

Militant Mootlanders

A recipe baked for disaster on how hateful Halfling anarchists can cause havoc at waist height in Mordheim by playwright, street performer and suspected werecreature Stuart Cresswell.

Halfling Rogues

Halflings are a small people hailing from a region of the Empire known as Grand County of the Mootland. The Moot as it is known by 'Big Folk' is a mostly peaceful land. Most of its inhabitants are peaceable personalities, preferring quiet routines of farming, baking and brewing over martial pursuits involving military endeavours. Despite this organic way of life Halflings are tougher than they appear, remarkably courageous and will often stand their ground to fight resolutely while larger creatures might flee.

It's not easy being a Halfling outside of the Moot. In Marienburg, the city watch rarely responds to emergencies reported in the Halfling ghettos. The Merchant Council neglect to maintain roads and sewers in the streets of Little Moot. Halfling guilds and militia bodies are excluded from contracts for no good reason and housing permissions are drowned in bureaucracy for years. In the face of this, many Halflings spit in the collective soup of Men. Wherever there are Humans there are Halflings, yet opportunities remain scarce. Militant groups have organised impromptu revolts by establishing rogue syndicates to support the common interests of Mootlanders abroad.

Generals may rule the Empire but it's the 'Little Folk' who decide which leaders get the trots on the battlefield. At the centre of these shady dealings is an organisation such as the Quinsberry Lodge.

Quinsberry Lodge

Not every despicable act can be attributed to the Lodge. There is rising number of coteries secretly operating as body-snatchers, poisoners, kidnappers, grave-robbers, blackmailers and masked guerrillas. The longest standing, wealthiest and most successful organisation with branches in every major city is the Quinsberry Lodge.

While organised crime is not the exclusive purpose of the society, most associates from the Lodge's inner circle are involved in one or more illegal enterprise it endorses. Halflings are not dishonest by nature. For the most part they become guilty of one crime or another through their community affiliations. The Lodge and similar guilds create opportunities for struggling members to make ends meet. If these prospects happen to be violation of the laws set by humans then so be it.

Penalties for going against edicts set down by the Lodge are steep. Strict enough that all except young daredevils or maverick elders comply. Those who defy the will of an influential clique find themselves shunned or expelled from society. Living life in exile is the worst punishment imaginable to a Halfling. Outcasts in solitude seek employment among humans as servants for the Merchant Families or rookie officers in a law enforcement constabulary.

Little Moot

The Halfling quarter in Marienburg is home to so many residents it's known as 'Little Moot'. Most of them live down on the eastern fringe of the ward. Living next to the Dead Canal slum district doesn't seem to bother them too much. Compared to the neighbours they might have in the Empire even a notorious ghetto is considered an improvement! Most of the buildings are normal sized ones, left over from earlier occupants, although newer structures which crowd every vacant or semi-vacant space in true Marienburg fashion have waist-high doorways perfectly sized for the Halfling physique. Having less need for space than their human neighbours many of the locals have erected homes or businesses in the middle of wider thoroughfares, narrowing them to choke points barely wide enough for a party of watchmen to slip through in single file. The district is narrow enough to make Marienburgers heartily sick of small, curly-haired heads barging past at a pace and height to make every officer of the watch in uniform more grateful than usual for wearing his armoured codpiece.

Bakers Guild

Marienburg's Halfling district contains the headquarters of the Bakers' Guild and is located on the island at the easternmost end of the Craftsmarket district. While most Marienburgers would believe the unassuming building is no more than a repository for recipe books, kitchenware and baking supplies its true nature is far more sinister! It's unclear what type of illicit business is operating out of the guild-house. The current Guild-master Rudolf Ingo Pickles keeps a low profile. Whatever shady deals the Guild has been cooking up, Pickles has disguised them well through gourmet baking.

Special rules

Woodland Striders: Halflings can move through any woodland terrain without penalty.

Short Shanks: Halflings are too short to ride horses with any success. To represent this, Halflings riding draft horses, warhorses or anything larger than a mule or mountain goat, moves 2" less than normal.

Smooth Customers: Widely tolerated by vendors though never entirely welcomed as customers, Halfling Heroes gain +1 when rolling to find Rare items that are not exclusively available to Halflings.

Spry: Halfling Rogues are used to climbing in and out of portholes, as well as running along rooftops with catlike stealth. To reflect this, any Halfling Rogue may run or charge while climbing.

Hired Swords: Halfling warbands may only hire Ogres as bouncers and other Halflings as Hired Swords, to abide with Guild policy.

Choice of warriors

A Halfling Rogues warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

Burgermeister: Each Halfling Rogues warband must include a Burgermeister as the leader.

Quartermaster: Your warband may include a single Quartermaster.

Chef: Your warband may include a single Chef.

Raconteurs: Your warband may include up to three Raconteurs.

Thieves: Your warband may include up to three Thieves.

Cooks: Your warband may include up to two Cooks.

Scouts: Your warband may include any number of Scouts.

Starting experience

A **Burgermeister** starts with 20 experience.

A **Quartermaster** starts with 8 experience.

A **Chef** starts with 8 experience.

Raconteurs start with 0 experience.

Henchmen start with 0 experience.

Characteristic increase

Characteristics for warriors may not be increased beyond the maximum limits shown on the following profile.

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	5	7	3	3	3	9	4	10

Halfling equipment list

The following lists are used by Halfling warbands to pick their equipment.

HEROES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club/Mace	3 gc
Cleaver (counts as axe)	10 gc
Short sword	10 gc
Spear	10 gc
Pitchfork (counts as Trident)	15 gc

Missile Weapons

Pistol/brace	15 gc/30 gc
Sling	2 gc
Short bow	5 gc
Bow	10 gc
Kitchenware (counts as throwing stars)	15 gc

Armour

Toughened leathers	5 gc
Light armour	20 gc
Steel cloth	35 gc
Shield	5 gc
Buckler	5 gc
Cooking pot/Helmet	10 gc

Miscellaneous Equipment

Lock picks	15 gc
Thief's cloak	15 gc
Hunting arrows	35 gc
Wild mountain goat	85 gc
Magic Acorn	100 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club/Mace	3 gc
Cleaver (counts as axe)	10 gc
Short sword	10 gc
Spear	10 gc

Missile Weapons

Short bow	5 gc
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Armour

Light armour	20 gc
Shield	5 gc
Buckler	5 gc
Cooking pot/Helmet	10 gc

Halfling skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Burgermeister		√	√		√	√
Quartermaster		√			√	√
Chef		√			√	√
Raconteurs		√	√		√	√

Halfling special skills

Halflings may choose to use the following skill list instead of the standard skill lists.

crude belch

Halflings will eat anything spicy. Consequences are to be expected from those inconsiderate enough to consume a rich meal before battle. A Hero with this 'condition' may unleash his thunderous fumes on all enemies engaged in close combat. Those that do not pass a Leadership test suffer a -1 'to hit' modifier for the turn. The Halfling must wait until a new enemy engages him in combat before he relieves himself again.

stealthy

The Halfling can hide even after running, and can run while within 8" of enemy models if he starts and ends his move *hidden*.

tea-leaf!

Halflings are most adept at picking pockets! The Hero may attempt to steal one item during the post battle sequence. Choose any item, if it is a common item the Halfling successfully steals it on a 2+ on a D6. Rare items are successfully stolen by rolling higher than the availability number on 2D6.

Any items stolen may be used in exactly the same way as one that was bought. If the Hero fails to steal the item roll a D6. On a score of 1-5 the Halfling is chased out of the trading post and escapes. On the score of a 6 the Hero is caught by whatever authorities there may be and is hung. Remove him from the warband roster.

flam-eater

Halflings are generally considered civilized and it is proven they are prone to absorb foreign customs when travelling the world. Some eventually learn strange new skills before returning home to their communities. This Halfling may immediately learn one skill from the Combat or Strength skill lists. This skill may be taken only once.

looter

The Hero is an expert in finding valuables on a victim before moving on. If the Hero takes any warriors of the enemy warband *out of action* (and he was not taken *out of action* himself), the Hero's warband receives one additional Treasure. This does not affect the opposing warband's number of Treasures.

taunt

After years of baiting persecutors into drunken brawls, this Halfling has learned some of the vilest insults in the Empire. During the Shooting phase, the Halfling may choose to taunt one enemy instead of shooting with a missile weapon. The Hero must be able to see the enemy and taunting requires a line of sight as it would for shooting. The player should insult the enemy warrior whenever possible (perhaps his hat looks like a strangled parrot or his mother was a Bretonnian!) and the enemy then takes a Leadership test. If he passes, nothing happens but if he fails he must spend his next movement phase trying to get into close combat with the Halfling who taunted him.

Halfling special equipment

This equipment is only available to Halflings, and no other warband may purchase it.

wild mountain goat

85 gold crowns

Availability: Rare 12

When in the company of dwarfs, someone suffering from 'Krut' has a disease contracted from mountain goats. 'Krut' is a goatherd, an insult in Khazalid! Herders suffer worse in truth when surveying an expedition south-east to the Black Mountains, to drive wild goats from their habitat. Among countless dangers, the ancient race of Eagles also live among the highest mountain peaks, preying (for the most part) on wild mountain goats or an unlucky herder! Goats driven back to the Moot are rehomed in the highest upland farms of Greenleaves where they are feared as well as respected by the farmers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wild Goat	7	2	0	2	3	1	4	1	5

Ride Mountain Goat: Any Halfling hero who learns the appropriate Animal Handling skill can use the Speed skill 'Scale Sheer Surfaces' if he has it, to climb while riding, equal to twice the normal Movement of his mount.

Magic Acorn

250 gold crowns

Availability: Rare 15

An arcane enchantment of premonition has been woven into this golden acorn by the Spellsingers of Laurelorn Forest. With the sparkling acorn tucked snugly in his breast pocket the carrier is imbued with great fortune in a fight.

In the first round of every close combat the Hero automatically hits with a single attack that was rolled as a miss.

Heroes

1 Burgermeister

60 gold crowns to hire

Respected civilian dignitaries hold positions of authority in guilds. Elected leaders of borough districts from noble families have their fingers in a lot pies. Criminals in other words! Even more rotund than his pot-bellied kin, a Burgermeister can always avoid getting his hands dirty by delegating salubrious tasks to any number of the gangsters they associate with on a regular basis.

Profile	M	WS	BS	S	T	W	I	A	Ld
Burgermeister	4	4	5	3	3	1	5	2	8

Equipment: The Burgermeister may be equipped with weapons and armour chosen from the Halfling Hero equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Burgermeister may use his Leadership value instead of his own when taking Leadership tests.

0.1 Quartermaster

40 gold crowns to hire

Ex-pirates for the most part find work quickly on the Marienburg docks. A slippery river-rat to boss the local gang of thieves. Educating thieves in the subtlest techniques of smuggling, directing targets marked by the Burgermeister, and enjoying a nice cut of the proceeds. There are still times when a freebooter sneaks out to savour the taste of freshly baked fish-pie procured at full discount and test the heft of a coin purse in the hand for himself!

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

Equipment: The Quartermaster may be equipped with weapons and armour chosen from the Halfling Hero equipment list.

SPECIAL RULES

Long Shot: Quartermasters are excellent natural shots with all thrown weapons and slings. The Quartermaster may add 2" range to the length of any thrown weapons and 4" to the range of a sling.

0.3 Raconteurs

10 gold crowns to hire

Diminutive revolutionists are tall storytellers. After causing a public nuisance with scandalous speeches in the Craftsmarket, tiny windbags pursue their fortune in gambling dens – Swindling opponents for the thrills of *Daemon's Eyes* or *Cripple My Pig*.

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

Equipment: Raconteurs may be equipped with weapons and armour chosen from the Halfling Hero equipment list.

0.1 Chef

50 gold crowns to hire

A distinctive cooking style quickly earns Halfling chefs a reputation among the nobility. It also draws attention from members of the Bakers' Guild, from where it is rumoured criminal enterprises operate.

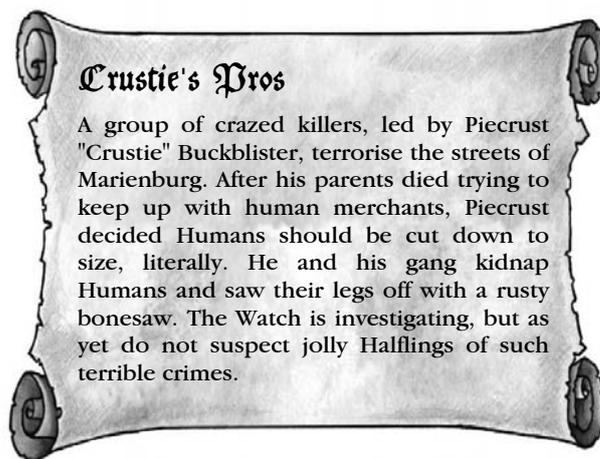
Profile	M	WS	BS	S	T	W	I	A	Ld
Master Chef	4	2	4	3	2	1	4	1	8

Equipment: A Master Chef brings kitchen supplies and may be equipped with weapons and armour chosen from the Halfling Hero equipment list.

SPECIAL RULES

Hot Pot: Before each battle the Chef knocks up a spicy pot of stew to fend off fatigue. On a successful Leadership test the hot pot contains enough stew to heal a number of Wounds equal to the difference rolled +1. Any friendly model supping stew recovers a number of Wounds up to their maximum.

e.g. On a roll of 7 the stew heals up to 2 Wounds.



Henchmen

03 Thieves

20 gold crowns to hire

Halflings are well known for their nimble feet and even nimbler fingers. They never take anything too valuable (except by accident). Nonetheless, it is surprising the number of things that go missing when a Halfling is about. The poor fellows don't know they're doing it half the time! They just seem to acquire rings, tinderboxes and small pets as they go about their business.

Thieves excel at making themselves inconspicuous. With their small stature, unassuming manner and predilection for walking barefooted, a Halfling Thief is the master of sneakiness, sticky-fingers, and feigned innocence. Having one around is always a dicey situation at best as you're always certain that the other warriors are going to come up a few crowns light by the end of an adventure.

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

Equipment: Thieves may be equipped with weapons and armour chosen from the Halfling Henchmen equipment list.

SPECIAL RULES

Uneasy Allies: At the end of each battle (whether or not any Halfling Thieves actually took part), roll a D6 and consult the following chart.

D6	Result
1	Stop Thief! Unimpressed with his employment, a Thief has absconded with all the warband's valuables! Remove one Thief from your roster, along with any Treasures in your stash from previous games. Do not add additional Treasures if any Thieves remain in your warband.
2-5	Tax Time. The Thieves seems satisfied thus far, and just charge their regular fees paid through selling Treasures as normal.
6	Ignorance is Bliss. Satisfied with the take so far, the Thieves forgo any charges. Your warband ignores any Thieves for the purpose of warband size when selling Treasures. Whatever else they pocketed this time will remain a mystery...

Infiltration: A Halfling Thief can infiltrate. See the Skaven special skill of the same name.

Pick Locks: A Thief knows how to open doors that others find impossible. When testing to open a locked door, the Thief just needs to make an Initiative test in order to be successful.

Cutpurse: A Thief makes his profession by finding items others have lost. At the end of the game when the warband rolls to find Treasures, they receive one additional Treasure for each Thief who was in the battle, and wasn't taken *out of action*.

Scouts

15 gold crowns to hire

Halflings daring to establish residence within human cities encounter daily distrust. Toothsome types rise above the frequent jibes and taunts while intolerant cockerels fight back by confronting blunt bigotry head on. Organisations like the Bakers' Guild handpick rotten apples to be reassigned as they best see fit; bakers as poisoners to drug harbourmasters, valets as finks to spy on Merchant Princes, gardeners as grave-robbers to dig up trophies in the Garden of Morr and gamekeepers as poachers to restock Guild larders!

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

Equipment: Scouts may be equipped with weapons and armour chosen from the Halfling Henchmen equipment list.

02 Cooks

40 gold crowns to hire

Halflings are renowned for heroics in the kitchen. The hallmark of chefs is attributed to procuring the best bounty of produce. Cooks are expert foragers valued by master chefs as baggage guards because they will fight tenaciously to prevent the provisions falling into enemy hands!

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

Equipment: Cooks may be equipped with weapons and armour chosen from the Halfling Henchmen equipment list.

SPECIAL RULES

Feast: A warband with Cooks will resource one batch of provisions before each battle. If the battle was lost the warband loses its appetite. The warband can only choose to feast if the battle is won! If the warband sells Treasures, the warband is considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead) for each batch of provisions consumed at the feast.

A warband may consume as many batches of provisions as they wish, but note that the warband size cannot be considered lower than 1-3 models.

