Leonardo da Miragliano

"You know that crazy old genius, Leonardo da Miragliano, right? Yeah that's the one- old, bald, and clever as a room full of dwarven smiths. But I knew him back in the day- a young Tilean engineer trying to find the best gear, parts, and forbidden knowledge. Smart as he was dangerous- always had some invention up his sleeve to save our arses or knock out our rivals. Har har- laugh if you want, but I was there on the bloody streets of Mordheim when our warband met him one night…"

The most famous engineer in all of the Old World, Leonardo da Miragliano, founded the Imperial Engineering College, invented the Steam Tanks, and is generally regarded as the most brilliant human to ever live. But before all that, he was a poor journeyman, roving the world and surviving on his brains, wits, and zany inventions. He found himself on the streets of the newly destroyed Mordheim, gathering the coin and rare materials essential to his future success. His many inventions granted him almost super-human abilities, striking from above while raining fire down upon his foes. He found himself in high demand amongst the warbands of Mordheim, though his intellectual curiosity would continue to push him ever onward.

Hire Fee: 70 gold crowns to hire, +30 gold crowns upkeep cost. Leonardo is searching for rare artifacts and components; you may hire him with one item which is Rare 10 or higher.

May be hired: Any warband except Skaven, Undead, and the Possessed may hire Leonardo.

Rating: Leonardo increases the warband's rating by +60 points.

	M	WS	BS	S	T	W	I	A	LD
Leonardo	4	4	4	3	3	2	5	1	8

Weapons/Armor: Sword, helmet, *Leonardo's Flexible But Formidable Armor* (counts as Ithilimar Armor), steam pistol, flash bomb, and various ingenious inventions which grant the skills below but have no other effect (including *Guilliana's Glorious Gliding Wings, Reginalds's Retractable Grappling Hookshot, Karlan's Reflective Kinetic Redirector, Jarl's Spring-loaded Jack-heel*, and so forth)

Skills: *Acrobat*, *Scale Sheer Surfaces*, *Dodge*, *Step aside*

EXOTIC EQUIPMENT

Sigismund's Scintillating Steam Pistol: range (special), strength 3, shot (12"), armor piercing, prepare shot
Shot: see blunderbuss rules, but with indicated range

Leonardo's Incapacitating Flash Bomb: range 10", strength: 5, thrown weapon, armor piercing, nonlethal
Nonlethal: if this weapon inflicts the last wound on a model, any results of *out of action* count as *stunned*

Magliano's Magnificent Magnifying Monocle: Due to this device, Leonardo can spot hidden enemies within twice his initiative value in inches.

SPECIAL RULES

Master Engineer: Leonardo's ingenious modifications increase the range of the warband's gunpowder weapons by 3" for Pistols and 6" for other gunpowder weapons (the Steam Pistol is not affected by this rule). This rule cannot be combined with other range increases. Any range increases are only maintained as long as Leonardo remains with the warband.