

Dwarf Trollslayer Warband

Dwarves are a proud race. To them only four things matter; Age, wealth, skill and honour. And when a Dwarf loses this last thing, there is only one way for himself to regain it. He shaves his head save for a single crest, dyes his hair and his beard orange and says goodbye to his family. He becomes a Trollslayer and wanders off into the wild to find monsters, and death.

Occasionally, a group of Trollslayers will band together in a mutual search for death and monsters. Although they do not have a designated leader, they follow whoever has the best plan or the one who knows where the biggest monsters are to be found.

Special Rules

All Dwarfs are subject to the following special rules:

Hard to kill: Dwarfs are tough, resilient individuals who can only be taken out of action on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as Stunned, and 6 as Out of action.

Hard Head: Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out.

Armour: Dwarfs never suffer movement penalties for wearing armour.

Hate Orcs and Goblins: All Dwarfs hate Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of hatred.

Grudge bearers: Dwarfs hold an ancient grudge against Elves from the day the two races fought for supremacy in the Old World. A Dwarf warband may never include any kind of Elven Hired Sword or Dramatis Personae.

Deathwish: All the Dwarfs in the Trollslayer warband (except for the Goblinslayers and Rememberers) seek an honourable death in combat. They are completely immune to Psychology and never need to test if fighting alone.

"Look Snorri, Trolls!" If a Slayer model in your warband puts an enemy model which has S5 (before modifiers) and/or T5 out of action, without receiving any help from friendly models in B-t-B with the enemy model, then the Slayer receives +1 experience at the end of the battle.

As the two Trollslayers neared the end of the street they slowed their advance. Gurni looked at Borek and his partner knew exactly what the other was thinking, for he smelled it too. "Smells like rats", he said, Gurni nodding his agreement. "I'd say" and he paused a moment to hear, "At least five of them, and something large is with them." For a moment Borek pondered what it might be, but Gurni beat him to it. "Rat-Ogre!" he muttered with anticipation. Borek looked back at Gurni all excited. "He's mine. You can have the smaller ones." "In your dreams. I'll race you. Loser gets the small ones" the other replied and both Slayers ran down the street filled with excitement.

Trollslayer equipment list

The following lists are used by Trollslayer warbands to pick their equipment.

Trollslayer Equipment List.

Hand-to-Hand Combat Weapons

Dagger 1st free/ 2gc

Mace 3gc

Hammer 3gc

Axe 5gc

Sword 10gc

Spear 10gc

Halberd 10gc

Dwarf axe 15gc

Double handed weapon 15gc

Gromril weapon 3 times the cost

Special Equipment

Wards of Grimnir 30gc (heroes only)

Banner of Grimnir 50gc (heroes only)

* Any weapon a Dwarf may normally purchase may be bought as a Gromril weapon instead. This multiplies the cost of the weapon by 3. for rules on Gromril weapons see the Mordheim rulebook. Note that this is price only for a starting warband, as it represents the Dwarfs having earned/ bought these weapons before they took their Slayer Oath/ joined the warband. Later purchases of Gromril weapons are done using the price chart in the Mordheim rulebook.

Wards of Grinnir:

The Wards of Grinnir dispel any hostile spell cast at, or within 6" of the wearer on a diceroll of 5+.

Banner of Grinnir:

The Banner of Grinnir protects the Slayers against enemy shooting. It provides a 5+ Ward Save against all ranged attacks (including magic missiles).

Rememberer Equipment List.

Hand-to-Hand Combat Weapons

Dagger 1st free/ 2gc

Mace 3gc

Hammer 3gc

Axe 5gc

Sword 10gc

Dwarf axe** 15gc

Gromril weapon* ** 3 times the cost

Missile Weapons

Bow 10gc

Crossbow 25gc

Handgun** 35gc

Pistol 15gc

(30 for a brace)

Armour

Light armour 20gc

Heavy armour 50gc

Shield 5gc

Helmet 10gc

** Dwarf Rememberers only

Code:

Trollslayer Skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Trollslayer	X			X		X
Goblinslayer	X			X		X

Choice of Warriors

A Trollslayer Warband must include a minimum of 3 models. You have 500 gc to recruit and equip your warband. The maximum number of warriors in your warband is 12.

Trollslayer Veterans: You must have at least one Trollslayer hero. You may have up to three Trollslayer Veterans.

Goblinslayer: You may have up to one Goblinslayer.

Trollslayer henchmen: Your warband may include any number of Trollslayer henchmen.

Rememberers: Your warband may have up to three Human and/ or Dwarf Rememberers.

Starting Experience

A Trollslayer Hero starts with 8 experience.

A Goblinslayer starts with 0 experience.

Trollslayer henchmen start with 0 experience.

Rememberers start with 0 experience.

~~~~Heroes~~~~

1-3 Trollslayer Veterans

50 Gold crowns to hire

Code:

Profile	M	Ws	Bs	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	10

Weapons: A Trollslayer may be equipped with the weapons from the Trollslayer equipment list. Trollslayers may never wear armour or use missile weapons.

SPECIAL RULES

Giantslayers: You may upgrade any number of Trollslayer Veterans to Giantslayers for +45 gc. You must do this when you buy the hero, you cannot upgrade him at a later date. If you upgrade a Trollslayer to a Giantslayer, add +1 to his Weapon skill, Wounds and Attacks value, and add +12 to the heroes experience rating.

First Amongst Slayers: Always count the hero with the highest Weapon skill value as your Leader, as Slayers have no sense of authority anymore and only respect martial skill. If the Weapon skill value of your heroes is equal then the model with the highest experience rating is the Leader. If experience is equal as well determine one at random.

0-1 Goblinslayer

30 Gold crowns to hire

"Goblinslayer" is not a name used for new Trollslayers, but it is the name used for young Trollslayers. It sometimes happens that a Dwarven youth takes the Slayer Oath, but that doesn't mean they are comfortable with their fate. They hide their uncertainty with yelling, boasting and cursing like a sailor.

Code:

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

Weapons: A Goblinslayer may be equipped with the weapons from the Trollslayer equipment list. Goblinslayers may never wear armour or use missile weapons.

SPECIAL RULES

Unhinged: Goblinslayers are still uncertain about their fate. Make a Ld check every turn if the Goblinslayer is not already in combat. If you fail it, roll on the table below. The Goblinslayer loses this rule if he gets the Hardened injury result.

1-2: Phobia. All enemy models count as causing Fear until the Goblinslayer either passes his Ld check, or rolls a different result on this table. Models that already cause Fear may not be charged, and if there are any models that already cause Fear within 6" then the Goblinslayer must immediately make an All Alone test.

3-4: Taunt. The Goblinslayer spends the rest of the turn shouting and howling curses, trying to hide his Fears from the other Slayers.

5-6: Frenzy. The Goblinslayer grits his teeth and throws himself into a Frenzy, fighting like a madman. He is subject to Frenzy this turn.

~~~~~Henchmen~~~~~

Trollslayers

40 Gold crowns to hire

Trollslayers are members of the morbid Dwarf cult obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in some way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind. Trollslayers are insanely dangerous individuals, psychopathic and violent. There are however few better known fighters in the Old World.

Code:

Profile	M	Ws	Bs	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons: A Trollslayer may be equipped with the weapons from the Trollslayer equipment list. Trollslayers may never wear armour or use missile weapons.

0-3 Rememberers

40 Gold crowns to hire a Dwarf Rememberer, 25 Gold crowns to hire a Human Rememberer. Rememberers are often oath bound to record a Trollslayer's final battle and to construct it into an epic poem. Though usually these individuals are Dwarves, sometimes Humans, who remember the ancient oaths of friendship between the two races, will swear to follow the Dwarf and put down his final battle in a poem of legendary stature. The last thing a Trollslayer has any value to is to see his honour restored, and so they fight extra hard when a Rememberer is nearby, so that their final moments of bravery and power will be remembered in eternity.

Code:

Profile	M	Ws	Bs	S	T	W	I	A	Ld
Dwarf	3	4	3	3	4	1	2	1	9
Human	4	3	3	3	3	1	4	1	8

Weapons/Armour: Rememberers may be armed with weapons and armour chosen from the Rememberers equipment list.

Mixed group You may have a mixed group of Rememberers (say, two dwarfs and one human or vice versa). But you must keep track of the group's equipment if it varies (since humans can't have certain weapons the Dwarfs can have). The entire group gets the same upgrades for experience.

~~~~Trollslayer Special Skills~~~~

Dwarf Slayers (not Rememberers) may use the following skill table instead of any of the standard Skill tables available to them.

Death song: The slayer feels his end is near and starts chanting his Death song. He ignores all pain and the heavy blood loss and strikes at his foes one last time with all his might.

- When the Slayer is killed, he may immediately make an attack roll with all his attacks before he is removed as a casualty (even if he already attacked this turn).

Skaven slayer: The Slayer has probably spend a large time of his previous life battling the vast hordes of Ratmen in the deep beneath his Hold before he took the Slayer oath and so he is accustomed to fighting large hordes of these vile creatures.

- The Slayer always has a number of attacks equal to the number of enemy models in B-t-B contact with him. If his attacks are already more, then they are not reduced.

Killing Blow: The Trollslayer has learnt to deal his blows with tremendous force, crippling his enemies with single strikes.

- The Slayer makes a critical hit on a 'to wound' roll of 5-6 instead of just 6.

Monster slayer: See the Mordheim rulebook entry for the Trollslayer Hired Sword.

Berserker: See the Mordheim rulebook entry for the Trollslayer Hired Sword.

Ferocious Charge: See the Mordheim rulebook entry for the Trollslayer Hired Sword.