

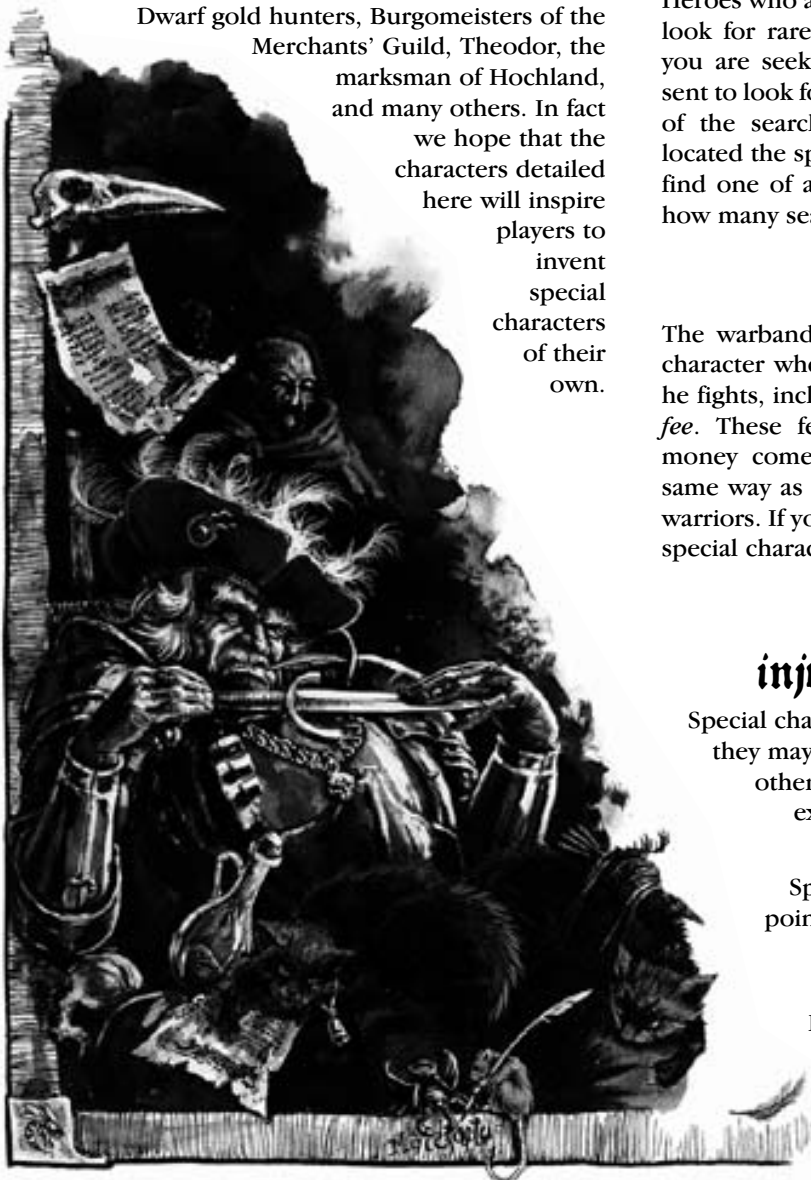
Dramatis personae

This section details some of the strangest and most famous (or infamous) characters to be found in Mordheim and the outlying settlements. Occasionally, these warriors join forces with a warband (usually demanding wyrdstone or a bag of gold in payment).

The following characters (known as 'special characters') are hard to find and expensive to hire – you must be lucky and wealthy to attract their attention.

This list does not, by any means, include all the famous warriors and cold-hearted killers you could encounter in Mordheim. There are famous Dwarf gold hunters, Burgomeisters of the Merchants' Guild, Theodor, the marksman of Hochland, and many others. In fact we hope that the characters detailed here will inspire

players to
invent
special
characters
of their
own.



You can only ever have one of a particular special character in your warband. A warband may employ as many special characters as it likes – if it can afford them!

Looking for special characters

After a battle, you can send any number of your Heroes to look for a special character. Only Heroes can look (Henchmen are rarely trustworthy enough). Heroes who went *out of action* in the last battle are unable to join the search because they are recovering from their wounds.

Heroes who are looking for a special character cannot look for rare items. Decide which special character you are seeking, and how many Heroes have been sent to look for him. Roll a D6 for each searcher. If any of the searchers rolls under his Initiative he has located the special character. You can, of course, only find one of a particular special character, no matter how many searchers roll under their Initiative.

Hire fee

The warband must pay the *hire fee* for the special character when he is recruited, and after each battle he fights, including the first, you must pay an *upkeep fee*. These fees are indicated in the entries. This money comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors. If you don't have enough gold to pay for the special character he leaves the warband.

experience, injuries and equipment

Special characters have their own equipment. Only they may use this equipment; it can't be given to other warriors. Furthermore, you cannot buy extra weapons or equipment for a special character.

Special characters do not earn Experience points, although they suffer serious injuries, just like Heroes, if they are taken *out of action*.

Each special character's description tells you how much to add to your warband's rating for including them (taking into account their experience and abilities).

Aenur, the sword of twilight

Many famous swordsmen have come to Mordheim to make their fortune, but few can match the terrifying reputation of the Elf swordsman Aenur. This mighty warrior was responsible for slaying the entire Possessed warband of Karl Zimmeran, and single-handedly cleansed the Rat Hole, a settlement that had been overrun by Beastmen.

Rumours about Aenur's origin abound. Elves usually avoid human settlements, and Mordheim in particular, but for some reason the tall, pale swordsman has stayed in the proximity of the ruined city for months.

Some say Aenur comes from beyond the Great Ocean, from the fabled Elven kingdoms, and that he is the captain of the legendary Order of Swordmasters. Others claim that he is a Wood Elf prince in exile. Aenur himself says little about his past and those who are wise do not question him.

Whenever a warband prepares an expedition to explore the inner city, there is a chance they may hear a sharp rap at the gate of their encampment – their unexpected visitor will be Aenur, offering his services to their leader.

If, indeed, Aenur seeks something in the grim ruins of Mordheim, no-one knows what this might be. Some say that he wishes to explore the Pit itself, and slay the enigmatic Shadow Lord, though such a task must surely be above even this mighty warrior.

Aenur is tall even for an Elf, and beneath his finely woven Elven cloak he wears armour of gleaming ithilmar. He carries a sword of immense size which is rumoured to have arcane properties. Certainly no-one who has been struck by it has ever lived to tell the tale.

Hire Fee: 150 gold crowns to hire.

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

Rating: Aenur increases the warband's rating by +100 points.

	M	WS	BS	S	T	W	I	A	Ld
Aenur	5	8	4	4	3	2	7	3	8

Weapons/Armour: Aenur wears ithilmar armour, an Elven cloak and carries an enormous sword known as *Ienh-Khain*.

Skills: Aenur has the following skills: *Strike to Injure*, *Expert Swordsman*, *Step Aside*, *Sprint*, *Lightning Reflexes*, *Dodge* and *Mighty Blow*.

SPECIAL RULES

Invincible Swordsman. Aenur always hits his opponents on a roll of 2+ in hand-to-hand combat.

Wanderer. Aenur only ever stays with a warband for the duration of the battle. A warband who used Aenur in their last battle may not seek him out until they have fought at least one battle without him.

Ienh-Khain (the Hand of Khaine)

Ienh-Khain is an incredibly long single-edged sword, which Aenur uses with consummate skill. This sword allows Aenur to parry, adds +1 to his Strength and causes a critical hit on a roll of 5-6 when rolling to wound.

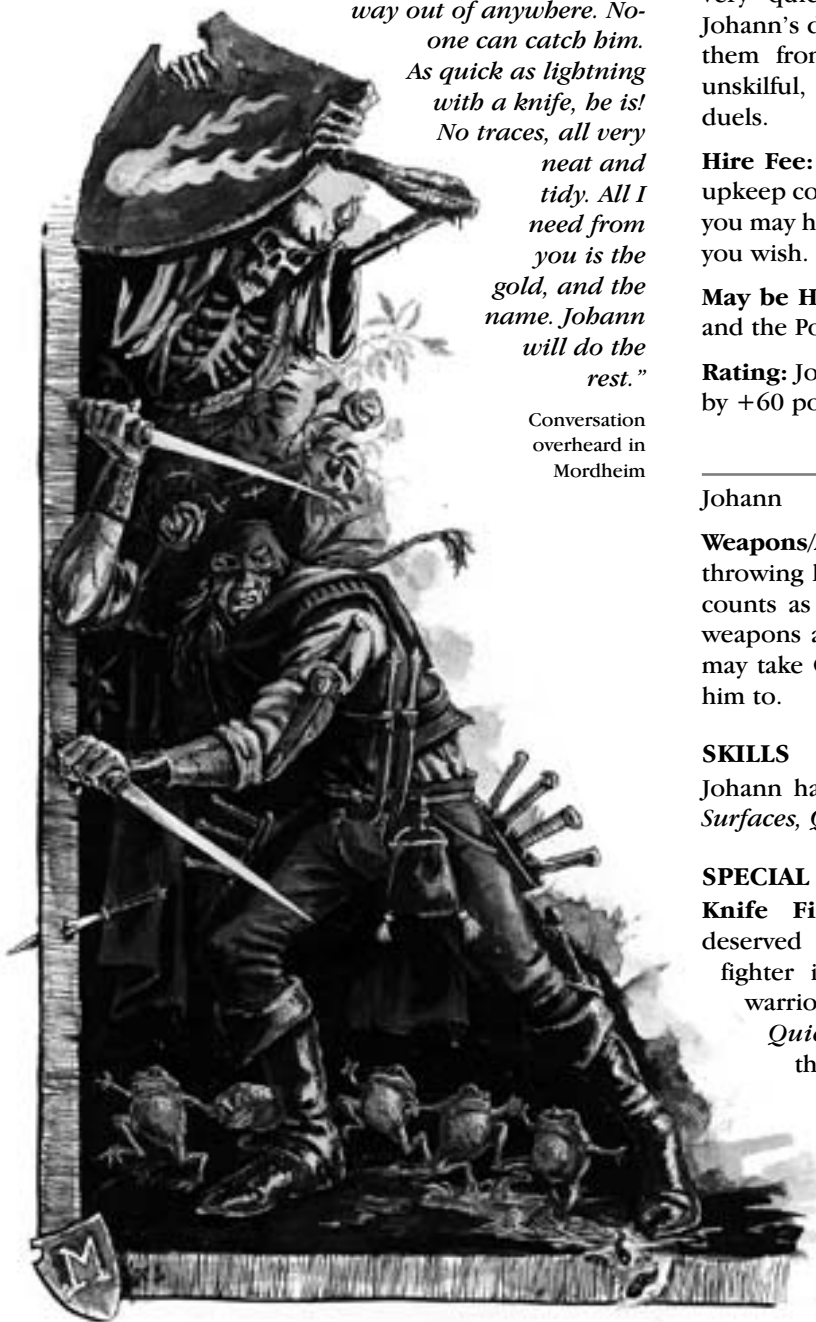


Johann the Knife

"Get your hands off me, brute! Let go of me, and I'll tell you what I know. So, you seek Johann the Knife! Take my advice, friend, do not speak his name out loud. He does not like people talking about him in the street. What do you seek him for anyway? So, you've got a job for him! Well, why didn't you say so before? I cannot say where you might find him, because I do not know myself. Who does? Anyway, no matter. When he hears word, he will find you soon enough! Ha! ha! It will cost you though, for he likes gold, does Johann. He knows this city – what's left of it – like the back of his hand. If he can't find someone, no-one can. He is like a shadow, he can go in and out of anywhere, unseen. He can also fight his way out of anywhere. No-one can catch him.

As quick as lightning with a knife, he is! No traces, all very neat and tidy. All I need from you is the gold, and the name. Johann will do the rest."

Conversation
overheard in
Mordheim



Of the many cutthroats and assassins for hire that infest the settlements around Mordheim, Johann the Knife is the most famous. He exhibits his vocation as hired knife-fighter and assassin extraordinaire by the various lethal-looking daggers hanging from his belt, and the mean glint of his eyes. Johann wears dark leather gear, slightly out of fashion, which has never been washed (or so the barmaids say). His long face bears the scars of many a fight, and his unkempt hair is lank and greasy.

Johann's purse is always heavy with gold, and he takes no trouble to hide it, since only a fool would try to steal it from him. Many have tried, and all have died... very quickly. The craftsmanship and quality of Johann's daggers is beyond compare, as he has taken them from the bodies of the many wealthy, but unskilful, opponents he has despatched in vicious duels.

Hire Fee: 70 gold crowns to hire; +30 gold crowns upkeep cost. Johann is addicted to Crimson Shade, so you may hire him for one portion of Crimson Shade if you wish.

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

Rating: Johann the Knife increases a warband's rating by +60 points.

	M	WS	BS	S	T	W	I	A	Ld
Johann	4	3	6	4	3	2	6	1	7

Weapons/Armour: Johann is armed with countless throwing knives and several long daggers (he always counts as having two swords in close combat). His weapons are always coated with Black Lotus and he may take Crimson Shade before a battle if you want him to.

SKILLS

Johann has the following skills: *Dodge*, *Scale Sheer Surfaces*, *Quick Shot*, *Eagle Eyes* and *Knife Fighter*.

SPECIAL RULES

Knife Fighter Extraordinaire: Johann has a deserved reputation for being the greatest knife-fighter in whole of the Empire. Unlike normal warriors, he can combine the *Knife Fighter* and *Quick Shot* skills (yes, he can throw six throwing knives in one turn if he does not move!).

✠ Bertha Bestraufung, High matriarch of the sisterhood ✠

Years ago, Bertha sought refuge in the strict discipline and devotions of the Sisters of Sigmar. Only the warrior god of the Empire was worthy of her esteem. Only He was constant and faithful. And had not holy Sigmar, in truth, chosen her to be one of his handmaidens?

The pure blood of the Unberogens runs in Bertha's veins, as evinced by her long golden plaits and fierce blue eyes, which can freeze a Goblin at twenty paces with an icy glare. Even her voice commands authority, turning strong, hairy-thewed men into trembling wretches.

The Sisters look up to Bertha as an example of holy womanhood. She rose rapidly through the ranks of the Sisterhood, and on her deathbed the revered Matriarch Cassandra named Bertha her successor, new High Matriarch, and Abedissa of Sigmar's Rock.

Sometimes, as Bertha straps on her Gromril armour in the light of dawn, she reflects on the lost innocence of her youth. Then, angrily, she tightens the studded leather straps tightly over her iron-hard limbs and strides outside to spend hours practising with her great warhammers, preparing herself, as a bride of Sigmar should, for the day of battle.

Extract from the Tome of Heroes

Hire Fee: None. Bertha will come to the aid of any Sisters of Sigmar warband if they send one or more of their Heroines to look for her in the normal manner, rolling under their Initiative (representing their efforts to gain audience with the High Matriarch). If she does grant an audience, she might decide that her personal help is needed in the forthcoming battle. She will only come to the aid of a Sisters of Sigmar warband if their enemy has a higher warband rating. Consult the table below, and roll a D6 to see whether Bertha will aid the warband. A request for Bertha to aid the warband must be made for each battle you wish her to help the warband.

Difference in Warband Rating	Dice roll required
0-49	Nil
50-99	6+
100-149	5+
150-199	4+
200+	3+

	M	WS	BS	S	T	W	I	A	Ld
Bertha	4	5	3	4	4	2	4	3	10

May be Hired: Bertha Bestraufung will only join Sisters of Sigmar warbands.

Rating: Bertha increases a warband's rating by +105 points.

Weapons/Armour: Bertha is armed with two Sigmarite warhammers, wears gromril armour, and carries a vial of blessed water and a holy relic.

SKILLS

Bertha has the following skills: *Mighty Blow*, *Unstoppable Charge* and *Righteous Fury*.

PRAYERS OF SIGMAR

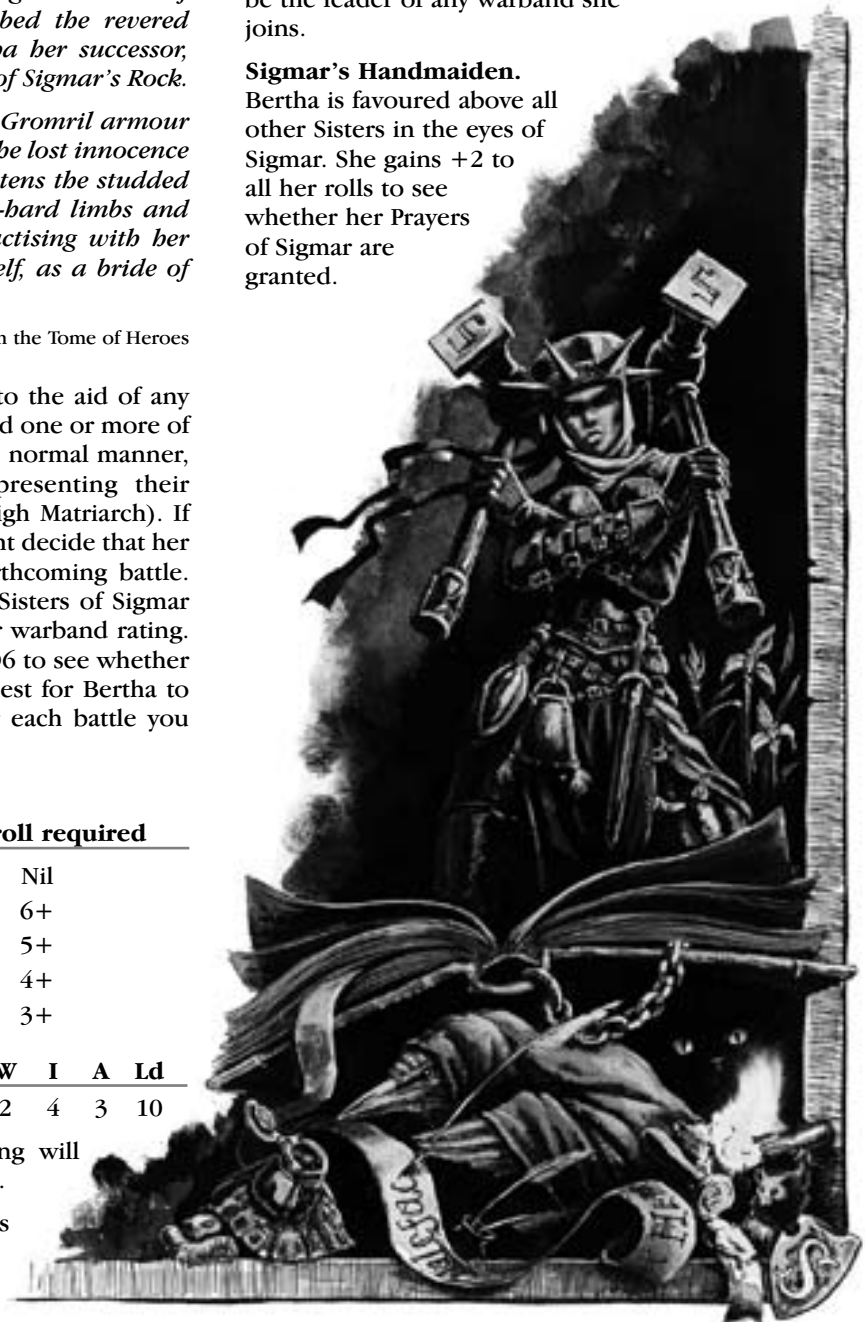
Bertha knows all six Prayers of Sigmar.

SPECIAL RULES

High Matriarch. As the High Matriarch of the Sisters of Sigmar's Mercy, Bertha will automatically be the leader of any warband she joins.

Sigmar's Handmaiden.

Bertha is favoured above all other Sisters in the eyes of Sigmar. She gains +2 to all her rolls to see whether her Prayers of Sigmar are granted.



Veskit, high executioner of clan eshin

"It killed us all! We couldn't stop it, our weapons broke against its body... It was black, like a shadow, and it was moving so fast, cutting men to shreds left and right. We fought, yes we fought hard, and old Marcus even tried his trick with the oil flask. It was engulfed by flames and for a moment we thought we'd stopped it. No way, it came out of the fire, still ablaze. It was as if it didn't care! That was too much and those left of us ran for it. Still it followed us, on and on, relentless and merciless. There was no escaping, no hiding, its red eye could always spot you. Oh that eye... that eye..."

Last words of Fritz Huber at the Inn of the Red Moon,

Veskit was already a talented clan Eshin Assassin when he was entrusted with his most difficult mission. He was hired by Clan Skryre to free one of their oldest and most experienced Warlocks who was being held hostage by a rival clan.

Veskit managed to take the prisoner back, fighting his way through the guards, but at a very high cost. He suffered terrible wounds and would have certainly died, but the Nightmaster of Clan Eshin made a pact with the Warlock Engineers. The Skaven scientist-sorcerers replaced various parts of Veskit's body with their part technological, part magical implants and made him into a walking arsenal of deadly weapons. Veskit is now more a machine than a living thing, and his thirst for killing has become almost uncontrollable.

When news of the wyrdstone came to the hidden fortress of Clan Eshin, the Nightmaster sent Veskit to Mordheim to deter the man-things from exploring the city, which rightfully belonged to the Skaven. From that day on, many adventurers have met their end in the dark allies of Mordheim. Veskit's unblinking eye misses nothing, and those he hunts on the streets of Mordheim never return to the Gargoyle Gate.

Hire Fee: 80 gold crowns to hire; +35 gold crowns upkeep cost.

May be Hired: Veskit may only be hired by Skaven warbands.

Rating: Veskit increases the warband's rating by +70 points.

	M	WS	BS	S	T	W	I	A	Ld
Veskit	5	5	4	4	4	2	5	4	8

Weapons/Armour: Eshin Fighting Claws (the extra attack is included in his profile). Each Fighting Claw incorporates an in-built warlock pistol, so Veskit can shoot in every turn, and he fights in close combat with Strength 5 and a save modifier of -3 (note that he can still parry twice with his claws!).

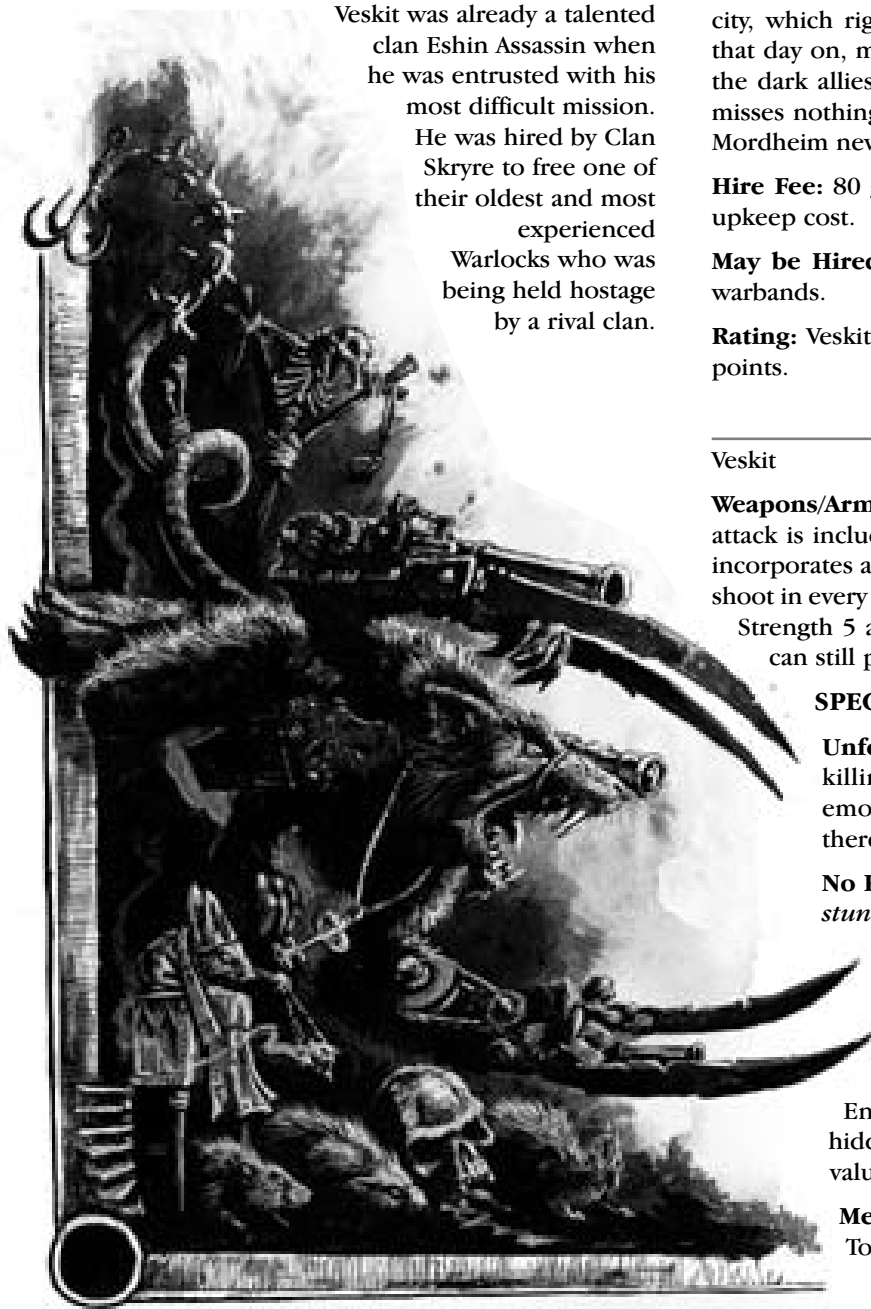
SPECIAL RULES

Unfeeling. Veskit is a cold, calculating killing machine, and feels few of the emotions that living things do. He is therefore immune to all psychology.

No Pain. Veskit ignores *knocked down* and *stunned* results on the Injury chart. He must lose his last wound and be taken *out of action* before he is removed from battle.

Unblinking Eye. Thanks to the sorcerous devices built by the Warlock Engineers of Clan Skryre, Veskit can spot hidden enemies within twice his Initiative value in inches.

Metallic Body. These give Veskit his high Toughness and a 3+ armour save.



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

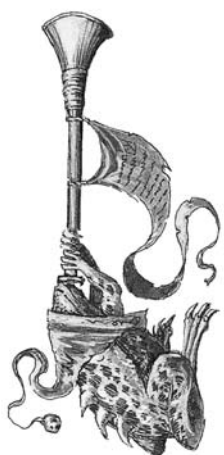


Special Rules





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.



Ulli & Marquand

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."

