



Imperial Naval Contingent

Mordheim, once a bustling hub of commerce and travel is situated on the River Stir and is accessible by ship, not the big Imperial Warships, but by smaller vessels in the Empire's service. Corvettes and Transports, mostly. In the past, the Imperial Navy has dispatched ships of this kind to provide aid and support of this most eastern of the Empire's defenses. Now that the City of Mordheim no longer exists, the Navy does its part defending the border in other ways.

Crewed by the finest of the Empire's sailors, even these ships can muster a small fighting force: The Imperial Naval Contingent. Well trained and well armed, these fighting men can handle themselves in any situation.

Special Rules

Due to the rigors of training and the physical design of a sailing ship, all heroes and henchmen, except Plebes, have a special skill when climbing ropes, ladders or walls.

Scale Sheer Surfaces: A warrior with this skill can scale even the highest wall or fence with ease. He can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.

Choice Of Warriors

An Imperial Naval Contingent must include a minimum of six models. You have 500 gold crowns to recruit your initial warband.

The maximum number of warriors in the warband may never exceed 16.

Captain: Each Imperial Naval Contingent must have one Captain, no more, no less!

Petty Officer: Your warband may include up to two Petty Officers.

Ensign: Your warband may include up to three Ensigns.

Marine: Your warband may include up to four Marines.

Seamen: Your warband must include a minimum of two Seamen.

Plebe: Your warband may include up to five Plebes

Starting Experience

Captains starts with 20 experience.
Petty Officers start with 8 experience.
Ensigns start with 0 experience.
Marines start with 0 experience.
Seamen start with 0 experience.
Plebes start with 0 experience.

Imperial Naval Contingent Skill Table

	Combat	Shooting	Academic	Strength	Speed
Captain	✓	✓	✓	✓	✓
Petty Officer	✓	✓	✓	✓	✓
Ensign	✓	✓	✓	✓	✓
Marine	✓	✓		✓	✓
Seamen	✓			✓	✓
Plebe	✓				✓

The following lists are used by the Imperial Naval Contingent to pick their weapons:

Heroes List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Halberd	10 gc

Missile Weapons

Pistol	15 gc (30 for a brace)
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Armour

Light armour	20 gc
Buckler	5 gc
Helmet	10 gc

Henchmens List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Sword	10 gc

Missile Weapons

Crossbow	25 gc
Blunderbuss	30 gc
Handgun	35 gc (Marines only)

Armour

Light armour	20 gc
Buckler	5 gc
Helmet	10 gc

Heroes

1 Captain

60 gold crowns to hire

A Navy Captain is a tough professional warrior, a man who will fight to protect his ship and crew.

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

Weapons / Armour: A Navy Captain may be equipped with weapons and armour chosen from the Heroes List.

SPECIAL RULES

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

0-2 Petty Officer

35 gold crowns to hire

A Petty Officer knows each and every man under his command and he cares for their welfare. They respect him for it.

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

Weapons / Armour: A Navy Captain may be equipped with weapons and armour chosen from the Heroes List.

SPECIAL RULES

Leader: Any warrior within 6" of the Petty Officer may use his Leadership characteristic when taking Leadership tests.

0-3 Ensign

30 gold crowns to hire

An Ensign teaches all he knows to all under his command.

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

SPECIAL RULES

Once per game an Ensign grants a dice reroll for any subordinate within 6".

Weapons / Armour: A Navy Captain may be equipped with weapons and armour chosen from the Heroes List.



Henchmen



0-4 Marines

25 gold crowns to hire

Marines are the marksmen of the navy. They are expert in both all missile weapon and close combat.

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

Weapons / Armour: A Marine may be equipped with weapons and armour chosen from the Imperial Naval Contingent list.

2+ Seamen

20 gold crowns to hire

Seamen are the workers of the navy, and may be assigned to do any job on board ship. They are all taught each other's jobs.

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

Weapons / Armour: Seamen may be equipped with weapons and armour chosen from the Henchmen's List.

SPECIAL RULES

Seamen operate as a unit. As such each model must be within 2" of any other model in the unit.

If an Ensign is within 2" of a unit of Seamen, they gain a -1 to any Leadership test they make.

0-5 Plebes

10 gold crowns to hire

Plebes are fresh off the farm and learning the ropes, so to speak.

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

SPECIAL RULES

Plebes operate as a unit. As such each model must be within 2" of any other model in the unit.

If an Ensign is within 2" of a unit of Seamen, they gain a -1 to any Leadership test they make.