

Border Town Burning



Part 3

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**GAMES
WORKSHOP**
Product

A Supplement for
MORDHEIMTM

Showcase



This bladed-weapon wielding Ninja by Stu Cresswell is a classic miniature from the old Citadel Ninja Assassins range.



Chris Templin's conversion for a Pyromaniac Hired Sword. The model is a crew member of the old Nippon Rocket Launcher from 1987. The rockets are made of wooden meat skewers and toothpicks. The fireworks smoke is Green Stuff modelled on thin pieces of wire.



A Chaos Centaur conversion by Tim Devlies. He uses Chaos Marauder bits and a Centigor body from the Beastmen for his conversion.



The Heretic Speaks



Welcome to another installment of Border Town Burning!

This issue starts with new exploration charts for the setting. If you peer through the various results you will notice that they are carefully interwoven with the forthcoming objectives for your warbands. In order for a Chaos chieftain to find some of the fabled Chaos artefacts it is advisable to make sure that he doesn't explore the area unprepared. The same is true for the Celestial Protectorate because the forces of good are committed to finding the artefacts before a Chaotic despoiler does. A greedy merchant can surely put such valuable rare items to good use, too! This means that in Border Town Burning warbands will want to use Tarot Cards,

Wyrdrstone Pendulums, the odd Rabbits Foot and even Elf Hired Swords to affect the exploration dice more than in any other setting.

Next up are some newly introduced Hired Swords. These soldiers are meant to add a lot of fun, atmosphere and utility to the games. The most fun is probably the unpredictable Pyromaniac, who is shooting rockets that fly in random directions. The Chaos Centaur pays homage to the "golden days" – Warhammer veterans and any Warhammer Fantasy Roleplay fans will be familiar with them. We also included the Norse Shaman from the Lustria setting, because in this setting he simply is a must.

I'd like to thank Nick Kyme for giving us his blessing for re-publishing his Arabian Merchant from Town Cryer 22 as an adjusted Cathayan Merchant. We took the opportunity to fix some obvious brokenness and slightly connect his abilities to the campaign objectives while retaining his general usefulness.

There are two pages dedicated to the Golden Hat #6 contest held at Chaos Dwarfs Online. The task was to create a Gaoler model from the Black Dwarfs warband list. I don't want to spoil anything so take a look.

The Restless Dead are an Undead warband led by a powerful Liche. The unconventional mechanics for the Liche are unfamiliar and perfectly reflect the feel of playing such a powerful Undead sorcerer. It is a great alternative to having a Vampire as the warband leader and there are a few interesting Hero and Henchman types to choose from.

That is it for this issue. I hope you will enjoy it!

Chris

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Income & Exploration

This chapter describes the exploration phase for campaigns set in the Northern Wastes and Cathayan Borderlands. It should replace the exploration tables from the Mordheim rulebook.



wyrdstones, treasures or what?

The fortune hunters, adventurers and the warbands with greater ambitions roam dangerous areas for a variety of reasons. Not all of them as predictable as gold, wyrdstone or similar treasures. It doesn't really matter which term you use in your games. We suggest you use whichever 'currency' best fits your warband and your chosen goals. While some warbands may search for gold and treasures, others may very well have greater interest in wyrdstone. Shards can indeed be found in the vicinity of the Northern Wastes and the Chaotically twisted landscape that lies beyond.



exploration procedure

1. Roll a D6 for each Hero surviving the battle, plus one extra dice if you won the battle, plus any extra dice granted by skills or equipment. You must pick no more than 6 dice out of all the dice you roll.
2. Some things such as skills and equipment may allow you to re-roll dice.
3. If you roll any doubles or triples and so on then you must refer to the exploration charts and resolve any outcomes of the effects described.
4. Add the results of dice rolls together and refer to the income chart to determine how many treasures have been secured. Add these and any income acquired to your warband roster. Treasures can be sold in accordance to the rules for selling wyrdstone.



number of treasures found

Dice Result	Treasures Found
1-5	1
6-11	2
12-17	3
18-24	4
25-30	5
31-35	6
36+	7

campaigning without objectives

The exploration charts are meant to work together with the campaign system. The various events should support the warband's efforts of completing their objective, thus providing additional tactics. If you want to play your own Mordheim campaigns without using the objectives, simply replace all instances of "campaign points" with "treasures" in the exploration charts. This will retain the various events' effectiveness while adjusting the charts to your needs.

Doubles

(1 1) Watering Hole

A pool of apparently clean water to fill the wineskins of the warband. The horses pulling the caravan eagerly lap it up, so it cannot be corrupted, can it?

At the bottom of the pool, you see D6 gold crowns.

(2 2) Razed Village

The warband comes upon a miserable collection of dwellings which are run down. This site looks scorched...

If the warband searches, they find 2D6 gold crowns buried in the earth beneath one of the huts (the village treasury) and a functioning wheelbarrow plus a few dozen burnt bones that are lying around.

(3 3) Mortally Wounded Warrior

Slumped at the edge of a stream, blood mixing with the running water, lies a warrior, close to death from several severe sword wounds on his body. He barely acknowledges your approach, coughing up flecks of blood as he breathes. What happened to his killers you will never know, as he dies moments later.

Undead warbands gain one zombie at no cost, as well as 2D6 gold crowns. All other warbands can ransack the body to gain 2D6 gold crowns.

(4 4) Discarded Saddle Bags

Amongst a rock cairn, a pair of leather saddlebags is found. They are heavy and filled with food, plus a little loot.

When calculating their next earnings from selling valuables, reduce the effective size of the warband by one (i.e. 10-12 warriors is considered 7-9 warriors), as the amount of money they need to spend on food is reduced. They also gain 2D6 gold crowns.

(5 5) Statue

From a distance you see a small figure standing in the middle of the Blasted Lands. On closer inspection the figure appears to be totally stationary because it is a very realistic statue of a dwarf in a large hat. On even closer inspection, the petrified eyes of the statue still seem to show some minimal signs of life and you can hear what sounds like moans of agony coming from the lips.

There is little salvageable from the 'statue', because nearly everything on it is stone. The unfortunate individual was the proud owner of a not so shiny axe and a lucky charm. These items can be lifted from the bearer without so much as a struggle.

(6 6) Runaway Horse

The sound of hooves can be heard coming towards you. It sounds quite close, could be a solitary scout on a patrol or it could be anything that has four hooves and many, many nasty beaks. Thankfully it turns out to be a horse that's lost its rider.

After catching and calming the beast down, the horse comes from another warband, maybe one that's been attacked elsewhere in the wastes. In its saddlebags, you find a rain coat, a net, a couple of garlic cloves and D6 gold crowns. The

horse can be kept of course, if the warband can find a use for it.



Triples

(1 1 1) Trembling Bushes

On the fringe of the plains, you spot what appears to be a large thorn bush. It looks out of place in the brush and its branches sway in the breeze. After rubbing your eyes, the bush disappears! Could it just be the mind playing tricks or is there something more to this? You decide to investigate.

Entering the brush, you find a long strand of what is identified to be raw silk. It trails off through a grove in the direction of a nearby valley and then it just ends. Coiling up the thick thread, the piece of silk is found to be worth 50 +2D6 gold crowns.

(2 2 2) Wounded Explorer

At the side of the road lies yet another dead traveller. Sand and silt already blow in to cover this northman's still corpse, but at the sound of your approach, the stranger rolls over and tries to get your attention. It could be a trap...

Beastman, Possessed and Carnival of Chaos warbands may sacrifice this Norseman to let their Leader gain +1 Experience Point. Undead warbands can finish him off and gain a zombie at no cost. Human warbands can bring him to their caravans and let him return to full health. You may then let him join the warband, though you will need to equip him with weapons and armour. He can be added to an existing Henchman group, with the same characteristics as the rest of the group, even if they have already accumulated experience. Chaos Dwarfs, Maneaters and any other warbands can take the man captive and may sell him for 2D6 gold crowns.

(3 3 3) Unscrupulous Thief

If you believe peasants idle gossip, the land has been besieged by a scourge. To make matters worse a herald of Chaos has risen! It's no surprise to find warriors these days are discarding their morals in favour of ill-gotten gain.

The warband may hire the thief for 30+2D6 gold crowns to force any chosen warband to play as the defender warband in the "The Heist" special scenario once.

Instead of hiring the thief the warband may slay this scoundrel for a dagger, sword, crossbow, 3D6 gold crowns and D3 vials of Crimson Shade.

(4 4 4) Dragon Monk

The warband finds a robed figure sitting by the side of the road, almost as if waiting for them to come along.

If the warband is inclined towards good rather than evil, the Dragon Monk shows them a shortcut through the nearby grasslands. In the next game, the warband automatically gets to choose the scenario and also takes the first turn; if two warbands in the game have this benefit, roll off to see which warband gets to enjoy the effect. In addition, the monk may remove a curse placed on a member of the warband.

If the warband is evil or Chaotic, they may kill the Dragon Monk and take their measly possessions of D6 gold crowns.

(5 5 5) Secluded Cottage

The warband comes upon a motley dwelling which has tumbled down. There are a few heirloom trophies hung above an old fireplace in the hearth...

If the warband searches, they find 2D6 gold crowns, D6 daggers, a sword and a war horn.

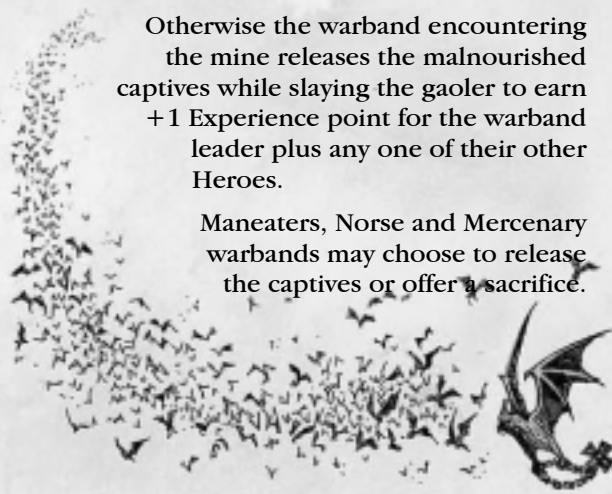
(6 6 6) Slave Mine

The warband encounters a lone Chaos Dwarf gaoler who is flogging a sorry looking group of captives while his master and cronies are out raiding. He might have some information about the area but he surely will not spill any insight for free...

Undead, Skaven, Orc & Goblin, Dark Elf and Chaos warbands must sacrifice a random henchman for their cause to gain +D3 campaign points.

Otherwise the warband encountering the mine releases the malnourished captives while slaying the gaoler to earn +1 Experience point for the warband leader plus any one of their other Heroes.

Maneaters, Norse and Mercenary warbands may choose to release the captives or offer a sacrifice.



Four of a kind

(1 1 1 1) Crashed Caravan

The warriors see cadavers strewn all over this ground, several arrows protruding from each other body. You've heard a lot of stories about what happens to merchant caravans that stray even a little off the trail...

If the warriors loot these bodies, they find the following items of value: D3 swords, a suit of light armour, D6 daggers, D3 spears, D6 shields, and 2D6 gold crowns. In addition, roll a D6 – on a result of 4, 5 or 6, the warband finds a Map of Cathay on one of the bodies.

(2 2 2 2) Tree of Woe

A single large leafless tree sticks out of the plains, a mighty half-dead, half-alive, half-mutated oak, where the branches wave in a non-existent breeze. What's worse is that there are several bodies impaled and crucified upon it, one or two moaning in agony, unless that's the wind blowing through holes in the trunk. If it is, then it's a very eerie sound.

Anyone searching the Tree has to roll a D6, on the roll of a 1, a model is completely impaled on vicious branches that reach out and wrap the model on to the tree. The character is removed from the roster sheet, as is any equipment they were carrying. Any member of the warband can be nominated to try and search the lost member, but they run the risk of being impaled on the tree as well.

Ransacking the corpses on the tree grants the warband 4D6x2 gold crowns, D3 swords, D6 daggers and D6 gems worth 10 gold crowns each. Also roll a D6 and if the result is a 5 or 6, one treasure is found.

(3 3 3 3) Temple of Skulls

What looks like a mountain of stacked corpses from a way away, turns out to be a large temple built with skulls dominating the landscape. Many of the skulls are still skin covered and bloody.

Roll a D6 for every Hero in the warband. On a 1 that Hero is now subject to *frenzy*. At the start of every game roll another D6. On a 1, that Hero runs away from the warband, to follow the path of the Chaos Gods that lays northwards. Remove the Hero from the roster sheet, along with all equipment they have. On a 6, the *frenzy* ends permanently and the Hero no longer needs to roll for this effect.

(4 4 4 4) Khazag Horsemen

A small band of mounted marauder tribesmen come into view, charging at full tilt, screaming all manner of blasphemous obscenities and waving very spiky weapons. Something tells you these bandits aren't coming to inquire about a friendly exchange.

The attack by the marauders is devastating to a warband. Roll a D6 for every Henchmen in the warband and on a 1 or 2 they are killed. Roll on the Serious Injury table for each of the Heroes in the warband. Any models killed are removed from the roster sheet, as well as all of their equipment. Looting the scene of the battle grants 3D6x3 gold crowns, D6 daggers, D3 axes, D3 maces, D3 bows, D3 spears, D3 helmets, D6 winter clothes, D3 war horses and 2D6 gems worth 10 gold crowns each.

(5 5 5 5) Unlikely Guide

Moving down a trail through some deep woods, the warband is surprised by a gnoblar picking his feet. Terrified that they'll take his precious toe-jam, he points them a better way to go before scampering for his life.

The gnoblar offers to show the warband a secret way through the woods to an area reputed to be ripe with treasure (and danger). In the next game the warband may choose which scenario is played. In addition, they may choose "The Lost Caravans" special scenario if they want to.

(6 6 6 6) Mutating Vault

From a distance what you think is a small building, changes into something else every time you blink and no two members of the warband can agree on exactly what it looks like. The sheer mind-bending qualities of the watchtower, sbrine, fishmongers, coach house, dressmakers store or whatever it happens to be, is encouraging you pass it by all the more quickly.

There's no treasure or loot here and anything that you would find is probably not worth the effort. The warband's leader benefits though, in that they can now automatically learn a single Academic Skill, even if they wouldn't be able to normally learn these skills.



Five of a kind

(1 1 1 1 1) Abandoned Trading Post

The warband comes across a ruined trading post. Despite its tatty condition it has not been destroyed so could potentially be re-established.

Searching the trading post for some valuable remains the warband finds D3 Swords, D3 Helmets, D3 suits of light armours, D3 Cathayan Silk Cloaks and D3 Crossbow Pistols.

In addition, the following warbands may restore the trading post: Merchant Caravans, Chaos Dwarfs, Norse Explorers, Shadow Warriors, Dwarf warbands, Pirate warbands and Mercenary warbands. Note that the warband doesn't have to decide whether they wish to restore the post immediately. They may return at any time between battles if they wish until such a time that another warband finds and restores the trading post. Any warband which discovers the abandoned trading post after it has been restored, may choose at any time to play the special scenario "Hostile Embargo" once, with the warband that restored it. Any other warbands which have discovered the trading post may also choose to participate in this battle

The restoration costs 150 + D6 x 25 gold crowns and lasts four games in which at least one Hero and two Henchmen must miss battles. For each additional Hero or two Henchmen helping them the rebuilding process is sped up by one (to a minimum of one game).

A warband controlling the restored trading post rolls 3D6 to determine the experience of the henchmen available for hire after the battle. As a bartering point for many exotic goods they get +3 when searching for rare items.

If the warband chose the 'The Lure of Fortune' objective, they get +D6 campaign points once for rebuilding the trading post.

(2 2 2 2 2) Border Patrol

Strange voices on the approach and your warriors arm themselves only to find a small group of mounted Cathayan soldiers riding up to them. Without an interpreter you have no idea what they speak of. Fortunately they point a lot, with their weapons...

If the warband is inclined towards good rather than evil, the Cathayan Soldiers share their travelling rations with the warriors. When calculating their next earnings from selling valuables, reduce the effective size of the warband by two (i.e. 10-12 warriors is considered 4-6 warriors), as the amount of money they need to spend on food is reduced.



If the warband is evil or Chaotic, the brave soldiers attack! The warband receives D6 gold crowns, D6 spears, D6 daggers, D3 Experience Points that may be distributed amongst their Heroes, and may reduce their warband size by two by eating the soldier's rations as above. In addition, roll a D6 for each member of the warband – on a roll of 1-2 that warband member is ridden down, taken *out of action* in the fight and must roll for Serious Injuries as normal.

(3 3 3 3 3) Fallen Priest

A hunched figure in a black cowl approaches the warband. It would be impossible to tell whether the figure was one of the walking dead or not, except for a nasty limp which gives him away.

This is a fallen priest. He may be killed (the warband leader gains +1 Experience Point and an Unholy Relic), or an Undead or Chaotic warband may seek his blessing. The blessing of the priest will remove all curses plaguing the warband. In addition, roll a D6: On a 4+ the priest was carrying a sourly written tome, which chronicles his fall from grace and it allows one Hero of the warband to choose skills from the Academic Skill list from now on.

(4 4 4 4 4) Magnificent Totem

Standing atop a mound, this idol dominates the surrounding area, drawing everything to it. It could be carved of a bird, and out of the corner of your eye you could almost swear it moves...

Designate a Hero to touch the totem (drawn in by some irresistible force or basic curiosity). Roll a D6 for him. On a 1-3, the totem dislikes the intrusion and afflicts that Hero with a random mutation (see page 76 of Mordheim Rulebook). On a 4+, that Hero receives a blessing in the form of D3 re-rolls for use in the next battle.

(5 5 5 5 5) Ghartok's Tomb

The warband has found the resting-place of the great Chaos champion Ghartok.

From now on whenever the warband gets to choose which scenario is played they may also choose the "Ghartok's Tomb" special scenario.

(6 6 6 6 6) Satchel of Maps

A body found frozen within the snow is found to have a satchel slung from its shoulder.

Inside the satchel are numerous writings and roughly drawn maps. From now on the leader may take a Leadership test after each battle in which he was not taken *out of action*. Success will allow him to re-roll one exploration dice.

Six of a kind

(1 1 1 1 1) Khan's Retinue

A large group of hobgoblins come into camp, one of them riding the largest wolf you may have ever seen. He looks very impressive and offers to let you hire mercenaries at a decent rate, provided you pay up front.

You may hire the Dramatis Personae Maglah Khan and two of his Hobgoblin Boyz for the next battle at no cost.

(2 2 2 2 2) Slaughtered Convoy

You find shattered remains of an entire land train just left to rot in the long grass. Broken bodies lay partially armoured among the ruins, dismembered by some monstrous creature. You can make out a distorted shape of what looks like an immense beast, shambling away.

After giving the dead their final rites, eating them or looting them you find the following items. Roll for every item separately to see if you find it. For example, on a roll of 4+ you will find the suits of light armour.

3D6x5 gold crowns	Auto
D6 Daggers	Auto
D3 Helmets	2+
D3 Shields	2+
D3 Swords	3+
D3 Bows	4+
Map of Cathay	4+
D3 Suits of Light Armour	4+
Suit of Heavy Armour	5+
D3 Halberds	5+
Lesser Artefact	5+

(3 3 3 3 3) Herdstone

The warband finds an enormous standing stone covered in crude glyphs and what appears to be garbage heaped about its base.

The warband has discovered a Beastman herdstone. If the warband is not Chaotic, they may deface the herdstone and sift the offerings. The leader of the warband gains +2 Experience points and the warband finds D6 treasures.

If the warband is Chaotic, they may make an offering (10 gc) and ask for either a curse to be removed, or to gain knowledge. If knowledge is sought roll a D6. On a 1-3, one of the warband's Heroes (randomly chosen) suddenly screams as his head is filled with insight – he is immediately taken *out of action*, roll for Serious Injury as usual. If he survives the Injury roll, he gains a single Academic skill. On a 4-6, the warband receives +D3 Experience points to be distributed randomly amongst the Heroes and Henchman groups and gain +D3 campaign points.

(4 4 4 4 4) Giant's Carcass

One of the strangest sights you have ever seen. The rotting titan is surrounded by a swarm of carrion eaters and clouds of flies, but who knows what can be salvaged.

Braving the wildlife is no issue. Facing the stench of a giant corpse takes real courage, because impossibly they do smell worse dead than alive. The big bag is filled with D3+2 treasures that a warband adds to their haul. Also roll a D6 and if the result is a 5 or 6, a Lesser Artefact is found.

In addition, the Restless Dead warbands get a 100 gold crowns discount the next time they are constructing a Bone Goliath (see Soldiers of Fortune).

(5 5 5 5 5) Chaos Champion

A tall heavily armoured warrior stands here. Without warning he attacks, alternately goading your warriors into returning his blows and bellowing for the Chaos God's benedictions.

It'll take a small army to stop his killing spree. Roll a D6 for every warband member: on a 1-2, they are killed by the Chaos Champion and removed from the roster. Afterwards the warband gets +D6 Experience Points to spread across the surviving Heroes and Henchmen. In addition, the Chaos Champion has a map with him. Roll a D6:

- 1 Map to Belandysh's Hideout: Whenever the warband rolls 1 for random happenings they may choose to have the "Belandysh comes!" (42-43) event happen automatically instead of determining at random.
- 2-3 Map to Ghartok's Tomb: Whenever the warband is allowed to choose the scenario they may pick the "Ghartok's Tomb" special scenario.
- 4-6 Map to the Chaos Dragon's Lair: Whenever the warband is allowed to choose the scenario they may pick the "Chaos Dragon Hunt" special scenario.

(6 6 6 6 6) Tainted Ones

The worst thing that can happen to a traveller in the Blasted Lands, aside from the weather, the environment, the wandering dead, and the hordes of greenskins, is to be taken alive by Chaos Dwarfs. Captives are dragged back to their city to be fed into the meat grinder of industry. The lucky ones are those already driven insane.

A fearsome patrol ambushes the party. Roll a D6 for every Hero and Henchman in the warband. On a 1 they are taken captive and thus removed from the roster sheet, including any equipment they are carrying. Every Hero that survives gains +D3 Experience Points and every Henchman group receives +1 Experience Point. Chaos Dwarf warbands encountering the patrol are reinforced with D3 Informers and one Chaos Dwarf on a successful Leadership test.

...people to enjoy its benefits. He set it in its place high in the sky, but it would slip from its place and roll to the west, forcing Shinyao to go looking for it to restore it to the sky every day. He found a way to keep the sun in place and walked off into the forests, only to be brought back to unsettle the sun once again when Huxi (God of the Hills, I think) found him and told him of the grumblings he had heard in Cathay now that there was no night. So it is that Shinyao left the forests and created the home of the Gods in the Mountains of Mourn, where he could catch the sun at the end of the day and then carry it to the Eastern end of the world and start the day anew.

The nature of these Gods is different to that of the Old World gods. Gods do not seem to take such an active interest in the well-being of their followers, some being little more than spirits of the major rivers or the winds. They also are not human in appearance. Shinyao is described as being of the body of a tiger (a sort of orange striped large cat, if the description of a tiger by Xuwei is correct), with the tail of a rat and the head of a man and that isn't even the most outré of them.

Numerous legends also state that the gods dwell for the most part atop the highest mountain in the Mountains of Mourn, where they can oversee the entirety of Cathay and thus the whole world. This mountain also holds the sky up, stopping it from crushing the world below, but also from drifting away. Since this home is above the sky, no mortal travellers through the Mountains of Mourn can ever reach it, though Xuwei said that some Cathay Shamans (their version of our Colleges of Magic) say that the younger gods do come down from this high peak to dance atop some of the smaller peaks, the light from their dancing witnessed by those who seek it. In recent years, these sightings had lessened to such an extent that the Shamans now believe that the Gods are retreating from mankind as they intrude upon their realms. Once a man can scale to the Home of the Gods, then it is believed that they will retreat fully from this world to their distant castle in Kadath, far in the distant north. It need not be said that the Shamans do not like foreigners travelling so regularly through

the Mountains of Mourn, fearing that such excursions are scaring the Gods away, bringing the Great Retreat closer to fruition.

Perhaps of interest is the legend of Qiyun, once the God of War and now outcast. This legend states that Qiyun was once a beast of the forests and hills, attacking anyone who tried to tame him, until the Great Hunter Zi took it upon himself to hunt Qiyun and best the beast. For the longest of times, hunter and beast stalked each other across Cathay, occasionally fighting each other, until on the great plain where the Hung now hunt the two finally came to a conclusion. Zi won, but Qiyun wounded him mightily, leaving the Great Hunter weak. With the beast Qiyun thought tamed, he brought it to the Home of the Gods and presented the tame God of War to the others, showing that it was possible for war to be civilised, but Zi was proved wrong, as Qiyun turned on him in the moment of Zi's triumph, mauling him to death and fleeing north in terror of the other God's retribution, fleeing until he could regain his strength and return. For his braveness, Zi was transformed into a great Willow tree (which is supposed to stand in a square in the city of Nangau). To this day, the image of the willow stands as an example of prowess and courage. As for Qiyun, he gathered followers from amongst the rough tribesmen he found in the north and from time to time makes them attack Cathay to better prove his power.

In this tale I do see some ideas of how the Daemon Gods are represented inside Cathayan Religion. Certainly Xuwei said that there were tales of the Trickster God who would ultimately be undone by his own words, deeds or schemes, only to try again and again, likely a representation of the Daemon Tzeentch. Tales of seductive ghosts and shape-shifting nine-tailed foxes could belong to Slaanesh and Nubu, the woman of Plague, who appears as an old widow woman in perpetual mourning, analogous with Nurgle.

The most commonly held belief was that of the creation of the Great Bastion by the Dragon Emperor Yiwang. Apparently Yiwang was the first Emperor of Cathay, appointed by Nudong to form the first Dynasty. He was also a dragon,

formed from the hair of the Goddess, and therefore blessed in aspect and wise in measure. He could change into the form of a man at will and thus ruled well for many years. It was him who founded Weijin and personally built the Dragon Throne. For many years over the founding, Yiwang was forced time and again to face the followers of Qiyun in combat and as he grew older, grew more worried that he would not be able to protect his people in his dotage, or that his only heir, Yaoshun, a feeble man unable to change into a dragon, would be right to succeed him as Emperor.

Yiwang was sent a dream by Nuxiang (Goddess of the Moon) where if he would lie down across the northern border of Cathay as a dragon, she would change him into stone and thus he would halt the Children of Qiyun for all time. He agreed and appointed Dirou to be the next Emperor. Yaoshun refuted this decision and begged his father to reconsider, even going so far as to ride on his father's back as the Emperor flew to the north border to fulfil Nuxiang's promise. There, in the air, Yaoshun fought his father, at first as a feeble man, but then he changed into a bright dragon and continued fighting. Yiwang could see that his son was strong enough to be the Emperor, but now Yiwang had no power to overturn his decision to put Dirou on the throne. All he could do was plead with Yaoshun to let him continue north the better to protect Cathay in death. Seeing the nobility in his father's action, Yaoshun begged Nuxiang to allow him to help and together father and son would lie across the border and become petrified by the light of the moon, their bodies stretching across the plains, from the Mountains of Mourn to the Bay of Zhie in the east, forever to protect their beloved Cathay.

As to how much truth there is in the creation of this great wall, I have no idea and without seeing such an edifice, I have no further comment that I can add. If it is as large as they say, then I doubt that any civilisation could build it regardless of how advanced. I do suspect that this is just an embellishment of some line of fortifications that do exist.

As for Sigmar, my hosts hold no especial affection for my belief, judging that if Sigmar did come west after he quit

the throne, then no doubt he ascended to the Home of the Gods in the Mountains. As a foreign deity, it was likely the Gods of Cathay had rejected him. I was most unhappy at this speculation, but did not push the subject, as I have no wish to perish at the hands of these people. They would be most valuable allies.

Creatures of Cathay

I did see some unusual creatures for which I had no frame of reference. One of the smallest was that of a Ratcoon, a small (cat-sized) animal with brown fur and stripes of varying colours, with eyes the colour of bruises. This was a wild animal that scavenged for garbage and roots, which the Cathayans believed to be nothing more than a large rat.

There are a lot of snakes with diamond back colourings, some of which were highly dangerous when they bite and some that were so large that they would try to swallow a man in a single bite, after having first wrapped themselves around the body and suffocated them to death.

Xuwei mentioned a strange bear that lived in the lowlands and hills in the middle of Cathay. This bear was black and white only in colour and ate the vast forests of bamboo (a sort of thin reed that was the size of a tree). Shy and reclusive, it could be exceeding vicious when surprised out in the wild, with three inch long claws shooting out of its paws and a large amount of fangs, belying its cute appearance. More than one peasant had been savaged when accidentally surprising these Panders.

As I mentioned above, Cathay has the same problem with animal-men that our Empire has, but instead these Beastmen have the heads of foxes, hares and the aforementioned Ratcoons, as well as the bull- and goat-headed ones. In the early years of the founding of Cathay, before the Dragon Emperor Yiwang united it, many primitive villages would place any babe born with such characteristics into a position of power in the belief that the Gods had blessed them. Yiwang outlawed such practices on punishment of death, for these creatures were often savage and...

Soldiers of Fortune



The Hired Swords described in this chapter are available in the Border Town Burning campaigns. They follow the generic rules for hiring and maintaining Hired Swords from page 147 of the Mordheim rulebook.

Any other Hired Swords, either from the Mordheim rulebook, the Empire in Flames supplement or any experimental rules models, can be used in the Northern Wastes setting as well. It is up to the players to agree upon which ones are likely to be encountered and which are not. Alternatively include those which add the most fun to your games.

Coachman

20 gold crowns to hire + 10 gold crowns upkeep

Wagons, coaches and similar carts are very popular among the wealthy mercenary captains as they are both a practical means of transport for carrying the warband's riches and a status symbol. Wagons are also necessary for the great caravans of the merchants that travel the dangerous Silk Road. Capable wagon drivers are much sought-after aids to ensure a secure passage and only few dare to accept the risk. Those who do, charge a fair fee in gold for their services.

May be Hired: Any warband except Skaven, Beastmen, and Orcs & Goblins warbands may hire a Coachman.

Rating: A Coachman increases the 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
Coachman	4	3	3	3	3	1	4	1	7

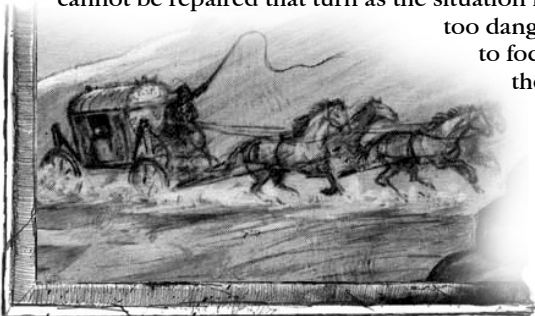
Weapons/Armour: Whip, sword, light armour.

Skills: A Coachman may choose from Speed skills when he gains a new skill.

SPECIAL RULES

Driver: A wagon driven by the Coachman may re-roll results on the Out of Control chart once. Note that the second result must be accepted even if it is worse.

Handyman: The Coachman is skilled in fixing minor damage on the wagon. If the wagon is stationary (ie, it has not moved the last turn) and the driver is in contact with the wagon, he may repair one previously damaged wheel. The driver may do nothing else that turn and the wagon may not be moved. He can even set in a new wheel if it flew off. Note that if there are any enemy models in contact with the wagon, it cannot be repaired that turn as the situation is way too dangerous to focus on the cart.



Chaos Centaur

65 gold crowns to hire + 25 gold crown upkeep

Shamed by their unsightly appearance, centauroid mutants isolate themselves within the darkest recesses of the forests in Norsca and the Wastes, periodically collaborating with northern tribes raiding on the Steppes. Of mutations, Centaurs have been plagued with a kind that cannot be concealed. Afflicted or born with the torso of human or elf married to the body of an animal. These creatures neither man or beast nor both, prey on lonesome travellers and the meek. Lacking true skill in craft they will resort to murder and looting the food stores of small communities.

May be Hired: Beastmen, Marauders of Chaos, Ogres and Norse warbands may hire a Chaos Centaur.

Rating: A Chaos Centaur 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
Chaos Centaur	8	4	3	4	3	1	3	1(2)	7

Weapons/Armour: Throwing axes (counts as throwing knives), shield, plus a sword or spear. Treat the spear as you would for the use of a Cavalry bonus (+1 Strength when charging).

Skills: A Chaos Centaur may choose from Combat and Strength skills when he gains new skills, or may buy one new mutation. See special rules for Mutants.

SPECIAL RULES

Drunken: Chaos Centaurs are renowned among the northern tribes for their habitual need to consume alcohol by the barrel, working themselves up into a drunken frenzy. Roll 1D6 at the start of each turn. On a roll of 1, they must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on the roll of a 6 they become subject to *frenzy* for that turn. While subject to both *stupidity* and *frenzy* they are immune to all other forms of psychology.

Woodland Dwelling: For most of their lives centauroid mutants prowl the murky depths of forests. They suffer no movement penalties for other moving through wooded areas.



Pyromaniac

25 gold crowns to hire +10 gold crowns upkeep

Cathay is well known for its spectacular fireworks. Beware of those who have the knowledge but not the mind to master these mesmerising displays of fire for visual effects alone.

May be Hired: Merchant Caravans, Battle Monks of Cathay and Mercenaries may hire a Pyromaniac.

Rating: A Pyromaniac increases the warband's rating by +9 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: Fireworks, firecrackers (unlimited).

Skills: The Pyromaniac must choose from his special skills when he gains a new skill – see below.

SPECIAL RULES

Crazed Firestarter: The Pyromaniac loves nothing more than the lights and sparks of his fireworks. Each turn he either starts one of his rockets or throws some of his firecrackers at hostile animals. Therefore he will move but never run or charge. If he is attacked he will fight back normally.

Rockets: In every shooting phase the Pyromaniac starts one rocket. Use the artillery dice to determine how far the rocket flies. The initial direction can be controlled by the Pyromaniac. Unless an object is hit on the way, place a marker there. From then on, in every shooting phase each rocket will keep on flying a distance determined with the artillery dice and in a direction randomly determined with the scatter dice until it hits an object.

Anything hit by a rocket suffers an automatic Strength 4 hit. In addition, objects hit by a rocket are set on fire on a roll of 4+.

Whenever the artillery die scores a misfire, the rocket detonates immediately. Roll on the following table to determine the effect of the fireworks.

D6 Result

- 1 Nothing.** The rocket falls to the ground without any further effect.
- 2-3 Zishh!** Re-roll the artillery dice and move the rocket with twice the scored number.
- 4-5 Spectacle:** The rocket explodes with colourful lights. All models within 2D6" must pass a Ld test or are distracted for the turn. Distracted models are automatically hit in close combat and cannot attack back.
- 6 Explosion:** The rocket explodes causing an automatic S4 hit to all models within D6".

PYROMANIAC SKILLS

Rocket Science: The Pyromaniac has brought the detonation of fireworks to perfection and may modify the roll on the fireworks table by +1/-1.

Display Artist: Instead of rolling the artillery die the Pyromaniac may make an Initiative test to have the rocket detonate immediately. Otherwise roll the artillery die as usual.

Ninja

70 +3D6 gold crowns to hire

Deadly assassins, known as ninjas are perfectly trained bravoos and thieves. Hailing from a distant empire called Nippon they are the ultimate hired killers.

May be Hired: Any warband except Skaven, Orcs & Goblins, Beastmen, Marauders of Chaos, Norse and Chaos Dwarfs may hire a Ninja.

Rating: A Ninja increases the warband's rating by +45 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cathayan Assassin	4	4	4	3	3	1	5	2	8

Weapons/Armour: Pair of swords, throwing stars, rope & hook and one smoke bomb.

Skills: *Expert Swordsman, Knife-Fighter, Scale Sheer Surfaces* and *Art of Silent Death*. He also has the *Lightning Speed* and *Leap of Faith* skills from the Battle Monks special skills.

SPECIAL RULES

Strictly Business: The Ninja is hired for one specific job only. Therefore the Ninja has no upkeep cost and automatically leaves the warband after the battle for which he was hired. This means that he cannot gain Experience either, of course.

Secrecy: The Ninja is a maverick and does not accompany the warband into battle side by side. He does not count as part of the warband for purposes of Rout tests.



Swordsmith

60 gold crowns to hire +15 gold crowns upkeep

Little is known of the mysterious techniques passed from one generation of swordsmith to the next or of the individuals who keep them secret. The two constants are the guarded skills of their smithery and the astounding beauty of their daughters.

May be Hired: Merchant Caravans, Battle Monks of Cathay, Witch Hunters, Sisters of Sigmar and Mercenary warbands may hire a Swordsmith.

Rating: A Swordsmith increases the warband's rating by +10 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: Hammer, toughened leathers.

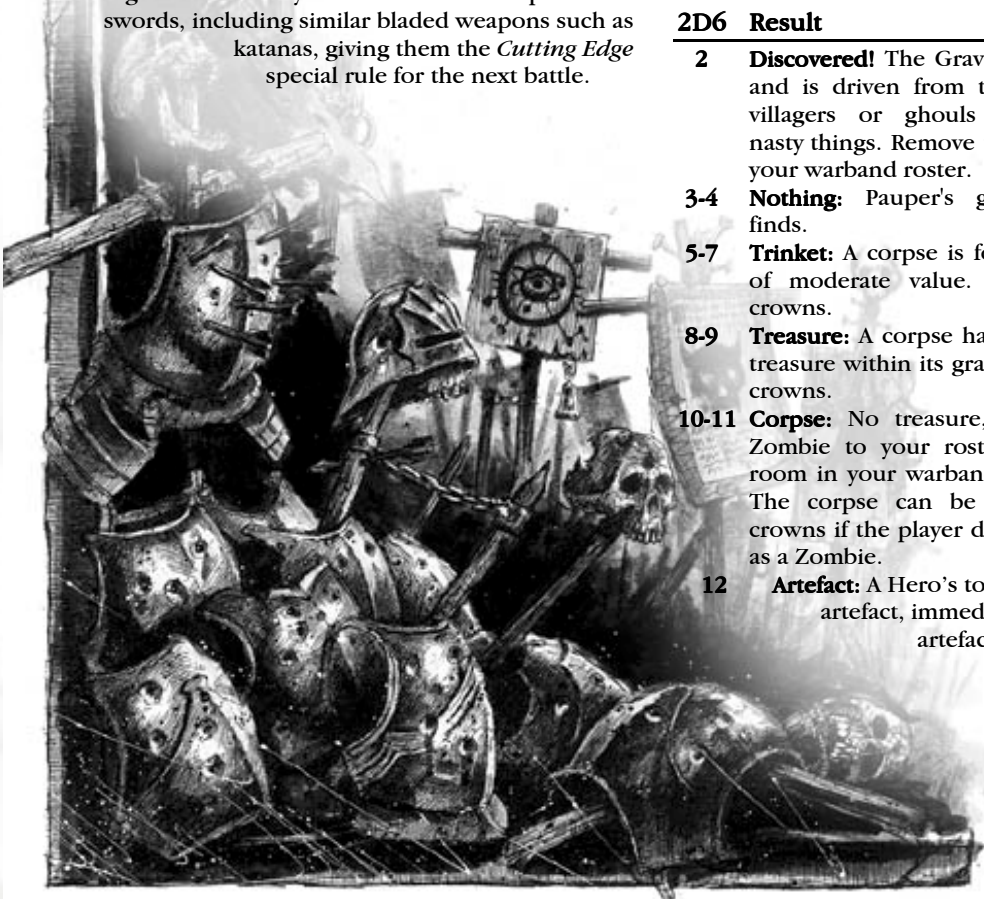
Skills: A Swordsmith may choose from Academic and Strength skills when he gains a new skill. In addition, there is a skill unique to Swordsmiths as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Master Craftsman: When Heroes from your warband search for Cathayan longswords and katanas the rarity of these items is decreased by -1 for every two Experience points the Swordsmith has.

SWORDSMITH SKILL

Honing: If the Swordsmith wasn't taken *out of action* during a battle he may hone the blades of up to three swords, including similar bladed weapons such as katanas, giving them the *Cutting Edge* special rule for the next battle.



Grave Robber

45 gold crowns to hire +18 gold crowns upkeep

Among thieves, the most despicable are those who loot the graves of the Old World. Some make quite a living robbing tombs and hiding out on the fringes of towns. Although detested by their fellow man, but the grave robber finds a certain favour among the practitioners of black magic who often benefit from the services of these shtifty professionals.

May be Hired: Any warband which includes a Vampire, Necromancer or Liche may hire a Grave Robber.

Rating: A Grave Robber increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Grave Robber	4	3	3	3	3	1	4	1	6

Weapons/Armour: Pickaxe (uses rules of a 'axe' for combat), Dagger, Lantern, Toughened Leathers.

Skills: A Grave Robber may choose from Combat and Speed skills when he gains new skills.

SPECIAL RULES

Hatred: All goodly men despise a Grave Robber, but any model that can use Prayers of Sigmar will *bate* the Grave Robber.

Grave Robbing: During the exploration phase, a Grave Robber can loot a local cemetery if he wasn't taken *out of action*. Roll 2D6 and consult the following chart:

2D6 Result

- | | |
|-------|--|
| 2 | Discovered! The Grave Robber is discovered and is driven from the cemetery by angry villagers or ghouls or any number of nasty things. Remove the Grave Robber from your warband roster. |
| 3-4 | Nothing: Pauper's graves. No significant finds. |
| 5-7 | Trinket: A corpse is found wearing a trinket of moderate value. You get D6+3 gold crowns. |
| 8-9 | Treasure: A corpse has a copious amount of treasure within its grave. You get D6+8 gold crowns. |
| 10-11 | Corpse: No treasure, but you may add a Zombie to your roster provided you have room in your warband. This Zombie is free. The corpse can be sold for D6+2 gold crowns if the player does not wish to keep it as a Zombie. |
| 12 | Artefact: A Hero's tomb. Contains a magical artefact, immediately roll on the Lesser artefact chart. |



Cathayan Merchant

20 gold crowns to hire + 10 gold crowns upkeep

Part guide, part interpreter, the Cathayan merchants of the small villages and rest stops along the Silver Road will join a caravan heading to Shang-Yang, offering their advice about where to get the best prices for imports and where to find the finest merchandise to export. They will offer to help with any negotiations or possible bureaucratic interference. What the Old Worlders do not realise is that these merchants are employed by or own the business they recommend, thus giving themselves a monopoly on goods and wealth without their Old World business partners realising it. For the Cathayans that is the price of business.

May be Hired: Any warband which includes Humans or Dwarfs may hire a Cathayan Merchant.

Rating: A Cathayan Merchant increases the warband's rating by +10 points, plus 1 point for each Experience point he has.

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

Weapons/Armour: Sword.

Skills: A Merchant may choose from Academic skills when he gains a new skill (he also has his own special skills that he can choose – see below).

SPECIAL RULES

Haggle: The Merchant knows all the tricks of bargaining and haggling. He may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence.

Pawnbroker: The Merchant is skilled in finding the best price for sold items and as such gains an extra 2D6 gold per item that the warband sells (up to its full value) if he was not taken out of action in the battle.

Marketeer: The Merchant has many useful contacts in the black market underworld and foreign traders to locate many special items. After each battle (if he wasn't taken out of action) the Merchant can visit one of two markets: the Black Market and Exotic Wares, in search of items for the warband. Roll a D6 on the relevant table to see what items are on offer.

All the items purchased through the Merchant's market contacts are at their base price so ignore the random gold modifiers attached on all items.

Black Market

Crooks and brigands supply the black market, where denizens of the Cathayan underworld sell and procure all manner of illicit substances. They are regularly frequented by assassins, merchants, and less professional scumbags.

D6 Items

- 1 Nothing available
- 2 Spider spittle (D3 doses)
- 3 Fire bomb
- 4 Fighting claws
- 5 Cathayan longsword
- 6 Lesser artefact: For 75 + D6 x 10 gold crowns the warband may purchase an artefact, determined at random from the Lesser Artefacts table.

MERCHANT SKILLS

Stone Cutter: The Merchant has the skill to refine wyrdstone shards to increase their value. Whenever a warband sells its wyrdstone the Merchant may try to refine the source. Roll a D6 to discover how much additional gold the wyrdstone is worth.

D6 Gold

- 1-2 Lose 2D6 gold crowns.
- 3-5 Gain 2D6 gold crowns.
- 6 Gain 3D6 gold crowns.

Guardian: The Merchant has 'acquired' a bodyguard to protecting from harm in the coming battles. The bodyguard will only protect the Merchant and cannot fulfil warband objectives or search, loot or any function other than protecting the Merchant and as such will remain within 1" of the Merchant at all times. The bodyguard doesn't gain experience and isn't paid (it is assumed he has been 'gifted' to the Merchant as a favour from one of his contacts).

Profile	M	WS	BS	S	T	W	I	A	Ld
Bodyguard	4	4	2	4	3	1	3	1	8

Weapons/Armour: Sword, light armour, shield and helmet.

SPECIAL RULES

Intercept: The bodyguard will intercept any model shooting at or charging the Merchant. Any attacks will be directed at him and if charged place the bodyguard in front of the Merchant to protect him. The bodyguard will not charge unless the Merchant also charges and cannot intercept an attack if already engaged in combat.

Exotic Wares

Traders from across the seas can be found in the shady taverns and street corners on the outskirts of the border town. They have many exotic and wondrous foreign items for sale at steep prices...

D6 Items

- 1 Nothing available
- 2 Gromril armour
- 3 Elf bow
- 4 Ithilmar armour
- 5 Tome of magic
- 6 Elven Cloak



Hobgoblin Scout

45 gold crowns to hire +20 gold crowns upkeep

The Eastern Steppe is home to the tribes of nomadic Hobgoblins. Ruled by the Khans, these Hobgoblins travel the Steppes on wolf back, looking for good pillaging. Related to the Hobgoblins of the Chaos Dwarf towers, these nomads are sometimes hired by the diminutive Chaos Dwarfs to act as scouts for their raids, spying out the land, and locating prime spots to ambush.

After the Hobgoblins turned traitor on their fellow greenskins at the tower of Zbarr Naggrund, they have enjoyed the favour in those parched lands, the only thing that has kept them safe from the vengeance of Orc tribes.

May be Hired: Chaos Dwarfs and Ogre warbands may hire a Hobgoblin Scout.

Rating: A Hobgoblin Scout increases the warband's rating by +19 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	4	3	3	3	3	1	2	1	6
Giant Wolf	9	3	0	3	3	1	4	1	4

Weapons/Armour: Dagger, shortbow, shield. A Hobgoblin Scout rides a Giant Wolf.

Skills: A Hobgoblin Scout may choose from Shooting and Riding skills when he gains a new skill. In addition, there are a couple of skills unique to a Hobgoblin Scout as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Ride: A Hobgoblin Scout has the *Ride Giant Wolf* skill.

Loner: The Scout has become so used to being alone on the Steppes that it has become accustomed to its own company. The Scout may never use the warband leaders Ld for any tests. In addition, the Scout never counts as *all alone* and may operate independently throughout the game.

Traitor: Due to the treacherous treatment the Hobgoblins have shown towards their greenskin cousins, the Hobgoblin is subject to the *hatred* of all greenskin races (Orcs & Goblins and Black Orcs) and a warband that hires the Scout may never take any other greenskin Hired Swords.

HOBGOBLIN SKILLS

Spy: Before the battle commences but after deployment, the player controlling the Hobgoblin Scout may re-deploy D3 models (not including the Scout), using the normal deployment rules. If the player chooses not to do this, then the Scout may be set up anywhere on the board that is not within 18" of any enemy model.

Potshot: Living in the saddle teaches a Scout to hunt by drawing his shortbow while moving at full pelt. The Scout may fire a bow when running with a -2 to hit modifier.



Ku Que clumsily blocked the thrust with his lacquered shield and tried to aim a strike to hit the hobgoblin's chest. The spy easily batted the strike away with the sword in his off-hand, smirking as he did so, then reversed the parry to slip the blade in the gap and pushed it all the way to the hilt, impaling Ku Que. The soldier dropped his shield and sword in shock and stared down at the weapon in shock.

The hobgoblin mockingly nodded in honour at Ku Que's passing, pulling the curved sword out and letting the body slump to the ground. It hadn't been much of a fight for the hobgoblin scout. He had killed a dozen soldiers that day, yet regarding the warm corpse the greenskin respected none of them. After inspecting his work he'd kill a dozen more.



Bone Goliath



225 gold crowns to build

It takes a vast amount of time, and more importantly, energy for a Liche to construct a giant made of bone. For those who face a Bone Goliath, they see a terrifying giant made of the bones of a hundred fallen, standing twice the height of a man!

May be Hired: Only the Restless Dead may build a Bone Goliath.

Large: Bone Goliaths are huge creatures. They count as large targets for missile weapons.

Rating: A Bone Goliath increases the warband's rating by +50 points.

No Pain: Bone Goliaths treat *stunned* results on the injury chart as *knocked down*.

Mindless: Bone Goliaths never gain experience.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bone Goliath	5	3	0	5	5	3	2	3	6

Weapons/Armour: Bone Goliaths never carry any weapons or armour and suffer no penalties for this.

SPECIAL RULES

Cause Fear: Bone Goliaths are gargantuan undead constructs and therefore cause *fear*.

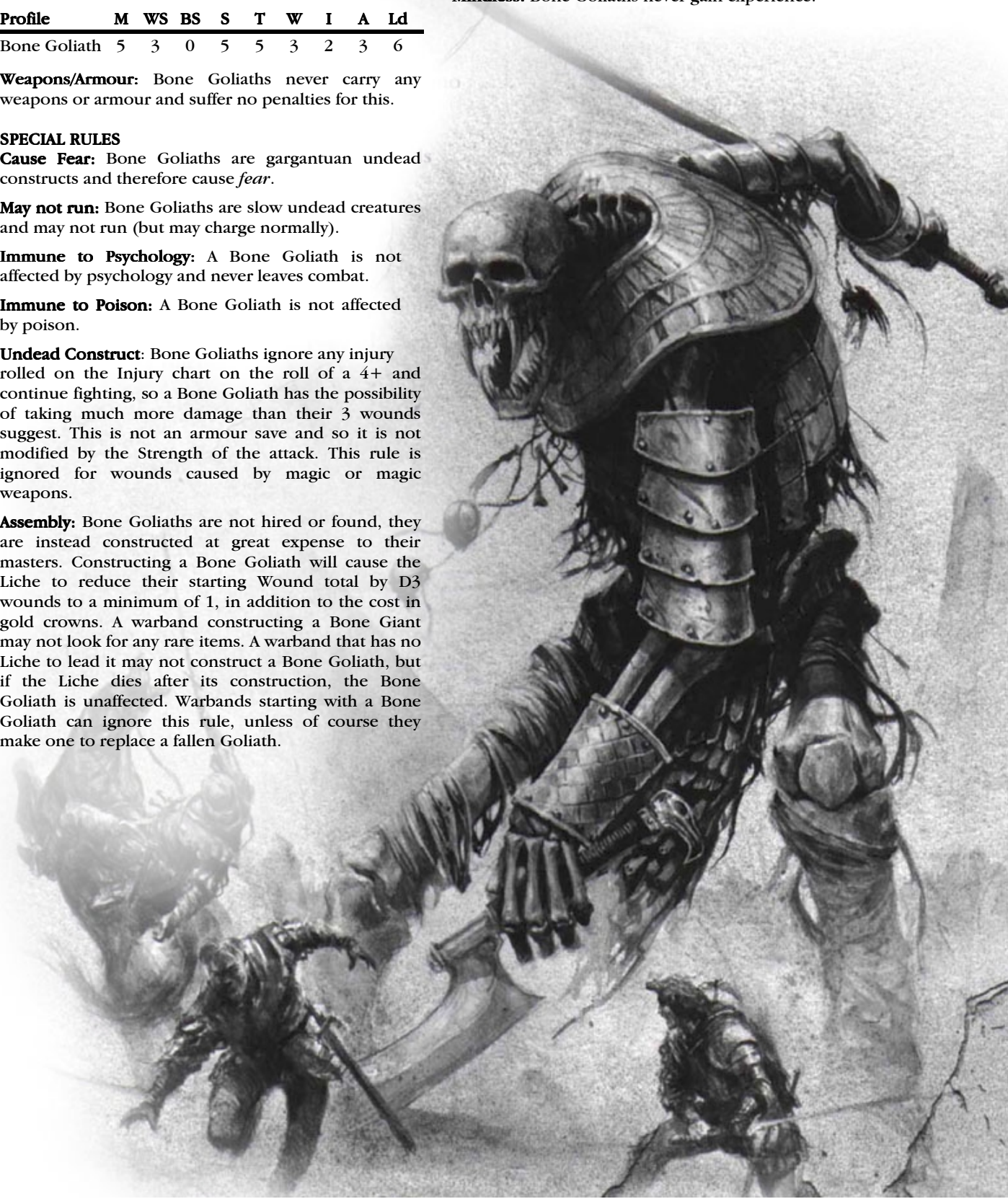
May not run: Bone Goliaths are slow undead creatures and may not run (but may charge normally).

Immune to Psychology: A Bone Goliath is not affected by psychology and never leaves combat.

Immune to Poison: A Bone Goliath is not affected by poison.

Undead Construct: Bone Goliaths ignore any injury rolled on the Injury chart on the roll of a 4+ and continue fighting, so a Bone Goliath has the possibility of taking much more damage than their 3 wounds suggest. This is not an armour save and so it is not modified by the Strength of the attack. This rule is ignored for wounds caused by magic or magic weapons.

Assembly: Bone Goliaths are not hired or found, they are instead constructed at great expense to their masters. Constructing a Bone Goliath will cause the Liche to reduce their starting Wound total by D3 wounds to a minimum of 1, in addition to the cost in gold crowns. A warband constructing a Bone Giant may not look for any rare items. A warband that has no Liche to lead it may not construct a Bone Goliath, but if the Liche dies after its construction, the Bone Goliath is unaffected. Warbands starting with a Bone Goliath can ignore this rule, unless of course they make one to replace a fallen Goliath.



The badlands were desolate. So desolate that, not even carrion birds flew overhead in the ever turbulent smoky skies. To Einarr Svengarsson's eyes that would be an ill omen, for where not even the carrion dare fly, nothing lived and therefore everything died. It was likely that no oasis or civilisation existed for many leagues or that something surrounding made sure that there were no corpses. The warriors of the Stormraven clan had sensed that, readying their weapons.

"Steady yourselves, clansmen. We are deep in the lands of the Tainted Ones. Skaeling blood will not spill from their altars when the end comes."

Yet the jarl had scarcely finished the warning when a blood-curdling bellow came from over a slag-ridge accompanied by the sound of loud continual roaring, followed by a large metal beast that the Norsemen could not describe, except that they could recognise various decorative glyphs as being sigils of the Dark Gods. Other markings came from no identifiable source, another dark power perhaps.

Following the metal beast, came the twisted metal-clad dwarfs who lived and enslaved in the desolation. The dwarfs could not keep up with the speed of the chariot but were armed with black powder weapons and already forming a line to take shots at the clan. A small gully running parallel to the track spawned three more of them carrying spiked tridents accompanied by a taller figure covered in many tattoos and piercings. This new detachment surprised the marauder's flank.

Einarr targeted the taller warrior, recognising the skilled combatant, as greater adversary than the twisted dwarfs. They would sell their lives dearly this day, for honour would be found in death, not as another's slave. The warrior, armed with a muddied blade, received Einarr's charge, swinging to remove the Norseman's head. Einarr ducked and thrust forward to impale the warrior, who responded by side stepping the jarl's axe swing, thus dodging a killing blow while preparing for the next blow that would slice through Einarr's torso.

Leaping clear of the tattooed warrior, he took a moment to regard his clansmen. The dwarfs from the gully ambush were already dead, felled by throwing axes, and in one case, a poorly judged shot from his corrupted brethren. The metal beast now chugging into their midst, Einarr would need to deal swiftly with the savage attacker.

Barely blocking the next blow, the sheer force of it dropping him to one knee to avoid losing his arm, then holding his weapon up as the savage pushed it down. It was a test of strength! "Yield, Norscan." The attacker said in a heavy accent.

"Ugh, you... you're Kurgan." Einarr grunted out, feeling his strength starting to give.

"I said yield, or die."

"I choose death!" Einarr found new strength in his burning limbs. It was enough for him to push upwards, enough to force the savage back. He dodged the next strike. The two warring tribesmen fought on, axe on blade, turning aside lethal attacks and accumulating bloodied scratches to decorate their hairy bodies. The rest of the fighting raged on around them, but it could have been as distant as Lustria so far as they were concerned, so it was with some surprise when another of his clansmen came to Einarr's aid, then another and another, until the Kurgan was completely surrounded by Stormravens.

Sensing there would be no escape, the Kurgan lay down his sword. He looked around to see butchered bodies of the dwarfs scattered around, their unmoving juggernaut unmoving silenced. To their surprise, he smiled at this devastation.

"If you kill me now, I would be merely grateful for avenging my kin's deaths and my bondage. Free me and I shall fight as one of you."

Einarr looked sceptically at the savage. "Swear to Those-That-Be."

"I swear by He on the Throne, He in Pestilence, He who Lusts and the Ever-Shifter to follow you as the path winds."

"Then Kurgan, welcome to the Stormravens."



Norse Shaman

45 gold crowns to hire + 25 gold crowns upkeep

Even mighty warriors fear the seers of the great Norse tribes. It is said that these seers are mighty soothsayers and can tell when a warrior will meet his death in combat, a knowledge that any warrior dreads to know..

May be Hired: Human warbands (including Norse and Marauders of Chaos) may hire the Norse Shaman.

Rating: The Norse Shaman increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Shaman	4	3	2	3	3	1	1	1	8

Weapons/Armour: The Shaman carries a rune staff and either a sword or an axe.

Skills: The Shaman may choose from the Combat and Academic skill charts when he gains a new skill. In lieu of a skill, they may roll for an additional Rune (see below). Rolling a duplicate lowers the difficulty as normal for magic spells.

SPECIAL RULES

Runes: The Norse Shaman starts with two 'Runes' from the following chart. These are treated in the same way as Sigmarite Prayers and can be cast whilst wearing armour. Abilities that give saves against spells, give saves against runes.

Norse Runes

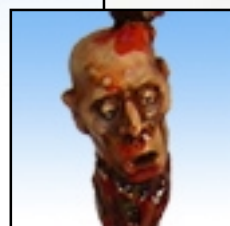
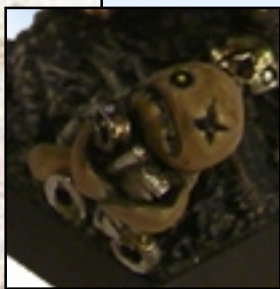
The Norse Runes are rituals used by the Norse Shamans.

- 1 Howl of the North** Difficulty 9
Icy winds sweep before the Shaman knocking missiles from their path.
 The Shaman is immune to all missile fire. Roll a dice during the Shaman's recovery phase. On a roll of 1 or 2 the winds dissipate.
- 2 Angvar's Fury** Difficulty 7
The Shaman's howls rouses the anger of the warriors around him to a fever pitch.
 All warriors within 8" of the Shaman gain a +1 to hit in hand-to-hand combat against the opposing warband. The spell lasts till the start of the Norse players next turn.
- 3 Elvek's Cold Spear** Difficulty 7
A razor sharp icicle flies at the Shaman's foe.
 The icicle has a range of 18" and causes one S4 hit. It strikes the first model in its path. Normal armour saves apply.
- 4 Gift of the Fates** Difficulty 7
The Shaman calls on the three Wyrd Sisters of Norse legend for a glimpse of the future.
 The Shaman may adjust one die roll by +1/-1 between a successful casting of this rune and his next recovery phase. A 'to wound' roll adjusted to or from 6 will not cause a critical.
- 5 Kiss of Frost** Difficulty 6
The Shaman covers ground of his choosing with slick ice.
 A single model within 12" of the Shaman must pass an Initiative test or be *knocked down*.
- 6 Bear's Might** Difficulty 9
The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.
 The Shaman gains +1 Attack, +2 Strength, +2 Toughness and loses -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each turn (both yours and your opponent's). If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once per game.



In February 2008 we supplied the Chaos Dwarf community with a pre-release version of the Black Dwarfs warband list from Border Town Burning. On May 8th the sixth Golden Hat competition was announced on Chaos Dwarfs Online. The task for this edition of the prestigious painting contest was to convert and paint a Gaoler model for a Chaos Dwarf warband. Below you can see the winning entry and the runner-ups. In fact, there had to be a special vote-off as the votes resulted in a tie in the first round! We would like to give another big 'thank you' to the friendly Chaos Dwarf community, who were incredibly supportive of the Border Town Burning project.

1st place: Florian "Snotling" Heinemann



Florian's Gaoler wields a huge man-catcher and is peppered with lots of flavourful bits.

word of hashut webzine

The "Word of Hashut" is the new ezine by the Chaos Dwarf community at Chaos Dwarfs Online. Issue #1, which was released in July 2008, contains a preview version of the Black Dwarfs warband from the Border Town Burning supplement as well as an introduction to the new setting – among tons of other great stuff about Chaos Dwarfs!



2nd place: Tim "Obsidian" Jonker



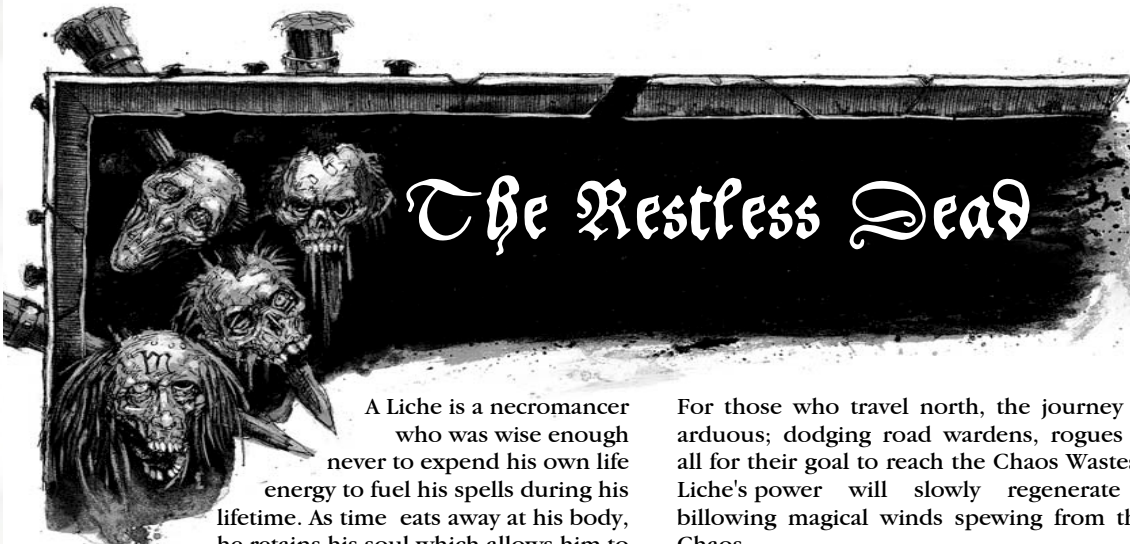
Tim's beautifully painted Gaoler conversion is a simple but effective one. He gave the model a steel whip to support the model's character.



3rd place: Brad "Vexrus" Clarke

Like the 2nd placed entrant, Brad also had a look at the Gaoler's equipment list and gave his Gaoler some appropriate weapons. His model is wielding a steel whip and a man-catcher. This fierce character has "evil" written all over his face.





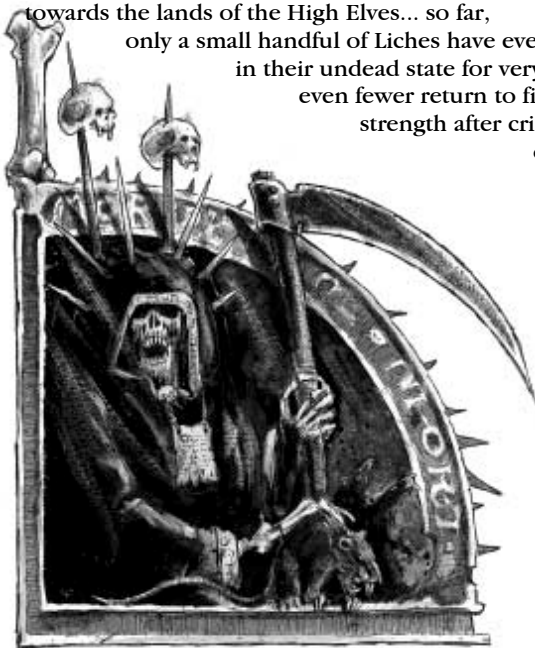
The Restless Dead

A Liche is a necromancer who was wise enough never to expend his own life energy to fuel his spells during his lifetime. As time eats away at his body, he retains his soul which allows him to

manipulate magic, which is what separates them from pitiful wraiths. Unfortunately, the undead bodies of the Liche are not capable of retaining magic forever. They must absorb massive amounts of magic through the use of dark rituals and forbidden spells. The most common ritual involves the devouring of the soul of a human. The soulless human becomes a zombie under the Liche's control. This continues until he is discovered.

When a Liche is found, great armies are sent against it. The Liche retaliates by creating armies of undead warriors to defend itself, expending vast amounts of stored magical energy to do so. Win or lose, the Liche is greatly weakened in this process. More often than not, the Liche is crippled such that he is incapable of bringing himself to his former strength. In this event, the Liche has two options. Most of them wander south to the forest of Loren where they seek the wild and infinite magic of the wood. Some wander north towards the Chaos Wastes where they are almost always discovered and destroyed en-route. An even smaller percentage go west in ramshackle boats towards the lands of the High Elves... so far,

only a small handful of Liches have ever lived in their undead state for very long; even fewer return to fighting strength after crippling defeat.



For those who travel north, the journey is long and arduous; dodging road wardens, rogues and thieves all for their goal to reach the Chaos Wastes, where the Liche's power will slowly regenerate from the billowing magical winds spewing from the Realm of Chaos.

Choice of Warriors

An Undead Liche warband must include a minimum of three models. You have 500 gold crowns to recruit your warband. The maximum number of warriors may not exceed 12.



Liche: Each Undead Liche warband must include one Liche: no more, no less!

Necromancer: Your warband may include a single Necromancer if you wish.

Grave Guard: Your warband may include up to three Grave Guards.

Zombies: Your warband may include any number of Zombies.

Skeletons: Your warband may include up to eight Skeletons.

Wights: Your warband may include up to three Wights.

Scarecrows: Your warband may include up to two Scarecrows.

Starting Experience

A **Liche** starts with 20 experience.

A **Necromancer** starts with 8 experience.

Grave Guards start with 6 experience.

Wights start with 0 experience.

Racial maximums

Profile	M	WS	BS	S	T	W	I	A	Ld
Liche	5	4	4	4	4	8	6	3	10
Profile	M	WS	BS	S	T	W	I	A	Ld
Grave Guard	5	5	5	4	4	4	5	4	10

Note that Necromancers have the same racial maximums as Humans.



Undead skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Liche			✓			✓
Necromancer			✓		✓	✓
Grave Guard	✓			✓		

Undead equipment list

The following lists are used by Undead Liche warbands to pick their equipment:

Hand-to-hand Combat Weapons

Dagger	1 st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc

Missile Weapons

Shortbow	5 gc
Bow	10 gc

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

Undead special skills

Liches and Necromancers may choose to use the following skill list instead of any of the standard Skill tables available to them.

corpse bomb

Special magics and rituals can cause a Zombie to explode when they are near the enemy. Secretly nominate one Zombie at the beginning of the battle to be a Corpse Bomb. If the enemy charges or is charged by the Zombie, it immediately detonates. All models within D6 inches take D3 Strength 4 hits. The detonated Zombie may never be used again as it is splattered in a million pieces! Corpse bombs killed by shooting do not detonate. Only one Zombie at a time can be a corpse bomb although the skill can be taken by both the Necromancer and the Liche.

Deathspeaker

At the start of the battle, the undead player may deploy D3 Zombies for free. These zombies *do not* count towards the maximum number of models in the warband, but increase the warband's rating as normal. Zombies created in this way may *not* be used as Corpse Bombs. These Zombies only last for the duration of the battle.

wraith touch

The hero may make a Wraith Touch attack instead of their normal attacks in close combat. The hero making a Wraith Touch makes a single unarmed attack, if it hits, it wounds automatically, all rules that apply to unarmed attacks apply to the Wraith Touch. If a Liche uses this skill and wounds, then he may regain one lost wound. This may not take the hero beyond his starting total. Necromancers do not regain wounds with this skill. This skill has no effect on the Possessed or Undead.

forbidden rite

If the hero with this skill did not search for rare items during their last exploration phase, then they start the next battle with a pool of D3+1 (+1) modifiers they can use to increase their casting rolls. They may use as many of these modifiers at a time as they desire.

summoner

The maximum warband size is increased by 1.



Heroes



1 Liche

125 gold crowns to hire

A Liche is a powerful undead sorcerer. They journey north in a desperate bid to regain their power in the Realm of Chaos after a crippling defeat. Liches are fanatical in their struggle to hang on to their pitiful existence, especially when this close to being forever banished from the realm of the living

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	2	2	4	4	1	8

Weapons/Armour: Liches may not carry any non-magical weapons and do not suffer any penalties for this. They may wear any armour from the Undead Equipment list.

SPECIAL RULES

Wizard: A Liche is a powerful wizard and so is able to use Necromantic magic and starts with two spells randomly generated from the Necromantic magic list.

Cause Fear: A Liche is a horrible abomination and causes *fear*.

Immune to Psychology: A Liche is not affected by psychology and never leaves combat.

Immune to Poison: A Liche is not affected by poison.

Eternal: A Liche can choose to ignore any result on the hero's Serious Injury chart except *Killed* by taking a permanent -1 on their starting Wound profile.



Obviously, a Liche with 1 Wound remaining on their starting profile does not have this option. A Liche that gets a *Killed* result instead takes a permanent -D3 Wounds on their starting profile. If this takes their starting Wound total to 0 or less, the Liche is *Killed* as normal.

Feed Upon Magic: A Liche can perform spells that, with the consumption of D3 Treasures, can give the Liche a permanent +1 Wound on their starting profile. This can *only* be used in between battles and cannot be used if the Liche searches for rare items or was put *out of action* in the previous battle. If the warband does not have enough Treasures to complete the spell, then the Treasures are consumed anyway and the Liche does not gain the Wound.

Warrior Wizard: The Liche may wear armour and cast spells. Indeed, it is often the clothing and armour alone that gives the Liche substance and form!

Advancement: If a Liche gets an advance roll of +1 Wound, they may instead pick a new skill from their available lists.



0-1 Necromancer

40 gold crowns to hire

Necromancers who travel with Liches are apprentices to the dark arts of Necromancy. They are the only living thing that a Liche will tolerate in his proximity!

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

Weapons/Armour: Necromancers may be armed with weapons and armour chosen from the Undead Equipment list.

SPECIAL RULES

Wizard: Necromancers are wizards being trained by their Liche masters in the art of Necromancy and so are able to use Necromantic magic. They start out knowing one of the two spells known by their Liche masters.

Apprentices: Necromancers may only ever know spells known by their Liche masters. Even if they *did* know spells the Liche didn't, they wouldn't *dare* use them for fear of their master's response for their arrogance! If the Liche is ever killed, the Necromancer can continue to learn magic spells as a normal wizard, ignoring the Apprentice rule.

Gofer: as an Apprentice, the Necromancer spends much of their time running errands for their Liche masters and over the years get exceptionally good at it. When a Necromancer searches for rare items, they roll 3D6 and pick the two highest.



03 Grave Guards

35 gold crowns to hire

Grave Guards were once the finest warriors, hand selected by their masters for their martial skill and bravery, who fell in battle many centuries ago. They are now slaves to their necromantic masters in restless undeath.

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

Weapons/Armour: Grave Guards may be armed with weapons and armour chosen from the Undead Equipment list.

SPECIAL RULES

Wight Blades: Grave Guards carry weapons laden with evil magic. All close combat 'to hit' rolls of a 6 will automatically wound. You may roll 'to wound' as normal to determine if it is a 'critical hit', but even a failed 'to wound' roll will still cause a wound if a 6 was rolled first 'to hit'.

Cause Fear: Grave Guards are terrifying undead creatures and so cause *fear*.

Immune to Poison: Grave Guards are not affected by poison.

Immune to Psychology: Grave Guards are not affected by psychology and never leave combat.

No Pain: Grave Guards treat a *stunned* result on the injury chart as *knocked down*.

May not Run: Grave Guards are slow undead creatures and may not run (but can charge normally).

No deal: Grave Guards may not search for rare items.



Henchmen

Zombies

15 gold crowns to hire

Zombies are the most common of the undead: creatures animated by the will of their Necromantic masters to be slaves in their undeath.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	0	3	3	1	1	1	5

Weapons/Armour: Zombies may not carry any weapons or wear armour and do not suffer any penalties for this.

SPECIAL RULES

Cause Fear: Zombies are horrible abominations and so cause *fear*.

May not run: Zombies are slow undead creatures and may not run (but may charge normally).

Immune to Psychology: A Zombie is not affected by psychology and never leaves combat.

Immune to Poison: A Zombie is not affected by poison.

No Pain: Zombies treat *stunned* results on the injury chart as *knocked down*.

No Brain: Zombies never gain experience.

08 Skeletons

20 gold crowns to hire

The remains of ancient soldiers lie restless in their graves in the Northern Wastes. It only takes a mere whisper from the Necromancer to command them from their slumber and again into loyal service as mindless undead warriors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	2	1	5

Weapons/Armour: Skeletons may be armed with weapons and armour chosen from the Undead equipment list.

SPECIAL RULES

Cause Fear: Skeletons are terrifying undead monsters and so cause *fear*.

May not run: Skeletons are slow undead creatures and may not run (but may charge normally).

Immune to Psychology: A Skeleton is not affected by psychology and never leaves combat.

Immune to Poison: A Skeleton is not affected by poison.

No Pain: Skeletons treat *stunned* results on the injury chart as *knocked down*.

No Brain: Skeletons never gain experience.

03 Wights

30 gold crowns to hire

Wights were formerly great champions among men, now reduced to shambling bodyguards. They resemble skeletons, but are far better armed and armoured and retain a substantial amount of their old combat prowess.

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

Weapons/Armour: Wights may be armed with weapons and armour chosen from the Undead Equipment list.

SPECIAL RULES

Cause Fear: Wights are terrifying undead creatures and so cause *fear*.

Immune to Poison: Wights are not affected by poison.

Immune to Psychology: Wights are not affected by psychology and never leave combat.

No Pain: Wights treat a *stunned* result on the injury chart as *knocked down*.

May not Run: Wights are slow undead creatures and may not run (but can charge normally).

Experience: Wights may gain experience, however Wights promoted to become Heroes by rolling *The lad's got talent* will be unable to search for rare items in the same way as Grave Guards. They must choose the Combat and Strength skill lists if promoted. Wights also gain Wight Blades if they become Heroes.

02 Scarecrows

65 gold crowns to hire

Some sorcerers have been known to create horrible unliving forms that are impervious to pain and notoriously difficult to stop. In order to maintain secrecy, a cunning wizard disguises their twisted supernatural bodyguard as something more common. With its ordinary appearance the golem is granted enough freedom to move around undetected. These lanky constructs are fashioned from straw to resemble scarecrows used by farmers to frighten birds away from crops. No one gives them so much as a passing glance... that is, until they begin to move!

When I was just a young boy, my mother warned me never to enter the wheat fields at night. She said that evil things prowled in the tall grass and that only our faith in Sigmar and the scarecrows kept them away from us and I wish more than anything that I did not leave my lantern in the barn one night because I lost my faith in both all at once.

As I entered the barn I saw our farmhand, flayed and strung from the ceiling, the animals dissected and mutilated, and the limp, straw filled body of the scarecrow from our fields lying on the ground just below it. I blindly groped for the still lit lantern I left by the barn's entrance and picked it up. In the dim light I saw the scarecrow stand itself up. My better judgement left me and I stood transfixed as his gangly frame walked towards me.

As his blood-stained arms reached out towards me, my senses returned and I threw the lantern at the scarecrow and it was quickly engulfed in flames. Flailing about, he ignited the straw and the barn caught fire as I fled into the fields.

I caught my breath and looked about only to see, illuminated by the burning barn: the scarecrows, one by one, falling off their stands.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	0	3	3(6)	1	3	2	10

Weapons/Armour: The scarecrow carries no equipment and suffers no penalties for this.

SPECIAL RULES

Cause Fear: The sight of a tall, lanky and silent scarecrow moving is highly unnatural and so causes *fear*.

Immune to Psychology: The scarecrow is immune to all psychology and will never leave combat.

Immune to Poison: The scarecrow is immune to all poisons.

No Pain: The scarecrow treats all *stunned* results on the injury chart as *knocked down*.

No Brain: The scarecrow never gain experience.

No Substance: The scarecrow is incredibly difficult to take down with shooting as there are few vital parts to hit. The scarecrow counts as having a T6 against all shooting and magical missiles, likewise, a scarecrow is immune to critical hits caused by shooting. The exception to this rule is missile weapons or spells that are fire based which deal damage as normal.

Flammable: The scarecrow is primarily ratty cloth, straw and preserved body parts so as a result they burn very easily. Scarecrows count as being flammable. In addition, a scarecrow will be 'caught fire' on the roll of a 3+ as opposed to the normal 4+.

Construct: The scarecrow is an undead construct and may re-roll any rolls on the injury table except for wounds caused by *fire*.

Animated Construct: Powerful constructs such as scarecrows require much more concentration from their summoners than normal skeletons or zombies to remain animated. The scarecrow is controlled by either the Liche or the Necromancer (note down on the warband roster which), but each may only control one at a time, so only a warband with both a Liche and a Necromancer may ever take two Scarecrows. If the Liche or the Necromancer is for some reason unable to participate in a battle, their Scarecrow will also be unable to participate.

Whenever the scarecrow's controller loses a wound he must pass an unmodified Leadership test or the magical bond is broken and the scarecrow is immediately taken *out of action*.



Necromancy

Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also destroy the vitality of the living. This list is slightly revised for use in a Liche Warband.

D6 Result

1 Spell of Awakening

Difficulty: Auto

The Sorcerer summons calls the soul of a slain Hero back to his body and enslaves him with corrupt magic.

If an enemy Hero is killed (i.e. your opponent rolls 11-15 on the serious injury chart after the battle), then the sorcerer may raise him to fight as a Zombie in his servitude.

The dead Hero retains his characteristics and all his weapons and armour but may not use any equipment or skills. He may no longer run, counts as a Henchmen group on his own and does not gain additional experience.

2 Lifestealer

Difficulty 10

The Sorcerer sucks out the very essence of life from his victim, stealing its vigour for himself.

Choose a single model within 6". The target suffers a wound, (no saves allowed) and the sorcerer gains an extra wound for the duration of the battle. This may take the Wounds of a Necromancer above their original maximum value, but a Liche may only restore lost wounds. This spell will not affect the Possessed or any Undead models.

3 Reanimation

Difficulty 5

At the spoken command of the Sorcerer, the dead rise to fight again.

One Zombie that went out of action during the last hand to hand combat phase immediately returns to battle. Place the model within 6" of the sorcerer. The model cannot be placed straight into hand to hand combat with an enemy model. This spell can be used on Grave Guards and Wights to restore 1 lost wound (should they have more than one). This cannot be used to bring Scarecrows, Grave Guards, Wights and Skeletons back to life if they are taken out of action the way Zombies can.

4 Spell of Doom

Difficulty 9

The Sorcerer whispers to the sleeping dead to rise up from the ground and seize his enemies.

Chose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, you may roll on the Injury table to see what happens to the unfortunate warrior.

5 Call of Vanhel

Difficulty 6

The Sorcerer summons the world of the dead to invigorate his Undead servants.

A single Zombie, Skeleton, Wight or Grave Guard within 6" of the caster may immediately move again up to its maximum movement distance. If this moves them into base contact with an enemy model then it counts as charging. The targeted Zombie, Skeleton, Wight or Grave Guard will automatically pass Initiative tests needed to be made during this extra movement.

6 Deathly Visage (Necromancers only)

Difficulty 6

The Sorcerer calls upon the power of Necromancy to reveal the moment of his enemies' death.

The Necromancer causes *fear* in his enemies for the duration of the battle and is likewise immune to *fear*. This spell is the one exception to the *Apprentice* rule that Necromancers must usually follow when in a Liche warband. A Necromancer may choose this spell if the Liche has the spell *Horror*.

Living Horror (Liche only)

Difficulty 8

The ghostlights around the Liche intensify as he torments the mind of his enemy forcing him to experience the sensation during the very moment of his death over and over

You may choose one model within 8" of the Liche and roll D6+3. If this score is equal to or greater than the Leadership of the target model, then that model suffers a Wound, no armour saves allowed. If this wounds the target and they still have Wounds remaining, then that target may not move, shoot or cast spells during their next turn unless they pass a Leadership test. This spell will not affect the Possessed, Undead, or any model that is immune to *fear*.



Cathayan Ogre conversions by Orcyboy

Coming next: the beasts of the east

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Showcase



A **Bull Centaur** from the Black Dwarfs warband.



This impressive **Sorcerer** leads Brad's Chaos Dwarf slave train.



Brad and David Clarke's Black Dwarfs warband. He uses various races like Beastmen and Goblins to represent the enslaved Informers.