

# **Street Urchins**

by Paul smith

Around any settlement you will find large gangs of youths that have to beg and steal to survive. These gangs are usually led by a mysterious man who goes by the nickname of The Fagin. Mordheim is no exception to this..

You may spend up to 500 gold in recruiting your starting warband and must have at least three models in your warband. You may include up to 30 people in your gang.

## **Starting XP**

The Fagin - 20xp

Pickpocket - 8xp

Nightrunner - 0xp

henchmen - 0xp

## **Skills**

The Fagin - Combat, shooting, academic

Pickpocket - Combat, speed

Nightrunner - Shooting, speed

## **Equipment**

HTH - club, knife, staff, spear, sword, mace

Armour (the fagin only) - leather

Missile weapons - Slig, short bow

## **Special rules**

Gang mentality - the children often find comfort in numbers and will often fight on to the bitter end if there are enough of them. The street urchins gain +1LD for every two friendly models within 8"

scavengers - Having lived off their wits for so long the street urchins have become masters at finding what they need to survive. For every five henchmen that were not taken out in the game you may roll an extra dice when searching for wyrdstone. These dice rolls count towards the total found, but not towards searching buildings etc.

## **Heroes**

1 Fagin - 60GC

The fagin is the leader and source of all inspiration for the gang of children. The fagin is usually a cruel task master, but those that please him gain favour and a nicer sleeping space in the hideaway.

M|WS|BS|S|T|W||A|LD

4| 4| 4| 3|3|1| 4|1|7

Weapons and armour: any allowed by the list

special : Leader - any friendly models within 6" may use his LD for any tests.

0-3 pick pockets - 35GC

Pickpockets are the most agile and quick members of the gang and are usually responsible for finding the majority of the gang's income.

M|WS|BS|S|T|W||A|LD

4| 3| 2| 3|2 |1|5|1|6

Weapons and armour: any allowed by the list

Special: - the pick pockets may add one to their roll for finding wyrdstone at the end of the game. The dice must be marked before rolling for the pickpockets so no cheating occurs.

0-2 nightrunners - 20GC

Nightrunners are used as lookouts for breakins and such like

M|WS|BS|S|T|W||A|LD

4| 2| 3| 3|2| 1|5|1|6

Weapons and armour: any allowed by the list

special: Night runners have such highly strung senses that they can effectively see in the dark with their other senses.

Henchmen (bought in groups of 1-8)

0-5 mongrel hounds - 10GC

Mongrels are a mixed strain of dogs, neither one breed or another. They are often found running the streets of cities scavenging for food. Sometimes they are befriended by the urchins and kept as watchdogs.

M|WS|BS|S|T|W||A|LD

6| 4| 0| 3|3|1| 3|1|5

Special: the mongrels don't gain xp as they are animals

Street children - 10gc

The children of the street are found wandering in large gangs for protection and intimidation. The Fagin uses these gangs as cover for his pickpockets and nightrunners.

M|WS|BS|S|T|W||A|LD

4| 2| 2| 2|2|1| 5|1|4

Weapons and armour: any allowed by the list