticks), they either devour them there and then or take them back as an offering to their Ogre masters as a light snack. They will attempt to capture and kill anything up to the size of a mountain goat. Gnoblar Trappers decorate themselves with the pelts of their prey, and are adept at laying mantraps, stake pits and barbed nooses of all sizes*

**May be hired:** Greenskin and Ogre warbands may hire the Snotling Helpa

**Rating:** a Gnoblar Trappa increases the warbands rating by +5 points

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Trapper | 4 | 2  | 3  | 2 | 3 | 1 | 3 | 1 | 5  |

**Weapons/Armour:** Dagger and sharp stuff (treat as thrown weapon with S2, range 8" and fire twice)

**Skills:** Trappers can learn shooting and speed skills when they gain a new skill

### SPECIAL RULES

**Set Traps:** The Trapper may place up to six counters to represent these traps on the board immediately after the Gnoblar model is placed. They must be placed at ground level with at least 6" between them. Any model, except the Gnoblar, that moves within 3" of a trap counter must roll a D6. On a 1-3, nothing happens. On a 4-6, the model takes a single hit automatically at the Strength shown on the dice. The trap counter is then removed. A single model can only set off one trap at a time. If a non-large animal is put out of action by a trap, ignore injury. It automatically counts as captured by the warband.



## Snotling "Helpa"

5 gold crowns to hire + 1 gold crown upkeep.

*Snotlings are the smallest and perhaps the most dull-witted of the Greenskin races. They possess pea-sized brains and behave very much like extremely enthusiastic and uncontrollable puppies*

**May be hired:** Greenskin warbands may hire the Snotling Helpa

**Rating:** a Snotling Helpa increases the warbands rating by +1 point

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

Snotling            6   1   1   1   1   1   4   1   3

**Weapons/Armour:** a snotling helpa carries a stick and a rock.

**Skills:** The Snotling cannot level up and therefore cannot gain skills.

**Rock:** Range 6" Strength: 1

**Stick:** Range: Close Combat, Strength: as user, special rules: +2 enemy armour save.

### SPECIAL RULES

**Silent Move:** Snotling Helpas always remain hidden unless they attack an enemy warrior in Close Combat. Even when within spotting range.

**Worm:** The Snotling is a master of fitting through small spaces and cracks in solid walls as well as burrowing under doors and floors. During the movement phase, you can declare that the Snotling is attempting to move through a wall (even charging, if you can see/detect the target). Roll a D6... on anything but a 1, your Snotling squeezes through and can attack as normal. On a 1, he has charged the wall blindly and not found a crevice, concussing himself in a cartoony manner. He cannot move again this turn and counts as knocked down if attacked in close combat.

**Runt:** can only carry item sized objectives

**Worthless:** does not count to rout tests, either for calculating the initial size of the warband or OOA warriors. Instantly taken out of action when wounded.



## Hobgoblin Sneaky Git

40 gold crowns to hire, 25 upkeep.

*Hobgoblin Cutthroats, or Sneaky Gits as they are sometimes called, are the stealthy assassins and ambushers of the Chaos Dwarf military. Arguably the vilest and most treacherous of all the Goblin and Orc kin, Hobgoblins are taller and leaner than ordinary Goblins, yet nowhere near as burly and brutal as Orcs. In fact, their whole appearance is emaciated and vicious - with narrow eyes and sneering mouths full of pointed teeth that smile moon-wide in an idiotic grin at the merest suggestion of sadistic violence in the offing.*

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

Cutthroat            4   3   3   4   3   1   3   1   7

**May be hired;** Any Warband except Greenskins, Witch Hunters, Sisters of Sigmar, Elves, Dwarves.

**Weapons and armour:** Man-Stikkas, Throwing Knives

### SPECIAL RULES

**Man-Stikkas:** Duel curved daggers the hobgoblin uses to stab and slice at vital spots.

**Strength:** As user, **Special rules:** Paired, Vital Strike

### SPECIAL RULES

**Vital Strike;** +1 to critical hits.

**Back-Stabba:** The Hobgoblin specializes in attacking his targets from the shadows. He may charge an opponent from hiding, even if he cannot see the target. There is no need for an initiative test, and the target may be over the normal 4" limit for charging unseen targets. If the charge is successful, he surprises his opponent who will attack at half weapon skill and half initiative, rounded up. This penalty lasts for the first round of combat only, as his opponent will swiftly recover his wits if the initial assault is survived.

**Bribe:** Hobgoblins will do literally anything for money/Wyrdstone and have been known to change sides and stab their former employers in the back for just a few crowns. To represent this, opposing player(s) may attempt to bribe the pair into betraying their employers and changing sides. At the start of the game, any player(s) wishing to do this must secretly write down how much he is willing to bribe them by. This must of course be more than the Hobgoblins starting hire fee. The controlling/employing player is advised to secretly write down a counter bid at the start of the game also. The bribing player may then choose at the start of any of his turns to attempt to bribe the Hobgoblin (even if they are in close combat!). If he does so he must reveal the amount he has written down and if this is more than the hire fee plus the amount the controlling player has for his counter-bid, then he gains control of the pair until the end of the game. Only the player who has control of the pair is forced to pay the additional amount so that if the original controlling player loses control of them through a bribe he doesn't have to pay the counter-bid. This bribing business can of course get quite interesting in multi-player games with different players attempting to bribe at different times. Whichever player succeeds in bribing, or if the controlling player maintains control, they must pay this extra amount.

*"Yunno what they say, Tarka. Lucky at dice, unlucky at gettin' back to your own tent without havin' a nasty accident!"*

-Gorduz Backstabber, Hobgoblin Cutthroat

# Special Scenario

## 👑 Nice Day for a Waaagh Beheadin' 👑

*You've dun it. All da boyz love ya, you got da best Waaagh around, now you gotta do the thin' you'se said you would do! Take da City! Kill da Not-Greenskins! Be Da Best!*

### terrain

The terrain should be set up to represent the largest encampment/s in your campaign, eg: the stronghold in marienburg.

A wall should be made to surround the encampment if none exists. The encampments should take up a 2"x2" square in the middle of the map.

Depending on the player count this map will be either a 4" x 4", a 6" x 4" or a 6" x 6".

### set up

Each other Greenskin warband in the campaign joins your side for the battle, they work for you now, no disobedience ya hear! Greenskins set up within a 8" square of any side.

For each extra greenskin warband, the defenders (owners of the encampment) may take one ally. The Defenders set up within the Encampment walls

### starting the game

The Attackers take the first turn.

### special rules

**I'm Da Boss!**: any warband leaders taken out by the leader of the Greenskin alliance is permanently killed.

**WAAAGH!**: as long as Da Boss of the greenskin alliance is alive the Greenskins automatically pass all Leadership based tests including rout tests.

### ending the game

Once the defending warbands have been routed the game ends and the Greenskins win the Campaign.

If all the Greenskins are routed they lose the scenario and the Warband of Da Boss losses 2D6 Campaign points from shame.

### experience

**+1 Survives**. If a Hero or a Henchman group survives the battle they gain +1 Experience.

**+1 Winning Leader**. The leader of the winning warband gains +1 Experience.

**+1 Per Enemy Out of Action**. Any Hero earns +1 Experience for each enemy he puts *out of action*.

**+6 War Boss Out of Action**. Any warrior that kills the warboss in Close Combat gains 6xp points.



50 miles

SEA OF CLAWS

Aarnau

LAURELORN FOREST

TUMBLE DOWNS

# Barbands of the Greater Marienburg Region

Old Coast

MANAANSPOORT

Almshoven

BITTER MOORS

Woodcut Toll Station

DRAK WALD FOREST

MARIENBURG

PALE SISTERS

Leydenhoven

MIRROR MOORS

LITTLE COUNTRY

Gisoreux Road

Kallcaat

Klessten

Haladorph

River Ois

Fort Berghes

Erlach

GISOREUX

GREY MOUNTAINS

River Crismeric (Upper)

River Reak

Carrobers

SKAAC

# Fen Guard

Deep within the cursed marshes lays the remains of the everglade, a former extension of Athel Loren, long since abandoned by the Elves and corrupted by the evil of the marshes. Patches of the glade still exist uncorrupted but these are small and far between. Within these patches lay the Fen Guard, silent protectors of the Glade, performing their duties centuries after their realm has fallen. Frequent encursions by beast men and Fimir keep the Fen Guard busy for the most part, and few humans venture deep enough into the marsh to ever witness the glades, and even fewer live to tell the tale.

## Special Rules

**Immune to Drugs and Poison** – All Fen Guard are immune to Drugs and Poison, but still affected by Disease.

**Fear of Fire** – Active fires, torch wielding enemies or any flame on the battlefield, cause fear in Fen Guard.

**Hired Swords** – Fen Guard are reclusive inhuman creatures who have little to no way of communicating with the outside world. As such they are only able to use Elf Hired swords.

**Bark Skin** – Fen Guard have a 6+ armour save, which can be stacked with regular Armour. This save cannot be modified beyond 6 due to Strength modifiers (except by weapons with Cutting Edge Rule) but any result of 'no save' on the Critical Hit Charts will negate this 6+ save. *Fire Attacks Ignore this rule.*

**Hard to Kill** - Dryads and Spiteborn are not creatures of flesh, their limbs are Branches and their bodies dried trunks. They can only be taken out of action on a roll of 6 instead of 5-6 when rolling on the injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned and 6 as out of action. *Fire Attacks Ignore this rule.*

**Hard to Rattle:** all Fen guard count as wearing a helmet, which gives you a 4+ stun save. *Fire Attacks Ignore this rule.*

**Forest and Swamp Walk** – Fen Guard can move through swamp and forest terrain without penalty

**Grown Weapons** – when purchasing a weapon for any Forest Folk the weapon actually grows from within them - Forest Folk cannot be Disarmed, or if captured, weapons cannot be taken from them. However you cannot reallocate weapons between your troops and if you take a weapon from them it is lost as the branch is snapped off and a new weapon grown. Any weapons found during the campaign may only be sold off and cannot be assigned to your warriors.

**Regrowth** – If a Fen Guard ever suffers a serious injury they can use a future skill advancement to regrow the lost limb/wound, striking it from your roster.

**Natural State** – Fen Guard may never wear cloaks, boots or armour other than that listed on their starting profile. They may also never visit any post game location within Marienburg (or any) City.

**Untainted** – Though they live their “lives” in the cursed marshes the Fen Guard have kept clean of the taint of chaos through strict rules of eradication. Anytime a member of the warband receives an actual mutation (see below) they must roll on the serious injury table (ignoring Captured and Sold to the Pits) as the rest of the warband cut the taint from the warrior. remove the mutation from the warrior

**Variation** – Warriors of the Fen Guard may start with a single “Variation” when hired, or when rolling doubles when levelling up they may choose a new “Variation”. Variations are chosen from the mutation list in corrupted characters, but do not count as mutations for other game rules (eg; Holy Water). The following mutations are available and must be paid for as listed;

Vine (Tentacle), Branch (Extra Arm) Thick Leaves (Cloud of Flies) Dense Trunk (Hulking Brute), Thorns (Spines), Spores (Black Blood) and possible Nesting Bird (Beak!)

## Characteristic Increase

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Dryad   | 5 | 6  | 4  | 4 | 5 | 4 | 5 | 3 | 10 |

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Treekin | 6 | 5  | 0  | 5 | 5 | 5 | 2 | 4 | 10 |

*"Die thee, plaguespavn! Rotfinger! Viletouch! Squirm thy last! The sylvaneth kindled beauty in these lands you have befo'ld, and by my scytbe, so we shall again."*

—Branchwych Astylia  
at the Battle of the Oozing Dell

## Choice of Warriors

A Glade Warriors Warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

**Branchwych:** your warband must include a branchwych as your leader

**Branchnymph;** your warband may include up to one Branchnymph

**Spiteborn:** your warband may include up to two spiteborn.

**Dryads:** your warband may include any number of Dryads.

**Treekin:** your warband may include up to two Treekin.

## Starting Experience

A **Branchwych** starts with 20 experience.

A **Branchnymph** starts with 14 experience.

A **Spiteborn** starts with 8 experience.

**Henchmen** start with 2 experience.

## Dryad Equipment List

The following list is used by Fen Guard to pick their equipment.

### Hand-to-hand Combat Weapons.

|                         |      |
|-------------------------|------|
| Sword.....              | 10gc |
| Spear.....              | 10gc |
| Hammer.....             | 3gc  |
| Axe.....                | 5gc  |
| Whip*.....              | 10gc |
| Greenwood Scythe**..... | 60gc |

### Missile Weapons\*

|                                    |      |
|------------------------------------|------|
| Splinters (Throwing Knives) .....  | 15gc |
| Vine Tendril (Fish Hook Shot)..... | 10gc |

### Armour

|                                 |       |
|---------------------------------|-------|
| Shield.....                     | 5gc   |
| Iron Bark*.....                 | 10gc  |
| Armour of the Willow Wood*..... | 130gc |
| Oaken Armour*.....              | 150gc |

### Miscellaneous Equipment

|                                     |       |
|-------------------------------------|-------|
| Climbing Vine (rope and hook) ..... | 5gc   |
| Horn of the Wild Hunt***.....       | 110gc |
| Familiar**.....                     | 20gc  |
| Magic Acorn.....                    | 100gc |
| Healing Herbs.....                  | 10gc  |

\*Heroes only \*\*Branchwych only \*\*\*Branchnymph only

## Dryad Skill Table

|              | Combat | Shooting | Strength | Academic | Speed | Special |
|--------------|--------|----------|----------|----------|-------|---------|
| Branchwych   |        |          |          | ✓        | ✓     | ✓       |
| Branch Nymph | ✓      |          | ✓        |          |       | ✓       |
| Spiteborn    |        |          | ✓        |          | ✓     | ✓       |

## Dryad Special Skills

Dryads may choose to use the following skill list instead of the standard skill lists.

### absorption

The Hero's bark is thickened and soft, slowing the velocity of all missile fire. Assign -1 strength to all attacks against the hero in the shooting phase.

### harvester of souls

(Branchwych only) when hiring a new hero, the Branchwych may "Transfer" D3 Stats or Skills (any combination) of another Fen Guard Hero who has died in a previous game, with an additional cost of half the dead Hero's XP value in GC. The newly seeded Hero must miss the first game in which they return to the roster, as they are still regrowing. Branchwych must possess a Greenwood scythe to perform this skill.

### take root

The Hero may increase their toughness by +3 but may not move again for the rest of the game.

### adaptation

The Hero may immediately choose any skill from the 5 main skill lists. This skill may only be taken once by each warrior.

### gladeborn

The hero may enter the battle via any Forest or swamp terrain feature in any turn after the first.

### transform

The Hero is able to transform their body into a semblance of an Elf long enough to enter marienburg. The Hero may now visit Post game locations within the city.

### poison sap

Instead of trading, the hero may produce D3-1 batches of Black lotus post game, this poison may be distributed amongst your warband but may not be sold.

## Dryad Special Equipment

This equipment is available to the Fen Guard and no other warband may purchase it.

### greenwood scythe

60 gold crowns

**Availability:** Rare 10 (Branchwych only)

Both deal and life is dealt with the Greenwood Scythe. After slaying their enemies the Branchwyches use their scythes to harvest the Lamentari or souls of their brethren to prepare them for rebirth.

**Range:** Close Combat; **Strength** As user +1

**Special Rules:** Two handed, Treescuttle Venom.

#### SPECIAL RULES

**Treescuttle Venom** - +1 to injury rolls.

### iron bark

10 gold crowns

**Availability:** Rare 5 (Fen Guard only)

Blessed bark from the Sacred Oak. Gives the Owner +2 to their armour save, but is broken the first time the user fails their save.

### horn of the hunt

120 gold crowns

**Availability:** Rare 12 (Branch Nymph only)

Before each battle the Branch Nymph may take a leadership test to blow the horn. If they are successful roll on the table below. These Animals will fight for the warband and leave once the battle has finished. These animals do not count to your rout test or warband max.

#### D6

#### Result

- |   |                               |
|---|-------------------------------|
| 1 | Nothing answers the call      |
| 2 | D3+1 Hunting Hounds appear    |
| 3 | a Tiger joins the battle      |
| 4 | a Bear joins the battle       |
| 5 | a Great Stag joins the battle |
| 6 | a Great Eagle joins.          |



# Heroes

## 1 Branchwych

125 gold crowns to hire

Branchwyches are druidic figures, practitioners of life magic and protectors of their clans' soulpod glades. The Branchwyches also bear the sombre responsibility of harvesting the fallen lamentiri of their Noble Spirits after a battle has ended. These they gather with swings of their scythes, bearing them back to the soulpod groves so that they may be planted anew in sacred soil. This is a vital part of the sylvaneth life cycle, and a duty that the Branchwyches will go to any lengths to see done

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 5 | 2  | 2  | 2 | 3 | 3 | 3 | 1 | 9  |

**Weapons / Armour:** A Branchwych may equip herself with weapons and armour chosen from the Dryad equipment list.

**Special Rules:** Leader, Immune to Pyschology.

### SPECIAL RULES

**Wizard:** a Branchwych is a powerful wizard and starts with two spells from the Utterances of the Oak spell list.

**Eternal:** A Branchwych can choose to ignore any result on the hero's Serious Injury chart except Killed by taking a permanent -1 on their starting Wound profile. Obviously, a Branchwych with 1 Wound remaining on their starting profile does not have this option. A Branchwych that gets a Killed result instead takes a permanent -D3 Wounds on their starting profile. If this takes their starting Wound total to 0 or less, the Branchwych is Killed as normal.

**Feed Upon Magic:** A Branchwych can perform spells that, with the consumption of D3 Treasures, can give the Branchwych a permanent +1 Wound on their starting profile. This can only be used in between battles and cannot be used if the Branchwych searches for rare items or was put out of action in the previous battle. If the warband does not have enough Treasures to complete the spell, then the Treasures are consumed anyway and the Branchwych does not gain the Wound.

**Advancement:** If a Branchwych gets an advance roll of +1 Wound, they may instead pick a new skill from their available lists.

## 1 Branchnymph

90 gold crowns to hire

Branchnymphs are spiteful creatures with hearts akin to shards of ice. In the soul of a Dryad, there is neither room nor regard for compassion or mercy, merely an uncompromising dedication to Athel Loren that makes even the most heartfelt vows of Elf or Man seem trivial by comparison. To harm the forest is to invoke a deadly and unyielding vengeance that ends only when the transgressor's body has been ruined and broken. Only a fool deliberately offers insult to a Branchnymph, but alas, these spirit-maids are so utterly different to mortal creatures that offence is often taken whether it was intended or not..

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 5 | 4  | 3  | 3 | 4 | 2 | 3 | 1 | 8  |

**Weapons / Armour:** A Branchnymph may equip themselves with weapons and armour chosen from the Dryad equipment list.

### SPECIAL RULES

**Instinctual -** Branch Nymphs live for one reason, to battle in defence of their home – they are *immune to psychology*, *Cause Fear* and are too focused on battle to ever become the leader. Note Fear of Fire still applies.



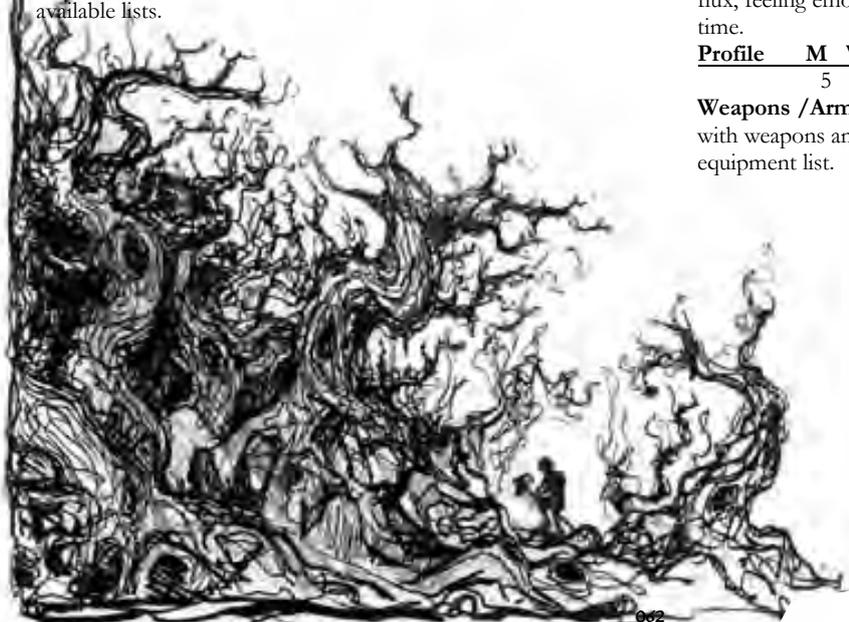
## 0-2 Spiteborn

45 gold crowns to hire

Spites, spirits of the forest, fuse with the living woods to form dryads, but in their first years of fusion they are in flux, feeling emotions; anger, regret and fury for the first time.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 5 | 3  | 3  | 3 | 2 | 2 | 3 | 1 | 6  |

**Weapons / Armour:** A Spiteborn may equip themselves with weapons and armour chosen from the Dryad equipment list.





# Genchmen



## Dryads

60 gold crowns to hire

Dryads are mysterious and spiteful creatures which have no comprehension of compassion or mercy. They are utterly dedicated to their forest home and to harm the woods is to incur the wrath of these deadly forest-spirits.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 5 | 3  | 0  | 3 | 4 | 1 | 2 | 1 | 8  |

**Weapons / Armour:** Dryads may equip themselves with weapons and armour chosen from the Dryad equipment list.

### SPECIAL RULES

**Fear:** Dryads are a fearsome sight causing fear in their enemies.

**Root walk:** Dryads may only run in swamp, dirt or forest terrain, on any city terrain dryad may only walk or charge.

**Tanglevine:** For each Dryad a warrior is in combat with after the first, they lose 1 attack to a minimum of 1.

## 02 Treekin

180 gold crowns to hire.

Tree Kin are spirits that inhabit dead wood and trees, shaping it to their will. They are able to remain motionless for years, and are completely indistinguishable from normal lifeless trees from which they are formed, they however remain fully aware and are capable of ambushing an intruder with vicious speed, smiting him dead in less than a second

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 6 | 3  | 0  | 4 | 4 | 3 | 1 | 2 | 10 |

**Weapons/Armour:** Treekin cannot use weapons and fight unarmed without penalty.

### SPECIAL RULES

**Immune to Psychology:** Treekin know no emotion and are immune to psychology

**Fear:** Treekin are terrifying and cause fear.

**May Not Run:** Treekin may not run, but may charge as normal

**Large:** Treekin are strike an imposing figure towering above normal men, any warrior may choose to target them, even if they are not the closed model

**Redwood:** a Treekin's Bark save is increased to 4+

**Slow Growing:** Treekin earn experience at half the rate of a normal warrior.



# Animals of the Hunt

The following animals may be called by the Horn of the Hunt

## Hunting Hounds

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
|         | 6 | 4  | 0  | 4 | 3 | 1 | 4 | 1 | 10 |

**Weapons/Armour:** Jaws and brutality! War hounds never use or need weapons and armour.

### SPECIAL RULES

**Animals:** War hounds are animals and thus do not gain experience.

## Bear

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Bear    | 6 | 3  | 0  | 5 | 5 | 2 | 2 | 2 | 6  |

**Special Rules:** Trained, Fear, Bear Hug, Fiercely Loyal, Woodland Dwelling, Animal

### SPECIAL RULES

**Bear Hug:** If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single Bear Hug attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

**Woodland Dwelling:** Bears suffer no movement penalty for moving through wooded areas.

## Sabre Toothed Tiger

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Big Cat | 7 | 4  | 0  | 5 | 4 | 2 | 6 | 3 | 4  |

**Special Rules:** Fear, Animal.



## Great Stag

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Stag    | 8 | 4  | 0  | 4 | 4 | 2 | 6 | 2 | 10 |

**Special Rules:** Fear, Animal, Forest Walk, Thunderous Charge.

### SPECIAL RULES

**Thunderous Charge:** A charging Great Stag is a terrifying sight, the ground itself trembling as the Forest Lord thunders into the ranks of their foe. On any turn when a Great Stag charges more than 8", he causes D3 impact hits at the basic strength of the Stag.

## Great Eagle

| Profile     | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Great Eagle | 4 | 4  | 0  | 4 | 4 | 3 | 2 | 2 | 6  |

**Flying Charge:** A Great Eagle may fly up to 16".

Any model a Great Eagle comes into contact with while flying is considered charged. Models that are *stunned* or *knocked down* cannot be charged as it is too difficult for the Great Eagle to fly that close to the ground.

**Aerial Escape:** Great Eagles circle their prey before swooping in and remain in the air while harrying a foe. This makes them harder to hit. Only a warrior with sharp enough reflexes or a long pointy weapon stands a chance of pinning a Great Eagle down! If the charged model *strikes first* then resolve combat as normal. Otherwise after the Great Eagle attacks it retreats immediately to a lofty position within 2D6" before the charged model reacts. Similarly to escaping from combat, the Great Eagle receives an automatic hit from its opponent (see page 161 of the Mordheim rulebook) unless it passes a Leadership test.

**Drop Attack:** If a Great Eagle is successful with both attacks in the first round of combat then the Great Eagle has successfully grabbed on to her enemy and swoops back up in the air to drop the model allowing gravity to do the work instead! The attacks themselves do not wound but instead roll a D6 and a scatter dice. That is the distance and direction from the place where the attack took place that the model was dropped. Roll another D6 to determine a height from which the model falls. Falling models take D3 hits at a Strength equal to the height. If a model falls into a building than count the fall to where they land and then determine if the model falls again if it is within 1" of the platform edge. Any model that is struck by the dropped model suffers a Strength 3 hit. Large targets may only be dropped D3" due to weight. After dropping a model the Great Eagle retreats 2D6" to the nest or nearby rooftop.

**Talons:** Creatures with talons are accustomed to fighting unarmed.

**Grounded:** After the combat phase if a Great Eagle has been unable to flee for any reason the model is assumed to have landed and may be charged. While on the ground, a Great Eagle uses its movement characteristic and may only fly again when able to.

## Utterances of the Oak

The winds of magic move through the forests as they do everywhere else. Incorporeal spites grasp at the winds tying them together and weaving them in new shapes and spells. Spellingers of the forest hear these woven whispers and call on them in times of need.

### D6 Result

#### 1 Tempest Call

Difficulty 10

*The Branchwych performs a curious swaying dance, followed by a haunting cry. Dark clouds immediately gather overhead and a torrential rain pours down.*

The weather is immediately changed to Raining, and any Fen Guard on the battlefield may recover 1 wound. This may not take them above their maximum wounds. This spell has no effect if the weather is already raining.

#### 2 Return from the Wild

Difficulty 8

*The Branchwych pulls the spirit of her warriors back from the brink of nothingness*

Return a Dryad henchmen that was taken Out of Action in the last round to a Woodland terrain feature within 6" of the Branchwych

#### 3 Awakening the Wood

Difficulty 9

*The Forest comes to life slashing and grabbing at the enemies of the glade*

Any model within 4" of a Woodland terrain feature within 12" of the Branchwych suffers a S4 hit.

#### 4 Traveling the Green

Difficulty 8

*The Branchwych calls to the green, seemingly disappearing and reappearing at will.*

The Branchwych or any member of your warband may travel from one Woodland terrain feature to any other on the battlefield.

#### 5 Entangle

Difficulty 7

*The Wych extends her tendrils through the ground, holding enemies of the Fen hostage in their grasp.*

A single model within 24" of the Branchwych is caught in the vines, the model may not move as long as the branchwych remains static and alive. Both the target and Branchwych may shoot and cast spells as normal but fight in Close Combat at -2WS

#### 6 Unleash Spites

Difficulty 7

*The Branchwych summons a swarm of malicious spites which spiral outwards to attack those who have displeased her.*

The Spites have a range of 6" and must target the closest enemy. Roll as many dice as the casting value (if you rolled a 7 to cast, roll 7 dice, if you rolled a 10, roll 10 dice) for each 6 result you roll the target suffers a wound. Armour saves as normal.

*"They are fluid as a stream and just as ever changing. No one shape can contain their essence for long, so they shift from one form to another, dancing even while they are standing still. They are the pulse of the forest, wild and fierce by turns, followed by pensive calm. One moment they are as hard as an Ash, shrugging off blows that could fell an Ogre, the next they are as supple as a reed, bending around their opponent's weapons as they giggle or mock his discomfort. My fellows and I have often talked about why they never hold to one form for long. The general consensus is that they easily grow bored."*

—Mylaburr, Athel Loren Scout



# Knights of the Bitter Moors

Standing on the disputed border of Bretonnia and Marienburg Tancred Castle has changed hands numerous times during its 500 year old history. It was brought to ruin in the Great War against Chaos and was only recently rebuilt. The castle was given to a notable war hero, Earl Adalbert, by King Louen Leoncoeur and the Earl moved in immediately. Earl received huffed letters from Marienburg and Altdorf for taking a castle not belonging to Bretonnia but no actual army was ever sent to oppose him. And as the Storm of Chaos hit the Old World such quarrels were but quickly aside. Earl Adalbert was quick to reinforce the castle to withstand the forces of Norse reavers. During the war it withstood against large invading troops and now a mound of burnt corpses rises near the castle. Earl Adalbert gained fame for his virtuous behaviour and unswerving courage against the hordes of Chaos. After the war Earl Adalbert has sent his Knights of the Realm to patrol the Couronne Swamps as well as the Bitter Moors. Though officially he is making sure that the people living there are safe it is rumoured that he is considering about making a move to conquer Marienburg. Should this be a fact it just might be that he was sent to Castle Tancred to do precisely that by no other than the King of Bretonnia.



## Special Rules

**Lady's Blessing:** Before heading into battle Bretonnian Knights kneel and pray to the Lady of the Lake, avowing to fight to the death for honour and justice. Before playing a game of Mordheim make a Leadership test against the Leadership characteristic of the warbands leader. If the test is successful the Lady of the Lake has bestowed her blessing on the warband. The blessing takes the form of a powerful curse upon the enemies of chivalry, and in particular upon those that make use of the foul and dishonourable weapons of mass destruction. Any model in the opposing warband who wishes to fire a black powder weapon must roll a D6 and score 4+ to overcome the curse, otherwise they may not fire the weapon. The opposing player must test each time they wish to fire such a weapon. Models armed with other shooting weapons, such as bows and crossbows, do not have to test unless they dare raise their weapons against the gallant Knights of Bretonnia. If any enemy model wishes to shoot at a Bretonnian Knight (Questing Knights and Errants only), then they must first roll a 4+ on a D6 to overcome the curse.

**Peasant Labour;** Bretonnian Peasants are not soldiers all the time, they have many different jobs serving the nobility, questing knights often take armourers and horse trainers as their men at arms. Bretonnian Knights always use the starting warband prices for Horses and Armour, the peasantry and squires on the other hand, must pay for materials out of their own pockets and as such must pay the full price (As such Armour and Horses bought for Knights may never be swapped over to their lessers in the reallocate phase.)

**Hired Swords:** Bretonnians are counted as Humans and can get any hired sword applicable to Humans with the following exceptions; may not hire hired swords that use Black Powder, Magic or Poison. Runes are allowed.

## Choice of Warriors

A Questing Knight's 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.

**Questing Knight:** Each Questing Knight's warband must have one Questing Knight: no more, no less!

**Knight Errant:** Your warband may include up to two Knight Errant. **Squires:** Your warband may include up to three squires. You may not have more squires in the warband than you have Knights.

**Men-at-arms:** Your warband may include any number of Men-at-Arms.

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

**Mounted Yeomen:** your warband may include up to 3 Mounted Yeomen.

## Starting Experience

The **Questing Knight** starts with 20 experience.

**Knights Errant** starts with 8 experience.

**Squires & all Henchmen** start with 0 experience.



*"Why swap an Emperor for a King?"*  
- Marienburg Saying

This list is more of an upgrade of the Bretonnian list in Town Cryer 8, than a new warband. The original warband I found severely lacking in horses, or incentives to use horse which is unacceptable for a true Lake Lady loving peasant hating Bret! So using the example set by the Imperial Outriders Warband from nemesis crown I have rewritten a lot of the warband, but horses are still no safer in Marienburg than they were in Mordheim so this is still a bit of an advanced warband to use.

- Dic Lombardi



## Bretonnian equipment lists

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

### Knights Equipment List

#### Hand-to-hand Combat Weapons

|                            |               |
|----------------------------|---------------|
| Dagger.....                | 1st free/2 GC |
| Mace.....                  | 3 GC          |
| Axe.....                   | 3GC           |
| Sword.....                 | 5 GC          |
| Double-handed weapon ..... | 15 GC         |
| Morning Star.....          | 15 GC         |
| Lance.....                 | 20 GC         |
| Horsemen's Hammer.....     | 30GC          |

#### Missile Weapons

None

#### Armour

|                   |       |
|-------------------|-------|
| Light armour..... | 15 GC |
| Heavy armour..... | 25 GC |
| Shield.....       | 5 GC  |
| Helmet.....       | 5 GC  |
| Warhorse.....     | 40 GC |
| Barding.....      | 30 GC |

### Men-at-Arms Equipment List

#### Hand-to-hand Combat Weapons

|                           |               |
|---------------------------|---------------|
| Dagger.....               | 1st free/2 GC |
| Hammer.....               | 3 GC          |
| Sword.....                | 5 GC          |
| Axe.....                  | 5 GC          |
| Spear.....                | 10 GC         |
| Halberd.....              | 10 GC         |
| Double-handed weapon..... | 15 GC         |
| Field Trebuchet.....      | 175GC         |

#### Armour

|                   |       |
|-------------------|-------|
| Light armour..... | 20 GC |
| Shield.....       | 5 GC  |
| Helmet.....       | 10 GC |

### Squires Equipment List

#### Hand-to-hand Combat Weapons

|             |               |
|-------------|---------------|
| Dagger..... | 1st free/2 GC |
| Hammer..... | 3 GC          |
| Sword.....  | 5 GC          |
| Axe.....    | 3 GC          |
| Spear.....  | 10 GC         |

#### Missile Weapons

|              |       |
|--------------|-------|
| Bow .....    | 10 GC |
| Longbow..... | 15 GC |

#### Armour

|                    |       |
|--------------------|-------|
| Light armour ..... | 15GC  |
| Shield.....        | 5 GC  |
| Helmet.....        | 10 GC |
| Buckler.....       | 5 GC  |
| Horse.....         | 20 GC |

### Bowmen Equipment List

#### Hand-to-hand Combat Weapons

|             |               |
|-------------|---------------|
| Dagger..... | 1st free/2 GC |
| Sword.....  | 5 GC          |
| Axe.....    | 5 GC          |

#### Missile Weapons

|               |       |
|---------------|-------|
| Bow .....     | 10 GC |
| Longbow ..... | 15 GC |

#### Armour

|                   |       |
|-------------------|-------|
| Light armour..... | 20 GC |
| Helmet.....       | 10 GC |



## Bretonnian Skill Tables

|                 | Combat | Shooting | Strength | Academic | Speed | Special |
|-----------------|--------|----------|----------|----------|-------|---------|
| Questing Knight | ✓      |          | ✓        | ✓        |       | ✓       |
| Knights Errant  | ✓      |          | ✓        |          | ✓     | ✓       |
| Squire          | ✓      |          |          |          | ✓     | ✓       |



## Bretonnian Special Skills

Bretonnian Heroes may use the following skill table instead of the standard skill tables available to them.

### Virtue of Purity

The knight's purpose is to serve the lady of the lake. His purity of heart and discipline endow him with the strength of spirit to resist enemy magic. Any spell cast against the Knight will be dispelled on the D6 roll of a 4+.

### Virtue of Valour

The Knight has vowed to confront the biggest and strongest foes. The more awesome his enemy the more valourous are his efforts. The Knight may re-roll any missed wound rolls against an enemy with a higher natural strength.

### Virtue of Discipline

The Knight has total faith in his Chivalric code: he maintains self-control in the face of adversity and displays complete confidence wather the odds. Once per game, if the Knight is not Out Of Action, Stunned or Knocked Down, you may re-roll a failed Rout Test

### Virtue of Noble Disdain

The Knight has nothing but contempt for enemies who hide behind the weapons of dishonour. The Knight is subject to Hatred of all enemies armed with shooting weapons.

### Virtue of the Impetuous

The Knight is eager to get to grips with the enemy. He charges into into combat with reckless enthusiasm. The Knight gains an additional +D3" to his move when charging. Roll the dice each time you wish to charge and before moving the model

### Virtue of the Squire

Squires only. The squire has accepted his place in the world, his is a hunter's heart. The Squire may never become a knight through the Knighted rule, but may now learn Shooting skills and may learn one immediately when taking this skill.

## 1 Questing Knight

90 gold crowns to hire

*A Questing Knight is an extremely tough and virtuous individual, who fights to uphold the traditions of honour and to serve the Lady of the Lake. Injustice and the persecution of the weak are his enemies, whilst courage and valour are his companions. It is no wonder then that many a Questing Knight will journey to Mordheim.*

**Profile**                                                                 

Questing Knight    4    4    3    4    3    1    4    1    8

**Weapons/Armour:** A Questing Knight may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list. Knights come with a Warhorse.

**Skills:** The Questing Knight may choose from Combat, Strength, Academic & Speed when he gains a new skill. In addition, the Questing Knight may choose from the Bretonnian Special Skills Special Skill list.

### Special Rules

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

**Knights Virtue:** A Questing Knight is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

**Ride – Horse, Warhorse:** Knights have the Ride skill as detailed in the Blazing Saddles article.

**Righteous Charge:** When the mounted Knight charges, if he has at least 1 other model within 2". All friendly, charging, mounted warriors (including the Questing Knight) within 4" gain +1 to Hit, cause fear and are immune to all Psychology for the first round of combat.

## 02 Knights Errant

55 gold crowns to hire

*Knights Errants are the sons of nobles, eager to prove their mettle by feats of arms, and earn their place amongst the Knights of the Realm of Bretonnia. To do this they must perform valorous deed, so they will often accompany a Questing Knight on his spiritual journey in the hope of adventure and honour.*

**Profile**                                                            

Knights Errant    4    3    3    3    3    1    3    1    7

**Weapons/Armour:** A Knight Errant may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list. Knights come with a horse.

**Skills:** The Knights Errant may choose from Combat, Strength & Speed when he gains a new skill. In addition, the Knights Errant may choose from the Bretonnian Special Skills Special Skill list.

### Special Rules

**Ride – Horse, Warhorse:** Knights have the Ride skill as detailed in the Blazing Saddles article.

**Knights Virtue:** A Knight Errant is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

## 03 Squires

15 gold crowns to hire

*Knights are served by their Squires, commoners who ride to the hunt with their master, and who accompany him to war. They are chosen from the fittest and youngest of a Knight's retinue, and they are trained and schooled by the knight himself. If a squire performs some great deed or service to his master he may even be raised to the ranks of knighthood!*

**Profile**                                                            

Squire            4    2    2    3    3    1    3    1    6

**Weapons/Armour:** Squires may be equipped with weapons and armour chosen from the Squires section of the Bretonnian Equipment list.

**Skills:** The Squires may choose from Combat & Speed and Shooting when he gains a new skill. In addition, the Squires may choose from the Bretonnian Special Skills Special Skill list. Squires start with the skills

### Special Rules

**Knighted:** once a squire has reached 20xp they are considered to have finished their apprenticeship and are knight, becoming full Knights Errant, gaining all the benefits that come with that such as; the skill lists, equipment list, Knights Virtue, and Ride Warhorse skill

### Ride; Horse

**Animal Handler Horse/Warhorse.**



## Genchmen

### Men-at-Arms

20 gold crowns to hire

*Men-at-arms are the soldiery of Bretonnia. Every Knight maintains a retinue when he is a lord of a domain, and upon embarking on a quest, this retinue may join him on his journey. Men-at-arms are determined warriors, ready to fight for honour and justice as much as the Questing Knight they follow.*

| Profile     | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Men at Arms | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**Weapons/Armour:** Men-at-arms may have weapons and equipment chosen from the Men-at-arms section of the Bretonnian Equipment list.

### 03 Mounted Yeomen

50 gold Crowns to hire

*The best of the best Men-at-arms are chosen as the Mounted peasant infantry, though some are as good as knights on their horses because of their low birth they cannot aspire to be even squire one day.*

| Profile        | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Mounted Yeomen | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**Weapons/Armour:** Mounted Yeoman may have weapons and equipment chosen from the Men-at-arms section of the Bretonnian Equipment list

#### Special Rules:

**Mounted or Nothin'** Yeomen come with riding Horses included in their buying price and as such come with the skill Ride; Horse. If a Yeomen's horse is killed they must be rebought before the unit can be fielded again.

**Smarts:** Even with their supreme lack of caring for the peasantry, knights still know having too much cavalry with a Catapult around is unwise. You may not field the Trebuchet and the Mounted Yeomen in the same match. It's one or the other.

### Bowmen

25 gold crowns to hire

*Bowmen are common folk who regularly practice archery at the village butts so as to be ready to repel raiders from their humble cottages, fields and vineyards. When a Knight sets off on a quest it is not uncommon for a handful of bowmen to be inspired to bravery and join the Knight on his journey.*

| Profile        | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Peasant Bowmen | 4 | 3  | 4  | 3 | 3 | 1 | 3 | 1 | 6  |

**Weapons/Armour:** Bowmen may be equipped with weapons chosen from the Bowmen section of the Bretonnian Equipment list.



## Bretonnian Special Equipment

### Field Trebuchet

175 gold crowns

**Availability:** Special, takes D3+1 games to build (if not bought at the start of the campaign)

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

Trebuchet      \*   -   -   -   7   3   -   -   -

**Range:** 12" - 48"

**Strength:** Special

**Special Rule:** Hard to Fire, Large Target, Constructed, Ammo for all occasions, Explosive Radius, Artillery

**Hard to Fire:** Firing the Trebuchet requires a good crew, a maintained weapon, and technical knowledge. The Trebuchet can fire once every other turn with two crewman, and each turn with four. All of the normal shooting rules apply, but no Shooting skills apply to the Trebuchet.

**Large Target:** the Trebuchet is still an obvious target even from far away, and can always be targeted by enemy shooting.

**Constructed:** The Field Trebuchet is a large contraption, which cannot be moved when set up. At the start of a match the Trebuchet starts as 4 small crates, carried by the operating crew (4 non-Knight Models must be assigned to carry the Trebuchet, at least till it is set up, only the Men at Arms may operate the Trebuchet). When they find a suitable spot they may spend D3 turns setting up the catapult. Once set up the trebuchet cannot move but may swivel on the spot. Deconstructing is a bit easier and takes just 1 turn. Only the Bretonnian Henchmen and Squires know anything about the siege weapon and as such no one else may deconstruct the contraption.

**Artillery;** The Trebuchet is a Siege weapon and as such uses the Scatter Dice and Artillery dice each time it fires rather than the operators Ballistic Skill Making it a very random and dangerous weapon. Declare where you wish the final landing place to be (line of site not required- See below) then roll both the Scatter dice and Artillery dice to see how far off target you have hit, which is the number indicated on the scatter die, minus the crews ballistic skill, a Direct hit counts as a direct hit unless line of sight is not shared (See Below.)

**Indirect Fire;** The Trebuchet may fire at target that it does not share line of sight with. This is not as accurate as normal firing and how close the shot lands depends on the skill of the crew. Roll the Scatter dice and Artillery dice as normal. However if you roll a hit marker with the Scatter dice, due to the indirect fire the shot will still go off target, the shot veers off target in the direction of the little arrow on the scatter dice, by how much is determined the number indicated on the Artillery dice minus the BS of the crew.

**Explosive Radius:** After determining the final landing spot, the explosion created by the landing Ammo will cover a small area. Place the small blast template on the final landing spot, any models under the template will each take damage equal to the appropriate ammo

**Ammo for all Occasions:** The Trebuchet may be loaded with three different types of ammo, what ammo you are using must be declared before each shot. Each game the Trebuchet comes with 2 shots of each type (so 6 shots all up)

**Boulders:** standard catapult shot, causes a S5 hit to anyone in the direct centre of the blast radius and a S4 hit to anyone caught under the rest of the template. 2-4 is stunned, causes Bludgeoning Critical Hits.

**Flaming Shot:** S3, anyone caught under the template is lit on fire on a 4+

**Boiling Oil Canister:** Anyone caught under the template suffers a S4 hit no armour save.

**Misfires:** If a Misfire is rolled on the Artillery Dice roll on The chart below

### Trebuchet Misfire Chart

**D6 Result**

**1 DESTROYED!**

The Stone thrower cannot take the strain! Bits of wood and metal fly around, the stone tumbles to the ground, crushing the Warmachine and throwing debris in the air. All crew must pass an Initiative test or be crushed and taken OOA by the falling debris. The Trebuchet is Destroyed.

**2-3 Disabled.**

A freak occurrence has disrupted the normal operation of the stone thrower – the Trebuchet Suffers a wound. To heal this wound the Machine must be disabled and rebuilt. Either way the Trebuchet can not fire this turn or next.

**4-6 May Not Shoot.**

A minor error has occurred; the Trebuchet may not fire this turn.



# The Guild of Expelled Engineers

The Engineers Guild is one of the most important, powerful and secretive of all the Craftsmen Guilds of the Dwarfs, whose purpose is in providing the Everlasting Realm with the latest in a long-line of technological advancements and magnificent machinery.

This illustrious institution is located within the great workshops of Zhufbar, located along the shores of the massive lake known famously as Black Water. It is from here that the Guild regularly teach new and would-be Dwarf Engineers on the basic's on mathematics and standard engineering. Most of their inventions are practical: pump to clear water from mine workings, engines to draw steel cages up vertical shafts and steam-powered drilling devices to penetrate the underworld. Since their beginning, the Engineers Guild has also developed machines for battle, war engines to wreak havoc upon their foes. Despite many technological breakthroughs, it is a conservative guild, believing proven methods are best. Innovation is frowned upon, and apprentices are taught that, 'new ideas lead to trouble'. Naturally, some youths oppose this mindset and tinker with outlandish inventions. Most, such as the alcohol vapour engine, come to a bad end, but a few are begrudgingly accepted. The tension between creation and tradition has caused many visionaries to be expelled from the guild, which has a number of traditional (and highly embarrassing) rites of expulsion. Some win re-admittance if their invention later wins acceptance, although typically, acknowledgment occurs long after its creator's death. For those few Engineers, the exile is often the anvil upon which many fantastical inventions are forged.

## Special Rules

The following special rules apply to all warriors in the warband:

**Hard to Kill:** Dwarfs are tough, resilient individuals who can only be taken out of action on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as out of action

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

**Armour:** Dwarfs never suffer movement penalties for wearing armour.

**Field Test:** the Engineer and Apprentices can use any weapon or armour created through the Inventions table. Lads that get talent will also be forced to partake in this risky endeavour. The Sapper being a bit more wary will only wear armour based inventions.

**Death of a Leader:** in the event the Expelled Engineer dies, he will pass the Book of Bad Ideas onto an Apprentice Engineer, who will take over the Title of Engineer, allowing him to take the inventor special rule and hire a new apprentice.

## Choice of Warriors

A Dwarf Engineers 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.

**Expelled Engineer:** Dwarf Engineers warband must have Engineer: no more, no less!

**Sapper:** Your warband may include up to 1 Dwarf Sapper.

**Apprentice Engineers:** Your warband may include up to 2 Apprentice Engineers

**Thunderers:** Your warband may include up to 5 Thunderers

**Beardlings:** Your warband may include any number of Beardlings

**Gyrocopter:** your warband may include a single Gyrocopter

## Starting Experience

Expelled Engineer starts with 20 experience.

Sapper starts with 8 experience

Apprentice Engineers starts with 0 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 |

## Engineer Skill Table

|            | Combat | Shooting | Strength | Academic | Speed | Special |
|------------|--------|----------|----------|----------|-------|---------|
| Engineer   |        | ✓        | ✓        | ✓        |       | ✓       |
| Sapper     | ✓      |          | ✓        | ✓        |       | ✓       |
| Apprentice |        | ✓        | ✓        |          |       | ✓       |



# Heroes



## 1 Expelled Engineer

85 Gold Crowns to hire

Sometimes (the majority of times) an idea is too radical for the guild of Engineers, and the Inventor is thrown from their ranks. In some this causes great disgrace, and they take the slayers oath to displace the shame on their family line, but for oaths this steals their determination and they take to road, determined to prove their ideas viable. If their idea is a great idea, then many of their forefathers may have also been sound. Hence they take the book of bad ideas, to prove these inventions worthy of going down in the annuals of dwarf history.

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

|          |   |   |   |   |   |   |   |   |   |
|----------|---|---|---|---|---|---|---|---|---|
| Engineer | 3 | 4 | 5 | 3 | 4 | 1 | 2 | 1 | 9 |
|----------|---|---|---|---|---|---|---|---|---|

**Weapons / Armour:** An Engineer may equip himself with weapons and armour chosen from the Engineer equipment list.

**SPECIAL RULES**

**Leader:** Any warrior within 6" of the Expelled Engineer may use his leadership characteristic when taking any Leadership tests

**Inventor:** In the Trading phase, instead of searching for rare items or visiting a location, the Engineer may instead attempt to create a new invention from the book of bad ideas. The Engineer needs the book and the listed ingredients to do this, and must pass the difficulty test stated on the invention.

## 0:2 Apprentice Engineers

Virtually every visionary engineer has been expelled by the Engineers Guild, only to be re-admitted later on (often posthumously) after their insane invention is finally proven to work. If these youngling engineers have chosen the right Lord to follow, they will be hailed as heroes when they return to the Karak. Of course, plenty of dwarfs who only thought of themselves as visionary have been expelled, too. 40 Gold Crowns to hire

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

|            |   |   |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|---|---|
| Apprentice | 3 | 3 | 3 | 3 | 4 | 1 | 2 | 1 | 7 |
|------------|---|---|---|---|---|---|---|---|---|

**Weapons / Armour:** An Apprentice Engineer may equip himself with weapons and armour chosen from the Engineer equipment list.

**SPECIAL RULES**

**Assistant:** An Apprentice will assist the Expelled Engineer with his inventions, for each apprentice dedicated to the project post game the Expelled Engineer adds +1 to his roll to create. Alternatively an apprentice may search for rare items in place of the Engineer, gaining any bonuses to rarity rolls the Engineer may benefit from.

## 0:1 Sapper



60 Gold Crowns to hire

Sappers are military engineers, skilled in a number of fields, such as making explosives, assembling artillery, and commanding engines of war (what they do almost as well as an Artillerist). Their particular area of expertise is the digging of tunnels, either to undermine walls or to gain entry to fortifications

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

|        |   |   |   |   |   |   |   |   |   |
|--------|---|---|---|---|---|---|---|---|---|
| Sapper | 3 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 8 |
|--------|---|---|---|---|---|---|---|---|---|

**Weapons / Armour:** A Sapper may equip himself with weapons and armour chosen from the Engineer equipment list.

**SPECIAL RULES**

**Make Explosives:** a Sapper may spend the post-game phase making explosives instead of searching for Rare items. Roll a Ld test: if the Sapper succeeds you can craft up to two Blast Charges for 9Gc each, up to two doses of Flash Powder for 11Gc each, a Fire Bomb for 21Gc or a Cinderblast bomb for 27gc (pick one and spend Gc before rolling) .

**Tunnel Rat:** re-roll characteristics tests when underground.

**Cinderblast Bomb**

45+3D6 gold Crowns

**Availability:** Rare 10 Sapper Only

**Range:** 2-8", **Strength:** 6(under hole), 3 in area

**SPECIAL RULES**

**Blast Charge:** the Cinderblast uses a small blast template as its radius. Any model hit directly by a Cinderblast suffers D3 Strength 6 Hits, any model under the rest of the template suffers 1 Strength 3 Hit.

**Scatter:** if the sapper fails the BS to hit roll the charge misses the target it scatters a random direction D6 inches from the Sapper.

# Genchmen

## 0.5 Thunderers

50 Gold Crowns to hire

Thunderers are those Dwarfs that have been trained in the use and maintenance of a customized handgun or firearms, forming into their own regiments of armor-piercing missile infantry. It took many, many years after the Dwarfs had discovered the revolutionary use of black powder before the handgun became widely used as a weapon. Indeed, in these earlier times, these handguns were held with great suspicion by the highly conservative Dwarfs, with the earlier prototypes usually being only given to Dwarf Engineers. Now, however, nearly all the Dwarf Holds within Karaz Ankor can now field whole regiments of Thunderers -- the name given to handgun-equipped units

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

**Weapons / Armour:** A Thunderer may equip himself with weapons and armour chosen from the Engineer equipment list.

### SPECIAL RULES

**Properly Used:** any Thunderer worth their beard knows their weapon inside and out. 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).

## Beardlings

25 Gold Crowns to hire

Many of the proponents of the old ways are older members of Dwarf community. Beardlings are not as set in their thinking and are more easily coerced into wild plans, with tales of the wide world and adventure. Spryer than their fellows, they are often used as scouts, roaming ahead of the rest to spy the land and observe enemy activity.

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

**Weapons / Armour:** A Beardling may equip himself with weapons and armour chosen from the Engineer equipment list.

*Dwarf should have his feet on the ground or, more preferably, a hundred feet below. But they're nippy little buggars, I can tell you, and useful for getting behind the enemy and given 'em a good wallop up the backside with that rapid-firing gun."*  
-Durgrim Redmane, Longbeard

## 0.1 Gyrocopter

100 Gold Crowns to build.

Gyrocopters are revolutionary flying machines that provides the armies of the Dwarfs with dedicated aerial support or as a form of fast reconnaissance. These warmachines use a revolutionary rotor-blade steam engine that allows it to take off into the air and land vertically or even hover on the spot, becoming the first technological marvel to achieve the ability of flight.

| Profile    | M   | WS | BS | S | T | W | I | A | Ld |
|------------|-----|----|----|---|---|---|---|---|----|
| Gyrocopter | 2d6 | -  | -  | - | 5 | 3 | - | - | -  |

**Special Rules:** Fly, Transport, Full Steam Ahead, Engine Malfunction.

### SPECIAL RULES

**Space:** the gyrocopter starts with 1 seat available. This may be improved via Tinker.

**Full Steam Ahead!** The Gyrocopter can achieve a burst of speed, moving only in a straight line, but at a risk. Roll a D6: if the result is 6 you must roll on the Engine malfunction chart, otherwise add the result of the dice to the Copters total speed. A warrior with the Driver skill can re-roll results on the Engine Malfunction chart (the new result must be accepted). When a Gyrocopter equipped with a Steam Engine is hit in the with a result of Draft Creature, it has hit the engine, the engine has a toughness of 6 and if wounded, roll on the Engine Malfunction chart.

### Engine Malfunction

**1 - Kaboom!** The engine explodes spectacularly, dealing D6 wounds to the Copter hull, any model within 4" of the bow takes a S5 flaming hit and the copter is now on fire and immediately swerves 45 degrees in a random direction and crashlands straight down (suffering a further D3 S5 hits to the hull, and causing D3 S5 hits to anyone underneath!).

**2 - Dangerous Overpressure!** The Gyrocopter suffers 1 wound and plunges 6" forwards and lands (taking damage if it collides with anything).

**3-4 - Emergency Vent.** Any models within 4" of the bow take D3 S2 flaming hits and the Gyrocopter immediately lands in the nearest available free space beneath it. The Gyrocopter cannot move next turn.

**5 - Minor Leak.** The Gyrocopter immediately lands in the nearest available free space beneath it and cannot move next turn.

**6 - Valve Locked.** The Gyrocopter can only move 2D3" this turn, but cannot turn.

## Dwarf Engineer Equipment List

The following list is used by Dwarf Engineers to pick their equipment.

### Hand-to-hand Combat Weapons.

|                        |             |
|------------------------|-------------|
| Sword.....             | 10gc        |
| Hammer.....            | 3gc         |
| Dwarf Axe.....         | 15gc        |
| Two Handed Weapon..... | 15gc        |
| Gromril Weapon.....    | 3xthe price |

### Missile Weapons

|                       |         |
|-----------------------|---------|
| Pistol/Brace .....    | 15/30gc |
| Handgun.....          | 25gc    |
| Crossbow.....         | 25gc    |
| Repeater Pistol.....  | 25gc    |
| Repeater Handgun..... | 50gc    |

### Armour

|                     |      |
|---------------------|------|
| Shield.....         | 5gc  |
| Light Armour.....   | 20gc |
| Heavy Armour.....   | 50gc |
| Gromril Armour..... | 75gc |
| Helmet.....         | 10gc |

### Miscellaneous Equipment

|                             |      |
|-----------------------------|------|
| Book of Bad Ideas* .....    | 50gc |
| Rope and Hook.....          | 5gc  |
| Superiour Black Powder..... | 20gc |

\*Expelled Engineer Only

# Dwarf Engineer Skill List

## 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

## 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.

## Tunneler

The Sapper has an uncanny sense of direction and knows exactly where to position charges in tunnels. If equipped with a cinderblast charge and underground, the Sapper may use the charge to blow a hole to the surface. Any model standing directly above the position of the charge suffers a S4 hit and a new opening to underground is made in that spot. Sapper Only.

## Tinkerer

The dwarf is constantly thinking improvements, even in the head of battle! In the post game the dwarf may roll on the customisation chart to try and improve the gyrocopter. If they have chosen to tinker they may not do any other action post game.

## Quick Thinker

The dwarf may add +1 to any roll on the experimental weapons chart.

## Master Inventor

The Engineer may now attempt D3+1 inventions in the post-game phase rather than 1. Expelled Engineer Only.



## Customisation chart

| 2D6 | Result   |
|-----|--|
| 2   | <b>That didn't go well!</b> Over-enthusiastic tinkering coupled with a wobbly ladder means that something important has been sliced off! Roll again on this chart (rerolling any further instances of 'That didn't go well!' and 'Breakthrough!') but instead of increasing the characteristic rolled, decrease it/lose the upgrade.!  |
| 3   | <b>Bomber.</b> The gyrocopter has been modded with hatch below it to drop mortar like bomb onto unsuspecting warriors below. any time during your movement phase you may choose to drop a bomb. First roll an artillery dice, then move a small blast template that far back your movement path. Anyone under the template suffers a strength 4 hit. on a misfire result, the Gyrocopter and the Steam engine suffer the hit instead as the shell explodes inside the hull. Bombs must be individually purchased for 25 gold each. |
| 4   | <b>Every Gear and Gizmo.</b> For some reason, the engineer decided that more gizmos were needed! although it may seem illogical, the extra gears give Gyrocopter +2 Movement.  |
| 5   | <b>Room for Activities.</b> A stroke of genius on the engineer's part as they have cleared out the hull, giving the gyrocopter the ability to carry +1 Passenger   |
| 6   | <b>Stablizers:</b> New stabilizing wings and fins allow smoother and more controlled descents in case of accidents. When a result on the Engine Malfunction or Wheel Damage causes the Gyrocopter to come to a halt and/or land, it can always choose to glide up to 2D6" away from its accident site (in any direction) before plunging down and landing.   |
| 7   | <b>More Reliable.</b> The engineer has tuned the engine to perfection, allowing a reroll on the Engine Malfunction table. Reroll this result if gotten multiple times.   |
| 8   | <b>Steam Cloud.</b> The Gyrocopter is -1 to hit with Missile Weapons. This result can only be gained once. Reroll further results of steam cloud.  |
| 9   | <b>Weapons Mount.</b> a smartly placed weapons mount allows the gyrocopter to attach an artillery weapon on the frame without taking up precious seating space. You may purchase any swivel-mounted artillery weapon, which can be manned by either the Pilot (if the Gyrocopter is stationary) or another passenger.  |
| 10  | <b>Reinforced Hull.</b> Armoured plating lines the inside of the gyrocopter giving it +4 Armour Save   |
| 11  | <b>Steel propellers.</b> A propeller frame gives the Gyrocopter +1 Wound.  |
| 12  | <b>Breakthrough!</b> If by accident or by design, the tinkering has worked brilliantly! Roll a further D3 times on this chart, ignoring any further rolls of 'Breakthrough!'   |

# Inventions

Inventions are created by the Engineer, all the blueprints necessary are in the Book of Bad Ideas, the only limits are resources and how bad an idea it is! All inventions suffer from being experimental. When rolling to hit a 1 means something has gone drastically wrong! Roll on the experimental weapons chart. For items that do not have to roll to hit, roll a D6 when used and on a result of 1 the device still works but you must then roll on the experimental weapons chart.

When rolling for building an Invention a roll of 2 on the difficulty test is a critical failure! All ingredients are lost.

## Master Key

Difficulty 8

**Components:** Blunderbuss + Handgun

Makes a handgun fire a small blast template once per game. Auto opens doors, and the blast template extends through the hole where the door once was. Does not affect large gates.

## Boom Hammer

Difficulty 10

**Components:** Double Handed Hammer + Superior Black Powder

**Strength:** as user +2,

**Special Rules:** Strike Last, Full Steam

**Full Steam:** Once per close combat the dwarf may choose to attack with an additional +2 strength (+4 total) This mighty black powder assisted swing will throw them off balance and the next time they are attacked they are at +1 to hit.

## Launching Vertical Assistance Rope

Difficulty 7

**Components:** Pistol + Rope and Hook

Pass all climbing and diving checks on a 3+

## Stand and Deliver

Difficulty 7

**Components:** Handgun+Spear.

Counts as a Handgun and a spear with the following special rule:

**Point Blank:** Strike first in the first round of combat with a Rifle shot and a spear attack.

## Repeaterbuss

Difficulty 10

**Components:** 4 x Blunderbuss + Repeater Handgun.

Can fire 4 blunderbuss shots all at once, roll for misfire on each shot.

## Escape pod

Difficulty 8

**Components:** Any Armour + Toughened leathers + sacrificial Goat (for the grease)

Counts as whatever armour type it is made out of with the following special rule;

**Greasy escape:** After a failed armour save the dwarf may launch himself from his armour D6" breaking combat without hits against him. the armour is retrieved after the match and the "pod" must be restocked with grease (goat).

## Hug Thrower

Difficulty 6

**Components:** Crossbow + Net

**Range:** 30"

**Move or Fire**

Allows the Dwarf to launch a net at the full range of a crossbow. Enemies have a -1 penalty to their strength test when trying to escape the net. on a to-hit roll of 1 the net fails to clear the firing rail and wraps around the dwarf!

## Auto-Stand

Difficulty 10

**Components:** Heavy Armour + Superior black powder.

Dwarf Gains the **Jump up** skill whilst wearing the armour

## Golden Gun

Difficulty 10

**Components:** Double Barrelled Hunting Rifle + Flash Powder

Counts as a Double Barrelled Long Rifle With the following rule;

**Payday:** A desperate and powerful weapon, the Dwarf stuffs as many Gold Coins as he can bear to part with down the specially modified barrel.

Every 5GC constitutes a +1 Strength slug (ie: 25GC = S5) No more than 30GC can fit in the barrel at one time.

## Para-Pillow

Difficulty 10

**Components:** 5x Cathayan Silks + 2x Rope and Hook

The dwarf can leap off a tall building and sail gracefully(ish) to the ground. The Dwarf may glide as described in the wings mutation from corrupted characters.

## Siege Breaker

Difficulty 11

**Components:** Treasure Cart + Powder Keg + 10x Belaying Pins + Superior Black Powder + Gromril Hammer

A modified piece of mining apparatus, this clanking whirring machine can make a hole where there was none in a jiffy!

The cart takes 2 units to move at half speed, or 4 at regular speed. Place against a wall or barred door and roll on the following chart.

1. She's gonna blow! Something has gone terribly wrong. The siege breaker explodes causing a S4 hit to all models within 4"
- 2-4. Here's Johnny! The Breaker creates a hole in the surface, big enough that models can shoot through it. If this is the 2<sup>nd</sup> time this result is rolled then count it as a 5-6.
- 5-6. Party time! The siege breaker completely destroys the door. If you are breaking through a wall, it creates a hole 1" wide, enough for non-large models to move through.

## Full Metal Jacket

Difficulty 12

**Components:** Handheld Mortar + Heavy Armour + Net.  
**Range:** 24"

This is a stronger version of the hug launcher that fires a straight jacket like armour at the target. The trapped victim will be at -2 strength to escape from the net. If this hits a model in the water they will automatically sink and be out of action. Even aquatic models.

If this hits a large model it will wrap around their head, leaving them blinded and moving 2d6 in a random direction each turn until they free themselves.

### Back Off Armour

Difficulty 12

**Components:** Heavy Armour + powder keg.

Counts as heavy armour, with the follow special rule;

**Get off!** Once per game, all models in base contact suffer a S3 hit and are knocked back D6". A new powder keg must be purchase after each use.

### Death Roller

Difficulty 12

**Components:** Cart+6xAxe+6xSword+Steam Engine+Armoured Plating

In the book of bad ideas despite its extensive use on the blood bowl field, the Death Roller brings the random chaos to the streets, carving up anything that stands in its way.

The death roller acts as a cart with all the associated special rules for steam engine and armoured plating, but will cause D6 Impact hits at a strength equal to the distance it travelled that turn to any model that stands in its way.

### Goblin Hewer

Difficulty 12

**Troll Slayer engineer only.**

**Components:** 12xAxe, 6xRope and hook, Bolt Thrower

**Range:** 6-26"

**Strength:** 4

**Special Rules:** Hard to Fire, Cumbersome Movement, Reload, Aim, Broadside Shooting, Carve em up.

#### SPECIAL RULES

**Hard to Fire:** Firing artillery weapons requires a good crew, a maintained weapon, and technical knowledge. They require a team of two to fire (or one if the model is Large), but only one crewmember needs the Artillery Expert skill. All of the normal shooting rules apply (with some exceptions below), but no Shooting skills apply to these weapons.

**Cumbersome Movement :** A single crewmember can move an Artillery weapon at half his movement, two crewmembers can move it at their full movement. They cannot run however.

**Reload!** These weapons require one full turn with the crew preparing the shot (place a marker next to it when loaded), and can only fire in the following turns. Note you may still have to aim (see below).

**Aim!** Artillery weapons may not move and fire in the same turn, and they are so Cumbersome that pivoting on the spot (to aim) counts as moving it (unlike other shooting weapons which can pivot freely every turn). Thus, artillery weapons must draw a straight line from their nozzle to their target (with a 1" leeway) to be able to shoot at it.

**Broadside shooting:** when shooting at buildings or boats the size of a barge or larger, if the target is within 10" the shot hits automatically.

**Carve Em Up:** the Goblin Hewer fires 2D6 shots each time it is fired. Nominate a target model and roll 2d6, Once you have determined the number of shots, you must spread the number of shots evenly between the target model and another model within 6" (friend or foe!), after this is done, roll to hit and to wound as normal for each shot.

## Experimental Weapons Chart

D6

### Result

1

**Scrap:** The weapon is mangled beyond repair. The only use left for it is as a fancy club or as scrap metal. The weapon must be removed from the warbands roster. They may choose to either add 1 club to the warbands roster or add 3 gold crowns for the scrap metal value.

2-4

**Badly Mangled:** The weapon is just a pile of bits at the moment. The engineer thinks he can fix it, but wouldn't like to guarantee it. You can either not risk it add and the bits to the warbands parts pile, counting as gaining 1 item used in the construction of the device, or you can try to repair it. Roll a D6, on a 3+ the weapon is repaired and can be used as normal from now on. Any other result means that the engineer was being more optimistic than realistic, the weapon is useless and there are not enough bits to even make an eggcup out of! The weapon is removed from the roster.

5-6

**Few Bits Missing:** The weapon is damaged, but the engineer has just the right parts to fix it! The weapon is fine, apart from a bit of cosmetic damage, and can be used as normal from now on.

# Call of the Night Haint



The Cursed marshes hold many dark secrets of the past, long forgotten castles sinking into the bog below, curse effigies to gods

forgotten. Whilst some of these are tributes to the chaos gods, others are strongholds of ancient sorcerers shunned by society and searching for forbidden knowledge. Many are empty, guarded only by traps and minions operating automatically long after their previous masters have passed on.

Others the owner have locked themselves away in eternal tombs waiting for the right sign, omen or astral alignment. When these ancient evils awaken they spew forth into the surrounding towns and cities searching for the right artefact or incantation necessary for their ascension. They lock what left of their soul in their cursed transports gather their followers and bring death to the mortal realms.

## Special rules

**Requilarly** – All Ethereal Members of the warband start the battle inside the Requilarly. At the beginning of each turn you may do a Ld test using the highest leadership available (please note the Requilarly itself has a leadership value.) for each point your pass by you may deploy that many members of your Warband within 6" of the Mortis Engine. In missions where bringing the Mortis Engine is not an option (underground, pit of blood etc) the Corpsemaster may carry it on his back, which is not the most preferable way to transport the sacred box, and will impede his movement, stopping him from running. If the Requilarly is ever destroyed, the spiritual energy contained within explodes out violently, the spirit host warband immediately routs and any model within D6+6" suffer a S5 hit, magic users are especially susceptible and hit with D3 hits instead. The Cairn Wraith will immediately create another one and will miss D3 games resting after this process.

**Ethereal:** Spirits live in the space between the world of the living and the world of the dead, flickering between each. They have a 4+ unmodifiable save against all attacks, which is taken after the To Hit roll. It may not be used with Dodge or Step Aside, and has no affect against magical attacks (Spells, Prayers, Artifacts). Any missile attacks that fail to hit an ethereal model because of the save, will pass through them, hitting the next closest target directly behind them.

The model is unaffected by terrain, also the model may take a leadership test in the movement phase: If successful, they may through any terrain piece and/or on top of water. If the model starts his next turn in the middle of a terrain piece, they must take another Leadership test in the movement phase: if the test fails, the model is instantly taken out of action.

However, after warband formation, all items cost double to purchase for Ethereal models. If the crew finds any items, roll a D6: on 5+ they can be used by both Ethereal and Non-Ethereal models. On 1-4, it can only be used by Non-Ethereal models (mark it as such on your roster).

**No Skin, No Service:** Ethereal models may not enter settlements unless otherwise specified.

*"They appear to cling to their Undead status by sheer willpower. Their magic is irrelevant; whatever petty dabblings they may have indulged in during their lives have clearly failed, or else they would still have a corporeal form. It is only their twisted spirits, wracked with hatred and pain, that keeps them in this world at all, and only by the most tenuous threads."*

—Heinrich Malz, High Priest of Venerena

## Characteristic Increase

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Wraith  | 5 | 6  | 4  | 4 | 3 | 5 | 5 | 3 | 10 |

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Spirit  | 5 | 5  | 0  | 4 | 3 | 4 | 5 | 3 | 9  |

Banshees and Malignant Spirits both use the Spirit Maximum. The Corpse Master is mostly human and uses the Maximum characteristics of one.

## Choice of Warriors

A Night Haint Warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

**Cairn Wraith:** your warband must include a Cairn Wraith as your leader

**Corpse Master;** your warband must include one Corpse Master.

**Malignant Spirits:** your warband may include up to two Malignant Spirits.

**Revenants:** your warband may include any number of Revenants.

**Spirit Hosts:** your warband may include up to two Spirit Hosts.

**Mourngul:** your warband may include up to one Mourngul

**Poltergeists:** your warband may include any number of poltergeists

## Starting Experience

A Cairn Wraith starts with 20 experience.

A Banshee starts with 8 experience.

A Corpse Master starts with 8 experience.

Malignant Spirits start with 0 experience.

Henchmen start with 0 experience.



## Night Haint skill table

|                  | Combat | Shooting | Strength | Academic | Speed | Special |
|------------------|--------|----------|----------|----------|-------|---------|
| Cairn Wraith     |        |          |          | ✓        | ✓     | ✓       |
| Banshee          | ✓      |          |          |          | ✓     | ✓       |
| Corpse Master    |        | ✓        |          |          | ✓     | ✓       |
| Malignant Spirit | ✓      |          | ✓        |          | ✓     | ✓       |

## Night Haint special skills

Spirits may choose to use the following skill list instead of the standard skill lists.

### Night Walk

The Ghost has mastered control of their spectral form. They are now able to use their ethereal ability to charge through walls, and cannot be intercepted as they phase through any warrior blocking their path. – Ethereal models only.

### Possession

When charging instead attacking the warrior may instead choose to possess their opponent in the charging phase. Both players roll a D6 and add their Ld value. If the Spirit beats his opponent's score he gains control of the model for their turn. Remove the ghost from the board, and the possessed model may move, charge and act as normal but cannot run. If he was engaged in hand-to-hand combat with any warriors of the Spirit's warband, they will immediately move 1" apart. At the beginning of the enemies turn, the spectre re-appears in base to base contact and may be attacked as normal. If the Possession fails, the spirit may not attack in this round of combat. This skill cannot be used on any magical or demonic models. Ethereal models only.

### Traumatic passing

The Warrior gathers the energies of Shyish around his weapon, making every victory vibrate through the winds summoning spectres to his side. Every time the Hero takes an enemy OOA on a roll of a 6, summon a Poltergeist in their place.

### The Key and the Gate

The Wraith holds a portion of the Requilly's magic within themselves, and may summon warriors from within them rather than the Requilly. Follow all rules for summoning but deploy the model 6" from the Cairn Wraith instead. Cairn Wraith Only.

### Siren Song

The terrifying howl of the Banshee takes on a sweet harmonic value in the ears of some men, in combat the Banshee may choose to charm the enemy, the enemy model must pass a Ld on 3d6, discarding the lowest D6 result. If failed the model cannot attack the banshee and is automatically hit in close combat, once they pass they do not have to test again for the duration of the game. The Banshee can only charm 1 enemy at a time, and cannot charm models immune to psychology. Tomb Banshee only.

## Night Haint equipment list.

The following list is used by Night Haints to pick their equipment.

### Hand-to-hand Combat Weapons.

|                           |          |
|---------------------------|----------|
| Dagger.....               | Free\2gc |
| Spirit Knife*.....        | 25gc     |
| Sword.....                | 10gc     |
| Spear.....                | 10gc     |
| Hammer.....               | 3gc      |
| Axe.....                  | 5gc      |
| Double Handed Weapon..... | 15gc     |
| Scythe.....               | 15gc     |

### Missile Weapons

|               |      |
|---------------|------|
| Bow.....      | 15gc |
| Crossbow..... | 10gc |

### Armour

|                     |      |
|---------------------|------|
| Shield.....         | 5gc  |
| Buckler.....        | 5gc  |
| Light Armour.....   | 25gc |
| Heavy Armour**..... | 50gc |

### Miscellaneous Equipment

|                    |       |
|--------------------|-------|
| Mortis Engine..... | 125gc |
|--------------------|-------|

\*Ethereal Heroes only \*\*Malignant Spirits only.

## Night Haint special equipment

### Spirit Knife

20 gold crowns

*Bones of hanged men, Shards of tomb stones, Spinters of Coffin lids, the Spirit knife is made of many different materials with one thing in common. Death.*

**Availability** Rare 8

**Range:** Close Combat **Strength:** as user

**Special Rules:** +1 enemy armour save, Spectral Touch

**Spectral Touch:** If the hit roll for an attack made by a Spirit Dagger is 6, the blades frightful touch stills the victim's beating heart, immediately inflicting 1 additional wound. Roll to wound for the hit as normal

### Mortis Engine

195 gold crowns

*The Mortis Engine is a horrific magical artifact that radiates strongly with Dark Magic and is kept afloat by a horde of vengeful spirits.*

*Within the Mortis Engine are powerful relics that are saturated with strong amounts of Dark Magic, such as the remains of powerful Necromancers and Lich-Lords of ancient times.*

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

Engine        -    -    -    -    6    4    -    -    -

Requiliary   -    -    -    -    6    3    -    -    7

Nightmare   6    -    -    -    3    1    -    -    -

#### SPECIAL RULES

**Undead:** the Mortis Engine follows all the rules for undead: immune to psychology, Poison, disease and Causes fear.

**Ethereal:** follows the special rules for Ethereal.

**Wagon:** The Mortis Engine follows all rules for Wagons (see Empire in Flames Supplement, p. 30 - 33) unless specified otherwise here.

**Spectral Nightmares:** the Mortis Engine is pulled by 4 ghostly Nightmares. When hit by an attack only roll on the out of control table if a Nightmare fails its Ethereal Save.

**Passengers:** The Corpse Master must function as the driver. No other models may pass the Mortis Engine. Whilst driving the Mortis Engine the Corpse Master gains all its special rules.

**Storage:** the Mortis Engine may carry any number of Corpses without impeding movement.

**Cursed Wagon:** the Mortis Engine can never be captured by another warband and will always rout with the spectral host.

**Conduit of Death:** Part of the Corpse Masters Duties is feeding the Requiliary and releasing the stored energies of Shyish at time and ways beneficial to his Spectral masters. By feeding corpses into the Requiliary the Corpsemaster may release powerful Death spells from within. Once per battle the Corpse Master may sacrifice as many corpses as needed to Perform 1 Ritual of the Requiliary.



### Rituals of the Requiliary

**Sacrifice**

**1 Corpse**



**2 Corpses**

**3 Corpses**

**4 Corpses**

**5 Corpses**

**6 Corpses**

**Effect**

**Spirit bomb:** The energies of Shyish swirl around the engine building up into a powerful explosion. The Spirit bomb is Strength 1, with a Raidus of 1" around the engine. For each turn you let it build up it gains a Strength and an inch. So 5 turns of build up is a Strength 5, 5" blast.

**Spirit Nexus:** the Engines access to the nether realm has strengthened. You may now summon Ethereal models up to 12" from the Mortis Engine

**Terrifying Visage:** the Engines ghostly howl and chill permeate the battlefield: Enemies must pass a fear test when shooting a friendly model within 6" of the mortis engine

**The Purple Wind:** the Death Wind spews from the Requiliary, drowning out all others: all Necromancers, Preists of Morr and Amethyst Wizards gain +2 to their casting rolls within 12" of Mortis Engine, all other wizards suffer a -2 to their casting rolls.

**Return from the Brink:** As the soul returns to the Requiliary it is drawn back out. Once per game you may summon one OOA Ethereal model.

**Unholy Flight:** the Mortis engine may now fly, see flying rules.





## 1 Cairn Wraith

110 cold crowns

*Wraiths, are hooded, spectral spirits of former Necromancers or Sorcerers that have used the corrupting influence of Dark Magic to extend their lives beyond the mortal limit. Most of these seekers of immortality managed only to preserve their spirits, not their bodies. Decay took their mortal forms, rotting it away even as they sought desperately to sustain it. With no corporeal form to speak of, these sorcerers became wandering spirits, clad only in their death shrouds.*

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Wraith  | 5 | 4  | 2  | 3 | 2 | 3 | 2 | 1 | 8  |

**Weapons/Armour:** The Cairn Wraith fights with weapons and armour from the Night Haint Equipment List.

**Special Rules:** Ethereal, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, Wizard.

### SPECIAL RULES

**Wizard:** The Cairn Wraith was a necromancer in life and starts with one spell from the Necromancy list. All references to Zombies are replaced with Revenants.

**Warrior Wizard:** the Cairn Wraith is able to wear armour and cast spells without penalty.

**Death Was Merely The Beginning:** Cairn Wraiths cannot die, as they are already dead, and destroying one for good is extremely difficult because if even a scrap of their clothes, a totem or a finger remains within the Requiliary, they will eventually return. Any time the Cairn Wraith rolls 11-15 Dead on the serious injury table, he may be returned to your warband by paying his hiring cost plus two times his experience points. This can only be done if you have an existing Requiliary. If both the Requiliary and the Cairn Wraith are destroyed in one round, the warband is disbanded.

## 1 Corpse Master

25 gold crowns

*Corpse Masters are sad, wretched beings, forced into servitude by a Vampire or Necromancer. They are a Magical Void or Null, the winds have forgotten them, cursing the poor souls to a life time of bad luck and mishaps. This peculiarity has made them perfect for the users of Death magic, for they empty souls are unaffected by powerful relics and totems that fuel their foul magic.*

| Profile         | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Dead Body Guard | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**Weapons/Armour:** The Corpse Master fights with weapons and armour from the Night Haint Equipment List.

**Special Rules:** Gofer, Magical Void, Guardian of the Requiliary.

### SPECIAL RULES

**Magical Void:** The Corpse Master was chosen for his role by his spectral masters specifically because he was immune to the magical energies of the requiliary. He is space void of magic, and thus gains a 4+ save against enemy spells and magic weapons.

**Gofer:** as the only "Human" member of the warband the Corpse Master may visit D3+1 places within settlements rather than 1.

**Guardian of the Requiliary:** the Corpse Master takes his roll very seriously and will never voluntarily move more than 6" away from the Requiliary.

## 01 Tomb Banshee

60 cold crowns

*Tomb Banshees, known by the Bretonnians as Wailing Hags and to the Dwarfs as the Freezing Shriek, or just simply Banshees are the bitter, restless spirits of long-dead sorceresses, enchantresses and witches that have in life plagued the lands of the Old World for centuries. Tomb Banshees constantly howl in remembrance of the forbidden pleasures of the life that was once theirs and in bitterness for the peace of the grave that they cannot attain.*

| Profile     | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Wailing Hag | 5 | 2  | 0  | 2 | 2 | 1 | 2 | 1 | 7  |

**Weapons/Armour:** The Tomb Banshee fights with weapons and armour from the Night Haint Equipment List.

**Special Rules:** Ethereal, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, Ghostly Howl

### SPECIAL RULES

**Ghostly Howl:** enemies within 6" of the Tomb banshee suffer -D6 to their leadership when taking fear tests.

*"Sigmar is just. It is only fitting that such vile women should suffer such a terrifying fate. If ever you need proof of the existence of divine justice in this world, the agonised grimace of the Banshee is quite sufficient"*

— Vorster Pike, Witch Hunter

## 02 Malignant Spirits

30 gold crowns

*Ghosts are not usually malevolent. Some may be mischievous and enjoy scaring the living. Most, however, wish only to be released from their tormented existence. However even rarer are spirits of killers or madmen, brought back into this world by sheer force of will or summoned by greater evil and bound to totems such as the mortis engine to serve eternally.*

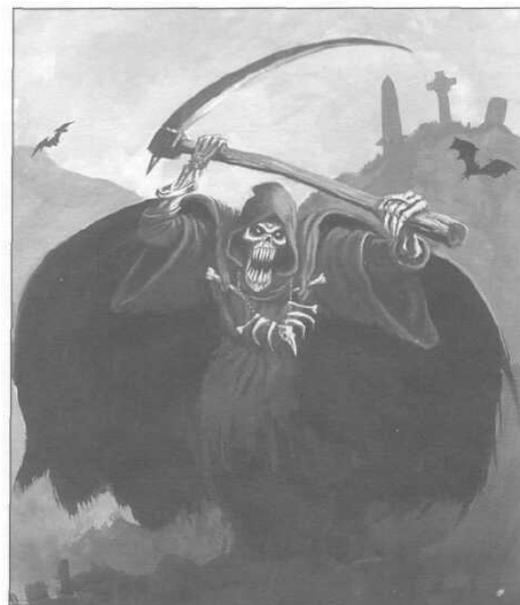
| Profile     | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Angry Ghost | 5 | 3  | 0  | 3 | 2 | 2 | 2 | 1 | 6  |

**Weapons/Armour:** Malignant Spirits fights with weapons and armour from the Night Haint Equipment List.

**Special Rules:** Ethereal, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, Violent Entry.

### SPECIAL RULES

**Violent Entry:** Malignant Spirits contained within the Requiliary thirst for the moment they are released into battle. They gain +1 to hit +1 Strength if they charge on the turn they were summoned.





# Genchmen



## Revenants

20 gold crowns

Revenants are the bodys and souls of the dead, who do not or refuse to realise they have died. Unlike Zombies and skeletons these dead men are not raised by a vampire or a necromancer but stay in this realm through stubbornness.

| Profile       | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Living Corpse | 4 | 2  | 2  | 3 | 3 | 1 | 1 | 1 | 5  |

**Weapons/Armour:** Revenants fight with weapons and armour from the Night Haint Equipment List.

**Special Rules:** Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, Spectral Ascension.

### SPECIAL RULES

**Spectral Ascension:** whilst not ready to let go of their life, the Revenants sometimes are able to let go of their psychical body. Once a Revenant rolls Lads Got Talent, they gain the Ethereal Rule once they become a hero.

## 0.2 Spirit Host

40 gold crowns

Choking the air above the Night Haint host are the Spirit Hosts. These are a collection of souls of the damned, stripped of body and identity, and they scream endlessly for the life they have lost.

| Profile     | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Spirit Host | 3 | 2  | 0  | 2 | 2 | 3 | 2 | 3 | 6  |

**Weapons/Armour:** Spirit Hosts fight with Spectral claws and daggers.

**Special Rules:** Ethereal, Large, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Brain, Spectral Touch.

### SPECIAL RULES

**Spectral Touch:** If the hit roll for an attack made by a Spirit Host is 6, the spirit's frightful touch stills the victim's beating heart, immediately inflicting 1 wound additional wound. Roll to wound for the hit as normal

## Poltergeists

15 gold crowns

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Geist   | 4 | 1  | 1  | 1 | 1 | 1 | 1 | 1 | 6  |

**Weapons and Armour:** Poltergeists fight unarmed without penalty.

**Special Rules:** Incorporeal, Ethereal, Silent Move, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Brain, Ignored

**Incorporeal:** Not all spirits have a firm footing in the physical realm. When a Poltergeist is wounded do not roll for injury they are immediately OOA.

**Silent Move:** Poltergeists always remain hidden unless they charge an enemy warrior.

**Cause Ruckus:** Poltergeists may make a shooting attack with a Range of 6" with no penalties whatsoever, as they throw whatever isn't bolted down at their victim. The attack fires twice and has a Strength of 1.

**Ignored:** Poltergeists that are OOA do not count towards Rout tests.

## 0.1 Mourngul

210 Gold Crowns

Terrifying, inhuman spectre of monstrous size, the Mourngul attacks with its nightmarishly elongated claws and distended fangs in a frenzied hunger for flesh and souls.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Haunter | 6 | 3  | 0  | 5 | 5 | 3 | 2 | 3 | 6  |

**Weapons/Armour:** the Mourngul fights with Nightmarish Claws and Fangs.

**Special Rules:** Ethereal, Large, Causes Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, No Brain, Nightmare Birth, Ravening Onslaught, Hainter of the Dark.

### SPECIAL RULES

**Nightmare Birth:** A huge amount of death is required to pull a Mourngul into the physical realm and as such they may only be summoned once a Large model has been taken OOA. once the Mourngul has been summoned, deploy it in the final resting place of the Large model.

**Ravening Onslaught:** a rampaging Mourngul does not tire in fact it gets more deadly. Every to hit roll of 6 grants the Mourngul another attack, and further to hit rolls of 6 will generate further attacks.

**Haunter of the Dark:** the Mourngul's Ethereal save is increased to a 3+.



# Necromancy

*Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also destroy the vitality of the living. This list is slightly revised for use in a Wraith Warband.*

## D6 Result

- 1 Spell of Awakening** **Difficulty: Auto**  
*The Sorcerer summons calls the soul of a slain Hero back to his body and enslaves him with corrupt magic.*

If an enemy Hero is killed (i.e. your opponent rolls 11-15 on the serious injury chart after the battle), then the sorcerer may raise him to fight as a Revenant in his servitude. The dead Hero retains his characteristics and all his weapons and armour but may not use any equipment or skills. He may no longer run, counts as a Henchmen group on his own
- 2 Lifestealer** **Difficulty 10**  
*The Sorcerer sucks out the very essence of life from his victim, stealing its vigour for himself.*

Choose a single model within 6". The target suffers a wound, (no saves allowed) and the sorcerer gains an extra wound for the duration of the battle. This may take the Wounds of a Necromancer above their original maximum value. This spell will not affect the Possessed or any Undead models.
- 3 Reanimation** **Difficulty 5**  
*At the spoken command of the Sorcerer, the dead rise to fight again.*

One Revenant that went out of action during the last hand to hand combat phase immediately returns to battle. Place the model within 6" of the sorcerer. The model cannot be placed straight into hand to hand combat with an enemy model. This spell can be used on Spirits and Banshee to restore 1 lost wound (should they have more than one). This cannot be used to bring Spirits, Spirit Hosts, Banshees and Mourngul back to life if they are taken out of action the way Revenants can.
- 4 Spell of Doom** **Difficulty 9**  
*The Sorcerer whispers to the sleeping dead to rise up from the ground and seize his enemies.*

Chose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, you may roll on the Injury table to see what happens to the unfortunate warrior.
- 5 Call of Vanhel** **Difficulty 6**  
*The Sorcerer summons the world of the dead to invigorate his Undead servants.*

A single Revenant, Spirit Host, Spirit, Poltergeist or Banshee within 6" of the caster may immediately move again up to its maximum movement distance. If this moves them into base contact with an enemy model then it counts as charging. The targeted model will automatically pass Initiative tests needed to be made during this extra movement.
- 6 Living Horror** **Difficulty 8**  
*The ghostlights around the Wraith intensify as he torments the mind of his enemy forcing him to experience the sensation during the very moment of his death over and over*

You may choose one model within 8" of the Wraith and roll D6+3. If this score is equal to or greater than the Leadership of the target model, then that model suffers a Wound, no armour saves allowed. If this wounds the target and they still have Wounds remaining, then that target may not move, shoot or cast spells during their next turn unless they pass a Leadership test. This spell will not affect the Possessed, Undead, or any model that is immune to fear.



# Underworld Alliance



*On occasion the Skaven and Goblins living below all the hated races walking above in the sun team together to form an unlikely alliance. For whatever reason individuals from these races have been shunned by their clans, forces to survive in the grossest part of the undercity or the regular sewers of the manthings. these underdwellers have survived off of eating rotting carcasses and excrement*

*of other races but the real prize of the sewers is Warpstone. Warpstone, the green rock of change, gets below in many ways, some washing in from the sea, others is dropped below by the manthings hiding their stash from witch hunters. In order to gain enough warpstone to fuel their addictions the Forgotten skaven and goblins often make pacts, and some alliances grow large enough to form a warband*

## SPECIAL RULES

**An Alliance of Inconvenience:** The Goblins and Skaven of the sewers need each other, but they don't have to like it! Unlike most warbands, the Underworld has two leaders, though only skaven can use the Slave Kings leadership bonus, and only goblins can use the Bully's Leadership bonus. In addition, when taking rout tests, the Warband calculates whether they are routing as normal (25% of the warband OOA,) but they take two rout tests, one for each leader. If one leader fails, all warband members of his type rout with him. (The Warpstone Troll counts as a member of both factions and will only rout when both sides do)

**Factional Jealousy:** the alliance between the two races is a delicate balance, they need each other, but they also wouldn't mind if the other side dies, as such a warrior of one type may never intercept the charge meant for a warrior of the other type.

**Glory Hogz:** If one of the factions has routed, at the start of your turn you may roll 2D6. If you roll a double then the routed faction re-joins the battle at a random table edge! Any units taken out of action before the initial rout do not re-join the force (meaning that they will re-enter the game already doing rout tests), this may only happen once per battle.

**Power Grab:** though allies the two races live in constant fear of each other, and are always looking for the upper hand. If there is more of one type of race than the other at the start of a match, the race with more warriors Gains +1ld, and the race with less gains -1ld.

**Plenty More Where That Came From:** if one of the two leaders dies, another hero of the same race will take command, earning the title, and special rules of the dead leader (Bully/Slum Lord) meaning you can purchase a new hero of the former type the new leader was.

**Who's da Boss!:** at the end of a game in which your warband was victorious, rather than gain +1xp for your leader, roll on the table below to determine who gains the Experience point:

| D6  | Result   |
|-----|--|
| 1   | <b>Neither!</b> You were too busy fighting amongst yourselves to learn anything! |
| 2-3 | <b>Cunning but Brutal!</b> The Goblin Bully gains the xp.                        |
| 4-5 | <b>Sneaky but Stabby!</b> The Slum Lord gains the xp                             |
| 6   | <b>A rare moment of comradery:</b> both gain +1xp.                               |

**Warpstone for Breakfast:** Underdwellers Warpstone hunger is bottomless, they Eat, Drink, Sleep and bathe in the stuff.

Any Hero may start the campaign with a single mutation (leaders may start with two) from the following gifts and mutations in the 'Corrupted Characters' chapter if they pay the appropriate cost; Poisonous Bite, Extra Arm, Hulking Brute, Regeneration, Suckers, Elastic Arms, Vestigial Twin, Cloud of flies. When rolling for level ups, on any doubles, the warrior may instead purchase one of the above mutations.

## Choice of Warriors

An Underworld warband must include a minimum of four models. You have 500 gold crowns with which you can use to recruit and equip your warband. The maximum number of warriors may never exceed 20.

**Goblin Bully** Each Underworld warband must have one Boss, no more, no less!

**Skaven Slum Lord** Each Underworld warband must have one slave king no more, no less!

**Skaven Slave Champions:** Your warband may include up to two Slave Champions

**Goblin Stinky Gits:** Your warband may include up to two Stinky Gits.

**Skaven Slaves:** your warband may contain up to 5 Skaven Slaves.

**Boglars:** your warband may contain up to 5 Boglars

**Sewer Squigs:** your warband may contain up to 4 sewer squigs

**Giant Rats:** your warband may contain any number of Giant Rats

**Warpstone Troll:** your warband may contain a single Warpstone Troll

## Starting Experience

**Goblin Bully** starts with 20 experience

**Skaven Slum Lord** starts with 20 experience

**Skaven Slave Champions:** start with 0 experience

**Goblin Stinky Gits:** start with 0 experience

**Henchmen Start** with 0 experience.

**Warpstone Trolls, Sewer Squigs and Giant rats** do not gain experience.



## Underworld Alliance Skill List

|             | Combat | Shooting | Academic | Strength | Speed | Special |
|-------------|--------|----------|----------|----------|-------|---------|
| Bully       | ✓      | ✓        | ✓*       |          | ✓     | ✓       |
| Slum Lord   | ✓      |          | ✓*       | ✓        | ✓     | ✓       |
| Slave Champ | ✓      |          |          |          | ✓     | ✓       |
| Stinky Git  |        | ✓        |          |          | ✓     | ✓       |

\*If one of the leaders chooses an Academic Skill, the other leader must also choose an Academic Skill next skill up out of jealousy.

## Underworld Alliance Special Skills

**Toss Me!** If in base contact with the Troll, the Hero may choose to be thrown 2D6 inches in a direction of your choosing, the warrior must pass an initiative test to land safely on the ground. You may choose to be thrown at an enemy warrior, this counts as a diving charge, but if you fail the initiative test both you and the target suffer a S3 Hit. If you roll double 1s for the distance the troll has taken a bite out of the trusting warrior and he is taken OOA

**Ha! watch this:** if in the same combat as a Hero from your warband that is a different race than you and they make a failed attack, you gain an extra attack with a weapon of your choice (Limit once per round)

**Infiltration:** same as the skaven skill.

**Wyrystone addict:** the warrior may eat a Wyrystone shard after the battle to roll on the Warp Touch Chart. Also the warrior is immune to attacks from Tainted weapons.

**Stuff em with green.** The Hero may feed 1 Warpstone to 1 squig or giant rat in the post-game. during the next battle, secretly nominate a squig/giant rat. When the model is Charged or charges you may choose to have them explode in a shower of Wyrystone. all models within 2" are wounded on a 4+. Due to the corrosive stomach acids, bone, teeth fragments this explosion also affects undead and counts as a tainted attack. The detonated animal may never be used again as it is splattered in a million pieces!

## Underworld Alliance Weapon List

### GREENSKIN EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

|                      |               |
|----------------------|---------------|
| Dagger .....         | 1st free/2 gc |
| Club .....           | 3 gc          |
| Sword.....           | 10 gc         |
| Spear.....           | 10 gc         |
| Squig Prodder .....  | 15 gc         |
| Ball and Chain*..... | 15 gc         |
| Man Catcher**.....   | 25gc          |

#### Missile weapons

|                       |       |
|-----------------------|-------|
| Short bow.....        | 5 gc  |
| Blowpipe .....        | 25 gc |
| Throwing stars* ..... | 15 gc |

#### Armor

|                   |       |
|-------------------|-------|
| Light Armor ..... | 20 gc |
| Shield.....       | 5 gc  |
| Helmet .....      | 10 gc |

### SKAVEN EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

|                       |               |
|-----------------------|---------------|
| Dagger .....          | 1st free/2 gc |
| Sword .....           | 10 gc         |
| Flail .....           | 15 gc         |
| Spear .....           | 10 gc         |
| Halberd .....         | 10 gc         |
| Weeping Blades* ..... | 50 gc         |
| Man Catcher**.....    | 25gc          |

#### Missile Weapons

|                       |       |
|-----------------------|-------|
| Sling .....           | 2 gc  |
| Throwing stars* ..... | 15 gc |
| Blowpipe .....        | 25 gc |

#### Armour

|                    |       |
|--------------------|-------|
| Light armour ..... | 20 gc |
| Buckler .....      | 5 gc  |
| Helmet .....       | 10 gc |

#### Miscellaneous Items (available to all heroes)

|                       |      |
|-----------------------|------|
| Madcap Mushrooms..... | 15gc |
| Black Lotus.....      | 10gc |
| Warpstone Amulet..... | 10gc |

\*Heroes only

\*\*Leader only



## 1 Goblin Bully

### 50 Gold Crowns to Hire

*All goblins dream of being Number 1 and if they can't find it among their equals they will seek out their lessers. Down in the sewers they almost achieved their goal, if it wasn't for the damn skaven!*

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

**Weapons/Armour:** The Goblin bully may choose weapons and armour from the Greenskin Equipment list.

#### SPECIAL RULES

**Leader:** Any Goblin Warrior within 6" of the Bully may use his Leadership value when taking Leadership tests.

**One upmanship;** The Goblin Bully may reroll all to hit rolls when fighting in the same combat as the Skaven Slave King.

## 0.2 Goblin Stinky Git

### 25 Gold Crowns to Hire

*The life of a Stinky Git is disgusting, often times they go their whole lifetime without ever seeing sunlight, eating excrement and the mushrooms on top, but if you can get used to all the mutations, it's never a dull one!*

| Profile    | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Stinky Git | 4 | 2  | 4  | 3 | 3 | 1 | 5 | 1 | 6  |

**Weapons/Armour:** Stinky Gits may choose weapons and armour from the Greenskin Equipment list.

#### SPECIAL RULES

**Disgusting:** a life of wyrdstone abuse and eating whatever floats to the bottom of the city have made Stinky Gits immune to pretty much all disease and poison. This warrior is not affected by poison attacks, and can shrug off any disease on a 4+ (only test when first contracted).

## 1 Skaven Slum Lord

### 50 Gold Crowns to Hire

*In Skaven society there's many ways to fall from grace, betrayal being the most common, and most result in the former warlord dead with a knife in his back! A few survive and scurry into the sewer to lick their wounds. Others down here have never had power, born a slave rat, but rose up against their masters and escaped taking his slave comrades with him. whatever the reason, the slave king knows he needs these goblins to survive, not that he would admit it.*

| Profile    | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Slave King | 6 | 4  | 3  | 4 | 3 | 1 | 5 | 1 | 7  |

**Weapons/Armour:** The Slave King may choose weapons and armour from the Skaven Equipment list

#### SPECIAL RULES

**Leader:** Any Skaven Warrior within 6" of the Slave King may use his Leadership value when taking Leadership tests.

**Sneaky Snark:** When fighting in the same combat as the Goblin Bully, if the Bully takes someone out of action roll a D6. On a 4+ the Slum lord actually jumped in at the last second and stole the kill! Any XP for the OOA goes to the Slum lord .

## 0.2 Skaven Slave Champion

### 25 Gold Crowns to Hire

*Slave rats are the frontline of any skaven army, usually starved and weak, some are given special treatment and made strong to fight in fighting pits, or to move massive contraptions war, still rarer, some of these revolt with a leader, or escape by chewing off their arm and disappearing into the night.*

| Profile     | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Slave Champ | 6 | 3  | 2  | 3 | 3 | 1 | 5 | 1 | 6  |

**Weapons/Armour:** Slave Champions may choose weapons and armour from the Skaven Equipment list

#### SPECIAL RULES

**Tunnel Rat:** Slave Champions are at home beneath the city. They pick their way along the ledges as surefooted as a cat. Any characteristic-based tests being taken for scenarios set in sewers or elsewhere underground can be re-rolled.





# Henchmen



## 0.5 Boglars

25 gold crowns to hire.

*It is unknown if Boglars are related to their ogre following cousins or whether they are some strange offshoot of trolls, they share characteristics of both and are often found following the strange one eyed beasts of the cursed marsh. Some find their way below the city and end up following whoever's down there telling them what to do.*

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Boglar  | 4 | 2  | 3  | 2 | 3 | 1 | 3 | 1 | 5  |

**Weapons/Armour:** Boglars may use Weapons and Armour available to greenskins.

### SPECIAL RULES

**Largely Insignificant:** Boglars count towards the number of warriors in a warband but are not considered for Rout tests - neither for determining the initial warband size nor as lost models.

**Bicker:** Roll a D6 at the beginning of the turn for each Boglar within 2" of another Boglar and not engaged in close combat. On a result of 1 the Boglar starts to bicker, insult and/or bully the other Boglar and may do nothing else this turn.

**Regeneration:** Boglars have unique physiology that allows them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Boglar roll a D6, on a result of 5 or more the wound is ignored and the Boglar is unhurt. Boglar may not regenerate wounds caused by fire or fire based magic.



## 0.5 Sewer Squigs

15 gold crowns to hire

*Cousin to the Cave Squig, Their bardy constitution allow them to grow anywhere even (or maybe especially?) in the horrible depth of the sewers. These creatures are a curious blend of animal and fungus and are composed mostly of teeth, horns, and a nasty temperament.*

| Profile     | M   | WS | BS | S | T | W | I | A | Ld |
|-------------|-----|----|----|---|---|---|---|---|----|
| Sewer Squig | 2d6 | 4  | 0  | 4 | 3 | 1 | 4 | 1 | 5  |

**Weapons/Armor:** Big gob and brutality! Squigs never use or need weapons or armour.

### SPECIAL RULES

**Movement:** While not drastically different than normal Squigs, Sewer Squigs are flippered cousins to the Cave Squig. They move 2D6-1" each turn on land. However, when in water, they are able to swim 2D6" each movement phase, which is not reduced by penalties for water. They do NOT, however, count as Aquatic.

## Skaven Slaves

10 gold crowns to hire

*Skaven slaves, sometimes called Clanrat Slaves, form the very bottom rank of society. They occupy a cruel and miserable position, but an essential one, for Skaven society is run by their unceasing labour. They carry out all menial labour, including mining, tunnelling and food production. The slave class is made up of Skaven born into bondage, along with the remnants of a fallen Skaven clan enslaved by the victorious rival, and even non-Skaven.*

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Slave   | 5 | 2  | 2  | 3 | 3 | 1 | 4 | 1 | 4  |

**Weapons and armour:** Skaven Slaves may use weapons and armour available to the Skaven.

## Giant Rats

15 gold crowns

*Giant Rats are creations of the twisted genius of the Skaven. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering any opponents by sheer weight of numbers.*

| Profile   | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Giant Rat | 6 | 2  | 0  | 3 | 3 | 1 | 4 | 1 | 4  |

**Weapons/Armour:** None. Giant Rats never use any armour or weapons.

### SPECIAL RULES

**Pack size:** You can recruit as many Giant Rats as you wish.

**Experience:** Giant Rats are animals and do not gain experience.



# 1 Warpstone Troll

## 250 Gold Crowns to hire

*Being the stinkiest thing in a sewer is not an easy task, but Warpstone Trolls are leagues above other creatures with their stench. Overexposure to Warpstone have mutated these creatures to almost the level of a Chaos Spawn. Trolls care nothing for the goals of chaos, nor do they understand the worth of gold. A troll's upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to a warband.*

| Profile         | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Warpstone Troll | 6 | 3  | 2  | 4 | 4 | 3 | 2 | 4 | 7  |

**Weapons/Armour:** Warpstone Trolls do not require weapons to fight but usually carry a big club.

### SPECIAL RULES

**Fear:** Warpstone Trolls are frightening monsters which cause fear.

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

**Regeneration:** Warpstone Trolls have unique physiology that allows them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Warpstone Troll roll a D6, on a result of 4 or more the wound is ignored and the Chaos Troll is unhurt. Warpstone Trolls may not regenerate wounds caused by fire or firebased magic.

**Mutates:** if wounded 3 or more times roll on Random Mutation Chart unless taken out of action

**Vomit Attack:** Instead of his normal attacks, a Warpstone 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.

**Large Target:** Warpstone Trolls are Large Targets as defined in the shooting rules.



SEA OF  
CLAWS

Aarnau

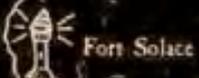


50 miles

LAURELORN  
FOREST

TUMBLE  
DOWNS

REAVERS  
POINT



Fort Solace

MANAANSPOORT

SEA

# Dramatis Personae

Old Coast Road

Almshaven

Beekwater

(St. Peter's road)

Woodcut  
Toll Station

BITTER  
MOORS

MARIENBURG

DRAK WALD  
FOREST

PALE  
SISTERS

Klessen

Leydenhoven

Gisoreux  
Road

Kallcaat

MIRROR  
MOORS

Halodorph

LITTLE  
COUNTRY

River  
Ois

Fort Berghues

Erlach

GISOREUX

Carroberg

River  
Grismeric  
(Upper)

GREY  
MOUNTAINS

River  
Reak

SKAAG  
HILLS

Poussenc

Weisbruck

# Dramatis Personae

Introducing four new legendary characters for Marienburg, based off heroes from the four warbands to make it to 40 Campaign Points before the campaign ended with the Hornswagglers of Hashut taking the victory. These are basically the characters as they were in the campaign, each with an extra special custom rule to make them unique. Some skills and saves and equipment were combined to make them read and play simpler, but these are but four of

the crazy warriors we had running around. You will never see the stats of Toshiro Genbu the ogre leader with a regenerating stone, toughness 8 and the Runefang. Or Mad Ruta the Harbinger Whale man. Or the Seductive Unnamed Fimir leader whose devotion to Slaanesh made him irresistible.

Anyway, enjoy! If you dare.....

## Nibbles, the Grand Sneak/Stab of Bitter Stink

*Nibbles left his nest young to apprentice to a Chaso Dwarf gunsmith... Turns out he was actually just gonna be a slave. He spent a few years being their general butchy; Working for the gunsmith, and fighting animals for their entertainment. Nabiq earned the nickname nibbles after chewing through a wolf's throat while it was mauling him. For a skaven, he was patient, and after learning everything he could from his unwitting teacher, he casually picked the lock on his cage and wandered through the camp. Slaughtering the whole camp in their sleep. Leaving the Chaos dwarf slave train in his wake, he made his way to Marienburg and into the employ of the Vermin Similitudes, where he made a name for himself as an assassin who did not care for his own safety, charging blindly at even the largest opponent. He once took down half a Lizardman raiding party single headedly, carving thorough them like a rodent hurricane. Nowadays the Vermin Similitudes have moved on from Marienburg but Nibbles is still spoken about in the dark corners of the town like an urban legend.*

**Hire Fee:** Nibbles can be hired for three wyrdstone pieces and has an upkeep of a further 3 pieces per game.

**May be hired:** Warbands following the Poisoning the Well plot may hire Nibbles.

**Rating:** Nibbles increases a warbands rating by +100 points.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Nabiq   | 6 | 4  | 3  | 4 | 3 | 2 | 4 | 4 | 4  |

**Weapons & Armour:** 2 Weeping blades, veterans hand, three smoke bombs.

**Skills:** Infiltrate, Art of Silent death, Tail fighting, Play dead, Expert swordsmen, Step Aside. Horrible Scars.

### SPECIAL RULES

**Hatred of Stunties:** Nibbles suffers hatred of all short people after his torture at the hands of Chaos Dwarves. This includes Chaos dwarves, regular dwarves and halflings.

**Dwarven Flashbacks:** Nibbles suffers from flashback to the days of his imprisonment which send him into a terrifying rage. At the start of each of his turns you may choose to give rage; Nibbles will suffer from frenzy and gain +1 strength. After which, if at the end of each of his turns he has not taken a model out of action that turn, he passes out from the fury and is out of action himself.



# Slave Master Haggard, the Stone Daemon of Suidock

*Marienburg is a melting pot of culture and races. Merchants and warriors come from all over the world to find work, even from the distant tower of Zharr-Naggrund. Banished from the Dark lands for his dalliances in Necromancy, Sorcery Prophet Haggard was sent into to old world to gather slaves to work the furnaces of Hashut. Landing in Marienburg Haggard immediately thrived in the chaos. The city was full of easy marks and the lax police force made his job easy and his wagons were soon full of slaves of all species. Rather than learn his lesson the first time, Haggard dove harder into the necromantic arts, and though his dark god punished him with the Curse of Stone he would not be dissuaded. Augmenting his almost immovable body with an increasingly complex mechanical apparatus he was soon able to call up countless undead horrors and as his enemies fell, they rose again at his side. With his right hand man, an Undead Fimir warrior named Zrock, his conquest of the Marienburg underworld was almost complete. He had three main road blocks; the Skaven, commanded by the minor Eshin clan; the Vermin Similitudes, the League of Gentlemen Entrepreneurs; Enforced by the Black Sea Devils, and the River Watch come political party the Marienburg Socialist Republic Party. In one fell swoop, he cut the heads off the hydra that was his enemy. Causing a riot in the Suidock Haggard marched on and took the Police watchhouse, the Merchant Manor of the League, whilst the River watch was distracted Burning Rat rock to the ground and the Black Sea Devils fought fimir in the Sewers. With Marienburg firmly in his grip Haggard no longer needs or wants Zharr-Naggrund's approval, the slaves are his now and his empire is growing.*

**Hire Fee:** the Stone Daemon costs D3cp to hire and 1cp for every battle after the first he participates in. If Haggard has acquired any undead warriors during the campaign he cost an extra 20gc per undead hero.

**May be hired:** Warbands following the Price of Power, the Promise of Power or the Body Trade may hire Slave Master Haggard.

**Rating:** Haggard increases a warbands rating by +150 points

| Profile | M | WS | BS | S | T | W | I | A | Id |
|---------|---|----|----|---|---|---|---|---|----|
| Haggard | 5 | 5  | 3  | 5 | 5 | 3 | 4 | 5 | 10 |

**Weapons and Armour:** The Hide of the Daemon.

**The Hide of the Daemon:** The hide of the daemon is a specially crafted mechanical suit, designed to keep Haggard moving despite his extremely advanced Curse of Stone. It incorporates a rope and hook for climbing, two wrist mounted blunderbusses, and a Pair of Veterans hands to replace the ones he lost to the Curse. The extra movement from the suit, plus the attacks and strength from the veteran's hands have been added to his profile.

**Skills:** Slaver, Sorcery, Step Aside, Pit Fighter

## SPECIAL RULES

**Causes Fear:** Haggard is a legend in Marienburg and even his name strikes fear into most men.

**Blessing of Stone:** the Curse coupled with his mechanical suit gives Haggard a 3+ armour save that cannot be reduced past 5+ even by critical hits. It also gives the bonus of a helmet (4+ stun save) and makes him immune to poison.

**Sorcerer and Necromancer:** Haggard has a mastery of both Necromancy and the Rituals of Hashut and knows the following spells; Flickering Hide, Lava Flow, Life Stealer, Spell of Doom, Spell of Awakening, Sacrificial Ritual, Combustion.

**Sinks like a Stone:** Haggard cannot swim and will be taken OOA if he falls into the water.

**Slaves to Darkness:** any Models raised from the dead by Haggards Spell of Awakening stay with Haggard as his eternal slaves. When hired people will also gain the undead heroes Haggard has raised. Each undead slave adds 20 gold to the price of Haggard.

**Hard to Kill:** 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

**Hard Head:** ignore the special rules for concussion

**King of the Underworld:** Haggard is a major crime boss and cannot be arrested.

**Deathspeaker** At the start of the battle, the Haggard may deploy D3 Zombies for free. These zombies do not count towards the maximum number of models in the warband, but increase the warband's rating as normal. These Zombies can be used for Combustion. These Zombies only last for the duration of the battle



## Combustion

Difficulty 8.

Haggards command over necromancy and the lava rituals of Hashut give him unique powers over corpses. During the battle Haggard may attempt to detonate any zombie, friendly or otherwise. The Spell has a range of 12", if cast successfully the zombie explodes causing a S4 hit on any model within 4" of the corpse, these hits can set models on fire.

# Nor'Kahn, the Black Sea Devil

Once a Dark Elf noble of a promising house, Mor'Kahn chose the life of a Corsair Captain, leading his crew on daring raids against human settlements of the south. Unimpressed with the meagre returns for such a journey however, he soon cast his gaze toward a much more promising prize – Ulthuan. Striking coastal towns of the High Elf homeland with terrifying brutality, Mor'Kahn and his crew would disappear into the dangerous shoals of the Black Sea, escaping any Asur retribution and earning him the name the Black Sea Devil.

However, after abducting an Asur Prince, the High Elves mustered a silver fleet to track down and kill Mor'Kahn once and for all. The silver fleet chased him right into the dreaded Black Sea and had Mor'Kahn surrounded. With his death most assured, Mor'Kahn and his sorceress paramour, She'ila, beseeched the God of murder Khaine himself. Deliver us this day so that we may visit upon Ulthuan a tide of blood to swallow the land. With the blood-sacrifice of the Asur Prince binding the pact, Khaine opened a portal beneath Mor'Kahn's ship and warped them to realm of murder.

They lived to fight another day, but the toll was heavy. Passage through the warp ravaged their features and twisted their skin until Mor'Kahn and his crew bore pail and horrifying visages. It was then that they donned their signature horned helms and one and all became the Black Sea Devils.

Since then the Black Sea Devil and his fell crew purchase passageway through the warp, striking wherever he pleases and disappearing without a trace.

**Hire Fee:** Mor'Kahn fights for treasures, if during this round your warband gains a reward of some sort; eg Booty chart roll, extra treasures, an artefact etc, either through victory in a scenario or through exploration Mor'Kahn will take the reward rather than his normal fee. If no treasure is found Mor'Kahn charges 100 gold crowns.

**May be hired:** Warbands following the Secret Deal or the Ten Great Families may Hire Mor'Kahn

**Rating:** Mor'Kahn increases a warband's rating by +100 points

| Profile  | M | WS | BS | S | T | W | I | A   | Ld |
|----------|---|----|----|---|---|---|---|-----|----|
| Mor'Kahn | 5 | 7  | 5  | 4 | 4 | 3 | 6 | 3/4 | 10 |

**Skills:** Step Aside, Dodge, Fey Quickness, Web of Steel, Strike to Injure, Fury of Khaine.

**Weapons & Armour:** Mor'Kahn comes equipped with a Dark Elf Sword, a Shield, Light Armour, a Sea Dragon Cloak, a Blood Stone and the Depthless Mask (previously Mask of the Merlord).

**Depthless Mask:** Constructed by the sorceress She'ila after his disfigurement in the warp, the mask of burnished gold portrays Mor'Kahn as he once was. The moment he affixed the mask to his face however, it seared itself to his warp-tainted skin. Jagged golden horns sprouted from the masks crown and Mor'Kahn let loose an unearthly howl. The mask was now a representation of Mor'Kahn's soul, and where his eyes once peered through, now there was only a depthless black. The mask gives enemies attacking Mor'Kahn a -1 To Hit penalty in hand to hand combat. It also allows him to glide across the water as if it were solid ground. He may move full movement over water terrain.

**Blood Stone:** A dread stone that's very nature can warp-taint the bearer into becoming a pawn of the God of Murder or the Blood God. The Hero takes on a bestial aspect, giving him a bite, clawed or horned attack (use rules for bite). If the Hero put all of his enemies out of action in hand-to-hand combat, he becomes frenzied on a 4+.

## SKILLS

**Fey Quickness:** Few can ever hope to match an Elf's inhuman quickness and agility. An Elf with Fey Quickness can avoid melee or missile attacks on a roll of 6. If the Elf also has Step Aside or Dodge this will increase to a 4+ in the relevant area. For example, an Elf with Fey Quickness and Step Aside avoids melee attacks on a 4+ and missile attacks on a 6.

**Fury of Khaine:** Mor'Kahn is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Druchii may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy, this starts a new combat. This new combat takes place in the following turn and the model counts as charging.



## Hauppman Heinrich of the River Watch

*Heinrich is a character study on the duality of man; a fine upstanding police man by day, a slave to darkness and addiction by night. A super cop by all accounts who became the youngest sergeant in River watch history, he along with his colleagues pulled the Watch from gutter to make it the finest department in all of Marienburg, outshining and out-arresting the Elf Watch and the Black caps combined. His power and efficiency caught the eye of a priest of Stromfels who called upon his god to corrupt the lawman. The manner of his corruption, his sin if you will, soon showed itself. Heinrich was not a young man, and in his bid to keep up with the changing face of crime he turned to drugs. His descent into depravity was fast and soon he was on the Daemon Dust, one the strongest Narcotics available. It made it almost invincible fighting for Justice with the blank eyes of a chaos berserker. And when his supply ran out, there was the Priest of Stromfels with tip offs on where to get more, who to arrest, and where to raid. His corruption soon showed itself physically in the form of a scorpion tail and soon after that he found himself doing odd jobs for the Priest and quickly after that, fighting alongside him in small gang skirmishes, as the lure of chaos is great. It's an open secret on the Suidock that this Knight of Purity is moonlighting as a Knight of mutants, but in his mind Heinrich keeps telling himself that it's a means to an end, if he gets the dust, he can stop the crime.*

**Hire Fee:** Heinrich may be hired at a rate of 100 gold crowns or two doses of daemon dust. Drowning the witch warbands may not pay in Daemon Dust.

**May be hired:** Warbands following Guarding the Peace, Drowning the Witch, or Gaze of the Gods may hire Hauppman Heinrich.

**Rating:** Heinrich increases a warband's rating by +100 points

| Profile  | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Heinrich | 5 | 6  | 3  | 4 | 4 | 3 | 4 | 4 | 7  |

**Weapons & Armour:** Krakentooth sword, Gromril armour, Shield, Sea dragon cloak Helmet, elf boots, venom ring, scrimshaw bauble, lucky charm, rabbits foot, healing herbs

**Skills:** Step aside, mighty blow, strike to injure, pit fighter, resilient, weapons training, bulwark, combat master lightning reflexes, melee expert.

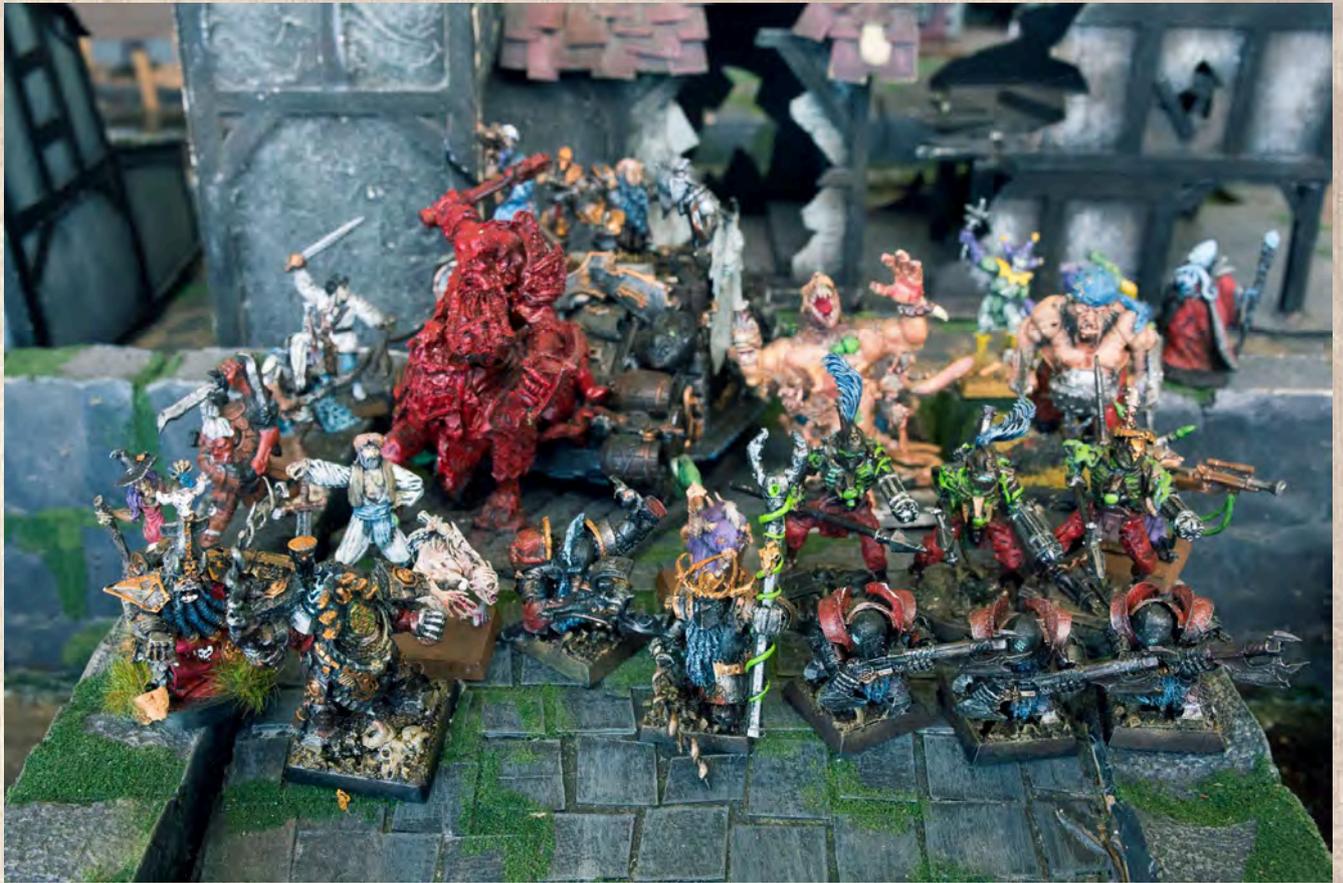
### SPECIAL RULES:

**Knight of purity:** despite all evidence to the contrary Heinrich is still a Knight of Purity and follows all rules associated with them, unless he is working for a Gaze of the Gods warband.

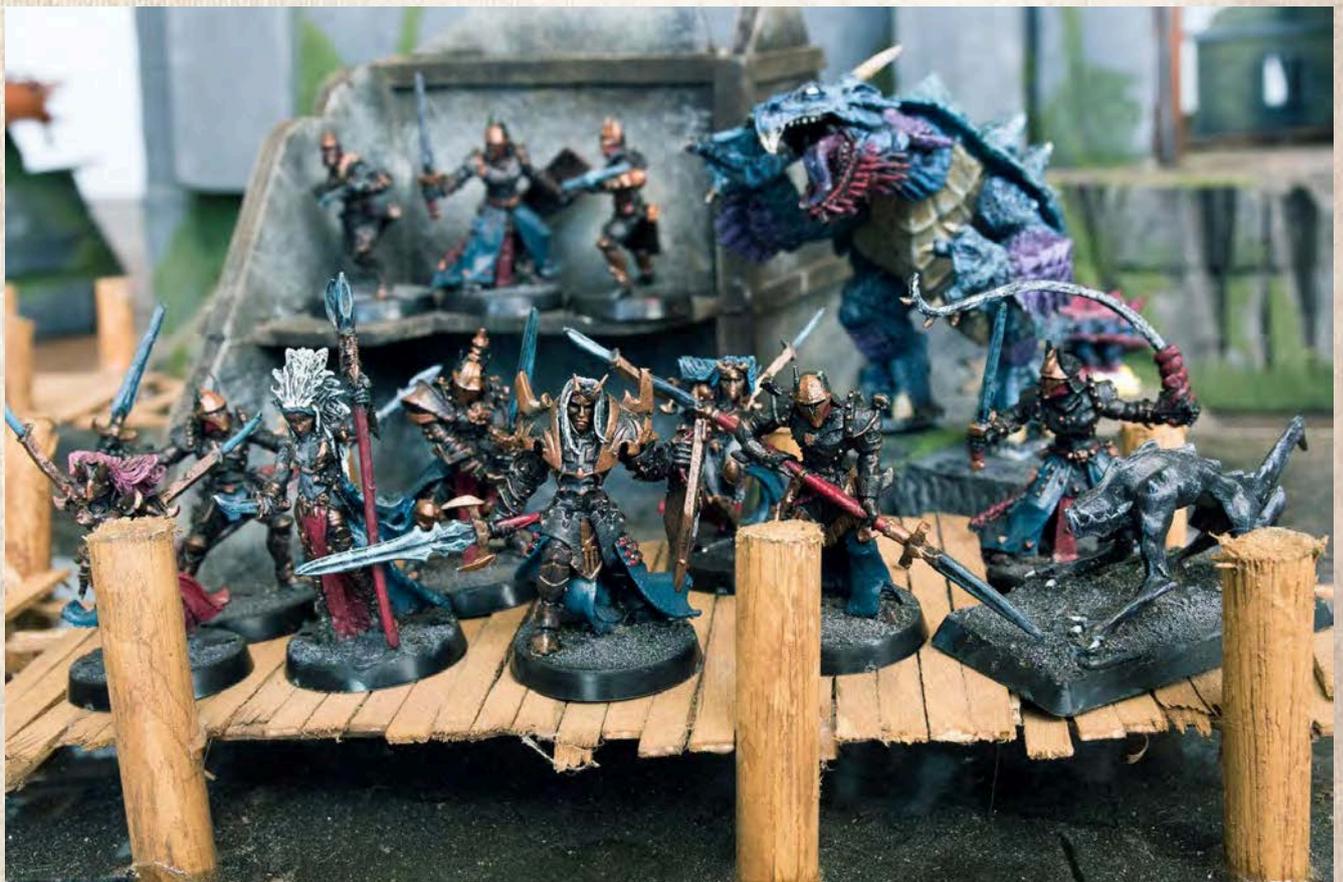
**Dark Secret:** As a physical reminder of his corruption Heinrich has Scorpion tail which he hides for the most part under his cape. The tail grants him +1 Attack at Strength 5 (Strength 3 if the target is immune to poison.)

**Coping mechanisms** Heinrich is addicted to Daemon Dust and requires two doses for it to have its normal effect (+1S, +1I, Frenzy). If hired with Daemon Dust he will take it before the battle.





*The Hornswagglers of Hashut just prior to their successful take over of the Marieburg Underworld. the back left you will see a Daemon Manifesting as a Bull Centaur bound to the front of a Daemon Engine.*



*The Black Sea Devils standing on the Suidock jetties. Mor'kahn in the center wearing the Mask of Depths.*



*The Dark Seamen. Their unique Harbinger that manifested as a whale. also joined by their ever present guest, the Troll Hag.*



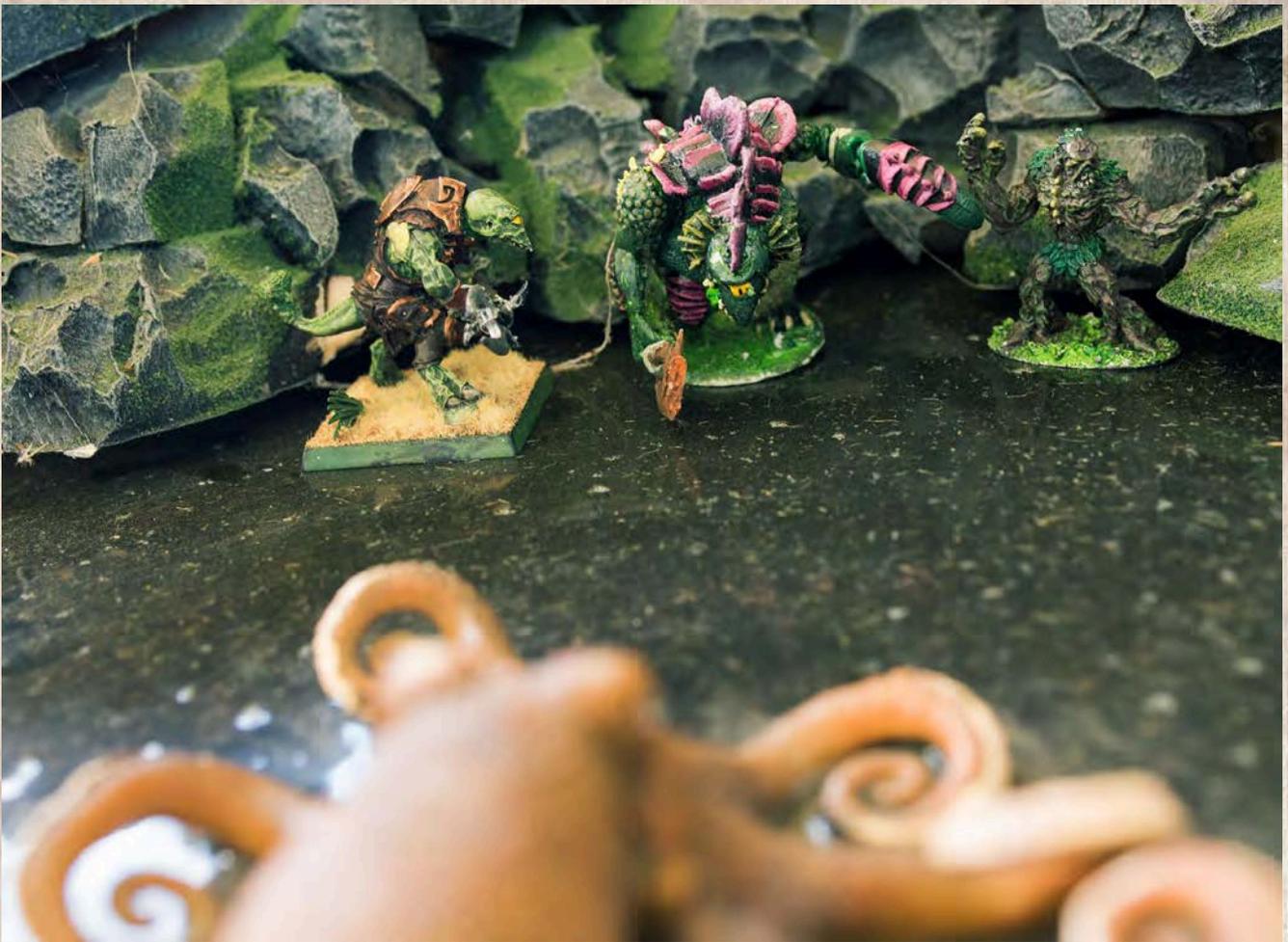
*The Vermin Similitudes atop Rat Rock. Albino Storm Vermin, second from the right. Pigeon Bomb Weilding Winged Sniper second from the left.*



*The Builders Union of Marienburg, led by Toshiro Genbu (centre) with his strange Nipponese Gnoblars. Jaegar the Mountain Guide atop a strange looking Rhinox.*



*The Albinos Cobras, skaven hunters, with their hired sword, an undercover wood elf*

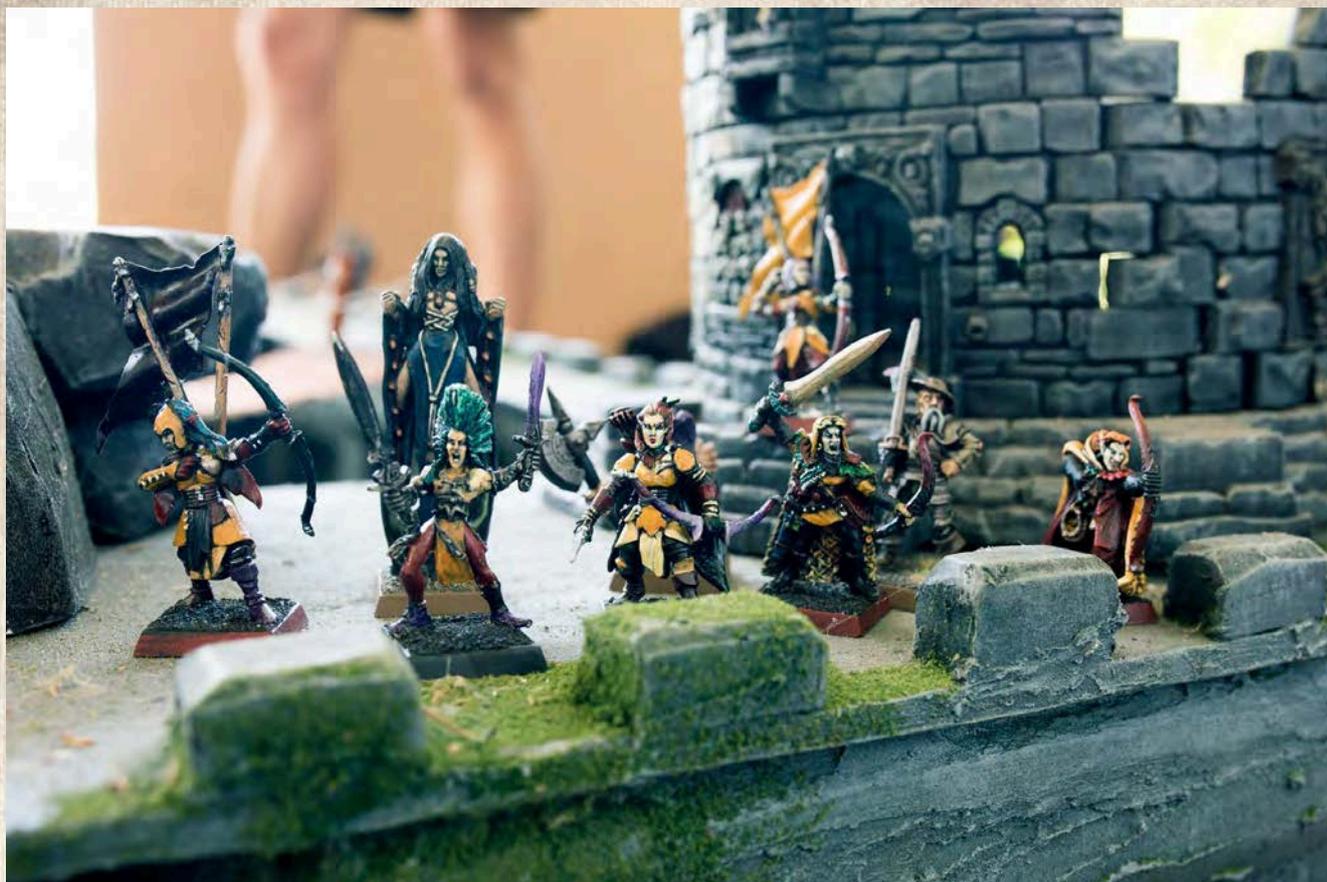


*A rare sighting of the lords of the marsh, with their Driach leader a devotee of Slaanesh, flanked by two possessed*



*The Marienburg Socialist party in all its glory, Hauppman Heinrich, second from the left, standing next to taOgre Treasure hunter, third from the right, front row, is legendary private eye Sam Warble.*

*All Photos Courtesy of Ben Jungles*



*The Eye of the Golden Griffon, the all elf police force of Elf Town standing atop of the Chaos Stronghold of the cursed marshes.*



*The Restless Dead gather in front of Rat Rock. at the back a "Bone Giant" in the shape of a Mournguhl has manifested*

SEA OF  
CLAWS

Aarnau



50 miles

# Campaign Results

LAURELORN  
FOREST

TUMBLE  
DOWNS

REAR  
POINT

Old Coast Road

MANAAN  
PORT

Almshoven

Brockwater

BITTER  
MOORS

Rat Rock  
(Skaven ruins)

Middleheim Road

Woodcut  
Toll Station

MARIENBURG

DRAK WALD  
FOREST

PALE  
SISTERS

Klessen

Leydenhoven

Gisbreux  
Road

Kallcaat

MIRROR  
MOORS

Haladorph

LITTLE  
COUNTRY

River  
Ois

Fort Berghues

Erlach

ISOREUX

GREY  
MOUNTAINS

River  
Reik

Farroberg

SKAAG  
HILLS

River  
Grismeric  
(Upper)

Poussenc

Wassbruck

# Campaign Results

As the Lota Mordheimers 4<sup>th</sup> Campaign comes to an end we look back the last 18 months and reflect on the winner and losers of Marienburg.



## Awards

**King of Marienburg Award for campaign victory:**  
Hornswagglers of Hashut

**The Master Tactician Award for most scenario victories:** The National Socialist Workers Party of Marienburg with 10/16

**The Social Butterfly Award for most warbands played against:** The Black Sea Devils with 14/15

**The Sight Seeing Award for most scenarios played:** The Blackest of Caps, The Lords of the Marsh and the Builders Union of Marienburg with 13/20.

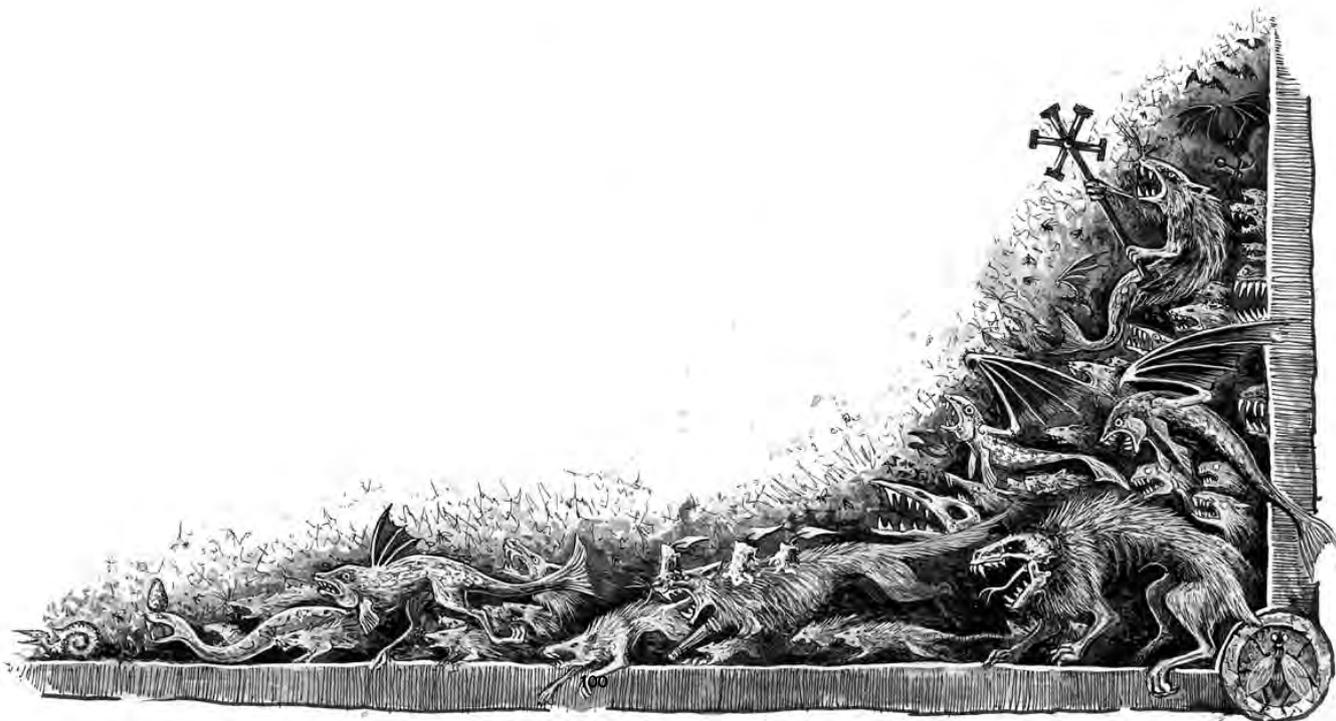
**The Archenemies Award for highest number of fights between two warbands:** Hornswagglers of Hashut and The National Socialist Workers Party of Marienburg fought each other for 1/3<sup>rd</sup> of the campaign or 5 matches out of 16.

**The Stranger in a Strange Land Award for least scenarios played:** The Reiklanders with 3/20

**The Nice Guy Award for least warbands played against:** The Priory of Pneumonia with 6/15

**The Stomping Grounds Award for most played scenario:** Illegal Salvage Operation played 11 times.

**The Big Boy Award for biggest scenario:** The Stronghold with all the everything and everyone. See Page 7



## Campaign Points

**1<sup>st</sup> 40cp**

The Hornswagglers of Hashut

**2<sup>nd</sup> 40cp**

The Black Sea Devils

The National Socialist Workers Party of Marienburg

The Vermin Similitudes

**3<sup>rd</sup> 39cp**

The Dark Seamen

**4<sup>th</sup> 38cp**

The Restless Dead

**5<sup>th</sup> 37cp**

Builders Union of Marienburg

The Orphans of the Warp

**6<sup>th</sup> 36cp**

The Lords of the Marsh

**7<sup>th</sup> 34cp**

The Possessed

**8<sup>th</sup> 33cp**

The Albino Cobras

**9<sup>th</sup> 27cp**

The Eye of the Golden Griffon

The Blackest of Caps

**10<sup>th</sup> 25cp**

Chaos Marauders

**11<sup>th</sup> 16cp**

Reiklanders

**12<sup>th</sup> 14cp**

The Priory of Pneumonia

## Victories

**1<sup>st</sup> 67%**

The National Socialist Workers Party of Marienburg

**2<sup>nd</sup> 60%**

The Lords of the Marsh

**3<sup>rd</sup> 57%**

Builders Union of Marienburg

**4<sup>th</sup> 54%**

The Restless Dead

**5<sup>th</sup> 50%**

The Hornswagglers of Hashut

The Black Sea Devils

The Eye of the Golden Griffon

The Possessed

**6<sup>th</sup> 46%**

The Dark Seamen

**7<sup>th</sup> 43%**

The Blackest of Caps

**8<sup>th</sup> 40%**

The Albino Cobras

The Vermin Similitudes

**9<sup>th</sup> 39%**

The Orphans of the Warp

**10<sup>th</sup> 33%**

Reiklanders,

Chaos Marauders

**11<sup>th</sup> 22%**

The Priory of Pneumonia

## Hornswagglers of Hashut

**Player:** Joshy  
**Type:** Chaos Dwarves  
**Plot:** The Body Trade  
**Ending CP:** 40  
**Encampments:** Tannery  
**Win Percentage:** 50% (8 Wins /8 Losses)  
**Playing CP:** 16  
**Winning CP:** 8   
**Extra CP:** 21  
**Different Scenarios Played:** 12/20  
**Favourite Scenario:** Colony of Plenty (3 Times)  
**Different opponents fought:** 11/15  
**Nemesis:** The National Socialist Workers Party of Marienburg (5 Times)

## The National Socialist Workers Party of Marienburg

**Player:** Paddy  
**Type:** Watchmen  
**Plot:** Guarding the Peace  
**Ending CP:** 40CP  
**Encampments:** Laundrette, Watch house, Armoury  
**Win Percentage:** 67% (10 Wins/5 Losses/1 draw)  
**Playing CP:** 16  
**Winning CP:** 10  
**Extra CP:** 17  
**Different Scenarios Played:** 11/20  
**Favourite Scenario:** Illegal Salvage Operation  
**Different Opponents Fought:** 8/15  
**Nemesis:** Hornswagglers of Hashut (5 Times)

## The Black Sea Devils

**Player:** Bart  
**Type:** Dark Elves  
**Plot:** The Secret Deal  
**Ending CP:** 40cp  
**Encampments:** Rat Rock, Merchant Villa   
**Win Percentage:** 50% (8 Win/8 Losses)  
**Playing CP:** 16  
**Winning CP:** 8  
**Extra CP:** -3CP (Changing Plots), +12 items, +4 Encampment. +3 SDM  
**Different Scenarios Played:** 11/15  
**Favourite Scenario:** Stockade (3 Times)  
**Different Opponents Fought:** 14/15  
**Nemeses:** The Builders Union of Marienburg and The National Socialist Workers Party of Marienburg (4 Times each)

## The Vermin Similitudes

**Player:** Cam  
**Type:** Clan Eshin  
**Plot:** Poisoning the Well  
**Ending CP:** 40CP  
**Win Percentage:** 38% (6 Win/10 Losses)  
**Playing CP:** 16  
**Winning CP:** 6  
**Extra CP:** 18  
**Different Scenarios Played:** 10/20  
**Favourite Scenario:** False Beacons  
**Different Opponents Fought:** 12/15  
**Nemesis:** Restless Dead and the Chaos Marauders



## — The Dark Seamen —

**Player:** Youngy

**Type:** Shallows Beasts

**Plot:** Gaze of the Gods

**Ending CP:** 39CP

**Win Percentage:** 46% (6 Wins/7 Losses.)

**Playing CP:** 13

**Winning CP:** 6

**Extra CP:** 2 (for starting late) +7 (Mutations/sacrifices)

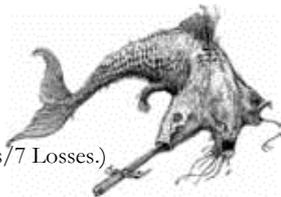
+7 for taking out leader, +1 Rando. +3 SDM

**Different Scenarios Played:** 9/20

**Favourite Scenario:** Pit of Blood, Illegal Salvage, Silk Market, Colony of Plenty

**Different Opponents Fought:** 12/15

**Nemesis:** Lords of the Marsh (4 Times)



## — Builders Union of Marienburg —

**Player:** Dic

**Type:** Maneaters

**Plot:** Ten Great Families

**Ending CP:** 37CP

**Win Percentage:** 57% (8 Wins/6 Losses/1 draw)

**Playing CP:** 15

**Winning CP:** 11

**Extra CP:** 11 (2x killing chris' leader, saving hostage, 4x Merchant)

**Different Scenarios Played:** 13/20

**Favourite Scenario:** Stockade, Colony of plenty (2 times each)

**Different Opponents played:** 12/15

**Nemesis:** The Black Sea Devils (3 Times)

## — The Restless Dead —

**Player:** Ben

**Type:** Restless Dead

**Plot:** Promise of Power

**Ending CP:** 38

**Encampments:** none

**Win Percentage:** 54% (7 Wins /6 Losses)

**Playing CP:** 15

**Winning CP:** 7

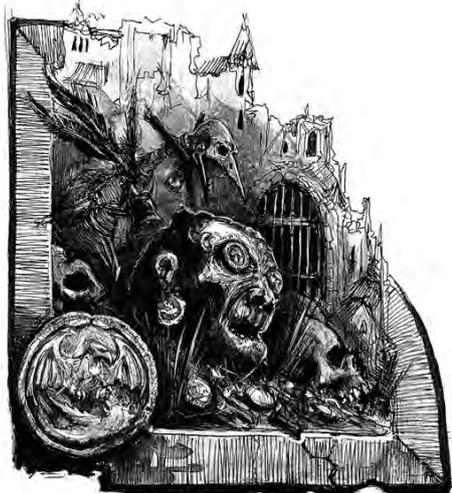
**Extra CP:** 16

**Different Scenarios Played:** 11/20

**Favourite Scenario:** Stockade (3 times)

**Different opponents fought:** 13/15

**Nemeses:** (3 battles each) the Black Sea Devils, the Dark Seamen, The Black Caps, The Chaos Maruaders, the Vermin Similitudes



## — Orphans of the Warp —

**Player:** Johnny

**Type:** Metal Mongers

**Plot:** Poisoning the Well

**Ending CP:** 37cp

**Encampments:** None

**Win Percentage:** 39% 5 Wins/8 Losses

**Playing CP:** 13

**Winning CP:** 5

**Extra CP:** 19 (Missed 2, 13 poison, 3 SDM)

**Different Scenarios Played:** 10/20

**Favourite Scenarios:** Powder Bridge, Stockade, Midnight at the Mausoleum, Colony of Plenty (2 times each)

**Different opponents fought:** 11/15

**Nemeses:** Builders Union of Marienburg and Albino Cobras (3 times each)

## Lords of the Marsh

**Player:** Hellwig

**Type:** Lords of the Marsh

**Plot:** Gaze of the Gods

**Ending CP:** 36CP

**Win Percentage:** 60% (9 Wins/6 Losses)

**Playing CP:** 15

**Winning CP:** 9

**Extra CP:** 12

**Different Scenarios Played:** 13/20

**Favourite Scenario:** Rolling Fog, Silk Market (2 Each)

**Different Opponents Fought:** 10/15

**Nemesis:** The Dark Seamen



## The Possessed

**Player:** Danly

**Type:** the Possessed

**Plot:** Gaze of the Gods

**Ending CP:** 34CP

**Win Percentage:** 50% (7 Wins/7 Losses)

**Playing CP:** 13

**Winning CP:** 6

**Extra CP:** -1CP (interrogated), +6 CP, +2 for missing. 3SDM +3 Mutation

**Different Scenarios Played:** 11/20

**Favourite Scenario:** Illegal Salvage and Burrow Town Collapsing (2 Times each)

**Different Opponents Fought:** 12/15

**Nemeses:** The Lords of the Marsh, the Blackest of Caps, The Albino Cobras, The Eye of the Golden Girdle (2 times each).

## The Albino Cobras

**Player:** Jamesy

**Type:** Lizardmen

**Plot:** New World Old Grudges.

**Ending CP:** 33CP

**Win Percentage:** 40% (4Wins/6loss)

**Playing CP:** 11

**Winning CP:** 4

**Extra CP:** 4 (starting late) 7 sacrifice, 3 killing leader, 1 Rare 8 item. +3 SDM

**Different Scenarios Played:** 7/20

**Favourite Scenario:** Illegal Salvage and Midnight at the Mausoleum (3 Times Each)

**Different Opponents Fought:** 10/15

**Nemesis:** The Orphans of the Warp (3 Times)

## The Blackest of Caps

**Player:** Lamb

**Type:** Watchmen

**Plot:** Guarding the Peace

**Ending CP:** 27CP

**Win Percentage:** 43% (6 Wins/8 Losses)

**Playing CP:** 14

**Winning CP:** 6

**Extra CP:** 2 Interrogation, 2 Silk Market, 3 SDM

**Different Scenarios Played:** 13/20

**Favourite Scenario:** Colony of Plenty

**Different Opponents Fought:** 11/15

**Nemesis:** The Restless Dead (3 times)



## Eye of the Golden Griffin

**Player:** Jon Gold

**Type:** Sea Ghosts

**Plot:** Guarding the Peace

**Ending CP:** 27CP

**Encampments:** Auction House, Armoury

**Win Percentage:** 50% (6 Wins/ 6 Losses)

**Playing CP:** 12

**Winning CP:** 6

**Extra CP:** 9 (3 missed, 3 SDM)

**Different Scenarios Played:** 10/20

**Favourite Scenario:** Pit of Blood and Stockade (2 Times each)

**Different opponents fought:** 11/15

**Nemeses:** The Possessed, Priory of Pneumonia, Vermin Similitudes, the National Socialist Workers Party of Marienburg. (2 times each)

## Chaos Marauders

**Player:** Boots

**Type:** Chaos Marauders

**Plot:** Gaze of the Gods

**Ending CP:** 25

**Encampments:**

**Win Percentage:** 33% (3 Wins /9 Losses)

**Playing CP:** 13

**Winning CP:** 4

**Extra CP:** 8 (1 for late start, 1 for missed, 2 mutations. 3 SDM)

**Different Scenarios Played:** 9/20

**Favourite Scenario:** Stockade (2 Times)

**Different opponents fought:** 12/15

**Nemeses:** Restless Dead and Vermin Similitudes (3 Times each)



## Rieklanders

**Type:** Rieklanders

**Player:** Skeats

**Plot:** Ten Great Families

**Ending CP:** 16

**Win Percentage:** 33% (1 Win/ 2 Losses)

**Playing CP:** 3

**Winning CP:** 1

**Extra CP:** 10 for late start, 2 for missed match.

**Different Scenarios Played:** 3/20

**Favourite Scenario:** Black Market Lagoon, Pit of Blood, Illegal Salvage.

**Different Opponents Fought:** 7/15

**Nemeses:** The Restless Dead, The Chaos Marauders (2 times Each)

## Priory of Pneumonia

**Player:** Chris

**Type:** Clan Pestlins

**Plot:** Poisoning the Well

**Ending CP:** 14CP

**Win Percentage:** 22% (2 Wins/6 Losses)

**Playing CP:** 8

**Winning CP:** 5

**Extra CP:** 1 missed round

**Different Scenarios Played:** 6/20

**Favourite Scenario:** Burrow Town Collapsing, Illegal Salvage (2 times each)

**Different Opponents Fought:** 6/15

**Nemesis:** The Eye of the Golden Griffon (2 Times)



# Round 9: The Stronghold Statistics

| Plaque                        | Warband    | Dead      | Deaths    | Wounded   | % Dead     | Team Totals   |
|-------------------------------|------------|-----------|-----------|-----------|------------|---|
| Builders Union of Marienburg  | 13         | 4         | 3         | 1         | 31%        | Righteous model total.<br>87                                      |
| Black Sea Devils              | 16         | 6         | 1         | 5         | 38%        | Righteous OOA<br>28   |
| Socialist Party of Marienburg | 18         | 4         | 1         | 3         | 22%        | Righteous Deaths<br>5   |
| Eye of the Golden Griffin     | 13         | 2         | 0         | 2         | 15%        | Righteous Wounded<br>23   |
| The Blackest of Caps          | 15         | 4         | 0         | 4         | 27%        | Righteous OOA %<br>32%  |
| The Albino Cobras             | 12         | 8         | 0         | 8         | 67%        |   |
|                               |            |           |           |           |            |   |
| The Lords of the Marsh        | 12         | 10        | 4         | 6         | 83%        | Fallen model total.<br>84   |
| The Possessed                 | 15         | 8         | 1         | 7         | 53%        | Fallen OOA<br>36  |
| The Chaos Marauders           | 6          | 3         | 1         | 2         | 50%        | Fallen Deaths<br>9  |
| The Restless Dead             | 12         | 4         | 1         | 3         | 33%        | Fallen Wounded<br>27  |
| The Hornswagglers of Hashut   | 23         | 6         | 1         | 5         | 26%        | Fallen OOA %<br>43%   |
| The Dark Seamen               | 16         | 5         | 1         | 4         | 31%        |   |
|                               |            |           |           |           |            |   |
| The Vermin Similitudes        | 12         | 4         | 3         | 1         | 33%        | Underfolk model total.<br>38                                      |
| The Priory of Pneumonia       | 15         | 10        | 5         | 5         | 67%        | Underfolk OOA<br>18   |
| The Orphans of the Warp       | 11         | 4         | 0         | 4         | 36%        | Underfolk Deaths<br>8   |
| <b>Total</b>                  | <b>209</b> | <b>82</b> | <b>22</b> | <b>60</b> | <b>39%</b> | <b>Underfolk Wounded<br/>10</b><br><b>Underfolk OOA %<br/>47%</b> |

Total Models in Battle

237

types

|              |    |
|--------------|----|
| Bandits      | 6  |
| Swamp Goblin | 1  |
| Gors         | 4  |
| Cops         | 17 |

*"The only two real crimes in Marienburg are being poor and getting caught."  
- taproom lawyer explaining the legal system*

Another day another dollar in the City of Merchants, this annual is a retrospective look back at the Marienburg Supplement and things we would have added or changed. Inside you will find;

### FLIGHTS OF FANCY

New rules for flying models, as well as other new forms of transport, like Howdahs and Chariots.

### DRASTIC CHANGES

New skills for all weapon types, and some terrifying changes to some classics.

### IT'S EASY BEING GREEN

Rules for running your own WAAAGH

### WAKE THE DEVIL

Summon your own Daemons from the safety of the battlefield.

### ALL THE MAGIC OF THE RAINBOW

Wizards! rules for hiring wizards from all the colleges as well as extra magic rules for any warband.

### MARSH DWELLERS

5 new warbands from around (and under) Marienburg. be careful these are all advanced warbands not for the faint hearted which will challenge your team management skills.

### A YEAR IN THE RIVER CITY

campaign reports, Dramatis Personae and Photos from the first Marienburg Campaign.

### AND MUCH MORE!

Probably? I Think?

This is NOT a



Product

This Mordheim supplement is completely unofficial and in no way endorsed by Games Workshop. Updated and corrected version, January 2018

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A Supplement for

