

SLAYER CULT WARBAND

By Dave 'Styrofoam King' Joria

Based on Mark Havener's Dwarf Treasure Hunters; Rememberers based on the Karak Azghal Slayer Warband; Additional Help from John Rust

It is a fallacy to assume that every Slayer acts the same. There are many reasons that Slayers join the Cult of Grimmir, and to seek their deaths facing monstrous creatures. For those who have failed their clan and their family, it is the only way to recover honor to the family name... a martyr for the sake of their living relatives. Others are dwarfs that have been disowned, betrayed by loved ones, and seek the solace of a gathering of embittered souls. For a few more ignoble dwarfs, it is the Foreign Legion, a chance to escape past mistakes.

But the greatest, grimmest, and the most memorable of all Slayers are the ones who have lost everything. No clan members will be there to remember them when they die, no family members to mourn them. These grim slayers have steeled their nerves, and teeter on the brink of madness. In any cult, they long for death the most, and as a testament to the cruelty of fate, often survive the longest. They seek stronger foes, fiercer monsters and more desolate lands to wander. Younger Slayers gravitate them, gleaned what they can from the wizened warriors. The Giant Slayers are silent and direct in their instruction. Indeed, sometimes the only sound a Giant Slayer is heard making is the singing of his own Deathsong when heading into battle.

Special Rules

All Slayers are subject to the following special rules:

Hard to Kill. Dwarfs are tough, resilient individuals who can only be 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!

Grudgebearers. Dwarfs hold an ancient grudge against Elves from the days when the two races fought for supremacy in the Old World. A Dwarf warband may never include any kind of Elven Hired Sword or Dramatis Personae.

Damnable Luck: While Slayers SEEK death, it often eerily avoids them. All Slayer heroes add +1 to all Serious Injury rolls- they will never roll a result higher than 66.

Deathwish: Slayers seek an honorable death in combat. Unless stated otherwise, all members of this are completely immune to all psychology and never need to test if fighting alone. This includes Frenzy & Stupidity.

No Toys! Slayers may never use armor of any kind (does not include Lucky Charms), and may not use any missiles that aren't thrown. Also, Slayers may never learn magic.

SLAYERS & EXPLORATION

Slayers do not explore for riches in the traditional sense- most of them are so overwrought by their past sufferings that it overpowers even their love of gold! Rather, it is not uncommon for a successful slayer band to receive aid from a generous patron... maybe from the Slayer King of Karak Kardin himself!

Reward for Recklessness

A slayer hero that survives a game without getting taken out of action does NOT, sadly, get any exploration dice- their goal is to die, not to wait around doing nothing! Instead, if a Slayer is taken out of action by means of an enemy attack (ex. Attacked by a warrior, falling off a cliff after a crossbow bolt, etc), then and ONLY then does the Slayer gain an exploration dice. A Slayer that is taken out of action without any opposing influences (ex. deliberately walking off a cliff, failing a climbing down roll) does not gain an exploration dice. This only applies to heroes that are Slayers, however, so the Rememberer still gains an Exploration Dice as per the usual rules.

To Drive Your Enemy Before You

If all opposing warbands have routed from the board and your warband still remains, you may, instead of gaining exploration dice as the above rules state, gain exploration dice equal to the number of enemy heroes still on the board when the opponent routs. (Ex. If you have two Slayers taken out by enemies [2 Dice] and have a Rememberer still in play [1 dice]. This would give you a total of 3 exploration dice. However, you caused an opposing Skaven Warband to rout, when they still have 4 heroes left in the warband, you instead receive 4 exploration dice, with +1 for the Remember... and if you won the scenario, you gain +1 dice for winning too!) Note that you do NOT gain any bonuses or modifiers that your opponent would receive from skills, hired swords, or items, nor may you gain more Exploration dice than the number of Slayer Heroes in your warband (I.e. If you only own 3 Slayer Heroes and you cause a Skaven opponent with 6 heroes on the board to rout, you will only get you 3 dice, with an additional dice if your Remember is still in play). If facing more than one opponent, you may choose which warband to "steal" your dice from, but may not gain them both (ex. If a Skaven warband of 5 heroes and a Dark Elf warband of 3 heroes both rout, you may gain 5 or 3 exploration dice... NOT 8!) You may wait until the end of the game to choose whether you want your "Reckless" dice, or your "Driven Before You" dice (we suggest you go with whichever amount is greater!)

SLAYER CULT SKILLS

	Combat	Shooting	Academic	Strength	Speed	Special
Giant Slayer	✓			✓		✓
Doomseekers	✓			✓		✓
Dwarf Remem.	✓	✓	✓			✓
Human Remem.	✓		✓		✓	✓

SLAYER EQUIPMENT LIST

Hand-to-hand Combat Weapons	
Dagger	1st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Dwarf Axe	15 gc
Sword	10 gc
Double-handed weapon	15 gc
Gromril weapon*	3 times the cost

Missile Weapons

Throwing Axes	15gc
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DOOMSEEKER EQUIPMENT LIST

Hand-to-hand Combat Weapons	
Dagger	1st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Dwarf Axe	15 gc
Sword	10 gc
Double-handed weapon	15 gc
Flail	15 gc
Whirling Blades	30 gc
Gromril weapon*	3 times the cost

Missile Weapons

None	
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REMEMBERER EQUIPMENT LIST

Hand-to-hand Combat Weapons	
Dagger	1st free/2 gc

Choice of warriors

A Slayer warband must include a minimum of 3 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.

Giant Slayer: Each Dwarf warband must have one Giant Slayer - no more, no less!

Doomseeker: Your warband may include up to 2 Doomseeker.

Rememberer: Your warband may include up to 1 Rememberer.

Mace/Hammer	3 gc
Axe	5 gc
Dwarf Axe	15 gc (Dwarf only)
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc
Gromril weapon*	3 times the cost (Dwarf only)

Missile Weapons

Throwing Axes	15gc
Pistols	15gc/30 brace
Bow	10gc (Human Only)
Crossbow	25g

Equipment

Light Armor	20gc
Helmet	10 gc
Shield	5 gc
Buckler	5 gc

*Any weapon a Dwarf may normally purchase may be bought as a Gromril weapon instead. This multiplies the cost of the weapon by x3. For rules on Gromril weapons see the Mordheim rulebook. Note that this price is only for a starting warband, as it represents the Dwarfs outfitting themselves at their own stronghold. Later purchases of Gromril weapons are done using the price chart in the Mordheim rules (or the campaign setting).

Troll Slayers: Your warband may include any number of Troll Slayers.

Stubbles: Your warband may include any number of Stubbles.

Axe Hurlers: Your warband may include up to 5 Axe Hurlers

Starting experience

A **Giant Slayer** starts with 20 experience.

Doomseekers start with 8 experience.

Rememberers start with 8 experience

Henchmen start with 0 experience.

Heroes

1 Giant Slayer

85 gold crowns to hire

The most experienced and battle-scarred of all Slayers in the warband. Having dipped his hands in the blood of giants, he is off to Mordheim in search of the next big hunt: Demons.

M WS BS S T W I A Ld

3 5 4 3 4 1 3 1 9

Weapons/Armor: A Giant Slayer may be equipped with weapons chosen from the Slayer equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Giant Slayer may use his Leadership instead of their own.

Dwarf: See special rules above for Dwarves.

Slayer: See special rules above for Slayers.

0-2 Doomseeker

50 gold crowns to hire

Doomseekers plow recklessly into the enemy, whirling their weapons madly around their heads. They are armed with axes on the end of chains, which they spin about themselves, slicing through their foes with surprising speed.

M WS BS S T W I A Ld

3 4 3 3 4 1 2 1 9

Weapons/Armor: A Doomseeker may be equipped with weapons chosen from Doomseeker equipment list.

SPECIAL RULES

Dwarf: See special rules above for Dwarves.

Slayer: See special rules above for Slayers.

0-1 Rememberer

40 gold crowns to hire

When hired, choice a Human or Dwarf Rememberer - he follows the stats accordingly

The one sane member of the warband, the Rememberer is a bard charged with the task of recording each Slayer that falls in battle.

	M	WS	BS	S	T	W	I	A	Ld
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Dwarf	3	3	2	3	4	1	2	1	8
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Human	4	3	3	3	3	1	3	1	7
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Weapons/Armor: A Rememberer may be equipped with weapons chosen from the Remember equipment list.

SPECIAL RULES

Rememberer: The Rememberer's task is to record the doom of each of the slayers. When he is close by, the slayers will fight even harder to make their death more honourable. Once per game, any Slayer Hero fighting against a Large creature or a creature with Toughness 5 or greater, and is within 6" of the Rememberer, may re-roll any failed To Hit rolls once only.

Pick up the Slack. If he was not taken out of action, the Rememberer may make a rarity or Dramatis Personae roll for each Slayer hero that was taken out of action this game in addition to his normal rarity search.

Not a Slayer: A Rememberer is not a Slayer, and does not gain the benefit of slayer rules such as "Deathwish", "Good Day to Die", "Damnable Luck". Also, they may not learn "Slayer Only" skills, and may never be warband leader.

Humans: If you choose to have a Human Rememberer, he does not gain the benefits of being a dwarf. He does not gain "Hard to Kill", "Hard Head", or learn any "Dwarf Only" skills.

Henchmen (Bought in groups of 1-5)

Troll Slayers

40 gold crowns to hire

Trollslayers are the most numerous part of a slayer cult, a collection of solitary souls, who have pushed them themselves beyond fear. They have whetted their blades in the blood of Trolls, Sea Trolls, Ogres, or similarly large beasts, and have found the experience exhilarating. The only thing to sate them now is bigger game, or death itself.

M WS BS S T W I A Ld

3 4 3 3 4 1 2 1 9

Weapons/Armor: Troll Slayers may be equipped with weapons chosen from the Slayer equipment list.

SPECIAL RULES

Dwarf: See special rules above for Dwarves.

Slayer: See special rules above for Slayers.

0-5 Axe Hurler

40 gold crowns to hire

In a past life, they were probably Thunderers or Rangers. No one dares ask, but their skill with throwing axes is more than enough to prove their worth.

M WS BS S T W I A Ld

3 3 3 3 4 1 2 1 9

Weapons/Armor: Axe Hurlers may be equipped with weapons chosen from the Slayer equipment list.

SPECIAL RULES

Dwarf: See special rules above for Dwarves.

Strong Arm: The Axe Hurler can use his strength to hurl thrown weapons farther still. When throwing weapons, the Axe Hurler may throw the missile extra inches equal to his Strength (ex. S3 = +3").

Born Marksmen: If an Axe Hurler rolls a "That Lad's Got Talent" as an advancement, he may always choose Shooting skills as one of his two skill list choices. He may do this even if there are no heroes with Shooting Skills in the warband. Reminder: Even with Weapon Mastery, he may not use any missile weapons that aren't thrown.

Skittish: As newly crowned Slayers, Hurlers do not have the skill 'Death Wish,' and suffer psychology like normal. When a Hurler gains 'That Lad's Got Talent', instead of making an immediate roll on the Hero Advance Table, he MUST learn the skill 'Death Wish.' Death Wish may be learned even if the Hurler does not choose Special skills as one of his two skill lists.

Stubbles

25 gold crowns to hire

Stubbles are new Slayers, their shaven heads still covered in stubble and the ink in their beards still wet. They are not all young and brash dwarfs... some are mature adults, still shaking from the breakdown of their past life.

M WS BS S T W I A Ld

3 3 2 3 4 1 2 1 8

Weapons/Armor: Stubbles may be armed with weapons chosen from the Slayer equipment list.

SPECIAL RULES

Dwarf: See special rules above for Dwarves.

Skittish: As newly crowned Slayers, Stubbles do not have the skill 'Death Wish', and suffer psychology like normal. When a Stubble gains 'That Lad's Got Talent', instead of making an immediate roll on the Hero Advance Table, he MUST learn the skill 'Death Wish.' Death Wish may be learned even if the Stubble does not choose Special skills as one of his two skill lists.

TROLL SLAYER SKILLS

Deathwish: The hero is completely immune to all psychology and never need to test if fighting alone. [Stubbles and Axe Hurlers Only. See 'Stubbles' and "Axe Hurlers" for details.]

Ferocious Charge: The Slayer may double his attacks on the turn in which he charges. He will suffer a -1 'to hit' penalty on that turn. Slayers Only

Monster Slayer: In close combat, the Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own Strength (after all modifiers due to weapon bonuses, etc) would mean that a lower roll than this is needed. Slayers Only.

Berserker: The Slayer may add +1 to his close combat 'to hit' rolls during the turn in which he charges. Slayers Only.

Deathblow - If the Hero is taken out of action in hand-to-hand, he may immediately make the remainder of his attacks before being removed, if he hasn't made all of his attacks already this turn. He may use this skill if he is knocked down or stunned. Slayers Only.

Relentless - If the Hero charges a model but the charge fails, the Hero may still move the full distance of his move. This skill may only be used against enemies within sight or that the Slayer can detect. Slayers Only.

Axe Mastery - The Hero is well taught in the hand-to-hand arts of axemanship. He may reroll all missed attacks if he was using an axe or a dwarven axe in the hand to hand phase of the turn that he charges. May not be used with Whirling Blades. Dwarves Only.

True Grit Dwarfs are hardy individuals and this Hero is hardy even for a Dwarf! When rolling on the Injury table for this Hero, a roll of 1-3 is treated as *knocked down*, 4-5 as *stunned*, and 6 as *out of action*. Dwarves Only.

Thick Skull The Hero has a thick skull, even for a Dwarf. He has a 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. Dwarves Only.

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, to a max of 10. This includes rout tests. Rememberer only.

Song of Honor: Any time a Slayer in your Warband dies, you may grant +2 Experience to any surviving Slayer Hero in your warband. Rememberer only.

Special Weapons

DWARF AXE

15 gold crowns

Availability: Rare 8 (Dwarfs only)

Dwarf axes are smaller-hafted weapons made of lighter (but stronger) materials than normal axes. Dwarf Warriors are specially trained in their use and are able to use them as deftly as a Human warrior might wield a sword.

Range: Close Combat **Strength:** As User **Special**

Rules: Cutting Edge, Parry

SPECIAL RULES

Cutting Edge: Dwarf axes have an extra save modifier of -1, so a model with Strength 4 using a Dwarf axe has a -2 save modifier when he hits an opponent with the axe in close combat.

Parry: Dwarf axes offer an excellent balance of defense and offense. A model armed with a Dwarf axe may parry blows. When his opponent rolls to hit, the model armed with a Dwarf axe may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped. A model may not parry more than one attack in a single Close Combat phase; a model armed with two Dwarf axes (or a Dwarf axe and a sword, etc) does not get to parry two attacks but may instead re-roll a failed parry.

THROWING AXE

15 gold crowns

Availability: Slayers-Common, (Non-slayers, Rare 5)

A smaller axe specially weighted for hurling from dangerous distances.

Range: 6"; **Strength:** As User ;

Special Rules: Thrown Weapon, Axe Thrower

SPECIAL RULES

Thrown Weapon: Throwing axes suffer no penalty for throwing over half range, or for moving and shooting.

Axe Thrower: All heroes armed with Throwing Axes and have access to Shooting Skills may learn the following skill, **Axe Thrower:** *"The warrior can throw a maximum of two axes in his shooting phase, both of which gain +1 Strength, and may divide his shots between any targets within range as he wishes. Note that this skill cannot be combined with the Quick Shot skill or the Knife Fighter skill."*

The skill Knife Thrower does not allow the user to throw multiple Throwing Axes.

WHIRLING BLADES

30 gold crowns per pair

Availability: Rare 9 (Slayers only)

The signature weapon of the Doomseeker, the Whirling Blade is an axe on a chain. Even expert slayers have trouble mastering such a difficult weapon, but once mastered, the damage dealt can be staggering.

Range: Close Combat **Strength:** As User

Special Rules: Pair, Cannot be parried, Cutting Edge, Whirlwind of Death

SPECIAL RULES

Cannot be parried: The Whirling Blades is a flexible weapon and a Doomseeker use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a whirling blade may not make parries with swords or bucklers.

Cutting Edge: Whirling Blades have an extra save modifier of -1, so a model with Strength 4 using a Whirling Blade has a -2 save modifier when he hits an opponent with the blade in close combat.

Pair: Whirling Blades are traditionally used in pairs, one in each hand. A warrior armed with whirling blades may not wield a second weapon, and may never split up the pair (unless he loses a hand).

Whirlwind of Death: Because the slayer wields two blades, he gets +1 additional attack for having an off-hand weapon. When the slayer charges or continues a combat, this additional attack strikes at the same time as his other attacks. However, whenever your slayer is charged, if the additional attack is directed at a charger, the extra attack will 'Strike First,' like a Steel Whip. Only this extra attack strikes first, regardless of how many warriors are charging you, or the slayer's natural attacks.

(Example: A Deathseeker has a Stat of 2 Attacks, and gets +1 from the off-hand. He charges into a combat, and gets 3 (2+1) attacks as normal each turn. He is then counter charged- He directs his all attacks at the new charger- 2 of them strike slowly, at their normal speed, but the +1 extra attack gains Strike First. Because the charger also has Strike First, the two attacks roll for initiative to see which goes first.)

TACTICS

The most effective strategy I've encountered is a subtle maneuver called the 'Move-In-A-Clump-&-Hammer-It-To-Death' strategy. Okay, it's not subtle, but it works. In a perfect situation, find yourself a gate or an archway to bottleneck your opponent. Your guys won't be the strongest fighters on the board, but they'll probably be the strongest with a 20mm base. This means if you space your front screen of stubbles more than 20mm apart but less than 25mm, your henchmen will prevent them from going past, but allow your guys to slip through- let the henchmen take the brunt of the first charge, and then countercharge the snot out of them with your heroes. While the strike-first Doomseeker axe is nice on defense, a charge from a leveled up Doomseeker will claw its way through nearly any henchmen, making mince of THEIR screens. If you're lucky, your Doomseeker will bounce from henchmen to henchmen each turn. Stubbles are amazing for the cost, so don't underestimate their worth in the early campaign.

In long-term campaigns, your Slayers will start feeling the hurt from lack of armor. A few friendly alternatives: Lucky Charms, defensive skills (Thick Skull, Step Aside, etc.). It might be worth specializing your heroes- which are your tanks to bear the enemy's charge, and which sweep in with Ferocious Charge to reap havoc. Also, remember: Two Dwarf Axes gets you a parry AND a reroll. Luckily, the dwarves themselves are pretty tough, and nearly every weapon they wield has a -1 AS modifier... if you can't have armor, no one can! Also, with such limited equipment available to them, you'll have extra money to spend on henchmen and hired swords.

As your band gets tougher, the clump strategy still works. Resist the urge to divide your forces too much... if one half gets in trouble, your other half won't get there in time! A nice alternative is to invest in some speedy third party help; a Wardog can harass your opponent long enough to disrupt their Sprinty Youngblood, and if you can afford the money, an Ogre Bodyguard can move twice as fast as fast. A Tilean Marksman definitely helps put your opponent over the edge into rout level (although, I've never personally used one... hardly the 'Slayer' style.) Also, your Giant Slayer also has access to Academic skills, so use them: Hunch will help drop off three warriors anywhere on the board (giving them a sporting chance at those Wyrdstone counters), and Tactician helps move your warband up another 4" (that may be nothing to an Elf Warband, but to a dwarf, that's almost an extra march move!)

Shooting Battle: Sadly, in a shooting battle, you WILL lose. Sad truth. However, with their Toughness 4 and 'Hard to Kill' rule, your Dwarves will be much harder to kill than most warbands (though constant stuns will slow your warband even more so.) Stay behind cover in early campaigns, hide in later campaigns, and hope you can get a shot or two in with your Hurlers and Rememberer. If you're lucky, they can act as counter-snipers, but their biggest use is helping bridge the distance when the terrain is rough, and for being the wings on your V- formation. Have them stay close by your chargers, and picking off models just out of your charge range, or their heroes hiding behind their henchmen screen. Don't forget, while he can't learn any Shooting skills, your Giant Slayer can take a Throwing Axe too, adding a small 6" boost to your warband's deadliness.

For additional advice on Dwarves, read Ian Davies's article on Dwarf Treasure Hunter tactics, "Axes All Areas". So go out there, and share the hurt. Spike that hair and take the oath!
-Dave Joria, aka the self-proclaimed 'Styrofoam King'