

## *The Fishmonger*

*Otto was in disbelief. Despite the odds. Despite being outnumbered. He and the Reikland Raconteurs had their victory. Many foul ratmen lay dead around him on the streets of Mordheim. The rest had fled.*

*But the cost of victory was high. Gideon, his captain and leader, was dead. The talons of that monstrous rat ogre were too sharp and had cut too deep.*

*Still there was hope. Otto turned to Hugo, who was still young and new to the horrors of Mordheim. "Get our new friend. The Fishmonger. He has promises to keep."*

*The youngblood left and soon returned with a strange man. Unkept white hair, beard long. He smelled of the sea. He carried a large sack that leaked water. Inside something wriggled still alive.*

*Otto asked him "Can Gideon be saved?"*

*The Fishmonger nodded, then bent down over the fallen leader. He worked and talked quickly.*

*"Morr is the god of the dead. Yes, yes, yes. When a man dies, his soul lingers a while, waiting for Morr to take his hand and lead him to the realm of the dead. But what most folk don't know is that Morr is dumb. Dumb and hungry. With the right prayer, and of course, a decent fish, we can trick Morr into taking the fish instead of the soul"*

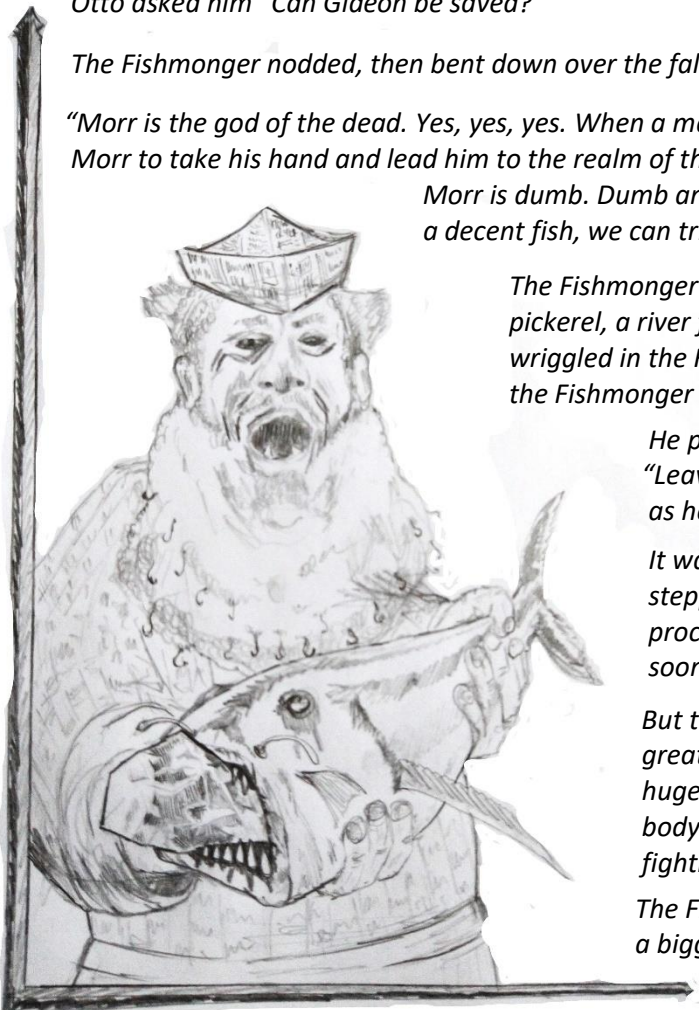
*The Fishmonger fumbled through his sack and pulled out a pickerel, a river fish about the size of his arm. The fish wriggled in the Fishmonger's hands and when it gasped for air, the Fishmonger stuffed a shard of wyrdstone down its mouth.*

*He placed the fish inside the dead captain's coat. "Leave me to my work" the Fishmonger demanded as he began his incantations.*

*It was but five minutes later when the Fishmonger stepped out to the survivors of the warband and proclaimed "We have fooled Morr. Your leader will soon recover...and Morr's appetite is sated."*

*But then a new commotion filled the air. With a great heave, 3 marksmen dragged by the arms a huge lifeless body. Once ten feet tall, this ogre bodyguard was clearly dead. Skaven slings and fighting claws had finally felled him.*

*The Fishmonger frowned. "My, my, my. We will need a bigger fish."*



**Hire fee:** 70 gold crowns.

**Upkeep fee:** None.

**May be hired:** Any human, dwarf, halfling or elf warband may hire the Fishmonger.

**Rating:** The Fishmonger increases the warband's rating by +0 points. That is, the warbands rating is unaffected by the Fishmonger joining.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Fishmonger	4	3	3	3	4	2	4	1	8

**Weapons / Armour:** Sword, Shield, Bow, Dagger, Lucky charm (in the shape of a fish), fisher's net (treated the same as a net from the rulebook. The Fishmonger will always have a net at the start of each game).

### **SPECIAL RULES**

**Underdogs:** The Fishmonger prefers underdogs. Underdogs are more likely to die, and so more souls to save. He will only join a warband that is not the highest ranking warband in the battle. If at the start of the battle a warband with the Fishmonger is the highest rated warband, then the Fishmonger leaves before deploying the warband during the pre-battle sequence.

**Wyrdstone for Souls:** If a player who has hired the Fishmonger rolls a 1-2 for henchmen/hired swords or 11-15 for heroes on the serious injury table, then the Fishmonger can save their soul. It costs the player 1 wyrdstone to save a dying hero or henchmen. The cost is exactly one wyrdstone after the battle, no matter how many warriors died that battle. If the cost is paid, then ignore the 1-2 roll for henchmen/hired swords and 11-15 for heroes. They did not die. The Fishmonger has tricked Morr by replacing their soul for a fish. The warrior or warriors return to good health for the next battle, with their weapons and equipment intact. Note that this special rule cannot be used on animals.

**Saving Souls:** If the player has a henchman/hired sword or hero that dies and the player does not pay the wyrdstone cost to save their soul, then the Fishmonger leaves the warband.

**Without a trace:** If the Fishmonger is taken out of action during the battle, then do not roll for serious injuries. After the battle the Fishmonger cannot be found but is available for hire as usual for the next battle (though the Hire fee must be repaid).