

Left, behind the tree, duck under that low-slung branch, quick behind the stone. Breathe. Blast. He could hear the cackling, maniacal laughter still. They were not far behind.

In the underbrush, something exploded with a "whumpf." The rabbit's death started a tittering and giggling, echoing through the trees. No time then, they were hot on his heels. Time for running.

Too many, they were too many. "Scout the tower," he had said. "You're quick, they will not see you," he had said. The dwarf had been ... mistaken. One little duel with a guard, one small leap from a chandelier, one tiny running-through of a demonic servant, one little dive out of a tower window... and the whole world would chase you, it seemed.

It was a good thing he was good at running. His years of training as a courier had proven useful.

He ran. Whisper-quick through the brush, around trees, vaulting stones, leaping brooks.

He ran. Nary a jingle from the manacles at his belt, not a flash from the sword at his side.

He ran. Past the shadows of wolves, past the wings of ravens..

He ran, until the world brought him to a halt. Water cascaded over the cliff before him, plunging down to a crystal spray at the rocks below, a noisy stream joining the languid River Stir far below. The wind flew here, soaring out into an ocean of sky, whilst the water plummeted. There was nowhere to run. The demonic minion of that villainous tower pursued him still, unerringly. He could hear its insane tittering grow louder as the beast and its master approached. He turned, ready to stare death in the face, eye to eye, with the wind dancing at his back.

The branches parted, and he set his shoulders. There, across the brook, stood his enemy, the nemesis who had chased him down. A tireless demonic hound, all claws, scales and tentacles. A nameless monstrosity, from beyond the stars, from outside time and space

itself. And there at its side, grinning in victory, was its professed master.

"I'm afraid there was no need for the run. You'll not need exercise much longer, lawman." The villain brushed the leaves from her dark leathers. "You see, there is nowhere left to run. Your blood will serve only to strengthen my power, and to tighten my grip over this pitiful woods."

He looked at her face, perhaps once beautiful, but now showing unsightly signs of grey, like a leper undiscovered. He set his feet firmly against the stones, and put his hand to the hilt of his sword. The roar of the waterfall was but a quiet rumble from this height.

"A duel is it, you pathetic little man? Do you think to threaten me?" Her laugh pealed out like cracked bells, ringing with madness. "Very well."

She pulled a long and wicked dagger from its place at her belt. Its sinuous length was caked with blood and rust long uncleaned. One scratch could be fatal - oh, not soon, but eventually. Slowly. She giggled, held the dagger out in a duellist's hold. Who had she been then, before falling to the lure of easy power?

He nodded.

As she took a step forward, he drew his weapon. Not the blade. Not here. Her eyes widened in surprise as the crossbow's deadly point swung towards her. He ignored the demon - if he could but slay its master.... She lunged as he released the catch. She shouted as he pulled the trigger, as the string flew straight, as the silver-shod quarrel rocketed forward with the force of a dozen bowmen... as he jumped.



Ostermark Roadwardens

When their former capital of Mordheim was struck by the comet, the resulting destruction of the province's central government and the death of the ruling family led the remaining towns and villages of Ostermark to band together and form a new semi-democratic government which would later become known as the League of Ostermark. This took years, during which the only law was whatever each township or village or shire could enforce.

Patrolling the fraught and dangerous highways of the Empire, Roadwardens are dour men of the sternest courage. Solitary figures, they range far and wide, in all weathers. They are hardened and brutal fighters, uncompromising and without any martial code, they give no quarter as they expect none to be given in return. Their skill lies with the crossbow, with which they are excellent hunters and deadly marksmen. Highwaymen, deviants and bandits are their common quarry, safety of the roadways their charge and they execute both with deliberate and unswerving severity.

Hired Swords: The Ostermark Roadwarden warband may only be accompanied by mounted Hired Swords. This includes the Freelance Knight from the Mordheim Rulebook, the Roadwarden from the Empire In Flames supplement, and the Halfling Knight from Fanatic Online, for example. The Roadwarden Hired Sword can be initially hired for 10 gold crowns less than usual, as calling in support can easily be done by sending a courier (thus 30 gold crowns), but as Roadwardens each have such a wide territory to patrol, inducing him to stay is more difficult by 5 crowns per game (thus 25 gold crowns upkeep). The Highwayman keeps himself a safe distance from any representatives of the law and so may *not* be hired.

Choice of warriors

An Ostermark Roadwardens warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12. Roadwardens are not limited to two horses.

Remember that a horse increases a warband's rating by +3 points, and a warhorse by +5 points.

Warden: Each Roadwardens warband must have one Warden; no more, no less!

Reeves: Your warband may include up to 2 Reeves.

Couriers: Your warband may include up to 2 Couriers.

Chasseurs: Your warband may include up to 5 Chasseurs.

Grooms: Your warband may include up to 2 Grooms.

Angry Mob: Your warband may include any number of members of an Angry Mob.

Starting experience

The Warden starts with 20 experience. Reeves start with 8 experience. Couriers start with 0 experience. All Henchmen start with 0 experience

skill tables

Warden: *Combat, Shooting, Strength, Speed, Cavalry*
Reeve: *Combat, Shooting, Strength, Cavalry*

equipment lists

Courier: *Combat, Shooting, Academic, Cavalry*
The following lists are used by Roadwarden warbands to pick their equipment:

Hand-to-hand combat weapons

Dagger 1st free/2 gc
Hammer.....3 gc

Axe5 gc
Horseman's Hammer.....12 gc
Spear.....10 gc
Sword10 gc

Armour

Barding (Warhorse Only).....50 gc
Buckler5 gc
Heavy Armour30 gc
Helmet10 gc
Light Armour15 gc
Shield.....5 gc

Missile weapons

Crossbow25 gc
Crossbow Pistol35 gc

Courier Missile weapons

Throwing Knives15 gc
Crossbow Pistol35 gc
Shortbow5 gc

Angry Mob weapons

Pitchfork (as spear)10 gc
Torch (perpetual).....5gc



1 Warden

85 Gold Crowns to hire

Hard-bitten men with a difficult role, the Roadwardens are part knight, part detective, part sheriff, striving to bring order to the benighted Province of Ostermark.

Profile M4 WS3 BS4 S3 T3 W1 I4 A1 Ld8

Weapons/Armour: The Warden may be equipped with hand-to-hand weapons and armour chosen from the Roadwardens' equipment list. The Warden comes with a Riding Horse. This may be upgraded to a Warhorse for an additional +40 gc.

SPECIAL RULES

Leader: Any warrior within 6" of the Warden may use his Leadership characteristic when taking a Leadership test.

Ride: The Warden has the Ride Horse and Ride Warhorse skills as detailed in the Blazing Saddles article.

0-2 Reeves

60 Gold Crowns to hire

Reeves tend toward hard-bitten veterans of their shires and villages. Eager to prove their skills, they readily sign up with the Roadwardens for dangerous missions requiring speed and bravery.

Profile M4 WS3 BS4 S3 T3 W1 I3 A1 Ld7

Weapons/Armour: Reeves may be equipped with hand-to-hand weapons, missile weapons, and armour chosen from the Roadwardens' Equipment List. Reeves come with a Riding Horse which may be upgraded to a Warhorse for an additional +40 gc.

SPECIAL RULES

Ride: Reeves have the Ride Horse and Ride Warhorse skills as detailed in the Blazing Saddles article.

0-2 Couriers

40 Gold Crowns to hire

Accustomed to riding and running fast over long distances, Empire couriers are an obvious choice to include in raids and expeditions. Less experienced at fighting, they need to learn quickly or risk falling to the wayside.

Profile M4 WS2 BS2 S3 T3 W1 I3 A1 Ld6

Weapons/Armour: Couriers may be equipped with hand-to-hand weapons and armour chosen from the Roadwardens' Equipment List. They may be equipped with missile weapons from the Couriers' Missile Weapon List. Couriers come with a Riding Horse.

SPECIAL RULES

Ride: Couriers have the Ride Horse skill as detailed in the Blazing Saddles article.



0-5 Chasseurs

55 Gold Crowns to hire

Skilled at firing from the saddle, these men are regarded as the finest young prospects of their towns and villages. Deputized by the Warden, Chasseurs provide vital missile cover for the band.

Profile M4 WS2 BS4 S3 T3 W1 I3 A1 Ld7

Weapons/Armour: Chasseurs may be equipped with hand-to-hand weapons, missile weapons, and armour chosen from the Roadwardens' Equipment List. Chasseurs come with a Riding Horse.

SPECIAL RULES

Ride: Chasseurs have the Ride Horse skill as detailed in the Blazing Saddles article.

0-2 Grooms

50 Gold Crowns to hire

Unskilled in the ways of war, often the sons and daughters of blacksmiths and coachmen, nevertheless these youngsters have an empathy with the steeds, and so Grooms have a vital part to play in their party.

Profile M4 WS3 BS2 S3 T3 W1 I3 A1 Ld6

Weapons/Armour: Grooms may be equipped with hand-to-hand weapons and armour chosen from the Roadwardens Equipment List. They may be equipped with missile weapons from the Couriers' Missile Weapon List. Grooms come with a Riding Horse.

SPECIAL RULES

Ride: Grooms have the Ride Horse skill as detailed in the Blazing Saddles article.

Horse Handling: Grooms have the Animal Handling skill as detailed in the Blazing Saddles article.

Angry Mob

20 gold crowns to hire

Rousing the local villagers of whatever area they patrol, Roadwardens easily earn the loyalty and assistance of those they are sworn to protect.

Profile M4 WS2 BS2 S3 T3 W1 I2 A1 Ld6

Weapons/Armour: Angry Mob members may be equipped with hand-to-hand weapons chosen from the Angry Mob section of the Equipment List, plus their free dagger.

ROADWARDENS

SPECIAL EQUIPMENT

Horseman's Hammer (EiF p16); 12 gc

This is a great hammer similar to the ones used by the Knights of the White Wolf. Far too bulky to use in one hand, a horseman's hammer is best suited to mounted combat, when the impetus of the horse may be

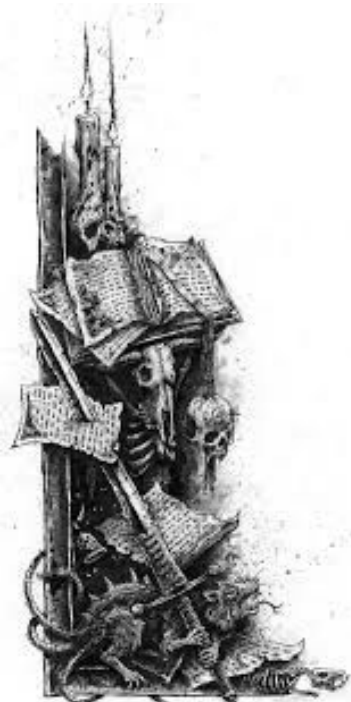
used to add to the power of the weapon. Range: Close Combat, Strength: As user +1, Special Rules:

Two-handed: A model armed with a horseman's hammer may not use a shield, buckler, or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his Armor save against shooting.

Cavalry Charge: A model armed with a horseman's hammer may use the speed of his charge to increase the might of his attacks. A model on a steed with a horseman's hammer gains a further +1 Strength bonus when he charges. This bonus only applies for that turn.

Torch (EiF p16); 2 gc

Warriors lacking the funds for a lantern may have to make do with torches. Torches act exactly as lanterns, adding +4" to the range the model may spot hidden enemies, but has a few other special rules as well. Normally, a torch will only last one game (Angry Mobs purchase sets of torches such that they always have a torch ready each game). A model armed with a torch counts as causing fear in *animals* (Hunting Dogs, riding steeds, Bears, Wolves, etc), and may use a torch as a makeshift club. When used in combat, a torch is treated as a normal Club (stuns on 2-4; bludgeoning criticals table), though with a -1 to hit modifier. Any models that have a *Regeneration* special rule (like Trolls) will not be able to regenerate wounds caused by a torch during the battle. Torches may also cause buildings to catch fire – see 'Let the Damned Burn', from Town Cryer issue number 8.



What might they look like?



There are many “mounted adventurers” available from any number of companies, including Games Workshop. Empire knights of various sorts can make an excellent base for conversions.



The warband provides an opportunity to model your heroes both mounted and on foot, and including a mix of anything from armoured cavalry through civilian peasant, and nearly any sort of adventurer in between. Books of laws and wanted posters make exceptional accent equipment to help define the Roadwardens and Reeves and Chasseurs. Extra baggage can help to show a Courier’s role. Blacksmiths make excellent Grooms.

Tactical considerations

Roadwardens' warriors are expensive to hire, and will generally be outnumbered. While it is true that just because a warrior OWNS a horse that warrior does not necessarily need to BRING that horse to a given scenario, and while it is true that in *some* scenarios, at least until gaining some cavalry skills, mounted models will have a distinct disadvantage, it is also true that mobility can be a powerful tool in the streets of Mordheim.

The principal ranged weapon in the warband is the crossbow, which packs a punch, but cannot be fired on the move [until the hero in question acquires the *Nimble Shooting* skill]. Being able to move at horse-speed in one turn can be useful to bring your warrior to a useful firing position, before rapidly redeploying in the next turn. The high movement granted by horses can also allow your warriors to keep themselves out of charge range against melee fighters, or to carry a charge against isolated ranged fighters.

Mounted models may not move into buildings, so this limits their movement to street level unless they dismount, but remember that a horse or warhorse may jump over an obstacle up to 2" in height with no movement penalty, instead of only 1" obstacles.

While to some extent advances are determined by random dice rolls, knowing what skills to aim toward can be useful for warband development. The Roadwarden Hired Sword can show a good and well-rounded template to head toward (and eventually surpass). *Nimble*, *Eagle Eyes*, and *Trick Shooter* are quite useful Shooting skills to allow your crossbow-equipped heroes to be effective on the move. *Running Dismount*, *Horse Archer*, and *Athletic Mount* can be particularly useful Cavalry skills.

On the whole, especially early in the campaign, focus on scenario objectives rather than on combat as such, and on ensuring hero (and horse) survival, to assist with exploration.

Regarding survival, remember that mounted models count as Large Targets [the same as Ogres]. This

means that they can be picked out as targets even if another, not Large, target is closer, AND that a Large Target is slightly easier to hit [+1], so be sure to still make use of cover [for that -1], and don't forget the bonuses to Spears and Horseman's Hammers for being mounted.

What Hired Swords may prove useful? Well, in honesty, there are [thus far] few to choose from. The Freelancer [from the original rulebook] does not do much that your own heroes cannot do, so in truth, it might do as well to spend that seventy gold crowns on equipment for your own warriors. At only 30 crowns for his first adventure, a Halfling Knight [from Fanatic Magazine] could prove useful if your opponents are using Large monsters [including mounted models equivalent to your own].

The Roadwarden Hired word may seem an obvious Hired Sword to give a pass, since he does no more or less than the things of which your own heroes are capable, but the fifty-five crowns he costs for his first scenario comes with several very useful skills already in-built, so he might be worth the occasional "transient hire" for a scenario or two, before sending him on his way, if you need an extra skilled body.

As your warband develops, remember your Couriers' access to Academic skills such as Wyrdstone Hunter and Haggle, especially, and Streetwise as well.

"The River Stir is forbidden to rise higher than the bottom of the Grossweg Bridge." Wurtbad law passed in wake of the Great Flood of 1512. No instances of enforcement recorded.

For much more information on Roadwardens in the setting, see *Shades of Empire* and *Sigmar's Heirs* for WFRP.





Example Starting Warband:

To be able to make the most of the Exploration phase, and to make the most of incoming experience for survival, let's start with hiring one of each of our possible Heroes.

One **Warden**, two **Reeves**, and two **Couriers**, for a starting cost of 285 gold crowns, leaving 215 gold crowns for equipment (and Henchmen).

To make the most of the warband's access to high mobility early in the campaign thanks to the horses, let's get some ranged capability on those heroes. A **crossbow** for each of the Warden and two Reeves, and **shortbows** for the pair of Couriers. With a Ballistic Skill of 2, impressive weapons would be a bit of a waste on the Couriers. Their main role, after all, will be to race to various objectives (such as wyrdstone shards), dismount, grab them, remount, and run. The bows, though, will give them the chance to take shots of opportunity once those objectives are met, and don't cost much. Once they are more skilled, perhaps, it will be time to hunt them up some throwing knives.

Melee weapons? Well, everyone gets a free knife, but let's not rely solely on those. Mounted warriors cannot dual wield, so let's look at one good weapon on the charge. A **Horseman's Hammer** for the Warden is nicely thematic, and **Spears** for the rest should allow for some solid strength on the charge, which they should generally have, and also prevent someone else stealing the first strike. A **hammer** and **sword** for each of the Reeves might see them through melee on foot, if needed.

Being Large Targets, a bit of additional defense against shooting could prove useful. We don't have a lot of crowns left -- certainly not enough for any

appreciable number of Henchmen, and **shields** are inexpensive. A shield for each Reeve and the Warden, plus **light armour** for the Warden and Reeves leaves us with 5 gold crowns in the stash, and remembering the additional +1 to armour saves for being mounted, a small bit of protection against shooting, easily made better once we see some cash from Exploration. Armour is more useful early in a campaign, before skills and strength increases can reduce it, but thanks to criticals, armour is always fickle, so we don't want to spend a LOT of crowns on it, but remember that after warband creation, the Trade chart controls price and rarity.

So what is the warband's starting rating? Five members is 25, plus five horses at +3 each makes another fifteen, and 36 total experience out of the gate gives a warband rating of only 76. With most starting warbands having ratings between 90 and 125, you are not too unlikely to even be able to snag some Underdog experience right off the bat, but more importantly you will also be almost certainly the one rolling for or choosing the scenario.

Avoid if you can, both *Defend the Find* and *Skirmish*. Your more numerous opponent has the advantage in each case. If *Defend the Find* happens anyway, leave the Horses in your stash for that scenario, since they cannot enter the building in which you will be deployed with your crossbows. Get to the attic with your archery, and think dwarfish thoughts.

Wyrdstone Hunt, on the other hand, and *Breakthrough*, very much favour your plucky little band. You have the speed to cross the table, to reach good shooting positions, to grab the objectives and, if needed, then to run. And *Surprise Attack* CAN even the odds for you against a large warband, but it is all at the whim of the dice.

