

# Hired Swords

## recruiting hired swords

This section introduces Hired Swords – professional mercenaries – to Mordheim campaign games. Taverns in the settlements and shanty towns around Mordheim are good recruitment centres for warriors who do not belong to any particular warband or retinue, but instead hire out their services to the highest bidder.

A player can recruit Hired Swords when he creates his warband, or during the campaign phase after a game.

Hired Swords do not count towards the maximum number of warriors or Heroes a warband may have on its roster and don't affect your income from selling wyrdstone. However, Hired Swords do count as part of the warband for purposes of Rout tests, etc whilst in battle. A player cannot buy extra weapons or equipment for a Hired Sword, and he cannot sell the Hired Sword's weapons or equipment. To reflect their rarity, you can only have one of each type of Hired Sword in your warband. You may not use the Leadership of any of the Hired Swords for Rout tests.

## hire fee

When a warband recruits a Hired Sword, you must pay his *hire fee*. Subsequently, after each battle he fights, including the first, you must pay his *upkeep fee* if you want him to remain with the warband. If the Hired Sword is killed, or you no longer require his services, you don't have to pay any upkeep! These costs are indicated in the entries for each Hired Sword.

The money paid to Hired Swords comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors. If you don't have enough gold to pay for the Hired Sword, or want to spend it on other things, he leaves the warband. Any experience he has gained will be lost, even if you hire a new Henchman of the same type.

## injuries

If a Hired Sword goes *out of action* during the game, roll for his injuries as you would roll for a Henchman after a battle (i.e. 1-2 = Lost; 3-6 = Survives).

## hired swords and experience

Hired Swords gain experience in exactly the same way as Henchmen. Refer to the scenarios to find out how much experience Hired Swords gain after each game.

Write the name and profile of a Hired Sword on your roster sheet in one of the Henchman group slots.

Once the Hired Sword gains enough experience for an advance, roll on the Heroes Advancement table (as opposed to Henchmen) to determine which advance he gains. Skills available to the Hired Swords are listed under their entries.



## Pit fighter

30 gold crowns to hire +15 gold crowns upkeep

*Pit Fighters are dangerous men who make their living in the illegal fighting pits of the Empire. Many of them are slaves and prisoners but some are free men who earn their living from savage pit fights in settlements like Cuttbroat's Haven or Black Pit. Even though pit fights are banned in many provinces, they are very popular and a great deal of money is wagered on the outcome. Thus many authorities turn a blind eye to these bloodsports.*

*When not in the pits, Pit Fighters offer their services to the highest bidders, and they readily find employment in warbands intent on exploring the ruins of Mordheim. Pit Fighters are powerful and dangerous fighters, and their unique weaponry gives them an advantage against almost any opponent.*

**May be Hired:** Any warband apart from Undead and Skaven may hire a Pit Fighter.

**Rating:** A Pit Fighter increases the warband's rating by +22 points, plus 1 point for each Experience point he has.

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

**Equipment:** Morning star, spiked gauntlet and helmet. The spiked gauntlet counts as an additional hand weapon and a buckler. And no, your Heroes cannot learn to use it!

**Skills:** A Pit Fighter may choose from Combat, Speed and Strength skills when he gains a new skill.

## Ogre bodyguard

80 gold crowns to hire +30 gold crowns upkeep

*Ogres are large, brutish creatures, standing some ten feet tall, and all of it bone and muscle. For this reason they are much in demand as bodyguards and mercenaries, despite their lack of brains. A warband backed up by an Ogre makes a fearsome enemy, since Ogres are extremely dangerous fighters and a terrifying sight to behold when enraged. They happily accept any employer, as they are notoriously unbothered about who they fight for.*

**May be Hired:** Any warband except Skaven may hire an Ogre Bodyguard.

**Rating:** An Ogre Bodyguard increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

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

**Weapons/Armour:** Either two swords, axes or clubs (or any mix of them), or a double-handed weapon (you may choose which). Ogres wear light armour.

### SPECIAL RULES

**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.

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



## Halfling scout

15 gold crowns to hire +5 gold crowns upkeep

*Halflings are diminutive creatures, generally more concerned with the timing of their next meal (or two) than with military pursuits. They range from three to four feet tall, and are neither very strong nor tough, but are naturally good shots and steadfast in the face of danger. Some Halflings are more adventurous than others, however, and these bold spirits are much sought after by mercenary bands, for they are splendid archers, and excellent cooks to boot.*

**May be Hired:** Any warband except Skaven, Undead and the Possessed may hire a Halfling Scout.

**Rating:** A Halfling Scout increases the warband's rating by +5 points plus 1 point for each Experience point he has.

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

**Equipment:** Bow, dagger and a cooking pot (counts as a helmet).

### SPECIAL RULES:

**Cook:** Halflings are renowned for their cooking skills. A warband with a Halfling Scout may increase its maximum size by +1, as warriors from all around are attracted by the smell of great food! Note that this does not increase the maximum number of Heroes you may have.

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

## Warlock

30 gold crowns to hire +15 gold crowns upkeep

*Wizards, shamans, mystics, all these and more are associated with men who can wield the power of magic. All magic is potentially dangerous and originates from Chaos, so those blessed (or cursed) with the power of sorcery are hated and feared.*

*Still, it is not difficult to find employment if you are a wizard, for many are willing to take the risk of persecution. But hiring a Warlock does not only mean that you lose your gold – if the teachings of the Cult of Sigmar are to be believed, your soul is at risk as well...*

**May be Hired:** Any warband except Witch Hunters and Sisters of Sigmar may hire a Warlock.

**Rating:** A Warlock increases the warband's rating by +16 points plus 1 point for each Experience point he has.

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

**Equipment:** A Warlock carries a staff.

### SPECIAL RULES:

**Wizard:** Warlocks are magicians and have two spells generated at random from the Lesser Magic list. See the Magic section for details.

**Skills:** Warlocks may choose skills from the Academic skills list, or they may randomly determine a new spell from the Lesser Magic spell list.



## Freelancer

50 gold crowns to hire +20 gold crowns upkeep

*Just as warriors of the lower social orders can become mercenaries, squires or nobles may offer their skills for hire by becoming a Freelancer or 'robber knight'. Freelancers are often the younger sons of nobles, who have inherited little but their weapons, horse and armour. Having become disillusioned with their lot in life they have taken the only road available to them: that of a Hired Sword.*

*Financial considerations take precedence over the dictates of honour and chivalry. Many Freelancers have drifted to the shanty towns surrounding Mordheim, and offer their considerable strength to the highest bidders.*

**May be Hired:** Mercenaries and Witch Hunters may hire Freelancers.

**Rating:** A Freelancer increases the warband's rating by +21 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Freelancer	4	4	3	4	3	1	4	1	7
Warhorse	8	3	0	3	3	1	3	1	5

**Equipment:** Heavy armour, shield, lance and sword. If you are using the optional rules for mounted models, a Freelancer rides a warhorse (and has the Ride Warhorse skill from the Blazing Saddles article). When mounted, the Freelancer has an armour saving throw of 3+. On foot his save is 4+.

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



## Elf ranger

40 gold crowns to hire +20 gold crowns upkeep

*Elves are a wondrous race: lithe, tall, beautiful, long-lived and magical. For the most part they are feared and distrusted by humans, though some live in the cities amongst men and offer their services as minstrels and archers in return for a high fee.*

*Though Elves become rarer in the Old World each year, there are still some roaming on the trackless paths of the Drakwald Forest and the Forest of Shadows.*

*Elves sensibly tend to avoid the ruins of Mordheim, for in the City of the Damned there is little to attract that fey and strange race, but sometimes they are hired by treasure hunters, for few can match their skill with a bow, or their inhuman quickness and agility. The senses of an Elf are much keener than any human's, and they make excellent scouts.*

**May be Hired:** Mercenaries and Witch Hunters may hire Elf Rangers. Warbands which include Dwarfs may hire Elf Rangers, but must pay 40 gold crowns after each battle instead of 20.

**Rating:** An Elf Ranger increases the warband's rating by 12 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Elf Ranger	5	4	5	3	3	1	6	1	8

**Equipment:** Elf bow, sword and Elven cloak.

**Skills:** An Elf Ranger may choose from Shooting and Speed skills when he gains a new skill. In addition, there are several skills unique to Elf Rangers as detailed below, which he can choose instead of normal skills. Note that these special skills can only be acquired through experience. They are not possessed by a new recruit.

### SPECIAL RULES

**Seeker.** When rolling on the Exploration chart, the Elf Ranger allows you to modify one dice roll by -1/+1.

**Excellent Sight.** Elves have eyesight unmatched by mere humans. The Elf Ranger spots Hidden enemies from two times as far away as other warriors (ie, twice his Initiative value in inches).

### ELVEN SKILLS

**Fey.** Hostile magic spells will not affect the Elf on a D6 roll of 4+.

**Luck.** The Elf Ranger is blessed by Lileath, the Elven goddess of luck. Once per game he may re-roll any dice roll he makes (but not one made by other members of the warband).

# Dwarf troll slayer

25 gold crowns to hire +10 gold crowns upkeep

*Troll Slayers are members of the morbid Dwarf cult whose followers are obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in an irredeemable way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind.*

*Troll Slayers are insanely dangerous individuals, psychopathic and violent. However, there are few better fighters, so they are much sought after when warriors are needed.*

*Known as 'Hired Axes', Troll Slayers who come to Mordheim find plenty of opportunity to indulge their deathwish.*

**May be Hired:** Mercenaries and Witch Hunters may hire a Dwarf Troll Slayer. Warbands that include Elves may hire Slayers, but must pay 20 gold crowns after each battle instead of 10 gold crowns. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

**Rating:** A Dwarf Troll Slayer increases the warband's rating by 12 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Troll Slayer	3	4	3	3	4	1	2	1	9

**Weapons/Armour:** Two axes or a double-handed axe (the hiring player may choose).

**Skills:** A Troll Slayer may choose from Combat and Strength skills when he gains a new skill. In addition, there are several skills unique to Dwarf Troll Slayers which he can have instead of normal skills when he gains a new skill.

## SPECIAL RULES

**Deathwish.** Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and will never need to test if they are fighting alone.

**Hard to Kill.** Troll Slayers are tough, resilient individuals who can only be taken *out of action* on a D6 roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 5 as *stunned*.

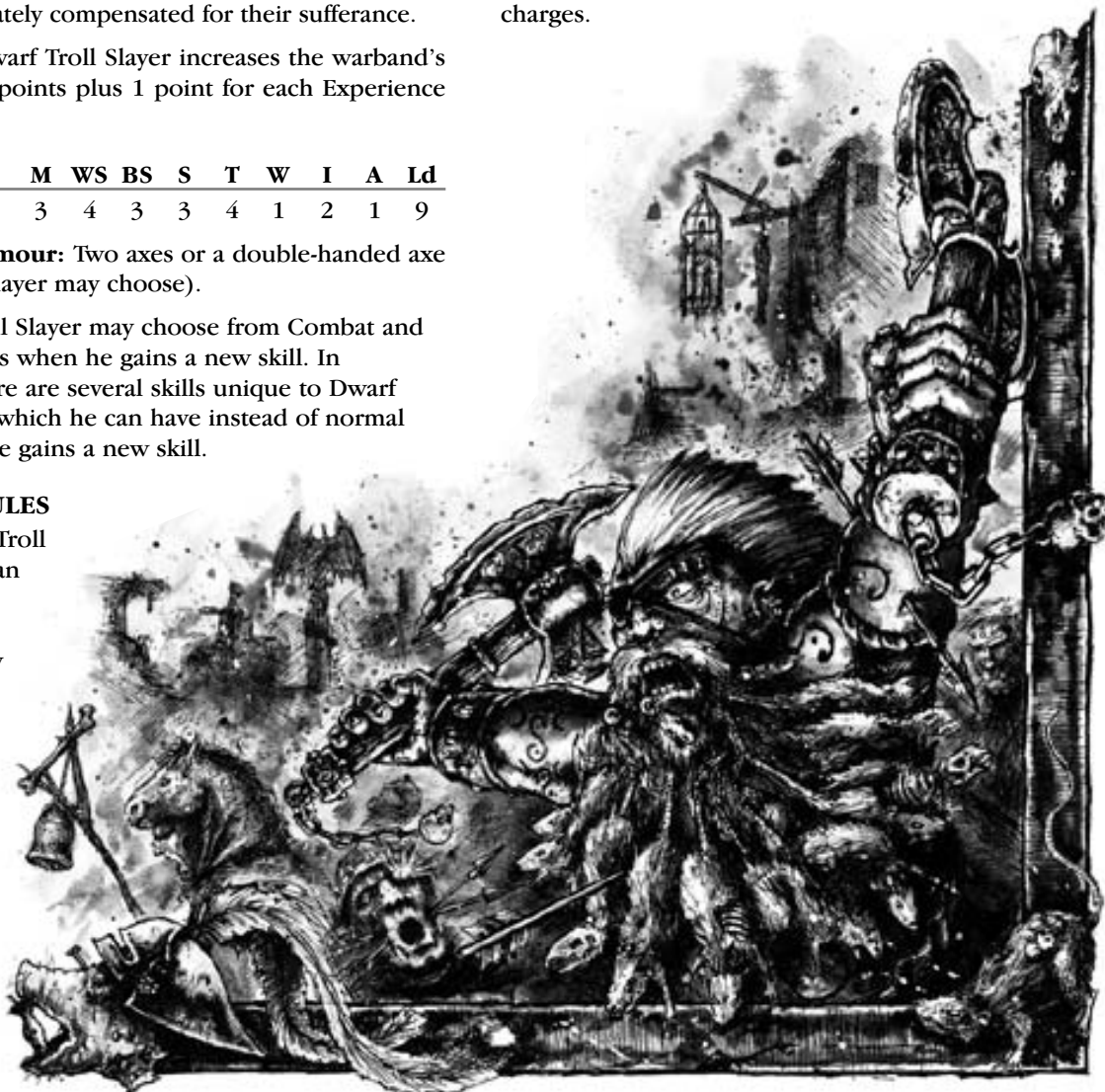
**Hard Head.** Troll Slayers ignore the special rules for maces, clubs etc. They are not very easy individuals to knock out!

## TROLL SLAYER SKILLS

**Ferocious Charge.** The Dwarf may double his attacks on the turn in which he charges. He will suffer a -1 to hit penalty on that turn.

**Monster Slayer.** The Troll Slayer always wounds any opponent on a D6 roll of 4+, regardless of Toughness, unless his own Strength (with weapon modifiers) would mean that a lower result than this is needed.

**Berserker.** The Dwarf may add +1 to his to hit rolls during the turn in which he charges.



# DWARF TREASURE HUNTER

By Jake Thornton

**55 gold Crowns to hire + 30 gold crowns upkeep**

Dwarfs are famed for their love of gold, ale and adventure, not necessarily in that order. Since the disaster at Mordheim they have come to the ruins in ever-increasing numbers, some seeking riches, but many just after a good fight. They're well known as tough warriors and are

very much sought after as hired muscle by other warbands, but the Treasure Hunters have other benefits too. Dwarf Treasure Hunters are specialists in finding riches that other people have tried to hide and, as such, can add considerably to a warband's purse.

**May be Hired:** Mercenaries and Witch Hunters may hire a Dwarf Treasure Hunter. Warbands of Dwarf Treasure Hunters are considered rivals to these individual prospectors and so may not hire them. Warbands that include Elves may hire Dwarf Treasure Hunters, but must pay double the normal upkeep after each battle. Dwarfs won't put up with pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

**Rating:** A Dwarf Treasure Hunter increases the warband's rating by +24 points plus one point for each Experience Point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Treasure Hunter	3	5	4	3	4	1	2	1	9

**Equipment:** Gromril armour, helmet, mining pick, dagger, hammer, treasure maps and lantern rig (see below).

**Skills:** A Dwarf Treasure Hunter may choose from Combat or Strength skills when he gains a new skill.

## SPECIAL RULES

**Hard to Kill:** Dwarfs are tough, resilient individuals who are only taken out of action on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as Out Of Action.

**Hard Head:** Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out.

**Hates Orcs & Goblins:** See the Psychology section of the rules for details on the effects of hatred.

**Mining Pick:** This is a two-handed weapon and uses the same rules as a double-handed axe, hammer, etc.

**Lantern Rig:** The lantern rig allows the Treasure Hunter to use the lantern and still keep both hands free for weapons. Otherwise it follows the normal rules for lanterns.

**Treasure Maps:** Over his time in the ruins, the Treasure Hunter has acquired a number of treasure maps. Call it greed if you must, professional interest if you're more polite. Some of these are obvious fakes, but there are many that seem promising. At least, on first glance. Each battle the Dwarf Treasure Hunter will choose one map and see where it leads. Roll a D6 at the end of each battle which the Dwarf Treasure Hunter survives without going Out Of Action.

1. **Ambush!:** The Dwarf Treasure Hunter is ambushed by D3 brigands who planted the fake map to lure the unwary to their doom. Immediately fight a close combat between the brigands and the Treasure Hunter with the brigands going first and counting as charging. The Brigands have the stats of a Human Mercenary Warrior (page 71 of the rulebook) and are armed with a club and dagger.
2. **Poor Fake:** It quickly becomes obvious that this is a feeble forgery and is utterly worthless. The Treasure Hunter uses it to light his pipe.
3. **Looted Hoard:** It was a good map, but someone beat you to it! Mind you, there's enough left to add +1 to the number of shards collected by your warband this game.
4. **Cellar:** When Dwarfs say "treasure", they don't always mean gold. This map leads to a forgotten cellar of a ruined pub and contains a small barrel of Bugman's finest ale - treasure indeed! This works like the one in the rules, but there's only enough to give to D6 warriors. Decide when you want them to drink it and roll to see how many it'll go round. The first warrior to drink from the barrel must be the Dwarf Treasure Hunter himself. The barrel cannot be sold, and if the Treasure Hunter is not retained he'll manage to take this with him when he goes.
5. **Real Treasure Map:** Roll one *extra* Exploration dice.
6. **Jackpot!:** You get one *extra* Exploration dice. However, do not roll this along with the rest of them. Instead, roll the Exploration dice you'd normally be entitled to first. Then choose the result of the *extra* dice instead of rolling it (potentially making doubles into triples, etc). Once you've done this, resolve the results of the exploration as normal.

Note that these results are not cumulative. The Treasure Hunter consults a different map each battle, and so the results only apply to that battle (or, more accurately, to the actions between that battle and the next).

# Ninja Gnoblar

35 gold crowns to hire + 10 gold crowns upkeep

By Azmodan at  
the [Ogre Stronghold](#),  
edited by The Mordheimer.

Gnoblars or Hill Goblins are the goblinoid smaller "cousins" of normal goblins and orcs. Their range in size is about halfway between goblins and Snotlings. Their coloration is slightly darker skin than other goblinoids. They do not, however, live in the orc-goblin-snotling societies, but instead they spend their lives as pets of ogres of the Ogre Kingdoms.

Though for the most part glad to be the slaves of Ogres, some Gnoblars eventually find their lives too hard in the east and mass together in massive armies that travel into the known world. Gnoblars have many sub-species, commonly known by their attributes, such as Wyrdstone Gnoblar, Lookout Gnoblar, Luck Gnoblar, Gnoblar-Blood-Gnoblars, Boglars, Toad-Gnoblars among others.

Most people simply ignore gnoblars because they have bigger problems in their hands (the least not being the Ogres!), but this little git is not to be sneered at. Having spend some time spying the Celestial Dragon Monks of far east, this Gnoblar has some muscle to add in a fight!

**May be Hired:** Except the ogres, any warband that doesn't include any fear causing creatures may hire the Ninja Gnoblar. If the warband gains a model that causes fear, the Ninja Gnoblar will leave immediately - he may be skilled but he is still scared.

**Rating:** A Ninja Gnoblar increases the warband's rating by 8 points plus 1 point for each Experience point he has.

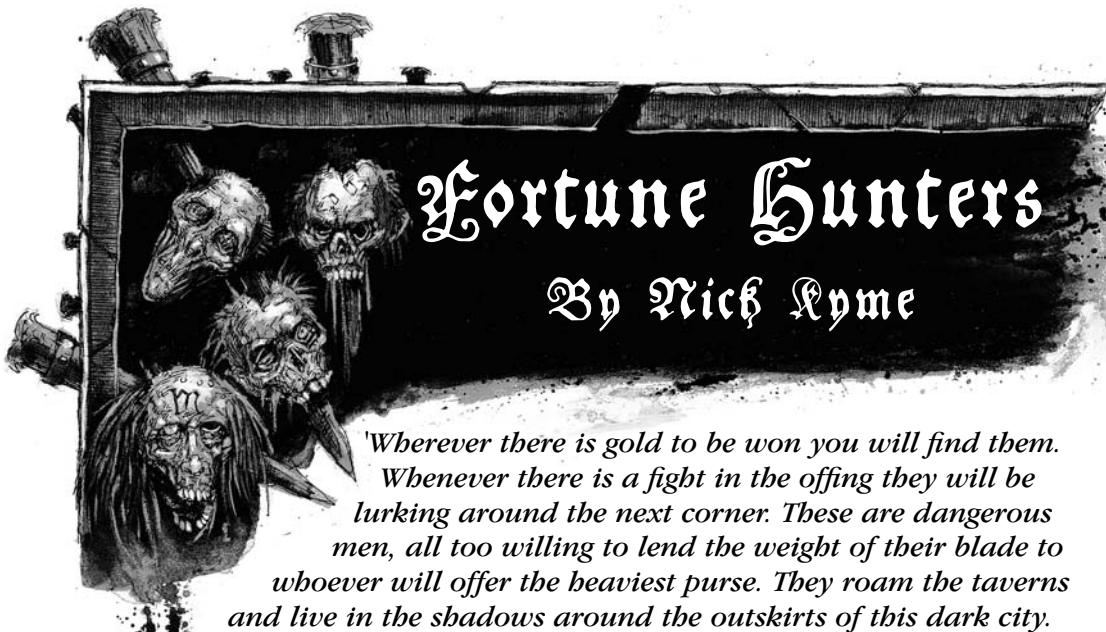
Profile	M	WS	BS	S	T	W	I	A	Ld
Ninja Gnoblar	4	3	3	3	3	1	4	1	6

**Weapons/Armour:** Ninja Robe (counts as Hardened Leathers), Shurikens (Throwing stars with Stealthy special rule) and Bo (gives an additional attack, may parry and requires both hands).

**Skills:** A Ninja Gnoblar may choose from shooting and speed skills when he gains a new skill. In addition he can be given a unique special skill only available to him, noted below.

## Special Rules:

- 🔥 **Stealthy:** The Ninja Gnoblar can throw his shurikens while hidden without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the throwing Ninja. If the test is successful, the Gnoblar no longer counts as hidden.
- 🔥 **Rooftop to Rooftop:** The Ninja Gnoblar is skilled in jumping over streets and gaps. He doesn't deduct the distance jumped from his movement. This means he can run 8" and still jump the 3".
- 🔥 **Expert Rooftop Jumper:** The Ninja is even more skilled in jumping on the roofs. He may jump up to 4" and may re-roll a failed initiative test when jumping or making a diving charge.



*'Wherever there is gold to be won you will find them. Whenever there is a fight in the offing they will be lurking around the next corner. These are dangerous men, all too willing to lend the weight of their blade to whoever will offer the heaviest purse. They roam the taverns and live in the shadows around the outskirts of this dark city. They have many forms and their loyalty is only bought by coin. Professional? Usually. Lucky? Probably. Deranged? Definitely... but then who wouldn't be in this cursed place?'*

**- One-eyed Brakk the trader on the subject of Hired Swords**

Hired Swords are a useful addition to any warband. They can often bring many strengths that a warband would otherwise lack. Haughty Elven Rangers and plucky Halfling Scouts can provide welcome missile expertise whereas hulking Pit Fighters and desperate Trollslayers boast hefty muscle. Whatever situation there is usually a Hired Sword to remedy it. These mercenaries are numerous around Mordheim and there are rumours that some new sell swords have moved into the City of the Damned to ply their trade...

**Rating:** A Duelist increases the warband's rating by +18 points, plus 1 point for each experience point he has.

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

**Weapons/Armour:** Duelling pistol, sword, dagger and cloak. The cloak counts as a buckler.

**SPECIAL RULES**

**Darting Steel:** A Duelist is like a blur in hand-to-hand combat, turning blades aside with seemingly little effort or concern. The Duelist may parry using his sword and buckler if he can roll under his weapon skill and not more than his opponent's highest hit roll as per the normal rules.

**Skills:** A Duelist may choose from Combat and Shooting skills when he gains a new skill.



**Duelist**

35 gold crowns to hire + 15 gold crowns upkeep

*Duelists are men of the shadows, their reputations dark and bloodthirsty. They are men of iron nerve who stare unflinchingly into the face of death every time they draw their pistols. As well as expert pistoliers, duelists are master swordsmen, their close quarter fighting deadly and brief for their opponents. Those who seek the services of a duelist must frequent dark avenues and taverns to locate them, for they are enigmatic and elusive figures. However any warband who secures their skills will reap great benefit.*

**May be Hired:** Any warband except Skaven and Undead may hire a Duelist.







## Bard



## Bounty Hunter



20 gold crowns to hire + 10 gold crowns upkeep

*In the dark and depressing streets of Mordheim a rousing tune foretelling the warband's victory can lift even the lowliest of spirits. A Bard may seem out of place in the City of the Damned but there are those who are willing to sing out their battle chorus for the highest bidder. These men are often warriors too, for only the bravest of songsters would consider looking for an audience in Mordheim.*

**May be Hired:** Mercenaries, Sisters of Sigmar and Witch Hunters may hire Bards.

**Rating:** A Bard increases a 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
Bard	4	3	3	3	3	1	3	1	7

**Weapons/Armour:** Sword, dagger and light armour.

### SPECIAL RULES

**Songster:** A Bard's rousing war songs steel the hearts of all those around him. Any friendly model within 6" of a Bard may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

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



Bounty Hunter

40 gold crowns + 15 gold crowns upkeep

*Villains and outlaws are rife in the Old World. In Mordheim they are as ubiquitous as the ruins that litter the streets. It is the false perception of some outlaws that the depravity and chaos within the city's walls can offer some anonymity from those men who would seek to bring them to justice and claim the price on their heads. Not so, for Bounty Hunters are determined and resourceful men who will often hire themselves out as mercenaries to roaming warbands in the hope of getting closer to their mark. Their mission is to capture at all costs and a little thing like a cursed city isn't even going to slow their stride...*

**May be Hired:** Any warband except Possessed, Undead, Skaven and Orcs may hire the Bounty Hunter.

**Rating:** A Bounty Hunter 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
Bounty Hunter	4	4	3	4	3	1	4	1	8

**Weapons/Armour:** Sword, dagger, pistol, crossbow, heavy armour, helmet, rope hook and lantern.

### SPECIAL RULES

**Capture:** The Bounty Hunter will always be on the lookout for the outlaw he is pursuing. Such contracts are numerous, especially in Mordheim so at the start of each battle nominate one of your opponent's heroes as the Bounty Hunter's mark. The Bounty Hunter gets a +1 to hit this model and must always move towards them (if he can see them), unless he can shoot (in which case choose). If the Bounty Hunter successfully takes the hero 'out of action' he gains the hero's gold value as payment (of which he gives the warband half) +D3 experience if he survives the game and the Bounty Hunter's side wins. After the battle do not roll on the serious injury table for the hero, he simply counts as captured.

**Skills:** A Bounty Hunter may choose from Combat, Shooting, Strength and Speed skills when he gains a new skill.



Fortune Hunters



Witch

30 gold crowns to hire + 15 gold crowns upkeep

*There are those practitioners of magic that dwell permanently within the depraved ruins of Mordheim. They are unable to find a place in society and live as hermits, conjuring their magicks in utter solitude. These creatures are witches and are often seen in the broken down houses and ruined shacks that litter the City of the Damned, stooped over bubbling cauldrons, sheltering from the rain. They are ancient and individual practitioners of magic, using many old spells, and methods that are older still. It is a lucky warband that can find and employ the services of a witch for they are reclusive and solitary individuals but can be swayed when the price or purpose suits them.*

**May be Hired:** Any warband except Witch Hunters and Sisters of Sigmar.

**Rating:** A Witch increases the warband's rating by +14 points, plus 1 point for each experience point she has.

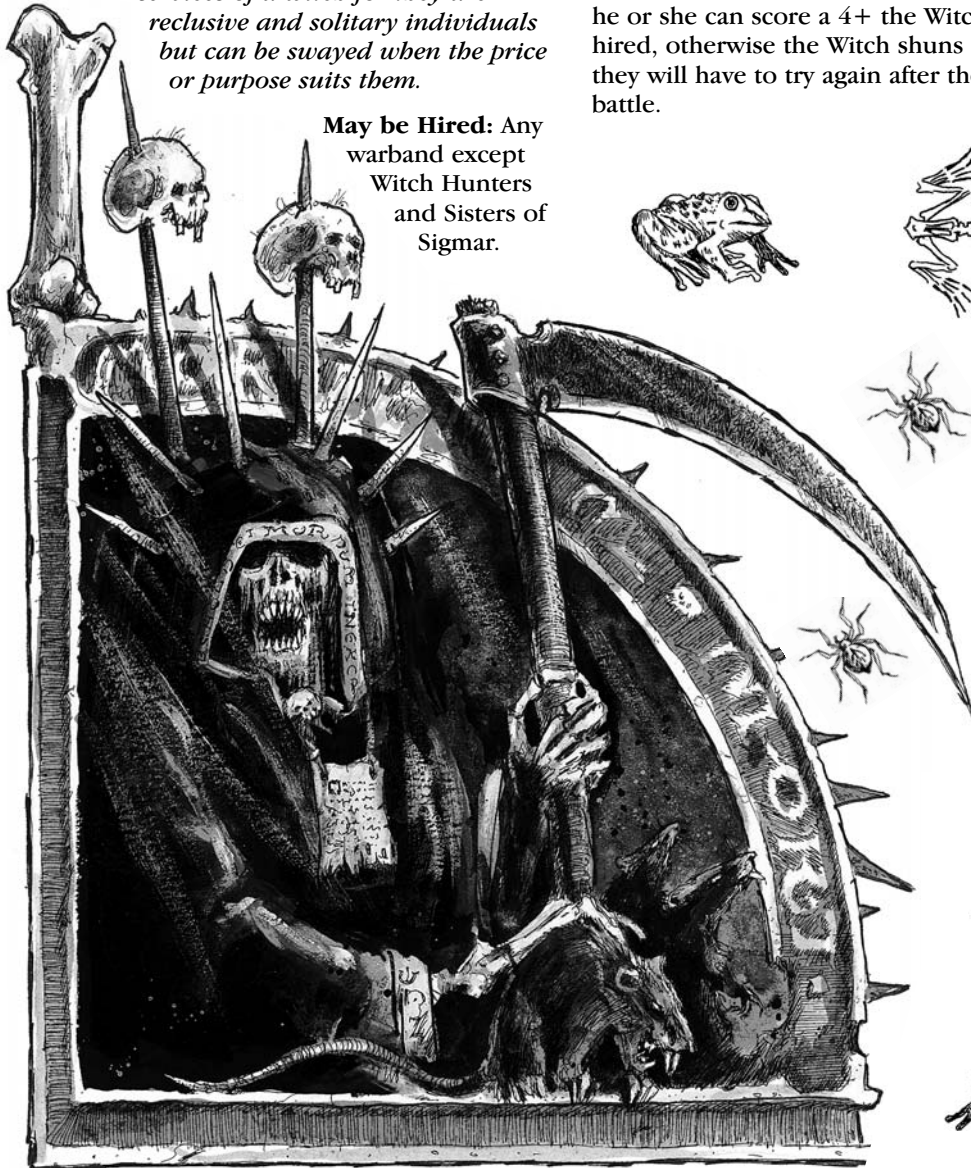
Profile	M	WS	BS	S	T	W	I	A	Ld
Witch	4	2	2	2	3	1	4	1	7

**Weapons/Armour:** Staff.

**SPECIAL RULES**

**Wizard:** The Witch has the ability to use magic and casts spells like any other wizard. She has two spells generated at random from the Charms ~ Hexes list. See below for details.

**Recluse:** Witches are very reclusive individuals and therefore difficult to employ. Even when they are found they may be reluctant to aid the warband no matter how much gold they offer. When attempting to hire a Witch the warband leader must roll a D6. If he or she can score a 4+ the Witch can be hired, otherwise the Witch shuns them and they will have to try again after their next battle.



**Potions:** The Witch is an expert as brewing all manner of curious concoctions. A single hero in the warband who have hired the Witch may partake of such a potion before the battle. Roll a D6 to discover the draught's effect.

- 1**      **Debilitating:** The potion is simply too potent for the hero and weakens them. They are at -1 Toughness for whole of the next battle until they can roll a 6 on a D6 in the recovery phase to shrug off the ill effects.
- 2-3**    **Strength.** The hero is infused with strength as he quaffs the potion. He is at +1 Strength until he rolls a 1 on a D6 in the recovery phase.
- 4-5**    **Resilience.** An inner resilience passes through the hero. He is at +1 to Toughness until he rolls a 1 on a D6 in the recovery phase.
- 6**      **Fortitude.** The hero's constitution is increased and he feels ready to take anyone on. He gains an extra wound for the whole battle. However, once lost the wound cannot be restored.

**Reluctant:** Whilst she is happy to use her magic to aid the warband, the Witch is reluctant to enter the fray herself. As such the Witch will never charge (although if charged she will defend herself) and will always try to stay at least 8" away from enemy models and must move away if she finds herself within this distance.

### Representing Your Hired Swords

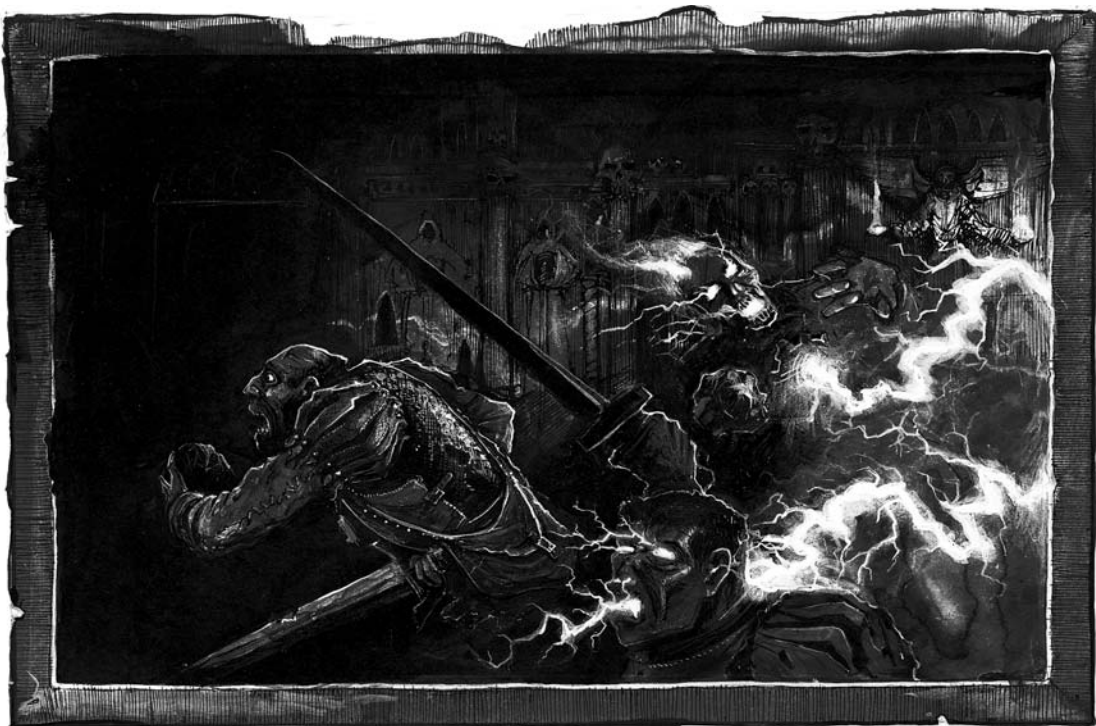
The Hired Swords described in this article are easy enough to represent with little conversion using existing Citadel Miniatures. Below I present a summary of the models I use to represent my Hired Swords and where appropriate some suggestions for others.

**Duelist.** For my Duelist I used the old Militia with pistol model, adding a sword from the Mordheim accessory sprue. Any model with a pistol will do really, as long as they look mysterious and menacing enough!

**Bard.** For the Bard I used the Tristran the Troubadour model (Bretonnian special character). Simply cut his body at the waist, add some Mordheim human mercenary legs and replace his lance with the lute. Any rough areas can be tidied up with green stuff, easy!

**Bounty Hunter.** Bounty Hunters can be represented using the human mercenary sprue. In fact Journal 35 has some excellent examples of what you could do. I personally use the Braganza model from Braganza's Besiegers, with his plume filed off and the addition of some rope and a sword from the Mordheim accessory sprue.

**Witch.** Witch models can be represented using the female Middenheimer Youngblood model. Swap one of her hammers and replace it with a staff end there you have it, a Witch! If you really want to make her stand out, why not use Bastet the cat (Neferata's familiar) as a familiar.



## Fortune Hunters

## Charms & Hexes

*Charms and Hexes are the magic of Witches. They involve copious amounts of spell ingredients and painstaking incantations but they can be devastating reducing enemies to pitiful wrecks and infusing comrades with almost incomprehensible luck*

### D6 Result

#### 1 Scry

**Difficulty 6**

*The Witch uses ancient diving crystals to foretell the future and influence the actions of her comrades.*

For the duration of the turn one hero or henchman may re-roll D3 dice rolls and + or -1 to the result.

#### 2 Curse

**Difficulty 6**

*The Witch bestows a powerful curse on one of her enemies that saps their confidence and resolve.*

One enemy model within 12" of the Witch must re-roll all successful dice rolls for the duration of this and their next turn.

#### 3 Dust of the Blind

**Difficulty 9**

*Casting a handful of dust into the air, the Witch blows it around her, blinding her enemies.*

One enemy model within 16" of the Witch is struck instantly blind. They may not shoot, charge or run, are at half Weapon Skill and will move in a random direction at the start of their turn. The Blindness lasts until the Witch casts another spell or moves.

#### 4 Age of Stone

**Difficulty 8**

*Whispering words of ancient power the Witch causes an enemy to age rapidly before their very eyes, making them weak and feeble!*

One enemy model within 12" of the Witch will be severely debilitated and all of their characteristics are reduced by -1 for the duration of this and their next turn.

#### 5 Warrior's Bane

**Difficulty 7**

*Muttering a dark and malicious incantation the Witch causes a warrior's grip to loosen, making it almost impossible for them to attack.*

One enemy model within 18" of the Witch will be unable to use any of their weapons as they perpetually slip from their grasp. They will be unable to shoot and count as fighting with fists in hand-to-hand combat. The enchantment lasts for the duration of this and their next turn.

#### 6 Cure

**Difficulty 6**

*A faint aura extends from the Witch's body. All who are touched by it feel warmth and vitality flowing through their veins.*

All friendly models within 6" of the Witch have a single wound healed. In addition any stunned or knocked down models may immediately stand up.