

Dramatis Personae

The characters described in this chapter are unique and outstanding persons from the *Mutiny in Marienburg* Setting. They follow all rules for Dramatis Personae as described in the Mordheim Rulebook on page 152.

Old Dramatis Personae

Special Characters from the Mordheim Rulebook and Border towns Burning are bound to their locations and should not be used in other settings. Sigurd and Bertha are unlikely to be found in the wilderness of the streets of Marienburg hundreds of years later.

Hiring and Upkeep

Some of the special characters described in this chapter can only be hired when using the *Border Town Burning* campaign system. That is because their hiring and/or upkeep costs are paid using campaign points (CP) instead of or in addition to gold crowns. This means, when hiring dramatis personae the warband erases an amount of CP equal to the character's hiring costs from their roster. The same goes for the upkeep costs which are also paid using campaign points.

Lisette Leerer, Assassin

Saleswoman and enforcer for the League of Gentlemen Entrepreneurs, the most powerful crime organisation in the Free City of Marienburg.

Hire Fee: Lisette takes D3+1 Treasures or Shards of Wyrdstone after each game she participated in.

May be Hired: Any warband except Skaven may hire Lisette Leerer.

Rating: Lisette increases the warband's rating by +100 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Lisette Leerer	4	6	6	4	4	2	7	4	9

Equipment: Lisette is armed with a rapier and stiletto. The enforcer also carries knuckledusters, throwing knives and a blow pipe. She wears toughened leather breeches and the Iron Amulet.

Skills: Lisette has the following skills: Resilience, Lightning Reflexes, Scale Sheer Surfaces, Dodge, Mighty Blow, Hide in Shadows and Step Aside.

SPECIAL RULES

Iron Amulet: Crafted using one of the most secret rituals of the Priesthood of Sigmar to protect Sigmar's Witch Hunters in their sacred duty, this amulet uses the natural properties of metal to resist the effects of Magic. It is rumoured some other

organisations, such as the Gold College, can craft similar devices. Any spell that would target the affected area of the wearer of this amulet has the difficulty of casting increased by 2.

League Business: Roll a D6 for every rare item the warband gets hold of when the rarity of the item is at least Rare 12. On a roll of 1 the item is appropriated by the League of Gentlemen Entrepreneurs.

Guild Membership: Protection is afforded to members of the Marienburg Gentleman's Club in exchange for less than salubrious responsibilities. Lisette is an appointed enforcer protected by the Guild. She may not be placed *under arrest*.

Protection Racket: Any human Hired Swords that the warband encounters, through a random happening or exploration event result, may join any warband Lisette accompanies.

The player may not actively hire any Hired Sword that could not normally be hired by the warband. A Hired Sword may only be removed from the warband roster Lisette accompanies if upkeep is not paid, if it dies from being taken *out of action* or if an enemy model has *captured* the Hired Sword.

Trancas Quendalmanliye, Wood Elf Charlatan

"I said the casino is closed to you. Your money is good at the bar, be grateful for that!"

— Trancas Quendalmanliye

Hire Fee: Trancas takes a 25% cut of all gold crowns earned after each game he participated in. Wyrdstone Shards or Treasures found must all be sold after the battle to work out his total fee. **May be Hired:** Any warband except Skaven, and Undead may hire Trancas Quendalmanliye.

Rating: Trancas increases the warband's rating by +100 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Trancas	5	5	4	3	4	3	8	1	8

Equipment: Trancas is equipped with a rapier and lasso (counts as a net, except that it can never be discarded). He wears Elven boots, Elven cloak and magical Amulet of Thrice-Blessed Copper. **Skills:**

Trancas has the following skills: Excellent Sight, Luck

SPECIAL RULES

Wizard: Trancas was a wizard's apprentice and has two spells generated at random from the Lesser Magic list.

Songster: Trancas can sing. Any friendly model within 6" of the warrior may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

Pick Locks: Trancas knows how to open doors that others find impossible. When testing to open a locked door, Trancas just needs to make an Initiative test in order to be successful.

Hate Orcs and Dark Elves: Trancas has an unyielding hatred for Orcs and Goblins. Trancas *hates* Orcs and Goblins in addition to Dark Elves. **Amulet of Thrice-Blessed Copper:**

On a successful Toughness test Trancas is unaffected by any poison attacks. Non-magical weapons inflict 1 less Wound when Trancas is attacked in hand-to-hand combat.



Sam Warble, Private Investigator



The diminutive sleuth is famous for solving Marienburgers problems for the right price, delving into suspicious characters and uncovering secrets. Annoyingly laconic, especially for a halfling, folk who are renowned for being garrulous in the extreme, Sam operates as a private eye in the big leagues. His rate of hire starts at thirty guilders a day, plus expenses, although this varies on how desperate his patron is, how much they can afford, and how likely he is to get himself killed! With a network of more informants than anyone else in the city, Sam Warble can find anything or anyone at a price.

Hire Fee: Sam charges a rate of 30 gold crowns after the first game he participated in. After each assignment for the same warband his fee is increased by +15 gold crowns. If more than one player wishes to hire the halfling detective then unless campaign objectives take precedence, his services will be awarded to the highest bidder.

May be Hired: Any warband except Skaven, Undead, Beastmen and Orcs & Goblins may hire Sam Warble.

Rating: Sam Warble increases the warband's rating by +100 points.

"Alright who's first? The monkey or the organ grinder?"

— Sam Warble, Halfling Investigator

Profile	M	WS	BS	S	T	W	I	A	Ld
Sam Warble	4	5	7	3	4	3	9	4	10

Equipment: Sam is armed with a pair of short swords (one is ithilmar, one is gromril) and a sling. The detective also receives no penalties for fighting unarmed. He wears a toughened leather jerkin and a thief's cloak.

Skills: Sam has the following skills: Pick Locks, Trap Expert, Haggle, Spry, Hide in Shadows, Step Aside.

SPECIAL RULES

Bribery: The halfling detective meets covertly with agents from law enforcement constabularies to bribe any corrupt officers to avoid arrest. Sam Warble can never be placed *under arrest*. Any warriors being placed or having been placed *under arrest* can be released without rolling on the Conviction Chart by paying a bribe. The warband can pay an amount in gold crowns to the constabulary equal to double the number of experience points the warrior has.

Disarm: In the event of a critical hit, the result is always the same with Sam Warble. The detective sweeps his opponents weapon aside, knocking it from their hand. If carrying two weapons, roll to see which one is lost. His opponent must fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). Roll to wound and take armour saves as normal.

Fleet Footed: The halfling detective may make a flee movement away from enemies to escape from combat, without the enemies striking any blows on him.

Jack of All Trades: The halfling detective is a master of miscellany. He may use any items or weapons he encounters and wear any cloaks or armour. You may purchase equipment for Sam just as you would for any other member of your warband. However, unlike other members of your warband, any weapon you give to Sam Warble is his to keep – he will not give it to another warband member later.

Night Vision: Sam is able to spot *bidden* enemies from twice his Initiative value in inches away for the purpose of underground scenarios.

Sixth Sense: Sam is blessed with more than good luck. Once per game he may choose the result of any dice roll he makes (but not one made by other members of the warband).

Stealthy: Sam can hide even after running, and can run while within 8" of enemy models if he starts and ends his move *bidden*.

True Detective: Warriors taken *out of action* in close combat by Sam Warble are placed *under arrest* whenever an Injury Chart result rolled on a D6 is 5-6, unless the warband following this plot routed.

Any equipment belonging to warriors placed *under arrest* cannot be kept by the warband unless they were impounded in accordance with campaign objectives. Confiscated items cannot be sold or traded.

Private Eye: At the start of each battle nominate one of your opponent's warriors as Sam's mark. Treat this like a Bounty Hunter's mark, except that instead of earning a reward after the battle ended, the mark is placed *under arrest*. Sam gets +1 to hit his mark and must always move towards them.

Sam's mark can be used to nominate any suspects considered to be 'above the law', Emissaries with diplomatic immunity or Members of the League

Underworld Contacts: A Hero visiting a bordello, casino, dream parlour etc (see Infamous Haunts) can re-roll any dice rolls made if accompanied by Sam when hired by the warband. The second result must always be accepted.

Very Resilient: Having been kicked, stabbed, drowned, bitten, shot, captured and tortured on several occasions explains why Sam is tougher than any other halfling in Marienburg or anywhere else for that matter! He receives +1 Toughness for being so very resilient, meaning more than the maximum characteristics normally allowed for a halfling. The increase is already accounted for in his profile.

The South Dock Strangler

Before the Strangler can be hired his identity must be determined. this is not an easy task and requires extensive book keeping and evidence gathering. first determine all Heroes that exist at the time the Strangler first appears, and add them to the list on the second page. from now on whenever the Strangler appears in a game containing one of those heroes strike their name from the list. whenever one of those heroes dies permanently strike their name from the list. Do Not strike their name from the list if they are killed by The Strangler. He may have staged his own death to throw the police off his tail. Once there is one name remaining the Strangler is identified and arrested immediately. If the Strangler is arrested by way of capturing during his Random Happening event, then randomly determine who is the Strangler from the names remaining on the list. once the South Dock Strangler is revealed, they obviously never return to their original warband, strike them from your list.

Hire Fee: 1 Campaign point to hire. the warband that rescues him does not have to pay the hire fee. he will only stay with a warband for 1 match at a time, if you hired him the match before you cannot hire him again.

May Be Hired: All warbands except those following "Defending the Peace" or "Drowning the Witch"

Rating: The Strangler increases the warbands rating by 60+ experience points.

Profile **M WS BS S T W I A Ld**

Weapons & Armour: The Strangler has the following equipment:

SKILLS

The Strangler has the following Skills;

SPECIAL RULES

Infiltrate: A warrior with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models that infiltrate, roll a D6 for each, and the lowest roll sets up ^{first}.

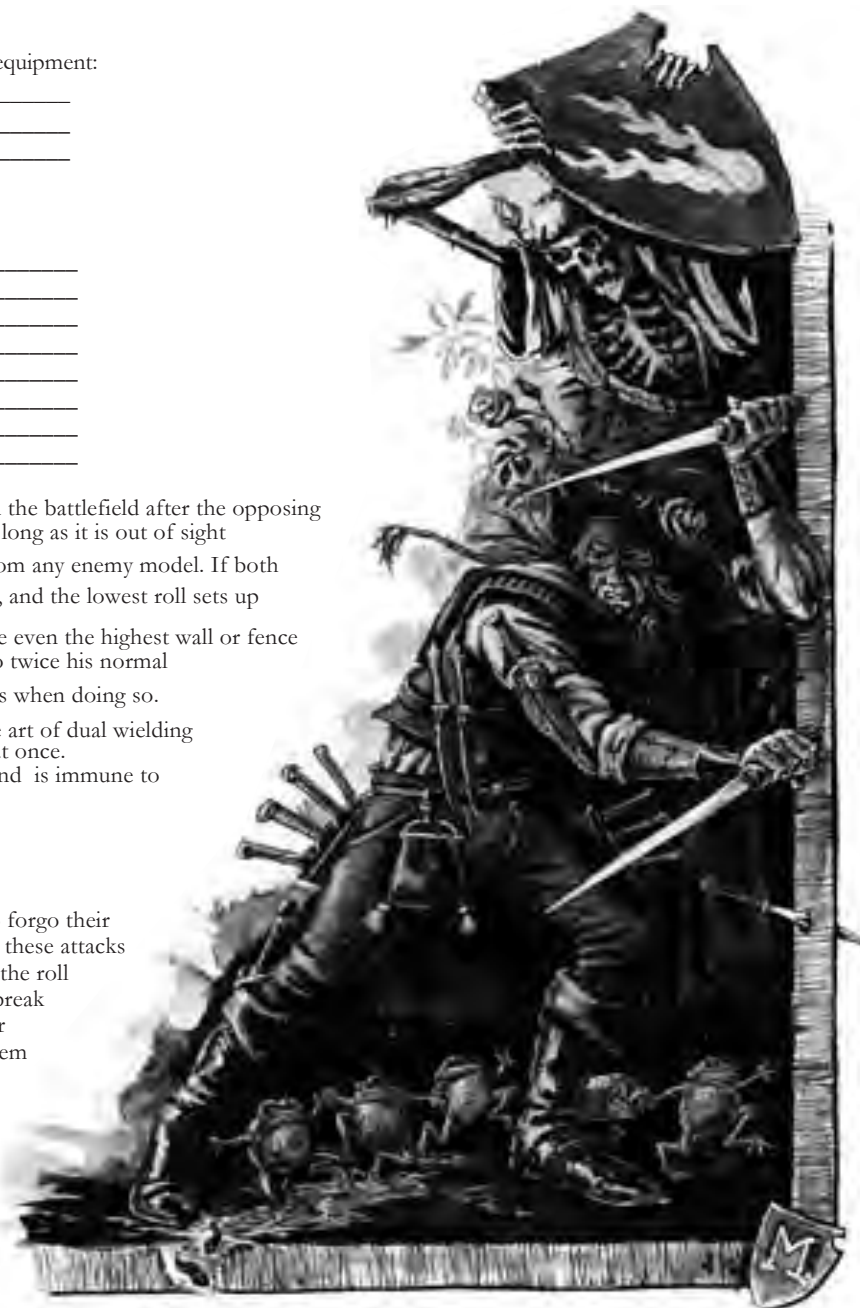
Scale Sheer Surfaces: A warrior with this skill can scale even the highest wall or fence with ease. He can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so.

Ambidextrous: The warrior has trained himself in the art of dual wielding and may ignore the -1 to hit for using two weapons at once.

Immune to Psychology: The ripper is a Psychopath and is immune to all Psychology.

Cause Fear: the legendary killer causes fear

Strangle: when charging this character may choose to forgo their normal attacks to make two unarmed attacks. if both these attacks hit, each player rolls a D6 and adds their Strength to the roll (Strangler gets +2). if the defender rolls higher they break free and combat continues as normal. if the strangler rolls higher they manage to squeeze the life out of them and the warrior dies permanently.



Ark'il'hes Daemon Prince of Arkhar

Once a Kurgan Warlord from the Wastelands surrounding Cathay, Ark'il'hes won countless battles in the name of Arkhar and was the main instigator of the Second Siege of Cathay. The Siege used a massive coalition of warbands of many different races united under one banner. The forces of good suffered a great loss that day, as Ark'il'hes took Cathay and the Chaos Artifact within. After seizing the final artifact from a rival Norse Warband, Ark'il'hes finally ascended to Daemonhood and was set to conquer all of the borderlands. But total domination was not his destiny after all, as on the eve of his victory, a simple priest of Morr named Tabris banished Ark'il'hes to the Chaos Realm. Now 100 years have passed, the whipsers of his servants have broken through to cultists in the mortal realm, and Ark'il'hes may soon be summoned once more.

Hire Fee: 200 gold crowns and D6 campaign points to hire, +50 gold crowns and +D3 campaign points upkeep cost.

May be Hired: only a warband with the Summoning Circle may hire the Daemon Prince.

Rating: The Daemon Prince increases the warband's rating by +136 points (Experience points +75).

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	7	3	4/7	5/6	4	6	3/6	9

Weapons/Armour: The Daemon Prince is armed with the Broadsword of Damnation. He wears the Chaos Dragon Scale Armour and Ghartok's Skull and has the Liber Chaotica (see Chaos Artefacts). In addition, he has the following equipment:

Stone of Luck: 1 Reroll per game

Rabbits Foot: 1 reroll per game or exploration.

Unholy Relic: automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before.

Healing Herbs; use in recovery phase to heal all wounds.

Bone Bow: a reminder of his former life as a Kurgan Warrior, the Daemon prince wields a massive Bone Bow.

Range: 36" **Strength;** As User (4)

SKILLS

The Daemon Prince has the following skills:

Bloated Foulness: -1 Movement, +1 wound, +1 Toughness (added into stats)

Mighty Blow: +1S in Close Combat (added in Stats)

Mark of Arkhar: Frenzy (added in Stats)

Liber Chaotica (Arkhar): 2+ save against Magic

Strongman: Ignores Strike Last

Resilient: -1 Strength from all hits against him in close combat. this does not affect armour save modifiers. (Added in Stats)

Regeneration: When the mutant suffers one or more Wounds, it may try to regenerate the damage. On the roll of a 4+ the mutant has instantly healed itself back to full Wounds. If less than a 4 is rolled, the mutant's regenerative powers have been temporarily exhausted, and it may not attempt further regenerations for the remainder of the battle.

SPECIAL RULES

Leader: Any Warrior within 6" of the Daemon Prince may use his Leadership when taking Ld tests. As a powerful Scion of Chaos, the Daemon Prince will automatically be the *leader* of any warband he joins.

Mark of Chaos: The Daemon Prince has the Mark of Arkhar as described in the Marauders of Chaos warband.



This Daemon Prince is based on one that appeared in our personal BTB campaign. If your group has had a Daemon Prince appear before and you still have the stats, definitely try using them in its place.
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Cause fear: The Daemon Prince is a monstrous creature that causes *fear*.

Daemonic aura: The Daemon Prince has a natural armour save of 5+. This save is negated by magic weapons and spells. The daemon's attacks are considered as magical.

Flying: The Daemon Prince triples his Movement when running and ignores terrain when moving.

Chosen Servant of Chaos: When taken *out of action* the Daemon Prince will not automatically drop the Chaos Artefacts. Instead roll for Serious Injuries immediately. If the Prince dies, place markers for the artefacts.

Immune to poison: The Daemon Prince is immune to all poisons.

Immune to psychology: The Daemon Prince is immune to psychology and automatically passes all Leadership tests. This includes all Rout tests his warband is required to take.

Summoning the Prince

After a Warband acquires a summoning circle from the Lodge, a Wizard that knows Chaos Magic (including the Rituals of Dhar or Hashut) may draw the circle during the circle during a match. place a 4" blast template to denote circle in front of the summoning wizard. this action takes up the entire wizards turn. after the circle is placed the ritual will take D3 turns to complete. during this time the wizard may do nothing but concentrate on summoning. At the end of the designated number of turns the Daemon prince will appear, though he is not fully corporeal until the start of the warband's next turn. at any time during the summoning, until the Prince is corporeal, enemy warbands may attempt to disrupt the ritual, in one of two ways.

Attacking the wizard in any way that causes to lose a wound, be knocked down, or taken out of action will halt the ritual.

The second way is to disrupt the circle. This can have dire consequences for both the fighter disrupting the Circle and the summoner. A fighter can disrupt a Summoning Circle simply by moving into contact with it. Slightly ruffling up the intricate patterns of silver dust on the floor with one's foot is all it takes. Roll on the Summoning Disruption table once for every fighter who moves into contact with the Circle.

SUMMONING DISRUPTION TABLE

- D6 **Result**
- 1 **Oh, shit!** It is too late, the Daemon has already fully manifested. The Circle is removed and the Daemon inside immediately charges the fighter who disrupted the Circle.
 - 2-3 **Clumsy Kick.** The warrior fails to disrupt the Summoning Circle. Nothing happens.
 - 4-5 **Fade Away.** The Circle is broken before the Daemon fully materializes. Remove the Circle and the Daemon.
 - 6 **Rampage!** The Daemon breaks free of the summoner's will. The Circle is removed and the Daemon inside immediately charges the fighter who summoned him. From then on it behaves as aggressive roaming creatures.

Demonic Essence: Ark'Tl'Hes cannot hold his form in the mortal world for very long, and therefore must be summoned each game. If the warband wishes to summon the Daemon Prince again after they have successfully used the circle, they must pay the Upkeep Cost listed in his profile, this represents the warband purchasing the supplies necessary to build a new circle.

Chaos Artefact Chart

Ghartok's Skull

Ghartok's Skull counts as a helmet. In addition, whenever its wearer is wounded by a critical hit on a roll of 4+ on a D6 the hit is considered normal instead. Unlike other armour the helmet does not hinder its wearer from casting spells or rituals.

Dragon Scale Armour

The Dragon Scale Armour grants its wearer a 4+ armour save that cannot be negated below 6+. In addition, any spell targeting the wearer fails on a roll of 4+ on a D6 (for spells like *Silver Arrows of Arba* roll only once instead of for each arrow). The armour does not hinder its wearer from casting spells or rituals of his own.

Broadsword of Damnation

The Broadsword counts as a double-handed weapon. Whenever a warrior is taken *out of action* by a critical hit of the Broadsword, the warrior is transformed into a horrible Spawn of Chaos, that is controlled by the Chaos player. The warrior dies permanently after the battle.

Note that this weapon cannot be destroyed through the Sword Breaker's *Trap blade* special rule or any other circumstances that would normally cause weapons/equipment to break. The same applies to the *Disarm* rule from a Whip.

Liber Chaotica

This mighty tome of Chaos magic contains all the rituals of Tchar, Onogal, Shornaal and Chaos Undivided (Chaos Rituals). A spellcaster in possession of this book is able to use all spells from his dedicated list. Note that he must still learn a spell twice (ie. spend two skills) to permanently reduce its Difficulty.

A non-spellcaster may choose one random spell determined before the battle from the Rituals of Chaos Undivided. The warrior may attempt to cast it as if he was a spellcaster.

A leader with the Mark of Arkhar increases his save against magic to 2+ and becomes immune to the effects from all Chaos rituals (including Rituals of Hashut).