

## The Headless Horseman

Across the province of Sylvania there is a legend so disturbing, so terrifying that even the slightest whisper of "the Headless Horseman" causes the bravest of warriors to cower in fear. No one knows the exact origin of this dread rider, but popular myth suggests that in his living days he was the greatest highwayman ever to grace the province of Sylvania. His skill with a pistol was so great that he could shoot a man square between the eyes from a hundred paces, and his midnight black steed could out-pace the fastest warhorses in the Empire! But as with all highwayman, his arrogance far exceeded his talent and it was this that led to his downfall.

One moonless night, when not even a breathe of wind dared to disturb the perfect silence which lay heavy upon the land, the highwayman saw under the glimmering of his old lantern a coach so black that it seemed like the night self could not compare to its unearthly darkness. Determined not to miss out on another night's banditry the highwayman was not deterred by the obvious signs that something strange was afoot, and he rode up to the door of the black coach with his signature cry of "Your Money or Your Life?". The obsidian door slid soundlessly open and with a voice so cold that even the brash highwayman could not help but shiver at, the occupant croaked, "Yes,

your life, that sounds good to me." Then before the highwayman could reach for his pistol out of bowels of the coach shot an axe so fast that with one decisive blow the body of the highwayman fell away from his horse, the head completely severed at the neck. The horse terrified by the sight of his headless master tried to flee but the black coach was quick upon its tail. The poor beast, exhausted from its hasty flight, soon tired; and it stumbled to the earth to be crushed beneath the bulk of the carriage, leaving it to lie lifeless on that moonless night many years ago.

Now how the rider and his steed rose from death to plague the lands of Sylvania (or even if this story contains a grain of truth!) remains a mystery to this day; but what is for certain is that on moonless nights when not a breathe a wind rolls across the land the braying of a midnight black horse resounds across the whole of Sylvania as the Headless Horseman rides as if from the very darkness itself!



**Hire Fee:** 100 gold crowns to hire. Although most mindless creatures usually have no wish for money the Headless Horseman seems compelled to continue his life of banditry by whatever mysterious force keeps his lifeless body moving.

**May Be Hired:** Warbands who are not of good alignment may hire the Headless Horseman.

**Rating:** The Headless Horseman increases a warband's rating by +80 points.

Profiles	M	WS	BS	S	T	W	I	A	Ld
Horseman	-	4	5	4	4	2	6	2	8
Steed	8	2	0	3	4	2	2	1	5

**Weapons/Armour:** Head or no head this horseman still knows how to kill things! The Headless Horseman is armed with a brace of Dueling Pistols, a Double Handed Axe, a dagger and wears Light Armor. He also has superior black powder and a lantern. Note that combined the Light Armor and the Nightmare Steed give the Headless Horseman a save of 5+.

**Skills:** The Headless Horseman has the following skills: *Horse Archer*, *Pistolier*, *Eagle Eyes*, *Trick Shooter* and *Strongman*.



**Special Rules:**

**Causes Fear:** The Headless Horseman is a harrowing sight to behold and therefore causes fear.

**Immune To Psychology:** The Headless Horseman and his steed are never affected by psychology and they never leave combat. However, if the Headless Horseman suffers a wound, he must roll on the *Whoa Boy!* table as normal.

**Immune To Poison:** The Headless Horseman and his steed are unaffected by all poisons.

**Faithful Steed:** The same dark magics that animate the Headless Horseman also keep his loyal steed at his side. As a result, he may never dismount.

**Undead:** Both the Headless Horseman and his steed count as undead for the purposes of Blessed Water, etc.

**Expert Rider:** The Headless Horseman is a superb rider and as such he counts as being stationary even if he has moved that turn (ie: no -1 modifier to hit).

**Rapid Reload:** The Headless Horseman's speed at reloading is legendary and he can reload both of his pistols in the blink of an eye! Because of this he can fire with both (the skill *Pistolier*) of his dueling pistols every Shooting Phase.

**Head Hewer:** Ever since the loss of his own head the Headless Horseman has started his own morbid collection with the very same axe which caused his own grizzly demise. When the Headless Horseman charges all attacks with his double handed axe cause +1 to all injury rolls and he causes a critical hit on a roll of 5-6. Note this only counts for the turn in which the Headless Horseman has charged, and not subsequent turns if which he is still engaged in hand-to-hand combat.

**Wanderer:** The Headless Horseman only stays with a warband for the duration of one battle. A warband who used the Headless Horseman in their last battle may not seek him out until they have fought at least battle without him.