

HIRED SWORDS

CHAMELEON SKINK

70 gcs to hire 12 gcs upkeep

Chameleon Skinks are an incredibly rare breed of Skink that can change the colour of their skins at will to blend in with their environment. Needless to say Chameleon Skinks are very stealthy and difficult to detect indeed

May be hired: Lizardmen warbands only.

Rating: The Chameleon Skink raises the rating of the warband by 16 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	2	1	5	1	7

Equipment: The Chameleon Skink comes equipped with a dagger, blowpipe with poison darts and a buckler.

Skills: The Chameleon Skink may choose from Shooting, Speed and Lizardmen special skills.

SPECIAL RULES

All of the Lizardmen special skills for Skinks: *Scaly Skin, Cold Blooded, Aquatic and Jungle born.*

Chameleon Skin: Because of the Chameleon Skink's unique camouflage he is very difficult to detect, therefore foes halve their Initiative when trying to detect him when *Hidden*. In addition Chameleon Skinks are at -2 to hit with missile fire.

Infiltrator: The Chameleon Skink is a master of disguise and deployment. You may place him anywhere on the board out of line of sight and at least 12" from any enemy model.



PATHFINDER

60 gs to hire, +15 gs upkeep

As treacherous as the Lustrian wilderness can be, it is very often a wise choice to hire an experienced guide for a warband's expeditionary trek into the teeming jungles. Pathfinders, as they are called, are the very experts one would seek. They are well adapted to the unique landscape and hazards of the Lustrian continent; and more often than not, adventurous enough to live up to the challenge of the greatest fortunes and glory!

May be hired: Any warband.

Rating: A Pathfinder increases the warband's rating +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	4	1	8

Equipment: Sword, dagger, longbow, rope & hook, and Healing Herbs.

Skills: A Pathfinder may choose from Combat, Shooting, and Speed skills when he gains a new skill. In addition, there are a few skills unique to Pathfinders as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Lay of the Land: Even the densely packed growth of the primordial Lustrian jungles cannot bar the Pathfinder from his goal. The Pathfinder is unaffected by terrain modifiers and is able to circumvent even impassable obstacles.

Knowledge of Myths and Legends:

Pathfinder has spent most of their lives tracking down numerous rumours and cryptic clues in search of the ultimate prize. During the exploration phase, if the Pathfinder was not taken out-of-action, you may re-roll one die, keeping the second result even if it is worse.

SPECIAL SKILLS

Lookout!: Having traversed much of the land himself, the Pathfinder is quick to recognise traps laid by enemies or natural hazards of the terrain. Once per game a Pathfinder may cancel the effects of one trap or hazard on a roll of 4+.

This Way!: Surviving years in the deadly wilds of Lustria has prepared the Pathfinder for nearly any circumstance. Any model in base contact with the Pathfinder at the start of his turn may traverse impassable terrain just as if possessing the same skill. If, however, contact is lost before reaching safety, the other model is considered out-of-action for the remainder of the game.

DARK ELF ASSASSIN

70 gs to hire +25 gs upkeep

Few are better than the silent, black garbed killers of the Dark Elves, even the Skaven Clan Esbin quail at their expertise. It is not unusual for young apprentice assassins, when learning their dark trade, to be sent off to far away places to further hone their skills by selling their unique abilities.

May be hired: Any evil warband may hire a Dark Elf Assassin.

Rating: A Dark Elf Assassin increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	4	4	1	7	1	8

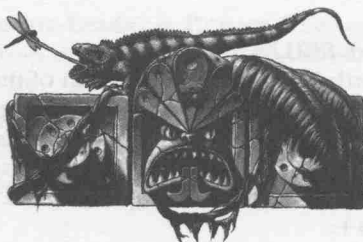
Equipment: Dark Elf Blade, dagger, repeating crossbow, Dark Venom, Light Armour and Dark Cloak (counts as Elven cloak).

Skills: An Assassin may choose from Combat, Shooting, and Speed skills when he gains a new skill. In addition, the Assassin may use any unique Dark Elf skills (see later), which he can choose instead of normal skills.

SPECIAL RULES

Perfect Killer: All attacks made by the Assassin, whether in shooting or close combat, have an extra -1 save modifier to represent his skill in striking at unarmoured spots.

Kindred Hatred: All Dark Elves suffer *Hatred* towards their High Elven kin.



NORSE SHAMAN

45 Gs to hire +25 Gcs upkeep.

Even mighty warriors fear the seers of the great Norse tribes. It is said that these seers are mighty soothsayers and can tell when a warrior will meet his death in combat, a knowledge that any warrior dreads to know.

May be hired: Norse and human warbands in Lustria may hire The Norse Shaman.

Rating: The Norse Shaman adds +25 + his experience to the warband rating that he joins.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	1	1	8

Skills: The Shaman may choose from the Combat and Academic skill charts, in lieu of a skill, they may roll for an additional Rune (see below). Rolling a duplicate lowers the difficulty as normal for magic spells.

Equipment: The Shaman carries a rune staff and either a sword or an axe.

SPECIAL RULES

The Norse Shaman starts with two 'Runes' from the following chart. These are treated in the same way as Sigmarite Prayers and can be cast whilst wearing armour. Abilities that give saves against spells, give saves against runes.

D6 Result

1 Howl of the North Difficulty 9
Icy winds sweep before the Shaman knocking missiles from their path.

The Shaman is immune to all missile fire. Roll a dice during the Shaman's recovery phase. On a roll of 1 or 2 the winds dissipate.

2 Angvar's Fury Difficulty 7
The Shaman's howls rouses the anger of the warriors around him to a fever pitch.

All warriors within 8" of the Shaman gain a +1 to hit in hand-to-hand combat against the opposing warband. The spell lasts till the start of the Norse players next turn.

3 Elvek's Cold Spear Difficulty 7
A razor sharp icicle flies at the Shaman's foe.

The icicle has a range of 18" and causes one S4 hit. It strikes the first model in its path. Normal armour saves applies.

4 Gift of the Fates Difficulty 7
The Shaman calls on the three Wyrd Sisters of Norse legend for a glimpse of the future.

The Shaman may adjust one die roll by +/-1 between a successful casting of this rune & his next recovery phase. A to wound roll adjusted to or from 6 will not cause a critical.

5 Kiss of Frost Difficulty 6
The Shaman covers ground of his choosing with slick ice.

A single model within 12" of the Shaman must pass an Initiative test or be knocked down.

6 Bear's Might Difficulty 9
The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.

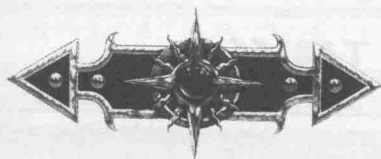
The Shaman gains +1 Attack, +2 Strength, +2 Toughness and lose -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each turn (both your's and your opponent's). If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once per game.

DARK ELF WARBAND

DARK ONES OF NAGGAROTH

Many dare not speak of the High Elves' evil kin, the Druchii, or the Dark Elves as they are better known. They are a race for whom pain and pleasure have been pushed to the ultimate extreme. They leave destruction and despair in their wake and are more greatly feared than the barbaric Orcs and no less so than the tainted forces of Chaos and Undeath. To the victims of the Dark Elves it is the fortunate to whom a quick death is gifted for this twisted folk roam the Known World in search of slaves. The slaves of the Dark Elves are either worked to death in their mines, ripped apart on the altars to Khaine, their dark God, or tortured mercilessly by the Brides of Khaine, the Witch Elves. Dark Elves take a perverse delight in inflicting pain upon others just to see their victims suffer.

Despite their dire reputation for cruelty they are only rivalled as explorers and adventurers by their High Elven cousins. It is the lure of the precious, arcane artifacts of the Slann that bring these foul creatures to Lustria, travelling stealthily in their Black Arks and penetrating deep into the jungle. Dark Elves are adept at stealth and ambush and are well suited to the overgrown realm of the Lizardmen – most warbands don't even know they're being attacked until it is too late.



CHOICE OF WARRIORS

A Dark Elf warband must include a minimum of three models. You have 500 gold crowns to

recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

HEROES

High Born: Each Dark Elf warband must have one High Born to lead it – no more, no less.

Beastmaster: Your warband may include one Beastmaster.

Fellblades: Your warband may include up to two Fellblades.

Sorceress: Your warband may include one Sorceress.

HENCHMEN

Corsairs: Your warband may include any number of Corsairs.

Shades: Your warband may include up to five Shades.

Cold One Hounds: Your warband may include up to two hounds if it also includes a Beastmaster.

STARTING EXPERIENCE

High Born starts with 20 experience.

Fellblades start with 12 experience.

Sorceress starts with 12 experience.

Beastmaster starts with 8 experience.

Henchmen start with 0 experience.

MAXIMUM CHARACTERISTICS

Characteristics for Dark Elf warriors may not be increased beyond the maximum limits shown on the Elven profile on page 121 of the Mordheim rulebook.