

Hired swords preview

The Hired Swords described in this chapter are available in The Sealed City campaigns. They follow the generic rules for hiring and maintaining Hired Swords from page 147 of the Mordheim rulebook.

Any other Hired Swords, either from the Mordheim rulebook, the Empire in Flames supplement or another publication apart from Elves of all kinds, can be used in the Sealed City setting as well. It is up to the players to agree upon which ones are likely to be encountered and which are not. Alternatively include those which add the most fun to your games.



Cartographer

20 gold coins to hire +10 gold crowns upkeep

The Sealed City's ever-changing layout poses a challenge for anyone who tries to map its dark passages and gloomy depths. Nonetheless the business with maps in the outpost is thriving and many cartographers offer their services to the warbands entering the city.

May be Hired: Any Human warband except Maidens of Dusk and Dawn may hire a Cartographer.

Rating: A Cartographer 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
	4	2	2	3	3	1	3	1	7

Weapons/Armour: Rapier, Lantern and Quarter Map.

Skills: A Cartographer may choose from Academic and Speed skills when he gains a new skill.

SPECIAL RULES

Uncharted no more: Whenever the warband plays a scenario in which the Cartographer has participated

at least once already, they may modify the roll to see which warband may set up first by +1/-1.

Clocked crook

1 moonstone to hire +2 orichalcum tokens upkeep

Granting a clockwork construct its own mind often results in a rebellious attitude which renders it useless - at least from the Clockworkers' point of view. Rarely these creatures escape their former masters and avoid certain disassembly. At first the freed constructs' sole purpose is to free their own kin, but often they just become masters as well.

May be Hired: Any warband except Clockworkers may hire a Clocked crook.

Rating: A Clocked crook increases the warband's rating by +12 points, plus 1 point for each Experience point it has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	4	4	1	2	1	8

Weapons/Armour: In-built clockwork totem (counts as banner and halberd) and light armour.

Skills: A Clocked crook may choose from Strength skills when it gains a new skill. In addition, it may learn the Clockworkers special skill Moonstone infusion.

SPECIAL RULES

Construct: A Clocked crook is a construct as described in the Clockworkers warband list. Note that it has been given the Gift of Sentience and therefore ignores some of the constructs' usual rules.

Countermeasures: Familiar with the Clockworkers' research and successes, a Clocked crook knows exactly were to apply the right amount of pressure to manipulate its fellow constructs. It counts as having the Rogue control skill.

Maiden guide

25 gold crowns to hire +10 gold crowns upkeep

Many of the more curious or ambitious members of the Maidens of Dusk and Dawn have begun to strive among the newcomers and offer their service to anyone who dares to enter the Sealed City. Some just seek news and stories about the Old World, others lure secrets from their employers and finally abandon them in the city's darkest places.

May be Hired: Any warband which includes Humans or Dwarfs may hire a Maiden guide.

Rating: A Maiden guide increases the warband's rating by +14 points, plus 1 point for each Experience point she has.

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

Weapons/Armour: Dagger, sword, clockwork rifle, light armour.

Skills: A Maiden guide may choose from Shooting and Speed skills when she gains a new skill. In addition, she may learn the Academic skill Wyrdstone Hunter.

SPECIAL RULES

Native: Maiden guides know the Sealed City better than anyone else as their people's history and the city's history are long entwined. She counts as having the Archaeologist skill.

Ogre cannoneer

95 gold coins to hire +35 gold crowns upkeep

Few races share the greed and ruthlessness of the those pirates who follow Stromfels' lores. Ogres are such an exception and John Silverhand's flag ship is rumoured to harbour a whole band of Ogre Leadbelchers who work hand in hand with the ship's cannoneers.

May be Hired: Mercenaries and Pirates may hire an Ogre cannoneer.

Rating: An Ogre cannoneer increases the warband's rating by +40 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: Cutlass, swivel gun with ball shot, chain shot or grape shot.

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

SPECIAL RULES

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

Huge stamina: Unlike their human counterparts, Ogres don't care much for the swivel gun's weight and therefore ignore its 'Cumbersome' rule.

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

Reactivated archivist

2 moonstones to hire +1 orichalcum token upkeep

The fourth ring holds uncountable and sometimes unbearable treasures of knowledge. In ancient times this knowledge was collected by an army of clockwork archivists, but now their libraries lie in ruins and the constructs' parts are scattered amongst empty archives. Still some of the archivist could be reactivated and while their ancient knowledge remains lost they may be able to accumulate it all again.

May be Hired: Any warband with access to the fourth ring may hire a Reactivated archivist.

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

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	1	1	4	4	1	2	1	8

Weapons/Armour: None.

Skills: A Reactivated archivist may choose from Academic skills when it gains a new skill.

SPECIAL RULES

Collector: If the Reactivated archivist wasn't taken out of action, you may re-roll a single dice in the Exploration phase.

Construct: A Reactivated archivist is a construct as described in the Clockworkers warband list.

Observer: After each game the archivist may pass a Leadership test to grant you a single re-roll the next time you play against the particular warband your warriors just fought. If you lost the game the archivist automatically passes the test.

Warlock engineer

35 gold crowns to hire +15 gold crowns upkeep

The notorious Warlock engineers of Clan Skryre are the artificers of Skaven society, blending arcane sorceries with technology in an insane and mind-boggling mix. For the other races of the world it is hard to differentiate or define where the science stops and the power of magic, although such delineation never occurs to Skaven.

Bound by a contract between the Clans Moulder and Skryre, many Warlock engineers were sent along Clan Pristek to help restoring the tunnel system and maintaining the monstrous drills which are used to create new tunnels under the Great Ocean. Now they are trapped along the hunter clan and accompany many of its hunting parties in the Sealed City.

May be Hired: Any warband which includes Skaven may hire a Warlock engineer.

Rating: A Warlock engineer increases the warband's rating by +20 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: Dagger, spear or halberd.



Chain Lightning

Difficulty 7

Unlike other spells, this cannot be cast whilst in hand-to-hand combat. The spell summons a bolt of green lightning which the Warlock engineer can use to shoot against one enemy model.

The lightning bolt has a range of 24". Use the Skaven's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. Chain lightning causes one S3 hit without armour saves.

After the hit is resolved roll a D6. On a 5+ (3+ if both models stand in the same water terrain) the lightning bolt hits the closest model within 6" to the last target. If the D6 shows a 1 the Warlock engineer is hit instead. Chain lightning may bounce several times but each model may only be hit once per turn.

Skills: A Warlock engineer may choose from Academic and Speed skills when he gains a new skill. He may also choose from the special Warlock engineer skills below.

SPECIAL RULES

Wizard: Warlock engineers count as spellcasters and know the Chain Lightning spell. They may not learn additional spells. See the Magic section for details.

SPECIAL SKILLS

Supercharged chain-lightning modulator: The Warlock engineer may try to overload his modulator and deliberately increase the difficulty of Chain lightning. For every 2 points of additional difficulty, Chain lightning's Strength is increased by 1 this turn.

Upgraded warp-energy condenser: Adding better components to his condenser, the Warlock engineer may permanently lower Chain lightning's difficulty by D3-1 points. May be taken multiple times.