



## MORDHEIM

### 'Knights of the Kitchen Table'

Mootlander Warbands

By Tom Sambles

### Halflings in Mordheim

Although it is an exceedingly rare occurrence, Halflings will form Warbands and go marching off to Mordheim. With dreams of mountains of iced buns and rivers of fizzy-drink, they fearlessly enter the gates of Mordheim in search of gold, wyrdstone and abandoned kitchens to plunder.

### The Legend of the Knights of the Kitchen Table

Lord Charlie Gutbuckett is famous in the Moot for being extremely rich and spoilt but also for being exceptional with the bow (which is well reputed considering his constant boasting). The only time that he has ever been beaten in an archery contest was by his father, after a dispute over a blueberry muffin. Totally shamed by this event, Charlie formed up his Warband of similarly eccentric Halflings and headed off to Mordheim with his parents last profound words echoing

through his head 'Bring us back some chocolate hob-nobs son'. His warband was named 'The Knights of the Kitchen Table' and even his brother Archie joined up for the adventure. This was a terrible shame for the rest of the family as Archie's recipe for strawberry flapjacks was second to none.

### Special Rules

Halflings are very weak and puny and even the lightest of blows tends to knock them senseless. When rolling for a Halfling's injury, treat a roll of a 2 as 'stunned'.

### Choice of Warriors

A Halfling Warband must include a minimum of 3 models. You have 500 gold crowns. The maximum number of models in the Warband may never exceed 20.

**Moot Elder:** Each Halfling warband must have one Moot Elder.

**Master Chef:** Each Halfling warband may have one Master Chef.

**Halfling Thieves:** Your warband may include up to three Halfling Thieves.

**Scouts:** Your warband may include up to five Halfling Scouts.

**Warriors:** Your warband may include any number of Halflings.



Halflings - ready to take Mordheim by storm!

### Starting Experience

**Moot Elder** starts with 20 experience.

**Master Chef** starts with 8 experience.

**Halfling Thieves** starts with 0 experience.

# Heroes

## 1 Moot Elder

55 gold crowns to hire

A Halfling Moot Elder is the bravest, toughest and obviously fattest Halfling in the Warband. Girth is as greatly respected by the Halfling people as is skill with the bow, their principle weapon.

**Profile M** WS BS S T W I A Ld

4 3 5 2 2 1 6 1 9

**Weapons/Armour:** The Halfling Moot Elder may buy equipment from the Halfling equipment list. In addition, he may be armed with a pistol for 15 GC, usually an old family heirloom.

### SPECIAL RULES

**Leader:** Any Warrior within 6" of the Moot Elder may use his Leadership when taking Ld tests.



Lord Charlie, one mean Halfling

## 0-1 Master Chef

35 gold crown to hire

Any wise Halfling Moot Elder will persuade a Halfling Master Chef into joining his Warband. The better the Halflings fight, the more food the Chef cooks for them!

**Profile M** WS BS S T W I A Ld

4 3 4 3 2 1 5 1 9

**Weapons/Armour:** The Halfling Master Chef may be equipped from the Halfling master Chef utensils list.



Halfling Master Chef

### SPECIAL RULES

**Inspired Cooking:** Any Halfling models within 6" of a Halfling Master Chef may re-roll any failed hits in combat (once per turn).

## 0-2 Halfling Thieves

25 gold crowns to hire

Halfling Thieves are often employed by warbands to sneak into enemy camps and steal any stash they can get their sticky little hands on.

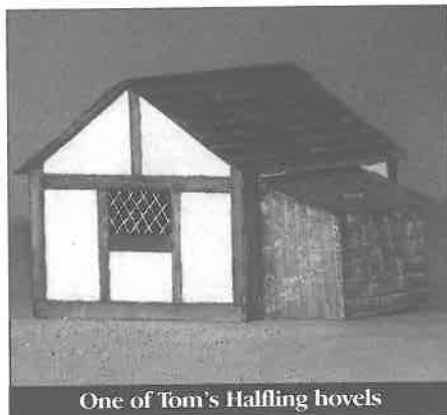
**Profile M** WS BS S T W I A Ld

4 3 4 2 2 1 5 1 9

**Weapons/Armour:** Halfling Thieves are equipped from the Halfling equipment list.

### SPECIAL RULES

**Sneaky:** Halfling Thieves can hide in the slightest shadow or piece of cover. Halfling thieves always have a -1 to hit modifier when being shot at, this adds to any other modifiers.



One of Tom's Halfling hovels

## — Gencymen —

(Bought in groups of 1-5)

### Warriors

**15 gold crowns to hire**

Halflings may not be the best warriors around, but they are brave to the point of insanity and masters of the Bow.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	4	2	2	1	5	1	8

**Weapons/Armour:** Halflings are equipped from the Halfling equipment list.



Hardy Halfling warrior

### Scouts

**20 gold crowns to hire**

Halflings produce some of the best Scouts in the Old World almost rivalling the expert Wood Elves in this field.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	4	2	2	1	5	1	8

**Weapons/Armour:** Halflings are equipped from the Halfling equipment list.



'Did anyone remember to pack the cream buns?' - The Knights of the Kitchen Table

### SPECIAL RULES

**Keen Eyesight:** Halfling Scouts can spot hidden enemies at twice their Initiative value in inches.

## New Weapons & Armour

### Kitchen Knife

The common kitchen knife does not only have to be used for chopping vegetables, in the chubby but expert hands of a Master Chef it can make an awful mess of his enemies!

Range	Strength	Special Rule
Close Combat	As user	-1 Save

### Ladle

A ladle isn't very good for killing your foes but if aimed correctly, a crack across the knuckles can seriously reduce even the best warrior's fighting ability.

Range	Strength	Special Rule
Close combat	-1	No save except shields, Knuckle Cracking

### SPECIAL RULE

**Knuckle Cracking:** If a Master Chef manages to hit an enemy in close combat (a feat within itself!) and scores a '6' in doing so he has rapped his enemy across the knuckles and forced him to drop his weapon.

**No Save:** A Master Chef knows exactly where to aim his ladle, helmets and breast plates are of little use against a ladle whacked across the hands. The only saving throws allowed are from shields or skills.

### Cleaver

Cleavers are one of the best kitchen tools for fighting with, it's fairly light and can cut through things rather like an axe.

<b>Range</b>	<b>Strength</b>	<b>Special Rule</b>
Close combat	As user	-1 save

### Tenderiser

Although other Warbands scoff at your rolling pins and tenderisers, they are fully capable of crushing a skull or knocking an opponent unconscious.

<b>Range</b>	<b>Strength</b>	<b>Special Rule</b>
Close combat	As user	Stuns on 2-4

### Cooking Pot Helmet

Any Master Chef worth his salt will remove his silly white hat and put on an even sillier looking cooking pot for protection when a fight is brewing. It may look incredibly stupid,

but often results in an intact Halfling head after the battle.

### SPECIAL RULES

A Master Chef equipped with a Cooking Pot has a special save of 5+ against being stunned. This save is never modified.

*A Young Man O' The Noot*

*Tom is a young furry-footed chap from Cobham in Surrey and has been an avid follower of Mordheim since it was first featured in White Dwarf all those eons ago! Being a staunch supporter of those much maligned short people from Warhammer, Tom decided it was about time that somebody knocked up some Halfling Warband rules. Tom has also made some buildings following the modelling guide from WD 185 for his short ones to live in.*

## Nootlander skill tables

	Combat	Shooting	Academic	Strength	Speed
Ring Leader	✓	✓	✓		✓
Master Chef	✓	✓		✓	✓
Thief		✓	✓		✓

## Nootlander equipment lists

The following lists are used by Nootlander warbands to pick their weapons:

#### Hand-to-hand Combat Weapons

- Dagger . . . . . 1st free/2 gc
- Sword . . . . . 10 gc
- Spear . . . . . 10 gc
- Staff . . . . . 3 gc

#### Missile Weapons

- Bow . . . . . 10 gc
- Short Bow . . . . . 5 gc
- Sling . . . . . 2 gc

#### Armour

- Light armour . . . . . 20 gc
- Shield . . . . . 5 gc
- Cooking Pot Helmet . . . . . 8 gc

#### HALFLING MASTER CHEF LIST

This list is for Master Chefs only

#### Hand-to-hand Combat Weapons

- Kitchen Knife . . . . . 2 gc
- Cleaver . . . . . 3 gc
- Ladle . . . . . 2 gc
- Tenderiser . . . . . 3 gc