

Mordheim Hired Sword

Berserker

Norse Berserker

Type: Human

M	WS	BS	S	T	W	I	A	LD
4	4	0	4	3	1	3	1	7

+22 exp to warband total + 1 for each earned exp point

Special Rules:

This warrior has FRENZY - x2 Attacks, Immune to Psychology, must always charge if there are any enemy models within charge range.

May earn Combat and Strength skills. Equipped from the Ogre Bodyguard List.

Werebear

Type: Mutant

M	WS	BS	S	T	W	I	A	LD
6	4	0	4	4	3	4	2	7

+22 exp to warband total, + 1/2 for each earned exp point* (must replace all experience and skills earned as human)

Though generally similar to the Norse Wulfen, this mutant has some unique features:

It's LARGE +20 exp to warband total, +1 to hit with ballistic attacks (easy target).

The beast's unnatural appearance causes FEAR in all of his opponents.

SHAGGY HIDE - 6+ armour save (same as Beastmen)

BESTIAL - Ravenous and Immune to Psychology, too feral to ever lead a warband.

*SLOW WITTED - Gains advances at half rate, therefore must earn twice the usual experience points (see Ogre).

This brute may earn Combat and Strength skills, and retains his abilities to handle tools. He uses the same weapons, armour, and profile maximums as an Ogre Bodyguard.

Wyrdstone Magic:

The ritual allows him to sacrifice his human form to take on the strength and fury of a bear, and always requires a single wyrdstone and a dead body.

If the Berserker suffers deadly injuries as a result of being taken out of action, spend 1 wyrdstone and roll a D6:

- 1-3 He dies.
- 4-6 He sheds his flesh and becomes a Werebear with a human mind and a heart of wyrdstone.

60 gc to hire, 25 gc upkeep in human form, 20 gc upkeep as werebear

This fierce fighter is a sole survivor of his entire Viking clan. In reward for his valour, the Norns have smiled upon him and Odin himself led him into the wild to live among bears. He has given up his humanity for the wisdom of the woods and knowledge of magic.

Full of fury and blind with bloodlust, this warrior fears nothing in battle. The gods and spirits of the forest have revealed to him the ability to be reborn through death in a ritual of possession.

This unhinged character is happy to fight alongside any who will accept him, and may be hired by all warbands except for any Undead, as well as Witch Hunters, Sisters of Sigmar, or any gang employing 'good' priests.

