



Black Guard of Morr



55 gold crowns to hire + 20 gold crowns upkeep

Silent, obsidian-clad wardens of death, the Black Guard of Morr stand watch against the terrors of the night across all the Old World. Encased head to toe in all-enclosing lacquered black plate armour worked with the signs of raven & rose and thickly padded such that only the faintest whisper betrays their passing, armed with vicious halberd or mighty greatsword or even, almost uniquely for templar knights, crossbows, they stand vigil over the temples, monasteries, and gardens of their grim patron against the predations of grave robbers and other, darker things. Typically venturing out from their posts only to escort members of the priesthood or when called up in force to crusade against the spawn of the Great Necromancer, they can on occasion be found abroad on other business.

May be Hired: Any Human warband that does not contain followers of Chaos, any form of Undead, or followers of Khaine may hire a Black Guard of Morr.

Rating: A Black Guard increases the warband's rating by +24 points, plus 1 point for each Experience Point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Guard	4	4	3	4	3	1	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Heavy Armour and a Crossbow, and may have *either* a Halberd *or* a Double-handed Weapon. If using the optional rules for mounted models or the Blazing Saddles expanded mounted rules, the Black Guard may ride a Warhorse, if so increasing their save to 4+ while mounted and adding an additional 5GC to their upkeep cost.

Skills: A Black Guard may select from the Combat, Shooting, and Strength skill lists, and may additionally select Cavalry skills if mounted.

SPECIAL RULES

Silent Guardian: Avowed silent and clad in their padded & blackened plate, Morr's templars are almost as spirits themselves. If a Black Guard has been declared Hidden, enemies must take an Initiative test to spot them even if they move such that the Black Guard is in plain sight and would normally be revealed.

Inured to Horror: Black Guard are immune to psychological effects caused by Undead creatures or entities, and need never take All Alone tests.

Shield of Dreams: any Necromantic or Dark Magic spell that targets a Black Guard of Morr counts as one Difficulty level higher than normal when casting.

Designer Notes

This was produced for the Mordheim facebook group Hired Sword competition and should be considered entirely experimental as it has not been playtested as of its publishing. Feedback in that regard would be welcome should anyone give the rules a shot in their games.

Morr has always been one of my favourite of the Old World pantheon, and his grim silent knights have particularly appealed ever since I first read about them. A combination of dour reserve and ruthless pragmatism punctuated with utter hatred when faced with their god's enemies, within a shell of silent and sinister gloss-black plate - what's not to like? I've tried to keep the rules as thematic as possible based on their appearances in Black Library novels as well as the various WHFRP supplements that reference them without going overboard, so it should be a solid fighter in general with a bit of extra resilience when facing Undead or followers of Khaine.

My model is alas still barely more than a concept, but any miniature in fully-enclosed plate armour should do with a nice gloss-black paintjob. Should you be capable of sculpting adding rose, raven, and gateway motifs to the armour, or areas of cloth in matte black or deep purple with painted-on silver embroidery perhaps will help reinforce the theme. I'm basing my own on the excellent Empire(now Freeguld) General box, with arms from the OOP Knights of the White Wolf, and a Greatsword.

-Yodhrin(aka Calvin Hobbes)