



Cult of Shallaya

Plague Wardens

The Plague Wardens are a radical sect within the cult of Shallaya; still devoted to healing the sick, but rather than the universal mercy of the wider cult the Plague Wardens seek to destroy the sources of disease with surgical attacks. The contradiction between their methods and their oaths to Shallaya to do no harm causes the Wardens deep turmoil, although none more so than the Priests of Shallaya that sometimes accompany the bands. Despite their inner conflict, the Wardens often do more good than harm, preventing wider outbreaks of disease, even if their methods can be horrifying. Plague Wardens impose severe restrictions on how they arm themselves; seeking to do no more harm than they must. Strange non-lethal weapons make up many of their tools, and edged or ranged weapons are generally reserved for use by those with the medical training to understand the damage they do.



The ruins of Mordheim are a hotbed for disease, with refugees carrying maladies out into the wider body of the Empire, worse still rumours of necromancy, possession, and even the hated carnivals of Nurgle abound in the cursed city. Several bands of Plague Wardens have taken it upon themselves to attempt to lance the corruption at the heart of the city.

Special Rules

Cleanse the Plague!

All Medics Hate all Nurgle aligned warriors.

Oath of Shallaya

Any non-Nurgle warriors suffering a Dead result when rolling for serious injuries after fighting a plague warden gang may re-roll that result if they first roll a 5+.

Nurgle aligned warriors taken out of action by Medics must roll twice and pick the lowest result **if they lose** to a Plague Warden warband.

Hired Swords

Plague Wardens may hire any Hired Swords available to human Mercenary Warbands.

Choice of Warriors

A Plague Warden warband must include a minimum of three models. You have 500 gold crowns available to spend.

The maximum number of warriors in the warband may never exceed 14.

Chirurgeon: Each Plague Warden Warband must have one Chirurgeon: no more, no less.

Plague Doctors: Your Warband may include up to three Plague Doctors, one of whom may be a Torch Bearer.

Priest of Shallaya: Your warband may include one Priest of Shallaya.

Orderlies: Your warband may include no more than three Orderlies.

Cleansed: Your warband may include no more than three Cleansed.

Devotees: Your warband may include any number of Devotees.

Scent Hounds: Your warband may include no more than five Scent Hounds.

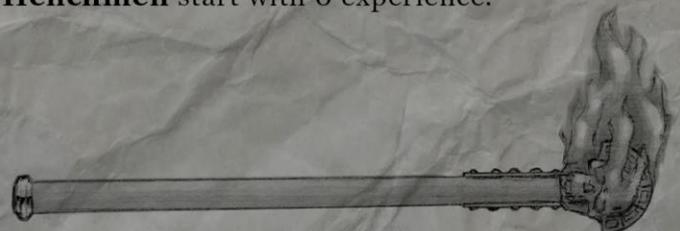


Starting Experience

Chirurgeons start with 20 experience.

Plague Doctors and **Priests of Shallaya** start with 8 experience.

Henchmen start with 0 experience.



Plague Wardens Skill Table

	Combat	Shooting	Academic	Strength	Speed
Chirurgeon	✓	✓	✓	✓	✓
Plague Doctor	✓	✓	✓	✓	✓
Priest of Shallaya			✓	✓	✓

Plague Wardens Equipment List

The following Lists are used by Plague Warden warbands to pick their equipment

Medic Equipment List

Hand to Hand Combat Weapons
 Dagger.....1st free/2gc
 Axe.....5gc
 Sword.....10gc
 Spear.....10gc
 Whip.....10gc

Missile Weapons
 Duelling Pistol (single, never a brace)..30gc
 Crossbow Pistol.....35gc

Armour & Miscellaneous Items
 Light armour.....20gc
 Buckler.....5gc
 Shield.....5gc
 Plague Mask.....7gc
 Tears of Shallaya.....15gc
 Healing Herbs.....30gc

Torch Bearer Equipment List

Hand to Hand Combat Weapons
 Ritual Torch.....20gc

Ranged Weapons
 Incendiary Hand Mortar.....25gc

Orderly & Cleansed Equipment List

Hand-to-Hand Combat Weapons
 Club.....3gc
 Heavy club.....10gc
 Catch pole.....10gc

Ranged Weapons
 Net.....5gc

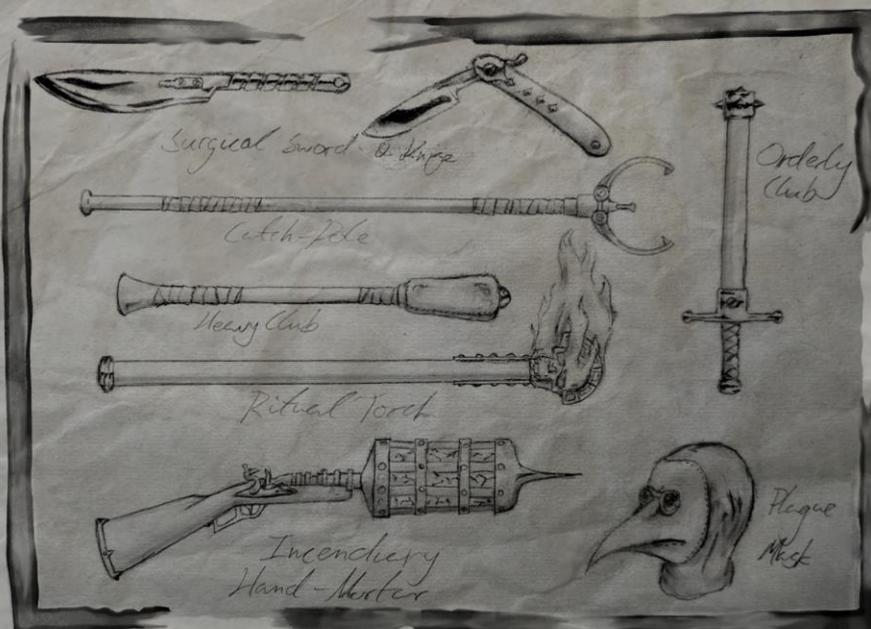
Armour
 Buckler.....10gc
 Light Armour.....20gc

Devotee Equipment List

Hand-to-Hand Combat Weapons
 Dagger.....1st free/2gc
 Club.....3gc
 Spear.....10gc
 Two handed weapon.....15gc

Ranged Weapons
 Sling.....2gc
 Net.....5gc

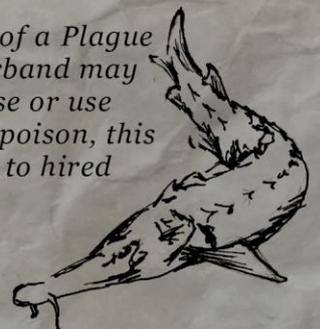
Armour
 Shield.....10gc



Restrictions

Plague Wardens use their pistols to give mercy to suffering patients; as such they never need more than one, and may not purchase a brace of pistols.

No member of a Plague Warden warband may ever purchase or use any form of poison, this also extends to hired swords.



1 Chirurgeon

60 Gold Crowns to hire

Chirurgeons are the most pragmatic and capable members of the plague warden order, having dedicated their lives to purging the empire of contagions and miasmas scourging the populace. They are grim crusaders; knowing that every life they take for the greater good takes them a step further from their god.

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

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

Special Rules

Leader: Any Warrior within 6" of the Chirurgeon may use their Leadership value when taking Leadership Tests

Medic: The Chirurgeon is a Medic and *hates* all Nurgle aligned models

0~3 Plague Doctors

35 Gold Crowns to hire

Walking the fine line between doctor and executioner, plague doctors are skilled medics and lay members of the Cult of Shallaya. The most fatalistic members of the order may become Torch Bearers; taking on the sacred duty of purging centres of corruption with cleansing fire; these men and women are riven by inner turmoil but never let a flicker of emotion cross their stony faces, knowing that their task must be completed

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

Weapons/Armour: A Plague Doctor may be equipped with weapons and armour from the Medic Equipment list. A Torch Bearer may also be equipped items from the Torch Bearer Equipment List.

Special Rules

Torch Bearer: One Plague Doctor may be upgraded to Torch Bearer, exchanging medic list for Torch Bearer list. A Torch Bearer must have either a Ritual Torch and/or Incendiary Hand Mortar.

Medic: Plague Wardens and Torch Bearers are Medics and *hate* all Nurgle aligned models

0~1 Priest of Shallaya

25 Gold Crowns to hire

Wandering priests of the Cult of Shallaya are often found with plague wardens, the supreme effort of channelling their god's power when their vows are constantly being broken leaves them haggard and hollow eyed. Those members of the cult who have travelled to Mordheim have found their abilities stronger than ever despite their oath breaking, suddenly able to cleanse the infected and mend flesh with a touch.

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

Weapons/Armour: A Priest of Shallaya may be equipped with weapons and armour from the Medic Equipment list, however they may only every be equipped with a single knife and healing items.

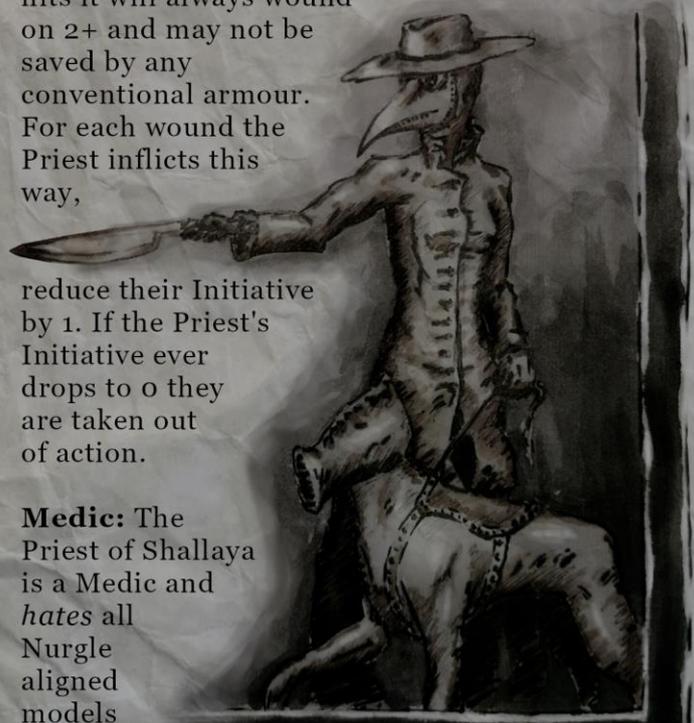
Special Rules

Healing Hand - Difficulty 5: One model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of wounds. In addition, if any friendly models within 2" are *stunned* or *knocked down*, they immediately come to their senses, stand up, and continue fighting as normal.

Cleanse the corrupted: instead of attacking normally, when attacking any Nurgle, clan Pestilens, Possessed (only The Possessed warrior type) or Undead model the Priest may make a single Cleansing attack. If this attack hits it will always wound on 2+ and may not be saved by any conventional armour. For each wound the Priest inflicts this way,

reduce their Initiative by 1. If the Priest's Initiative ever drops to 0 they are taken out of action.

Medic: The Priest of Shallaya is a Medic and *hates* all Nurgle aligned models



Henchmen

(Bought in groups of 1-5)

0-3 Orderlies

35 Gold Crowns to hire

Orderlies are imposing lay members of the cult, responsible for restraining patients with a minimum of injuries. They are patient and calm, but as skilled with a club or catch-pole as a veteran soldier is with their sword.

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

Weapons/Armour: An Orderly may be equipped with weapons and armour from the Orderly & Cleansed Equipment list.

Special Rules

Subdue: Orderlies wield blunt weapons with the finesse of a master swordsman. They may re-roll all missed attacks if they are using a club in the hand-to-hand phase of the turn they charge. Note this bonus only applies to a normal club/hammer/mace, not a heavy club.

0-3 Cleansed

40 Gold Crowns to hire

Those healed of the worst afflictions may become utterly devoted to the task of the Wardens; having stared a slow death in the face they are devoid of fear and their ravaged bodies left inured to pain.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	4	4	1	3	1	10

Weapons/Armour: A Cleansed may be equipped with weapons and armour from the Orderly & Cleansed Equipment list.

Special Rules

Faced Death: Cleansed no longer fear death, or much of anything. They never have to test for fighting alone.



Devotees

15 Gold Crowns to hire

Many in the old world lose everything to epidemics sweeping through their villages.

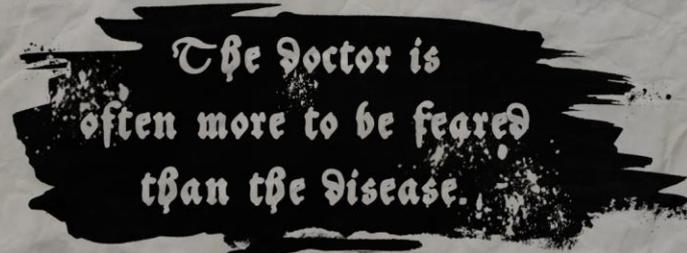
Wracked with survivor's guilt or believing that Shallaya spared them for a purpose, they abandon their corpse-ridden homes to try protect others from the fate that took their kith and kin.

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

Weapons/Armour: Devotees may be equipped with weapons and armour from the Devotee Equipment list, However no more than half the Devotees in your warband (rounding up) may be equipped with Slings

Special Rules

Refugees: due to their haphazard armaments no two Devotees in a group may be equipped the same.



0-5 Scent Hounds

15 Gold Crowns to hire

Plague Wardens regularly use specially trained hunting dogs; whilst they may be less ferocious than the warhounds of Witch Hunters, their ability to find corruption is invaluable to the cause. The modified plague masks blind or blinker their sight so they have to rely on their sense of smell to a greater degree.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	3	3	1	4	1	5

Weapons/Armour: Scent Hounds never use or need weapons or armour.

Special Rules

Trackers: Scent Hounds have carefully a trained sense of smell. Hounds spot Hidden enemies from twice as far away as other warriors (i.e. twice their Initiative value in inches).

Special Weapons & Equipment

Plague Mask

7 Gold Crowns

Availability: Common (Plague Wardens Only).

Heavy toughened leather masks, with bone and steel structures to protect the face and sweet smelling herbs filtering air to counter evil miasmas. They offer a good degree of protection to the face and head without weighing the wearer down.

Special Rule

Avoid stun: A model that is equipped with a plague mask has a special 5+ save against being *stunned*. If the save is made treat the *stunned* result as *knocked down* instead. This save is not modified by the opponent's strength.

Whip

10 Gold Crowns

Availability: Common (Plague Wardens Only)

Made from woven strips of the hardest and most abrasive animal hide, The long whips of the Plague Wardens are perfect for cowing the infected masses when cruel medicines are required.

Range	Strength	Special Rules
Close Com	As user	Cannot be Parried, Whipcrack

Special Rules

Cannot be parried: Attempts to parry the flexible whip are futile. A model attacked by a whip may not make parries with swords or bucklers.

Whipcrack: When the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

Heavy Club

10 Gold Crowns

Availability: Common (Plague Wardens Only)

Large two-handed cudgels that can be wielded with surprising swiftness and brutal effectiveness by a skilled surgical assistant.

Range	Strength	Special Rules
Close Com	As user +1	Concussion, Two-handed

Special Rules

Concussion: Heavy clubs are excellent at rendering your enemy or patient senseless. When using a heavy club, a roll of 2-4 is treated as stunned when rolling to see the extent of a model's injuries.

Two-handed: As a heavy club requires two hands to use, a model using a heavy club may not use a shield, buckler or additional weapon in close combat.

If the model has a shield they still gets a +1 bonus to his armour save against shooting.

Catch-Pole

10 Gold Crowns

Availability: Common (Plague Wardens Only)

Adapted from tools used in hospitals and asylums by the Orderlies, these strange weapons can restrain an opponent before they get close enough to attack.

Range	Strength	Special Rules
Close Com	As user	Concussion, Strike First, Unwieldy, +1 Enemy armour save

Special Rules

Concussion: Catch-poles can quickly and easily immobilise an opponent. When using a catch-pole, a roll of 2-4 is treated as stunned when rolling to see the extent of a model's injuries.

Strike first: A warrior with a catch-pole strikes first in the first turn of hand-to-hand combat.

Unwieldy: A warrior with a catch-pole may only use a shield or a buckler in his other hand. They may not use a second weapon.

+1 Enemy armour save: Catch-poles are not the best weapons to use for penetrating armour. An enemy wounded by a catch-pole gains a +1 bonus to their armour save, and a 6+ armour save if they have none normally.

Plus
Boni
quam
Nali





Torch Bearer Weapons

Ritual Torch

20 Gold Crowns

Availability: Common (Plague Wardens Only).

The surest way to cleanse a plague pit is with fire and your own hands. The ritual torch is a long, heavy steel club, filled with a deep well of oil to keep its flame burning for many hours.

Range	Strength	Special Rules
Close Com	As user+1	Burning, Unwieldy

Special Rules

Burning: A Ritual Torch is constantly aflame, its blows showering opponents in burning fuel. When rolling to wound with a Ritual Torch you may re-roll any failed wound rolls.

Unwieldy: A warrior with a ritual torch may only use a shield or a buckler in his other hand. They may not use a second weapon.

Incendiary Hand-Mortar

30 Gold Crowns

Availability: Common (Plague Wardens Only).

Torch Bearers may use an extensively modified hand-mortar; loaded with a brazier of burning coals and sanctified oils, to send cleansing flame deep into the most heinous dens of corruption.

Range	Strength	Special Rules
16"	4	Blast, Fire once, Move or fire, Save modifier

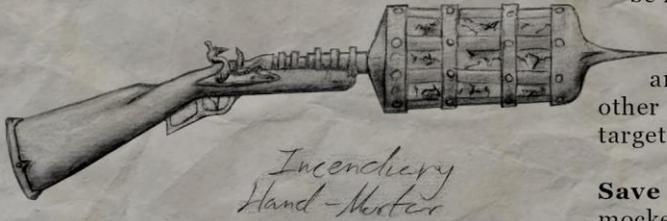
Special Rules

Blast: Place a 40mm round base touching the base of the target model. Every model whose base that is in contact with the 40mm base is also hit by the shot. If the wielder rolls a 1 to hit they suffer an S3 hit with no save modifiers.

Fire once: It is impractical to carry more than one incendiary shell, as such it may only be fired it once per battle.

Move or fire: You may not move and fire a hand-mortar in the same turn, other than to pivot on the spot to face your target or stand up.

Save modifier: Incendiary shells make a mockery of armour. A model wounded by a hand mortar must take its armour save with a -2 modifier.



Incendiary Hand-Mortar

"Well, I didn't like the ones who bought up the horses, but who am I to comment on a lord's staff?" a stout and ruddy confided, louder than he intended, as he leaned over the bar to refill his jug. The landlord tilted his head in acknowledgement, wiping up the growing spills.

"Head to toe in black and leather, looking like some hell-birds. Nervous lawyers behind and all the town behind silent. It was eerie. But they wanted every horse in the area for this tournament. No idea when it's going to be but am I turning down three times the value, even for the most clapped out donkey?"

"What do they want with a load of broken old cart horses then, I wonder. For a lord's joust?" the landlord mused, as he reached for another glass. As his back turned the tavern door but open, the wood tables and chairs shaking as ashen-faced town guards piled into the room.

"ALL MEN TO THE TOWN'S PERIMETER. FIRES, LADS. FIRES! The bridges, the walls, the gates, ALL UP!"

"No horses....." rasped the landlord. "No escape."

Campaign Notes

A Plague Warden armed with a crossbow pistol and a duelling pistol may use them both together with the Pistolier skill. Plague Warden Medics using the Weapon Training skill may only learn to use crossbows and variants, and the Hochland long rifle.

For any campaign events treat Plague Wardens as Witch Hunters, unless there is alcohol involved in the event; Plague Wardens often drink heavily to numb the horrors they've seen and committed, and must test for these events as a human Mercenary Warband would.

Hired Sword

Cleansed Knight

35 gold crowns to hire +18 gold crowns upkeep

Warrior nobles afflicted with incurable diseases will occasionally undertake death quests, seeking a swift death in battle or supernatural healing rather than a slow decline. Even if cured by powers like those wielded by the priests of Shallaya, these cleansed knights will often feel unable to return to their homes; their scarred bodies still carrying the marks of the contagion that once claimed them. With no chance to reclaim their place in society cleansed knights cover their ravaged forms and hide their identities, devoting their final days to hunting terrible monsters and fighting for lost causes

May be Hired: Any human Warband not aligned with chaos may hire Cleansed Knights

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	4	1	3	1	10

Rating: A Cleansed Knight increases the warband's rating by +17 points plus 1 point for each Experience point he has. (Plus a further one if he is bought a second hand weapon.)

Skills: A Cleansed Knight may choose from Combat, Speed and Strength skills when he gains a new skill.

Equipment: Light armour, helmet, shield, crossbow pistol, either a sword or a whip and any number of knives.

If the Cleansed Knight learns the Weapons Training skill you may buy either a whip or sword (whichever they do not currently have) at your own cost, adding one to the increase in warband rating. The new weapon may never be taken back from the knight, and becomes a permanent part of their equipment.

Special Rules

Forlorn Hope: Cleansed Knights believe they cannot retake their place in society, and seek to die for a cause. They are completely immune to all psychology and will never need to test if they are fighting alone.

Suicidal Onslaught:

if a Cleansed Knight is ever taken out of action whilst in base to base contact with an enemy model, they may immediately attack as though it was their turn in the close combat phase. They may only make this attack if they have not already attacked this turn. This attack occurs even if they are knocked down or stunned.

Beware
the
Enemy
Within



Plague Warden Miniatures



Surgeon



Plague Doctor

Chirurgeons & Plague Wardens have access to a wide range of unusual weaponry.

Priest of Shallaya

Priests of Shallaya are able to reliably heal warriors, making even the weakest fighters a tenacious threat.



Torch Bearers



Incendiary Hand-Mortar (left)
Ritual Torch (Right)



Orderlies

Orderlies are highly skilled warriors in hand to hand combat.



Scent Hounds



Cleansed



Heavy Club (left)
Catch-Pole (Right)

Cleansed are the most physically powerful fighters in the Plague Warden Warband.



Devotees

Devotees are armed with an array of different weapons, making them a versatile support for your heroes.



Cleansed Knight

Cleansed Knights are heavily armed Hired Swords, left injured to pain by the ravages of disease.



Orderlies can be relied upon to restrain even the most dyspeptic patients.



Nurgle daemons are the most dangerous enemy that plague wardens must face.



Plague Wardens use Scent Hounds to root out corruption.



The Cleansed often cover themselves head to foot, to hide the damage caused by their diseases.



Converting a Cleansed with a Catch-pole



The Cleansed are based on Frostgrave Cultists, with a spear from a Dark Elf to form the shaft of the Catch-pole, and a plastic ring for the head.

The arms are cut in several places to allow them to be posed thrusting the weapon. Cut a small section from the ring and drill a hole through the opposite side and into the head of the shaft fit a pin.

The head and body are cleaned and glued to fit the direction of the weapon thrust.

The arms are then glued into place, taking care to line the hands up for when the centre of the shaft of the weapon is added. Pins may be needed to support the weapon head.

Assemble the head of the Catch-pole ready to attach. The centre of the shaft is trimmed to fit then it and the head are glued into place.



Plague Wardens battle one of Nurgle's hateful carnival troupes.

Design Notes
 Plague Wardens based on the Witch Hunter warband from the main rules; their main differences are in a range of unusual weaponry and a greater potential for warriors to work synergistically, such as using Scent Hounds to root out hidden enemies for your Medics to cure. The Plague Warden warband pictured here has been converted from a range of Warhammer and other miniature ranges; most usefully Frostgrave Cultists. If you don't want to convert models there are a number of plague doctor miniatures to supply your warband.