

Warband creation competition

entry by Matti Weickert

Designer's notes

Some of the original catchwords for the Sealed City setting were *clockworks & tentacles*, an amalgam of terror and technology. To get there canonically, a certain exile from the Empire's engineering ranks was written up to lead his students into a new world of steamless technology. Translating this into a warband got us into similar territory as The Undead from the core rulebook. Clockworkers have many heroes with a dislike for combat, but need to stay close to command their creations. This balanced the in early stages of development nigh impenetrable wall of basically mechanical undead with the constant threat of losing valuable heroes due to mispositioning or mobile enemy warbands.

Modelling-wise the constructs are a good opportunity to de-specify some robots or make totally medieval clockwork knights.

Matti Weickert for the Sealed City writers

clockworkers in Mordheim

The Clockworkers were written with a specific setting in mind, but they are still a viable choice to play alongside warbands that are rooted in the Empire. Settings like the Nemesis Crown already have their own guild of engineers to oppose these clockwork heretics and it's easy to imagine a clockwork expedition heading to Mordheim itself in search of wyrdstone to power their constructs.

In game terms you just need to change all instances of moonstone to wyrdstone. Additionally we listed some of the setting's special equipment here for easier access.



clockwork pistol

25 gold crowns

Availability: Rare 8, Clockworkers only

An intricate clockwork mechanism housed in the slender shell of sleek pistol, these weapons are wound up to shoot barbed livers of dark metal.

Range	Strength	Special rules
8"	As user	Reload, Salvo

SPECIAL RULES

Reload: After shooting more than one shot in a single turn the model must spend a complete shooting phase without shooting and without being in combat, before it may fire the pistol again.

Salvo: The pistol shooter may choose to fire three times in the shooting phase; if the model fires a salvo then each shot is at -1 to hit.

clockwork rifle

40 gold crowns

Availability: Rare 9, Clockworkers only

As the clockwork pistol's bigger cousin, the rifle gains a huge range benefit due to its elongated barrel.

Range	Strength	Special rules
18"	As user	Reload, Salvo

SPECIAL RULES

Reload: After shooting more than one shot in a single turn the model must spend a complete shooting phase without shooting and without being in combat, before it may fire the rifle again.

Salvo: The rifle shooter may choose to fire three times in the shooting phase; if the model fires a salvo then each shot is at -1 to hit.

orichalcum tokens

10 gold crowns

Availability: common, Clockworkers only

Used to empower the Clockworkers creation, these tokens are invaluable for their work and near worthless for all outsiders..

Clockworkers preview

Technology beyond imagination - everything will be possible! These fools in Altdorf and Nuln are too blind to see that their glorified steam power is a dead end. Clockworks are our future! Ships that don't rely on constant wind or fired engines, wagons without the need for draft animals, weapons with such devastating power as never seen before... A new Empire will rise in the west, wealthier and mightier than any before.

But to reach our goal, we must drain every single drop of knowledge out of this place. The Inner Sanctum holds the key to our dreams!"

- Henrik Bramstetter

The Clockworkers have discovered the city's basic clockwork secrets and directly began to build prototypes of clockwork constructs to enforce their hunt for knowledge in the Sealed City. While the engineers and workers themselves don't look like a threat in the struggle for power between the city's factions, it's their labour's fruit which has to be feared.

Slow and rattling, the Clockworker's constructs implacably march the abandoned city, lead by their inventors and always heading towards the city's inner district. They do not fear, they do not question and they won't stop to kill unless their masters demand so.

Choice of warriors

A Clockwork expedition must include a minimum of three models. You have 500 gold crowns to recruit your initial expedition. The maximum number of warriors in the expedition may never exceed 12.

Master of Clocks: Each Clockwork expedition must have one Master of Clocks: no more, no less!

Dwarf engineer: Your expedition may include a single Dwarf engineer.

Metallurgist: Your expedition may include a single Metallurgist.

Apprentices: Your expedition may include up to two Apprentices.

Handymen: Your expedition may include any number of Handymen.

Clockwork soldiers: Your expedition may include up to five Clockwork soldiers.

Clockwork fiend: Your expedition may include a single Clockwork fiend.

Starting experience

The **Master of Clocks** starts with 20 experience.

A **Dwarf engineer** starts with 12 experience.

A **Metallurgist** starts with 8 experience.

Apprentices start with 0 experience.

Henchmen start with 0 experience.

Special skills

Constructs: Clockwork constructs differ massively from living beings and follow a number of special rules:

- **Need Orders:** All constructs need orders from their masters to operate properly. Roll a D6 at the beginning of your turn for each construct without a friendly hero within 6", unless it is in close combat. On a roll of 1-2 the model may neither move nor shoot this turn.
- **Immune to Psychology:** Constructs are immune to psychology and never leave combat.
- **No Pain:** Every construct treats stunned results as knocked down.
- **May Not Run:** No construct may run, but may charge as normal.
- **Immune to Poison:** Constructs are unaffected by poison or drugs.
- **Brainless:** Clockwork constructs won't learn anything new, they can be only physically enhanced and thus gain no experience.
- **In-built equipment:** Once a weapon or piece of armour is given to a construct, it may not be removed anymore from the model. Opposing to normal rules for maximum amount of weapons, constructs have slots that can be filled with equipment. If you want to give them any equipment while having no slots available, you must first abandon enough equipment for the required slots.

Special skills

Experimental enhancements: Apprentice only. During their learning process, apprentices craft the oddest devices and enhancements. They don't even know by themselves, what the result will look like, until it stands in front of them. Instead of searching for rare items, the apprentice may work on one construct. He needs 3D6 gc for materials to roll on the Stygian Mutation chart and apply the result to one of your constructs.

Moonstone infusion: The hero may temporarily enhance the power supply of a clockwork construct with some orichalcum tokens. Before the game you may increase any characteristic besides Toughness & Wounds of a single construct by 1 per used token. Each characteristic may be increased only once and lasts for a single game.

Puppeteer: The Hero has improved control on the dependent constructs far above the basic level of his colleagues. Any construct within 12" of the hero may ignore the *Need Orders* special rule.

Rogue control: Subtle and cunning counter-orders allow the Clockworker to dazzle enemy constructs and clockwork mechanisms. Instead of shooting a missile weapon the hero can choose a single construct or clockwork weapon within 12" and line of sight. Roll 2D6 and compare the result with the construct's or weapon bearer's Leadership: if the result is higher, the target ceases function until the Clockworkers' next Movement phase.

Gift of Sentience: Instead of searching for rare items the Clockworker may attempt Bramstetter's most dangerous experiment - crafting a mind for a construct's empty shell. The experiment consumes D3 Moonstones and evokes a single Clockwork soldier to the slow process of getting sentient. The construct loses the following special rules: *Need Orders*, *Immune to Psychology* and *Brainless*. Re-roll any result of 'That Lad's got talent' when rolling for advances.

Clockworkers equipment lists

The following lists are used by Clockwork expeditions to pick their equipment.

HEROES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free / 2 gc
Hammer	3 gc
Staff	3 gc
Sword	10 gc
Double-handed hammer	15 gc

Missile Weapons

Clockwork pistol	25 gc
Clockwork rifle*	40 gc

Armour

Light armour	20 gc
Heavy armour*	50 gc
Helmet	10 gc

Miscellaneous Equipment

Orichalcum token	10 gc
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HANDYMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free / 2 gc
Hammer	3 gc
Axe	5 gc
Double-handed hammer	15 gc

Missile Weapons

Bow	10 gc
Short bow	5 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

CONSTRUCTS EQUIPMENT LIST

1-Slot Equipment

Hammer	3 gc
Mace	3 gc
Axe	5 gc
Sword	10 gc
Clockwork pistol	25 gc
Shield	5 gc

2-Slot Equipment

Clockwork rifle	40 gc
Double-handed weapon	15 gc
Halberd	10 gc

Armour

Light armour	20 gc
Heavy armour	50 gc

*Master of Clocks & Dwarf engineer only

Heroes

1 Master of Clocks

65 gold crowns to hire

The Masters of Clocks were directly involved in the primal process of Bramstetter's clockwork research and their knowledge of clockworks and moonstones is only seconded by the inventor himself.

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

Weapons / Armour: A Master of Clocks may be equipped with weapons and armour chosen from the Heroes equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Master of Clocks may use his Leadership instead of his own.

Laws of Construction: The Master of Clocks is able to overwrite the basic functions of his constructs and thus starts with one Law of Construction.

Promotion: If the Master of Clocks dies or leaves your expedition otherwise, the new leader may learn Laws of Construction on subsequent skill advances.



0-1 Dwarf engineer

45 gold crowns to hire

Unconventional and too progressive thinking isn't welcomed by the dwarfs' engineering guild, nearly as much as dwarfs in general shun the use of magic and to combine both is a certain way to be thrown out of the guild. So Bramstetter gathered many of those few outcasts, which didn't shave their head, to accelerate his research.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	8

Weapons/Armour: A Dwarf engineer may be equipped with weapons and armour chosen from the Heroes equipment list.

SPECIAL RULES

Armour: Dwarfs never suffer movement penalties for wearing armour.

Hard to Kill: Dwarfs are tough, resilient individuals

who can only be taken *out of action* on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as *knocked down*, 3-5 as *stunned*, and 6 as *out of action*.

Hard Head: Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out!

Smithery: The engineer is able to integrate weapons into the constructs' frame which go way beyond their blueprinted purpose. Instead of searching for rare items, he may equip a single construct with any weapon he can lay his hands on. Two-handed and missile weapons take up 2 slots, other weapons need 1 slot.

Clockworkers skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Master of Clocks	✓	✓	✓			✓
Dwarf engineer	✓	✓		✓		
Metallurgist			✓		✓	✓
Apprentice			✓		✓	✓

O-1 Metallurgist

35 gold crowns to hire

New and exotic materials always draw the attention of specialists like alchemists and metallurgists for they might be the final catalyst to unlock yet another secret of science. In Bramstetter's workshops metallurgists are constantly entrusted with the refinery of moonstone and inventing new alloys for their brazen soldiers.

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

Weapons / Armour: A Metallurgist may be equipped with weapons and armour chosen from the Heroes equipment list.

SPECIAL RULES

Moonstone refinery: Instead of searching for rare items, the Metallurgist may split one moonstone into D6 orichalcum tokens.

Hellish tincture: The Metallurgist is an expert at using all manner of highly flammable substances and volatile byproducts. Once per game this tincture may be thrown in the same way as blessed water and *sets* its target *on fire*. However, if you roll a 1 to hit, the clumsy hero is *set on fire* instead.

O-2 Apprentices

20 gold crowns to hire

One day possibly engineers on their own, these scholars try to assist the Clockworkers' specialists in every task given by the Masters of Clocks.

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

Weapons / Armour: An Apprentice may be equipped with weapons and armour chosen from the Heroes equipment list.

Turn by turn Alejo wound up the construct's clockwork until a final *click* stopped him not to over-wind the gears. As he released the lever a steady ticking sound emerged from the cat-sized brass beetle and it crawled in circles over the workbench - exactly like it should do.

Encouraged by the tutor's approving nod Alejo started with the exam's next task and halted the construct while fetching three orichalcum tokens from the workbench. A gentle press on one of the beetle's panels gave Alejo access to the underlying circuit and he mounted the tokens inside.

Reactivating the construct filled the workshop with a sudden pale blue glare and the beetle stumblingly continued its circling with an ever-faster ticking noise. Both the construct's speed and noise increased as it suddenly started to fire gears and legs in all directions.

Everywhere apprentices jumped into hiding and waited for the barrage to end. A minute later the workshop went near silent again and Alejo carefully peeked over the workbench's edge to inspect the disaster just to find himself looking up to the stone-faced tutor.

"You can repeat the exam next week after you have cleaned up this mess. As a prerequisite I recommend an essay about the dangers of parallel circuits..."

Henchmen

Handymen

25 gold crowns to hire

Hard work needs hard men and especially their muscles. Mostly peons, some former craftsmen, these rude fellows smirch their hands inside and outside the workshops.

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

Weapons/Armour: Handymen may be equipped with weapons and armour chosen from the Handymen equipment list.

SPECIAL RULES

Crude: When rolling 'That Lad's got talent', the new hero must choose combat and strength skills as his two skill lists.

0-5 Clockwork soldiers

40 gold crowns to hire

Roughly humanoid shapes, sometimes looking like a knight's walking armour or a starved mannequin, they will be Bramstetter's soldiers in the aspired war. Made from brass and wood and steel they seem to be alive, but are nothing more than distorted reflection of life itself.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	4	4	1	2	1	8

Weapons / Armour: Clockwork soldiers have two equipment slots and one armour slot. They may be equipped with weapons and armour chosen from the Constructs equipment list.

SPECIAL RULES

Construct: Clockwork soldiers are constructs as described earlier.

Solitary maintenance: Each clockwork soldier forms its own henchmen group.

0-1 Clockwork fiend

240 gold crowns to hire

Rising high above the ranks of their smaller brethren, the fiends are monsters made of metal. They seem to consist more of blades and limbs than any sane mind should imagine and will crush any foe into the dust, who dares do revolt against Bramstetter's great vision.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	5	5	3	1	3	8

Weapons/Armour: Clockwork fiends have four equipment slots and one armour slot. They may be equipped with weapons and armour chosen from the Constructs equipment list.

SPECIAL RULES

Construct: Clockwork fiends are constructs as described earlier.

Cause fear: Clockwork fiends are terrifying giants made of weapons and brass and therefore *cause fear*.

Large target: Due to its huge size, the Clockwork fiend counts as a *large target*.

Lumbering behemoth: Moonstone infusions need the doubled amount of orichalcum tokens per characteristic increase.

Special equipment

This equipment is only available to Clockworkers, and no other warbands may purchase it. See the Trading section for full rules on acquiring rare items.

bramstetter's advanced construct thesis

100 + D6x10 gold crowns

Availability: Rare 8, Clockworkers only

This heavy manuscript contains all of Bramstetter's theoretical thoughts about clockwork constructs.

SPECIAL RULES

Reference work: A Clockworker with one of these transcripts can add +1 to the score when determining whether he can activate a Law of Construction successfully or not.

Laws of Construction

The Laws of Construction, inherited in every single construct, can be manipulated by Clockworkers to let their constructs perform tasks, which would normally lie beyond their capabilities.

Laws are not regarded as spells, so any special protection against spells does not affect them and may be used similar to prayers even while wearing armour.

D6 Result

- 1 **Offense** Difficulty 7
The clockworker overrides the construct's safety protocols to inspire an all-or-nothing attack.

A single friendly construct within 6" gets +1 to hit in hand to hand combat, but its enemies receive also +1 to hit the construct. Lasts until the begin of the Clockworkers' next shooting phase.

- 2 **Motion** Difficulty 6
The construct is fuelled by the attention of its master and surges forward into the fray.

A single friendly construct within 6" of the Clockworker may immediately move again up to its maximum Movement distance (ie, 4" in the case of Clockwork Soldiers). If this moves it into base contact with an enemy model, it counts as charging.

- 3 **Defense** Difficulty 7
The clockworker calls upon the construct's protocol to endure and form an impregnable defense.

A single friendly construct within 8" may not attack in close combat but may re-roll all attempts to parry and enemy models in base contact lose 1 Attack. Lasts until the begin of the Clockworkers' next shooting phase.

- 4 **Sacrifice** Difficulty 9
Overcoming the construct's self-preservation protocols, the Master of Clocks commands it to overload its moonstone heart in a lethal explosion.

A single friendly construct within 10" is immediately taken *out of action* and suffers -2 to its roll for serious injuries. Every model within 4" of the construct's position suffers D3 automatic hits with a Strength equal to the construct's Toughness. Obstacles cast shadows similar to the rules for blunderbusses. The winning warband may loot the clockwork scraps after the game and sell them for 2D6 gc.

- 5 **Protection** Difficulty 7
The Master of Clocks activates the construct's emergency protocols to protect him against his enemies.

May only be cast if the model is in hand to hand combat. The caster urges one friendly construct within 4" to protect him at all costs. Move the commanding model up to 2" out of combat and place the construct in base contact with his former foes. If the construct was locked in hand to hand combat, it immediately breaks free, granting each enemy model an automatic hit as if it had failed an *all alone* test.

- 6 **Rampage** Difficulty 10
Manipulating the construct's precision and inspiring the will to annihilate its foes, the Master of Clocks creates a temporary but relentless killing machine.

Choose a single friendly construct within 6" to enter a Rampage stance. All attacks made by the construct in close combat gain the special rule **Barrage**: *If you manage to hit your opponent, but fail to wound you may attack again just as if you had another attack but at -1 to hit (down to a maximum of needing a '6' to hit) You may continue attacking as long as you hit and it is possible to strike your opponent many times, particularly if your warrior has more than one attack on his profile.* Lasts until the begin of the Clockworkers' next shooting phase.



Leon Brachwurst's Mechanical Menagerie amazes the inhabitants of Wolfenburg.