

Hired Swords

The following Hired Swords are available in the *Nemesis Crown* setting. They follow the generic rules for hiring and maintaining Hired Swords from page 147 of the Mordheim rulebook.

Black Orc Overseer

60 gold crowns to hire + 40 gold crowns upkeep

Hand-picked from a cadre of his finest guards, these elite Orcs have been ordered by none other than Grimgor Ironhide to infiltrate the Great Forest and so keep an eye on the progress of his roving gangs.

May be Hired: Any greenskin warband may hire a Black Orc Bodyguard.

Rating: A Black Orc Bodyguard increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: The Black Orc Bodyguard wears heavy armour and a helmet. He may choose between two axes or a double handed weapon.

SPECIAL RULES

I said 'shut it'. Whilst the Boss has this ferocious warrior in the warband the greenskins are reluctant to make trouble. Any orcs or goblins within 6" of the Black Orc do not suffer from the effects of Animosity. The rest of the warband tests as normal.

Who'se Da Man! - If any Goblin leader is taken OOA during the battle, the Black Orc HS steps up to replace him. For the duration of the battle he gains the "Leader" ability. If the Goblin leader gets the "Killed" result after the battle, then the Black Orc decides to fill the new vacant position permanently. The Black Orc becomes the new warband leader, but he keeps his upkeep cost (hey, a Black Orc can't live on mushrooms and fungus alone). The Black Orc does not count towards the warband size when selling treasure.



Dwarf Pathfinder

35 gold crowns to hire + 15 gold crowns upkeep

Not all Dwarfs enjoy being shut up beneath the ground all of their lives; some enjoy an occasional trip into the open air. Usually these Dwarfs are younger, and not quite as set in their ways. After a few trips aboveground, many Dwarfs learn something of the surrounding terrain and the skills required to survive in the open air. Such Dwarfs are called Dwarf Pathfinders, and they fulfill a special role in Dwarf society, as representatives to (and the first line of defense against) the outside world.

May be Hired: Any Dwarf or Human warband (excluding Chaos Dwarfs and Possessed) may hire the Dwarf Pathfinder.

Rating: A Dwarf Pathfinder increases the warband's rating by +12 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pathfinder	4	4	3	3	3	1	2	1	9

Weapons/Armour: The Dwarf Pathfinder carries an Axe, Dagger, and Crossbow. He wears Light Armour.

SPECIAL RULES

Explorer: Dwarf Pathfinders are experts at foraging and living off whatever they can find in the wild. A warband with a Dwarf Pathfinder may roll one more dice than normal in the Exploration Phase, and discard one die of the player's choice.

Skills: A Dwarf Pathfinder may choose from Combat, Shooting, or Dwarf (see 'Dwarf Special Skills' in the rules for the Dwarf Runic Ranger Warband) skill lists when he gains a new skill. Alternatively, he may choose the new Dwarf Pathfinder skill, below.

DWARF PATHFINDER SKILLS

Pathfinder: Dwarf Pathfinders also learn how to find hidden paths in the forest. A Dwarf Pathfinder is able to Infiltrate (as the Skaven skill of the same name — see the Skaven warband rules in the Mordheim rulebook).

Old Prospector

The Great Forest is full of old mines, long since exhausted and abandoned by the Dwarfs. Despite this, there are grizzled old men who still spend their lives surveying the land, looking for the big payoff.

Hire fee: A Prospector may be hired for two Treasures (most likely a gemstone or a nugget of precious metal). His upkeep fee is a single Treasure (he figures he can resale it better than some fresh-faced youngster).

May be Hired: Any warband may hire a Prospector ("I duzzent care if'n ye looks a mite strange... as long as yer pay in stone") except Dwarfs, who regard him as an amateur.

Rating: A Prospector increases the warband's rating by 15 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Prospector	4	2	2	3	3/4*	1	3	1	9

Weapons/Armour: Blunderbuss, pick (two-handed weapon).

Skills: An Old Prospector has the *Wyrystone Hunter* and **Resilient* skills. He may choose from Strength and Speed skill lists when he gains a new skill.

SPECIAL RULES

Hardened. Prospectors have seen many strange things in their battered lives and are immune to the effects of *Fear*.

Finders Keepers. In any scenario where extra Treasures/Wyrystone are involved, the Prospector will keep any that he somehow gets his hands on. This will not count as his upkeep, as he will deny that he found any ("You 'cusin me of *claim-jumpin'* sonny?"). For the purpose of *Chance Encounter* he will keep the Wyrystone of any enemy heroes that he takes out action - neither warband will gain that shard. He has no effect on *Defend the Find* as the claim has already been staked.

Old Coot. Prospectors are prone to wander off, either because they've heard of a better strike or because they have fallen out with their fellows. At the end of each game roll a D6. On a result of "1" the Prospector has pulled up his pegs and left the warband.



Human Scout

10 gold crowns to hire + 5 gold crowns upkeep

Not all men are comfortable living in cities among their peers. Some prefer a solitary life in the wilderness, only returning to civilization to trade for things they cannot make themselves. Such men are naturally hard for most others to understand and get along with, but their skills in the wild can prove invaluable to a band of warriors seeking adventure in unfamiliar territory. A warband traveling through the Great Forest will often hire such an individual to guide them to the remote parts of the forest and back.

May be Hired: Any warband except Orcs, Goblins, Beastmen or Possessed may hire the Human Scout.

Rating: A Human Scout increases the warband's rating by +9 points, plus 1 point for each experience point he has.

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

Weapons/Armour: The Human Scout carries a Bow, Sword and Dagger.

Skills: A Human Scout may choose from Combat Skills, Speed skills or Quick Shot, Eagle Eyes, or Trick Shooter from the Shooting skills list when he gains a new skill. Alternatively, he may choose one of the new Human Scout skills, below.

SPECIAL RULES

Not a Fighter: If a Human Scout is taken *Out of Action* during a game, he decides to leave on a 1-3, instead of the normal 1-2 when rolling for injury at the end of the game.

HUMAN SCOUT SKILLS

Expert Hunter: A Human Scout that has been declared as *Hidden* may only be detected by models within **half** their Initiative value in inches, not their Initiative value as normal. In addition, a Human Scout may fire his Bow without giving away his position (he may fire and remain *Hidden*).

Sit in Wait: A Human Scout is able to infiltrate (as the Skaven skill of the same name—see the Skaven warband rules in the Mordheim rulebook).

Runesmith Journeyman

30 gold crowns to hire +15 gold crowns upkeep

Having finished his apprenticeship it is usual for a Runesmith to spend several years seeking to increase his knowledge of the art. For some this may mean moving to another forge or hold and working with a different master. Some however are fired to discover things lost in the past and travel to old holds, looking for secrets that have passed out of knowledge. Recovery of ancient Runes is seen by most as a worthy exercise, unlike the pursuit of new knowledge. For this reason a journeyman will accompany parties seeking to right grudges and maintain their equipment in return for protection on his expedition.

May be Hired: Mercenaries and Witch Hunters may hire a Journeyman. Warbands that include Elves may hire them, but must pay 30 gold crowns after each battle instead of 15 gold crowns. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

Rating: A Runesmith increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Runesmith	3	4	3	3	4	1	2	1	9

Weapons/Armour: A Runesmith is equipped with a gromril hammer and heavy armour.

Skills: A Runesmith may choose from Combat and Strength skills when he gains a new skill. In addition, there is a unique Rune use skill, which he can have instead of a normal skill when he gains a new skill.

SPECIAL RULES

Runesmith: A Runesmith may inscribe runes as detailed below.



Armourer: A Runesmith can repair and make weapons and armour. The warband may purchase one item per post game trading session from the following: axes, hammers, swords, two handed weapons, helmets, shields, light and heavy armour at a 2d6GC discount to a minimum price of 1GC. This applies only if the Runesmith did not go OOA.

Armour: Dwarfs never suffer movement penalties for wearing armour. Hate Orcs and Goblins. All Dwarfs hate Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of hatred.

Hard to Kill: Dwarfs are tough, resilient individuals who can only be taken out of action on a D6 roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 5 as stunned.

Hard Head: Dwarfs ignore the special rules for maces, clubs etc. They are not very easy individuals to knock out.

RUNE USE

A Runesmith may inscribe Runes before a battle; they start knowing one Rune but may learn more as spellcasters learn spells. These Runes are only temporary due to the haste of the Runesmith but may not be dispelled during the game. Runes may be inscribed on axes, hammers, swords, two handed weapons, helmets, shields, light and heavy armour. The runes are:

Rune	Effect	Effective on	Difficulty
Iron	6+ ward	Armour	6
Stone	+1 armour save	Armour	6
Fury	+1 A	Weapon	7
Striking	+1 WS	Weapon	6
Speed	+1 I	Weapon	5
Cleaving	+1 S	Weapon	8

Before the battle the Runesmith may attempt to inscribe every Rune he knows, but once only. No Rune may be inscribed on an item with a Rune already on it. If he passes the difficulty roll he has succeeded and the Rune will affect the weapon/armour for the coming battle.

If he rolls a natural 2 the process has highlighted shoddy (and hence nondwarf) manufacturing and the item being inscribed on is broken, remove it from your roster.

A gromril item (including dwarf axes) may reroll a result of 2 but a second 2 stands. If he rolls a natural 12 the rune is "durable" and will last beyond one battle else it fades after the game.

Durable: If a Rune becomes durable roll a d6 after each battle, but not the first, on a roll of 1 or 2 it fades and ceases to be effective, otherwise it will be effective in the next battle.

Witch Hunter

30 gold crowns to hire + 15 gold crowns upkeep

Witch Hunters are driven men who make it their job to free the Empire of the taint of chaos. Although these troubled times have often meant witch hunters operating in small groups or by requisitioning support from local authorities many still prefer to work alone. Some of course have other reasons, their excessive zeal can lead to other hunters shunning them or even their expulsion from the order, in a few cases they themselves have darker secrets they don't want their brothers in arms investigating. These solitary witch hunters are not above joining roving bands if it suits their aims, providing they are reimbursed for the skills they bring. They care little for the morals of such groups providing that they are a human band and not tainted in any way by chaos. The threat of chaos is so great that they have even put aside their prejudices against followers of Ulric to better fight chaos.

May be Hired: Any non-chaos human warband may hire a Witch Hunter, he has his own reasons, but will not stay with a Witch Hunter band for more than one battle. See also the Burn the witch rule below.

Rating: A Witch Hunter increases the warband's rating by 15 points plus 1 point for each Experience point he has.

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

Weapons/Armour: Dueling or Crossbow Pistol, sword and dagger. He starts every game with a vial of Holy water and a garlic.

Skills: A Witch Hunter may choose from Combat, Speed, Shooting, Academic and Strength skills when he gains a new skill.

SPECIAL RULES

Burn the Witch: The Witch hunter hates all enemy spellcasters. He will not work for a band with a spellcaster, unless it is a priest of Sigmar, Ulric, Taal or Morr.

In Sigmar's name: The Witch hunter can call on his faith in Sigmar, he is allowed to reroll all failed fear tests.

Sigmar's reward: Doing Sigmar's work is reward enough at times. If the band take the leader of a chaos or undead band out of action the Witch Hunter waives part of his fee, at the end of the battle he only charges 5gc upkeep. Chaotic bands only includes bands truly chaotic, not merely nonhuman, eg not skaven, dark elves etc.



Dramatis Personae:

Maximilian the Mad



Maximilian the Mad was a once-respected Warrior Priest and envoy in the thrall of the Grand Theogonist. Roaming the Great Forest with his bands of Flagellants, he acted as the eyes and ears of the Sigmaritic faith, looking for signs of corruption as he marched from town to town. Any that were found were ruthlessly and systematically purged.

That was until he was commissioned by his overseers to investigate rumours of blasphemy deep within the heart of the Great Forest. What Maximilian discovered there is unrecorded but is said to have driven him beyond the brink of sanity.

Now largely a loner, he continues to rove the paths of the Great Forest, but the religious fervour within his soul combined with the hatred and intolerance of his passion threatens to destroy him and all he encounters.

Maximilian the Mad will readily take up arms to assist those who fight the enemies of Sigmar, although he will demand a tithe to Sigmar for his services.

Hire Fee: 80 gold crowns hire tithe, plus 30 gold crowns upkeep tithes.

May Be Hired By: Dwarfs and all human warbands except The Cult of the Possessed, Sisters of Sigmar, Carnival of Chaos, Horned Hunters and Middenheimers.

Rating: Increases warband rating by 25 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Maximilian	4	4	3	3	4	2	3	2	10

Armour/Weapons: Mad Max is armed with a double handed Holy Weapon. This grants +2 Strength as per the rulebook and being a holy weapon, it gives +1 to rolls to wound on Undead, Possessed, Carnival of Chaos, Beastmen.

SPECIAL RULES

Fanatical: Max will automatically pass all Leadership-based tests he is required to take. Mad Max follows the rules for hatred when encountering the following warbands: Orcs and Goblins, Black Orcs, Forest Goblins, Horned Hunters, Sisters of Sigmar, Middenheimers, Skaven, Undead, Beastmen, Possessed, Carnival of Chaos.

Religious Fervour: Mad Max follows the rules for frenzy as per the rulebook. (Note, he must always charge, even if this requires a diving charge!) Also, he must always end his turn closer to the enemy than at the start as his desire to fight the enemies of Sigmar is so strong.

Fear: His reputation is such that he causes fear as per the rulebook. Any models from the warband hiring him that are within 3" of him are also immune to fear. Note: models wishing to charge a fear causing enemy outside 3" still need to pass a fear test as normal.

Strongman: As the Combat skill of the same name.

