

Iroquois Warband

Coming from the New World, usually under the patronage of Old World interests, particularly the Marienburgers, the Iroquois are a Confederation of Human Tribes living in a slightly primitive (for Old World standards) woodland culture, adapting themselves to their surroundings. The Iroquois, unlike New World aboriginals who live in the Plains regions, are not nomadic; instead, they live in permanent walled settlements, sometimes making their structures out of stone.

The Marienburg Mercantile Guilds have been trading with the Iroquois for a few decades and profiting from the lucrative fur trade. Some members of the High Order of Honourable Freetraders have decided to bring some of these fierce warriors to the Old World and search the ruined city of Mordheim. The Freeholders have also patronized Iroquois expeditions into Lustria.

Special Rules

All Iroquois are subject to the following special rules.

Marienburg Profiteering: When creating an Iroquois Warband, the following weapons cost more than usual, reflecting the profit margin gained by Marienburg Merchants: Cutlass, Handgun, Hunting Rifle, Pistol, and Pistol Brace. See the Iroquois Equipment Lists for the costs of these weapons at start-up. However, after start-up these weapons will cost the same as normal.

Marienburg Interests: Even though the Marienburg Merchants like to gouge the Iroquois at the start of the expedition, the Iroquois' Marienburg patrons want their financial interests protected as well. Because of this, treat the rarity of the following items as one less after start-up: Handgun, Hunting Rifle, Pistol, and Pistol Brace.

"My Kingdom for a Horse": Iroquois are able to purchase Horses and Warhorses during the course of a campaign, but they are unable to purchase them at start-up.

"Women's Work": Iroquois cultural beliefs place various tribal duties along gender lines. Among these beliefs, Iroquois women do not engage in warfare unless the village is under attack. Because of this, an Iroquois warband will never hire a female, including female Hired Swords and Dramatis Personae.

"Have Gun, Will Travel": The Iroquois can hire any Hired Sword and Dramatis Personae available to Human Mercenary warbands.

"Mercy?": The Iroquois have a different view regarding captured enemies than other groups in Mordheim. To reflect the Iroquois attitudes regarding enemy

prisoners, use the following rules in place of the “Captured” rules in the “Heroes’ Serious Injury Chart” in the Mordheim book (p. 119, die roll #61) when the Iroquois Warband captures an enemy Hero:

Captured

If the Iroquois capture a Hero, the Iroquois player may choose to either torture and kill the prisoner or they may elect to “adopt” the Hero into the Tribe. Iroquois never ransom prisoners nor sell them into slavery.

- If the Iroquois player elects to torture and kill the captive, the model who captured the prisoner (the one who took the Hero out of action) gains +1 experience, and the Iroquois warband keeps the prisoner’s weapons, armour, and equipment.

- If the Iroquois player elects to adopt the prisoner, the captive must run the gauntlet, which consists of the captive running between two columns of the tribe’s warriors, who will beat the captive with clubs and war clubs. The captive must make a Ld test. If the captive fails the Ld test, they fail gauntlet, and is tortured and killed (no extra experience given). If the captive makes the Ld test, the captive succeeds the gauntlet and is now a member of the warband with his weapons, armour and equipment intact, and can search for their own weapons, armour and equipment (one per turn) from their original warband list, which only they can use. The adopted captive retains his experience and will be listed as a Henchman, but will be injured like a Hero. The adopted member will remain a Henchman until a Hero slot is open. If a Hero slot is open at the time of capture, the adopted captive will be listed as a Henchman for the first battle after being adopted.

- Note- No more than 1 enemy Hero may be taken as a captive after a battle. If a second “Captured” result comes up, ignore the result and re-roll the injury.

Choice of Warriors

An Iroquois warband must include a minimum of three models. You have 500 Gold Crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

War Chief: The Iroquois warband must have one War Chief: no more, no less!

Shaman: Your warband may include up to one Shaman.

Dog Soldiers: Your warband may include up to two Dog Soldiers.

Brave: Your warband may include up to one Brave.

Warriors: Your warband may include any number of Warriors.

Warhounds: Your warband may include up to 5 Warhounds.

Starting Experience

A **War Chief** starts with 20 experience.

A **Shaman** starts with 12 experience.

Dog Soldiers start with 8 experience.

A **Brave** starts with 0 experience.

All **Henchmen** start with 0 experience.

Characteristic Increase

Even though Iroquois are Human, they have different Characteristic maximums than other Humans. Iroquois characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Iroquois	4	6	6	4	4	3	7	4	8

Iroquois Skill Table

	<u>Combat</u>	<u>Shooting</u>	<u>Academic</u>	<u>Strength</u>	<u>Speed</u>	<u>Special</u>
War Chief	X	X	X	X	X	X
Shaman		X	X		X	X
Dog Soldier	X	X		X	X	X
Brave	X	X			X	X

Iroquois Equipment List

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

Hand-to-hand combat weapons

Dagger.....	1 st free/2gc
Tomahawk.....	10gc
Cutlass.....	15gc (start-up price only)/10gc (after start-up)
Club.....	3gc
War Club.....	15gc
Spear.....	10gc

Missile Weapons

Sling.....	2gc
Bow.....	10gc
Atlatl.....	15gc
Pistol.....	25gc (start-up price only)/15gc (after start-up)
Pistol Brace.....	50gc (start-up price only)/30gc (after start-up)
Handgun.....	45gc (start-up price only)/35gc (after start-up)
Hunting Rifle.....	250gc (start-up price only)/200gc (after start-up)

Armour

Light Armour.....	20gc
Toughened Leathers.....	5gc
Buckler.....	5gc
Shield.....	5gc

Heroes

1 War Chief

60 gold crowns to hire

The War Chief is usually the best warrior in the Iroquois tribe. He is an honourable man who leads war parties and defends the tribe against enemies. The War Chief selects war parties, and leads the tribe during times of war.

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

Weapons/Armour: A War Chief may be equipped with weapons and armour chosen from the Iroquois equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the War Chief may use his Leadership characteristic when taking Leadership tests.

0-1 Shaman

45 gold crowns to hire

The Iroquois are a spiritual people, and the Shaman is the intermediary between the tribe and the spirit world. A Shaman is a unique person who has a special connection to the spirit world, and thus holds a special status in Iroquois society.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	3	3	3	3	1	4	1	7

Weapons/Armour: A Shaman may be equipped with weapons and armour chosen from the Iroquois equipment list.

SPECIAL RULES

Wizard: The Shaman is a Wizard and uses Shaman Magic. See the Shaman Magic list for his spell list.

0-2 Dog Soldiers

35 gold crowns to hire

Dog Soldiers are among the elite warriors of the Iroquois tribe. Dog Soldiers are tough, experienced warriors who strive to prove their elite status.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	4	3	3	3	1	4	1	6

Weapons/Armour: Dog Soldiers may be equipped with weapons and armour chosen from the Iroquois equipment list.

0-1 Brave

20 gold crowns to hire

Braves are young, inexperienced warriors who seek to earn their own honour in personal combat.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	2	3	3	3	1	4	1	5

Weapons/Armour: The Brave may be equipped with weapons and armour chosen from the Iroquois equipment list.

Henchmen

Warriors

20 gold crowns to hire

Warriors are seasoned fighters who form the core of the Iroquois warband.

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

Weapons/Armour: Warriors may be equipped with weapons and armour chosen from the Iroquois equipment list.

0-5 Warhounds

15 gold crowns to hire

Iroquois sometimes keep packs of ferocious hunting dogs. Although usually used in hunting game, the skills of the Warhounds are easily transferred in fighting enemies.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons/Armour: Jaws and brutality! Warhounds never use or need weapons or armour.

SPECIAL RULES

Animals: Warhounds are animals and thus do not gain experience.

Special Weapons

Tomahawk

10 gold crowns

Availability: Common for Iroquois (Rare 8 for others)

The Tomahawk is the main weapon of Iroquois warriors. They are lightweight axes that Iroquois warriors use with consummate skill.

Range- Close combat Strength- As user Special Rules- Parry, Thrown

SPECIAL RULES

Parry: Tomahawks provide their user with the Parry ability the same as a sword does.

Thrown: A warrior with a Tomahawk can throw it the same way as a throwing knife. This can be done 5 times in a game.

No Cutting Edge: Even though the Tomahawk is an axe, it is rather light so it does not get the Cutting Edge ability that other axes get.

War Club

15 gold crowns

Availability: Common for Iroquois (Rare 9 for others)

Unlike smaller versions of the war club (listed as "Club" in the equipment list), the War Club is much larger, like the one used by "Chingachgook" in the film "The Last of the Mohicans". A warrior with the "Strongman" skill can throw this War Club (use the rules for Throwing Knives, except the War Club's Strength is as user +1). After throwing the War Club, the warrior will have to run up to where it was thrown and stay there for a turn picking the War Club up. Otherwise, he cannot use the War Club anymore in this game, but will have it for later games.

Range- Close combat
Use

Strength- As user +1

Special Rule- Difficult to

SPECIAL RULE

Difficult to Use: A model with a War Club may not use a second weapon or buckler in his other hand because it requires all of his skill to wield it. He may carry a shield as normal though.

Atlatl

15 gold crowns

Availability: Common for Iroquois (Rare 10 for others)

A javelin with an extra throwing arm used for added velocity and accuracy, Atlatls have been used by Iroquois to hunt large and medium-sized game before the Old World introduced firearms. Atlatls still serve a useful and deadly purpose for Iroquois warriors.

Maximum Range- 18"

Strength- 4

Special Rules- None

Iroquois Special Skills

Iroquois Heroes may use the following Skill table instead of any of the other standard Skill tables available to them.

Infiltration

This skill is exactly the same as the Skaven skill of the same name. A Warrior with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

Sniper

This skill is exactly the same as the Shadow Warrior skill of the same name. If *Hidden*, a warrior with this skill can shoot or cast spells and still remain *Hidden*. However, if the sniper's target is not taken out of action, he is allowed an immediate Initiative test, along with anyone within 2" of the target. If successful, the sniper is spotted and is no longer *Hidden*.

Camouflage

Over time Iroquois warriors have learned how to freeze in place and remain undetected. An enemy warrior attempting to detect the warrior with this skill must halve his Initiative before measuring the distance.

Master of Blades

This skill is exactly the same as the Dwarf skill of the same name. When using a weapon that has a Parry special rule, this Hero parries successfully if he beats or matches his opponent's highest "to hit" roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry two attacks (if his two dice match or beat the two highest attack dice against him) instead of the normal one.

Barbarian Courage

This skill is exactly the same as the Norse skill of the same name. The Hero with this skill never needs to take all alone tests and may also re-roll failed fear tests.

Poison/ Antidote Making (Shaman only)

Iroquois have used poisons in hunting game for centuries, and have transferred this skill to fighting enemies. If the Shaman with this skill does not search for rare items, he can either create D3-1 doses of Dark Venom, or he can create D3 doses of Antidote, which act exactly like the Tears of Shallaya. The poison or the antidote must be used in the next battle and cannot be sold or traded to other warbands.

War Cry (All but Shaman)

When engaging in battle, some Inezyans have learned to bolster their courage and inspire fear in their enemies with the use of their war cries. A Hero with this skill can make a War Cry once in the battle during a charge. Any enemy models within 8" of the Hero making the War Cry must make a Leadership test (measured after the Hero charged). Any models that fail the test will be at -1 to hit that warrior in both hand-to-hand combat and missile fire for that turn (maximum of "6").

Shaman Magic List

An Iroquois Shaman uses a blend of magic that calls upon the powers of the beasts living in the New World.

D6 Result

1 The Buffalo Stands Difficulty 6
The courage of the mighty Buffalo fills the hearts and spirits of the Iroquois warriors.

This spell gives all models in the warband a +1 to their Leadership characteristic.

2 The Eagle's Cry Difficulty 8
The scream of the Eagle brings fear into the enemy, bringing hesitation into the enemy of the Iroquois.

This spell is cast upon an enemy model, which is within the line-of-sight of the Shaman. The targeted model must take a Leadership test. If the model passes the test, their movement is at -1. If the model fails the test, he flees 2D6": if the model leaves the table, he flees the combat. The effects of the spell last for one turn.

3 The Bear's Anger Difficulty 9
The fury and strength of the mighty Bear enter into the body of the Shaman, causing him to become a fearsome opponent.
This spell causes the Shaman to alter his form, taking on the form of an erect Werebear. This spell causes the Shaman to gain +1 Strength, +1 Toughness, and +2 Attacks. This spell can allow the Shaman to go over his racial maximums in these categories. During the time the Shaman is in the form of a Werebear, he may only attack as a Werebear: he may not use any missile weapons, use armour or cast spells, but he may use melee weapons in his possession. In each shooting phase, the Shaman may choose to make a Ld test to regain his human form. If he is still in Werebear form at the end of a battle, he gets one last chance to regain his human form. If he does not, then he remains in Werebear form forever! He is still a Hero, and thus entitled to XP gains and attribute increases. He may only choose skills from the Strength and Speed Tables as well as the Skills *Strike to Injure*, *Step Aside*, *War Cry*, *Master of Blades* and *Barbarian Courage*. He may not use any other skills even if they are already known. Finally, the Werebear may not search for rare items.

The maximum attributes for a Werebear are as follows:

M	WS	BS	S	T	W	I	A	Ld
6	6	-	5	5	4	7	5	8

4 A Murder of Crows Difficulty 7
Multiple crows appear, doing the Shaman's bidding, and striking into the enemy.

This spell creates D6+2 Strength 3 missile hits on an enemy model within 24" of the Shaman. Use the Shaman's BS, ignoring modifiers for movement, cover, and range.

5 The Wolf Cowers Difficulty 8
The Shaman stirs the spirits of the animals on the field, humbling them due to the strength of the Shaman's spirit.

This spell causes all creatures and monstrous creatures (including dire wolves) to need a 6 to hit on their "to hit" rolls. This spell affects friendly creatures as well.

6 The Wild Hunt Difficulty 9
The Shaman spiritually enters the animals' spirit realm, and strikes fear into the hearts of the beasts.

This spell causes all creatures and monstrous creatures (including dire wolves) to make a Leadership test. If they fail the test, they remain still. If they are already in close combat and they fail the test, they attack last. If they pass the test, they move at -1. This spell affects friendly creatures as well.