



STIRLANDERS



Steeped in strong traditions, leery of newcomers and quite often seen as complete isolationists. The people of Stirland are more oft than not looked at from the outside as a backward class of the Empires citizens. Stirlanders however couldn't give two copper pence about what outsiders think of them. They are proud of preserving the customs passed down from generation to generation no matter how bizarre to some they may be. Stirlanders are depicted as dour and slow and while they do not have the level of education other provinces have, they make up for that in pure perseverance and steadfastness. The people of Stirland do not have the cheeriest of outlooks on life and nor would any other province of the Empire if they had to live next to the baleful lights of Sylvania. It is no wonder that they believe their life will end in some gruesomely horrible manner. Whether it is eaten by the walking corpses of their once buried loved ones or at the very hands of the "Count" himself, their very existence is a stark contrast to the bleary lands that surround them. This very reason is why the people of Stirland tend to not venture to far from their own borders.

It is because of this very reason that some people decide if they are going to die in such a horrendous fashion might as well meet it on their feet whilst diving through the ruins of some other poor souls greater misfortune. It is here in the rubble strewn streets of Mordheim that you will find the occasional warband from Stirland. It is true that they tend to not be very well equipped but what they lack in fine accoutrement they make up for in sheer tenacity and plenty of superstition. Most Stirlanders spend their time either hunting the forests or cutting them down and sometimes even both at the same time. If there is one clear picture the other provinces have of the Stirlanders, it is them with their bows.

Warbands that venture into Mordheim are often made up of family and friends. Occasionally they are able to pay the local watch to have them release into their custody no good rabble rousers. Often those individuals would rather take their chances in Mordheim than face another day eating maggot ridden bread in a Stirland prison. If they are real lucky the Bailiff will decide to come along as well after all he isn't paid very well if at all sometimes so the idea of fortune and gold can be too great an idea to pass.

Before setting out, the warband will often seek blessings from one of the local priests of Morr and they are all too easy to find as they spend their days drowning their sorrows drinking ale and singing hymns. No one in the ministries wants to be sent to Stirland not even the brothers in cloth who serve Morr. Drunken spirits however can prove to be beneficial for a warband as a drunken priest of Morr will become so lost in song and doling out blessings that as they sober up they find they have inadvertently travelled half the way to Mordheim. Not feeling so eager to travel back on their own they decide to continue on, albeit with a stiff drink in hand.



SPECIAL RULES

Hate the Shorties: Ever since the moot was given to the halflings, Stirlanders have had nothing but bitter resentment. All Stirlanders have Hatred: Halflings. Behind their doughy face lies pure evil.

Crowns don't grow on trees: A Stirlanders warband only starts with 499 gold to make a warband. They just can quite seem to find that one extra gold.

Leary of newcomers: Stirlanders do not trust new faces and their traditions will often make others wary of joining them to represent this. A Stirlanders warband increases the upkeep cost of hired swords by +10 gold.



Superstitious but not cowardly: Stirlanders live in the very shadow of living death. In fact there isn't much they haven't already seen. When Stirlanders are required to take a leadership test due to a character that causes Fear, treat the Leadership of each Stirlander who has to take the test as being one greater than they are. Friendly characters must choose to use their own leadership or the captains leader ability when taking a Fear test.

Choice of Warriors

A Stirland warband must include a minimum of three models. You have 499 gold crowns available to recruit your warband. The maximum number of warriors in the warband may not exceed 15, unless another rule would alter this limit.

Scout Captain: Each Stirland warband must have one Scout Captain: no more no less!

Woodsmen: Your warband may include up to one Woodsmen.

Cousins: Your warband may include up to three Cousins, though it will be you who has to look your family in the eyes when they don't return home with you.

Drunken Priest of MOrr: Your warband may include a single Drunken Priest of Morr. No warband is capable of dealing with more than one such priest.

Bailiff: Your warband may include up to one Bailiff.

Rabble Rouser: Your warband may include up to three Rabble Rousers.

Ol' War Vet: Your warband may include up to two Ol' War Vets.

Huntsmen: Your warband may include any number of Huntsmen.

Some Pig: Only one such glorious creature may be included in a Stirland Warband.



Starting Experience

A **Scout Captain** starts with 20 experience.

Woodsmen starts with 6 experience.

Cousins starts with 2 experience.

A **Drunken Priest of Morr** starts with 8 experience.

Henchmen start with 0 experience.

Stirland Skill Tables

	Combat	Shooting	Academic	Strength	Speed
Scout Captain	✓	✓		✓	✓
Drunken Priest of Morr			✓		✓
Cousins		✓		✓	✓
Woodsmen	✓	✓		✓	✓

Stirland equipment lists

Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Mace.....	3 gc
Hammer.....	3 gc
Axe.....	5gc
Sword.....	10 gc
Morning Star.....	15 gc*
Double-Handed Weapon...	15 gc
Spear.....	10gc*
Halberd.....	10 gc*
Scythe.....	5gc**

Missile Weapons

Crossbow.....	25 gc*
Bow.....	10 gc

Armour

Light Armour.....	20 gc
Heavy Armour.....	50 gc*
Shield.....	5 gc*
Helmet.....	10 gc

Woodsmen's Equipment list

Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Mace.....	3 gc
Hammer.....	3 gc
Axe.....	5gc
Log Cutter's Axe.....	10gc

Missile Weapons

Short Bow.....	5 gc
Throwing Axe.....	10 gc

Armour

Light Armour.....	20 gc
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Rabble Rouser's Equipment list

Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Club.....	3 gc
Hammer.....	3 gc
Axe.....	5gc

Huntsmen's Equipment list

Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Mace.....	3 gc
Hammer.....	3 gc
Axe.....	5gc
Sword.....	10 gc
Double-Handed Weapon...	15 gc

Missile Weapons

Short Bow.....	5 gc
Bow.....	10 gc
Long bow.....	15gc

Armour

Light Armour.....	20 gc
Helmet.....	10 gc

* Can only be Taken by a Captain or Ol' War Vet

** Can only be taken by a Drunken Priest of Morr



1 Scout Captain

60 gold coins to hire

Over time some Stirland Scout Captains grow restless between wartime often due to having less coin in their pockets. A few are not content with farming or being guides for Averlanders crossing Sylvania towards Ostermark. Some grow accustomed to the wartime coin and a belly full of Meade. These Scout Captains will often put together a band of friends and family and head out to Mordheim. After all riches are only a few days travel away.

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

Weapons/Armour: A Scout Captain may be equipped with weapons and armour chosen from the Stirland Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Scout Captain may use his Leadership characteristic when taken Leadership tests.

0-1 Woodsmen

30 gold coins to hire

Not much can be said about Woodsmen. They are extremely superstitious even by Stirland's standards. They are more at home talking to the trees than sometimes even their own kin. Any Scout Captain worth his weight in salt will seek to enlist a couple of these individuals. While they aren't the smartest or even skilled warriors. They are great at maintaining a camp. It also doesn't hurt that they are capable of great feats as long as they have an axe in hand.

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

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

SPECIAL RULES

Wood Splitters: As long as a character with this skill is armed with a weapon that has Axe in the title, they will increase any injury rolls they make against opposing warriors.



0-3 Cousins

15 gold coins to hire

Some cousins in rural areas are too close and that goes double in Stirland. At least you can count on them to watch your back.

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

Weapons/Armour: Cousins may be equipped with weapons and armour chosen from the Stirland Equipment list.

0-1 Drunken Priest of Morr

35 gold coins to hire

There are many religions in the Old World and many gods worshiped. Morr, the god of Death, is no exception. Most people within the Empire fear a Priest of Morr - for most people fear the unknown. Death, no matter how religious the individual, is an unknown fate that none can escape and the Priests of Morr remind everyone of their own mortality.

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

Weapons/Armour: A Drunken Priest of Morr may be equipped with weapons chosen from the Stirland Equipment list and may never wear armour or use ranged weapons of any kind.

SPECIAL RULES

I knew the Rites, once: A Drunken Priest of Morr is not a wizard by any means, nor can they really be called a practitioner in the faith of Morr. In fact he may be closer to the town drunk than a man of the cloth. Despite these shortcomings he still professes to know some rites. On creation this character has access to some advanced Funerary Rites only learned by clerics or greater men of Faith. Roll a D6 on the Rights of Morr chart and consult which right he has remembered.

"Hiccup", nope dont rememberssh...: When a Drunken Priest of Morr levels up and gains a skill, they may roll on the Funerary Rites table, however before getting to roll on the table he must pass a Leadership Test. If he succeeds proceed as normal. If the test is failed however what he thought he knew slipped his mind and he has now forgot. The priest does not get to roll on the Funerary rites chart but instead can learn a new skill from the main book.

Drunken Stupor: This character is so many sheets in the wind they do not know if they are coming or going and they may not even realise they are fighting. Drunken Priests of Morr are Immune to Psychology.

Henchmen

0-2 Ol' War Vet

35 gold coins to hire

Scout Captains if they are lucky will find local Ol' War Vets still in one piece sitting around talking about the great battles they once fought at and all the stuff you wouldn't believe goes on in the rank and file life of a foot soldier. Feeling the call of Morr creeping around the corner these Ol' War Vets will often take up the sword once again, to meet a proper end on their feet.

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

Weapons/Armour: A Ol' War Vets may be equipped with weapons and armour chosen from the Stirland Equipment list.

SPECIAL RULES

Grizzled: When this warrior would roll for injury result they may roll two separate results and choose one of those results instead. (Even if they were to become a hero, as they have already been there and done that)

Huntsmen

35 gold coins to hire

The first thing a Stirland Scout Captain will do (after bringing along his cousins of course) when putting together a warband is seek to enlist some Huntsman, hopefully for as little coin as possible, after all these are usually friends or family who have served together in wartime. While Stirland isn't famous for much, there is always talk about their skill with a bow. That reputation can squarely be put on the shoulders of their Huntsman.

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

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

SPECIAL RULES

Renowned Marksmen: When firing a ballistic weapon no matter how many modifiers they may suffer they will never need worse than a 6 to hit.

0-3 Rabble Rousers

10 gold coins to hire

A Scout Captain will often go to the Local Watch Captain looking to fill out the rest of their warband with some cheap labor, not to mention promises of easing a Rabble Rousers sentence. If its a choice between Mordheim and a Stirland prison cell, I suppose it is Mordheim.

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

Weapons/Armour: Rabble Rousers may be equipped with weapons and armour chosen from the Rabble Rousers Equipment list.

SPECIAL RULES

Good for Nuffin!: Rabble Rousers, do not count towards a warbands roster limit, they are not counted when determining the number of models lost for route checks, their numbers are not included when determining a warband rating. They are simply not counted. Rabble Rousers are removed from a warbands roster on an Injury result of 1-3 instead of 1-2 like normal. Rabble Rousers can never get Lads Got Talent!

Deserters: Rabble Rousers that do not begin the turn within the Scout Captains: Leader range, or within the Bailiffs: Law N' Order range, will make a Leadership check, if failed they will flee the battle, treat them as going out of action and will need to make an injury roll.

0-1 Bailiff

25 gold coins to hire

The first thing a Stirland Scout Captain will do (after bringing along his cousins of course) when putting together a warband is seek to enlist some Huntsman, hopefully for as little coin as possible, after all these are usually friends or family who have served together in wartime. While Stirland isn't famous for much, there is always talk about their skill with a bow. That reputation can squarely be put on the shoulders of their Huntsman.

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

Weapons/Armour: A Bailiff may be equipped with weapons and armour chosen from the Stirland Equipment list.

SPECIAL RULES

Law N' Order: While Rabble Rousers are within 6" of the Bailiff they may use his Leadership for any leadership checks they may have to take.



0-1 Ghats Some Pig! (Prize winning Sow)

35 gold coins to hire

Every year Stirland has a large celebration where they race all kinds of farm animals. One of these animals being large pigs. The pig which manages to win the race, will no longer be on the chopping block. Some of these pigs are extremely well trained, for a pig that is. Maybe it is sheer hilarity or the practical thought if it dies we can eat it. But a Scout Captain will often buy a prize Sow to take on the trip. Some captains are even crazy enough to try and ride them.

Profile	M	WS	BS	S	T	W	I	A	LD
	4	2	-	3	5	2	3	1	5

Weapons/Armour: A Sow may never have any equipment of any kind (including barding).

SPECIAL RULES

Frenzy, Animals

Large Tusks: Suffers no penalties to its attacks.

Bull Over: This creature adds +2 to its strength on the charge.

High on the Hog: This creature may be mounted, see the rules for mounted animals.

The Rites of Morr

A Drunken Priest of Morr automatically knows this Rite in addition to a single Rite they gain on creation, they soon wont forget the thrashings they took while trying to master the Sanctity of the Fallen not to mention an entire career of babbling it at every funeral. They could perform it in their sleep or well drunk.

0. Sanctity of the Fallen

After a battle and injury rolls are made, this character may attempt this Rite over any character that was killed before they are removed from the roster. If successful, this character cannot be raised as a zombie for an Undead warband. Note that the Rite must be attempted for each character that was killed.

This character may not attempt this rite, if he was also killed that battle, was sold to the pits, or captured by the opposing warband.

The Rites of Morr Chart d6

1. Eyes of Morr

If successful, all characters in base-to-base contact with this warrior lose strike first and gain the Always Strike Last rule instead. This warrior doubles the number of its base attacks. This lasts until this character's next turn.

2. Specter of Death

If successful, this character causes Fear in all Undead, or Chaos warbands of any kind. Even if those characters are normally immune or ignore Fear.

3. Death is Maddening

May target a single character within 6" and in line of sight. They gain the Frenzy Rule or the Stupidity Rule until this warbands following turn.

4. All is Dust

If successful, all characters (friend or foe), within 3" must pass a Might test or be Stunned. Even if a character would normally be immune to being stunned.

5. Black Rose of Death

If successful, opposing Wizards that tries to cast a spell within line of sight of this character and fails their attempt will suffer a Strength 3 hit that will allow no armour save of any kind. Roll to wound them like Normal. If the Wizard is from an Undead warband, they will take a Strength 5 hit instead. This spell lasts until this warriors next turn.

6. Morr's Murder of Crows

If successful, opposing characters in Base-to-Base with this character reduces their to hit chance in Close Combat by -1 when targeting this character with an attack. At the beginning of this characters turn, each opposing character in Base-to-Base contact take a Strength 1 hit. This Rite Remains in play until this character is Knocked Down, Stunned or channels a new rite.



New Skills

Stirland Scout

After warbands have been deployed but before determining who goes first this warrior may make a normal move (not run) before the battle starts. This warrior may not end their move within initiative range of opposing warriors.

Scout Captain (Huntsmen, Ol' War Vet) Only.

Woodland Fighter

The warrior has learned how to fight in the thick of wooded terrain from all those times swinging axes and dodging falling trees. He is an expert at fighting in the brush and adds +1 to his Initiative and Attacks if he is fighting in a forest section. (Not just tall grass actual trees)

Woodsmen Only

Mighty Physique

This warrior is incredibly strong, from years of lumber work. When this character charges into combat they may add +1 strength in the first round of combat. This warrior increases the range of any thrown weapons they use by 3".

Woodsmen Only

The Painful Dead

After seeing loved ones return from the dead so often this character has hardened their heart and grown a fierce hatred for any undead they come across. This warrior gains the Frenzy rule when fighting against an Undead warband of any kind.

Any Stirlander (No Drunken Priest of Morr)

New Weapons



Throwing Axe

Range: 6" Strength: As User +1

Thrown: A warrior using this weapon does not take penalties for moving and range as they are perfectly balanced for such occasions.

Log Cutter's Axe

Range: Close Combat Strength: As User +1

Two-Handed: A model armed with a Log Cutter's Axe may not use a shield, buckler or additional weapon in close combat.

