

Mordheim Hired Sword Body Snatcher

Body Snatcher

Type: Human

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

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

Equipment:

Lantern, halberd, crossbow, and chloroform*.



30 gc to hire, 15 gc to upkeep

The sordid opportunities provided by the city of Mordheim ensure there is an occupation for all manner of horrible individuals, and no person is more loathed than the Body Snatcher.

Quick to profit from the misfortune of others, these repugnant souls scour the battlefields looking for warm bodies to sell to the highest bidder. They do not concern themselves with the sensibilities of common folk, and care not whether their captives are used for ransom or for gruesome medical experiments.

These cunning knaves can easily find employment despite their detestable occupation, due to their genius and corrupt contacts.

Skills:

LONER - Always strikes first when all alone. This supersedes all other rules and weapons.

STEALTHY - Can run even if enemies are within 8" of his position.

This mercenary may gain Academic skills.

Nefarious Dealings:

KNOWS A GUY - Can assist with buying Healing Herbs without ever searching for them, due to connections in medical community.

***ABDUCTIONS** - If ever in base to base contact with a face down model, the Body Snatcher will use chloroform on the unsuspecting foe.

If the victim is a Hero, take a Toughness test - they will resist capture if they roll equal to, or under their toughness. If they fail, or the stunned model is a Henchman - both the Body Snatcher and downed model can be immediately removed from the table. The model is automatically captured by the warband employing the snatcher.

ABHORRENT - This loathsome individual makes a living off the soon to be deceased, for that reason alone all enemies hate him.

DISREPUTABLE - Can not be hired by Witch Hunters, Sisters of Sigmar, or any gangs with priests.