

The Brood of Ghurash preview

Beneath the something terribly twisted and dreadfully hungry is hiding. Mucous maws and tentacles, jaws with uncountable rows of teeth and bloated bodies waiting in the deep darkness to appease their hunger with those who walk careless in their lair.

Gills and scales, fins and webbed limbs allow them to hunt in the flooded depths without their preys' terrestrial liabilities.

The great broodmother Ghurash herself is supposed to be the first to consume moonstones until she became a bloated terror, whelping generation after generation of twisted trolls until the whole city was filled with them in its last days on the surface. But Ghurash is most likely nothing more than a mere myth, despite her childrens' existence and the ancient crumbling reliefs, picturing a trollish abomination of tremendous size. None may say these days if those stone images served for its abnormal worshipping or as a warning.

Little has the brood in common with the known species of trolls in the Old World, but they still share a common heritage. Changed by the millenia of isolation and consumption of moonstone they adapted to their unspeakable habitat. No two families look the same, some formed tentacles and cephalopodic characteristics, some gained multiple limbs and yet others are slender with elongated extremities and a fish-like tail. They kept the ability to recover from nearly any kind of injury, a lessened ability to common trolls' legendary regeneration. Their minds may be also slow, but unlike their terrestrial cousins the descendants of Ghurash display an unusual cunning in the presence of other family members.

The term "family" seems indeed to be right, because most hordes are led by the only female member and her offspring from various generations, each looking after their little siblings.

Despite their lack of intelligence, the trolls are able to use and craft simple tools and weapons as well as achieve the training or subjection of an abyssal sea worm species, which serve as pets, food and hunting companions.

Special rules

Fear: All Heroes *cause fear*.

Large: All Heroes are *large targets*.

Slow witted: Brood members only gain half the experience normal models would get.

Always hungry: Every Hero counts as two models when selling moonstones.

Brood Mentality: All Brood members suffer from *stupidity*, but surrounded by their kind, they are more able to overcome this mental drawback. Trolls taking *stupidity* tests add 1 point to their Leadership for every warband member within 6". On the downside the family heavily dislikes strangers, so they never use any Hired Swords.

Hoard: All shiny things are either in possession of a Brood member or stashed in the Brood's hoard. Thus these greedy fellows never sell any rare items even if no Brood member is able to use it. They may nonetheless exchange stored items for captured brood members. Additionally they suffer -2 on any rarity rolls due to their poor bargaining skills.

Regenerate: Every Every Brood member heals naturally very fast, but only the strongest ones are able to regenerate whole limbs within minutes like the stories about Trolls tell us. Most Brood members need far more time for that. When rolling for serious injuries after being taken out of action, treat any results of 16-35 as full recovery. Whereas Henchmen survive on a 2+ if taken out of action during a game.

Note: Should the last wound be caused by fire (Fire Arrows, Iron Braziers...), the Brood member can't regenerate after the game.

Aquatic: Brood members may move through water terrain without penalty and count as being in cover whilst they are in the water.

Characteristic increase

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Troll | 6 | 6 | 3 | 6 | 5 | 5 | 4 | 6 | 6 |

Choice of warriors

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

Broodmother: Each family must have one Broodmother: no more, no less!

Firstborns: Your family may include up to two Firstborn.

Youths: Your family may include up to two Youths.

Children: Any number of models may be Children.

Newborns: Your family may include up to two Newborns.

Baneworms: Your family may include up to five Baneworms.

Starting experience

A **Broodmother** starts with 10 experience.

Firstborns start with 4 experience.

Youths start with 0 experience.

Henchmen start with 0 experience.

Special skills

The Terror: The Troll is an abominable blasphemy of nature itself, nightmarish beyond any lunatic's imagination. All enemy warriors in close combat with the Troll must test for "All Alone" at the end of each turn, even if there are friendly warriors within 6". May only be taken, if the Troll already possesses at least four mutations.

Mother knows best: Broodmother only. When taking route tests, this model may use the bonus of Brood Mentality.

Ground Pounder: The Brood member is capable of slamming both fists into the ground with such force that the entire surrounding area will quake. This is done in the shooting phase. All non-large models within D6" must pass an initiative check or get immediately knocked down.

Titanic Strength: The hero is titanic in size and muscle mass. Whenever this Brood member hits an enemy warrior, but fails to wound, the hit model must pass a Strength test to avoid getting *knocked down*.

Hurl: Instead of shooting, the Brood member may grab a normal-sized model in base-to-base contact and hurl it forward. The model must be either *knocked down*, *stunned* or voluntary. It is then hurled up to BS+D6" in a direction chosen by the Brood member. If the hurled model hits another warrior, both take one automatic hit with a strength equal to the other model's toughness. This counts as a charge, if the models aren't allied or from the same warband.

Brood equipment list

The following list is used by Brood of Ghurash families to pick their equipment.

Hand-to-hand Combat Weapons

| | |
|----------------------------------|-----------------|
| Dagger (Henchmen only) | 1st free / 2 gc |
| Club | 3 gc |
| Axe | 5 gc |
| Double-handed weapon | 15 gc |

Missile Weapons

| | |
|----------------------------|-------|
| Throwing weapons | 10 gc |
|----------------------------|-------|

Armour

None

Brood of Ghurash skill table

| | Combat | Shooting | Academic | Strength | Speed | Special |
|-------------|--------|----------|----------|----------|-------|---------|
| Broodmother | ✓ | | | ✓ | | ✓ |
| Firstborn | | | | ✓ | | ✓ |
| Youth | | | | ✓ | | ✓ |

Heroes



1 Broodmother

140 gold crowns to hire

The heart of every family is a caring mother, for her children are creatures, only a mother could ever love. She protects and nurtures her offspring, until it is time to unleash them onto the world, leaving terror and madness in their wake.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| | 6 | 4 | 2 | 5 | 4 | 3 | 2 | 3 | 5 |

Weapons / Armour: The Broodmother may be armed with weapons chosen from the Brood equipment list.

SPECIAL RULES

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

0-2 Firstborns

105 gold crowns to hire

Some of the mother's oldest litter always help to raise their younger siblings, before they finally wander off to merge with another family to provide a prospering population within the depths of the city.

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

Weapons / Armour: A Firstborn may be armed with weapons chosen from the Brood equipment list.

0-2 Youths

40 gold crowns to hire

Sometimes children get lost or have to be left behind for the sake of the family's needs, but they are never abandoned by their kind and normally find a new family to live with and bring new blood into the brood.

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

Weapons / Armour: A Youth may be armed with weapons chosen from the Brood equipment list.



Herbsmen

Children

30 gold crowns to hire

The bulk of every family are its children, already taller and stronger than a grown man they are serious enemies despite their young age. While their older relatives always undergo various changes, they resemble at best, what the common descendants of Ghurash look like.

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

Weapons/Armour: Children may be armed with weapons chosen from the Brood equipment list.

0-2 Newborns

15 gold crowns to hire

Opposing to the offspring of other species, the Troll's newborns are able to wield a weapon as soon as they manage to walk by themselves, only days after their birth. Woe betide anyone who dares to hurt them as the family's wrath will be insatiable.

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

Weapons / Armour: Newborns may be armed with weapons chosen from the Brood equipment list..

SPECIAL RULES

Nestlings: If a Newborn is taken out of action by an enemy warrior in close combat, every Brood hero in sight to the poor Newborn hates the causing model until the end of the game. Heroes must always try to intercept charges at Newborns.

Too little: Newborns never become heroes, reroll all results of 'that lad's got talent'.

0-5 Baneworms

15 gold crowns to hire

The only creatures the warped Troll's seem able to tame and life in a healthy symbiosis are as terrible as the Brood of Ghurash itself. These sea worms with giant mandibles that ambush their prey from dark ponds and corners serve as both pets and food for the families.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| | 6 | 2 | 0 | 3 | 2 | 1 | 4 | 2 | 4 |

Weapons / Armour: A nightmarish maw and strong mandibles. Baneworms can never use weapons or armour.

SPECIAL RULES

Mer-creature: Baneworms live underwater, but are able to wind on solid ground. See the Stygian Mutations for further information.

Lurker: Striking from deep waters, Baneworms are a terrible menace. When charging while hidden in the previous turn, Baneworms may perform a "diving charge" even if they don't charge from above.

Animal: Gain no Experience and may not climb. Baneworms do not benefit or suffer from any of the Brood's special rules like Regenerate or Brood Mentality.

Accelerated evolution

Usually it takes years for Trolls to adapt to a certain environment or feeding behaviour. Due to their heritage and massive amounts of consumed moonstone, some Trolls develop new abilities way faster without waiting for nature to change them. Each time a Brood hero rolls for an advance, he may also consume any number of moonstones and roll a D6 on the following chart and add the spent amount of moonstones to the result:

D6 Result

- 1-4 Nothing happens.
- 5-6 The hero may choose a single lesser Mutation.
- 7-8 The hero may choose a single lesser or greater Mutation.
- 9+ The hero may choose any single Mutation.

Lesser Mutations: Blackblood, Daemon Soul, Mer-creature, Suckers, Tentacle

Greater Mutations: Great Claw, Leech maw, Poisonous fangs, Spines, Spit venom

Sublime Mutations: Acidic stream, Extra Arm, Regeneration, Scaly skin, Shark bite