

Dwarf Slayer Warbands

By **Matty Anderson**
Northern Wastes

Heroes	Slayer warbands may have the following heroes:
Master Slayer	This is the leader of your warband.
Venerable Slayer	This ancient one carries the Troll Banner.
Short Crests	These are Dwarfs who have just joined the Slayer Cult.
Angry Master Brewer	This Dwarf is a master brewer. He is very angry.
Henchmen	Slayer warbands may have the following henchmen:
Slayers	The bulk of your warband.
Drunken Dwarfs	These Dwarfs are good friends of the master brewer.

Slayer Warband List

Heroes

1 Master Slayer - 60GC

M	WS	BS	S	T	W	I	A	Ld
3	5	3	3	4	1	3	1	10

The Master Slayer may be armed with weapons from the Slayer list.

0-1 Venerable Slayer - 30GC

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9

The Venerable Slayer may be armed with weapons from the Slayer list. He carries the Troll Banner.

0-2 Short Crests - 15GC

M	WS	BS	S	T	W	I	A	Ld
3	3	2	3	4	1	2	1	9

Short Crests may be armed with weapons from the Slayer list.

0-1 Angry Master Brewer - 20GC

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9

The angry master brewer may be armed with weapons from the Dwarf and armour lists.

Henchmen

Slayers - 25GC

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9

Slayers may be armed with weapons from the Slayer list.

Drunken Dwarfs - 15GC

M	WS	BS	S	T	W	I	A	Ld
3	3	3	3	4	1	2	1	9

Drunken Dwarfs may be armed with weapons from the Dwarf list, they may also have armour.

Special Rules

A Slayer warband follows all the rules for warbands printed in White Dwarf 225, with the following exceptions:

- Slayers are immune to psychology. Note that Drunken Dwarfs are not.
- Troll Banner: Any Slayer within 12" of the banner gets +1 to hit in hand to hand combat.
- Master Brewing skills: Before a game roll 1D6. On a 6, Dwarfs are immune to all psychology (note that this is useless if you don't have Drunken Dwarfs in your Warband). Also, Slayer Warbands have to take 75% casualties before they have to leg it (normally 50%).
- Drunken Dwarfs: At the beginning of every Slayer turn roll 1D6 and consult the table below.

D6**Effect**

- 1** Vomit - the Dwarf(s) stop to vomit and can't do anything else this turn. This is very disturbing in combat - both participants can do nothing.
- 2-3** Move randomly - roll the scatter dice and 1D6. Move the Dwarf(s) in that direction the number of inches indicated on the D6.
- 4-5** Move normally - Move normally! You are stupid for reading this!
- 6** The Dwarf(s), in their alcohol fuelled state, move 2D6" towards the nearest enemy. If combat occurs the Dwarf(s) strike first, even against opponents armed with spears.

Equipment Lists

Slayer Weapon List		Dwarf Weapon List		Dwarf Armour	
Dagger (1st free)	2GC	Dagger (1st free)	2GC	Light armour	20GC
Mace	3GC	Mace	3GC	Heavy armour	50GC
Hammer	3GC	Hammer	3GC	Dwarf armour	70GC
DH weapon	15GC	DH weapon	15GC	Helmet	10GC
Morning Star	10GC	Morning Star	10GC	Shield	5GC
Sword	5GC	Sword	5GC		
Axe	5GC	Axe	5GC		
Big Axe	15GC	Spear	10GC		
Huge Axe	25GC	Halberd	10GC		

Rules for new weapons: Big Axes have very sharp edges. In game terms, this causes a -2 save.

Huge Axes are treated as double handed weapons with no save.

(Notes on Slayer Warbands - Matthew's comments)

This warband may seem slightly, or very, unbalanced. This is because it is! Slayers scorn armour and missile weapons, favouring the cut and thrust of close combat. As a result, Slayers excel at this.

When you play with a Slayer warband, you will find that you will be shot to pieces in the first couple of turns, but when you finally get into close combat, the rewards will (or should) be there to reap dear.

I have included a sample warband that I am using in our Mordheim campaign:

Krudd's Krazy Krack'eds

Heroes

Krudd, Master Slayer armed with a big axe - 75GC.

Zammil, Venerable Slayer armed with a big axe - 45GC.

Snorri, Short Crest armed with a hammer - 18GC.

Alric, Short Crest armed with a morning star - 25GC.

Duregal, Angry Brewer armed with a morning star and a shield - 35GC.

Henchmen

3 Slayers armed with axes - 90GC.

3 Slayers armed with axes - 90GC.

4 Drunken Dwarfs armed with spears and shields - 120GC.

Total: 498GC