



Scholars of Change



The Library was dark and filled with smoke and green mist. A hooded figure stood in front of an oaken table filled with scrolls and books.

„Three parts water, to one part acid and one part Wyrdstone, yes... this should work..“ the hooded Man whispered to himself.

Revealing a feathered hand which protruded out of the man's robes, he poured the glowing green contents from the mortar he had previously worked with onto his arm.

The green liquid immediately began to sizzle and the man's arm twisted and turned.

Racked with pain, Professor Eichenberg spilled the remaining contents on the floor and huddled up against the gigantic bookshelves which adorned the cold stonewalls of Mordheims Grand Library. He lifted his arm with hope in his eyes, but the change he saw was not the one he had hoped for. His Arm resembled that of birds even more than before. His fingers had completely turned into claws and his hair were now nothing more but bright blue feathers.

„Apprentice Wiedeneld! he cried. “We need more Material!“ After a brief moment, a young man entered the chamber. He nodded and began to clean up the mess his master had left behind. Immediately two others entered and helped the first boy.

Professor Eichenberg turned to his disciples and hissed; „If we want to lift this curse we must travel deep into the ruins. Pack your books and prepare yourselves. If we want to get out of this alive all the signs of Chaos must be washed away or



the relentless sons of Sigmar will hunt us and chop us down like firewood.

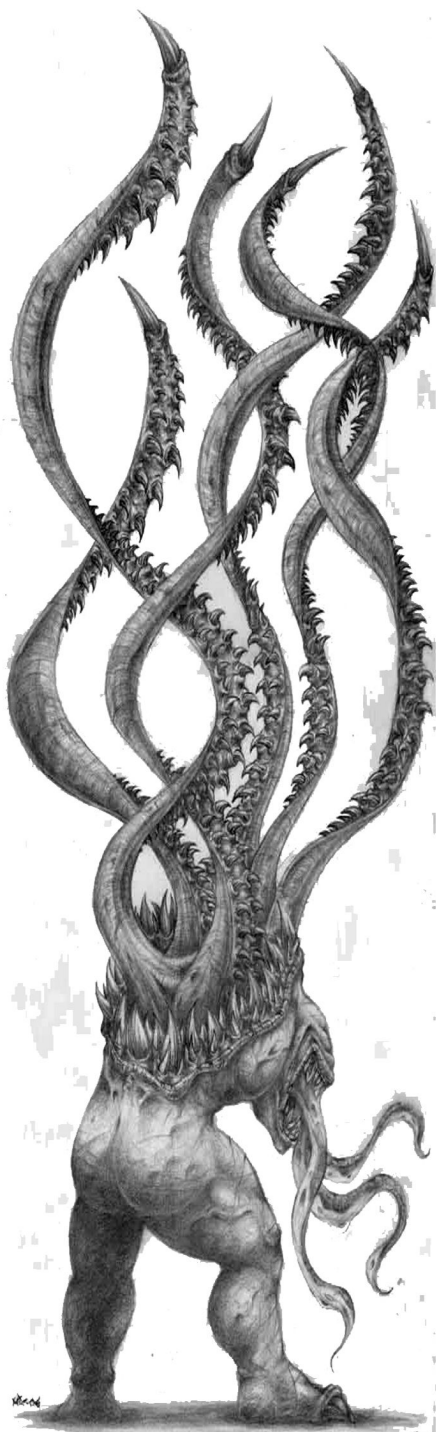
So be wary my pupils.

There are no friends in this damned City.“

The others nodded with a stern look on their faces. Their bright blue robes hid most of their birdlike features.

The Lord of Change had entered the City of the Damned and not even those, who had been touched by his blessings would fully understand what would happen.





After Sigmar's Hammer had crushed the City of Mordheim, many former residents and citizens remained. Those who did not flee hid in their mansions, towers, houses and keeps. Trying to either sit tight until help arrived or make a profit from this horrible incident, a lot of the former merchants, nobles and scholars survived the initial impact.

So, too, were the Scholars of Change once Pupils of the grand University of Mordheim. Now forced to survive instead of learning the wonders and secrets of the Old World, the surviving students formed a group under leadership of one of the many tutors and professors.

Noticing the potential powers of the Wyrdstone shards, the scholars knowingly defined as Warpstone, they went out into the city of the damned to hunt this valuable resource in order to study the comet and maybe learn how to defeat the horrors which lay beneath the shadows of the pit.

Unfortunately Chaos found its way into the minds of the scholars. With every shard they collected to study this weird stonelike material, they changed. Many noticed that their hair was replaced by feathers and other birdlike features.

Ignoring the first subtle changes they studied the Warpstone further, now changing even faster and far more drastic. Faces were replaced by beaks and hands and feet by claws.

Afraid of the repercussions of these changes, the Grand Masters of the University are now trying to undo these mutations and free them from the wrath of the holy disciples of Sigmar.

Together with loyal underlings, who provide the Scholars with necessary resources and commodities the Scholars of Change send out their pupils to gather more Wyrdstone and information to control or remove these newfound powers of theirs.

Unaware that the Lord of Change himself is involved, these poor souls are long lost and will slowly but surely change to horrors themselves.

Special Rules

Hungry for Knowledge: Having spent most of their lives inside the grand Libraries learning the wonders of the Old World, Pupils of the Scholars of Change acquire experience points twice as fast as any other member of the warband.



Scholars of Change skill table

	Combat	Shooting	Academic	Strength	Speed
Master			✓		✓
Pupils	✓	✓	✓	✓	✓
Apprentice			✓		✓



Choice of Warriors

A Scholars of Change warband must include a minimum of three models. You have 500 gold crown which you can use to recruit and equip your warband. The maximum number of warriors in the warband may never exceed 13.

Heroes

Master Professor: The Scholars of Change must have one Master to lead it - no more, no less.

Pupils: Your warband may include up to two Pupils.

Apprentice: Your warband may include up to two Apprentices.

Henchmen

Scholar Assistant: Your warband may include any number of Scholar Assistants.

Guard of Knowledge: Your warband may include up to two Guards of Knowledge.

Horrors of Tzeentch: Your warband may include up to three Horrors of Tzeentch. If a Horror is conjured through Magic, it does not count towards your maximum number.



Starting experience

A **Master Professor** starts with 20 Experience.

An **Apprentice** starts with 8 Experience.

A **Pupil** starts with 0 Experience.

All **Henchmen** start with 0 Experience.

Characteristic increase

The Scholars of Change are still human, even if not for long anymore. They use the maximum characteristics for humans from the Mordheim rulebook. Horrors of Tzeentch are touched by the Chaos God himself and have different maximum characteristics to reflect their twisted chaotic form.

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

Profile	M	WS	BS	S	T	W	I	A	Ld
Horror	5	7	6	5	5	4	7	5	9

Scholars equipment lists

The following lists are used by Scholar of Change warbands to pick their equipment.

Scholars Equipment list

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Bow	15 gc
Short Bow	10 gc

Armour

The Scholars of Change may never wear any armour as it is too heavy and uncomfortable for the academics, with the exception of the Guards of Knowledge.

Henchmen Equipment list

Hand-to-hand combat weapons

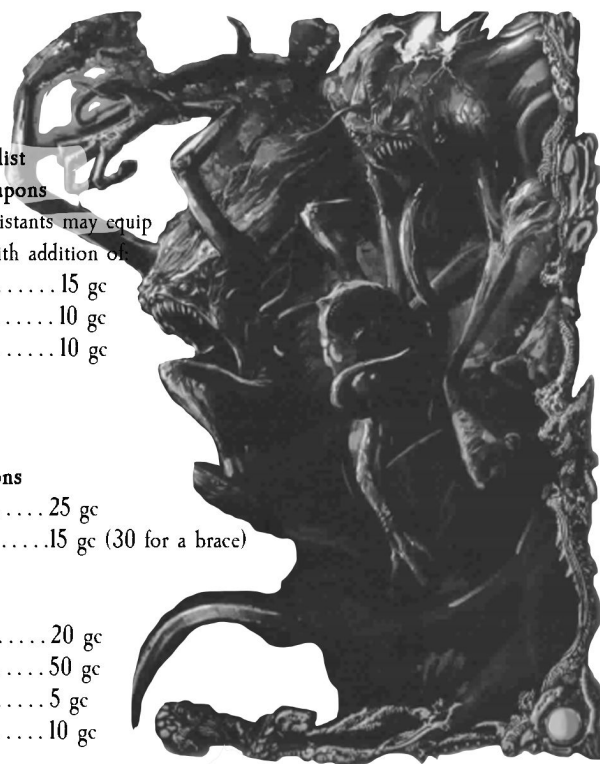
The Guards of Knowledge and the Assistants may equip the same weapons as the Scholars with addition of	
Double-handed Weapon	15 gc
Flail	10 gc
Halberd	10 gc

Missile Weapons

Crossbow	25 gc
Pistol	15 gc (30 for a brace)

Armour

Light Armour	20 gc
Heavy Armour	50 gc
Shield	5 gc
Helmet	10 gc



Heroes

1 Master Professor

70 gold crowns to hire

Master Professors are the head of any Scholars Warband. They were once the Teachers of the grand University of Mordheim or even learned under a grey Wizard. Now they have been tainted by Tzeentch’s touch and their thirst for knowledge knows no boundries. They command their Pupils and Apprentices to their bidding in the name of science and knowledge.

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

Weapons/Armour: The Master Professor may be equipped with weapons and armour chosen from the Scholars Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6” of the Master Professor may use his Leadership instead of their own.

Wizard: The Magister is a wizard and uses the Rituals of Change. See the Magic section for details.

Hate Witch Hunters: Master Professors hate Witch Hunters. In their eyes they are hunted without reason as they are actively trying to remove the taint of Chaos that befell them. See the psychology section of the Mordheim rules for details on the effects of hatred.

0·2 Apprentices

35 gold crowns to hire

These Students are the direct apprentices of the Master Professor. Many of them were taught to use their knowledge to cast rituals to a small extent. Mostly reduced to healing prayers and blessings, as magic is outlawed in the Empire and punishable by death. In Mordheim however, these restraints have been lifted and they have been able to study magic (or the dark arts as referred to by Sigmarites) here freely.

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

Weapons: Apprentices may be equipped with weapons chosen from the Scholar Equipment list.

SPECIAL RULES

Apprentice Wizard: Apprentices are tipping their toes into the casting of Rituals and may learn up to two Spells from the Lesser Magic List.

If the Master Professor dies an Apprentice immediatly learns 1 Spell from the Rituals of Change List and takes the Professors place as a Leader.



0·2 Pupils

20 gold crowns to hire

Young inexperienced Students have the largest ambitions to prove themselves and gain knowledge as fast as possible. They are most eager to learn the secrets of the world and wont halt for anything when it comes to gaining knowledge. These young individuals are especially easy to taint and will follow their masters everywhere on their journey to power.

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

Weapons/Armour: Pupils may be equipped with weapons chosen from the Scholars Equipment list.

SPECIAL RULES

Hungry for Knowledge: Having spent most of their lives inside the grand Libraries learning the wonders of the Old World. Pupils of the Scholars of Change acquire experience points twice as fast as any other member of the warband.

Afraid of Witch Hunters: Listening to the stories of the Master Professor, Pupils have a deformed image of the Witch Hunters of Sigmar and therefor fear them. See the psychology section of the Mordheim rules for details on the effects of fear.



Henchmen (Bought in groups of 1-5)

Scholar Assistant

25 gold crowns to hire

As the personal assistants of professors, tutors and apprentices, Scholar Assistants are responsible to facilitate the day by day tasks of the Scholars. While most of the resources are easy to find an get by, some teachings (especially those of medicine) require ingredients and commodities far more sinister. The Apprentice requires a new body to learn anatomy from? The Assistant might know somebody from the nearest cemetery who might be of help. Without scruple the personal Assistants will get their masters anything they require and now, Wyrdstone is in high demand.

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

Weapons/Armour: The Scholar Assistants may be equipped with weapons and armour chosen from the Henchmen Equipment list.

0-2 Guard of Knowledge

40 gold crowns to hire

Guards of Knowledge are the personal guards and security measurements that protect the libraries and universities of the Empire. Countless books within the library of Mordheim contain knowledge not meant for the commoners eye and so it is the duty of the Guards of Knowledge to protect these secrets with their lives.

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

Weapons/Armour: The Guards of Knowledge may be equipped with weapons and armour chosen from the Henchmen Equipment list.

0-3 Horrors of Tzeentch

50 gold crowns to hire

To describe the Horrors, the Lesser Demons of Tzeentch, is all but impossible, for they are pure chaos unbound, given whirling, changing form, with boundless energy, writhing with power from the Dark God of Magic. These Horrors are born from the foul Magic the Professors and Apprentices wield. If a spell is not uttered correctly syllable by syllable an accident of horrible measures is inevitable. Wielding the Power of Change wrongly will spark Change uncontrollably and with enough power, a Horror of Tzeentch is born.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	0	4	4	1	4	2	10

Weapons/Armour: None. Horrors of Tzeentch have multiple Arms and Legs, Tongues and Teeth and therefore neither need nor use weapons and cannot wear armour.

SPECIAL RULES

Demonic: Horrors of Tzeentch are Daemons of the lord of change and are not made of living flesh but the eternal and unchanging forces of Chaos. Therefore they never gain Experience.

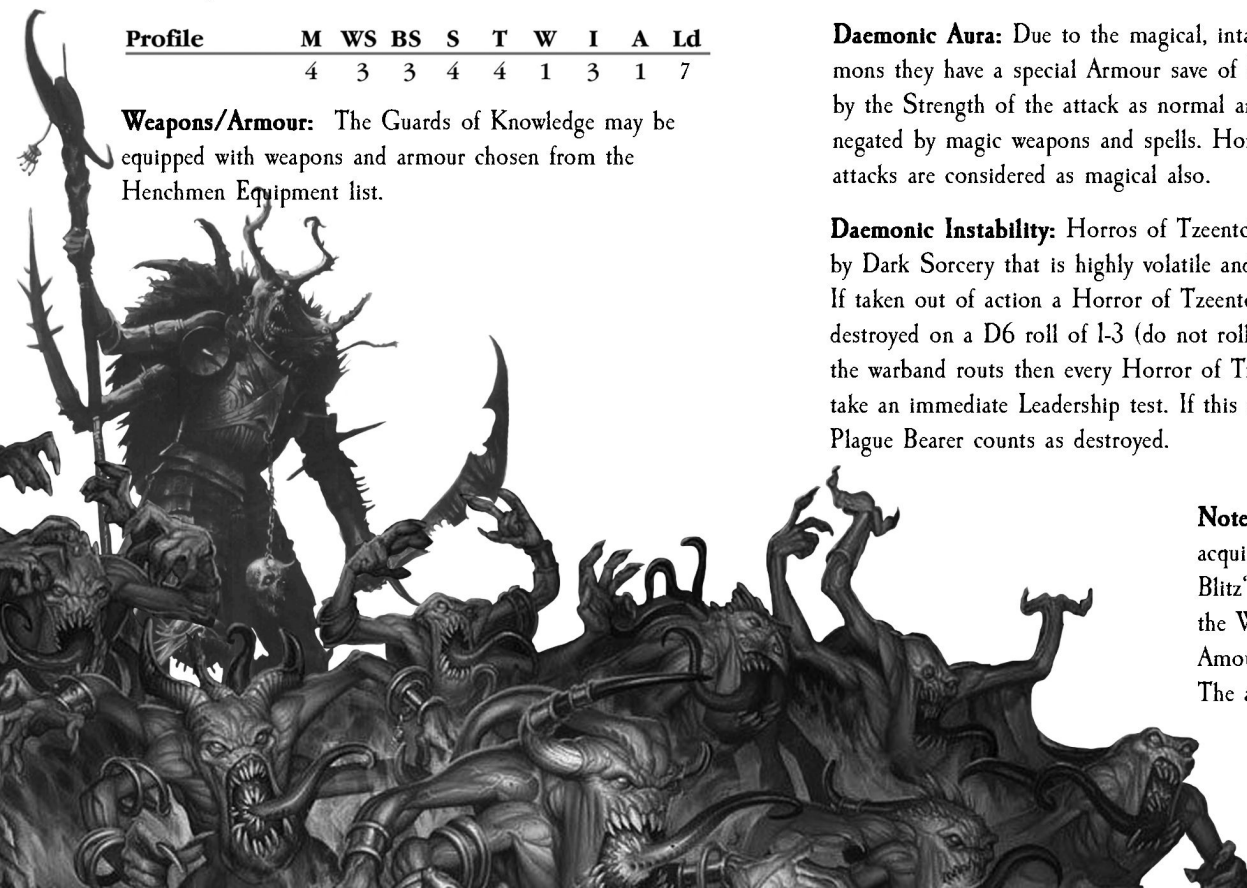
Immune to Psychology: Horrors of Tzeentch are Daemons and do not know the concept of fear. They automatically pass any Leadership-based test they are required to take.

Cause Fear: Horrors of Tzeentch are indeed horrors and therefore cause fear.

Daemonic Aura: Due to the magical, intangible nature of Daemons they have a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Horrors of Tzeentch's attacks are considered as magical also.

Daemonic Instability: Horros of Tzeentch's are bound to the world by Dark Sorcery that is highly volatile and unstable. If taken out of action a Horror of Tzeentch is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury). In addition, if the warband routs then every Horror of Tzeentch in the warband must take an immediate Leadership test. If this test is failed, then the Plague Bearer counts as destroyed.

Note: Horrors of Tzeentch acquired through „The Blue Blitz“ do not count towards the Warbands maximum Amount of Horrors. The amount is raised to 5.





Disciples special skills



Scholars of Change Heroes may use the following Skill list instead of any of the standard Skill lists available to them.

feather hide

The warrior has a thick feather coat that protects him from harm. He has a special +6 save to avoid being stunned or knocked down. If the save is made the Model stays unharmed.

immense knowledge

The warrior has studied countless maps and knows Mordheims streets like no other. When rolling on the Exploration chart at the end of a game, the Hero may modify one dice roll by +1/-1.

everchanging eye

A large wildly twitching eye has appeared on the Heroes Face. The warrior may see all hidden Models within 6" of him.

weaver of fate

The warrior takes a short glimpse into his victims future, foreseeing his exact point of death. At the beginning of the game you may choose one enemy model. Your Hero now has +1 to all Attacks to hit and wound that enemy model.

Rituals of Change

Rituals of Change are spells used by the Scholars of Change. Given to them by their Patron God Tzeentch. Involuntarily they now wield immense power.

D6 Result

1 Twisted Mind

Difficulty: 6

The Professor utters otherworldly words as the targets mind is befallen by the mad whispers of the demons of change. If the spell succeeds, the target model counts as frenzied.

2 Winds of Change

Difficulty: 8

The Spellcaster whistles, as strong arcane winds start to blow through the city's streets. Every model within 8" of the casting creature has its Movement modified. Models walking towards the Spellcaster have their Movement halved, while Models walking away from the Spellcaster have their Movement doubled.

3 Azure Wings

Difficulty: 7

Large azure wings erupt from the Scholars back, able to lift him from the ground if he wishes. The caster immediately moves 12" towards a desired Location. You can go upwards within these 12" to climb Buildings without an Initiative Test. Also the Caster has a 2+ Save of being knocked of Buildings if he is within 1" of a Ledge when Stunned or Knocked Down.

4 The blue Blitz

Difficulty: 9

The Scholar shoots a blue lightning from his fingers, cackling with arcane energy. Any Enemy hit by this lightning is immediately exposed to the Lord of changes raw magic power. Range 14". Causes 1 S5 hit on the nearest enemy target with no armour saves allowed. The model hit has a +4 ward save against this hit. If the save is not made, the target is permanently transformed into a Horror of Tzeentch. This Horror of Tzeentch fights for you until the end of the game. If the Horror is taken out of action and dies as a result of rolling on the injury chart or goes missing in any way, (Hero or Henchman) you may keep this Horror permanently.

5 Changeling Visage

Difficulty: 6

The Scholar of Change conjures abstract horrors onto his face which scream and curse at anyone near the caster. The caster causes fear for the duration of the battle.

6 Claw of the Keeper

Difficulty: 9

The Mages Hand is turned into a large razor-sharp bird-like claw. This will cut better than your average sword. If the casting unit is in hand-to-hand combat, this spell immediately attacks an enemy model of your choice you are in combat with. The spell uses the caster's Weapon Skill and adds +2 to the caster's Strength for that attack. Armour Saves suffer a -2 penalty against such a vicious attack.

created by Daniel Fohrafellner