Ghoul Warband

Author:  
Michał "Mi Ty" Tybuś

Sylvania is not the most fortunate province of the Empire. From the very beginning of its existence, many misfortunes have befallen it: wars, plagues, floods, fires, greedy tax collectors and the rule of mad lords. One of the greatest plagues of Sylvia is the famine resulting from barren land. Then the villagers try to find out what they can do to get food. They can feed on anything during this terrible time, even what you might not have thought is edible. Leaves, weeds, acorns - anything to survive.

However, there are people who eat something much worse. In order to taste the meat, they can eat human corpse without knowing that they are committing a mortal sin. Then their souls are already lost to the living - they belong to the world of death. Even though their body is still alive, it slowly begins to change. Their skin turns dark and there is madness in their eyes. They walk hunched over on bent knees, looking for bodies lying down. The tongue lengthens to suck the marrow and blood, and they also have long tusks that can be used to tear the meat apart better. Those who kept their sense run away from them and warn others against ghouls - in the Silvanian dialect: "corpse-eaters"

Since the souls of these beings belong to the world of death, one who can wield the powers of death can make them his servants. Ghouls are only brave when there are many of them, and when their number decreases, they quickly flee in panic. However, their masters do not complain about the lack of servants - during the famine, entire villages start to eat human flesh. And not only from the dead ...

The choice of warriors

A Ghoul 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 15.

Ghoul King: Each Ghoul Warband must have one Ghoul King: no more and no less!

Ghast: Your warband may include up to two Ghast in your party.

Corpse-eater: Your warband may include up to two Corpse-eaters.

Ghouls: Your warband may include any number of Ghouls.

Bats: Your warband may include up to five Bats.

Starting experience

Ghoul King: starts with 20 experience points.

Ghast: starts with 8 experience points

Corpse-eater: starts with 0 experience points

All Henchmen start with 0 experience points.

Warband’s special rules:

Fear: The mere sight of ghouls is enough to cause disgust in others, even if they don't know anything about their habits. Ghoul King, Ghasts. Corpse-eaters and Ghouls cause fear.

Primitive Weapons: Ghouls fight whatever they can: stones, sticks, bones, while bats attack with their claws. All members of the gang fight without weapons (unless the Hero gets the Weapons Training skill), but do not incur any penalties for doing so. They do not and cannot wear any armour.

Strength in Numbers: Ghouls are cowardly creatures, but as long as there are more than their opponents, they will fight to the end. If a Ghoul warband loses 25% of its models, it does not need to make Rout tests, unless the opponent has more or the same number of models on the battlefield, though it can make a voluntary rout.

Infection: Dirty Ghoul claws are the habitat of all diseases in the Old World. All attacks made by Ghoul Heroes (including promoted Henchmen) count as if they were inflicted with a weapon coated with Black Lotus

Hired Swords: Ghoul Warband cannot hire any Hired Swords, as they would be eaten for sure!

Ghoul Warband Skill Tables

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Combat | Shooting | Academic | Strength | Speed |
| Ghoul King | x |  |  | x | x |
| Ghast | x |  |  | x |  |
| Corpse-eater |  |  |  | x | x |

Heroes:  
  
1 Ghoul King

70 gold crowns to hire

The King is the creature most respected by the Ghouls. He always chooses the best parts of human flesh for himself first, and only he can eat the greatest delicacy - the reproductive organs of his victims.

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

SPECIAL RULES

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

0-2 Ghasts

45 gold crowns to hire

Ghast is the best fighter in the gang after the King. Its reward is the brain and heart of its victims.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Profile: | M | WS | BS | S | T | W | I | A | Ld |
| 4 | 3 | 2 | 3 | 4 | 1 | 3 | 2 | 5 |

0-2 Corpse-eaters

25 gold crowns to hire

The Corpse-eaters are the youngest warriors in the gang, eager to get as much food as possible.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Profile: | M | WS | BS | S | T | W | I | A | Ld |
| 4 | 2 | 2 | 3 | 4 | 1 | 3 | 1 | 5 |

Henchmen  
  
Ghouls  
35 gold crowns to hire

Driven by an unimaginable craving for meat from their kin, these creatures have given up humanity and stay near cemeteries, crypts and catacombs, digging up rotting corpses and consuming cold flesh with their bare hands and claws. The destruction of Mordheim attracted many Ghoul clans from the north, now permanently occupying the crypts and cemeteries of the ruined city.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Profile: | M | WS | BS | S | T | W | I | A | Ld |
| 4 | 2 | 2 | 3 | 4 | 1 | 3 | 2 | 5 |

0-5 Bats

20 gold crowns to hire

These hideous flying creatures share a strange bond with Ghouls.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Profile: | M | WS | BS | S | T | W | I | A | Ld |
| 1 | 2 | 0 | 2 | 2 | 1 | 3 | 1 | 5 |

SPECIAL RULES

Fly: Bats can fly up to 10” ignoring all obstacles (including warriors from their gang or enemy). This movement is not doubled when charging or running. When Bats charge, they do not need to follow the most direct route. If for some reason they cannot fly, they must use their normal move.

Animals: Bats are animals and do not gain experience.