

MORDHEIM



The Headsman

Dramtis Personae

By Felix Andrews

The Headsman



In the dark alleyways it lurks, an accursed and haunted being it hunts the streets ever searching for its prey. its name lost to time, it is a spectral huntsman his large axe sharp and keen, taking the heads of those foolish to get in his way. It is believed those daring enough can summon him to their aid, but a heavy toll they must pay.

Tales and rumours persist that the creature was once the cities head executioner, a cruel man who liked his job too much. During one of his executions in the city square, the comet fell destroying the city and consuming the city square in green fire. His body was burned away but in a cruel twist, his spirit was left behind, still clutching to his favourite axe.

Hire Fee: special see below

May be hired: any warband except for Witch Hunters, Sisters of Sigmar, Elf warbands and Dwarf warbands.

Warband Rating:

| Profile | M | WS | BS | S | T | W | I | A | LD |
|--------------|---|----|----|---|---|---|---|---|----|
| The Headsman | 4 | 5 | 0 | 4 | 4 | 2 | 2 | 2 | 10 |

Weapons armour: Executioners axe (count as two handed axe)

Skills: Strongman, Fearsome, Fearless, Immune to Psychology

Who dares summon me?

The headsman isn't found, but is instead summoned by those in need

Instead of the usual process for finding a dramatis personae the warband leader of a warband wishing to hire the Headsman may do a leadership check. If passed the Headsman will join their warband in their next game. He will not work for the same warband two games in a row.

Death stalks all:

It said the headsman walks from the shadows, appearing from nowhere when there is death to be caused

the controlling player for the headsman may choose instead of the usual process for setting up this model, when a friendly or enemy model is taken out of action in the controlling players next movement phase the Headsman may be deployed up to 6 inches away from where that model was removed and no closer than 4 inches away from enemy models.

Ghostly Form:

The headsman is a spectral being, a fearsome ghostly thing, only his ever-sharp axe being corporeal.

The Headsman has a 4+ save against all attacks this cannot be reduced by armour penetration. In addition, the model is immune to poison, can't be set on fire and ignores stun results (treat as knocked down instead) and stands back up in the recovery phase though strikes last if in close combat.



The debt all men pay:

Always at the end of the battle, the headsman will appear ready for its payment whether that be gold or life.

instead of the usual payment, even if the Headsman is taken out of the action, at the end of the game roll a dice adding 1 to the result if the Headsman took an enemy model out of action:

1: Your life is forfeit: one model of the players choice from their warband is slain (can be a prisoner) his life taken by the headsman. The warband keeps the model's equipment.

2-4: Toll for the reaper: the headsman demands a payment of D6xD6 GC, if they cannot pay treat as rolling a 1 instead.

5-6: Enough death for now: the headsman is satisfied and leaves the warband. No payment this time...

