

The Band of the Broken *Anvil*

By Tyson Knapp

Designers Note: *Ever since the release of the Storm Of Chaos book which contained the Slayer Army list, I have always wanted to use a Slayer Warband for Mordheim. I have seen a few Slayer Warband lists over the years but they are always have the same issues, slow moving, no ranged weapons, no armour and always fight to the death. While this captures the spirit of the Troll Slayers, the warbands are too short lived and not suited to a long campaign.*

This warband list seeks to capture the moment in time when a dwarf might first be considering taking the Slayer Oath and starting down that path. By setting it in an Inn, it created the opportunity to have a few non-dwarven entries that are sure to add a bit of speed and range and drunken craziness. I also wanted to lower the starting stats of some of the warband members to allow for development during the campaign.

Lastly, my background knowledge is lacking slightly so sorry if the fluff isn't as accurate as I would like it to be.

The Band of the Broken Anvil

Situated in a dark corner of the Black Pitt Settlement, The Broken Anvil Inn is famous for its dwarven ale and liquor. It is also a place of refuge to many weary Dwarven and human adventurers looking to drown their sorrows. Though most come to Mordheim seeking fame and riches, the patrons of The Broken Anvil seek to make amends for their past cowardice and betrayal that have brought their clans and families shame. By committing great acts of courage, heroism and by battling the evil that infests the ruined city, their hope is that their actions may absolve themselves for their past failures.

On busy nights, when the ale is flowing and the bards have roused the drunken mass, bands of clansmen, ex-soldiers and the Inns patrons come together, swear oaths of bravery and venture into Mordheim seeking to regain their honor.

Warband Special Rules

- **Hard Head:** Dwarves ignore the special rules for maces, clubs, etc. They are not easy to knock out!
- **Armour:** Dwarfs never suffer movement penalties for wearing armour.
- **Hate Orcs and Goblins:** All Dwarfs hate Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of hatred.
- **Grudgebearers:** Dwarfs hold an ancient grudge against Elves from the days when the two races fought for supremacy in the Old World. A Dwarf warband may never include any kind of Elven Hired Sword or Dramatis Personae.
- **Drunken:** Warriors who are Drunken are Immune to psychology. Also, Roll a D6 for each drunken member of the party at the start of each turn. On a roll of a 1, the model power hurls a chunky mixture of dwarven spirits and the last meal they ate. The model may only run/charge at half pace. If they were engaged in combat, they automatically strike last and each model in the combat is at -1 to hit as they dodge the flammable geyser erupting from the warriors' face.

Choice of warriors

- Each warband must start with one Disgraced Dwarf
- Up to 2 Disgraced Clansmen
- Up to 1 Veteran Soldier
- Up to one Bard
- Any number of Beardlings
- Any number of 'Brave Soldiers'
- Any number of Drunken Dwarves
- Any number of Drunken Men

Starting Experience

- Disgraced Dwarfs start with 20 Exp
- Disgraced Clansmen start with 8 Exp
- Veteran Soldiers start with 12 Exp
- Broken Anvil Bard start with 0 Exp

Skill table

	<u>Combat</u>	<u>Shooting</u>	<u>Academic</u>	<u>Strength</u>	<u>Speed</u>	<u>Special</u>
Disgraced Dwarf	✓	✓	✓	✓		✓
Disgraced Clansmen	✓	✓		✓		✓
Veteran Soldier	✓	✓		✓	✓	✓
Broken Anvil Bard			✓		✓	✓

Equipment Lists

<u>Dwarf Hero Equipment List</u>		<u>Human Hero Equipment List</u>	
Hand to hand combat weapons		Hand to hand combat weapons	
Dagger	1st free/2 gc	Dagger	1st free/2 gc
Mace	3 gc	Mace	3 gc
Hammer	3 gc	Hammer	3 gc
Are	5 gc	Are	5 gc
Dwarf Axe	15 gc	Sword	10 gc
Sword	10 gc	Spear*	10 gc
Doomseeker Axes	30 gc	Halberd*	10 gc
Double-Handed Weapon	15 gc	Morning Star*	15 gc
Gromril Weapon	3 times cost	Double-Handed Weapon*	15 gc
Missile Weapons		Missile Weapons	
Pistol/Brace	15 gc/30gc	Pistol/Brace	15 gc/30gc
Crossbow	25 gc	Handgun*	35 gc
Molotov cocktail	15 gc	Crossbow*	25 gc
Armour		Armour	
Light Armour	20 gc	Bow	10 gc
Heavy Armour	50 gc	Long Bow*	15 gc
Gromril Armour	75 gc	Molotov cocktails	15 gc
Shield	5 gc	Armour	
Helmet	10 gc	Light Armour	20 gc
Miscellaneous		Heavy Armour*	50 gc
Dwarven Liquor	35 gc	Shield	5 gc
		Helmet	10 gc
		Miscellaneous	
		Dwarven Liquor	35 gc
		* not available to the Bard	

<u>Dwarf Henchmen Equipment List</u>		<u>Human Henchmen Equipment List</u>	
Hand to hand combat weapons		Hand to hand combat weapons	
Dagger	1st free/2 gc	Dagger	1st free/2 gc
Mace	3 gc	Mace	3 gc
Hammer	3 gc	Hammer	3 gc
Are	5 gc	Are	5 gc
Dwarf Axe	15 gc	Sword	10 gc
Sword	10 gc	Spear	10 gc
Double-Handed Weapon	15 gc	Halberd	10 gc
		Double-Handed Weapon	15 gc
Missile Weapons		Missile Weapons	
Handgun*	35 gc	Handgun*	35 gc
Crossbow*	25 gc	Crossbow*	25 gc
Bow	10 gc	Bow	10 gc
Blunderbuss*	30 gc	Long Bow*	15 gc
Molotov cocktail*	15 gc	Blunderbuss*	30 gc
		Molotov cocktails*	15 gc
Armour		Armour	
Light Armour	20 gc	Light Armour	20 gc
Shield	5 gc	Shield	5 gc
Helmet	10 gc	Helmet	10 gc
* cannot be used if Drunken		* cannot be used if Drunken	



1 Disgraced Dwarf Noble - 60 gold crowns to hire

Driven by disgrace (and strong drink) the Disgraced Dwarves draw the patrons of the Broken Anvil together and lead them into Mordheim in a quest to redeem their clans name.

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

Weapons/Armour: May choose weapons and armour from the Dwarf Hero equipment list.

Special Rules:

- **Leader:** Any models in the warband within 6" may use his Leadership instead of their own.
- **Breaking Point:** The dwarfs' shame is weighing heavy on his shoulders and he desperately seeks a way to redeem himself. Such dwarves see no other option but to forfeit their lives and take up the Slayer's Oath. He may choose to take the Slayer Oath at any moment which may before or after any battle. When he takes the Slayers Oath, he gains the Slayer special skill.

0-2 Disgraced Clansmen - 40 gold crowns to hire

When the clans name is tarnished, dwarves bearing that same name will join together seeking to bring their clan to glory once more.

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

Weapons/Armour: May choose weapons and armour from the Dwarf Hero equipment list.

Special Rules:

- **Breaking Point:** The dwarfs' shame is exhausting his will to live. He may choose to take the Slayer Oath at any moment which may be before or after any battle. When he takes the Slayers Oath, he gains the Slayer special skill.

0-1 Veteran Soldier - 45 gold crowns to hire

Sitting alone at his table, the Veteran Soldier drinks in remembrance of his fallen comrades. With his trusted weapon sitting at his side, he is ready to step into the fray once more.

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

Weapons/Armour: May choose weapons and armour from the Human Hero equipment list.

Special Rules

- **Old Faithful:** When hiring the Veteran Soldier and selecting his weapons, one of his weapons is nominated as 'Old Faithful', his trusty weapon that saw him through many battles. So long has the Veteran used his weapon that he is now one with it and wields it as though it were an extension of his body. Once each turn, and while using 'Old Faithful', the Veteran may re-roll a single to-hit roll of 1. The weapon may be sold, stolen or lost in the same way as any equipment however, once it has left the Veteran, it cannot be re-gained.

0-1 Bard - 35 gold crowns to hire

The Bards of The Broken Anvil are well known for their songs of battle and heroism. The Broken Anvil is often resonating with loud voices as the men and dwarves join in on the singing of such songs. While fighting in the streets of Mordheim, the Bards songs inspire the men to feats of daring and bravery.

	M	WS	BS	S	T	W	I	A	Ld
Broken Anvil Bard	4	2	2	3	3	1	3	1	6

Weapons/Armour: May choose weapons and armour from the Human Hero equipment list.

Special Rules

- **Songsmith:** The bards excel at rousing the men to battle through one of their well-known songs of heroism. At the start of each turn, the bard may sing one of the Broken Anvil Ballads. He may not sing the same song in a consecutive turn.
- **Broken Anvil Ballads:** At the creation of a warband, the Bard may select 1 of the following ballads. If he rolls a new skill during the experience phase, he may choose to randomly select a second ballad. He may continue to learn more ballads if he continues to roll new skills. The Ballads have a range of 8 inches.
 - The Song for Battle: All warband members within 8 inches may re-roll leadership tests.
 - My Foe is a Weakling: Enemy models within 8 inches are -1 strength.
 - The Ballad of the Berserker on the Bridge: all models within 8 inches gain +1 initiative.
 - With Sword and Shield: all warband members within 8 inches gain +1 to their armour save.

Henchmen *(Bought in groups of 1-5)*

Beardlings - 25 gold crowns to hire

Beardlings are young dwarves that have been drawn to Mordheim in search of fortune and fame. They frequent the Broken Anvil because of the good drink they serve and often join the Dwarf Nobles in their venture to redeem their clan name.

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

Weapons/Armour: May choose weapons and armour from the Dwarf Henchmen equipment list.

'Brave' Men - 25 gold crowns to hire

Full of liquid courage, these men are the bravest in the empire, just ask them!

	M	WS	BS	S	T	W	I	A	Ld
'Brave' Man	4	4	3	3	3	1	3	1	6

Weapons/Armour: May choose weapons and armour from the Human Henchmen equipment list.

Drunken Dwarves - 20 gold crowns to hire

It takes a strong man to knock a dwarf to the ground. It takes an even stronger drink to do the same!!

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

Weapons/Armour: May choose weapons and armour from the Dwarf Henchmen equipment list.

Special Rules: These dwarven warriors are drunken

Drunken Men - 20 gold crowns to hire

Though it sounded like a good idea at the time, these men will question their eagerness to venture into Mordheim when they start to sober up.

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

Weapons/Armour: May choose weapons and armour from the Human Henchmen equipment list.

Special Rules: These men are drunken

Special Rules

Slayer Oath: Warriors that take the Slayers Oath may no longer wear armour or use long range weapons. They also gain the following special rules;

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

Runic Tattoos (Models with Slayer skill only): 6+ ward save. May be taken again to give a 5+ ward save.

Storm of Blades (Models with Slayer skill only): When armed with Doomseeker Axes, the model gains an additional attack.

Battle Roar (Models with Slayer skill only): The slayer may add 3 inches to their charge range.

A Voice for the Choir: This warband member can hold a tune! He may sing Broken Anvil Ballads in the same way as the Bard however, his song range only has a range of 6 inches. The Bard may take this skill and gain an additional 4 inches to his song range. Warband members can only be affected by 1 song per turn.

Story Teller (Bards only): The presence of the Bard causes those nearby to fight with extra bravery as they seek to be mentioned in one of his ballads. Once per turn, a warband member within 6 inches of the bard may re-roll a single D6.

Fire Breather: If the model carries Molotov Cocktails or Dwarven spirits into combat then they may make a breath attack in the first round of combat. Treat as a strength 3 hit that ignores armour, hits on a 2+ and has the Strike First special rule. This attack can only be used once per game.

'Hold my beer and watch this': If a model is drunken and carries lantern, a torch, a Molotov Cocktail or and other suitable flammable item, then they make a breath attack on any turn they spew. Treat as a strength 3 hit that ignores armour, hits on a 2+ and has the Strike First special rule. This attack can be used any time the model spews due to rolling a 1 for their Drunken test at the start of the turn.

Special Items

Dwarven Spirits: Dwarven Spirits are amongst the most potent alcoholic drink known in the old world and is readily available at the Broken Anvil Inn. A model may drink a bottle at any time in the game. The model gains frenzy, +1 initiative and drunk. The effects last until the end of the game.

Molotov Cocktail: A simple glass bottle filled with alcohol with a rag stuffed into the bottle opening. The rag is lit on fire and the bottle thrown at your opponent engulfing them in a fiery explosion when you hit them. Molotov cocktails have a range of 8 inches and cause a strength 3 hit that ignores armour.

Doomseeker Blades (paired weapons): A hefty axe head connected to a length of chain. A skilled slayer can land a barrage of blows on an unexpected opponent. The slayer gains an addition attack due to being a pair of weapons as well as the 'Always Strikes First' special rule. The Doomseeker Blades also have a cutting edge.