

Orphan Assassins

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Edited by The Mordheimer.

Rumors have begun to spread around Mordheim about two young brothers, Harlan and Marlan VanEckelbropstien, orphaned sons of famed hunter Karlan VanEckelbropstien. It has been told that the pair has found a profession, not a reputable profession, but it puts money in their pockets, they have become assassins.

Before the cataclysm the twins used to accompany their father on his legendary hunts in far off lands. Lustria, Khemri, Albion, even in the northern chaos wastes. You see, unfortunately Their Mother passed away while giving birth, so their father, not wanting to leave them alone for the extended periods of time while he was away hunting mystical beasts, brought them with and taught them the ways of the hunter

Fortunately for the two, this helped them survive after the comet fell and took the life of the Sr. VanEckelbropstien. Most orphans didn't make it to long, but they took their hunting skills and at first used them for thievery. Harlan was always the best with a long rifle and Marlan was quite a bit stronger than Harlan, so Marlan would walk up to their victim, politely ask for their coin bag and point out Harlan on a rooftop 50 yards away with their fathers Hochland Long rifle. When this became boring, it turned to Harlan shooting the purses from the belts of his target from such a distance, there would hardly be a noise and most of the time they wouldn't even notice Marlan walking by them and picking up their fallen coins.

Then came a turning point in their lives, they were pulling their old walk up and point out the shooter scam, Marlan walked up to a finely dressed merchant and asked for his belongings, but it seems that word of their stunts had spread, it was a trap. Four Guardsmen from the local militia rushed Marlan and proceeded to attack. Even though they had never physically injured another human in their life, Marlan found himself in a duel to the death. After killing the first guard with a crushing blow to the head with his club he swung around to face his other opponents, only to find them dead, 3 well placed shots between the eyes in less than twenty seconds.

After that fateful day, now with a price on their heads, they knew what they had to do. They started taking contracts.

Dramatis Personae: The Orphan Assassins are Dramatis Personae as described on page 152 of the Mordheim rulebook and follow all of the standard rules therein. Harlan and Marlan (The Orphan Assasins) work as a team and can only be hired as a pair. Being assassins, an intended target needs to be declared, either a single enemy model, or entire warband

Hire Fee: 70 gc for a single target, 120 gc for entire warband, hired as a pair. Half up front (before the battle) and half at completion of contract (target taken Out Of Action, for entire warband more than 2 models must be taken Out Of Action.) If contract is not completed in the first game where they are hired, they will stay with the hiring warband for one additional game to try to complete their task. After that they will take their losses (half payment) and leave.

May be Hired: Any warband may hire the Orphan Assassins besides Sisters of Sigmar, good Elves, Witch Hunters and Bretonnians, and any other Good warband that logically wouldn't hire the likes of an assassin.

Rating: The Orphans increase the warband's rating by +35 points.

Harlan VanEckelbropstien

{Description}

Profile	M	WS	BS	S	T	W	I	A	Sv	Ld
Harlan	4	3	5	3	3	1	5	1	6+	7

Weapons/Armor: Hochland Long Rifle, Club, Light armor, rope and hook.

Skills: *Infiltration, Hunter, Trick Shooter, Eagle Eyes and Dodge.*

Marlan VanEckelbropstien

{Description}

Profile	M	WS	BS	S	T	W	I	A	Sv	Ld
Marlan	4	4	3	4	3	1	4	2	6+	7

Weapons/Armor: Two-handed warhammer, Light armor.

Skills: *Infiltration, Lightning Reflexes, Mighty Blow, Strike to Injure, Step Aside and Dodge.*

Special Rules:

- *Inseparable:* Marlan will not leave Harlan's side! Marland must be hired with Harlan as a pair and must remain within 4" of each other (unless to engage an enemy) and will intercept any model that tries to charge his brother. Marlan has a 4" intercept range. In the event that one is taken Out Of Action, the other will attempt to drag him off of the battlefield and to safety. In a campaign, if one member of the partnership retires then the other will retire.