

# Imperial Posse Comitatus

Even before the comet wrought its destruction law and order were beginning to break down in the once great city of Mordheim. Morals decayed as the citizenry became ever more debauched, the vastly increased population of the city granting criminals from the surrounding regions a sanctuary in which they could disappear amongst the crowds and rookeries.

Town guards are often too busy with local defence to chase those who abscond from the law outside the borders of their own province. Occasionally those seeking justice, or perhaps revenge, will invoke the ancient Imperial law of *Posse Comitatus* and enlist the aid of a Marshal; an agent of the law empowered with the authority to mete out the Emperor's punishment upon those who would seek to escape justice. Some Marshals are known to work alone, relying on personal skill, marksmanship and cold steel to achieve their goals. Others however may keep a handful of trusted companions sworn in as minor legal officials, or local hunters employed as guides and trackers, close at hand.

While the Witch-Hunters root out evil with a furious zeal a Marshal possesses the cold indifference of one doing only what must be done to uphold the law. With Mordheim destroyed and evil finding a welcome home amongst its crumbling ruins it is no surprise that these so-called 'Law-Dogs' are gathering their men and turning their steely gaze towards the City of the Damned.

## **Special Rules**

Used to spending months in the saddle on long manhunts, all Heroes in the posse have the Ride Horse skill as standard. This does not include any Hired Swords or Dramatis Personae employed by them.

## **Choice of Warriors**

A Posse Comitatus must include at least three models. You have 500 gold crowns to recruit your posse. The number of warriors included in your posse may never exceed 12.

**Marshal:** Your posse must have one Marshal, no more no less!

**Magistrate:** Your posse may include one Magistrate

**Ranger:** Your posse may include up to three Rangers

**Old Man:** Your posse may include up to one Old Man

**Bailiff:** Your posse may include any number of Bailiffs

**Night Watchman:** Your posse may include any number of Night Watchmen

**Wilderness Tracker:** Your posse may include up to two Wilderness Trackers

## **Starting Experience**

The **Marshal** starts with 20 experience

**Magistrates** start with 8 Experience

**Rangers** start with 0 experience

**Old Man** starts with 20 experience (He also gains experience at half rate)

## Heroes

### Hand-to-hand Combat Weapons

Dagger .....	1st Free/2gc
Sword .....	10gc
Hammer .....	3gc
Mace .....	3gc
Axe .....	5gc

### Missile Weapons

'Großen Eisen' (Limit - 1) .....	100gc
Duelling pistol/Brace of Duelling Pistols .....	25gc/50gc
Pistol/Brace of pistols .....	15gc/30gc
Handgun .....	35gc
Hochland Longrifle .....	200gc
Carbine .....	40gc

### Armour

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

## Henchmen

### Hand-to-hand Combat Weapons

Dagger .....	1st Free/2gc
Sword .....	10gc
Axe .....	5gc
Hammer .....	3gc
Mace .....	3gc
Double-handed Weapon .....	15gc
Halberd .....	10gc
Flail .....	15gc
Morning Star .....	15gc
Man-Catcher .....	30gc

### Missile Weapons

Bow .....	10gc
Longbow .....	15gc
Crossbow .....	25gc
Handgun .....	35gc
Blunderbuss .....	30gc

### Armour

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

## Posse Skill List

**Quick Draw** - If charged by an enemy and not already in combat a model with the Quick Draw skill and armed with a pistol of any kind may fire one shot at his attacker, using the models Ballistic Skill, before any other attacks take place .

**Hue and Cry** - In the Empire's more rural areas the hue and cry is the law of self-policing towns and villages. Making use of the hue and cry to alert allies to danger, if a model with this skill is still alive then the posse may re-roll its first failed Rout test of a game. If the character is also the leader of the posse Hue and Cry increases the range of his Leader ability to 12".

**Law-dog** - A model with this skill will Hate any model belonging to an 'evil' warband, including any Hired Swords or Dramatis Personae currently hired by them.

**Jaded** - Whether they will speak of it or not this warrior has witnessed depraved and frightful acts, both by monster and by man, and has become somewhat inured to them. When taking leadership tests a model with this skill rolls three dice and picks the lowest two.

**Posse Skill Table**

	Combat	Shooting	Academic	Strength	Speed	Posse
Marshal	✓	✓	✓	✓	✓	✓
Magistrate	✓		✓			✓
Ranger	✓	✓		✓	✓	✓
Old Man	✓	✓	✓			✓

## Posse Comitatus Special Weapons

---

**Großen Eisen** - A one-of-a-kind melding of pistol and rifle chambered in a heavy calibre round. Originally commissioned in Nuln by a law-bringer known as Ostholtz, this weapon is as deadly as it is expensive.

<b>Range</b>	<b>Strength</b>	<b>Availability</b>	<b>Save Modifier</b>
16"	5	Unique	-3

### Special Rules

**Four Cylinders:** The Großen Eisen has a rotating cylinder with four chambers, allowing the weapon to fire four shots before needing to be reloaded. The wielder may fire two shots per turn, unless skills allow for more.

**Reloading:** The intuitive design of the Großen Eisen means that it is relatively quick to reload. Each turn a model does not shoot they may reload two of the chambers in the cylinder.

**Bespoke Ammunition:** A custom weapon like this requires custom ammunition. The owner of the Großen Eisen must pay an upkeep of 5gc per game, just as when paying upkeep for Hired Swords, in order to replenish his stock of rounds.

**Close Combat:** In capable hands the Großen Eisen's size and weight make it into an effective bludgeon. In close combat it counts as a mace.

---

**Carbine** - A shortened rifle intended for use from horseback. While the powder charge used is slightly less than that of an ordinary handgun so as not to spook the horse, giving it less armour piercing capability, it still provides enforcers of the law with necessary firepower without sacrificing mobility.

<b>Range</b>	<b>Strength</b>	<b>Availability</b>	<b>Save Modifier</b>
24"	4	Rare 10	-1

### Special Rules

**Cavalry Weapon:** May be fired from horseback. When mounted a model armed with a carbine may also fire after moving.

**Prepare Shot:** A carbine works in the same way as their larger cousin the handgun and so may only fire every other turn while it is reloaded.

---

**Man-Catcher** - A pole-arm, based on designs seen in Nippon far to the East of the Old World, comprised of a U-shaped trap on the end of a long pole. Used to incapacitate enemies while remaining a relatively safe distance away, these have found much use in the hands of skilled bounty hunters.

<b>Range</b>	<b>Strength</b>	<b>Availability</b>
Close Combat	As User +1	Rare 10

### Special Rules

**Two-Handed:** A man-catcher requires both hands to wield it efficiently

**Cumbersome:** As it is a rather large and hefty weapon, a model armed with a man-catcher is unable to use any other weapons for the entire battle. If for any reason they lose the man-catcher during the battle they may revert to using their dagger.

**Incapacitate** - Warriors may use the man-catcher to subdue an enemy while an ally lands the coup de grâce. Once an enemy has been Knocked Down or Stunned a warrior may use the Man-Catcher to pin them to the ground by forgoing all of his attacks for that turn. Pinned enemies take a Strength test at the start of their combat phase in order to try and escape, if they fail they remain knocked down.

# Heroes

## Marshal 75 Gold Crowns to Hire

A Marshal is a man dedicated to upholding the laws of the land and the punishment of those that would flout them. Individualistic and independent, they nevertheless understand the merit of taking backup with them into the foul depths of Mordheim. Masters in the use of pistols they are deadly opponents at range, said to be able to shoot a snotling off a toadstool at 100 paces.

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

### SPECIAL RULES

**Leader:** Any warrior within 6" of the Marshal may use his Leadership when taking Leadership tests.

---

## Magistrate 0-1 45 Gold Crowns to Hire

When on an extended campaigns Marshals will sometimes be accompanied by a Magistrate, an official of the Imperial court, in order to expedite the legal process; in this way arrest and death warrants can be drafted and served as and when they are needed.

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

### SPECIAL RULES

**Indictment:** At the start of the game the Magistrate may mark one enemy model as Wanted. Upon taking a Wanted enemy out of action in close combat a friendly Posse member who took part in the combat may elect to take the model captive. The captured model is then assumed to be escorted by the Posse member that took it out of action for the remainder of the game. Should the game end with the Wanted enemy still in the hands of the Posse then he is taken prisoner, exactly as if the 'Captured' result had been rolled on the post-game injury chart. If the friendly escort is also taken out of action then the captured model gets away and rolls on the post-game injury chart as normal.

---

## Ranger 0-3 40 Gold Crowns to Hire

Rangers are trusted men who have been enlisted on a long-term basis by the Marshal in order to aid him in his endeavours. The combination of months of living a rough life on the road and deadly encounters with bandits and highwaymen has toughened these men into hardened fighters.

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

### Special Rules

**Bowie Knife:** Rangers each carry a large-bladed fighting knife in place of a dagger and are well trained in its use. Dagger attacks from Rangers do not suffer the negative armour penalty affecting normal daggers. Note that this does not affect additionally purchased daggers, only the standard dagger they begin with.

---

## Old Man 0-1 45 Gold Crowns to Hire

It is rare for a Marshal's associates to remain with him for long, much less survive very many of the dangerous situations in which they place themselves. Occasionally due to a strong sense of duty, and more than their fair share of luck, an individual will survive and decide to dedicate his services to the aid of the Marshal. After years of accompanying the Marshal a bond may form between the two, and while not as quick as he used to be the old man is nevertheless a crack shot with a rifle.

M	WS	BS	S	T	W	I	A	Ld
3	3	5	2	3	1	2	1	6(8)

### Special Rules

**Marshal's Deputy:** As long as the Marshal is still alive the Old Man receives +2 to his Leadership value. If the Marshal is killed then the Old Man will lose this bonus and Hate whichever model caused his death for the entirety of the campaign.

**Aged Veteran:** The Old Man has seen countless battles in his life, as such he begins the campaign with one random permanent injury from the injury list. Re-roll any results of Dead, Robbed, Sold to the Pits, Bitter Enmity, Full Recovery and Survives. However, he also begins with a skill chosen from the one of the skill lists available to him.

**Old Dog, New Tricks:** The Old man is rather set in his ways, to represent this he accumulates experience at half rate.

# Henchmen

## Bailiff 30 Gold Crowns to Hire

When judicial duties require a Magistrate's attention away from his court he will travel under the protection of his Bailiffs. Ordinarily these gruff but professional warriors serve as guards and security for the courthouse and home of the Magistrate as well as collecting fines owed to the court, or hobbling those that can't pay.

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

---

## Night Watchman 25 Gold Crowns to Hire

Night Watchmen are local citizenry who have volunteered their time to patrol the streets at night, keeping a watchful eye out for wrong-doings and miscreants. With reports of children mysteriously going missing from the settlements surrounding Mordheim, and talk of strange cults circulating, the number of citizens joining the watch has increased dramatically. A Marshal will often recruit several of these enthusiastic men as he rides through the towns and villages in tireless search of fugitives.

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

**Equipment:** Lantern

---

## Wilderness Tracker 0 -2 40 Gold Crowns to Hire

To those unfamiliar with the land a local guide is an invaluable asset. Hunters and woodsmen find excellent employment with law men, the bounty on some criminal's heads being worth more than they would earn from furs in a year. In these dire times, lured by the promise of wealth, some are even taking to selling their skills as trackers in the cursed city of Mordheim.

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

### Special Rules

**Expert Tracker:** Raised in the wilder regions of the Empire, a lifetime of hunting has given these rugged trackers a keen eye. During the Exploration phase of the campaign if the posse contains at least one Tracker then the player may add or subtract 1 from the value of one dice,

**Loner:** Used to surviving alone in the harsh wilderness for weeks at a time Trackers are not troubled by solitude and so do not have to take All Alone tests.

Hans frantically ran through the debris-filled back alleys of what looked to have once been the market district, chancing an occasional furtive glance over his shoulder. Their string of grisly raids on travelling merchant wagons, while extremely lucrative, had made his small gang known to the authorities back in Talabecland. The gang's subsequent escape had led them to Ostermark and upon reaching the looming gates of Mordheim and hazarding their way through the destruction of the city they had managed to set up a relatively secure hideout in an old tavern, believing themselves safe here from any comeuppance for their deeds. That was until several armed men had appeared outside their hideout with weapons drawn, proclaiming to represent the law. How they tracked him down he had could not fathom but Hans barely had time to grab his pistol and leap out the rear window of the building before hearing the law-men open fire on the rest of his gang.

The maze of tight alleyways branched off in every conceivable direction. Hans chose his paths at random in a desperate attempt to throw any would-be chasers off of his trail. A smile began to spread across his face. In all his days of banditry and highway robbery he had always somehow managed to evade capture. Among the criminal underworld of Talabecland rumours had spread that he was blessed by the Thief-God Ranald himself. Distracted momentarily by his thoughts of divine favour Hans noticed too late the stranger standing in the middle of the road ahead, a long coat flapping around him in the wind. As he made to run across the road towards another maze of cobbled back-streets a fearsome blast from the gun in the stranger's hand send him sprawling across the cobbles of the thoroughfare, the bullet having shattered his left leg.

Hans looked up at the approaching figure. From beneath the shadow of his wide brimmed hat that almost completely obscured the strangers face came a gravelly voice. 'Hans Krieger?'. Like a cornered animal instinct compelled Hans to attack even in his wounded state, in a split second his hand was upon his pistol. A second blast from the stranger's weapon made sure the pistol never left Hans' belt.