

Ulli & Marquand

New Dramatis Personae based on Gordon Rennie's popular characters from the comic Warhammer Monthly beautifully brought to life by the art of Karl Kopinski and Paul Jeacock.

Written here by the scribes of great Renown Space McQuirk and Donato Ranzato for use with the exquisite models sculpted by Mark Bedford.



Dramatis Personae



A Pair of Rogues

Never in the history of the Empire have there been such a villainous pair of rogues as Marquand Volker and Ulli Leitpold. Once brigands in a mercenary regiment responsible for a long list of crimes, they were caught by bounty hunters and enlisted into the slave army of the Count of Stirland. The pair escaped their captors on the outskirts of Mordheim, City of the Damned, a ruinous place where death and glory could be found in equal measure. The infamous bandits instantly recognised it as home.

Ulli and Marquand quickly developed a strong rapport with the scum of Mordheim, a place inhabited by the corrupt and immoral outcasts of society. Their martial prowess and ruthless guile soon earned the nefarious partners in crime a high degree of notoriety. As a result, the less noble traders and prospectors of the accursed city eagerly sought out the services of these talented scoundrels.

But their assistance did not come without a high price. Whilst the pair would consider any task thrown their way for a mere handful of gold coin, their loyalty was as fickle as the winds of Chaos. They built up a reputation of betraying employers and stabbing them in the back for the sake of a single crown. They were certainly not beyond using foul and despicable tricks to save their own worthless hides or line their own pockets.

What became of the despicable pair, none can say but legends of their deeds can to this day be heard in taverns throughout the Old World. Each story is more outlandish than the next but few ever doubt the truth behind these fantastic tales.



Dramatis Personae

Both Ulli and Marquand are new Dramatis Personae as described on page 152 of the Mordheim rulebook and follow all of the standard rules therein. Unlike the other Dramatis Personae Ulli, and Marquand are mercenaries hired as a pair for one battle only, you cannot hire only one of them.

May be Hired: any warband except Sisters of Sigmar and Witch Hunters may hire these rogues.

Hire Fee: 30 Gold Crowns to hire as a pair.

Rating: Ulli and Marquand increase the warband rating by +60 points.



Marquand Voller

Reputedly the son of wealthy Marienburg merchants, what made Marquand embark on a career as a gambler and then a mercenary and assassin is unknown. What is known about this apparent 'fop' is that his appearance belies his true nature for he is quite deadly and entirely devoid of any morals. Marquand personifies Mordheim 'The City of the Damned' for he is corrupt and rotten to the core – just like that place he calls his 'home'. An expert swordsman and master of the throwing knife, there are few who have crossed him and lived. In the darkened corners of taverns, tales are told in nervous whispers about this cold-hearted killer's reputation: that he killed his first victim before he was ten; that he cut the heart out of the Duke of Suddenland while the Duke's wife slept on beside him. His deadliest foe is the Witch Hunter captain Gottlieb, 'The Flayer', whose face Marquand horribly disfigured whilst the erstwhile servant of Sigmar was attempting to redeem Marquand of his sins.

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

Weapons/Armour: Sword, Light armour, throwing knives.

Skills: *Step aside, Knife Fighter, Lightning Reflexes.*



Ulli Leitpold

Marquand's sidekick and partner in crime. Little is known about this huge framed Middenheimer, apart from it is unwise to be caught anywhere near the business end of his massive warhammer! The tales tell that Ulli Leitpold started out as a mercenary soldier, often in the service of the armies of the Count of Stirland, and that he was present at the slaughter that ensued at the third siege of Nuln. Life as a mercenary is presumably where he derives his unthinking greed and cold nature, no doubt. Ulli spent some time as a bandit and thief and teamed up with Marquand when they were captured by bounty hunters and sentenced to live out their days in the penal battalions of the Count of Stirland. Neither as subtle or as flash as his Marienburg colleague, Ulli prefers to use a combination of brute force and low cunning to achieve his goals.

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

Weapons/Armour: Two-handed warhammer, Light armour.

Skills: *Strongman, Unstoppable charge, Combat master.*

SPECIAL RULES

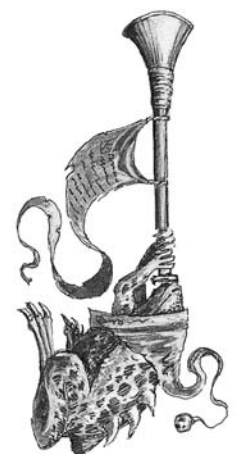
These special rules apply to both Ulli and Marquand.

Wanderers. See Aenur, the Sword of Twilight Mordheim rulebook page 153.

A Fistful of Crowns: These guys will do literally anything for money/wyrdstone and have been known to change sides and stab their former employers in the back for just a

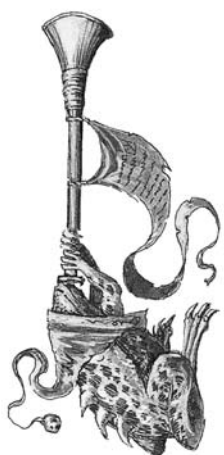


Special Rules





New Rules



few crowns. To represent this, opposing player(s) may attempt to bribe the pair into betraying their employers and changing sides. At the start of the game, any player(s) wishing to do this must secretly write down how much he is willing to bribe them by (this must of course be more than the pair's starting hire fee!). The controlling/employing player is advised to secretly write down a counter bid at the start of the game also. The bribing player may then choose at the start of any of his turns to attempt to bribe them (even if they are in close combat!). If he does so he must reveal the amount he has written down and if this is more than the hire fee plus the amount the controlling player has for his counter-bid, then he gains control of the pair until the end of the game. Only the player who has control of the pair is forced to pay the additional amount so that if the original controlling player loses control of them through a bribe he doesn't have to pay the counter-bid.

Eg, Captain Steiner of the Averland Avengers Warband has managed to find the duplicitous

pair when scouting the ruins. He pays them their hire fee of 30 gold crowns and they agree to join his warband for the next day's Wyrdstone hunting. Because Steiner is well aware of his new 'partners' treacherous reputation he keeps another 30 gold crowns set aside in a pouch just in case.

Later that day, Steiner comes across the warband of his arch rival, the Reiklander Captain Albrecht 'One Eye'. A fight ensues and when Albrecht recognises Ulli and Marquand (cutting a swathe through his men, no doubt!) he yells out to them that he will pay them fifty gold crowns if they change sides. Ulli and Marquand ponder this for a moment and then turn their weapons against the Averlanders. At this point Steiner throws his pouch of 30 crowns at their feet (making a total of 60 crowns and beating Albrecht's offer of 50) and, after counting the gold, our lovable rogues again turn their weapons towards the hapless Albrecht, much to Steiner's relief. Of course things could have been a lot different! For if Albrecht had bribed only 11 more crowns, because with 61 he would have beaten Steiner's counter-bid and Ulli and Marquand would have stabbed him in the back (literally!) and changed sides.

This bribing business can of course get quite interesting in multi-player games with different players attempting to bribe at different times.

Whichever player succeeds in bribing, or if the controlling player maintains control, they must pay this extra amount.

Where's the Money? These guys are not likely to accept any poor excuses if a warband cannot afford their extra pay. In the event that a player cannot pay the extra either in crowns or Wyrdstone (The warband should sell any Wyrdstone necessary in order to pay the hire or bribe) the pair will deprive the warband of an equal amount in equipment (based on market price). Failing this, they will take out their anger on the warband leader – immediately play a close combat with the pair versus the warband leader on his own and to the death!

Inseparable: These guys are like brothers (very nasty, unpleasant brothers!) and are totally inseparable. They must be hired as a pair and must remain within 8" of each other. In the event that one is taken *Out of Action*, the other will attempt to drag him off of the battlefield and to safety.

In a campaign, if one member of the partnership retires then the other will retire.



Stew Rules

The bolt whistled mere inches past Ulli's ear. Ducking back behind a pile of rubble he looked across to the other side of the street.

"Marquand, those shots are getting too close for my liking. What did the wizard want that this madman thinks is so worthwhile defending, and why did I have to hide in the privy whilst you arranged the deal."

From the broken frame of a window, the flamboyantly dressed Marquand called back to his friend.

"It's a book Ulli, now do me a favour and tell me when you see the crossbowman again."

Ulli raised his head cautiously above the cover of a large chunk of stone.

"It had better be a damn good story, that's all I can say," the broad chested Middenheimer shouted back to his comrade, as another bolt flew through the air, slicing through Ulli's topknot harmlessly.

"If you think I'm risking my neck like that again Marquand you're sadly mistaken." Ulli growled at his friend.

"No need Ulli, it's safe, you can stop cowering behind that stone now."

Standing up Ulli spied the marksman's body draped from a window on the second floor of a ruined townhouse. Blood trickled down the wall from a wound in the man's side from where a small dagger protruded.

"I just needed a small distraction my friend, thank you for obliging. You know I never miss my mark!" Marquand drew his fine blade from its scabbard. "Now if you'd be so kind as to make good use of that hammer of yours to break down the door, we'll see off the remaining guards and take that book to the market."

A puzzled look crossed Ulli's face. "I thought we were to give it to the wizard!" he shouted, charging easily through the thick, but rotten door, and bringing his hammer into the midriff of a surprised Averlander mercenary.

Marquand quickly followed his companion, thrusting with lightning speed at two opponents with his sword. "We were, but think how much this thing will fetch on the open market. Besides, I'll let the old man know of the sale of his precious tome and he is welcome to try and bid for it. But I have a sneaky suspicion that there will be some competition in the auction, I foresee a mystery trader raising the bid a little before letting the wizard buy his precious book." A whirl of steel was the last sight Marquand's unfortunate opponent witnessed before falling to the floor, bleeding from multiple wounds.

Ulli smiled as he finished off the winded Averlander, crushing his skull with a mighty blow of his warhammer.

"You know, my father always told me that books, not fighting, was the best way to make my fortune. Perhaps he was right after all."

