

The Skin Flayer Warband

In all of recorded history, there are few Mercenary warriors who gain much notice. One such warband, however, is mentioned at length. These warriors are known as the Skin Flayers, and army lead by the Dark Prince, Vlad Tepes, the Dragon. Tepes has sent many small bands of these Mercenaries into many cities, especially Mordheim, where the rumors of the Wyrdstone's power offers a quest that cannot be ignored. The Skin Flayers are renowned for their thirst for violence, the penchant for torture and their flair for bloodshed. They are known to skin those they have slain and used the flesh in capes, as warnings, and even as parchment. While not beasts (at least not in the pure sense of the word), they are monstrous creatures in spirit. Make no mistake, they are not chaotic cultists or mindless killers, but a well honed fighting force to be reckoned with. Beware, the Skin Flayers have made their way to Mordheim, and there is little that can stop them.

<u>Skin Flayer Hero Weapons</u>			<u>Skin Flayer Henchmen Weapons</u>		
Dagger	(1st free)	1	Dagger (1st free)		1
Club		3	Club		3
Sword		10	Sword		10
Mace		3	Mace		3
Flail		15	Flail		15
Spear		10	Spear		10
Axe		5	Axe		5
Halberd		10	Halberd		10
Two Handed Sword		15	Two Handed Sword		15
Short Bow		5	Short Bow		5
Crossbow		25			
Pistol		15			
<u>Skin Flayer Hero Armour</u>			<u>Skin Flayer Henchmen Armour</u>		
Heavy (Leader Only)		50	Light Armour		20
Light		20	Shield		5
Shield		5			

Heroes

Skin Flayer Leader

Points: 80

M	Ws	Bs	S	T	A	I	W	Ld
4	4	3	4	4	1	4	2	8

Weapons: May choose weapons and armour from the Skin Flayer Hero equipment table.

Special Rules: Leader Leadership bonus, Skin Flayers are men who enjoy killing, torture, and the macabre granting them a bonus of +2 to their leadership when testing against Fear.

Skills: Combat, Academics, Strength, Speed

Skin Flayer Magus 0-1

Points: 45

M	Ws	Bs	S	T	A	I	W	Ld
4	2	3	3	4	1	4	1	7

Weapons: May choose weapons and armour from the Skin Flayer Hero equipment table.

Special Rules: May generate two spells from the Lesser Magicks Table. Skin Flayers are men who enjoy killing, torture, and the macabre granting them a bonus of +2 to their leadership when testing against Fear.

Skills: Shooting, Academics, Speed

Skin Flayer Swordsmen 0-2

Points: 40

M	Ws	Bs	S	T	A	I	W	Ld
4	4	2	3	3	1	4	1	7

Weapons: May choose weapons and armour from the Skin Flayer Hero equipment table.

Special Rules: Skin Flayers are men who enjoy killing, torture, and the macabre granting them a bonus of +2 to their leadership when testing against Fear.

Skills: Combat, Speed, Strength

Skin Flayer Marksmen 0-2

Points: 40

M	Ws	Bs	S	T	A	I	W	Ld
4	2	4	3	3	1	4	1	7

Weapons: May choose weapons and armour from the Skin Flayer Hero equipment table.

Special Rules: Skin Flayers are men who enjoy killing, torture, and the macabre granting them a bonus of +2 to their leadership when testing against Fear.

Skills: Shooting, Speed

Henchmen**Skin Flayers 0-7**

Points: 20

M	Ws	Bs	S	T	A	I	W	Ld
4	3	3	3	3	1	3	1	6

Weapons: May choose weapons and armour from the Skin Flayers equipment table.

Wolves 0-7

Points: 20

M	Ws	Bs	S	T	A	I	W	Ld
6	5	0	4	4	2	3	2	8

Special Rules: Never Advances

Maximum Statistics**Skin Flayers**

M	Ws	Bs	S	T	A	I	W	Ld
4	6	6	4	5	3	6	3	10