

Troll Broods in Mordheim

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Many races are drawn to Mordheim, all of them seeking Wyrldstone. Most sell it, some collect it, a scant few use it to gain favor, but one race has an entirely different use for Wyrldstone. There is one race that actually consumes Wyrldstone as food.... Trolls.

Often seen as part of Orc or Goblin war bands, Trolls have gained a taste for Wyrldstone that can only be likened to addiction. Trolls are stupid.. extremely so by human standards, but there does exist a kinship between them that goes beyond the boundaries of their crude, primitive language. It has been said that all trolls consider other trolls family of a sort. They occasionally band together in a search for Wyrldstone. The ranks within the war band (Trolls call it a "Brood") are all denoted by family names. Because of the kinship the trolls feel, they have a good deal more concentration and self control when in the company of their Brood.

Having no need for money, Trolls wantonly consume Wyrldstone as soon as they find it. The warping nature of the stone has been known to affect certain changes in the troll's bodies and even their tiny minds. The old proverb of "thou art what thine doth consume" is doubly true of trolls, who tend to radiate Wyrldstone after they have consumed a sufficient amount. This tends to draw other trolls into the Brood as they have been able to smell the Wyrldstone as well as the other trolls about.

Troll Broods

Special Rules

The following special rules apply to all members of the troll brood unless otherwise stated.

Troll Stupidity

All trolls suffer from stupidity. This is a test that is taken at the beginning of the troll players turn, and is taken per the rulebook entry, one exception. The troll taking the test is allowed to add 1 to his leadership for every member of the brood who is not out of action.. ("whut wuz we doin' agin?"). In addition to that no test is required if the troll is engaged in Hand to Hand combat, or if there is an enemy within charge range.

Fear

All Trolls cause fear

Greedy

A troll who is within charge range of an enemy must charge. ("yew ain't gonna get me stonies!!") This Charge must be attempted, even if it will fail due to terrain. A Troll must charge the closest target.

Trolls and Income

Trolls do not sell wyrdstone, but in fact they eat it!. That is what is represented by the income chart in the Mordheim rule book.

After they eat the Wyrdstone, the trolls give off the smell of Wyrdstone and Troll, which in turn attracts other trolls to the brood. This is how trolls recruit new memebers into the brood.

Trolls may never buy weapons, but are free to switch between the weapons on the Troll weapons list between battles, (as they cost nothing). Any treasure, gold or equipment found is not sold, but hoarded in the brood's cave. It can not be sold, (who would deal with a troll?) but can be used to pay ransom for captured members, or any other trade between the brood and other war bands. If a troll has the "weapons master" skill then he may use whatever weapon he happens to find or that is in the treasure hoard at the cave, but still may not purchase any new weapons.

Your brood must include 1 Big Daddy

May include 0-3 Bruvvers

May Include 0-4 Yung Cuzzinz

Big Daddy's start with 10 experience

Bruvvers start with 5 experience

Yung Cuzzinz start with 0 experience

You must have at least 2 Models in your brood, and may have no more than 7 total.

Trolls may never use Hired Swords (they have no money) or Dramtis Personae (they have no class).

Heroes

1 Big Daddy

Cost: 250gc

M	WS	BS	S	T	W	I	A	Ld
6	4	1	5	4	3	2	3	5

A Big Daddy may be armed with one and only one weapon from the Troll weapon list. A Big Daddy may choose from combat, strength, academic (yes academic), and troll special skills when gaining advances.

0-3 Bruvvers

Cost: 140gc

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

A Bruvver may be armed with one and only one weapon from the Troll Weapon list. A Bruvver may choose from Strength, Combat, and Troll Special Skills when gaining advances.

Henchmen

Yung Cuzzinz

Cost: 100gc

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

A Yung Cuzzin may be armed with one and only one weapon from the troll weapon list.

Troll Weapons

Big Rock

(club and axe) Free.

Bigger Rock or Tree Trunk

(2 handed weapon) Free also.

Yer Own Claws

(two axes) Well.. Datz free too.

A Big Rock an' Anuvver Big Rock

(two clubs) Free if yer kin keep yer thevin' bruvvers frum nickin' wun.

Troll Special Skills

The following are the special skills and abilities available to trolls when gaining advances. Unlike most special skills there is also a cost associated with taking each one. This is expressed in the number of Wyrdstone shards that a troll must consume at the time the skill is chosen. If the trolls do not currently have that many shards to consume then the skill may not be chosen.

Vomit (2 shards)

The troll spats forth a huge stream of Wyrdstone and stomach acid suitable for eating through the hardest metal. Once each game the troll may make a single STR 5 vomit attack instead of his normal attacks. This attack hits automatically and ignores armour saves.

Regenerate (3 shards)

This troll has accelerated his healing to an almost instantaneous rate. After each wound the troll takes roll a D6. On a result of 4+ the wound is healed automatically.

Nasty Skin (1 Shard)

The troll is covered in disgusting ooze, long greasy hair, huge jagged spikes, or just really stinks. All close combat attacks are at -1 to hit.

Magically Grounded (1 shard)

The troll is grounded against magic. any spell cast on him will fail on a d6 roll of 4+.

Ground Pounder (2 Shards)

The troll is capable of slamming both fists into the ground with such force that the entire surrounding area will quake. This is done in the shooting phase. all models within 2d6" must pass an initiative check or immediately be knocked down. models within 2" of an edge must pass an additional check or fall.

Know Whuts (1 Shard)

The troll loses the stupidity rule immediately.

Acid Skin (1 Shard)

All attacks by this troll have an additional -1 armour save modifier.

Acid Blood (1 Shard)

Any model that successfully wounds the troll in HTH combat takes on strength 3 hit (no criticals).

Extra Limbs (3 shards)

The troll gains D3 extra arms, allowing one extra attack each, with the same rules as an axe. This upgrade may be taken only once and the extra arms must be represented on the model or the extra attacks may not be made.

Troll Maximum Characteristics

M	WS	BS	S	T	W	I	A	Ld
6	6	3	6	5	5	4	5	7