



To the north of the River Stir lies the Great Forest, a vast expanse of woodland that fills the very heart of the Empire. Bounded along its southern edge by the river, this, the largest forest of the known world, extends league upon league as far as any man can see. Just at its southernmost, the River Stir separates a small part of the forest from the main bulk of the woodland and this smaller area of forest is known locally as Stirwood. Small though Stirwood may be – indeed, this part of the forest is not even on the same scale as the sacred Forest of Loren, but, as many say, size isn't everything – Stirwood Forest is nevertheless still large enough to get lost in, and many have done so, some by accident and some by design.

Stirwood lies just north of the noble city of Nuln and to the west of Wurtbad, where law and order are strictly enforced, at least they are strictly enforced once the City Guards have finally managed to catch up with those who break the Count's law. The Elector Count of Stirland was well known as a man that one should not cross. Those that did so were inevitably declared as 'outlaws' and were pursued from the cities. Even the most petty of criminals, some still quite young, could be declared 'outlaw' and had little option but to flee to the countryside. Many perished, both young and old, but some made it to Stirwood where they could lay low.

During their time in Stirwood, some would band together and become groups of outlaws, rather than just attempting to survive on their own. The forest was a perfect training ground to develop their skills, particularly in archery, where even the hunting of the wild deer, the Count's deer, was a crime in itself. Illicit deer-hunting was not their only past-time as many an unwary traveller, passing unsuspectingly through the forest, would find themselves ambushed and relieved of their goods.

Clerics also lived in these parts, holy men who spent their time in devotion to the blessed Sigmar. Usually they dwelt alone in contemplation, but were often trusted by the local groups of outlaws that they came into contact with and attended to their spiritual needs, and, when the occasion arose, also attended to their wounds.

In the years that followed the sighting of the twin-tailed star in the sky, it was inevitable that tales of Mordheim would have travelled down the waters of the River Stir. Tales of strange sights and great riches would easily have reached the inhabitants of Stirwood Forest. Temptations of this enormous wealth that was rumoured to be in the shattered city would have been hard for any group of outlaws to resist.

Special Rules

All warriors in an Outlaws warband may be equipped with only one missile weapon at any time. All warriors must carry a type of bow, but not crossbows, as part of their equipment. So, even if an Outlaw acquires skills that allow him to use additional ballistic weaponry, he cannot do so. The only exception to this is the Cleric who may choose to carry a bow, but is not compelled to do so.

Hired Swords

The following Hired Swords are not available to the Outlaws: Bounty Hunter, Wolf-Priest of Ulric, Norse Shaman, Dark Elf Assassin.

Choice of Warriors

An Outlaw warband must include a minimum of three models. You have 500 gold crowns that you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Bandit Leader: Each Outlaw warband must have one Bandit Leader: no more, no less!

Champion: Your warband may include up to two Champions.

Petty Thieves: Your warband may include up to two Petty Thieves.

Cleric: Your warband may include up to one Cleric, but he can only be taken instead of either a Champion or a Petty Thief.



An Alternative House Rules Mordheim Warband by Jon Davis

Henchwomen

Marksmen: Your warband may include up to a maximum of seven Marksmen.

Outlaws: Your warband may include any number of Outlaws.



Starting Experience

The **Bandit Leader** starts with 20 experience.

Champions start with 8 experience.

A **Cleric** start with 8 experience.

Petty Thieves start with 0 experience.

Henchmens start with 0 experience.

Outlaws equipment lists

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

Hand-to-hand Combat Weapons

| | |
|----------------------|--------------------|
| Dagger |1st free/2 gc |
| Staff/Clubb/Mace |3 gc |
| Axe |5 gc |
| Sword |10 gc |
| Spear |10 gc |
| Double-handed weapon |30 gc |

Missile Weapons

| | |
|----------|------------|
| Shortbow |5 gc |
| Bow |10 gc |
| Longbow* |15 gc |

* Available to Heroes and Marksmen only

Armour

| | |
|---------------|------------|
| Light armour* |20 gc |
| Helmet |10 gc |
| Shield |5 gc |

Special Equipment

| | |
|-----------------|-----------|
| Hunting arrows* |30gc |
| Forest cloak* |50gc |



Outlaws skill tables

| | Combat | Shooting | Academic | Strength | Speed |
|---------------|--------|----------|----------|----------|-------|
| Bandit Leader | ✓ | ✓ | ✓ | ✓ | ✓ |
| Champion | ✓ | ✓ | | ✓ | |
| Cleric | | | ✓ | | |
| Petty Thieves | ✓ | ✓ | | | ✓ |



Heroes

1 Bandit Leader

60 Gold Crowns to hire

A Bandit Leader is a professional cutthroat, a hardened criminal. His presence along the shadowy forest tracks of Stirwood has often meant the untimely demise of many a passing traveller. Other Outlaws will follow him, inspired as much by his ruthlessness as by his prowess.

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

Weapons/Armour: The Bandit Leader may be equipped with weapons chosen from the Outlaws equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6' of the Bandit Leader may use her Leadership instead of their own.

0:2 Champions

35 Gold Crowns to hire

All groups of Outlaws will often have a few who are more experienced than others. Loyal to their Leader they are usually rewarded with the choicest pickings of any loot.

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

Weapons/Armour: Champions may be equipped with weapons chosen from the Outlaws equipment lists.

0:1 Cleric

35 Gold Crowns to hire

A Cleric would usually spend most of his time alone in the forest in contemplation of his devotion to Sigmar. However, some will see that Sigmar's work can also be achieved by the purging of all that is corrupt from the Empire. Many will, therefore, willingly join in the activities of groups of outlaws. Their knowledge of healing is often valued by other members.

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

Weapons/Armour: Can be chosen from the Outlaws equipment list. As Prayers are not considered to be Spells, a Cleric may wear armour, if he wishes.

Disciple of Sigmar: The Cleric has devoted his life in the constant service to Sigmar and as such he would start a campaign knowing one of the Prayers of Sigmar (see Mordheim rulebook page 57). As with a Witch-Hunter's Warrior Priest, he is also subject to some of the restrictions of being a follower of the Lord Sigmar and may learn neither Sorcery nor Arcane Lore..

0:2 Petty Thieves

20 Gold Crowns to hire

Many youths who are caught by the City Guards in the act of thieving are compelled to flee the city and take up a place among the trees of Stirwood Forest. Although young, they are still keen enough to prove their worth to their fellow outlaws.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 |

Weapons/Armour: Petty Thieves may be equipped with weapons chosen from the Outlaws equipment list.



Genchwomen

07 Marksmen

25 Gold Crowns to hire

These are the best archers in the group and their skill with the bow is legendary. They are more than capable of picking off any enemy before they get too close.

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

Weapons/Armour: Marksmen can be armed with weapons and armour chosen from the Outlaws Equipment list.



Outlaws

25 Gold Crowns to hire

These warriors form the basis of any group of bandits. Ruthless to the core, any of these would be more than happy to slip a sharp knife between somebody's ribs for the promise of just a few groats.

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

Weapons/Armour: Outlaws can be armed with weapons and armour chosen from the Outlaws Equipment list.

Outlaws Special equipment

Hunting Arrows: These are available to Heroes at the time of their initial recruitment without having to roll for Rarity. If you wish to subsequently purchase this item during the Trading and Exploration stages of the game, then you would have to roll for Rarity as normal.

Forest Cloak: Some Outlaws use Forest Cloaks to camouflage themselves against being seen by their enemies. Any wearer of such a cloak would appear to blend into the surrounding forest making it almost impossible to be seen.

So long as the wearer is beside a tree, bush or hedge, any enemy using any kind of missile weapon at a warrior wearing a Forest Cloak is at an additional -1BS to hit (in addition to all other modifiers). Similarly, if any spellcaster wishes to target a magical attack against an Outlaw camouflaged in this way, he can only do so by successfully rolling a 4+ on a D6. The only exception to this is if the shooting warrior or the spellcaster is already within their Initiative range in inches.

Forest Cloaks are available to Heroes at the time of their initial recruitment without having to roll for Rarity. If you wish to subsequently purchase this item during the Trading and Exploration stages of the game, then you would have to roll for Rarity as normal.

Availability: 50gc, Rare 10, Outlaw Heroes only.

