

Luthor Wolfenbaum

Luthor Wolfenbaum is known by many illustrious names, all invented by himself to enhance his reputation. He offers his services to anyone and everyone, and dons one of his many and varied garbs to best match the needs of a warband looking for help, and often uses an eyepatch on either of his eyes to enhance his disguises. He alternately claims to be the greatest swordsman in all of the Empire, an invincible bowman, or a great dark wizard when a less savoury warband is looking to bolster their ranks. In reality Luthor is none of these things, but he usually finds a way to hoodwink the Warband long enough with a combination of backstabbing, cunning, ruthlessness and sleight of hand to claim his pouch of gold before disappearing into the shadows, looking for a new Warband to gullible enough to pay for his services.

Hire Fee: Luthor as a Dramatis Persona costs 60 Gold Crowns to Hire and 25 Gold Crowns Upkeep cost. In addition, after each battle roll a D6. On a roll of 1, Luthor has "misplaced" one of your Wyrystone pieces if your Warband has any.

Rating: Luthor increases a Warband's rating by 35 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	4	4	2	4	2	8

Skills: Step Aside, Dodge, Expert Swordsman, Sprint, Quick Shot (used with the Longbow and the Clay Orbs).

SPECIAL RULES

Evil Eye. Luthor is immune to any and all Eye Injuries. Ignore the result 31 on the Permanent Injury roll table when rolling for Luthor.

I am Everywhere. Two Warbands fighting against each other may each use Luthor. How this is possible is one of the enduring mysteries of Mordheim. In addition to the above, depending on which role he assumes, Luthor will be affected by the following Special Rules, choose one set:

Luthor, the Crimson Blade of Reikland

Most commonly, Luthor approaches new Warbands and claims to be the Crimson Blade of Reikland, the most fearsome swordsman between the sea and the World's Edge Mountains, extorting a hefty price of gold for his services.

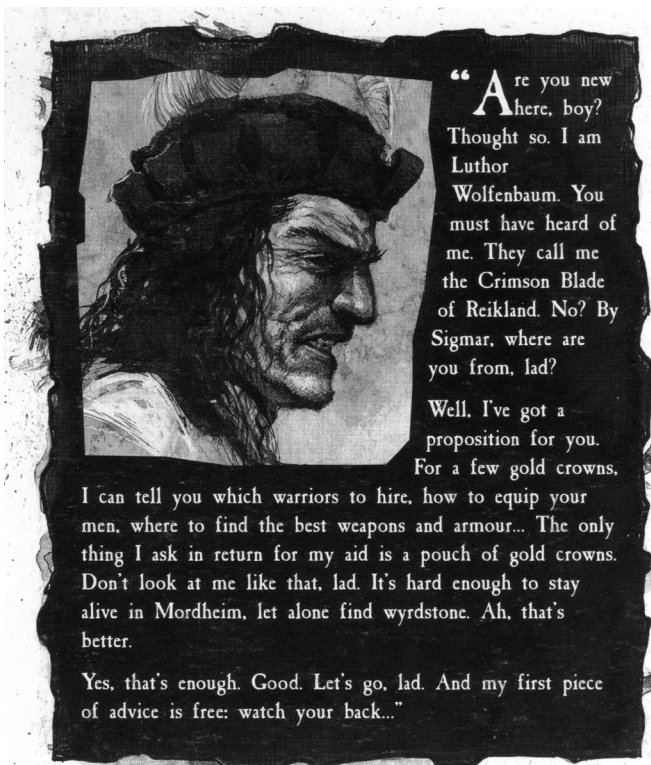
Equipment: Armed with a custom sword (can be wielded two-handed with +1S bonus, or in one hand with normal Strength), a dagger, a suit of heavy armour and a helmet.

May be Hired: All human Warbands except Middenheimers (who'd never seek help from a Reiklander!) May hire Luthor as a Crimson Blade of Reikland.

SPECIAL RULES

The Crimson Blade. Luthor is an expert at backstabbing enemies already engaged in combat. When attacking enemies engaged in melee against another opponent, Luthor gains +1 to hit, +1 to wound and +1 to Injury rolls).

Disengage. Luthor knows that discretion is the better part of valour, and thus he is an expert at disengaging from combat. During his own movement phase, he can move away from any melee without his enemy having a chance of making any attacks. He can even charge another enemy this way.



Luthor, the Dark Wizard Extraordinaire

When Luthor hears that a Warband is looking for a master of the mystic arts, he grabs his “magical” staff decorated with a nailed fish, and starts ranting in a mixture of Tilean, Estalian, Norse and Bretonnian with Reikspiel swear words thrown in, claiming that these are “magic spells”. In this alter ego Luthor can offer his services even to the more unsavoury warbands such as the Undead who are looking for magical help in the dark corners of the settlements like Cutthroat’s Haven or the Dragon’s Demise. In battle the Dark Wizard Luthor fights with clay orbs filled with Tilean Fire. Luthor throws these missiles with great accuracy and claims that they are fireballs conjured with his mystic powers.

Equipment: Luthor is armed with a staff (counts as a club), wears heavy armour concealed under his garments, and has a Lucky Charm, Garlic, and a flask that he claims is a magic potion but is in reality Bugman’s Beer which makes him immune to Fear. Luthor uses clay orbs containing the alchemical mixture known as Tilean Fire.

May be Hired: Luthor, the Dark Wizard Extraordinaire may be hired by any warband except Witch Hunters, Reiklanders or Sisters of Sigmar.

SPECIAL RULES

Fireballs. Luthor can throw his clay orbs of Tilean Fire in the missile phase, even when engaged in melee combat (in melee choose any enemy in base contact). They have a range of 8”, and suffer no hit penalties for long range. If the orb hits, the target suffers 1 S2 hit from the bursting flames, and in addition the model needs to roll under the Initiative at the start of its next turn in order to see through the smoke. If the model fails, it cannot charge or shoot until the beginning of its next turn, though can otherwise move or act normally, and fight in hand-to-hand combat. Only one check is needed even if the target is hit by multiple Orbs due the Quick Shot skill.

Fish-slapping Dance. The fish nailed to Luthor’s staff was actually cursed by the Witch living in the ruins of Sylvania. When used in close combat, on a roll to hit of 6, resolve the hit by the staff at double Strength (i.e. 8 instead of 4). Many a warrior has been felled by the fearsome slap of the fish!



Luthor, the Master Archer of Drakwald

Luthor is a decent marksman, and he is especially good at boasting of his achievements as an archer, and equally good at claiming that any of his misses are due to freak gusts of wind, a curse of a witch, or the Halfling pie he ate last week. Luthor is also an expert at threatening his opponents, telling them that he once emasculated a Snotling at a thousand paces. Surprisingly many hardened warriors take Luthor’s threats seriously.

Equipment: Armed with a longbow, a dagger, hunting arrows and a suit of heavy armour. Luthor uses Dark Venom in his arrows.

May be Hired: Luthor, the Master Archer of Drakwald may be hired by any human, Elf or Dwarf Warband except Reiklanders - Luthor is too well-known there as the Crimson Blade.



SPECIAL RULES

Boast. Before taking one of his shots in the Shooting Phase, Luthor may boast how he knows he is going to hit the target. If he hits the target with his missile attack, roll a D6: the result is a bonus that can be used as a bonus for any single to hit roll with a melee or missile attack or Leadership test (including Rout rolls). You can use the bonus AFTER making the roll. The bonus must be used before the beginning of Luthor's next Shooting phase or the bonus is lost. If he misses, the entire Warband on Luthor's side suffers -1 Ld cumulative penalty until Luthor hits another target. So if Luthor Boasts twice and misses twice, the whole Warband operates at -2 Ld.

Do you feel lucky, lad? Luthor flamboyantly aims at one of his opponents and swears he will shoot him dead with a single arrow. The warrior is understandably unnerved and suffer -1 penalty to his WS and BS as he constantly has to check whether Luthor is going to shoot him. Pick a target for Luthor's threats in the beginning of each of Luthor's Missile phases -this can be any model in the opposing Warband, not just the nearest one. Luthor can only do this if he is not engaged in melee combat and not Stunned/Knocked down. Undead models, Daemons, animals and warriors immune to psychology such as Flagellants are immune to this ability.

This is an unofficial addition made for the Mordheim Facebook group's 10.000th member celebration in 2019 with an accompanying limited edition miniature.

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