

Lords of the Marsh

Fimir Ambush Parties

Ancient tales that argue the existence of some queer elder race, driven to hiding after the advent and dominance of mankind. Narrowly avoiding extinction, the creatures survived in reduced numbers to the present. According to historical annals secured in vaulted repositories they were indigenous to the Wasteland region. The species fought a territorial war against the Skaven in the constant mists of boggy fens. The battle was lost along with the fickle favour of the Ruinous Powers.

The elusive Fimir are amphibious humanoid monsters that haunt bogs, fens, and desolate moorlands in the northern and western Old World. The city-port of Marienburg is surrounded by treacherous swamplands known as the Cursed Marsh and it is here that the daemon-worshipping Fimir lay in hiding. One-eyed minions subservient to the wicked stench of their dreaded daemon-queens

Forlorn strongholds are disguised by thick mist maintained through rites of blood by their sorcerers to shield their craggy fortresses from prying eyes. Lairs of the daemon-friends sit upon large hills that rear from the benighted marsh. Towering menhirs carved with spirals, circles and one-eyed monsters, standing as grotesque monuments puncture the sodden gorse of hillsides among the marshy creeks.

Marsh phantoms

Mist-wreathed bogs surround Marienburg. Noxious mists coil in from the marshes draining the city limits of colour. The air itself writhes with malice to create an opaque wall of grey. Distant flickering lights are seen bobbing in its depths by bumpkins splashing through icy pools of brackish water to gather herbs in sucking mud. Bog hunters work by the sickly glow from lifeless moonbeams. Spectral doom-lanterns made of ignited swamp gases light their passage, as strange burping sounds gurgle from the muck.

The Cursed Marsh is populated by residents of backwater villages such as Grimpengratz. This conveys the impression of an armed frontier community. Through perpetual drizzle a few weather beaten roads serve as routes through lethal bogs. Meandering wide pathways wind between tussocks and stagnant pools. Tendrils of mist reduce visibility by day while rumours abound of 'things' abroad in the marshes. After nightfall 'they' are most active. Townsfolk have no knowledge of the Fimir as they are careful to keep their existence a secret.

Daemonkin, ghosts and stranger fairy tales are what Wastelanders will speak of; the marshes are dangerous places, full of sucking bogs, corpse lights, and daemons that drink the blood of men. Terrifying tales of dead-eyed things of pale skin and needle teeth that lurk in the haunted mists to feast on the unwary!

Clearly routed decaying villages exist on bleak moors emerging from the Daemon Swamp. Moderately dense woodland farming communities with occasionally maintained roads give appearance to more normal country. Something is not quite right about the woods. Trees have grown twisted and deformed in the dawn of increased incursions.

Halsdorph was the first small but thriving township to fall. Once booming in trade with a straight road leading to Marienburg, it perished! Ever since the swamp destroyed its road and swallowed the best farmland, it has been in decline. Derelict buildings surround what ill-repaired inhabited houses are left.

Fertile land becomes polluted mire following daemon-worshipping denizens committing foul sorceries from their holds nearby. Flood walls and the vigilance of trident-clutching Marsh-Watch are all that defends the city in the resurgence of a deadly species of predator in pursuit of lost glory.

Special rules

Mutations: Fimir are constantly being exposed to Wyrdstone. Any Fimir Hero may start the campaign with a single mutation from the mutations in the Corrupted Characters chapter if they pay the appropriate cost. See page 76 of the Mordheim rulebook for an abbreviated list of mutations.

From the Mist: Fimir can see and move normally through all fogs including magically created mist. A raiding party of Fimir protect themselves outdoors by casting 'Mystic Mist' using potent talismans. The warband begins the battle wreathed in mist.

Bronze Talismans of Blood

Mystic Mist

Difficulty 7

Fimir march forth under a dense blanket of fog to conceal their bestial nature! Primitive bronze talismans forged in blood protect them from the sun's blinding rays and the sight of the Dark Gods.

If this spell is successfully cast then all missile attacks targeting an ambush party of mist-wreathed Fimir suffers an additional -1 modifier to hit. Once cast the spell remains in play until the start of the shooting phase in the players next turn.

Cold-blooded: Fimir roll 3D6 for Leadership tests, discarding the highest result.

Aquatic: Fimir are amphibious creatures and may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

Swamp Striders: Fimir can move through any swamp and marshland terrain without penalty.

"The daemons demanded sacrifice! And the girl went willingly! She knew that the land must be nourished by virgin's blood, as it was in the elder days."

— Idris Gwylt, Condemned False-Priest

A ruinous diatribe debunking wayward allegations made by shrimp-pickers and fishwives concerning a predatory species of swamp-life based on the diaries of critically acclaimed dissidents fully censored by playwright, street performer and suspected wererecreature Stuart Cresswell.

Scaly Skin: Fimir have a 6+ armour save. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the Critical Hit Charts will negate this 6+ save. Light Armour adds +1 to the save, as does the addition of other armours.

Fimir Warriors with iron hard flesh all but immune to pain have a 5+ armour save.

Cyclopean Fiends: Heroes re-roll on the Serious Injury Chart when the result is 'Blinded in One Eye'. If the same result is rolled again the warrior is permanently blinded!

"I'll do it, damn your eye! Our bargain stands! Take him, you marsb-dogs! Take him or we're all for having our brains dashed on those cursed stones! Take him before cock-crow!"

— Quintus Fulmeyer, the 'Marsh-Hound',
River Pirate Captain

Hired Swords: Only the most cutthroat pirates and desperate bravos dare to involve themselves in the affairs of the Lords of the Marsh.

Fimir warbands may hire the following Hired Swords: Slaver, Highwayman, Swashbuckler, Bog Hunter, Whaler.

Characteristic increase

Characteristics for warriors may not be increased beyond the maximum limits shown on the following profile.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fimir	6	6	3	5	6	5	6	5	9

Choice of warriors

A Fimir Ambush Party must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Draich: Your warband must include a Draich as the leader.

Daemon-Fimm: Your warband may include up to two Daemon-possessed Fimir.

Young Nobles: Your warband may include up to two Young Nobles.

Shearls: Your warband may include any number of Shearls.

Warriors: Your warband may include up to two Fimir Warriors.

Starting experience

A **Draich** starts with 20 experience.

Daemon-Fimm start with 8 experience.

Young Nobles start with 4 experience.

Henchmen start with 0 experience.

Fimir equipment list

The following lists are used by Fimir warbands to pick their equipment.

HEROES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace/Staff	3 gc
Axe	5 gc
Spear	10 gc
Flail	15 gc
Morning Star	15 gc
Double-handed weapon	15 gc
Man-catcher	25 gc

Armour

Helmet	10 gc
Light armour	20 gc
Heavy armour	50 gc

Miscellaneous

Wyrdstone Pendulum	25 gc
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HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Axe	5 gc
Spear	10 gc
Double-handed weapon	15 gc

Armour

Helmet	10 gc
Light armour	20 gc
Heavy armour	50 gc





1 Draich

110 gold crowns to hire

When the few remaining holds prepare to raid Wasteland towns, the swamp teems with 'marsh phantoms' and their daemonic servants. Ambushes are led by a noble or a Draich. These sorcerers or a Witch-Queen, one of the mighty hag sorceresses, summon daemons which are bound into their most powerful warriors. Chosen to be possessed are unleashed in the swamp wrestling their possessors.

Profile	M	WS	BS	S	T	W	I	A	Ld
Draich	5	4	2	3	3	1	2	1	8

Equipment: The Draich may be equipped with weapons chosen from the Fimir Heroes equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Draich may use his Leadership value instead of his own when taking Leadership tests.

Wizard: Draichs are sorcerers and have two spells. One is generated using the Chaos Rituals on page 59 of the Mordheim Rulebook. The other spell is from the Rituals of Dhar list from the 'Bazaar of Books' section in the chapter 'Infamous Haunts'.

Mind Focus: The 'Eye of the Balefiend' means the sorcerer possesses a great strength of mind which allows him to concentrate beyond the levels of most normal wizards. When using a spell or prayer the Draich may reroll one dice roll used in the difficulty roll.

Fear: The Draich is so revolting that it causes *fear*.

Large: Fimir sorcerers are monstrous. Any model may shoot at a Draich, even if it is not the closest model.

Craven: The Draich is a cravenly fighter. A Draich is subject to the effects of *fear* unless they are protected by Mystic Mist.

0.2 Daemon-fimm

100 gold crowns to hire

Daemons haunting marshes around Marienburg rise from the misty quagmire like ghosts. Eaters of men drag scouts down into the bogs, drowning them.

Once ascetic warriors become scaly servants of the sorcerers who bind their swamp daemon allies to a host once summoned into service. Worms ooze from fetid gashes. Skull and bone left exposed from self-inflicted claw marks left by grisly scythes and long-fingered mutations replacing their hands.

Wide-mouthed draconic faces grinning madly with many rows of razor-sharp teeth. Mud-covered from head to toe making it difficult to break their grip!

Profile	M	WS	BS	S	T	W	I	A	Ld
Daemon-fimm	5	4	0	4	4	2	4	2	7

Equipment: Daemon-Fimm cannot be equipped with weapons. They can wear armour chosen from the Fimir Heroes equipment list.

SPECIAL RULES

Fear: The horrifying embodiment of a swamp daemon means that the Daemon-Fimm causes *fear*.

Daemon Soul: A Daemon lives within the warrior's soul. This gives demonomaniacs a 4+ save against the effects of spells or prayers.

0.2 Young Nobles

30 gold crowns to hire

Cold-hearted, cruel and mightier than any man, the Fimir are said to possess but a single baleful eye atop a pointed snout bristling with jagged fangs.

Legend has it that the dreaded Fimir once ruled, tearing down the cities of the High Elves and struggling in bloody conflict against the wild and brutish forebears of Sigmar. For centuries they roared the praises of the Dark Gods over blood-splattered altars, then the world changed and their gods left them to suffer a slow and lingering decay.

Dwindling Nobles devise petty raids within hidden holds nursing bitter hatred for those who now rule where once they were masters! They plot to tear the warm-blooded screaming from their homes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Young Noble	5	3	1	3	3	1	2	1	6

Equipment: Young Nobles may be equipped with weapons and armour chosen from the Fimir Heroes equipment list.

SPECIAL RULES

Spiked Tail: Fimir Nobles have a flexible tail with a mace-like bony tip. The Young Noble gains an extra tail attack in each hand-to-hand combat phase at the Fimir's Strength +1.

Craven: Young Nobles are cravenly fighters. They are subject to the effects of *fear* unless they are protected by Mystic Mist.

Stupidity: Young Nobles are subject to *stupidity* unless they are protected by Mystic Mist.

Fimir skill table

	Combat	Shooting	Academic	Strength	Speed
Draich	✓		✓		
Daemon-Fimm	✓			✓	✓
Young Noble	✓			✓	✓



Shearls

55 gold crowns to hire

Contemptibly timorous underlings, Shearls are the skulking thralls of a Fimir hold. Mean-spirited servants of a cowardly nature, they are subservient to a warrior-caste of brutish amphibious Nobles with oaths of service sworn to daemons of Chaos.

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

Equipment: Shearls may be equipped with weapons and armour chosen from the Fimir Henchmen equipment list.

SPECIAL RULES

Craven: Shearls are cravenly fighters. They are subject to the effects of *fear* unless they are protected by Mystic Mist.

Stupidity: Shearls are subject to *stupidity* unless they are protected by Mystic Mist.

"Horrible things they are, lad: a single deathly eye, needle teeth and grasping claws ready to pull you under the water to join them forever."

— Wolfgang, Reikland Horsemaster

0:2 Fimir Warriors

180 gold crowns to hire

More ferocious than the sorcerous Draichs, more destructive than any other brethren, black-armoured Fimir Warriors boast tails tipped with bony clubs and yellow-grey hide that is all but immune to pain.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fimir Warrior	6	4	2	4	5	3	2	3	7

Equipment: Fimir warriors may be equipped with weapons and armour chosen from the Fimir Henchmen equipment list.

SPECIAL RULES

Fear: A Fimir Warrior is so terrifying it causes *fear*.

Large: Fimir Warriors are hulking amphibians and therefore a tempting target. Any model may shoot at a Fimir Warrior, even if it is not the closest model.

Spiked Tail: Fimir warriors have a flexible tail with a mace-like bony tip. The warrior gains an extra tail attack in each hand-to-hand combat phase at the Fimir's Strength +1.

Stupidity: Fimir Warriors are subject to *stupidity*.

Monstrous: These hulks survive damage that would kill a lesser creature. When rolling for injury on the henchman chart only a roll of 1 kills, on roll of 2-6 no injuries are sustained. In addition the warrior counts as 2 models when determining the maximum number allowed in the warband.

