Orphans of Mordheim

(The Pack)

Kids have a way to surprise us. They are resourceful… especially when they are thrown in a ‘’live or die’’ situation. These young folks have survived the meteorite, the corruption and the first wave of intruders in quest of glory. Teenagers taking the lead, younger ones following, they live like stray dogs: in pack and defending their territory ferociously. But now, it’s time to reclaim what is theirs… Mordheim itself!

**Special rules**

All help needed: Orphans can hire any Hired swords they want.

Outside the system: Merchants are not particularly enthusiast to deal with kids. All Orphans heroes have **-2 on their rare items roll.**

No Heavy armor: Orphans warriors need to be free. They want to be able to move and react quickly if they want to survive. They never wear heavy armor… unless they are magic or made from Ilthimar or Gromril!

It’s our home: Orphans are scavengers; living from Mordheim’s remain for the vast majority of their lives. They know the place like the back of their hand. During the exploration phase, Orphans can **roll an additional D6**. They can also **give +-1 to that additional die only.**

Choice of warriors

A Possessed 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 20.

**Pack Alpha:** Each Orphans warband must have one

Alpha: no more, no less!

**Roughneck:** Your warband may include up

to two Roughnecks.

**Pickpockets:** Your warband may include up to

two Pickpockets.

**Waifs:** Your warband may include up to five

Waifs.

**Strays:** Your warband may include up to five

Strays.

**Scumbags:** Your warband may include any number of scumbags.

Starting Experience

A **Pack Alpha** starts with 20 experience.

**Roughnecks** start with 12 experience.

**Pickpockets** starts with 8 experience.

**Henchmen** start with 0 experience.

Orphans skill table

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **Combat** | **Shooting** | **Academic** | **Strength** | **Speed** | **Special** |
| **Pack Alpha** | **X** | **X** | **X** | **X** | **X** | **X** |
| **Roughneck** | **X** |  |  | **X** |  | **X** |
| **Pickpocket** | **X** | **X** |  |  | **X** | **X** |

Orphans equipment list

**Hand-to-hand Combat Weapons**

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

Mace . . . . . . . . . . . . . . . . . . . . . . . . . 3 gc

Axe . . . . . . . . . . . . . . . . . . . . . . . . . . 5 gc

Sword . . . . . . . . . . . . . . . . . . . . . . . . 10 gc

Double-handed weapon . . . . . . . . . . 15 gc

Spear . . . . . . . . . . . . . . . . . . . . . . . . . 10 gc

Halberd. . . . . . . . . . . . . . . . . . . . . . . . 10 gc

Flail. . . . . . . . . . . . . . . . . . . . . . . . . . 10 gc

**Missile Weapons**

Bow . . . . . . . . . . . . . . . . . . . . . . . . . . 15 gc

Short bow . . . . . . . . . . . . . . . . . . . . . . 10 gc

Crossbow. . . . . . . . . . . . . . . . . . . . . . 25 gc

**Armour**

Light armour . . . . . . . . . . . . . . . . . . . . 20 gc

Shield . . . . . . . . . . . . . . . . . . . . . . . . . 5 gc

Helmet . . . . . . . . . . . . . . . . . . . . . . . . 10 gc

**Weakling list**

For Pickpockets and Waifs only

**Hand-to-hand Combat Weapons**

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

Mace . . . . . . . . . . . . . . . . . . . . . . . . . 3 gc

Spear . . . . . . . . . . . . . . . . . . . . . . . . . 10 gc

**Missile Weapons**

Bow . . . . . . . . . . . . . . . . . . . . . . . . . . 15 gc

Short bow . . . . . . . . . . . . . . . . . . . . . . 10 gc

Sling. . . . . . . . . . . . . . . . . . . . . . . . . . 2 gc

Bolas. . . . . . . . . . . . . . . . . . . . . . . . . . 5 gc

**Armour**

Light armour . . . . . . . . . . . . . . . . . . . . 20 gc

Buckler . . . . . . . . . . . . . . . . . . . . . . . . . 5 gc

Helmet . . . . . . . . . . . . . . . . . . . . . . . . 10 gc

**Bolas:** Common5Gc. Rng:16’’ Made of a string and three rocks, it is thrown at the enemy to impede his movement.

Dangerous: If a hit roll result is a natural 1, the warrior suffers one S3 hit.

Entangle: On Hit, the enemy can’t move and suffer a penalty of -2WS. At the start of his recovery phase, he rolls a die. On a 4+ he frees himself.

**Special Skills**

Infiltration: A Hero with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Sniper: The Hero is an expert at shooting his victims from the comfort of cover. When Hiding, the warrior may cast spells or shoot and still remain Hidden. Note that the

Hero may not use this skill if he is shooting a Blackpowder weapon!

Dead Eyes: Living that amount of traumatizing events at such a young age can have devastating effect on somebody’s brain. The hero is immune to all psychology.

Jump Back: This warrior is an expert at getting himself out of sticky situations. If the warrior is in close combat with an enemy warrior (and not Knocked Down or Stunned) at the start of his Movement Phase, he may attempt to jump out of combat. To attempt to do so, the warrior

must make an Initiative test. If he fails the test, the warrior will automatically strike last in that round of combat. However, if he passes, immediately move him

1" away from the enemy warrior (this does not count against his movement for that Movement Phase); he may then move and otherwise act normally for the test of that that turn (even charging back into combat if he chooses!).

Combat Mobility: This Orphan is an expert at moving while in combat. When (s)he is in hand to hand combat, the hero can use his movement to choose an enemy in contact and move anywhere around its base. (S)He must end his(er) movement in contact with at least as many opponents that were in contact at the beginning of his(er) movement. Note that it is possible to touch more or different opponents at the end of the movement phase, only the ‘’pivot’’ must still touch your hero.

Push Away: Sometimes, creating distance with your enemy is essential to your survival. This Orphan can use an attack to push an enemy warrior 1’’ away from him and knock him down. If the enemy is pushed out of the table, it is automatically OOA. If it is pushed on an ally, it is considered in base contact. A chariot cannot be pushed and a Large model is only pushed, not Knocked down.

**Heroes**

**Pack Alpha: 65Gc**

In search for a family, Orphans are drawn to the Pack Alpha. He is the father figure for the group, often the only one who can read. A strong leader is needed when trying to assemble a team of misfits and rejects.

M WS BS S T W I A L

4 4 4 3 3 1 5 1 8

Weapon/Armour: Orphans list

Leader: Any warrior (except for Waifs) within 6’’ of the Pack Alpha may use his leadership value when taking leadership tests.

**Roughnecks: (0-2) 40Gc**

Those brutish teens are considered protectors of the Pack. While some are recruited as mercenaries, some of those almost men stay true to the family that raised them.

M WS BS S T W I A L

4 4 2 4 3 1 4 1 7

Weapon/Armour: Orphans list

Body slam: Instead of making a normal charge, the Roughneck may attempt to slam his opponent to the ground, he burrow his shoulder deep into his opponent stomach. Instead of making his normal attacks, the Roughneck may make a single attack resolved with +1S, +1 to hit, no weapon bonuses or abilities and critical hit on 5+.

**Pickpocket: (0-2) 45Gc**

Every Pack needs information to survive in the city. Pickpockets serve that purpose. They are fast, agile and are experts in being unseen.

M WS BS S T W I A L

4 3 4 3 3 1 4 1 6

Weapon/Armour: Weakling list

Hide in shadows: The Pickpocket has become an expert at concealing himself from his enemies (and potential victims!). An enemy warrior attempting to detect this warrior when he is Hidden must halve his Initiative (round up) before measuring the distance.

**Henchmen**

**Waifs: (0-5) 20 Gc**

The weakest of the pack have to learn real fast to learn how to play in their strength if they want to survive. Being scared and alone is not an option anymore.

M WS BS S T W I A L

4 2 4 2 2 1 5 1 5\*

Weapon/Armour: Weakling list

Confidence in number: The presence of a single strong person is not enough to reassure those afraid little kids. The Pack Alpha Leader skill has no effect on them. Instead, they gain +1 Leadership for each other models within 6’’ that are not KD, stunned or fleeing.

Waifs cannot become the Leader. He also can’t choose from strength skills if he gets Lads Got Talent advance.

**Strays: (0-5) 30 Gc**

Those ferocious kids usually fend for themselves, but, sometimes, one could be attracted to the warm embrace of a family. They are surprisingly strong for their small size. They almost act like rabid dogs.

M WS BS S T W I A L

4 2 3 3 3 1 4 1 7

Weapon/Armor: Orphans list

Crazy kids: Those Orphans do not have to take all alone tests and are subjects to frenzy.

**Scumbags: 25Gc**

When you gather that kind of ragtag group, you always end up with some bad apples… If by ‘’some’’ you mean ‘’majority’’.

M WS BS S T W I A L

4 3 3 3 3 1 4 1 6

Weapon/Armor: Orphans.

Orphans warband created by Loïc Durand.