Mule Skinner

A Hired Sword for Mordheim

35 gold crowns to hire + 15GC upkeep

Mule Skinners are quite common wherever teams of animal are used. They are experienced warriors, accustomed to handling teams of draft and pack animals such as horses and (strangely enough) mules as well as more exotic animals such as Cold Ones. Most are freelance, offering their services in the marketplace alongside traditional traders. They are widely travelled and have contacts in most major cities, especially among the animal merchants.

May be hired: Any warband, except Possessed Skaven, or any Undead warband, may hire a muleskinner.

Rating: A Mule Skinner 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
	4	3	3	3	3	1	3	1	7

Weapons/Armour: The Mule Skinner starts with a whip and a dagger.

Skills: A Mule Skinner may choose from Combat and Strength skills. In addition he may learn *Streetwise* and *Haggle* (both academic skills).

SPECIAL RULES

Animal Handler: A Mule Skinner starts with one *Animal Handling* skill (player's choice of which animal).

The following are based on the Adventurer's Whip Rules by Jo-Herman Haugholt from the Mordheim Khemri Discussion Group (used with permission).

NEW SKILL

Whip Master: The hero is so skilled with his whip that he may re-roll all to-hit rolls when using the whip. Only one re-roll is allowed per attempt and you must accept the second roll, even if it is worse.
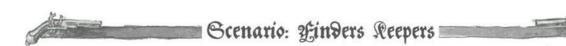
NEW EQUIPMENT

Whip
Cost: 15 Gold Crowns

Weapon	Range	Str
Whip	4"	As user -1

Special
Cannot be parried, reach, disarm, + 1 armour save.

Disarm: Instead of striking to injure, a warrior with a Whip may try to strike his opponent's weapon making him drop it. Roll to hit as normal, but instead of rolling to wound, the opponent gets a single *Parry* attempt; if the *Parry* attempt is failed, he has dropped his weapon. He must now fight with whatever back-up weapon he has in his equipment for the rest of this combat (or fight unarmed if he has no other weapons). At the end of the combat, the model is assumed to retrieve the dropped weapon, as long as he is not put out of action. Disarmed opponents put out of action lose the weapon permanently.

Note: The *Parry* attempt represents the model trying to hold on to the weapon; he is always allowed one (and only one) *Parry*, irrespective of the equipment he is carrying.

Scenario: Finders Keepers

A Scenario by Roger Latham

Whilst the richest pickings in Mordheim are to be found within the shattered remains of the city itself, it sometimes happens that treasures are to be found elsewhere. A stray word in a tavern or around the campfire may let slip where a rival warband has hidden its stash of wyrdstone. In such situations there is usually a mad scramble as every warrior within earshot takes to his steed (if he's lucky enough to have one) in order to beat the others to the easy loot. After all, Chaos takes the hindmost and last one there's a halfling's dishrag!

This scenario is written with the new animal rules in mind, and therefore assumes that warbands will have some riding and possibly pack animals, but it will work just as well for dismounted warbands – especially Skaven.

Terrain

The scenario takes place on the outskirts of Mordheim. Set up ruined buildings as normal along one table edge, extending no further than 12" onto the table. 8" in from the opposite table edge place a small ruined building on a hill. This is an isolated building where a rival warband has hidden its stash. Inside the building place 1D3 wyrdstone counters. The rest of the table should be lightly covered with

suitable rural terrain (low hills, hedges, fences, abandoned carts, craters from comet fragments, etc.). If your warbands are dismounted you will want to use more terrain to give cover, less if you are using mounts and riders. A standard 4'x4' table will be large enough, but to make it more interesting you could have a 4'x6' or even 4'x8' with the objective building at the far end from the edge of the city.

Setup

Both players roll a D6 and the highest scoring player sets up within 8" of one corner of the edge opposite the objective building. The other player then sets up within 8" of the opposite corner on the same edge.

Starting the Game

Roll a D6. The highest scoring player goes first.

Special Rules

The objective of the game is to capture the stash of wyrdstone and exit the table within 8" of the warband's starting corner. One warrior from the first warband to reach the stash must spend one full turn searching for it before the wyrdstone can be moved, after which it can be picked up simply by moving into contact with it. A single warrior can carry any amount, but wyrdstone cannot be transferred between warriors. If the warrior carrying a counter is taken out of action, place the counter on the table where he fell.

Ending the Game

The game ends when one warband succeeds in taking at least half of the stash off the table within 8" of its starting corner, thereby winning the game, or when one warband fails a rout test. Routing warbands lose automatically.

Experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 experience.

+1 Winning Leader. The leader of the winning warband gains +1 experience.

+1 Per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives +1 experience.

+1 Per Enemy Out of Action. Any Hero earns +1 experience for any enemy he puts out of action.

Wyrdstone

Your warriors earn one shard of wyrdstone for each counter still in their possession at the end of the battle.