

## Sylvanian Grave Robbers

Dmitri's fingers twitched as he fiddled with the hammer and pry bar. The crude casket was half-rotten, but still kept its contents sealed shut. Pushing down, he relieved the box of its lid, and its inhabitant sat upright, snarling. A wooden stake to its chest laid it back to rest. Looking up, Dmitri saw Sergei standing above the grave. "You'll get used to it." he promised with a grin.



Some men are callous enough to steal the treasures buried with the dead. Such a sacrilegious thing is punished heavily, thus grave robbers are constantly on the run from law. Such evil men are sought wherever they may try to hide, but few lawmen dare chase these villains into Sylvania. Once in the dark and cursed lands, few criminals return. Some because they perish within its terrible claws, but others because they find their trade much more pliable. With graves literally emptying themselves, who is to stop one from liberating the riches within? Not only riches, but the corpses that *do* remain dead are sought at a good price. While practitioners of dark arts have need for human remains, they are also valuable for students of medicine. Experienced groups of grave robbers are often so accustomed to death and hardened that they venture to Sylvania to loot the crypts of those who live after death. Should the living dead not need it, then those unscrupulous men will definitely put it to better use. Grave robbers rely on stealth and speed to do their job, preferring not to use loud and expensive firearms. Hammers, pry bars and bows are the order of the night, and put into the hands of these vile men they are things to be dreaded. The more rugged of them have expertise in effectively dispatching undead, as every grave robber will eventually meet one. Those

who do not become proficient in dealing with the dead soon join their ranks.

### Choice of Warriors

A Grave Robber Warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors within the warband may never exceed 15.

**The Graver** - Each Grave Robber Warband must have one Graver.

**Junior Medic** - Your Warband may include a single Junior Medic.

**Grave Robbers** - Your Warband may include up to two Grave Robbers.

**Lookout** - Your Warband may include up to two Lookouts.

**Thugs** - Any number of models may be Thugs.

### Starting Experience

**The Graver** starts with 20 experience.

A **Junior Medic** starts with 2 experience.

**Grave Robbers** start with 4 experience.

A **Lookout** starts with 0 experience.

**Henchmen** start with 0 experience.



# Grave Robbers Skill Lists

	Combat	Shooting	Academic	Strength	Speed
The Graver	✓		✓	✓	✓
Grave Robbers	✓			✓	✓
Junior Medic			✓		✓
The Lookout		✓			✓

## Grave Robbers Equipment List

### HEROES EQUIPMENT LISTS

#### Hand to Hand Combat Weapons

Dagger	1st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Pry Bar	10 gc*
Sword	10 gc
Shovel	10 gc
(Halberd)	
Double-handed weapon	15 gc

#### Missile Weapons

Bow	10 gc
Short Bow	5 gc
Crossbow	25 gc

#### Armor:

Light Armor	20 gc
Heavy Armor	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

### HENCHMEN EQUIPMENT LISTS

#### Hand to Hand Combat Weapons

Dagger	1st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Shovel	10 gc
(Halberd)	

#### Missile Weapons

Bow	10 gc
Short Bow	5 gc

#### Armor:

Light Armor	20 gc
Shield	5 gc

#### MISCELLANEOUS EQUIPMENT: Heroes Only

Hooded Lantern & Rig	15 gc*
Surgeons Journal	80 gc*
Finger Pendant	15 gc*

#### Hooded Lantern Rare 9 15+D6 gold crowns and Rig

Range	Strength	Special Rules
n/a	n/a	Concealed Light, Free-hand

Allowing a Grave Robber to do his work in private and free-handed whilst provided a source of light.

#### Special Rules:

**Concealed Light:** Provides light like a regular Lantern, but removes the visibility for enemy models.

**Free-Hand:** The Rig that the Hooded Lantern attaches to allows the Graver free hands with which to ply his trade.

#### Pry Bar Grave Robbers only 10 gold crowns

Range	Strength	Special Rules
Close Combat	As User	Parry

#### Special Rules:

**Parry:** Whilst acting as a club in every sense, the pry bar allows the Graver to parry attacks.

#### Surgeons Journal Rare 11 80+4D6 gold crowns

Range	Strength	Special Rules
n/a	n/a	Skilled Hand

*Written by those who have cut into far too many injured, the Journal provides the Medic with further insight.*

#### Special Rules:

**Skilled Hand:** A Medic equipped with the Journal may modify a single dice rolled for *Serious Injury* for one friendly model by +/- 1 instead of using his *Sawbones* skill.

#### Finger Pendant Grave Robbers only 15 gold crowns

Range	Strength	Special Rules
n/a	n/a	Death-Ward

#### Special Rules:

**Death-Ward:** Gives a 1-time 5+ save vs. Necromantic or Dark Arts magic.

# Heroes

## 1 Graver

### 60 gold crowns to hire

Having plied the grim trade for many years and survived, the Graver stalks the shadows of night seeking riches. He has born witness to terrors that would leave most men insane and has had many brushes with the law. Commanding a band of less experienced robbers through a mixture of fear and respect, he has developed a cynical attitude to life, cracking black jokes that make most people go pale.

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

**Weapons/Armor:** The Graver may be equipped with weapons and armor chosen from the Grave Robber Equipment list.

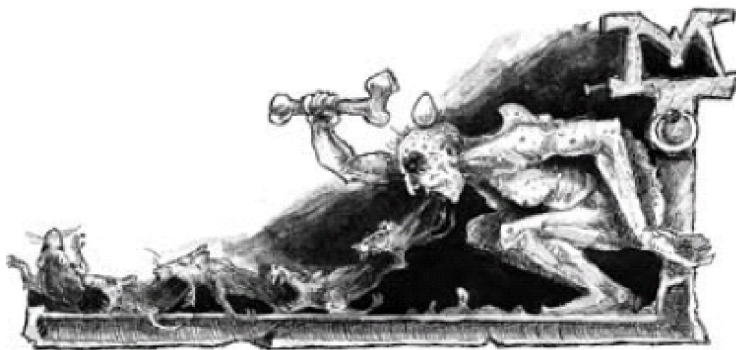
## 0-2 Grave Robbers

### 25 gold crowns to hire

Those who decide to make a living by robbing graves are not pleasant individuals. Distrustful that strangers might report them to the law, disrespectful of the gods and brave enough to ignore superstitions, these loathsome men defile the final resting places of the deceased in search of treasure. They can put up a fight if needed, especially when the dead decide to struggle for what is rightfully theirs.

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

**Weapons/Armor:** The Grave Robber may be equipped with weapons and armor chosen from the Grave Robber Equipment list.



## 0-1 Junior Medic

### 40 gold crowns to hire

Those learning the art of medicine in the Empire are hampered by the restrictions that surround the study of corpses. Many students risk lawful punishment and steal the freshly-deceased from cemeteries. Because schooling in medicine is expensive, such individuals often perpetuate the act for monetary gain. Medicine in the Empire is still primitive and an unskilled doctor can leave his patient in a worse state than he was in.

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

**Weapons/Armor:** The Junior Medic may be equipped with weapons and armor chosen from the Grave Robber Equipment list.

### Special Rules:

**Sawbones:** The Junior Medic may try to help an injured person, though he's far from perfect. You can re-roll the injury roll for one hero but the second roll stands. You may not use this ability if the Junior Medic went *Out of Action* during the battle.

## 0-2 Lookout

### 15 gold crowns to hire

During the lengthy process of opening and looting a grave, there is a need of someone to stand and take watch. Such a task is often entrusted to the youngest member of the band, likely an orphaned whelp that does not possess the constitution to look into coffins.

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

**Weapons/Armor:** The Lookout may be equipped with weapons and armor chosen from the Grave Robber Equipment list.

# Henchmen

## Thugs

### 25 gold crowns to hire

Grave robbers have hired henchmen for the purpose of carrying the loot and assisting in physical tasks such as un-sealing crypts. Men capable of such dirty work are easily found amongst cutthroats and bandits that dwell within the murky embrace of Sylvania.

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

**Weapons/Armor:** Thugs may be equipped with weapons and armor chosen from the Grave Robber Equipment list.

## Special Skills

Grave Robber Heroes may choose a skill from the following table rather than one from the traditional lists.

**Darkstalker:** The warrior is accustomed to darkness and has almost cat-like sight. Ignores *All Alone* tests, and may double his initiative when looking for Hidden models.

**Instinctual Violence:** The warrior has experienced too many Undead bursting out of the coffin that he is trying to rob that he has developed an almost casual response to such an act. When charged by any number of Undead models, the Hero does not have to check for Fear; in addition, he may nominate one of his attacks to *Strike First*.

**De-animator:** The warrior is adept at fighting animated corpses and literally tears them apart. Ignores the *No Pain* rule for Undead, as his shattering blows can still stun undead as he tears limbs from sockets and breaks bones.

**Hardy Constitution:** The Hero is a veteran of grave-robbing, and has come across many different diseases and withstood them all. He is completely immune to all diseases and poisons.

**Body Dealer:** The warrior is brave and corrupt enough to sell human bodies to whomever pays, and is usually sneaky

enough to avoid getting caught. However, he is not the only one with looting the dead on their mind! On a roll of 4+, you can recover the body of a Hero or Henchman that died (as a result of a Serious Injury) from your Warband. His equipment is recovered and added to the warband's stash; in addition, the body itself may be sold for 2d6 gc. You may also attempt to recover the bodies of fallen enemies, but there is a chance that the character is noticed and chased away. Roll a D6 and add the Body Dealer's Initiative; the enemy Leader does the same (if their leader was taken *OOA*, they use the I value of the model with the most experience); if the enemy's score was higher, the Body Dealer was noticed and chased away. If the Body Dealer's score was higher, he may attempt to recover the bodies of the enemy as well as those of his own warband. If you lose the roll by rolling a '1' your Body Dealer is captured by the enemy warband as per the *Captured* result in the injury table.

*Dmitri stood outside the crypt, fidgeting with his shovel in the muddy earth at his feet. Sergei had entered nearly ten minutes ago, and that was after ten minutes of waiting for Oorvin. He was just getting ready to curse the day he signed up with Sergei and go to collect the Lookout when a shadowed figure approached the entrance to the tomb. Picking his shovel up and preparing to use it as a club, Dmitri called out. "Who is there?" Coughing and grasping his neck, Sergei stumbled out of the darkness into the evening air. Blood ebbed from between his fingers and his skin was pale and cold. "Run..." he whispered from between clenched teeth. "We chose the wrong tomb this eve..."*

*"Indeed you did." agreed the beast behind him...*

*The following Hired Swords are unavailable to the Grave Robbers: Bounty Hunter & Roadwarden. Furthermore, any Law-Enforcer, Holy Man or Follower of Morr will not accompany Grave Robbers on their dark path.*