

# Hired Swords

There are plenty of swords for hire in the Land of the Dead; many of them are the last survivors of a raid on a Necropolis, while others are professional mercenaries. In the Land of the Dead you can only use the Hired Swords listed in this section. The Land of the Dead is a long way from Mordheim and even further from Lustria, and not every Hired Sword will be available.

You can use the following Hired Swords from Town Cryer magazine and the Mordheim rulebook: Halfling Scout, Tilean Marksman, Ogre Bodyguard and Pit Fighter.

## Snake Charmer

40 gold crowns to hire + 10 gold crowns (+ 5 gold crowns per snake) upkeep.

*In the bazaars and markets of Araby crowds often gather around a mystic Arabian sitting playing a flute. Mesmerised by the music or some say by his rhythmic swaying is a deadly venomous snake. Snake charmers generally survive on the money they can make as entertainers but often some offer their services and that of their snakes as warriors.*

**May be Hired:** Any good warband (human, Elf, Dwarf, etc.) may hire a Snake Charmer.

**Rating:** A Snake Charmer increases the warband rating by 5 points, +1 point for each Experience point he has and +5 points for each snake.

Profile	M	WS	BS	S	T	W	I	A	Ld
Snake Charmer	4	2	2	3	3	1	4	1	7
Snake	4	3	0	1*	2	1	5	1	5

**Equipment:** The Snake Charmer is equipped with a dagger and a scimitar. The Snake Charmer starts with three snakes.

### SPECIAL RULES

**Snake Charmer:** The Snake Charmer can control up to five snakes provided that they remain within 6" of him. If a snake is not within 6" of the Snake Charmer in the Movement phase, they will move 1D6" in a random direction. If that takes them into contact with a model, either friend or foe, it will attack as if charging.

**Immune to poison:** The Snake Charmer has been bitten so many times that he is immune to poisons.

**Venomous:** The snakes are venomous and count as attacking using Black Lotus as described on page 52 of the Mordheim rulebook.

**Animals:** Snakes are animals and do not gain Experience.



**Snake hunter:** After each game the Snake Charmer may attempt to catch another snake, provided that he did not go out of action. The Snake Charmer makes this roll in the Recruitment and Trading phase and must roll under his initiative to successfully catch a snake. The Snake Charmer may only attempt to catch one snake after each game. If he fails to catch the snake there is a chance that he is attacked. Roll a D6. On a roll of 1 the Snake Charmer suffers a S3 hit.

**Skills:** A Snake Charmer may choose from Academic and Speed when he gains a new skill.

## Nomad Scout

30 gold crowns to hire + 15 gold crowns upkeep.

*The guides of the nomad tribes are at best uncouth and uncivilised. However, they are good warriors, living a life of almost constant battle within the deserts they call their home. An Old World warband is well advised to hire a guide if they are to survive the ravages of the desert.*

**May be hired:** The Nomad Guide may be hired by any warband that can afford him.

**Rating:** A Nomad Guide increases the warband's rating by +12 points, plus 1 point for each Experience point he has.

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

**Weapons and Armour:** The Nomad Guide is armed with a Scimitar and a bow.

### SPECIAL RULES

**Son of the Desert:** The Nomad Guide is adept at finding sources of water. The

warband can modify the result on the Supply Source table by +/-1.

**Skills:** The Nomad Guide may choose from Shooting and Speed skill when he gains a new skill.

## Tomb Robber

30 gold crowns to hire + 15 gold crowns upkeep.

*While the sinister ruined tombs of Nebekbara have claimed the lives of many would-be robbers, a few have survived using their wit and lightning reflexes. Many of these expert robbers are drawn from the nomadic tribesmen of the vast desert and knowledge of the necropolises is second nature to them. Some, though, are Old Worlders lured by the temptation of riches who have amassed a wealth of knowledge in archaeology and ancient traps.*

**May be hired:** The Tomb Robber may be hired by any good warband (human, Elf, Dwarf, etc.) that can afford him.

**Rating:** A Tomb Robber increases the warband's rating by +20 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Robber	4	4	3	3	3	1	5	1	7

**Weapons and Armour:** The Tomb Robber is armed with a sword and crossbow pistol. In addition he carries a rope and hook.

### SPECIAL RULES

**Explorer:** The Tomb Robber allows your warband to modify a single dice roll on the Exploration chart by -1/+1.

**Traps:** The Tomb Robber has the *Trap Expert* skill, for more details see the TC17.

### Excellent Reflexes:

The Tomb Robber has a special save of 5+ against any attack made against him, be it shooting, close combat, traps or spells. If the Tomb Robber gains the *Dodge* skill this save increases to a 4+ special save.

**Skills:** The Tomb Robber may choose from Combat, Shooting or Speed skills when he gains a new skill.



## Thief

30 gold crowns to hire +15 gold crowns upkeep.

*The Thieves guilds of the Old World aren't a patch on the brutally efficient and highly organised guilds of Araby. So skilled are the thieves of Araby it is said that they can steal the treasures of the gods themselves.*

**May be Hired:** Any warband except Undead may hire a Thief.

**Rating:** An Araby Thief increases the warband's rating by +22 points, plus 1 point for each experience point he has.

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

**Equipment:** Two daggers, Thief's cloak

### SPECIAL RULES

**Thief's Cloak:** Thieves wear cloaks that help them blend in with their surroundings and can disguise them very well in both the desert and the towns. A warrior firing a missile weapon at a warrior wearing a Thief's cloak suffers -1 on his roll to hit.

Also the distance required to spot a thief when *Hidden* is doubled.

**Tea-Leaf!** Naturally thieves are most adept at stealing items! A Thief may attempt to steal one item during the Trading phase. Choose any item, if it is a common item the Thief successfully steals it on a 2+ on a D6. A Rare item is successfully stolen by rolling higher than the availability number on 2D6. Any items stolen may be used in exactly the same way as one that was bought. If the Thief fails to steal the item roll a D6. On a score of 1-5 the thief is chased out of the trading post and escapes. On the score of a 6 the Thief is captured by whatever authorities there may be and is hung (remove him from the warband roster).

**Skills:** A Thief may choose from Combat & Speed Skills.

### NEXT ISSUE

*Ab see, we lied! There were no Arabians this issue but there will be the Arabian Tomb Raiders warband next issue, we promise...*

