



# Crisis in Marienburg

## Special Characters

*written by Karl Voss of Averland, Gneisenau, Demonslayer, HistoryBuff08, Obi, and A. P. Vement*

*<http://www.marienburgcampaign.com/>*

## *The Sigmarite Empire*

*Arch-Lector Echarad von Schoneck of Nuln*

*Baron Kaspar Oberholtzer II of Wissenland*

*Samuel Gurtsohn, „Sigmar’s hunger“*

## Arch-Lector Echard von Schoneck of Nuln



The formation of the Sigmarite Empire has greatly increased the power and influence of Sigmar's church, and this is nowhere more evident than in Nuln. Echard von Schoneck has held the position of Arch-Lector of the city for little more than a decade, but through cynical manipulation of the mood of the citizens has risen to become the de facto ruler of Nuln.

Von Schoneck is a worldly, practical man with little time for the grim excesses of the Sigmarite church. Under his careful rule, Nuln has escaped the hideous violence and bloody oppression that has made Altdorf such a hellish city. In battle, the Arch-Lector directs his troops from aboard a modified war wagon, surmounted by a glittering statue of Sigmar the Unifier.

Arch-Lector Echard von Schoneck of Nuln is a Lord choice for Sigmarite Empire armies. No additional equipment may be purchased for him, except where specifically allowed.

	M	WS	BS	S	T	W	I	A	Ld
Arch-Lector Echard	4	4	3	4	4	3	4	2	9
War Altar	5	3	0	0	6	6	0	0	8

**Points:** 300

**Weapons:** The True Jawbone, hand weapon

**Armour:** heavy armour, giving the Arch-Lector a 5+ armour save.

**Other Items:** The Arch-Lector rides a War Altar, the rules for which are described below.

**Options:** May carry a Holy Seal, which counts as a Dispel Magic Scroll in all respects and costs 25 points.

**Nationality:** Nuln

### **Special Rules:**

#### **Arch-Lector of Sigmar**

The usual special rules for an Arch-Lector of Sigmar apply. However, Righteous Fury confers Hatred only against the following: any units and characters in Empire of Middenland armies, all wizards.

#### **The True Jawbone**

This ancient relic, a staff surmounted by what is said to be the same ox's jawbone Sigmar used to slay an entire army of goblins, represents the divine authority of the Arch-Lector of Nuln. It counts as a magic weapon that grants the Arch-Lector +2 strength, and also conveys a 5+ ward save on both the Arch-Lector and his War Altar. It requires two hands to wield.

#### **The War Altar**

The War Altar is entirely different from the one described in the Empire army book. The following rules should be used instead.

The War Altar is considered to be a chariot (and so is mounted on a 50 by 100mm base, as for all chariots), with the following exceptions: it can never charge or pursue under any circumstances, and may not choose to flee as a charge reaction. If forced to flee, it moves only d6". Also, it is not destroyed automatically by a wounding hit of Strength 7 or greater. It automatically fails Initiative tests. The War Altar is Stubborn, and immune to Fear, Terror and Panic. The Arch-Lector's Leadership is always used instead of the War Altar's while he is alive.

Missile attacks (including those from template weapons) against the War Altar should be randomised as follows: 1-5 = War Altar, 6 = Arch-Lector. Close combat attacks may target either the Altar or the Arch-Lector, at the attacker's discretion. The Arch-Lector will not leave the War-Altar in a challenge.

Any cavalry, chariot or mounted model of any kind that charges the War Altar does not count as charging, and thus does not receive any charge-related bonuses (such as impact hits, the strength bonus from lances, or striking first). There is no combat resolution bonus for flank or rear attacks against the wagon itself (this applies to any units attacking the War Altar, not just to mounted models and chariots). These rules apply even if the Arch-Lector is in a challenge.

The War Altar has an armour save of 3+. It has a unit strength of 5, and is a large target. It has a driver (though he has no profile), and thus is not removed should the Arch-Lector be killed.

All friendly units within a radius of 8" of the War Altar may re-roll failed psychology tests (this only applies while the Arch-Lector is alive).

## Baron Kasper Oberholtzer II of Wissenland



Baron Kasper Oberholtzer II was born in Wusterburg, the only son of a nefarious womanizer. Since his birth, rumors bounded about his illegitimacy, but his father ignored the scandal and named his son heir at birth. Kasper II was groomed for the Barony and supplanted his father in his twenty-eighth summer, though he has had difficulty his entire life escaping his unearned reputation as a bastard.

Oberholtzer's one release from the pressures and expectations of life is upon the field of battle. There, he has refined the art of ambush tactics suited for the foothills that lead into the mountains surrounding Wissenland. Though his reputation precedes him for his unorthodox tactics, his illegitimacy has brought him ills upon the battlefield as other nobles are wary to pay homage to someone of such dubious origins.

Baron Kasper Oberholtzer II of Wissenland is a Lord choice for the Sigmarite Empire armies. No additional equipment may be purchased for him, except where specifically allowed.

	M	WS	BS	S	T	W	I	A	Ld
Oberholtzer	4	5	5	7	7	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

**Points:** 180

**Weapons:** Heirloom Sword (Sword of Power), pistol, hand weapon

**Armour:** full plate armour, shield

**Options:** may ride a warhorse (+15 points), which may have barding (+6 points).  
May alternately ride a Pegasus (+50 points).

**Nationality:** Wissenland

### **Special Rules:**

#### **Ground of His Choosing**

Unlike the better equipped or better trained armies in the Old World, Wissenland forces sometimes have to employ unconventional tactics to achieve victory. If Oberholtzer is the leader of the Army, the player may elect to redeploy a single core choice regiment including all detachments within his deployment zone after both sides have deployed their armies.

#### **Eyes of the Emperor**

Oberholtzer's army is primarily used as a screening or scouting force for the main body of the Sigmarite army. An army that includes Oberholtzer must also have at least one unit of Wissenland Bergjaegers. This unit is in addition to the 0-1 unit per 2000 points that is normally available, and costs only 6 points per model. Questionable Bloodline

Rumor has surfaced amongst the army that Oberholtzer is actually the illegitimate child of his father and a lady of ill repute. Other nobles in the army find the idea that their army is lead by someone with a questionable bloodline obscene. If Oberholtzer is the leader of the army, all Pistoliers and Knightly Orders (including Inner Circle Knights and Knights of the Realm) must take a "Nationality and Control" test at the start of the game and each successive turn until they pass regardless of their nationality.

## Samuel Gurtsohn, „Sigmar’s hunger“



Samuel Gurtsohn grew up in the terribly impoverished province of Stirland. Though his family consisted of farmers, the time came when even they ran out of food. With no money to buy food, Samuel’s family eventually succumbed to the hunger and starved to death- all but Samuel. Too young to set out and find food for himself and with no other sources of food, Samuel was driven mad by the hunger, eventually forced to eat the bodies of his dead family members. Not surprisingly, the young boy went insane.

Then he was visited by a roaming band of men in search of food- desperate religious lunatics hardly more sane than Samuel himself. They took pity on the starving boy and took him under their wing. From them, Samuel learned a somewhat twisted version of the virtues of Sigmar, and soon he was visited by visions of angelic beings speaking to him of righteous retribution on those who were responsible for his current state. The other men in the band were much impressed by this, and soon declared Samuel their spiritual guide.

Samuel travelled with his new ‘friends’, and learned of those responsible for the hunger in the Empire- the Marienburger leeches and their elf friends. Samuel led his band of flagellants to Marienburg. There, they prowled the countryside, slaughtering fat merchants, small patrols of soldiers and rich farmers alike, seeing it as the retribution that the beings in Samuel’s visions spoke of.

Samuel Gurtsohn of Stirland is a hero choice for the Army of the Sigmarite Empire. He must be fielded exactly as presented below, and no additional equipment may be purchased for him.

	M	WS	BS	S	T	W	I	A	Ld
Samuel	4	2	3	3	5	3	2	4	10

**Points:** 160

**Weapons:** Flail

**Nationality:** Stirland

### Special Rules

#### **Unbreakable**

Because of the many horrors he has seen in his life, virtually nothing can unnerve Samuel.

#### **Frenzied**

Samuel is frenzied, even though normally immune to psychology (The extra attack from being frenzied is included in his profile).

#### **Leader of madmen**

Samuel may join a band of flagellants. However, he may not join any other unit, and can never be the army general. Samuel will never lose wounds due to martyrdom.

#### **Smite the leeches!**

Samuel has an unhealthy hatred for the Marienburgers- the cause of his pain. Samuel and the unit he joins hate all units in a Marienburg army (even those of a different nationality).

#### **Burning rage**

Once per game before declaring charges, Samuel and the unit he is with may enter a burning rage. This lasts until the end of that turn. All models in the unit gain +1 attack and the strike first special rule (striking even before models with the same rule).

If the unit fails their charge their burning rage ability is wasted. A unit under the influence of burning rage may not pursue, even though they are frenzied. They stop to torture, dismember and eventually kill their hated foes in the worst imaginable way.

#### **Army organisation**

One unit of flagellants may be upgraded to Sigmarite fanatics for +2 points per model. Sigmarite fanatics have +1 to their toughness characteristic. Sigmarite fanatics may not martyr their own.



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## *The Empire of Middenland*

*Emperor Titus-Artur I of Middenland*

*Lucius Wolfram the Scarred of Middenland*

*Grim Joachim, the Grey Fox of Hochland*

## Emperor Titus-Artur I of Middenland



Titus-Artur is a vain, arrogant man with little regard for the lives of his subjects. His election as Emperor was achieved by taking advantage of religious hatred, and paid for with vast loans from the merchant families of Marienburg. While he has brought the Empire of Middenland to a new level of greatness, many at his court fear that he has created a house of cards that the least breeze could bring down.

Titus-Artur is deeply suspicious of his own generals, never forgetting how easy it is to overthrow an emperor in the tempestuous Empire of Middenland. After he was nearly poisoned to death by one of his closest advisors, Titus-Artur formed the Norse Guards, fantastically well-paid and thus totally loyal. The Guards surround him at all times, and he trusts no one else.

Emperor Titus-Artur I of Middenland is a Lord choice for Empire of Middenland armies, and must be the Army General (even if another character has a higher leadership). No additional equipment may be purchased for him, except where specifically allowed.

	M	WS	BS	S	T	W	I	A	Ld
Titus-Artur	4	4	3	3	3	3	4	2	10
Warhorse	8	3	0	3	3	1	3	1	5

**Points:** 180

**Weapons:** (The Middenland) Runefang, hand weapon

**Armour:** full plate armour, shield

**Other Items:** The Imperial Crown

**Options:** may ride a warhorse (+15 points), which may have barding (+6 points). May alternately ride a Pegasus (+50 points), or a Griffon (+200 points).

**Nationality:** Middenland

### **Special Rules:**

#### **The Imperial Crown**

This golden crown, created by dwarf artificers for the first Emperor of Middenland, blazes with light when the Emperor's life is in direct peril. Unfortunately for many previous Emperors, the crown is rather selective in its definition of 'direct.'

The crown provides Emperor Titus-Artur with a 4+ ward save, and also reduces the attacks characteristic of any unfriendly model in base contact by one.

#### **The Emperor**

All Hochland, Middenheim, Middenland and Ostland units (but not characters) are considered to be of the same nationality as the Emperor, and thus do not have to make a 'Nationality and Control' dice roll. If the Emperor is killed, all Hochland, Middenheim, Middenland and Ostland units (but not characters) must make a 'Nationality and Control' dice roll at the start of their next turn, unless already engaged in combat.

One unit of Spearmen, Halberdiers, Swordsmen or Heavy Cavalry of Middenheim or Middenland nationality may carry a magic banner costing up to 55 points. This may be one of the magic banners from the Cult of Ulric army list, or an Empire or Common banner.

#### **The Norse Guards**

Unless he is riding a pegasus or griffon, Emperor Titus-Artur must be accompanied by his elite bodyguard of Norse mercenaries. One unit must be purchased, counting as a core choice. The Emperor must join this unit as it is deployed, and cannot voluntarily leave it.

When he is with his guards, the Emperor is stubborn.

	M	WS	BS	S	T	W	I	A	Ld
Norse Guard	4	4	3	4	3	1	4	1	9
Champion	4	4	3	4	3	1	4	2	9

**Points:** 160 for ten Norse Guard, including a champion, musician and standard bearer. Additional models may be purchased for 14 points each.

**Weapons:** great weapon (axe), hand weapon

**Armour:** heavy armour, shield

**Nationality:** Middenland

**Options:** May carry a magic banner costing up to 40 points. This may be one of the magic banners from the Cult of Ulric army list, or an Empire or Common banner.

**Special Rules:** stubborn, immune to psychology

## Lucius Wolfram the Scarred of Middenland



In 2198, the Empire of Middenland was attacked by a vast coalition of the southern Norse tribes, united under Thialfi Swiftaxe. They were eventually defeated by an army commanded by Lucius Wolfram, the Grandmaster of the Knights of the White Wolf and an astonishingly gifted general. Wolfram himself killed the Norse chief, suffering a serious head wound in the process.

The victory led to the southern Norse swearing allegiance to the Emperor. But Titus-Artur was jealous of Wolfram's accomplishments, believing that the Grandmaster harboured Imperial ambitions. He sent him to defend the border with the Othillian Empire, a cowardly, ungrateful act that greatly reduced Titus-Artur's prestige.

Events in Marienburg have now forced the Emperor's hand. Though he has recalled Wolfram to fight the war for him, he remains fearful of his greatest, and most loyal, general.

Wolfram the Scarred of Middenland is a Lord choice for the Empire of Middenland armies. No additional equipment may be purchased for him, except where specifically allowed.

	M	WS	BS	S	T	W	I	A	Ld
Wolfram	4	6	3	4	4	3	6	4	9
Warhorse	8	3	0	4	3	1	3	1	5

**Points:** 220

**Weapons:** Hammer of Ulric (Hammer of Judgement), hand weapon

**Armour:** full plate armor

**Mount:** Barded Warhorse

**Army Organization:** May only field Wolfram the Scarred if your army contains a unit of Knights of the White Wolf.

**Nationality:** Middenland

### Special Rules:

#### **Ruthless**

Wolfram has earned an infamous reputation for being a ruthless templar of the Knights of the White Wolf. Wolfram and any unit he joins will cause Fear.

#### **Hammer of the Norse**

Wolfram conquered the Norse tribe of Chieftain Thialfi Swiftaxe in 2198 and they now make up a good portion of Wolfram's forces. If Wolfram is the leader of the army, any units with the nationality of Norse does not have to take a „Nationality and Control“ test, but the army cannot contain any units with the nationality of Ostland or Hochland. The army must also contain at least two units with the nationality of Norse per 1000 points.

#### **Proving Their Worth**

The regiment commanders under Wolfram's command always feel the need to prove their worth to him. If Wolfram is leading the army, all units in the army must charge an if they are within 12" of an enemy unit and will always pursue a fleeing enemy unit.

## Grim Joachim, the Grey Fox of Hochland



Hochland may be under the dominion of the Emperor of Middenland, but the Emperor's reach does not extend beyond the towns and cities. In the haunted forests, the fearless Forstjaegers spend their lives protecting the people isolated villages from the darkest of terrors.

Grim Joachim has been a Forstjaeger all his life. Though he despises the Emperor, he knows that the war in Marienburg may bring about great changes for Hochland: changes that can only be for the better.

Grim Joachim is a Hero choice for Empire of Middenland armies. No additional equipment may be purchased for him, except where specifically allowed.

	M	WS	BS	S	T	W	I	A	Ld
Grim Joachim	4	3	5	3	4	2	4	1	8

**Points:** 60

**Weapons:** Double-barrelled Hochland long rifle, hand weapon

**Armour:** light armour

**Nationality:** Hochland

### **Special Rules:**

#### **Forstjaeger**

Joachim may scout. In addition, one unit of Hochland Forstjaegers may replace their longbows with hunting rifles at no cost. Hunting rifles are range 30", S4, armour-piercing and move-or-fire.

Joachim may not join any unit, with the exception of units of Hochland Forstjaegers.

#### **Double-barrelled Hochland long rifle**

Joachim's custom-designed firearm counts as a Hochland Long Rifle. However, any model successfully hit by it suffers not one but two hits. Roll to wound for each as normal.

#### **Resentment**

Joachim despises the Middenlanders who control his homeland. If the army general is a Middenlander, Joachim may not use the general's leadership for any purpose, and must make a Nationality and Control test even if the general has a special rule that would normally prevent this.

However, if the general is killed he gains a bonus of one point each to his Ballistic Skill, Initiative and Leadership for the remainder of the game.



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## *The League of Free Traders*

*Zan Nagnoli, 'The Ironmonger,' Admiral of the Barak Varr Expeditionary Force*

*Rufas the Eccentric*

*Ludvik „The Prince of Salzenmund“ Larusson*

*Jakob Rotenbaum, Alderman of the League of Free Traders*

## Zan Nagnoli, 'The Ironmonger,' Admiral of the Barak Varr Expeditionary Force



Barak Varr is an unusual place by dwarfish standards. The people there embrace trade, technology and seafaring in a way no other dwarfs would even consider. Their iron ships can be seen at ports across the Old World. In turn, Barak Varr teems with merchants from every inhabited land.

The commander of the fleet sent to break the Marienburg blockade is the venerable Zan Nagnoli. The admiral is more traditional than many of his peers, favouring older methods wherever possible.

Zan Nagnoli is a Lord choice for League of Free Traders armies. No additional equipment may be purchased for him, except where specifically allowed.

	M	WS	BS	S	T	W	I	A	Ld
Zan Nagnoli	3	7	4	4	5	3	4	4	10

**Points:** 290

**Weapons:** Rune axe inscribed with the Master Rune of Alaric the Mad and a Rune of Cleaving (+1 strength and ignore armour saves), hand weapon

**Armour:** gromril armour inscribed with a Rune of Stone (+1 armour save), shield

**Other Items:** Zan's Sea Chest

**Options:** may have a crossbow (+5 points)

**Nationality:** Barak Varr Dwarf

### **Special Rules:**

#### **Zan's Sea Chest**

This large wooden box contains the Admiral's sea charts and navigational equipment. It counts as an Oath Stone in all respects. The Admiral must be deployed with a unit of Dwarf Longbeards, and may not voluntarily leave them during the game.

In addition, the Sea Chest is inscribed with the Master Rune of Spite (giving the Admiral a 4+ ward save).

#### **Old is Best**

The Admiral has an unusual, even eccentric, preference for older styles of artillery. A League of Free Traders army that includes him may select Dwarf Bolt Throwers as special choices (two count as one choice, as described in the Dwarf Army Book).

Note that Zan Nagnoli still counts as a Dwarf Admiral, so Dwarf Gatling Cannons and Gyrocopters may be selected.

#### **What are they for then?**

The Admiral has considerable experience commanding troops in battle, but his tactics are typically Dwarfish. As a result, he has no real idea how to incorporate cavalry formations into his plans.

If Zan Nagnoli is the army general, any cavalry units that need to make a Nationality and Control dice roll must consider the Admiral's leadership to be 7 instead of 10.

Also, cavalry units using the general's leadership for other purposes consider it to be 8 instead of 10.

## Rufas the Eccentric



Rufas the Eccentric is an aged wizard renowned for his unconventional opinions and peculiar behaviour. Despite his vocal opposition to the ruling elite in Nordland, he is loved and respected by the entire province.

Rufas has declared his intention of claiming Marienburg for Nordland, citing spurious historical evidence in justification. His words are backed by powerful magic, and by a large army of devoted followers.

Rufas the Eccentric is a Lord choice for League of Free Traders armies. No additional equipment may be purchased for him, except where specifically allowed.

	M	WS	BS	S	T	W	I	A	Ld
Rufas The Eccentric	4	4	3	3	4	3	4	1	9

**Points:** 350

**Weapons:** handweapon

**Armour:** none

**Other Items:** Rod of Power, Bugman's XXXXXX, Cloak of Confusion

**Options:** may ride a warhorse (+ 15 points) which may have barding (+6 points). Alternately, may ride a Pegasus (+50 points)

**Nationality:** Nordland

### Special Rules:

#### **Supreme Wizard**

Rufas is probably the most skilled wizard in The Empire. He counts as a level three Wizard Lord who must use the Lore of Heavens. When assigning his spells, generate the first two in the usual way. He may choose his last spell from those remaining on the Lore of Heavens list (without having to roll the dice).

Rufas is also adept at getting the most out of his Rod of Power. When storing one or two dice in the Rod, there is no need to roll to see if the dice are lost. When storing three dice, they are only lost on a roll of one.

#### **Bugman's XXXXXX**

Rufas may drink from his cask of Bugman's XXXXXX once per game. He may immediately restore one wound, and becomes subject to Frenzy until the start of his next turn.

#### **Cloak of Confusion**

This enchanted cloak obscures Rufas's true identity, casting doubt into the minds of his enemies. The cloak provides a 3+ ward save. In addition, any model attempting to attack Rufas in hand to hand combat must first pass a leadership test, using their own leadership score (not that of the general or of a character in the same unit).

## Ludvik „The Prince of Salzenmund“ Larusson



Ludvik Larusson is a revolutionary that has become a figurehead in Nordland's struggle to free itself from The Empire of Middenland. Since he was a young boy, he heard stories and saw the results of the conflict that has embroiled the region for many years. Nordland with the help of their Free Trader allies have wrested control over a good portion of their province, and Larusson will stop at nothing to ensure that all of Nordland becomes free.

Now a grown man, Larusson has become political dissident, speaking out against Middenland and the horrors and injustice he's seen Nordland endure. Wandering from town to town, he gives stirring speeches and tells the tales of the horrors of oppressive rule of Emperor Titus-Artur I. The populace of Nordland, starving and with little to lose, are flocking to hear Larusson speak and join his cause. What he lacks in military training he makes up for in pure might of will and determination to destroy anyone who would oppress Nordland or her allies.

Ludvik „The Prince of Salzenmund“ Larusson of Nordland is a Lord choice for the League of Free Traders armies. No additional equipment may be purchased for him, except where specifically allowed.

	M	WS	BS	S	T	W	I	A	Ld
Larusson	4	4	3	3	3	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

**Points:** 180

**Weapons:** Great Weapon, pistol, hand weapon

**Armour:** Heavy armor, shield

**Options:** may ride a warhorse (+20 points), which may have barding (+12 points).

**Nationality:** Nordland

**Special Rules:** Frenzied

### „Larusson Knows The Way!“

Larusson has been an outspoken dissident of the Empire of Middenland for most his life and many of the starving populace of Nordland are joining his cause. If Larusson is present on the battlefield, he must be joined by a unit of 20 Nordland Free Company whom he cannot leave and are purchased at no cost. The Free Company cannot purchase any upgrades or exchange equipment, and they do not count towards a core choice.

### Rouse the Masses

Larusson is a charismatic and rebellious figure and has a devout following of freedom fighters. Before the start of the game but after deployment, roll a D6. On a score of 4+, Larusson will give a rousing speech and the Free Company that he is joined by along with any other units with the nationality of Nordland will become Frenzied for the rest of the battle or until Larusson is slain. Otherwise, the Free Company will act as normal and Larusson may leave the unit during the battle. When facing The Empire of Middenland faction, Larusson will Rouse The Masses on a 3+, with the same effects and rules applying.

### Political Liability

Emperor Titus-Artur I of Middenland will stop at nothing to silence Larusson before more “revolutionaries” join his cause. If Larusson is present on the battlefield and fighting against The Empire of Middenland faction, all units on Larusson's side will be Hated by the opposing army.

## *Jakob Rotenbaum, Alderman of the League of Free Traders*



"Ya want to hear about ol' Jakob? You look poor... shall I even talk to you? Nah, only joking, kid! Hahaha! What do I look like, a goddamn posh noble? Come, have a pint on me!

Well, it's on him actually. He pays my tab, see? I make him smile, occasionally, and tell him things I hear people talk about. For that, he pays my tab. Not that he would even notice it if I drank all the ale in Nordland, haha!

Now, the whole point, the whole point about Jakob is that he's rich. I mean, really – rich is not a word for it. And it's not like he has inherited it like those posh craptalkers that ruin this country! Word is he started in the gutter long ago, just like me, but long before both of us were born. Well, I never made it out of the gutter, alright, but ya get my drift.

Ya see, what ol' Jakob did, long ago when he was young – must have been 40 years ago, at least – was travel around. Went around the whole world on ships, on friggin nutshells. Went to places where the heathens run around naked and eat people and whatnot. He told me all about it, ya see? About the Elves, the white ones who are pretty and wear bedsheets, and the black ones who are pretty and pull your skin off, and then use it as a bedsheet. About the Forest in the west, where they have lizards twice as big as a man who will kill you with clubs of black stone, and about the swamps in the south, where they have small people who poison you and cook you. Cook you! Couldn't believe it! "Jakob", I said, "why do they poison you if they want to eat you afterwards?" But it seems fine with them.

So Jakob – see, he is awfully clever. Clever enough to learn all those heathen lingo and talk to the small people and to the elves and whatnot. So what he did, if I got it right... what he did is this: he took some piles of iron from here (cheap stuff) and sailed to the small people, who don't have iron. For the iron, they gave him some of their vicious poison, and with this he sailed to the white elves, who need the vicious poison to cure the evil stuff from the black elves, and they gave him... anyway, that's what he calls... wait a minute... "supper and demand". No, "supply and demand", that's it. Ya should here him talk. Big words, but not to kick ya down – that's just the way he his. I mean, look at me! If he was posh, he wouldn't even spit in my direction. Instead, he pays my tab. No posh nob has ever done that for me.

Anyway, Jakob has a way with people. When he had enough gold, he stopped sailing to the heathen places and settled down here, in his home, in Nordland. Bought the shops from all the Marienburg bloodsuckers he found in Salzenmund, and pushed them out of business. Runs all kind of business – wood, ale, weapons, everything. And he's always better than them. They hate him for that, but he does not care. They are not the only ones. The nobs dislike him, too. Perhaps because he is richer than they will ever be, with there powdered asses, hahaha!

Sometimes it seems he owns half the country, with all the things he does and the people he knows. That's crap, of course. Jakob is a decent fellow, trust me. He even goes to war against the leeches! Can ya imagine that? An old man, has seen everything in his life – and now he's going to war. He's not nearly as tough as he used to be – he was hard as nails, back when I was a kid – but still he's going. "Somebody has to venture out and stop them", he says. He does not even ride a horse. Could afford a whole friggin zoo, but doesn't ride a horse when going to battle. "I prefer to have my feet on the ground", he says. Perhaps he had to walk around a lot when he visited the small people. Perhaps they eat horses too, hahaha!

Worried? Nah, I'm not worried. Not about Jakob. He's managed to become so old, he ain't going to die soon. And he has friends, connections. Word is that he's one of the founders of this League of Free Traders that fights the leeches, that he is one of the chaps who run the show there. Dunno, could be. If so, he has enough guys to help him out. Jakob has his way with people, remember? I said that. He has done many a favour, and all he needs to do is collect them.

I've seen it. "I'm off, asking for a boon that is owed to me," he says, or something like that. But he's not posh or such. Really, that's just the way he talks."

Jakob Rotenbaum may be included as a hero choice in any army of the League of Free Traders of at least 1500 pts. in size. He must be fielded exactly as explained below, and may not receive additional equipment. He may never be the army's general, even if he has the highest leadership. He may never join a unit of knights or pistoliers, even if he is equipped with a warhorse. Jakob Rotenbaum M4 WS4 BS4 S3 T3 W2 I3 A2 LD9

**Nationality:** Nordland

**Point cost:** 75

**Mount:** May ride a Warhorse (+15 pts.) which may be equipped with barding (+6 pts.)

**Equipment:** Full Plate Armour, Gromril Greatsword, a brace of Duelling Pistols, Dragonscale Cloak (see below)

**Special rules:** Direct Competitor, "Anything, anywhere, anytime" (see below)

## Equipment

**Full Plate Armour:** Being one of the richest men in the history of the empire does have some "minor" advantages. For one, you can buy practically everything you want. This includes equipment normally used by nobility only. Standard FPA, as provided by the NEB.

**Gromril Greatsword:** Some people are so rich as not to know what to waste their money on. Most of them choose custom-made clothing. Very few choose custom-made weapons. If it's the hands of a skilled dwarven smith doing the customizing, even better.

Greatweapon. The Gromril Greatsword is a magic weapon for all purposes (except that the normal rules for greatweapons still apply). It is also armour-piercing.

**Duelling Pistols:** Such weapons are, theoretically, a privilege of nobility. They give great service to society as whole by helping to keep the numbers of "snooty nobs" low. It is considered terribly bad style to bring them to battle. But for a commoner, style is of minor importance compared to pumping the enemy full of lead before he can bash your head in.

Count as pistols in any regard, except for the following: They have a range of 10" and add +1 on Rotenbaum's BS (not yet included in the above statline) when shooting with them.

Furthermore, Rotenbaum always carries a single phial of Hedge&Cook Gunpowder with him for his private use – enough for one shooting phase. See below on how shooting with this special gunpowder is resolved.

**Dragonscale cloak:** Actually, this cloak is very likely not made of dragon scales. Rotenbaum traded it from a pygmy tribe during his travels to the Southlands, and has worn it ever since. Presumably, there are some parts of dead Saurus Warrior woven into it. Rotenbaum was happy to discover its protective abilities, the pygmy were happy about the iron they received in return – the only one not happy is probably the previous bearer of the scales. But he's not likely to care anyway.

Confers a 5+ Ward Save.

## Special rules

### Direct competitor

A leech's life is tough. There are many sharks in the sea, and while the biggest ones get the most respect, they are not necessarily loved. For the past decades, Rotenbaum has been a major pain for the Marienburg merchant guild, right to the point of driving a substantial amount of them into ruin. Many of them have male relatives that are now fighting in the war.

Any characters and any units with the Marienburg nationality hate Rotenbaum.

### "Anything, anywhere, anytime"

That's exactly it. With his unparalleled network (and nearly unparalleled wealth), Jakob Rotenbaum can acquire any piece of equipment, at any given time and any given place. Well... almost. Such a man is good to have in your army.

Prior to the game, before deployment, roll a d6 to establish what Rotenbaum has managed to acquire this time to back up the troops.

**1-2: Trinket.** Contacting an old wizard friend and promising to finance the repair of the leaking roof of his tower, Rotenbaum has been given a piece of magic equipment as a present. Since the "young ones" are so keen on this stuff, he lends it to them for the course of the battle.

Choose any character from your army, except Rotenbaum himself. This character may be equipped with a single magic item from the "common magic items" list for free. You are free to choose the item, except that the usual restrictions apply: A character may not have more than one magic weapon, no magic item except scrolls may be included more than once, only wizards may carry arcane items, and so on.

**3-4: Iron legion.** You do not want to know where he got all this pieces of armour from. Trust me. You don't. Choose a single infantry unit in your army that is already equipped with light armour. The armour is upgraded to Heavy Armour for free. This includes the unit's detachments, provided that they were equipped with light armour already.

**5-6: Hedge&Cook.** Substantial annual donations by a certain benefactor have helped the Nuln Gunnery school to keep the head over the waterline even in "bad" (that is, peacefull) times. Some people do not forget such things. "Yay, that new Hedge&Cook gunpowder is sure powerfull stuff! Best ever invented! Of course, it's illegal to sell it. By the way, know the derelict warehouse? Check out those crates in the rear. Enjoy your stay". Choose a single unit in your army, which may not be a warmachine. This unit gets equipped with enough Hedge&Cook gunpowder for a single shooting phase. Announce that you want to use the gunpowder before rolling to hit with this unit. Any blackpowder weapon fired by the unit or joined characters in this shooting phase counts as having S5, and increases its range by 6".



# Crisis in Marienburg

## Special Characters

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*<http://www.marienburgcampaign.com/>*

## *The Marienburg Alliance*

*Emperor Philip III of Marienburg*

*Avermarshall Konig von Kuttentbach of Averland*

*The Infanta Maria of Magritta*

## Emperor Philip III of Marienburg



Many say that the Emperor of Marienburg is no more than a figurehead, that the real power lies with the merchant families and the guilds. This is true. The influence of the Imperial family has decreased steadily over the years, and this is often attributed to the infamous curse on the House of Marienburg.

Just over one hundred years ago, Emperor Helmut of Marienburg fought in the so-called Battle of Four armies against Konrad von Carstein. Even the heroic sacrifice of the Emperor's guards could not save him from the vampire, and Helmut was struck down. Worse was yet to come, as the vampire caused the murdered Emperor to rise again as an undead abomination. Konrad was eventually slain, by Helmut's son Helmar, and the Emperor's body was laid to rest. His spirit proved to be another matter entirely.

During the battle, the Emperor's younger brother Philip is said to have withdrawn the troops under his command at the critical moment, exposing Helmut's guardsmen to Konrad's charge. Philip was an eloquent man, and his excuses were enough to satisfy most people of his innocence. When Helmar died, childless, it was Philip's son who succeeded him.

The curse has followed Philip's line ever since. Illness, both physical and mental, pursues them. Philip III, the current Emperor, is at times a vigorous, decisive man. At others, he is overcome by lethargy and despair. At his worst moments, he sees the bloodied shade of Emperor Helmut walking at his side, a smile on his dreadful face.

Emperor Philip III of Marienburg is a Lord choice for Marienburg Alliance armies, and must be the Army General (even if another character has a higher leadership). No additional equipment may be purchased for him, except where specifically allowed.

	M	WS	BS	S	T	W	I	A	Ld
Philips III	4	6	6	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

**Points:** 220

**Weapons:** (The Westerland) Runefang, handgun, hand weapon

**Armour:** full plate armour, shield

**Other Items:** The Shark's Tooth

**Options:** may ride a warhorse (+15 points), which may have barding (+6 points). May alternately ride a Pegasus (+50 points), or a Griffon (+200 points).

**Nationality:** Marienburg

### Special Rules:

#### **The Shark's Tooth**

This enormous tooth, carved with Manann's five-pointed crown and hung from a golden chain, is said to have come from a gigantic shark sent by the evil god Stromfels to terrorise the people of Marienburg. The shark was reputedly slain by collision with a merchant vessel, and ever since one of its teeth has been worn as a symbol of the city's devotion to the sea god.

The Shark's Tooth provides Emperor Philip with a 4+ ward save.

#### **Emperor and Grandmaster**

The Emperor of Marienburg is traditionally also the Grandmaster of the Knights of Manann. Therefore, one unit of Templar Knights of Manann (whether mounted or dismounted) counts as a core choice instead of a special choice. If Emperor Philip joins a unit of Knights of Manann, he and the unit become immune to psychology for as long as he is alive (but unlike a normal Grandmaster, Emperor Philip is not immune to psychology if operating as an independent character).

In addition, one unit of Spearmen, Halberdiers or Marines of Marienburger nationality may carry a magic banner costing up to 60 points.

#### **Helmut's Curse**

Emperor Helmut's ghost pursues the descendants of his treacherous brother without respite. Emperor Philip must take a leadership test, using a leadership score of 8, at the start of each of his turns. If he passes, there is no effect. If he fails, Helmut's Curse takes effect: until the start of his next turn (when he must test again), Emperor Philip's weapon skill and ballistic skill are reduced by two each; and his strength, toughness, initiative, attacks and leadership are reduced by one each.

Indicate that the curse is currently in play by placing a counter, or better yet a suitable ghost miniature, near Emperor Philip's model.

## Avermarshall Konig von Kuttenbach of Averland



Konig von Kuttenbach was born into one of the wealthiest families in Averland. Despite the comfort of his wealth, Kuttenbach grew up very level headed and reasoned thanks to the mentoring of his father. At an early age, Kuttenbach showed exceptional skill with a sword. He spent most of his free time fencing with skilled teachers from all over the known world as well as his father and childhood friends. Seeing the raw talent of his son, Kuttenbach's father sent him to military colleges in both Nuln and Averheim to learn battlefield strategy and the art of war. He would serve amongst the elitist State Troops of Averland and apprentice to the most cunning generals of his day.

By the age of twenty-two, he was known throughout Averland's military as a child prodigy - not only for his skill with a sword, but for his amazing talent strategically. Unlike other generals, Kuttenbach wouldn't charge headlong into the enemy for glory or flee at the sight of a superior force. He is calculating and precise in his actions, striking at the weak point of his enemy and fighting on terms of his choosing. Much like a fencer, he has the amazing knack to understand and read his opponents move and to counter it; striking firmly into the vulnerable flank of his foe or baiting his enemy with a false withdrawal. He demands much of his men, even when demanding much is unnecessary. His impeccable military record and his commanding presence earned the fierce loyalty of the soldiers across Averland. His almost emotionless view of war, has made him a valuable tool to his commanders, whom often view him as a tool to the means of victory. Kuttenbach never questions the wishes of his superiors, and executes them to the best of his power. Despite his strict adherence to professionalism and insistent nature which irked his peers and leaders in Averland, Konig von Kuttenbach is regarded as one of the most talented Avermarshalls in the history of the province.

Avermarshall Konig von Kuttenbach of Averland is a Lord choice for Marienburg Alliance armies. No additional equipment may be purchased for him, except where specifically allowed.

	M	WS	BS	S	T	W	I	A	Ld
Kuttenbach	4	6	5	4	4	3	3	3	9
Warhorse	8	3	0	3	3	1	3	1	5

**Points:** 225

**Weapons:** (The Averland) Runefang, hand weapon

**Armour:** full plate armour, shield

**Options:** may ride a warhorse (+15 points), which may have barding (+6 points). May alternately ride a Pegasus (+50 points), or a Griffon (+200 points).

**Nationality:** Averland

### **Special Rules:**

#### **Natural Born Leader**

The Avermarshall is a proven and talented battlefield leader. Averlanders look to his tactical wisdom and leadership to guide them through even the bloodiest of engagements. When The Avermarshall is the army General, any unit of Averland nationality that the Avermarshall joins will become Immune to Psychology and Stubborn. If he is present on the battlefield and not the leader of the army, All units with the nationality of Averland must take a 'Nationality and Control' each turn when the Avermarshall is within 8" of that unit.

#### **Skilled Swordsman**

The Avermarshall grew up following the tradition of most Averlandic nobles, spending much of his free time fencing and training with a sword. Thus, He is very skilled with a sword and can easily read an opponent's strike. The Avermarshall will strike first with one attack in the first round of combat and the remaining attacks will proceed in initiative order.

#### **Pomp and Ceremony**

The Avermarshall holds firm to the tradition and ceremony of Averland's military and ordains that all Averlanders must do the same. When he is present on the battlefield, all Averland State Troops and Militias are required to contain a champion, musician and standard bearer. This rule does not apply to detachments or units of other nationalities.

## The Infanta Maria of Magritta



The Infanta Maria is the current Princess in the Kingdom of Magritta. A young and beautiful girl of 17, she is beloved by her people, but has almost no control of the actual politics of the kingdom, which is handled by her mother and an army of magistrates and court advisors. On her 18 birthday, she will assume the role of Infanta Real, and begin to lead her kingdom, but the Crisis in Marienburg has detracted from this forthcoming event. Seizing the opportunity, the Infanta decides to lend aid to the city of Marienburg, hoping to profit, and decrees that she will ride at the head of the Estalian army marching to war.

**Army Organization:** Two Hero Choices. Maybe used in a Marienburg Army

	M	WS	BS	S	T	W	I	A	Ld
Infanta Maria	4	4	2	2	3	2	5	2	9

**Points:** 200

**Nationality:** Estalian

**Equipment:** Hand Weapon, Light Armor, Rod of Monarchy.

**Mount:** May be mounted on a Warhorse (+15pts).

**Special Rules:** Young, National Pride, "Protect the Infanta!"

**Young:** Although a prominent Estalian figurehead, the Infanta is barely out of her teenage years, and has almost never seen battle. She and any unit she joins suffers a -2 penalty on all Fear and Terror checks they are required to make, as the screaming of a scared girl is enough to unsettle even a hardened warrior.

**Nation's Pride:** All of Estalia looks upon the Infanta as a symbol of Estalia and its greatness. The Infanta may only join units of Estalian Nationality. These units become Stubborn. If she is the Army General, Estalian units can use her Leadership within 18", but all other units must use the normal 12".

**"Protect the Infanta!":** Although a boon to leadership and a great figurehead, the Infanta of Magritta is, quite simply, a young girl, and has no combat experience at all. Given this, she may never accept or issue challenges. Also, any soldier of Estalia would gladly sell his life for the safety of the Infanta. The Infanta is placed in the middle of any unit she joins, so that she is never involved in a combat. She will stay in the same place, and the soldiers will move around her. All her abilities still function, even though she is not in the front rank.

**Equipment:**

**Rod of Monarchy:** This heirloom of the Magrittan Court allows the bearer to better sway the masses with their royal weight.

The Rod of monarchy allows each unit within 12" (18" for Estalian units) to re-roll failed nationality tests.