

# The Sewerjacks

Sewerjacks are an arm of a city's Watch tasked with the onerous job of patrolling the sewers for vermin, bandits, mutants and worse. The conditions in the sewers are unpleasant and dangerous and there have even been rumours that The Underfolk have been known to make their lairs in the dank and narrow passageways of the sewers. If this is true, then it would fall to the brave men and women of The Sewerjacks to root them out and destroy.

The Sewerjacks have no uniform, but often wear a piss soaked scarf around their faces in an attempt to lessen the horrid stench of The Stew. It is also claimed that a piss soaked scarf can help to protect against poisonous gasses used by The Underfolk, but there is no actual evidence that they even exist. The habit of wearing such headwear can probably be attributed to superstitious nonsense.

The hazardous and unglamorous nature of the work often means that many Sewerjacks are less than angelic themselves and seek such work to avoid attention on the surface for a while. The recruiters ask very few questions of aspiring Sewerjacks.

When the meteorite struck Mordheim, many of the city's Sewerjacks were on patrol in the sewers and escaped immediate destruction. They are now trying to restore order in the city.

## **Choice of Warriors:**

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

**Watch Captain:** Each patrol of Sewerjacks must have one Watch Captain.

**Sergeant:** Your warband may include up to two Sergeants.

**Ratcatcher:** Your warband may include one Ratcatcher.

**Rookies:** Your warband may include up to two Rookies.

**Sewerjacks:** Your warband may include any number of Sewerjacks.

**Veterans:** Your warband may include up to two Veterans.

A Watch Captain starts with 20 Experience. A Sergeant starts with 8 Experience. A Ratcatcher starts with 12 Experience. Rookies start with 0 Experience. Henchmen start with 0 Experience.

# Sewerjack Equipment List

## Sewerjack Equipment List

### Hand-to-hand combat weapons

Dagger.....1<sup>st</sup> free/2GC

Club.....3GC

Sword.....10GC

Axe.....5GC

### Armour

Shield.....5GC

Buckler.....5GC

Light Armour.....20GC

### Missile Weapons

Crossbow.....25GC

Sling.....2GC

Throwing knives....15GC

### Miscellaneous

Piss soaked scarf.....2GC

Mordheim Map.....20+2D6GC

Rope and Hook.....5GC

Lantern.....10GC

## Sewerjack Skill Table

	<b>Combat</b>	<b>Shooting</b>	<b>Academic</b>	<b>Strength</b>	<b>Speed</b>
Watch Captain	X	X	X	X	X
Sergeant	X	X		X	X
Ratcatcher	X	X		X	X
Rookie	X	X			X

# Heroes

## 1 Watch Captain

### 60 Gold Crowns to hire

A Sewerjack Watch Captain is an old hand at fighting in the dank dark sewers and knows the sounds and smells like the back of his hand. He has seen many things that the surface dwellers would never believe and has risen to command a patrol by virtue of being the toughest and bravest or by dint of being the only one willing to take on the responsibility.

### Profile

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

**Equipment:** The Watch Captain may be equipped with weapons and armour chosen from the Sewerjacks equipment list.

### SPECIAL RULES:

**Leader:** Any warrior within 6" of the Watch Captain may use his Leadership value instead of his own when taking Leadership tests.

**Immune to Disease:** Life in the muck of the sewers hardens Sewerjacks to the effects of disease. They are not affected by Disease.

**Tunnel Rat:** Sewerjacks have learnt to pick their way across slimy treacherous terrain in the dark so any characteristic based tests taken in underground environments can be re-rolled.

**If you listen with fearful ears, you're soon surrounded by enemies:** The sewers are a den for many foul creatures, especially rats and The Sewerjacks must always be on the alert for hidden dangers. The darkness and rancid smells mean that they often have to rely on their hearing rather than sight or smell. Their senses are particularly tuned to the sounds of scuttling claws.

The Watch Captain may add 1" to the distance for detecting hidden enemies. In underground areas, they add 2". They add 2" when the enemies are Skaven or any type of rat creature. These distances stack.

**Foul Vermin:** Watch Captains use the rules for Hatred against any type of rat creature.

## 0-2 Sergeants

### 35 Gold Crowns to hire

A Sewerjack Sergeant is an old hand at fighting in the dank dark sewers and knows the sounds and smells like the back of his hand. He is often the first into the fight and the last one out of the tavern.

#### Profile

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

**Equipment:** The Sergeant may be equipped with weapons and armour chosen from the Sewerjacks equipment list.

#### SPECIAL RULES:

**Immune to Disease:** Life in the muck of the sewers hardens Sewerjacks to the effects of disease. They are not affected by Disease.

**Tunnel Rat:** Sewerjacks have learnt to pick their way across slimy treacherous terrain in the dark so any characteristic based tests taken in underground environments can be re-rolled.

**If you listen with fearful ears, you're soon surrounded by enemies:** The sewers are a den for many foul creatures, especially rats and The Sewerjacks must always be on the alert for hidden dangers. The darkness and rancid smells mean that they often have to rely on their hearing rather than sight or smell. Their senses are particularly tuned to the sounds of scuttling claws.

The Sergeant may add 1" to the distance for detecting hidden enemies. In underground areas, they add 2". They add 2" when the enemies are Skaven or any type of rat creature. These distances stack.

**Foul Vermin:** Sergeants use the rules for Hatred against any type of rat creature.

## 0-2 Rookies

### 15 Gold Crowns to hire

A Sewerjack Rookie is like a startled rabbit fighting in the dank dark sewers and jumps at the slightest noise. He is often found trying to forget his woes in the nearest tavern.

#### Profile

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

**Equipment:** The Rookie may be equipped with weapons and armour chosen from the Sewerjacks equipment list.

#### SPECIAL RULES:

**Immune to Disease:** Life in the muck of the sewers hardens Sewerjacks to the effects of disease. They are not affected by Disease.

**Tunnel Rat:** Sewerjacks have learnt to pick their way across slimy treacherous terrain in the dark so any characteristic based tests taken in underground environments can be re-rolled.

**If you listen with fearful ears, you're soon surrounded by enemies:** The sewers are a den for many foul creatures, especially rats and The Sewerjacks must always be on the alert for hidden dangers. The darkness and rancid smells mean that they often have to rely on their hearing rather than sight or smell. Their senses are particularly tuned to the sounds of scuttling claws.

The Rookie may add 1" to the distance for detecting hidden enemies. In underground areas, they add 1". They add 1" when the enemies are Skaven or any type of rat creature. These distances stack.

If a hidden enemy is detected, roll a D6. If the result is a 1 or a 2, the Rookie fears the detected enemy until the next round. If more than one enemy is detected, all of them are feared.

## 0-1 Ratcatcher

### 55 Gold Crowns to hire

A Ratcatcher is at home in the sewers and spends much of his time slinking in the shadows catching rats for food and pelts. He is often shunned by the surface dwellers who see him as merely a necessary evil and his time spent in the sewers usually results in poor personal hygiene. The Sewerjacks however see the Ratcatcher as a valuable ally and scout.

#### Profile

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

**Equipment:** The Ratcatcher may be equipped with weapons and armour chosen from the Sewerjacks equipment list.

#### SPECIAL RULES:

**Immune to Disease:** Life in the muck of the sewers hardens Ratcatchers to the effects of disease. They are not affected by Disease.

**Tunnel Rat:** Ratcatchers have learnt to pick their way across slimy treacherous terrain in the dark so any characteristic based tests taken in underground environments can be re-rolled.

**If you listen with fearful ears, you're soon surrounded by enemies:** The sewers are a den for many foul creatures, especially rats and Ratcatchers must always be on the alert for hidden dangers. The darkness and rancid smells mean that they often have to rely on their hearing rather than sight or smell. Their senses are particularly tuned to the sounds of scuttling claws.

The Ratcatcher may add 1" to the distance for detecting hidden enemies. In underground areas, they add 2". They add 2" when the enemies are Skaven or any type of rat creature. These distances stack.

**Foul Vermin:** Ratcatchers use the rules for Hatred against any type of rat creature.

**Quality Fur Gloves:** If the Ratcatcher survives the battle, add D6 GC to the warband to represent the rat pelts that he has sold. Add 1 if the battle was underground. Add 2 if the battle was against Skaven.

**Rat on a Stick:** Ratcatchers are often gastronomic suppliers to the finest dining establishments in the Mordheim area and so, while the Ratcatcher is alive, the Halfling Cookbook is COMmon rather than Rare 7 to represent his culinary connections.

**Lucky Rat Foot:** While the Ratcatcher is alive, Lucky Charms are Common rather than Rare 6.

**Traps:** The Ratcatcher always starts a battle with D3 traps. Roll before each battle. Before the battle, draw a map of the board and mark where each trap is set. The traps cannot be placed in deployment zones and must be 9" away from enemy models. If a player moves within 1" of the trap, roll a D6. On a 1 the trap is a dud and has failed to go off. On a 2-6 the player takes a S3 hit. The Ratcatcher can move over traps freely without triggering them.

## Henchmen

### 0-2 Veterans

#### 25 Gold Crowns to hire

A Sewerjack Veteran is an old hand at fighting in the dank dark sewers and knows the sounds and smells like the back of his hand. He is often the first into the fight and the last one out of the tavern.

#### Profile

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

**Equipment:** The Veteran may be equipped with weapons and armour chosen from the Sewerjacks equipment list.

#### SPECIAL RULES:

**Immune to Disease:** Life in the muck of the sewers hardens Sewerjacks to the effects of disease. They are not affected by Disease.

**Tunnel Rat:** Sewerjacks have learnt to pick their way across slimy treacherous terrain in the dark so any characteristic based tests taken in underground environments can be re-rolled.

**If you listen with fearful ears, you're soon surrounded by enemies:** The sewers are a den for many foul creatures, especially rats and The Sewerjacks must always be on the alert for hidden dangers. The darkness and rancid smells mean that they often have to rely on their hearing rather than sight or smell. Their senses are particularly tuned to the sounds of scuttling claws.

The Veteran may add 1" to the distance for detecting hidden enemies. In underground areas, they add 2". They add 2" when the enemies are Skaven or any type of rat creature. These distances stack.

**Foul Vermin:** Veterans use the rules for Hatred against any type of rat creature.

## Sewerjacks

### 20 Gold Crowns to hire

A Sewerjack has taken up the unenviable task of fighting in the dank dark sewers and so must rely on his wits to survive. He is often found in the tavern spending his meagre wages on gambling and wenches.

### Profile

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

**Equipment:** The Sewerjack may be equipped with weapons and armour chosen from the Sewerjacks equipment list.

### SPECIAL RULES:

**Immune to Disease:** Life in the muck of the sewers hardens Sewerjacks to the effects of disease. They are not affected by Disease.

**Tunnel Rat:** Sewerjacks have learnt to pick their way across slimy treacherous terrain in the dark so any characteristic based tests taken in underground environments can be re-rolled.

**If you listen with fearful ears, you're soon surrounded by enemies:** The sewers are a den for many foul creatures, especially rats and The Sewerjacks must always be on the alert for hidden dangers. The darkness and rancid smells mean that they often have to rely on their hearing rather than sight or smell. Their senses are particularly tuned to the sounds of scuttling claws.

The Sewerjack may add 1" to the distance for detecting hidden enemies. In underground areas, they add 2". They add 2" when the enemies are Skaven or any type of rat creature. These distances stack.

If a hidden enemy is detected, roll a D6. If the result is a 1 or a 2, the Sewerjack fears the detected enemy until the next round. If more than one enemy is detected, all of them are feared.

## Special Items

**Piss Soaked Scarf:** A trick learned from fighting alongside expert Dwarven Tunnel Fighters is to wrap a piss soaked scarf around your face to protect against poison gas. This item gives a 5+ invulnerable save against gas or soporific effects.

## Special Rules

**Dwarven Tunnel Fighting:** If your warband is fighting underground and includes a dwarf Hired Sword, each of your warband, apart from the dwarf, gains +1 experience point as they have put up with his insufferable nuggets of advice throughout the battle.

## Designer's Notes

I am aware that there are already basic rules for Sewerjacks in the Mutiny in Marienburg campaign and I would like to give credit to the writer of those rules for the basic concept of The Sewerjacks. I have tried to keep those basic rules similar here for continuity and compatibility. Ever since I read William King's novels about The Sewerjacks, I have had a fascination with those desperadoes and felt a need to pad out their story for Mordheim and some of my rules reflect that influence.

The rules may seem as though they are particularly suited to fighting Skaven. This is intentional as Skaven would be a common adversary in the sewers as well as a foe to be feared.

The equipment list is rather sparse and this is also intentional. Sewerjacks are often desperate villains and would not be well equipped, but would gain some nifty gadgets from the Watch House Quartermaster. There is also a lack of two handed weapons and large missile weapons. This too is intentional. Gotrek left his precious Starmetal axe behind to fight in the sewers and so I doubt that a Sewerjack patrol would be hefting large halberds around or have room to draw a longbow. Close quarter fighting with little room is how I envisage the sewers. I hope that you enjoy playing and painting The Sewerjacks.