

Marshal Law - Hero Hunter

by Donato Ranzato

"I'm a Hero Hunter, I hunt Heroes. Haven't found any yet."

"They say I don't pray for my enemies."

"I do."

"I pray they go to hell."

Marshal Law is a man with a mission: get rid of all the heroes in Mordheim. It's not only his mission; but it's also his personal pleasure.

He was once, before the comet struck, an ordinary watchman. In the days following the destruction he saw man and beast mutate and gain superhuman powers. Some of these mutated men become so strong that they thought they were Gods and killed at their whims. He tried to do his duties as a watchman just as he did before his city was destroyed. But after an unknown hero of a passing warband killed his girlfriend after he had raped her, he vowed to kill every single hero in Mordheim.

No longer can powerful heroes in the City of the Damned do as they please, cause there is now Marshal Law. And he has a serious rage on.

Hire fee: None. Marshal Law will come to the aid of any human warband if they face a warband with particularly strong heroes.

Total cost of strongest hero (basic cost, equip. + exp.)	Dice roll required
149 - 199	No chance
200 - 249	6+
250 - 299	5+
300 - 349	4+
350+	3+

May Be Hired

Human warbands only.

Warband Rating

Marshal Law increases your warband rating by +100 points

M	WS	BS	S	T	W	I	A	Ld
4	4	5	4	4	2	5	2	10

Weapons/Armour

Marshal Law comes with a Brace of Duelling Pistols, a Double-handed Hammer and Superior Blackpowder.

Skills

Pistolier, Eagle Eyes, Combat master, Expert Swordsman

Special Rules

Hero Hunter

Marshal Law hates all heroes in the opposing warband. He will not fight Henchmen (unless they charge him first) but he will seek out opposing heroes.

Fanatic

Marshal Law is Immune to all psychology tests save Hatred.

No Pain

Marshal Law ignores all Knocked Down or Stunned results on the Injury Chart.

Donato Ranzato