

'Wherever there is gold to be won you will find them. Whenever there is a fight in the offing they will be lurking around the next corner. These are dangerous men, all too willing to lend the weight of their blade to whoever will offer the heaviest purse. They roam the taverns and live in the shadows around the outskirts of this dark city. They have many forms and their loyalty is only bought by coin. Professional? Usually. Lucky? Probably. Deranged? Definitely... but then who wouldn't be in this cursed place?'

- One-eyed Brakk the trader on the subject of Hired Swords

Hired Swords are a useful addition to any warband. They can often bring many strengths that a warband would otherwise lack. Haughty Elven Rangers and plucky Halfling Scouts can provide welcome missile expertise whereas hulking Pit Fighters and desperate Trollslayers boast hefty muscle. Whatever situation there is usually a Hired Sword to remedy it. These mercenaries are numerous around Mordheim and there are rumours that some new sell swords have moved into the City of the Damned to ply their trade...

Rating: A Duelist increases the warband's rating by +18 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Duelist	4	4	3	3	3	1	4	2	7

Weapons/Armour: Duelling pistol, sword, dagger and cloak. The cloak counts as a buckler.

SPECIAL RULES

Darting Steel: A Duelist is like a blur in hand-to-hand combat, turning blades aside with seemingly little effort or concern. The Duelist may parry using his sword and buckler if he can roll under his weapon skill and not more than his opponent's highest hit roll as per the normal rules.

Skills: A Duelist may choose from Combat and Shooting skills when he gains a new skill.



Duelist

35 gold crowns to hire + 15 gold crowns upkeep

Duelists are men of the shadows, their reputations dark and bloodthirsty. They are men of iron nerve who stare unflinchingly into the face of death every time they draw their pistols. As well as expert pistoliers, duelists are master swordsmen, their close quarter fighting deadly and brief for their opponents. Those who seek the services of a duelist must frequent dark avenues and taverns to locate them, for they are enigmatic and elusive figures. However any warband who secures their skills will reap great benefit.

May be Hired: Any warband except Skaven and Undead may hire a Duelist.





Bard



Bounty Hunter



20 gold crowns to hire + 10 gold crowns upkeep

In the dark and depressing streets of Mordheim a rousing tune foretelling the warband's victory can lift even the lowliest of spirits. A Bard may seem out of place in the City of the Damned but there are those who are willing to sing out their battle chorus for the highest bidder. These men are often warriors too, for only the bravest of songsters would consider looking for an audience in Mordheim.

May be Hired: Mercenaries, Sisters of Sigmar and Witch Hunters may hire Bards.

Rating: A Bard increases a warband's rating by 8 points plus 1 point for each Experience point he has.

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

Weapons/Armour: Sword, dagger and light armour.

SPECIAL RULES

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. This includes rout tests.

Skills: A Bard may choose from Academic and Speed skills when he gains a new skill.



Bounty Hunter

40 gold crowns + 15 gold crowns upkeep

Villains and outlaws are rife in the Old World. In Mordheim they are as ubiquitous as the ruins that litter the streets. It is the false perception of some outlaws that the depravity and chaos within the city's walls can offer some anonymity from those men who would seek to bring them to justice and claim the price on their heads. Not so, for Bounty Hunters are determined and resourceful men who will often hire themselves out as mercenaries to roaming warbands in the hope of getting closer to their mark. Their mission is to capture at all costs and a little thing like a cursed city isn't even going to slow their stride...

May be Hired: Any warband except Possessed, Undead, Skaven and Orcs may hire the Bounty Hunter.

Rating: A Bounty Hunter increases the warband's rating by +20 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bounty Hunter	4	4	3	4	3	1	4	1	8

Weapons/Armour: Sword, dagger, pistol, crossbow, heavy armour, helmet, rope hook and lantern.

SPECIAL RULES

Capture: The Bounty Hunter will always be on the lookout for the outlaw he is pursuing. Such contracts are numerous, especially in Mordheim so at the start of each battle nominate one of your opponent's heroes as the Bounty Hunter's mark. The Bounty Hunter gets a +1 to hit this model and must always move towards them (if he can see them), unless he can shoot (in which case choose). If the Bounty Hunter successfully takes the hero 'out of action' he gains the hero's gold value as payment (of which he gives the warband half) +D3 experience if he survives the game and the Bounty Hunter's side wins. After the battle do not roll on the serious injury table for the hero, he simply counts as captured.

Skills: A Bounty Hunter may choose from Combat, Shooting, Strength and Speed skills when he gains a new skill.



Fortune Hunters



Witch

30 gold crowns to hire + 15 gold crowns upkeep

There are those practitioners of magic that dwell permanently within the depraved ruins of Mordheim. They are unable to find a place in society and live as hermits, conjuring their magicks in utter solitude. These creatures are witches and are often seen in the broken down houses and ruined shacks that litter the City of the Damned, stooped over bubbling cauldrons, sheltering from the rain. They are ancient and individual practitioners of magic, using many old spells, and methods that are older still. It is a lucky warband that can find and employ the services of a witch for they are reclusive and solitary individuals but can be swayed when the price or purpose suits them.

May be Hired: Any warband except Witch Hunters and Sisters of Sigmar.

Rating: A Witch increases the warband's rating by +14 points, plus 1 point for each experience point she has.

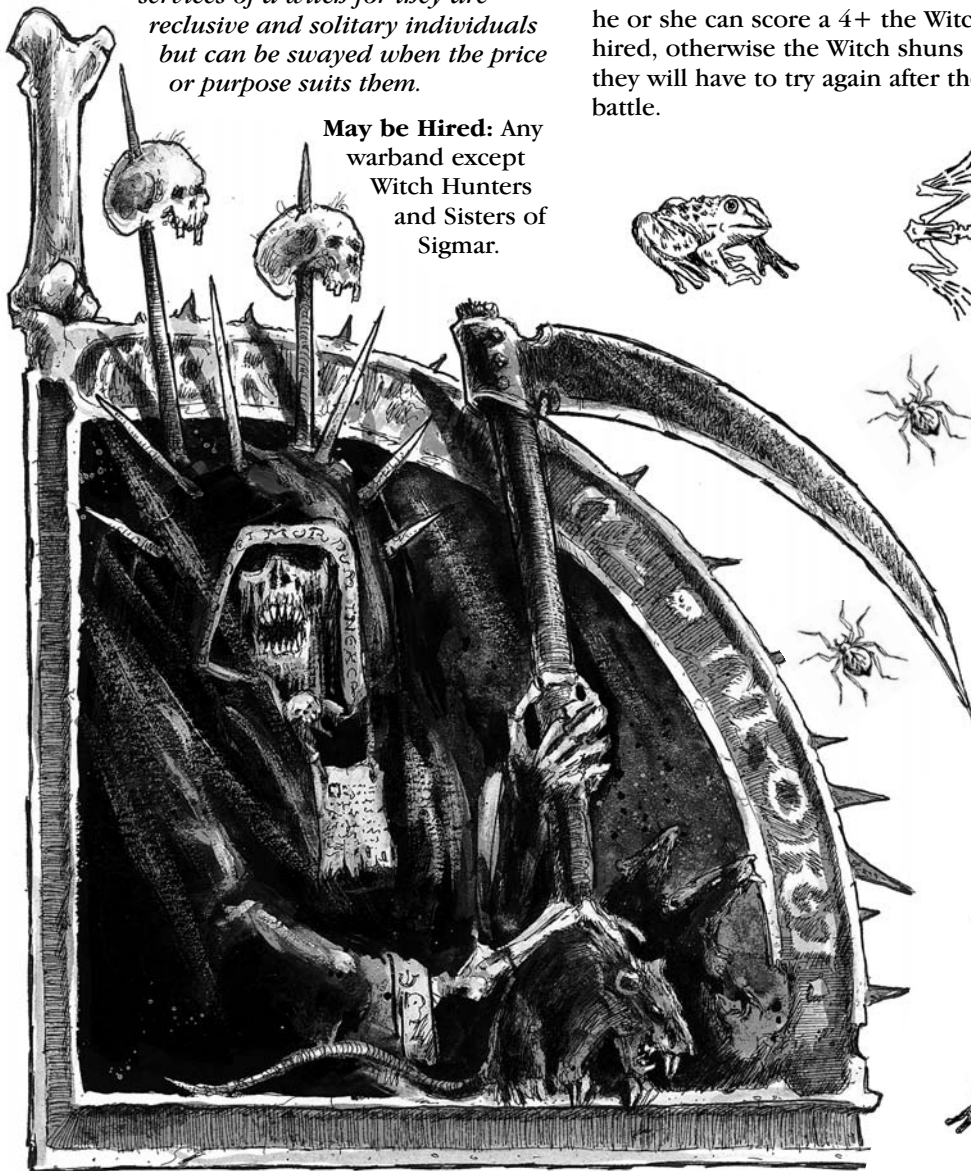
Profile	M	WS	BS	S	T	W	I	A	Ld
Witch	4	2	2	2	3	1	4	1	7

Weapons/Armour: Staff.

SPECIAL RULES

Wizard: The Witch has the ability to use magic and casts spells like any other wizard. She has two spells generated at random from the Charms ~ Hexes list. See below for details.

Recluse: Witches are very reclusive individuals and therefore difficult to employ. Even when they are found they may be reluctant to aid the warband no matter how much gold they offer. When attempting to hire a Witch the warband leader must roll a D6. If he or she can score a 4+ the Witch can be hired, otherwise the Witch shuns them and they will have to try again after their next battle.



Potions: The Witch is an expert as brewing all manner of curious concoctions. A single hero in the warband who have hired the Witch may partake of such a potion before the battle. Roll a D6 to discover the draught's effect.

- 1** **Debilitating:** The potion is simply too potent for the hero and weakens them. They are at -1 Toughness for whole of the next battle until they can roll a 6 on a D6 in the recovery phase to shrug off the ill effects.
- 2-3** **Strength.** The hero is infused with strength as he quaffs the potion. He is at +1 Strength until he rolls a 1 on a D6 in the recovery phase.
- 4-5** **Resilience.** An inner resilience passes through the hero. He is at +1 to Toughness until he rolls a 1 on a D6 in the recovery phase.
- 6** **Fortitude.** The hero's constitution is increased and he feels ready to take anyone on. He gains an extra wound for the whole battle. However, once lost the wound cannot be restored.

Reluctant: Whilst she is happy to use her magic to aid the warband, the Witch is reluctant to enter the fray herself. As such the Witch will never charge (although if charged she will defend herself) and will always try to stay at least 8" away from enemy models and must move away if she finds herself within this distance.

Representing Your Hired Swords

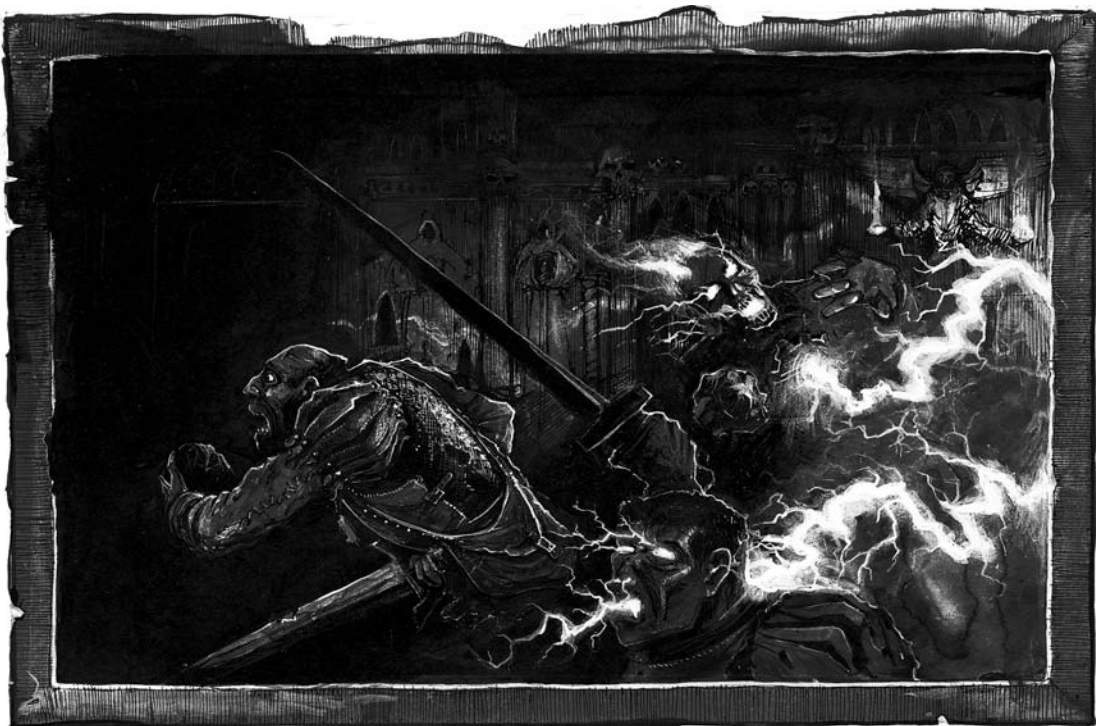
The Hired Swords described in this article are easy enough to represent with little conversion using existing Citadel Miniatures. Below I present a summary of the models I use to represent my Hired Swords and where appropriate some suggestions for others.

Duelist. For my Duelist I used the old Militia with pistol model, adding a sword from the Mordheim accessory sprue. Any model with a pistol will do really, as long as they look mysterious and menacing enough!

Bard. For the Bard I used the Tristran the Troubadour model (Bretonnian special character). Simply cut his body at the waist, add some Mordheim human mercenary legs and replace his lance with the lute. Any rough areas can be tidied up with green stuff, easy!

Bounty Hunter. Bounty Hunters can be represented using the human mercenary sprue. In fact Journal 35 has some excellent examples of what you could do. I personally use the Braganza model from Braganza's Besiegers, with his plume filed off and the addition of some rope and a sword from the Mordheim accessory sprue.

Witch. Witch models can be represented using the female Middenheimer Youngblood model. Swap one of her hammers and replace it with a staff end there you have it, a Witch! If you really want to make her stand out, why not use Bastet the cat (Neferata's familiar) as a familiar.



Charms & Hexes

Charms and Hexes are the magic of Witches. They involve copious amounts of spell ingredients and painstaking incantations but they can be devastating reducing enemies to pitiful wrecks and infusing comrades with almost incomprehensible luck

D6 Result

1 Scry

Difficulty 6

The Witch uses ancient diving crystals to foretell the future and influence the actions of her comrades.

For the duration of the turn one hero or henchman may re-roll D3 dice rolls and + or -1 to the result.

2 Curse

Difficulty 6

The Witch bestows a powerful curse on one of her enemies that saps their confidence and resolve.

One enemy model within 12" of the Witch must re-roll all successful dice rolls for the duration of this and their next turn.

3 Dust of the Blind

Difficulty 9

Casting a handful of dust into the air, the Witch blows it around her, blinding her enemies.

One enemy model within 16" of the Witch is struck instantly blind. They may not shoot, charge or run, are at half Weapon Skill and will move in a random direction at the start of their turn. The Blindness lasts until the Witch casts another spell or moves.

4 Age of Stone

Difficulty 8

Whispering words of ancient power the Witch causes an enemy to age rapidly before their very eyes, making them weak and feeble!

One enemy model within 12" of the Witch will be severely debilitated and all of their characteristics are reduced by -1 for the duration of this and their next turn.

5 Warrior's Bane

Difficulty 7

Muttering a dark and malicious incantation the Witch causes a warrior's grip to loosen, making it almost impossible for them to attack.

One enemy model within 18" of the Witch will be unable to use any of their weapons as they perpetually slip from their grasp. They will be unable to shoot and count as fighting with fists in hand-to-hand combat. The enchantment lasts for the duration of this and their next turn.

6 Cure

Difficulty 6

A faint aura extends from the Witch's body. All who are touched by it feel warmth and vitality flowing through their veins.

All friendly models within 6" of the Witch have a single wound healed. In addition any stunned or knocked down models may immediately stand up.

Fortune Hunters

As well as the suggestions Nick's made we've raided the Mail Order vaults and come up with some suitable models ourselves. Vespero's Vendetta obviously make great Duelists. Staying with the Dogs of War range we thought some of the Mercenary Captains would make good Bounty Hunters. Nick's suggestion for the Bard and Witch are spot on so we've included some suitable parts here.

Bards



Lute Player
020203808+
020304204 - £3



Pipe Player
074102/40 - £2

Bounty Hunters



COMPLETED MAXIMILLIAN
DAMARK - £4



COMPLETED RODERIGO
DELMONTE - £4

Witch



MIDDENHEIMER
YOUNG BLOOD 2
BODY - £2
110202202



Suggested staff -
Vampire Spear 2
There are many
more possible staff
combinations, i.e.
the Chaos Sorcerors
or Skaven Warlocks.



BASTET - £2
020708102



TOAD - 50p
020300605

Duelists



VESPERO - £4
021403401



VESPERO'S ARM - 50p
021403402



DUELIST 2 - £2
021403403



DUELIST 3 - £2
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DUELIST 4 - £2
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