

Minsk, the ranger

Legend

By Paul Smith

Minsk was approaching the city of mordheim for the celebrations as the comet hit the city and was temporarily blinded by the explosions of the destruction. After days of laying in a field drinking the rain as it fell and eating the meagre rations he had left his eyesight returned slowly. During his "blind time" Minsk started to lose his mind as he heard people screaming in the distant city.

Warcry: you point, I punch!

Hired by: no evil warband may hire Minsk, he has been a devout Sigmarite all his life and even in his unhinged state knows right from wrong.

Hiring cost: 30GC, upkeep 10GC

M|WS|BS|S|T|W||A|LD
4|4|5|3|3|1|4|1|6

Equipment: longbow, sword, leather armour, Boo

SPECIAL

Unhinged mind - Minsk has a very feeble grip on reality and constantly sees monsters where there are none and nothing odd where others would tremble. Whenever minsk must charge anyone, or is charged roll a D6.

D6

1 - They are HUGE, hideous monsters!! Minsk must take a terror test (even if it is a human youngblood!)

2-3 - Terrible vision! - they cause fear in Minsk

4+ - Don't see what you are worrying about!! - even if they cause fear or terror Minsk is convinced that there is nothing wrong and ignores fear and terror tests.

Boo - Minsk found a wild hamster sitting on his chest when his vision returned. He is convinced that Boo is a magical being that rode the comet down to earth and saved him. Minsk may ignore the first wound caused to him as he believes in the magic of the hamster.