

## *Mage Warband*

*by Steven (Grafix) Gibbs*

### *The Mage*

*By Terry Maltman*

"It must be twelve days now", thought Ben Ahrim. "Twelve days and our water all gone. We cannot last much longer".

"Twelve days ago we met the caravan - rich traders from the north. They offered to buy our treasure and sell us water in return. We were too greedy. We knew that we could get many times the value when we reached a town. And water at that price? Ha! We were sure that we would soon reach an oasis and fill our water bottles for free. What fools we were!"

"I was right though. Very soon we saw an oasis. A clear pool surrounded by lush green trees. So cool and inviting. It is torture now to think of it. As we approached we broke into a run but the more we ran the farther it seemed to be. Finally the image shimmered and faded leaving only burning sand. I know not what sort of infernal magic it was."

"God was frowning on us. Maybe it was a curse from the ancient ones we had disturbed. Abu ben Baba, our mage, was the first to abandon us. He came to me and announced that he would save us. Before he could reply he walked away and no-one saw him again. We all suspected that he had used his magic to abandon us and save himself. Still, I should not speak ill of him. He saved all of our lives many times over in the great necropolis. Time and again he used his powers against the evil creatures that emerged from the tombs. If only he could have saved my uncle, the Sheik. He persuaded us to come to this land to make our fortunes. Fortunes we found. So much gold and treasure that we left behind water skins so that we could carry more. What fools we were."

"My uncle fought one of the walking dead. In life he must have been a nobleman for he wore a gold circlet on his head and wielded a flail. On the end of each chain, the flail bore a skull that wailed and chattered with an unearthly din. I have to admit that most of us froze to the spot and couldn't approach the foul creature. Only after it had killed our beloved leader did the mage bring his magic to bear and lay the mummy to rest."

"After the death of my uncle I became the new leader. I was his chosen heir. I am doomed to be the new sheik for a very short time only. Every day that passes the sun takes it's toll on my men, my tribe, my family. I have killed them all by my greed."

"Overhead there are vultures circling. They can tell when death is close. They started gathering yesterday - or was it the day before? My mind is beginning to play tricks. I must keep walking. If I stop and lay down I know that I will never get up."

"Even now the vultures are flying lower. It is said that they are the same creatures that necromancers lure to their death and then raise again to do their bidding as undead carrion. This vulture looks strange. It must be another mirage or a vision brought on by thirst. Maybe my eyes are failing. I am sure that I can see a short fat man standing on a carpet flying over the dunes. Is it really Abu the mage or am I finally gone mad?"

From the Island of Sorcerers come mighty mages. After the school there fell, many groups splintered off and live throughout Araby and the Lands of the Dead, searching for more power. Commanding the elements with ease. They may be weak but they make up for it with their ability to mold the world to their ways. Beware if you meet them for you may not live to see another day. Never meddle in the affairs of wizards, for they are quick to anger and slow to forgive.

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## Mage Warband -max 12

### HEROS

Arch Mage - 1

Mage - 0-2

Warlock – 0-1

May choose from Academic, Speed and Magician Skills

### HENCHMEN

Apprentice - 0-3 per mage hero (max 6)

Clockwork Beasts - 0-5

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## Magician Skills

**Dispell** - Roll greater than your opponent's successful skill roll to dispell the spell. IE A skaven sorcerer cast warp fire rolling a 10 you have to roll an 11 or 12 to dispell it.

**Store Spell** – Must have a staff to use this skill. Choose a spell to cast on the staff. If successful the staff will hold it for that game. The Mage may than cast it later with a +3 to the roll for casting. If you roll a double when attempting to cast the spell it is lost.

**Clockwork Mage** – pay 5gc for each clockwork construct to increase one of the following stats: M, WS by one. Each stat may only be increased twice, you can only increase one stat per game, and you must increase whole group at a time.

**Cantrip** - difficulty 10 range 12"

Apprentices use cantrips as a way to practice their magic. Cantrips are not powerful but can help if needed. The opponent may take a leadership test. If they pass the test the Cantrip has no effect. If casting is successful roll on the following chart:

1-5 - Opponent is frozen in place. They cannot charge, attack or move. They may however defend normally.

6 - opponent is stunned

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## HEROS

### Arch Mage – 65gc 20 exp

These powerful mages seek to find spells and artifacts to assist in their pursuits of magic. They are found wandering through the world.

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

**Weapons and Armor** - May take any from the Mage Equipment list

**Leadership** - Any member within 6" may use his Ld when taking a Ld test

**Spell casting** - He may take spells from 2 of the elemental spell lists but can start with two spells (one from each list).

### **Mage – 40gc 8exp**

These individuals at one time were apprentices to the arch mage. They follow him and continue to learn from him while attracting their own apprentices.

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

**Weapons and Armor** - May take any from the Mage Equipment list

**Spell Casting**- may cast spells from one elemental magic list, starts with one spell

### **Warlock – 50gc 10exp**

These individuals tend towards the darker side of magic. They tend to be a bit reclusive but are great allies. Mages tend to look down upon them but see the value of their power.

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

**Weapons and Armor** - May take any from the Mage Equipment list

**Spell Casting**- may cast spells from the Lesser Magic list in the Mordheim rulebook, starts with two spells

## **HENCHMEN**

### **Apprentice - 20**

These are young upstarts that want to learn magic. They show some ability and try to learn from their master.

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

**Weapons and Armor** - May take any from the Mage Equipment list

**Cantrips** - see above

When an apprentice becomes a hero he may choose one of the Elemental magic list to gain spells from or he may take spells from the lesser magic spell list in the MH rule book.

### **Clockwork Construct - 30**

These animated wonders are a combination of clockwork and magic. Like the zombies of the undead they can be relentless. Some look like armored knights, others like large metal crabs and others like giant metallic spiders, but all are deadly.

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

5+ save

### **Special Rules**

Immune to psychology

Can not run

do not gain experience

May not use weapons but suffer no penalty for this.

### **Elemental Magic**

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### **Mage Equipment list**

Familiar - (Archmage only when creating a warband, hero's after that) per TC#10

### **HTH Weapons**

Dagger - (First free) 2gc

Staff - 3gc

Sword 10 gc

### **Missile**

Pistol 15gc

Dueling pistol 25gc

Sling (apprentice only) 2gc