

STREET URCHIN WARBAND

By Clinton Alexander

War and conflict have always had their collateral damage. Farms, cities, and people all consumed by power greater than they could imagine and children are no exception to this. When the twin tailed comet appeared in the sky, the children of Mordheim played in the streets and looked to the sky with delight. When the comet hit their city everything changed, most died with their family. Those who survived found themselves in a world barely recognisable to their young minds. More would die to the horrors soon after, but a few would survive by whatever means they had, and found safety with each other. These bands of seemingly helpless children have been known to steal from camps whilst they sleep and frequently use crying children to lure their marks into ambushes in alleyways.

Special Rules

Leader

The Leader skill goes to whichever hero has the highest Strength. If two heroes have the same Strength nothing changes.

Child

May not take two handed weapons.

All hand to hand weapons, except daggers, count as two handed weapons without a +2 str modifier.

Choice of Warriors

A Street Urchin warband must include one Orphaned Noble, one Bully, and a minimum of 6 models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 25.

Orphaned Noble Each Street Urchin warband must include one Orphaned Noble.

Scavenger Your warband may include up to two scavengers.

Bully Your warband must include at least one but no more than three Bullies.

Street Urchins Your warband may include any number of Street Urchins.

Guttersnipes Your warband may include any number of Guttersnipes.

Village Idiot Your warband may include a single Village Idiot.

Starting Experience

Orphaned Noble start with 10 experience.

Scavenger start with 5 experience.

Bully start with 5 experience.

All **Henchmen** start with 0 experience.

Hired Swords

A Street Urchin warband may hire any of the following: Halfling Scout, Warlock, Elf Ranger, Dwarf Troll Slayer, Bard, Tilean Marksman, and Priest of Morr

Dramatis Personae

A Street Urchin warband may hire any of the following: Aenur, and Johann

Racial Maximums

Child

M	WS	BS	S	T	W	I	A	Ld
5	5	5	3	3	2	7	3	8

Village Idiot

M	WS	BS	S	T	W	I	A	Ld
4	6	0	6	4	3	4	4	2

Urchin Skill Tables

	Common	Combat	Shooting	Academic	Strength	Speed
Noble	X	X	X	X		X
Scavenger	X		X	X		X
Bully	X	X			X	X

Notes

20mm bases should be used for all miniatures, If your group allows round bases, 20mm round bases are perfect, though harder to come by.

HEROES

1 Orphaned Noble

40 Gold Crowns to hire

Education, breeding and manners. That's what separates the wheat from the chaff. The riff from the raff. Or at least, that's what father used to say. The twin tailed comet might have put an end to the city, but that doesn't mean it has to put an end to propriety. Someone needs to keep these wretches in good order... and isn't just like the adventure books in the library? Tally-ho!

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	2	1	5	1	7

Weapons/ Armour: Orphaned Nobles may be equipped with weapons and armour chosen from the Noble Equipment List.

Skills: Orphaned Nobles may choose from Combat, Shooting, Academic, and Speed when they gain a new skill.

Special Rules:

Leader: Any warrior within 6 inches of the Orphaned Noble may use his leadership characteristic when taking.

I WANT A PONY!!!: Orphaned Nobles have the Ride ability. However, they may only ride Ponies or Mules (only one able to do so in the warband, even if another hero takes the ride skill). May take Cavalry Skills.

Small Targets: -1 to hit for shooters targeting this model.

Too Big: Children wielding swords, axes, hammers, or any other close combat weapon apart from daggers must do so with two hands and thus may not duel wield.

Way Too Big: Children may never use Longbows, Elf Bows, Handguns, Hochland Long Rifles, Blunderbusses, or any two-handed close combat weapon.

0-2 Scavenger

35 Gold Crowns to hire

Even before the great city of Mordheim was reduced to rubble, these lads knew their way around the streets. Which laneways are too narrow for the watchmen to follow? Whose windows are always unlatched? What time is best to pinch a free meal... and where to hide when it all goes wrong. The scavengers always have the answers.

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

Weapons/ Armour: Scavengers may be equipped with weapons and armour chosen from the Hero Equipment List.

Skills: Scavengers may choose from Shooting, Academic, and Speed when they gain a new skill.

Special Rules

Scavenger: +/-1 to a single Exploration dice roll. D3 Rare item checks per trading phase. +1 to Rarity checks.

Small Targets: -1 to hit for shooters targeting this model.

Too Big: Children wielding swords, axes, hammers, or any other close combat weapon apart from daggers must do so with two hands and thus may not duel wield.

Way Too Big: Children may never use Longbows, Elf Bows, Handguns, Hochland Long Rifles, Blunderbusses, or any two-handed close combat weapon.

1-3 Bully

25 Gold Crowns to hire

Some children survive in Mordheim through wit. Others, through agility or stealth. Others still can get by through sheer will and bloody determination alone, a testament to the indefatigable nature of the human spirit... And then there's these kids. They know who to punch.

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

Weapons/ Armour: Bullies may be equipped with weapons and armour chosen from the Hero Equipment List.

Skills: Bullies may choose from Combat, Strength, and Speed when they gain a new skill.

Special Rules

Mob Rule: +1Ld per Henchmen within 3 inches (to maximum 6).

Any henchmen within 3 inches may take any Ld tests on this Ld.

Small Targets: -1 to hit for shooters targeting this model.

Too Big: Children wielding swords, axes, hammers, or any other close combat weapon apart from daggers must do so with two hands and thus may not duel wield.

Way Too Big: Children may never use Longbows, Elf Bows, Handguns, Hochland Long Rifles, Blunderbusses, or any two-handed close combat weapon.

HENCHMEN

(Must be bought in groups of 2-8, excepting village idiot)

0+ Street Urchins

15 GC

They don't look too intimidating, sure, but when there are two of these scallywags hanging off each arm, one climbing up your back and another two literally biting your ankles... you'll wish you'd picked a fight with an Orc instead.

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

Weapons/ Armour: Street Urchins may be equipped with weapons and armour chosen from the Henchmen Equipment List.

Special Rules

Mob Rule: May use Leadership characteristic of a Bully if they are within 3 inches.

Small Targets: -1 to hit for shooters targeting this model.

Too Big: Children wielding swords, axes, hammers, or any other close combat weapon apart from daggers must do so with two hands and thus may not duel wield.

Way Too Big: Children may never use Longbows, Elf Bows, Handguns, Hochland Long Rifles, Blunderbusses, or any two-handed close combat weapon.

Dodge: Innate 6+ dodge save against close combat attacks, taken before the enemy rolls to wound

Undisciplined: Must shoot at closest target, even when shooting from an elevated position. Unless the noble is within leadership range AND they are shooting from an elevated position.

0+ Guttersnipes

15 GC

In the city of the damned, with the possibility of death around every corner, these guttersnipes decided that hurling rocks was a career worth pursuing.

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

Weapons/ Armour: Guttersnipes may be equipped with weapons and armour chosen from the May equip from the Henchmen Equipment List

Special Rules

Mob Rule: May use Leadership characteristic of a Bully if they are within 3 inches.

Small Targets: -1 to hit for shooters targeting this model.

Too Big: Children wielding swords, axes, hammers, or any other close combat weapon apart from daggers must do so with two hands and thus may not duel wield.

Way Too Big: Children may never use Longbows, Elf Bows, Handguns, Hochland Long Rifles, Blunderbusses, or any two-handed close combat weapon.

Slingers: +1 Missile per shooting phase, if not moving (2 for full range/3 for half range). This applies Slings only

Undisciplined: Must shoot at closest target, even when shooting from an elevated position, unless the noble is within leadership range AND they are shooting from an elevated position.

0-1 Village Idiot

40 GC

Whether they've been kicked in the head by a mule, dropped as a baby, or are the result of backwater breeding, there is never a lack of work for these hulking simpletons.

M	WS	BS	S	T	W	I	A	Ld
4	3	0	5	3	1	2	2	2

Weapons/ Armour: Village Idiots may be equipped with weapons and armour chosen from the Village Idiots Equipment List.

Special Rules

Mob Rule: Uses Leadership of Bully or Leader if they are within range (3 inches for Bully)

Stupidity: Village Idiots are subject to the rules for stupidity unless within 6 Inches of a Bully at the start or their turn

That lads got no talent: Reroll any experience roll of "Lads got talent"

Immune to Fear: Village idiots are not subject to fear

Equipment Lists

Noble Equipment List

Hand-to-hand Weapons

Dagger		1 st free/2 GC
Mace/Hammer/Club	(Too Big Rule)	3 GC
Axe	(Too Big Rule)	5 GC
Sword	(Too Big Rule)	10 GC
Spear	(Too Big Rule)	10 GC

Missile Weapons

Duelling Pistol		15 GC
Short Bow		5 GC
Sling		2 GC
Throwing Knives/Stars		15 GC
Crossbow Pistol		35 GC

Armour

Buckler		5 GC
Helmet		10 GC
Light Armour		20 GC

Misc Items

Lucky Charm		10 GC
Flash Powder		30 GC
Rabbit's Foot		10 GC

Hero Equipment List

Hand-to-hand Weapons

Dagger		1 st free/2 GC
Mace/Hammer/Club	(Too Big Rule)	3 GC
Axe	(Too Big Rule)	5 GC
Sword	(Too Big Rule)	10 GC
Spear	(Too Big Rule)	10 GC

Missile Weapons

Short Bow		5 GC
Sling		2 GC
Throwing Knives/Stars		15 GC
Crossbow Pistol		35 GC

Armour

Buckler		5 GC
Helmet		10 GC
Light Armour		20 GC

Misc Items

Lucky Charm		10 GC
Flash Powder		30 GC
Rabbit's Foot		10 GC

Henchmen Equipment List

Hand-to-hand Weapons

Dagger		1 st free/2 GC
Mace/Hammer/Club	(Too Big Rule)	3 GC
Axe	(Too Big Rule)	5 GC
Sword	(Too Big Rule)	10 GC

Missile Weapons

Short Bow		5 GC
Sling		2 GC
Throwing Knives/Stars		15 GC

Armour

Buckler		5 GC
Helmet		10 GC
Toughened Leather		5 GC

Village Idiot Equipment List

Hand-to-hand Weapons

Dagger		1 st free/2 GC
Mace/Hammer/Club		3 GC
Axe		5 GC
Sword		10 GC

Armour

Helmet		10 GC
Light Armour		20 GC
Heavy Armour		50 GC
Toughened Leather		5 GC