

Former Guardsmen Warband

V 1.3

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In the wake of the destruction of the city of the damned there were few survivors of the city itself. Of these survivors some were guardsmen who decided to stay for many varied reasons. Some saw it as their duty still to stay behind and try to protect the few citizens who remained behind for reasons of their own. Others saw an opportunity to plunder the ruins before others learned of the destruction and came to collect and there by increase their own wealth. Whatever their reasons for staying the guardsmen quickly organized into an effective and lethal band of men with an intimate knowledge of streets and places of importance in Mordheim, not to mention knowing who to go to acquire rare hard to find goods. They use this knowledge to gain an advantage over the other bands of scavengers scouring the city of the damned.

Starting Funds

The warband starts with 500 GC to spend as it wishes following unit numbers and weapons restrictions.

Choice of Warriors

A Former Guardsmen band must include a minimum of 3 models, and can have a maximum of 15 models including 5 Heroes and 1 leader. A starting warband must be lead by a Captain, but should he be killed they may not acquire another; a new leader will step forth from amongst the members of the band.

Hirelings & Dramatis Personae

The following standard hirelings will work for the Former Guardsmen: All except the Warlock, Pit Fighter or the Imperial Assassin. Of the Dramatis Personae listed in the Mordheim rulebook, Aenur will work for a Former Guardsmen band. Player created and future supplemental Personae will have to be adjudicated on a case by case basis as appropriate to their background. In general criminal elements will not work for the Guardsmen.

Special Abilities

Beat Walkers: The Former Guardsmen knew the city like the backs of their hands. Even in its ruined state they can use this information to their advantage. After each battle each hero that rolls for exploration may reroll his die. In essence each hero counts as having a MASTER MAP (pg 55). This benefit is cumulative with any other die rerolls the hero might acquire through game play. Remember you can only ever reroll one die.

Special Limitations

Irreplaceable: The Former Guardsmen are a product of a system of recruitment and training that is no longer available. Once you loose a Former Guardsman they cannot be replaced from the list in the normal fashion. Therefore, after warband creation the band may only purchase Raw Recruits to replace dead members (including Heroes). This is to represent the lack of trained Guardsman that survived the devastation available for hire; any other survivors have either joined another band or fled the city.

Chain of Command: if the Captain dies, Leadership passes in the following order regardless of relative Ld: Lieutenant, Crusty Sergeant, Master at Arms, promoted Veteran, promoted Guardsman, promoted Recruit. If there are 2 or more potential candidates, highest Ld takes precedent.

Heroes

Captain	The Warband must be lead by a Captain when starting
Lieutenants	The Warband may include up to 1 Lieutenant
Crusty Sergeants	The Warband may include up to 2 Crusty Sergeants
Master at Arms	The Warband may include up to 1 Master at Arms

Henchmen

Veteran Guardsmen	The Warband may include up to 5 Veteran Guardsmen
Guardsman	The Warband may include up to 5 Guardsmen
Raw Recruit	The Warband may include any number of Raw Recruits

Equipment

Former Guardsmen Equipment List

As per Mercenary list pg 70*

**Any member of the warband may choose from normal equipment of the Marksmen equipment*

Starting Experience

Experience and Skills		
Hero	Skill Categories	Starting XP
Captain	Combat, Speed, Shooting, Academic	20
Lieutenants	Combat, Speed, Shooting, Academic	0
Crusty Sergeants	Combat, Speed, Shooting	12
Master at Arms	Combat, Strength	12

Heroes

Type	Number	Cost
<i>Captain</i>	1	75

M	WS	BS	S	T	W	I	A	LD	SAVE
4	4	4	4	4	1	4	1	9	As Armor

Special Rules: *Leader*. All warriors in the band within 6" of the Captain may use his Leadership value for Leadership tests.

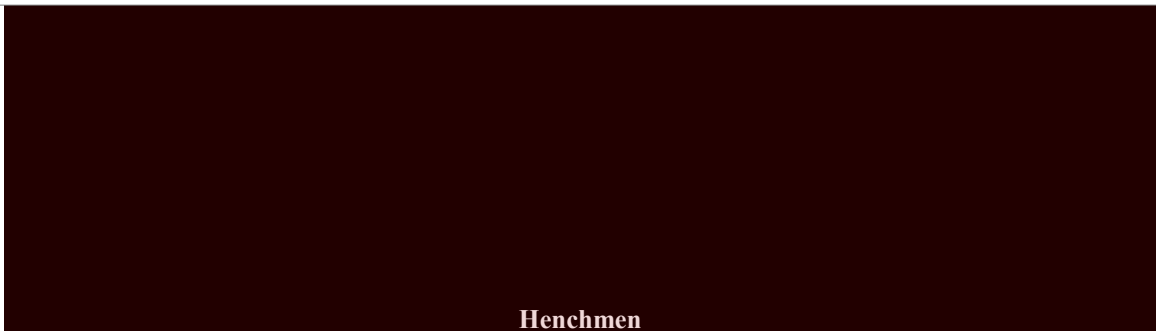
Survivor. The Captain has a cunning ability of staying alive and combined with his past experience makes him very hard to kill. The Captain may reroll the result of the serious injuries table after each battle. Remember the second result is always final no matter the outcome.

Type	Number	Cost
<i>Lieutenants</i>	0-1	30

M	WS	BS	S	T	W	I	A	LD	SAVE
4	3	3	3	3	1	4	1	6	As Armor



Type				Number				Cost	
Crusty Sergeants				0-2				55	
Crusty Sergeants are the backbone of the band. The Captain issues the commands, but the Sergeants make sure they get carried out. 2 parts strict disciplinarian, 2 parts inspirational example, and 1 part den mother to their troops; a band without Crusty Sergeants is a sad band indeed.									
M	WS	BS	S	T	W	I	A	LD	SAVE
4	4	3	3	3	1	3	2	8	As Armor
Weapons and Armor: Crusty Sergeants may be equipped as desired from the Former Guardsmen Equipment List									
Special Ability: <i>Drill Sergeant.</i> All Henchmen in the band within 4" of the Crusty Sergeant may use his Leadership value for Leadership tests. Should the Sergeant become the bands leader then this ability is replaced by the standard Leader ability.									
Type				Number				Cost	
Master at Arms				0-1				60	
Charged with the maintenance of the bands weapons and armaments, the Master at Arms is a valuable member of the band. He keeps the now hard to replace equipment of the band in tip top shape with a bit of spit and polish tacked on for good measure.									
M	WS	BS	S	T	W	I	A	LD	SAVE
4	4	3	4	3	1	3	1	7	As Armor
Weapons and Armor: Crusty Sergeants may be equipped as desired from the Former Guardsmen Equipment List									
Special Ability: <i>Weapons Maintenance.</i> All cutting weapons have an additional -1 armor save modifier for the first round of combat they are used in; due to his expert maintenance.									
Special Ability: <i>Expert Armourer.</i> All armor worn by the band ignores the first -1armor save modifier from all attacks for the duration of the battle due to his expert maintenance.									



Type				Number				Cost	
Veteran Guardsmen				0-3				40	
Veteran Guardsmen have seen many a thing, learned many a trick, and survived many a scrape. They are the dependable 'can-do' muscle of the band.									
M	WS	BS	S	T	W	I	A	LD	SAVE
4	4	3	3	3	1	3	2	8	As Armor
Weapons and Armor: Veteran Guardsmen may be equipped as desired from the Former Guardsmen Equipment List									

Special Ability: *Crusty Veteran*. If put Out of action, a Crusty Veteran only leaves the band on a 1 rather than 1-2

Type				Number				Cost	
<i>Guardsmen</i>				0-5				25	
Guardsmen are the rank and file of a Guardsman force, and represent the average Former Guardsmen.									
M	WS	BS	S	T	W	I	A	LD	SAVE
4	3	3	3	3	1	3	1	7	As Armor

Weapons and Armor: Guardsmen may be equipped as desired from the Former Guardsmen Equipment List

Type				Number				Cost	
Raw Recruit				0-Max Band Size				15	
As the band represents the remnants of an organization that no longer exists, the normal band members cannot be replaced. After warband creation, the only new members available to the band are Raw Recruits.									
M	WS	BS	S	T	W	I	A	LD	SAVE
4	2	2	3	3	1	3	1	6	As Armor

Weapons and Armor: Guardsmen may be equipped as desired from the Former Guardsmen Equipment List