

More money please!

rules for borrowing money and the repossession of debts if not paid up in time.

By Paul Smith

Certain individuals too note that in a place of strife like Mordheim there will always be people in search of money to further their gains, or an attempt to save themselves from poverty. These enterprising individuals have come to be known in mordheim, and around the world as Loansharks for they feed of the poor and the needy.

Loansharks are only to be used in moderated campaigns as the moderator's own personal warband and any loans must be tracked by him. Any warband may choose to ask a loanshark for a loan..be they skaven, possessed, undead or human..everyone has need of money. For the amounts you are able to borrow and the repayment scheme see the table below.

Loan	Repayment	Time
50	10	3
100	20	5
150	30	7
200	40	9

Say Hans and his marienburger's become a little unstuck financially they can borrow 200 gold from a loanshark to hire more men and equipment to try to regain some of their previous gang status. They have 9 games to repay the debt plus all the interest accrued. On a loan of 200 they pay 40gc per game as repayment. In effect if it takes them all 9 turns to repay it they will have to pay back a total of 360 gold.

If this debt isn't paid back in the allotted time the borrowers become outlawed (refer to Outlaw rules) and any other gangs may capture and sell members of the debtors to the Loanshark for a cost equal to their xp x2 gold. The Loanshark may hire other gangs to track down the debtors or may decide to come after them himself (use the debt collector warband below).

When the moderator comes to use the Debt collector's warband in the "recollect" scenario (included below) his warband will have an equal number of models in it to the debtor and each model will be one advancement higher than the debtor's gang members.

Debt Collectors

"People need money, some are willing to work for it..others borrow it. The workers need not fear us..the borrowers rarely pay up so we become their worst nightmare" - Grim Vic

Special Rules

Loansharks are rarely out to kill, they are just after their money..plus interest, so every model in the warband is equipped with a free club as well as the free knife at the start of the game. The Bashers and the Debt collectors have a +1S bonus as well. Debt collectors may get hired help at two thirds their normal cost.

Skill choices

Loanshark: Combat, Academic, Speed, Strength, Special.

Debt collectors: Combat, Shooting, Speed, Strength, Special.

Trainee: Combat, Strength, Special.

Choice of Warriors

A Debt Collector warband will contain as many models as the opposition warband if this is a one off game, if they are starting a campaign as the GM's gang then he has 750 gold to spend upon his starting warband and may purchase skills and stat increases at the costs noted in the one off game section of the rulebook.

Heroes

Loanshark: Each warband must have 1

Debt collector: Your warband may include up to 3

Trainee: Your warband may include up to 2

Henchmen

Bashers: Your warband may include no more than 8 .

Scouts: No more than half of your warband .

Hired help: Your warband may include any number.

HEROES

1 Loanshark... 60 GC to hire

A Loanshark makes his money by lending people money and expecting to be paid back in full....quickly with interest or else.

Profile M WS BS S T W I A Ld

Loanshark 4 4 4 4 3 1 4 1 8

Weapons and Armour: A Loanshark may be equipped with weapons and armour chosen from the Equipment List.

Special Rules: Leader: Any warrior within 6" of the Loanshark may use his Leadership characteristic when taking any leadership tests.

Debt Collectors... 25 GC to hire

The Debt Collectors are the best bashers in the gang and the most trusted of the Loanshark's employees.

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

Weapons and Armour: Debt collectors may be equipped with weapons and armour chosen from the Equipment List.

Trainees... 15 GC to hire

These are young bashers who are still inexperienced enough to become Debt collectors, but eager to win first blood in the savage fights to regain the Loanshark's money.

Profile M WS BS S T W I A Ld
Trainee 4 2 2 3 3 1 3 1 6

Weapons and Armour: trainees may be equipped with weapons and armour chosen from the Equipment List.

HENCHMEN Bought in groups of 1-5**Hired help... 25 GC to hire**

These men are seasoned, grim fighters, fearing no man or beast in combat.

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

Weapons and Armour: they may be equipped with weapons and armour chosen from the Equipment List.

Scouts... 25 GC to hire

The scouts are used to make sure that the Loanshark's prey doesn't escape without paying up.

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

Weapons and Armour: Lookouts may be equipped with weapons and armour chosen from the Lookout Equipment List.

Bashers... 35 GC to hire

Bashers are the main force in reclaiming loaded money and debts..not nice men to meet in back alleyways.

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

Weapons and Armour: Bashers may be equipped with weapons and armour chosen from the Equipment List.

Special Rules:

Expert bashers:

Bashers are so skilled with their clubs that they may re-roll and failed attacks when charging. Note that this only applies if armed with clubs, and not with double-handed swords or any other weapons.

Equipment List

Hand to hand combat weapons Dagger (1st free), Club, Mace, Hammer, Battleaxe, Sword, Halberd

Missile Weapons Crossbow, Pistol, Duelling Pistol, Bow

Armour Light Armour, Buckler, Helmet

Lookout's Equipment List

Hand to hand combat weapons Dagger (1st free), Club, Mace, Hammer, Battleaxe, Sword

Missile Weapons Crossbow, Pistol, Duelling Pistol, Bow, Longbow, Hand Gun

Recollect

This scenario is for the Debt Collectors to get back any money owed to them by other warbands.

Setup : Setup the table as in a normal head to head battle

Sides : debtor and Debt collectors

Ending the game :-