

Specialists

Marienburg with its proliferation of professional murderists – The mark of an assassin may die at the end of a hired blade, the victim of a jealous husband or scorned woman – Possibly a city official with a grudge, or an old enemy free of prison.

Mavericks and pay-swords seeking opportunity as freelance agents arriving in Marienburg will not have far to look when constabularies and gangs are with need to hire specialists. Private interests including the Houses of the Ten, the Elves of Sith Rionnasc and the League of Gentlemen Entrepreneurs who regularly hire in freelance agents to ferret out foreigners secrets.

Ogre treasure Hunter

95 gold crowns to hire +40 gold crowns upkeep

Rum-soaked ogre treasure hunters have sailed the big seas living the life of a pirate. Sea-dogs are haulage dealers and deep-sea divers. Salvagers of maritime paraphernalia will dive off shipwrecks to collect trinkets boarding every piece of junk they ensnare along the way, whether it be scrap metal or snack-meat for lunch.

May be Hired: Any warband with a riverboat/barge except Skaven may hire an Ogre Treasure-Hunter.

Rating: An Ogre Treasure Hunter increases the warband's rating by +35 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Scrap-Dealer	6	3	2	4	4	3	3	2	7

Equipment: Brace of pistols, anchor (counts as an axe) and fishing rod & tackle (counts as a man-catcher). Ogre Treasure Hunters wear rusted diving equipment including a diving bell for a helmet!

Skills: An Ogre may choose from Combat and Strength skills when he gains new skills.

SPECIAL RULES

Diver: Ogre Treasure Hunters wear rusty diving gear allowing them to move (and breathe!) in water without penalties. They count as being aquatic.

Fear: Ogres are large, threatening creatures that cause *fear*. See the Psychology section for details.

Large Target: Ogres are Large Targets as defined in the shooting rules.

Parrot Gnoblar: The ogre is accompanied by a gnoblar dressed as a parrot. The feathery costume is a compulsory disguise in a city like Marienburg!

An Ogre Treasure Hunter with a Parrot Gnoblar can swipe salvage for the warband after each battle. Roll on the Cargo Chart if the Ogre Treasure-Hunter was not taken *out of action*. A Parrot Gnoblar is a 'claimed' gnoblar meaning it is represented on the ogre model.

Scrap-Dealer: A warband with an Ogre Treasure Hunter can arrange trade deals with other warbands without requirement of a wagon or other vehicle. If the player wants to benefit from having a reputation in trade deals then a vehicle will be required.

Grave warden

30 gold crowns to hire +10 gold crowns upkeep

The priests of Morr who preside over burials are unable to maintain each of the cemeteries in which the Empire's dead are interred. Known as Gardens of Morr, these cemeteries are often kept by Grave Wardens. The Grave Warden is responsible for maintaining each Garden's grounds, walls, and monuments, trimming back its black rosebushes and keeping things tidy. These Grave Wardens also regularly patrol each Garden's perimeter, ensuring that no grave robbers, would-be necromancers, or crypt ghouls attempt mischief.

The Grave Warden's role means that he often stands as the first line of defence against any unquiet undead that would disturb the Empire's deceased, and the Grave Warden understands better than anyone how dangerous it can be to walk alone at night.

May be Hired: Any Dwarf, Elf or Human warband may hire a Grave Warden.

Rating: A Grave Warden increases the warband's rating by +10 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Grave Warden	4	3	3	3	3	1	4	1	6

Equipment: Shovel (counts as an axe), toughened leathers, wheelbarrow.

Skills: A Grave Warden may choose from Combat and Speed skills when he gains new skills.

SPECIAL RULES

Immune to Disease: Grave Wardens guard against those who would disturb the dead from their rest, be they rats, bone pickers, grave robbers or worse. Hardy constitution further fortified by drinking bowls of graveroot soup means a Grave Warden is not affected by any disease.

Hardened: Tending the Gardens comes with heavy responsibilities. Grave Wardens are immune to *fear*.

Gardener: Stout-hearted are Morr's Gardeners, offering a grim welcome to anyone who dares trespass into his domain. A Grave Warden must move towards the nearest model that attacked a grave marker (or trespassing in a tomb) if he has line of sight. The Grave Warden *bates* all models defiling graves and charges any trespassers.

Halfling fence

30 gold crowns to hire +15 gold crowns upkeep

Not just anybody can run a successful fencing operation under the protection of powerful gangs that are hiring him. Halfling counterfeiters benefit from keeping a low profile while they network independently of racketeers in the city's underbelly.

May be Hired: Any warband except Skaven, Undead, Beastmen and Orcs & Goblins may hire a Halfling Fence.

Rating: A Halfling Fence increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling Fence	4	2	4	2	2	1	4	1	8

Equipment: A Halfling Fence is equipped with a pistol and dagger.

Skills: A Halfling Fence may choose from the Speed and Shooting skills when he gains a new skill.

SPECIAL RULES

Sham: A Fence has an eclectic range of items procured from sources best left unspoken. Offered at incredible prices, traders should be wary for their word is not their bond and such items are often flawed...

All of the items purchased through the Fence are at their base price (ie, do not add the random gold modifier for items). All items bought from the Fence are also at half price but once the item is first used roll a D6. On a roll of 1 the item breaks and is useless – an elaborate fake!

At the end of each battle (whether or not the Halfling Fence actually took part), roll a D6 and consult the following chart.

D6	Result
1	Halfling cookbook
2	Ithilmar weapon
3	Gromril weapon
4	Tome of magic or Holy tome
5	Hunting rifle or Elven bow
6	Brace of duelling pistols



Halfling pimp

20 gold crowns to hire +10 gold crowns upkeep

Halfling agents can make a career as sleazy expeditors serving as go-betweens in the seedier parts of the city. An underworld guide acts as a herder of barlots. Flesh-peddlers with delusional aspirations of becoming slave traffickers.

May be Hired: Any warband except Skaven, Undead, Beastmen and Orcs & Goblins may hire a Halfling Pimp.

Rating: A Halfling Pimp increases the warband's rating by +10 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling Pimp	4	2	4	2	2	1	4	1	8

Equipment: A Halfling Pimp is equipped with a dagger and a box of cigars (counts as a torch).

Skills: A Halfling Pimp may choose from Speed and Shooting skills when he gains a new skill.

SPECIAL RULES

Underworld Contacts: A Hero visiting a bordello, casino, dream parlour etc (see Infamous Haunts) can re-roll any dice rolls made when accompanied by a Pimp hired by the warband. The second result must always be accepted.

Flesh-peddler: At the start of each battle nominate one of your opponent's Female warriors as the Pimp's mark. Treat this like a Bounty Hunter's mark, except that instead of earning a reward after the battle has ended, the mark is *captured* by the Pimp.

The Pimp gets +1 to hit his mark and must always move towards them. He gains +D3 Experience for each mark he puts *out of action* if he survives and the battle was won. After the battle do not roll on the Serious Injuries chart, marks count as *captured*. Any weapons can be kept by the warband or sold.

Playboy: A mark works for the Pimp's warband as a Courtesan and must always remain within 8" of him, due to the syndrome of Courtesans becoming dependent on luxuries supplied by the Pimp.

Courtesans: If the Pimp is taken *out of action* and none of the Pimp's warband members are within 8" then his marks will automatically run for the nearest table edge, in the hope of returning to its original warband. If a mark ever comes within 8" of its original warband, then it is instantly controlled by the original owner of the mark. If the Pimp is taken *out of action* in a battle and a mark is within 8" of another warrior from the Pimp's warband, the mark will charge the closest model from that warband in range. Treat the mark as having *hatred*.

Albino stormvermin

75 warp tokens to hire +30 warp tokens upkeep

Hulking white-furred armoured mutes are Skavenblight's elite Stormvermin. Albino guard are granted sparingly, sent only in protection of minions carrying out their dastardly assignments.

May be Hired: Albino Stormvermin may only be hired by Skaven warbands.

Rating: An Albino Stormvermin increases the warband's rating by +30 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Albino Guard	6	4	3	4	4	1	5	2	6

Equipment: Albino Guard carry a halberd and wear a suit of heavy armour.

Skills: An Albino Stormvermin may choose from Combat, Strength and Speed skills when he gains a new skill.

SPECIAL RULES

Hardened: The Council's bodyguard are chosen for their strength and relative fearlessness. They are immune to *fear*.

Bearman bodyguard

65 gold crowns to hire +30 gold crowns upkeep

Norse retainers are all the fashion with the nobility. Norscan mercenaries from Ormsgard and Urslo serve numerous Merchant Houses. Thirsty bodyguards are always garrisoned away from strong ale, food stores and women!

May be Hired: Norse Bodyguards may not be hired by Undead and Skaven warbands.

Rating: A Bearman Bodyguard increases the warband's rating by +30 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bearman	4	4	3	4	3	1	3	2	7

Equipment: A Norse Bearman is equipped with an axe, shield and wears light armour and a wolf cloak.

Skills: A Bearman Bodyguard may choose from Combat and Strength skills when he gains a new skill.

SPECIAL RULES

Shieldmaster: A Norse mercenary has trained with a shield since childhood becoming so skilled as to repel any blow. A Bearman Bodyguard may parry with it in addition to getting a save throw.

Bulwark: Bearmen fight expertly with a shield in one hand and an axe in the other. The Bearman Bodyguard gets an additional +1 bonus on his armour saving roll in close combat.

Drunken: Bearmen are notorious for their uncontrollable consumption of alcohol. Roll a D6 at the start of each turn. On a roll of 1, they must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on a roll of 6 they become subject to *frenzy* for that turn. While subject to both *stupidity* and *frenzy* they are immune to all other forms of psychology.

Whaler

70 gold crowns to hire +30 gold crowns upkeep

Whaling is an important trade for Norsca and whalers are respected even among the warriors. Swimming through the dark currents of the Sea of Claws are massive whales, many of which bear strange markings and odd colourations, twisted and warped as they are by the power of Chaos. These monsters can capsize ships and swallow hundreds of men in a single gulp meaning Norscan whale-hunters sailing out of Marienburg must be made of sterner stuff than ordinary fishermen.

Some whalers, hoping to retire to a less dangerous means of making a living, sell their services as mercenaries in dangerous locales like Mordheim or cutthroat shores of Sartosa.

May be Hired: Whalers may not be hired by Undead and Skaven warbands.

Rating: A Whaler increases the warband's rating by +30 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Whaler	4	3	4	4	3	1	3	1	7

Equipment: A Whaler is equipped with a spear, net, harpoon gun (counts as harpoon crossbow), and harpoons (counts as javelins).

Skills: A Whaler may choose from Strength and Shooting skills when he gains a new skill.

SPECIAL RULES

Marine Hunter: Whalers grow accustomed to hunting marine beasts. Double any wounds inflicted to aquatic models.

Hardened: Having come face to face with some of the largest most terrifying beasts the seas have to offer and survived, the Whaler is immune to *fear*.

Harpooner: When the Whaler hits a model in the shooting phase, if he wounds the target, he may attempt to reel in the catch. If the Whaler passes a Strength test, the target model is pulled 8" towards the Whaler. Neither model counts as charging if a model is reeled into close combat.

Whalebone Carver: Heroes get +2 on search rolls when looking for Scrimshaw Baubles when a Whaler joins the warband.

Fire-eater

75 gold crowns to hire +30 gold crowns upkeep

A strange gesture with a fire-stick from an exotic personality with tattooed skull gesture. Followed by waves of boiling heat from a tongue of flame shooting between onlookers! Lethal displays from fire-eaters of Ind, Cathay and the Ogre Kingdoms. Entertainers and assassins both surprise all as they let loose with a belch of fire. Foes curse them as hair and bemp fries or rope curls and snaps as they unleash a titanic flume of heat. Nearby drunkards bursting into flame means a crowd notices that pandemonium is going on in their midst. What starts as a show can end in a dangerous explosion. If a fire-eater should instinctively take a breath at the wrong moment, inhaling the fire he should have been spewing... His screams will soon be cut short as he is cooked inside out!

May be Hired: Any Human warbands including Battle Monks of Cathay may hire a Fire-Eater. Ogre Maneaters may hire a Fire-Eater with Movement 6.

Rating: A Fire-Eater increases the warband's rating by +30 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fire-eater	4(6)	2	3	3	4	2	2	1	7

Fire-Stick: Being almost perfectly trained in mystical arts, the Fire-Eater spits fire upon his enemies in the shooting phase. Use the teardrop shaped flame template to determine which models suffer an automatic Strength 4 hit. In addition, any models hit are *set on fire* on a roll of 4+ (see Fire Rules). Fire-Eaters can use this breath attack even when engaged in close combat.

Inhaling Fire: After belching the first flume of heat, roll a D6 each time a Fire-Eater makes an additional breath attack. On a roll of 1 the Fire-Eater has inhaled the fire he should have been spewing! The warrior suffers a Strength 4 hit instead of using the flame template.

Sister of Sigmar

45 gold crowns to hire +15 gold crowns upkeep

The Sisters of Sigmar have traditionally travelled the Empire, tending to the needs of orphans. Their advice is frequently sought by those about to make an important decision, for the Sisters of Sigmar are famed for their ability to predict the fickle course of fate.

The Sisters popularity wanes as rabble-rousing Witch Hunters have denounced them as witches. Wastelanders perceive them as anything but beretics because Magritta of Marienburg was brought up by the Sisters and said to be sympathetic to their cause.

May be Hired: Any Dwarf, Elf or Human warband except Witch Hunters may hire a Sister of Sigmar.

Rating: A Sister of Sigmar increases the warband's rating by +15 points, plus 1 point for each Experience point she has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Sister	4	4	3	3	3	1	4	1	8

Equipment: The Sister of Sigmar is armed with a Sigmarite Warhammer and Arcane Candelabrum from a holy temple. The Sister wears light armour and carries a vial of blessed water.

Skills: The Sister of Sigmar may choose from the Combat, Academic, Strength or Speed skills when she gains a new skill. A Sister of Sigmar may choose from the special skill list instead of normal skills. See page 83 of the Mordheim Rulebook.

SPECIAL RULES

Blessing of Sigmar: The Sister has two of the special skills from page 83 of Mordheim Rulebook.

Candle Tree: Sisters were orphaned children. In holy light they are recognised as saviours of orphans including mutants with minor afflictions. Arcane Candelabrum counts as a holy relic, brazier iron and lantern that is used one-handed. Any mutant taken *out of action* by the Sister of Sigmar is *captured*.

Midshipman

30 gold crowns to hire +15 gold crowns upkeep
Amidst the winding channels linking the River Reik to the Manaanspoort Sea, many Midshipmen can be found to lend their services to a warband willing to pay. These men are hardened from years at sea and the abuse of their respective hierarchy, capable of rousing the most shambolic of men into a crew of reasonable aptitude. While common in Marienburg, these men still provide exceptional service for those who seek it.

May be Hired: Any warband except Skaven, Beastmen, and Orcs & Goblins warbands may hire a Midshipman.

Rating: A Midshipman increases the warband's rating by +8 points, plus 1 point for each Experience point he has.

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

Equipment: Boathook, cutlass (sword), pistol, toughened leathers.

Skills: A Midshipman may choose from Speed skills when he gains a new skill.

SPECIAL RULES

Pilot: A boat piloted by the Hero may re-roll results on the Propulsion Damage Chart once. The second result must be accepted even if it is worse.

Rigger: The Hero is skilled in fixing minor damage to watercraft. If the boat or barge is stationary and has not moved during the last turn then if the Hero is in contact with it, he may repair one location previously damaged or set on fire. ie, a paddle or mast. The Hero may do nothing else that turn and the boat may not be moved. A boat cannot be repaired if an enemy model is in contact with the Hero or the watercraft.

A Crew Fer Me! A midshipman craves the comradery and adventure of the sea and a worthy crew. As such, any seafaring warbands gain a +1 to blood pact rolls with the Midshipman.

Bog Hunter

30 gold crowns to hire +15 upkeep
Some men have lost so much in life, or have such strange desires that they have been shunned from normal society, some are also so desperate for interaction and contact they have somehow "befriended" the creatures of the swamp. They work as almost slaves for the monsters, doing their every bidding, acting as spies and errands in the human world for plans best not spoken aloud, traitors to their race.

May Be Hired: Fimir, Beastmen and Greenskin Warbands may hire a Bog Hunter.

Rating: Bog hunter increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	LD
Bog Hunter	4	3	3	3	4	1	3	1	6

Equipment: Beastlash, Net, Toughened Leathers. **Skills:** A Bog Hunter may choose from the Combat and Strength skills when he gains a new skill. In addition, he may learn the Academic skills Streetwise and Haggle. **SPECIAL RULES**

Unholy Stink: The Bog hunter is covered in a thick layer of dung, the smell is so distracting that all enemies are at -1 to hit the Bog hunter in close combat.

Gopher: the Bog hunter may venture into town for his masters, ferrying back his goods to the waiting warband. In place of a hero doing a roll on either the Daemon swamp or Trading, the Bog hunter may visit any 1 place in the Craftsmarket, Infamous Haunts or Marketplace as the Hero waits outside of town for the bog hunters return. Skills:

Fenland Strider: The Bog Hunter may re-roll any failed Initiative tests when fighting on causeways, jetties and gangplanks or crossing a marsh