

Mordheimers' Fanatics

By Tommy Müller
at [Archive Pestilen](#),
edited by The Mordheimer.

Imagine having your home, your family, all that you know taken away at a stroke. Imagine all your loved ones dead, your wealth and belongings obliterated. Imagine you were a victim of the Wrath of Sigmar's Hammer.

Not all those who wander the dark streets of that nightmarish Burg which men call Mordheim are interested in wealth. Not all are interested in power. Some did not flee from the terrors that slithered from the Pit. Some folk continue to call Mordheim home. Gone mad from the loss of all they have, these desperate groups of men and women have taken it upon themselves to defend their city from the invaders. From the men who search for wyrdstone and the creatures that stalk the rubble choked streets. Equally evil in their blank and emotionless eyes, they fight with the strength of madmen, and the determination of those with nothing left to lose. Only the Sisters of Sigmar are somewhat safe from these roving predators. The pious women warriors inspire some spark of respect in their broken minds.

But not even this can earn them stay to take the wyrdstone should a Mordheimers band lay their eyes on it. They collect what shards they find amongst the ruins, convinced in their dementia that if they hoard a vast enough quantity, the city will be restored to its former glory. They have no alliances with good nor evil. They just want to use all the resources available so they can get back their city and their homes.

Mercenaries call these bands mad. They are the shattered folk of a doomed city, fighting for a cause that is as insane as they themselves. But perhaps it is not. Who can say what wishes might be granted to those in possession of so enormous an amount of wyrdstone as can be found on those smashed streets?

Choice of Warriors:

A Mordheimer Warband must include a minimum of three models. You have 500 gold crowns to recruit your warband. The maximum number of warriors in your warband may never exceed 20.

- 👉 Prophet: Each Mordheimer warband must include one *Prophet*. You may never have more than one.
- 👉 Bleak One: Your warband may include up to one *Bleak One* if you wish.
- 👉 Lunatics: Your warband may include up to two *Lunatics*.
- 👉 Orphans: Your warband may include up to two *Orphans*.
- 👉 City Folk: Your warband may include any number of *City Folk*, up to the maximum size of your warband.
- 👉 Maimed Ones: Your warband may include any number of *Maimed Ones*, up to the maximum size of your warband.

Starting Experience:

- 🔥 *Prophets* start out with twenty experience.
- 🔥 *Bleak Ones* start out with eight experience.
- 🔥 *Lunatics* start out with eight experience.
- 🔥 *Orphans* start out with zero experience.
- 🔥 *City Folk* start out with zero experience.
- 🔥 *Maimed Ones* start out with zero experience.

Mordheimers Skill Tables

- 🔥 Prophets may choose from the Combat, Shooting, Academic, Strength or Speed Skills.
- 🔥 Bleak Ones may choose from Combat, Strength or Speed Skills.
- 🔥 Lunatics may choose from Combat or Strength Skills.
- 🔥 Orphans may choose from Shooting or Speed Skills.

Mordheimers Equipment List

Mordheimers		Lunatics and Maimed Ones	
<i>Hand to Hand Weapons</i>		<i>Hand to Hand Weapons</i>	
Dagger	1st free/ 2 gc	Dagger	1st free/ 2 gc
Club	3 gc	Club	3 gc
Axe	5 gc	Axe	5 gc
Spear	10 gc	Flail	15 gc
Sword	10 gc	Double Handed Weapon	15 gc
Double Handed Weapon	15 gc		
<i>Missile Weapons</i>		<i>Missile Weapons</i>	
Sling	2 gc	Sling	2 gc
Bow	10 gc		
<i>Armour</i>		<i>Armour</i>	
Shield	5 gc	Shield	5 gc
Buckler	5 gc		
Helmet	10 gc		

Heroes




1 Prophet; 70 gold crowns to hire

Some manic spark gleams in this Mordheimer's eye. Visions swirl in his head of a land reborn. Loved ones caper around him, urging him on to cleanse the city and return them to life. Their voices fill his head with whispered advice. Gathering other desperate survivors with fanatical speeches and promises of the city's return, he leads them on their crazed quest.

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

Weapons/Armour: A prophet may be equipped with weapons and armour chosen from the Mordheimer equipment list.

Special Rules:

-  *Leader:* Any warrior within 6" of the Prophet may use his leadership value when taking Leadership tests.
-  *Fanatical:* Prophets are driven by the voices in their heads, filling them with confidence. Nothing he can see in Mordheim now may compare with the terror of Sigmar's Hammer. He is immune to *Fear* as described in the Mordheim Rulebook.
-  *Orator:* The Prophet is a persuasive speaker, able to inspire his followers with the force of his words. He begins with one *Rant* as described later on.




0-1 Bleak One; 55 gold crowns to hire

Sometimes the loss suffered by the citizens can break a person completely. These damned souls usually make their way to the pit, or tear at the very cobbles of the streets barehanded to find reprieve for their pain and anger. Death is all that they desire, and vengeance on the world for what has happened to them. Prophets often take in these miserable men and women, as they are utterly fearless in combat, desiring nothing but death with their hands at some monsters throat. Men call these madmen Bleak Ones, because of the total emptiness in their gaze.

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

Weapons/Armour: Bleak Ones may be equipped with weapons and armour chosen from the Mordheimer equipment list.

Special Rules:

-  **Fanatical:** Bleak Ones have lost all they had and all they love. Their empty eyes and suicidal desire drives them to face the horrors of Mordheim with a disturbing calm. They are *Immune to Fear* as described in the Mordheim Rulebook.
-  **Deathwish:** Bleak Ones will always move towards the nearest enemy model they can see, though they don't have to run or charge. They must advance at least 1" in the movement phase.
-  **Lost Everything:** Bleak Ones see every man and women in Mordheim as having a part in the destruction of their lives. As such, they *Hate* the warriors of any warband they face, save the Sisters of Sigmar. Only they receive some reprieve from their depthless loathing.


0-2 Lunatics; 35 gold crowns to hire

No one knows what the effects of long exposure to wyrdstone are. Mutation is commonly seen. So is death. Sometimes though, men are driven into frothing madness and psychosis. But what if he were already mad? Some of the criminals of Mordheim managed to escape death or starvation in the dungeons of the city. Now they wander the streets of the city, the effects of the wyrdstone simply enhancing their violent and sociopath behavior. Driven to the very extreme of insanity, they will attack anyone the Prophet points them towards.

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

Weapons/Armour: A Lunatic may be equipped with weapons and armour chosen from the Lunatics and Maimed Ones equipment list.

Special Rules:

-  **Frenzy:** Lunatics are subject to all the rules for frenzy as described in the Mordheim Rulebook.

0-2 Orphans; 15 gold crowns to hire

Not just the men and women of Mordheim lost everything when the Hammer fell. Children wander the streets, crying for their parents. Sometimes a Prophet takes those the Convent of the Sisters does not find, promising them the return of their parents and families.

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

Weapons/Armour: An Orphan may be equipped with weapons and armour chosen from the Mordheimer equipment list.



Henchmen (In groups of 1-5)

O+ City Folk; 20 gold crowns to hire

Merchants, peddlers, bouncers and scholars; all social classes became irrelevant when the Hammer fell on Mordheim. Rich traders rub shoulders with thieves and dockworkers in the bands of the Mordheimers. Brought together by the Prophet and his promise of their homes and lives restored, they fight with fanatical vigor.

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

Weapons/Armour: City Folk may be equipped with weapons and armour chosen from the Mordheimer equipment list.

O+ Maimed Ones; 10 gold crowns to hire

Beggars and cripples, Maimed Ones are those left infirm by the fall of the Hammer. Missing legs, eyes, hands or arms are common sights in the blasted apocalyptic nightmare of the city. Most join the Prophet more out of fear than because they believe in his cause. It is better to have the protection of madmen than to be dragged screaming into the perpetual twilight.

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

Weapons/Armour: Maimed Ones may be equipped with weapons and armour chosen from the Lunatics and Maimed Ones equipment list.

Special Rules:

🔥 *Maimed:* Every member of a Maimed Ones group is crippled in some way. This could be impractical to represent individually, as henchmen must operate as groups. When a group of Maimed Ones is created, roll D6 on the following chart and adjust their profile accordingly. Maimed Ones with similar injuries tend to stick together, to receive sympathy from those who know their pain.

1. Bad legs/Back/Etc.: Movement and Initiative are reduced by 1.
2. Missing Arms: Weapon Skill reduced by 1. May not use two weapons or weapons and shields.
3. Bad Vision/Blindness: Ballistic Skill reduced by 1.
4. Infirm: Toughness reduced by 1.
5. Wyrdstone Weakness: Strength reduced by 1.
6. Head Injuries: Unless within 6" of a hero, these henchmen are subject to the rules for Stupidity as described in the Mordheim Rulebook.

Hired Swords

A Mordheim Warband may employ only those Hired Swords available to all warbands. They may also employ any DP whose lack of morality allows them to work for anyone. These currently include the Pit Fighter, Warlock, Ogre Bodyguard, Halfling Cook, Imperial Assassin and Tilean Marksman. *Dramatis Personae* include Johann the Knife, Aenur the Sword of Twilight and Nicodemus the Sage.

Prophetic Rants

The Prophets of the Mordheimers march into battle chanting and screaming to their followers. Skilled Orators, they have the ability to drive the masses they lead into a frothing frenzy, or to convince them to fight on against impossible odds. Rants are not magical, and only ever affect members of the Mordheimer warband. They never affect enemy or allied warbands. Hired Swords employed by the Prophet never benefit from the Rants either, as they follow the Prophet not out of belief, but out of love of gold.

If a Prophet rolls a skill increase due to experience advances, he may choose to roll for an additional Rant, or to reduce the difficulty of a Rant he currently possesses by one. If you roll the same rant twice, simply roll again until you receive a new one.

Some rants create psychological effects in warband members. As some of the Heroes in the Mordheimers warband are immune to psychology, this may become confusing. The psychological effects imbued by rants DO take effect as described. It is against exterior Psychology that the members have immunity, and their belief in the Prophet is what creates the effects of the rant.

All Rants have a range of effect equal to the range of the Prophet's Leader skill (i.e. 6"). If that range is increased, the range of his Ranting ability is as well. All Rants remain in play until the Prophet suffers a wound, or chooses to stop Ranting. No two Rants may be in play simultaneously, as the Prophet has only one voice. Unless noted otherwise, Rants come into play in the same way as magic spells.

Prophetic Rants (Roll a D6):

1. Wyrdstone Fever: The Prophet steals the wills of those around him with promises of the City Reborn. All warband members within range become immune to fear so long as the Rant continues. Difficulty: 6
2. Ultimate Conviction: The Prophet begins spouting his personal rhetoric, the belief he himself cannot resist. He becomes frenzied as detailed in the Mordheim Rulebook for the duration of the rant. No other models in range of this Rant are affected; they've heard this speech too many times. Difficulty: 8
3. Remembrance: The Prophet screams the names of loved ones lost by members of the warband, promising their return when the Great Wish is granted. The warband may re-roll failed Rout tests so long as the Rant continues. In addition, so long as the Prophet rants, the Warband may not voluntarily rout. Difficulty: 8
4. Call To Arms: This Rant is made after both warbands are deployed, but before the game starts. If successful, the Mordheimer player receives D3 additional City Folk armed with a Dagger and Club. They do not join the warband after the game, but crawl back into whatever pit of misery they came from. Difficulty: 7
5. Guardians of the City: The Prophet tells his followers of the evils of rival Warbands looting Mordheim, describing how they pillage the once glorious city. All Mordheimers within range Hate all enemy warbands for the duration of the rant. Difficulty: 9
6. Doom Chant: The Prophet marches into the fray, leading his followers in a frightening battle chant. Their eyes burning with fervor, they lash out with the enemy unstoppably. All Mordheimers within range may re-roll one failed 'to wound' roll in hand to hand combat so long as the rant continues. Difficulty: 9

Warband Development Progression

1.0 Initial warband submission.

Designer Notes

