

Alchemist

30 gold crowns to hire +15 gold crowns upkeep

While most Alchemists are mere Scholars that spend most time in their isolated Laboratories, searching for ways to transform lead into gold, there are other Individuals. These young men and women are longing for adventure and want to take their science to the field. And there is no better place in this world to make a Name for oneself by investigating strange substances and experimenting than the gruesome streets of Mordheim. They supply warbands that are willing to protect them with all kinds of instable substances that, in some cases, turn out to be rather useful to the ones foolish or brave enough to use them.

May be hired: Every warband except Sisters of Sigmar, Undead (of any kind), Skaven (of any kind) and warbands that eat/sacrifice humans on a far to regular basis.

Rating: The Alchemist increases the warband's rating by 12 points plus 1 point for every experience point.

Profile	M	WS	BS	S	T	W	I	A	Ld
Alchemist	4	2	2	3	3	1	3	1	6

Weapons/Armor: Club, Dagger and Toughened Leathers

Skills: Alchemists may choose skills from the Combat and Speed skills list, or may randomly determine a new recipe from the Alchemy list.

SPECIAL RULES:

Alchemy: The Alchemists supplies the warband with highly instable versions of well-known drugs and explosives. He starts the game with two item recipes from the table on the right. After a game in which he has not been taken out of action, he may attempt to produce one such item by rolling 2D6 equal or above its recipe difficulty, just like a spell. If he succeeds, add that item to your stash. In the following battle, the item has to be used. If it is not, it is simply removed from the stash again, as it has gotten useless. (These items also may not be sold.)

The alchemist uses the following item recipe table. If you get the same recipe twice, roll again or lower the recipe's difficulty by 1. The rules for the items are summarized on the next page.

D6 Result

1	Unstable Flash Powder	Difficulty 5
2	Cultivated Mandrake Root	Difficulty 8
3	Crude Fire Bomb	Difficulty 8
4	Synthetic Crimson Shade	Difficulty 7
5	Almost Superior Blackpowder	Difficulty 8
6	Simple Firecrackers	Difficulty 5

Credits:

Rules & Model

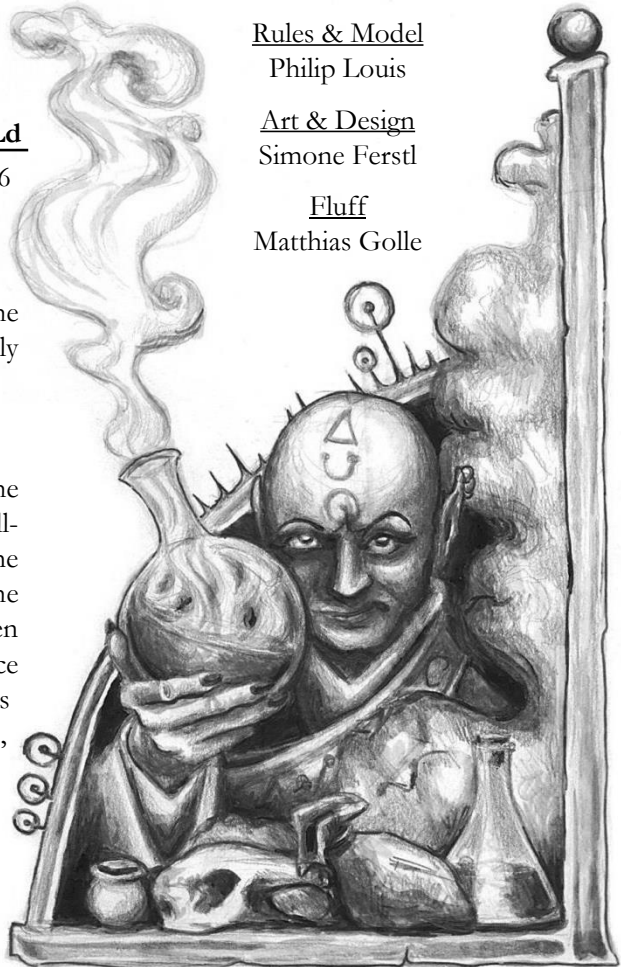
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Alchemist

Alchemy Item Rules for Reference

Flash Powder

(from Annual 2002 p. 86)

An ancient Dwarf creation, flash powder is used in mines to illuminate darkened fissures in the search for gold and other precious minerals. In Mordheim, small bags of this substance can be used to blind enemies, throwing them into disarray as you launch your attack.

Flash Powder can be thrown as an enemy charges the wielder (as an interrupt). The charger must take an immediate Initiative test in order to cover their eyes. If he fails, he is temporarily blinded and it counts as a failed charge. There is only enough flash powder for one use during the battle.

Mandrake Root

(from Mordheim rulebook p. 36)

The man-shaped Mandrake Root grows in the rotting swamps of Sylvania. It is a noxious, deadly plant which is highly addictive and slowly kills its users, but also allows them to shrug off almost any pain.

Effect: Mandrake Root makes a man almost oblivious to pain. His Toughness is increased by +1 for the duration of a battle and he treats all *stunned* results as *knocked down* instead. Mandrake Root has no effect on Undead, such as Vampires and Zombies, or on the Possessed.

Side effects: Mandrake Root is highly poisonous. At the end of the battle, roll 2D6. On a roll of 2-3 the model loses 1 point of Toughness permanently.

Fire Bomb

(from Annual 2002 p. 86)

Designed by the dwarf engineers of the Worlds Edge Mountains, fire bombs are a rare and deadly weapon. A small batch of gunpowder is sealed within an iron casting with a short fuse fed into it. When lit, the thrower has only seconds before the gunpowder ignites and explodes. This can often prove to be dangerous, as if the fire bomb is fused incorrectly it could be the thrower who finds himself amidst the explosion...

The fire bomb may be thrown in the Shooting phase in the same way as blessed water (p53 Mordheim rulebook). If the bomb lands on target, the warrior hit takes D3 Strength 4 hits with no saves for armour and all warriors, friend or foe, within 1" of him take 1 Strength 3 hit with saves as normal. If the throwing warrior rolls 1 when rolling to hit, the bomb misfires and explodes just as if the throwing warrior had been hit by his own fire bomb.

Crimson Shade

(from Mordheim rulebook p. 36)

Crimson Shade is the name given by Old Worlders to the leaves of the blood oak of Estalia. It is an extremely addictive drug, but grants its users inhuman quickness and strength.

Effect: A model using Crimson Shade has his Initiative increased by +D3 points, and Movement and Strength by +1 (this effect lasts for one game). Crimson Shade has no effect on Undead such as Vampires and Zombies, or the Possessed.

Side effects: After the battle, roll 2D6. On a roll of 2-3, the model becomes addicted and you must try to buy him a new batch of Crimson Shade before every battle from now on. If you fail to buy any, he will leave your warband. On a roll of 12 the model's Initiative is increased permanently by +1.

Superior Blackpowder

(from Mordheim rulebook p. 39)

The model has acquired a better quality of blackpowder than is normally available. This new batch adds +1 Strength to all blackpowder weapons that the model has. There is enough superior blackpowder to last for one game.

Firecrackers

(from Border Town Burning p. 31)

These tiny explosives are too weak to set something on fire or to injure human beings. Firecrackers generate a loud noise, causing alarm in animals.

If an animal or mounted warrior tries to charge the model, while it is not in combat, *knocked down* or *stunned*, it may pass an Initiative test in order to use the firecrackers. If it succeeds the animal must pass an Ld test (animals may not use the Ld of the warband's leader and mounts may not use the Ld of its rider). If it fails the test, the charge has failed and mounted warriors have to roll on the Whoa Boy! table. If the mount has the *battle schooled* special rule, the rider may re-roll the result of the Whoa Boy! table once.

The model can also throw the firecrackers in the shooting phase. It may throw them at any point in 8" distance. All Mounts or Animals in 3" around the detonation spot have to take a Ld test. If it fails, mounts have to roll on the Whoa Boy! table, and animals flee as if they failed an *all alone* test. There are enough firecrackers to last for one game.

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Appendix

INSPIRATION:

The motivation for this hired sword came when I saw the “Damiel, Iconic Alchemist“ model. I just loved the huge amount of bottles and flasks as well as the surprised face, wondering what could have gone wrong in this last bottle.

For me an alchemist is not really a typical warrior but rather a wicked scientist experimenting with dubious substances. So why not get some wyrdstone?

Instead of inventing some additional weird and experimental items myself, I decided to make the alchemist a producer of equipment already existing in the (core) Mordheim ruleset which, at least in my group in Munich, are never or barely used.

If you include this hired sword in your game, have fun! I expect that if you get the feeling that there are some balancing issues, it will be due to one of the items the alchemist can produce. In that case try changing the difficulty role for producing this item.

Philip

„Damiel, Iconic Alchemist“
from the Reaper Miniatures
Pathfinder Series



Revision	Date	Author	Changes & Comments
v1.0	14.03.2018	Philip Louis	Initial Version