

No-eyes Ned

The Blind Gunner, The Curse-Boader, Old Fowl-killer

By Thomas McCurdy

"I seen him, I tells ya! Down by the docks, skulkin' about in the dark, firin' 'is gun off at every bird 'e could! And that were the worst bit – with every shot, the flash of his gun lit up 'is horrible, rotten face, and 'e had no eyes... but 'e weren't missin'. The seabirds, Otto. The water were full of 'em. All dead."

When tales are told round the tavern table of the undead things that stalk the lands of men, often it is the nobility of Sylvania and the degeneracies of necromancers that feature most. Yet there are other places in the world where the dead do not rest easy – Arabyan traders talk of the skeletal kings that still rule the deserts of Khemri, and Cathayan caravans bring hushed news of bloodsucking monsters leaping across the graveyards of the east.

Far Lustria is no exception, with even the safeguarded jungles of the Lizardmen haunted by the denizens of the Vampire Coast, domain of Arch-Grand Commodore Luthor Harkon, its vampiric ruler. Using strange and unorthodox magicks, Luthor commands an army of undead bearing a somewhat more capable sentience than the common zombie, with some semblance of independent thought present even in the lowliest deckhand.

No-eyes Ned was once a capable sailor in the employ of a Marienburg trading ship that had found itself becalmed near the Shifting Isles. With little chance of rescue from the guardians of Yvresse, the crew found themselves starving, and Ned took his rifle to hunt something – anything – that could stave off death.

The crew rejoiced upon spying an Albatross – an omen of Mana'an's fortune! – until the crack of a hunting rifle saw it dead on the deck. The crew cornered Ned, and forced him to bear the bird's body in shame before hauling him overboard as penance for the crime against the sea god.

Ned's body washed ashore at the Vampire Coast, where he was raised up to join the cursed crews. Since then, his skill with his rifle – unmitigated by his lack of eyes - has seen him rise through the ranks, until the fateful day Luthor entrusted

him with a gift of cannonade to the nobility of Sylvania (in one of his saner moments). Alas, the convoy was besieged and destroyed by an Imperial Demigryph patrol at Black Fire Pass, and in his shame, Ned fled. He soon found himself able to hide away in the city of the damned, and now skulks the streets of Mordheim, his mind twisted by a need for revenge against those thrice-damned birds...

Hire Fee: 90 gold crowns to hire: +30 gold crowns upkeep cost.

May be Hired: Any non-Khemric undead warband may hire No-Eyes Ned.

Rating: Ned increases the warband rating by 80 points.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	3	0	4	4	2	2	1	8

Weapons/Armour: No-Eyes Ned is armed with a Club, Rope and Hook, a Lantern, and Toughened Leathers. He also carries his mighty cursed rifle, the Sailorman's Dirge, and wears the Wreath of Albatrosses around his neck.

The Sailorman's Dirge: This great rifle has seen the death of many a sailor's luck, having brought down scores of seabirds of all manner. The Sailorman's Dirge is a magical Hunting Rifle that always hits on a 4+, ignoring any and all modifiers. In addition, conditions that affect visibility do not affect the bearer (other effects caused by such conditions may still apply). It also is immune to misfires or dampening effects.

The Wreath of Albatrosses: Ned proudly wears a wreath of albatrosses he has shot down, laughing as he brings the curses of Manaen about his foes. Instead of making a shooting attack, Ned may choose to shoot down a seabird (he will need line of sight to the sky for this, and he must not have moved despite having the *Nimble* skill). Roll a D6 and consult the following chart:

- 1 Miss!:** Ned has missed! He must spend his next turn angrily making another attempt (roll again in his next shooting phase), and cannot move as he is too busy making it personal. If engaged in combat he will fight back, but the next shooting phase he has unengaged, he must then make another attempt.

- 2 **Pigeon, Ugh:** Ned has killed a pigeon. Not the best result but he'll take it. This has no effect.
- 3 **Crow! Or a Raven?:** Ned has killed a Crow, or some similar bird! The enemy warband(s) suffer -1 to all subsequent leadership rolls for the rest of the game. This effect is not cumulative.
- 4 **Bat!:** Ned has bagged a bat, and a full one at that! One enemy model of your choice not indoors is soaked in blood and guts as the bat lands on them, and they suffer -1 to WS, BS, and Movement for the rest of the game. Vampires hit also suffer -1 Ld, as it's obviously a bit personal! This effect is not cumulative.
- 5 **Whatever the hell that was:** Ned has shot... something. It's Mordheim, so probably best not to know. However, it's death screech is hard to ignore! All enemy models must immediately test for *fear*.
- 6 **Albatross, by Stromfels!:** Ned has bagged a new Albatross for the Wreath! All enemy models now suffer the curse of Manaen (as Stromfels deflects it from the culprit!) and are at -1 Toughness for the rest of the game. This effect is not cumulative.

SKILLS

Ned has the following skills: *Hunter, Nimble, Resilient*

SPECIAL RULES

Cause Fear: Ned is a Gunnery Wight, an Undead creature and thus causes *fear*.

Immune to Psychology: Despite his spite, Ned is ultimately unaffected by psychology (such as *fear*) and never leaves combat.

Immune to Poison: Being undead, Ned is unaffected by poison.

No Pain: Ned treats a 'stunned' result on the Injury chart as 'knocked down'.

"Oh, my land-bound lads. Have ye never felt the sea breeze? The salt, digging, inter yer skin; the cold, cold air, blowing ye to and fro; the dark waters begging ye to dive deep, and be thrown to salvation at the Arch-Grand Commodore's hands... it's a life. Bah, why should I ever bother – ye Sylvanian get don't even have the brains to roll the dice! Just give me the pay and let me get me own grog. And none o' that shite ye call blood! Barely a drop o' alcohol in it."