

Warband creation competition

entry by Niklas Hasselfeldt

Designer's notes

Inspired by several other works about trolls and chaos and mutation and monsters, the Brood of Ghurash came into the light or rather darkness of the world. They fit right into the horrors of the Sealed City and have similar madness vibes as the original Mordheim setting. While balancing new warbands in itself is a taxing feat, monstrous warbands provide even more of a challenge. We strayed away from the all-large-models approach and included younger members into the troll family. This gives the troll player more models to use on the battlefield and their opponent some softer targets.

Niklas Hasselfeldt for the Sealed City writers

trolls in Nordheim

Being masters of adapting to various environments, trolls inhabit nearly all regions in the Old World and beyond. There are even rumours that a giant river troll can be found below a certain bridge in Mordheim.

The Brood of Ghurash can be used to resemble one of those local families of trolls in any given setting.

To easily use the trolls outside the Sealed City we included some additional rules here for your convenience.

acidic stream

The mutant can spew forth a vaporous stream of acid, that corrodes armour and burns skin.

<u>Range</u>	<u>Strength</u>	<u>Special rules</u>
special	3	Grown, Breath weapon, Stream, Corrosive

SPECIAL RULES

Grown: The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

Breath weapon: A warrior may only have one such mutation and does not suffer penalties for range or moving.

Stream: When your model uses this Mutation, draw a line 3" long and 1" wide in any direction from the firer (the line must be absolutely straight). Any and all mod-

els in its path are automatically hit.

Corrosive: Enemy warriors suffer -2 to their armour save against this attack.

leech maw

The mutant grows a circular mouth full of serrated teeth.

<u>Range</u>	<u>Strength</u>	<u>Special rules</u>
special	As user	Grown, Bite Attack, Serrated

SPECIAL RULES

Grown: The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

Bite Attack: A warrior may only have one such mutation. Bite attacks always strike last, even after double-handed weapons.

Serrated: The teeth are set with sharp protrusions and serrated edges which inflict serious damage on an opponent, a roll of 2-4 on the injury table is a *stunned* result.

mer-creature

Both of the warrior's legs and arms warp in such a way that fish-scaled webbed limbs replace them and gills develop allowing him to become aquatic. The warrior can be submerged in water and suffer no injury. Impassable obstacles such as deep rivers, lakes or open sea is treated as difficult terrain by this warrior, and he ignores the

penalties for slow moving rivers and ponds normally classified as difficult terrain. When moving on land, the Hero limps in obvious discomfort with a shambling gait, reducing the mutant's Movement by -1.

poisonous fangs

The mutant can spew forth a vaporous stream of acid, that corrodes armour and burns skin.

<u>Range</u>	<u>Strength</u>	<u>Special rules</u>
Close Combat	5	Grown, Bite attack, Poisoned

SPECIAL RULES

Grown: The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

Bite Attack: A warrior may only have one such mutation. Bite attacks always strike last, even after double-handed weapons.

Poisoned: If the target is immune to poison, the bite's Strength is reduced to 2.

regeneration

The mutant can often heal itself from crippling wounds it suffers in battle. When the mutant suffers one or more Wounds, it may try to regenerate the damage. On the roll of a 4+ the mutant has instantly healed itself back to full Wounds. If less than a 4 is rolled, the mutant's regenerative powers have been temporarily exhausted, and it may not attempt further regenerations for the remainder of the battle.

scaly skin

A fine mesh of reptilian scales spreads across the flesh of the warrior. He receives a natural save due to being warp-touched. The mutant has a 5+ save. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the injury chart will negate this 6+ save. Light Armour adds +1 to the save, as does the addition of other armours.

shark bite

The Mutant's jaw grows and fills with several rows of strong teeth.

<u>Range</u>	<u>Strength</u>	<u>Special rules</u>
Close Combat	As user +1	Grown, Bite Attack

SPECIAL RULES

Grown: The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

Bite Attack: A warrior may only have one such mutation. Bite attacks always strike last, even after double-handed weapons.

spit venom

The warp-touched Hero's mouth has grown special glands which secrete sticky blobs of contact venom. Aside from a gruesome aftertaste the warrior is immune to this poisonous discharge which he can spit in globules.

<u>Range</u>	<u>Strength</u>	<u>Special rules</u>
4"	5	Grown, Breath weapon, Poisoned

SPECIAL RULES

Grown: The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

Breath weapon: A warrior may only have one such mutation and does not suffer penalties for range or moving.

Poisoned: If the target is immune to poison, the spit's Strength is reduced to 2.

suckers

The warrior's limbs are covered in adhesive suckers. The mutant automatically passes Initiative tests when climbing.

The Brood of Ghurash preview

Beneath the city's surface something terribly twisted and dreadfully hungry is hiding. Mucous maws and tentacles, jaws with uncountable rows of teeth and bloated bodies waiting in the deep darkness to appease their hunger with those who walk carelessly into their lair.

Gills and scales, fins and webbed limbs allow them to hunt in the flooded depths without their preys' terrestrial liabilities.

The great broodmother Ghurash herself is supposed to be the first to consume moonstones until she became a gigantic terror, whelping generation after generation of twisted trolls until the whole city was filled with them in its last days on the surface. But Ghurash is most likely nothing more than a mere myth, despite her children's existence and the ancient crumbling reliefs, picturing a trollish abomination of tremendous size. None may say these days if those stone images served for its abnormal worshipping or as a warning.

Little has the brood in common with the known species of trolls in the Old World, but they still share a common heritage. Changed by the millennia of isolation and consumption of moonstone they adapted to their stygian habitat. No two families look the same, some formed tentacles and cephalopodic characteristics, some gained multiple limbs and yet others are slender with elongated extremities and a fish-like tail.

They kept the ability to recover from nearly any kind of injury, though just a lessened ability compared to common trolls' legendary regeneration. Their minds may be also slow, but unlike their terrestrial cousins the descendants of Ghurash display an unusual cunning in the presence of other family members.

The term "family" seems indeed to be right, because most hordes are led by the only female member and her offspring from various generations, each looking after their little siblings.

Despite their lack of intelligence, the trolls are able to use and craft simple tools and weapons as well as achieve the training or subjection of an abyssal sea worm species, which serve as pets, food and hunting companions.

Special rules

Fear: All Heroes *cause fear*.

Large: All Heroes are *large targets*.

Slow witted: Brood members only gain half the experience normal models would get.

Always hungry: Every Hero counts as two models when selling moonstones.

Brood Mentality: All Brood members suffer from *stupidity*, but surrounded by their kind, they are more able to overcome this mental drawback. Trolls taking *stupidity* tests add 1 point to their Leadership for every warband member within 6". On the downside the family heavily dislikes strangers, so they never use any Hired Swords.

Hoard: All shiny things are either in possession of a Brood member or stashed in the Brood's hoard. Thus these greedy fellows never sell any rare items even if no Brood member is able to use it. They may nonetheless exchange stored items for captured brood members. Additionally they suffer -2 on any rarity rolls due to their poor bargaining skills.

Regenerate: Every Brood member naturally heals very fast, but only the strongest ones are able to regenerate whole limbs within minutes like all the fireside stories about Trolls tell us. Most Brood members need far more time for that. When rolling for serious injuries after being taken *out of action*, treat any results of 16-35 as full recovery. Henchmen on the other hand survive on a 2+ if taken *out of action* during a game.

Note: Should the last wound be caused by fire (Fire Arrows, Iron Braziers...), the Brood member can't regenerate after the game.

Aquatic: Brood members may move through water terrain without penalty and count as being in cover whilst they are in the water.

Characteristic increase

Profile	M	WS	BS	S	T	W	I	A	Ld
Troll	6	6	3	6	5	5	4	6	6

Choice of warriors

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

Broodmother: Each family must have one Broodmother: no more, no less!

Firstborns: Your family may include up to two Firstborns.

Youths: Your family may include up to two Youths.

Children: Any number of models may be Children.

Newborns: Your family may include up to two Newborns.

Baneworms: Your family may include up to five Baneworms.

Special skills

The Terror: The troll is an abominable blasphemy of nature itself, nightmarish beyond any lunatic's imagination. All enemy warriors in close combat with the troll must test for "All Alone" at the end of each turn, even if there are friendly warriors within 6". May only be taken, if the Troll already possesses at least four mutations.

Mother knows best: Broodmother only. When taking route tests, this model may use the bonus of Brood Mentality.

Ground Pounder: The Brood member is capable of slamming both fists into the ground with such force that the entire surrounding area will quake. This is done in the shooting phase. All non-large models within D6" must pass an initiative check or get immediately knocked down.

Titanic Strength: The hero is titanic in size and muscle mass. Whenever this Brood member hits an enemy warrior, but fails to wound, the hit model must pass a Strength test to avoid getting *knocked down*.

Hurl: Instead of shooting, the Brood member may grab a normal-sized model in base-to-base contact and hurl it forward. The model must be either *knocked down*, *stunned* or voluntary. It is then hurled up to BS+D6" in a direction chosen by the Brood member. If the hurled model hits another warrior, both take one automatic hit with a strength equal to the other model's toughness. This counts as a charge if the models aren't allied or from the same warband.

Starting experience

A **Broodmother** starts with 10 experience.

Firstborns start with 4 experience.

Youths start with 0 experience.

Henchmen start with 0 experience.

Brood equipment list

The following list is used by Brood of Ghurash families to pick their equipment.

Hand-to-hand Combat Weapons

Dagger (Henchmen only)	1st free / 2 gc
Club	3 gc
Axe	5 gc
Double-handed weapon	15 gc

Missile Weapons

Throwing weapons	10 gc
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Armour

None

Brood of Ghurash skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Broodmother	✓			✓		✓
Firstborn				✓		✓
Youth				✓		✓

Heroes



0-2 Firstborns

105 gold crowns to hire

Some of the mother's oldest litter always help to raise their younger siblings, before they finally wander off to merge with another family to provide a prospering population within the depths of the city.

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

Weapons / Armour: A Firstborn may be armed with weapons chosen from the Brood equipment list.

0-2 Youths

40 gold crowns to hire

Sometimes children get lost or have to be left behind for the sake of the family's needs, but they are never abandoned by their kind and normally find a new family to live with and bring new blood into the brood.

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

Weapons / Armour: A Youth may be armed with weapons chosen from the Brood equipment list.

1 Broodmother

140 gold crowns to hire

The heart of every family is a caring mother, for her children are creatures, only a mother could ever love. She protects and nurtures her offspring, until it is time to unleash them onto the world, leaving terror and madness in their wake.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	2	5	4	3	2	3	5

Weapons / Armour: The Broodmother may be armed with weapons chosen from the Brood equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Broodmother may use her Leadership instead of his own.



~ Genshmen ~

Children

30 gold crowns to hire

The bulk of every family are its children, already taller and stronger than a grown man they are serious enemies despite their young age. While their older relatives always undergo various changes, they resemble at best, what the common descendants of Ghurash look like.

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

Weapons/Armour: Children may be armed with weapons chosen from the Brood equipment list.

0-2 Newborns

15 gold crowns to hire

Opposing to the offspring of other species, the Troll's newborns are able to wield a weapon as soon as they manage to walk by themselves, only days after their birth. Woe betide anyone who dares to hurt them as the family's wrath will be insatiable.

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

Weapons / Armour: Newborns may be armed with weapons chosen from the Brood equipment list..

SPECIAL RULES

Nestlings: If a Newborn is taken out of action by an enemy warrior in close combat, every Brood hero in sight to the poor Newborn *hates* the causing model until the end of the game. Heroes must always try to intercept charges at Newborns.

Too little: Newborns never become heroes, reroll all results of 'that lad's got talent'.

0-5 Baneworms

15 gold crowns to hire

The only creatures the warped trolls seem able to tame and life in a healthy symbiosis are as terrible as the Brood of Ghurash itself. These sea worms with giant mandibles that ambush their prey from dark ponds and corners serve as both pets and food for the families.

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

Weapons / Armour: A nightmarish maw and strong mandibles. Baneworms can never use weapons or armour.

SPECIAL RULES

Mer-creature: Baneworms live underwater, but are able to wind on solid ground. See the Stygian Mutations for further information.

Lurker: Striking from deep waters, Baneworms are a terrible menace. When charging while hidden in the previous turn, Baneworms may perform a "diving charge" even if they don't charge from above.

Animal: Gain no Experience and may not climb. Baneworms do not benefit or suffer from any of the Brood's special rules like Regenerate or Brood Mentality.

Accelerated evolution

Usually it takes years for Trolls to adapt to a certain environment or feeding behaviour. Due to their heritage and massive amounts of consumed moonstone, some Trolls develop new abilities way faster without waiting for nature to change them. Each time a Brood hero rolls for an advance, he may also consume any number of moonstones and roll a D6 on the following chart and add the spent amount of moonstones to the result:

D6	Result
1-4	Nothing happens.
5-6	The hero may choose a single lesser Mutation.
7-8	The hero may choose a single lesser or greater Mutation.
9+	The hero may choose any single Mutation.

Lesser Mutations: Blackblood, Daemon Soul, Mer-creature, Suckers, Tentacle

Greater Mutations: Great Claw, Leech maw, Poisonous fangs, Spines, Spit venom

Sublime Mutations: Acidic stream, Extra Arm, Regeneration, Scaly skin, Shark bite