



Kurgan Raiders

by Scribe
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The battle against Archaon severely taxed the armies of Talabecland, and Talabheim was no different from any of the other communities in the land.

Less than half of Talabheim's military remained behind to man the Taalbaston. Whilst most soldiers remain in the field hunting down the remaining pockets of Chaos Marauders and Beastmen, a few have begun to trickle back to the city.

Archaon's invasion was thwarted but at considerable cost. The hordes of Chaos led by his generals the High Zar's, were scattered. Kurgan warbands have found solitude by hiding in the dark recesses of The Great Forest. Northmen and Mutants lurk unseen preying on those foolish enough to travel without protection. Saboteurs and cultists continue to infiltrate the province amidst the masses of refugees from the north.

It had been good whilst it lasted, following Archaon down and smashing your way through army after army, but defeat proved how weak Archaon was with the Gods and so you were weak for following him. Now you must prove yourself again, bathing in the blood of your enemies and there are plenty of them now. Yet you have felt the call of your Gods in another matter and only time will tell on what that shall be.

Appearance

The Kurgan are a raven haired, dark-skinned and powerfully built race, quite unlike Old Worlders in appearance. They are said to be equally at home on foot or on horseback. When the armies of Chaos gather to invade the Old World, it is the Kurgan that come most eagerly and in the greatest numbers, for they are a numerous people compared to the other tribes of Chaos. It is the warriors of the northernmost tribes who are the fiercest and most likely to be chosen by their gods.

Special Rules

Eyes of the Dark Gods: An aspiring chaos follower is always watched by the vigilant eyes of the dark gods, who reward the successful generously but punish failures harshly. Roll 2D6 after every battle.

Spawn of Chaos: If you lost the preceding battle add +1 to the roll for each of your Heroes that was taken *out of action* during the battle. On a total of 12 or more the warband's *leader* turns into a Chaos spawn (see rules below). His equipment is lost.

Mark of Chaos: If you won the battle add +1 for every enemy model the leader took *out of action*. On a total of 12 or more you may chose a *Mark of Chaos* for the winning *leader* (see *Marks of the Dark Gods* below).

As soon as the leader receives a Mark of Chaos through the *Eyes of the Dark Gods* special rule this test is no longer taken – until the leader leaves the warband in which case the new leader must prove himself to the Dark Gods the same way his predecessor did.

If the warband already includes a Spawn of Chaos the doomed leader is simply erased from the roster. There may never be more than one Spawn of Chaos in a single warband.

Hired Swords: Most Hired Swords refuse to work for the powers of chaos. Therefore a Kurgan warband may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards, Warlocks and Imperial Assassins.

Choice of warriors

A Kurgan Raiders 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 (except for Shornaal warbands).

Chieftain: Each Kurgan warband must have one Chieftain: no more, no less!

Shaman: Your warband may include one Shaman.

Condemned: Your warband may include one Condemned.

Champions: Your warband may include up to two Champions.

Marauders: Your warband may include any number of Marauders.

Warhounds of Chaos: Your warband may include up to five Warhounds.

Spawn of Chaos: Your warband may include one Spawn of Chaos.

Starting Experience

A **Chieftain** starts with 20 Experience.

A **Shaman** starts with 8 Experience.

Champions start with 8 Experience.

A **Condemned** starts with 8 Experience.

All **Henchmen** start with 0 Experience.

Characteristic increase

Profile	M	WS	BS	S	T	W	I	A	Ld
Marauder	4	7	3	4	4	3	7	4	9

Marauders with the *Chosen of Chaos* skill use the maximum profile for Warriors of Chaos:

Profile	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	8	3	5	5	3	8	5	9

Kurgan equipment list

The following list is used by Kurgan warbands to pick their equipment:

HERO EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Halberd	10 gc
Steel Whip	15 gc
Double-Handed-Weapon	15 gc
Flail	15 gc
Great Axe	25 gc

Missile weapons

none

Armour

Light Armour	20 gc
Heavy Armour	50 gc
Shield	5 gc
Helmet	10 gc

HENCHMAN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear	10 gc
Flail	15 gc

Missile weapons

Throwing axes	15 gc
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(treat as Throwing knives)

Armour

Light Armour	20 gc
Shield	5 gc
Helmet	10 gc



Kurgan skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Chieftain	✓			✓	✓	✓
Shaman	✓		✓			✓
Condemned				✓		✓
Champion	✓			✓		✓

Kurgan special skills

The Kurgan marauders may use the following skill list instead of any of the standard skill lists.

Chosen of Chaos

The Hero has been found worthy of his god's service and entered the rank of a Chaos Warrior. He uses the maximum profile for Warriors of Chaos and the Hero equipment list (if he does not already).

Chaos Armour

Only Heroes with the *Chosen of Chaos* skill may have Chaos Armour. The Hero may no longer wear armour, but has a natural armour save of 4+ that can be combined with shields and mount bonuses as normal.

Sweeping blow

Whenever the Hero takes an enemy model *out of action* using a Great Axe he may immediately make an additional attack against another model in base contact. Requires the *Strongman* skill.

Tattooed Body

Only the warband's *leader* may have this skill. The Hero's body is covered with unholy Chaos signs to attract his patron's attention. The *Eyes of the Dark Gods* special rule's effect (of becoming a Chaos Spawn or receiving a Mark) happens on a result of 10+ instead of 12+ only. Note that for the less favoured Norse *leaders* this is 11+.

Heart of the Warrior

Only the warband's *leader* may have this skill. He may re-roll any failed Rout test and is immune to *fear* and *all alone* tests.

Mutant

The Hero may buy one mutation. See the Mutants section on special rules.





1 Marauder Chieftain

95 gold crowns to hire

The Chieftain is the brutish head of the warband. He leads his tribe in their constant warfare and bloodshed in an attempt to win the approval of their fickle gods.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	5	3	4	4	1	5	1	8

Weapons/Armour: The Marauder Chieftain may be equipped with weapons and armour chosen from the Hero Equipment list.

SPECIAL RULES

Leader: Any Warrior within 6" of the Marauder Chieftain may use his Leadership when taking Ld tests.

0·1 Marauder Shaman

45 gold crowns to hire

A Shaman is the Chieftain's advisor as their god tells them his will through the Shaman's visions and dreams. The other tribesmen see the shaman's attunement to their gods as a great gift that is to be equally respected and feared.

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

Weapons/Armour: The Marauder Shaman may be equipped with weapons chosen from the Hero Equipment list.

SPECIAL RULES

Wizard: A Marauder Shaman is a Wizard and may use Chaos Magic as detailed in the Magic section.

Mark of Chaos: The Shaman gets a Mark of Chaos when hired to determine the kind of magic he uses. He can have the Mark of the Serpent, the Mark of the Crow, the Mark of the Eagle or the Mark of Chaos Undivided.



0·2 Champions

45 gold crowns to hire

Champions are the strongest and most battle hardened warriors in the tribe. They fight constantly waiting for the day when they can finally be judged by their god as being worthy of his service.

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

Weapons/Armour: Champions may be equipped with weapons and armour chosen from the Hero Equipment list.

0·1 Condemned

55 gold crowns to hire

A servant of a dark god who was foolish enough to turn away from his patron is forever condemned. If the traitor turns to another god for aid then they are often spared death, but suffer a fate many times worse. The servant suffers constant mutations at the hands of their old god but maintains vestiges of his humanity as his new god compensates for the mutations by restoring or altering the form of the servant. It is all in vain, as the unwitting servant eventually becomes a plaything of both gods who use the servant's body and soul as a contest of wills between themselves, completely uncaring of the condemned servant's fate.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	D6	3	D6	D6	1	4	D3	7

Weapons/Armour: The Condemned fights without any weapons and never uses any armour.

SPECIAL RULES

Inconsistency: The body of the Condemned is mutating permanently. The variable attributes WS, S, T and A are determined whenever needed, once every turn.

Fear: The Condemned's unnatural appearance makes him cause *fear* in his enemies.

Experience: Whenever the Condemned would increase one of his variable attributes the player rolls an appropriate die instead. If the player is satisfied with the result, he may set the attribute on that number (e.g. roll a D6 instead of increasing Strength, on a roll of 4 the player may choose to give the model S 4). Otherwise the attribute remains variable (and the advance is lost).

Fate: Once all variable attributes are set, the Condemned may use weapons, armour and equipment as usual. But, if he has 90 Experience and still variable attributes, his patron could not save him from his former god's wrath and his soul and body are lost. He turns into a terrifying Spawn of Chaos (see rules below). If the warband already consists of a spawn, the doomed warrior wanders off into the wastes, never to be seen again.



Henchmen



Chaos Marauders

35 gold crowns to hire

Marauders are wild uncivilized barbarians who seek battles and bloodshed. They form the majority of the chieftain's retinue.

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

Weapons/Armour: Marauders may be equipped with weapons and armour chosen from the Henchman Equipment list.



0.5 Warhounds of Chaos

15 gold crowns to hire

Warhounds of Chaos are titanic, mastiff-like creatures which are insanely dangerous in combat.

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

Weapons/Armour: None! Apart from their fangs and nasty tempers the Warhounds don't have weapons and can fight without any penalties.

SPECIAL RULES

Animals: Warhounds are animals and never gain experience.

0.1 Spawn of Chaos

180 gold crowns to hire

Spawns of Chaos are former Chaos Champions who have been too heavily gifted by their gods and become terrifying mutants.

Profile	M	WS	BS	S	T	W	I	A	Ld
	2D6	3	0	4	5	3	2	D6+1	10

Weapons/Armour: None! Spawns of Chaos fight with claws, tentacles and other extremities.

SPECIAL RULES

Special Attacks: Roll at the beginning of each Close Combat phase to determine the spawn's number of Attacks for that phase.

Fear: Spawn are disgusting and revolting blasphemies against nature and cause *fear*.

Special Movement: The Spawn moves 2D6" straight on in each of its Movement phases. Before it does so it's player may turn it to give the direction. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat.

Psychology: Spawns are mindless creatures, knowing no fear of pain or death. Spawns automatically pass any Leadership based test they are required to make.

No Brain: Spawns of Chaos are crazed creatures and therefore gain no experience.

Large: Spawns of Chaos are huge tempting creatures and count as Large Targets as defined in the shooting rules.



Kurgan special equipment



Great Axe

25 gold crowns

Availability: Rare 10, Heroes with the *Chosen of Chaos* skill only

These over-sized Battle Axes can be wielded only by the strongest of warriors.

Range	Strength	Special rules
Close Combat	As user +2	Two-handed, Strike last, Cutting edge

SPECIAL RULES

Strike last: Great Axes are so heavy that the model using them always strikes last, even when charging, unless it has the *Strongman* skill.

Cutting Edge: A Great Axe has an extra save modifier of -1, so a model with Strength 4 using a Chaos Battle Axe has a -4 save modifier in hand-to-hand combat.

Steel Whip

15 gold crowns

Availability: Rare 9, one Hero only

Originally used for taming the wild Chaos Hounds the Steel whips have proven effective in combat also.

Range	Strength	Special rules
Close Combat	As user	cannot be parried, whipcrack, enrage

SPECIAL RULES

Whipcrack: See Steel whip (see Mordheim Rules Review, p 4).

Cannot be parried: A model attacked by a steel whip may not make parries with a sword or buckler.

Enrage: The Hero may use his whip to make the Warhounds charge wildly. As long as he is not involved in close combat all Warhounds of Chaos within 4" gain +1 attack.

Marks of the Dark Gods

The *Eyes of the Dark Gods* special rule may let the warband's leader choose a Mark of the Dark Gods. There may never be two models in the warband with different Marks. Shamans choose their Mark when being hired (in correspondence with their tribe). The Mark gives them access to their god's magic. A Shaman that is the *leader* at the same time has to pick the Mark he already has when being granted through the Eyes of the Dark Gods – kind of confirming his role to his dark master!

Mark of Chaos Undivided

A Hero with this mark believes in Chaos in its purest form instead of the division into four Chaos Gods.

Leader: All warband members within the *leader* rule's radius (6" normally and 12" with *Battle Tongue*) may re-roll all failed Ld tests.

Shaman: With the Shaman of Chaos Undivided as the tribe's spiritual leader the warband may include 0-3 Gors (see *Beastmen Raiders in the Empire in Flames Supplement*, p. 73) that count towards the maximum of 15 members. Re-roll all results of 'The lad's got talent' for them.

A Shaman of Chaos Undivided uses the Chaos Rituals (see p. 59 in the *Mordheim* rulebook).

Mark of Tchar the Eagle

Tchar the Great Eagle is the Changer of the Ways. He is the Master of the ever-mutating energy known as magic and his followers are skilful practitioners of the arcane arts.

Leader: The Hero is capable of casting spells from now on. He immediately learns one random spell from the Tchar Rituals. However, he suffers -1 on all rolls for Difficulty unless he was a wizard before.

Shaman: The Shaman starts with two spells from the Tchar Rituals. One can be chosen freely, the second is randomly determined.

Mark of Arkhar the Dog

Arkhar the Dog is the God of War. He is worshipped on the battlefield by his warriors who shed blood in his name, charging their enemies with the battle-cry "Blood for the Blood God!"

Leader: The Hero is subject to *frenzy* from now on. In addition, any spell that targets the Hero fails on a roll of 4+.

Shaman: Shamans cannot choose this mark for Arkhar despises spellcasters and magic in general.

However, replace the Shaman of Arkhar with a Pack Tamer (using the same profile as a Champion). The Pack Tamer must always be equipped with a Steel Whip and has the *Warbound Handler* skill (see *Mordheim Annual 2002*).

Mark of Onogal the Crow

Onogal the Crow is the Lord of Decay who unleashes pestilence upon the world. Therefore his followers are almost completely immune to diseases and serious wounds.

Leader: The Hero gets +1 T and may re-roll on the Serious Injuries table once. In addition, he is *immune to poison*.

Shaman: The shaman uses the Nurgle Rituals (see p. 65 in the *Empire in Flames Supplement*). However, replace the first spell in the list with the *Touch of Onogal* as described below. He is *immune to poison* also.

Mark of Shornaal the Serpent

Shornaal the Serpent is the Dark Prince of Chaos. The Lord of Pleasure is the patron of all things beautiful and seductive.

Leader: Enemy models that are not *immune to psychology* cannot attack the Hero in close combat unless they pass a Ld test with 3D6, discarding the lowest D6 result. If the roll is failed, these models are hit automatically in close combat. Once they pass, they do not have to test again for the duration of the battle. Note that the Lizardman's *Cold Blooded* special rule cannot be applied to this effect.

Shaman: If the Shaman wasn't taken *out of action* during the battle, instead of searching for rare items he may brew a strong drink for the warband (treat as Bugman's Ale). Note that this item cannot be sold.

A Shaman of Shornaal uses the Shornaal Rituals.



Shornaal Rituals

The Shornaal Rituals are used by the Marauder Shamans who worship the Great Serpent. They use their power to show unlucky victims the horrible pleasures of their patron.

1 Delicious Suffering **Difficulty 8**

The Shaman summons great suffering to overwhelm his enemies.

All models (friend and foe, except for the Shaman) within 3" must pass a Ld test or are knocked down.

2 Dance of the Serpent **Difficulty 8**

The Shaman's sight is so incredibly fascinating that his opponents cannot help staring stupidly while he draws his sword.

All enemy models that are not *immune to psychology* suffer a -1 'to hit' against him in close combat.

The Dance lasts until the beginning of the Shaman's next shooting phase.

3 Endless Torment **Difficulty 9**

The Shaman falls into ecstasy torturing his helpless victim and watching it die slowly.

Choose one enemy model within 8". From now on the model must roll for injury -1 after it's Recovery phase. For the duration of the Torment the Shaman can do nothing else but end the spell at the beginning of his turn and if attacked in close combat, he is hit automatically and the spell breaks.

4 Mystify **Difficulty 8**

"Pain, beautiful Pain!" – last words of Snagbel, Exalted Shaman of the Tribe of the Snake

Target enemy model within 8" will have their Initiative value reduced to 1 and will always strike last in close combat, even if they charge an opponent or are armed with a spear or pike and are charged themselves. This spell lasts until the target passes a Ld test during the recovery phase.

5 A thousand Voices **Difficulty 8**

A thousand voices manifest within the head of the unlucky victim driving him insane by mocking at his secret desires and dreams.

Choose one enemy model within 12". For the duration of the spell the model reduces its Ld by D3 + 1 (to a minimum of 2) if it is not *immune to psychology*.

The model must pass a Ld test at the beginning of its turn to end the spell. *A thousand Voices* can only enchant one model at a time.

6 Shornaal's Temptation **Difficulty 7**

The Great Eagle has chosen to deliver a certain warrior from his miserable existence by promoting him to one of his Daemonic servants.

Choose one enemy model within 8" that is not *immune to psychology*. The model must pass a Ld test. If the model fails, then the Shaman gains control over the model. The player may attempt to regain control at the beginning of his turn by passing a Ld test. *Shornaal's Temptation* can only enchant one model at a time. If the shaman is hit whether by a missile or in close combat he must pass a Ld test or the spell ends.

Tchar Rituals

The Tchar Rituals are used by the Marauder Shamans who worship the Great Eagle. For Tchar is the Lord over destiny and fate respecting wisdom and subtlety his servants are amongst the mightiest of spell-casters and his magic is especially effective against the dumb and inexperienced.

- 1 Tchar's Blessing** **Difficulty: auto**
The Shaman prays to his god to fill him with wisdom and thus triumph over his enemies.
This spell must be used before the game and may only be used once. The Shaman may not cast spells in the following battle. After the game he gains D3 Experience points if he wasn't taken *out of action*.
- 2 Dispel Magic** **Difficulty 7**
The winds of magic are bound to the will of Tchar and no so-called wizard may use them against his favoured.
The Shaman ends all effects of currently active spells.
- 3 Foresight** **Difficulty 10**
The Changer of the Ways pulls the strings of destiny to protect his servants.
This spell must be used before the game and may only be used once. Choose a warband. One randomly determined Hero of that warband must miss the following game. Models that are capable of casting spells, prayers or meditations are immune to this effect.
- 4 Wrath of the Great Eagle** **Difficulty 9**
The Shaman calls Tchar to punish the ignorant and stupid for their delusion
Choose one enemy model within 12". The model is hit with a Strength equal to the difference of the Shaman's Experience points and the model's Experience (to a maximum of 10). Armour saves are taken as normal. If the victim has more Experience points than the Shaman, the latter is hit instead.
- 5 Tchar's Reward** **Difficulty 8**
The Shaman is rewarded for his great power.
The Shaman gets +1 on any one stat per 10 Experience points he has. Each stat may be increased only once through this spell.
The power of Tchar's Reward lasts until the beginning of the Shaman's next shooting phase.
- 6 Slave to Chaos** **Difficulty 9**
The Great Eagle has chosen to deliver a certain warrior from his miserable existence by promoting him to one of his Daemonic servants.
This spell has a range of 12" and causes one Strength 2 hit with no armour save. If the model is taken *out of action* roll for Serious Injuries immediately. If they die replace the killed warrior with a Horror of Tzeentch (see Bestiary for rules) until the end of the game. If the Shaman is *stunned* or taken *out of action* the Horror disappears into the Realm of Chaos.

Onogal Rituals

The Nurgle Rituals are used by Marauder Shamans with the Mark of Onogal the Crow. Replace the spell *Daemonic Vigour* with *Touch of Onogal*.

1 **Touch of Onogal**

Difficulty 10

The Shaman's body is covered with smallpox and blisters. His touch can transmit devastating diseases.

This spell can be used against one of the Shaman's close combat opponents. If he takes the model *out of action* in the following hand-to-hand combat phase, that player rolls for Serious Injuries immediately. If the model dies permanently, replace it with a Nurgle Plague Bearer (see Bestiary for rules) under the Shaman's control. If the Shaman is *stunned* or taken *out of action* the Plague Bearer disappears into the Realm of Chaos. Note that only one Plague Bearer can be created at a time.

The Warriors of the Crow had been on the march throughout the lean winter, the raiding party moving further south for forage every week, the vast forest now disorientating their sense of direction. The frozen steppe they were used to was different, but their eyes had been more accustomed to the swirl of stars and landmarks than to the darkened canopy that lay above them. They were deep in enemy territory and lost; if it wasn't for the fact that the enemy did not know that they were there and were too fat and lazy in their civilised ways, the Crows might have felt a spark of fear in their bellies.

No, hunting here was easy, as was the raiding, though pickings were slim. The Chieftain could sense the attitudes of the warriors and knew that a battle would postpone any attempt to usurp him, but a battle with whom?

Scurryings and rustlings from the surrounding woods alerted them all to an unseen force moving around their position and the Chieftain smiled inwardly. The Powers would always provide your wishes when most wanted. He signalled for the men to ready themselves.

They did not need to wait as a horde of little greenskins launched towards the war party. The Chieftain smiled, they might be of little challenge, but a challenge nonetheless, provided it was not too easy. "Kurgans, let us show them what it means to take on the Warriors of the Crow." He bellowed.

"No fight, no fight." One of them skittered, rearing his spider back. "Give us map and we go, all peaceful like." He smiled, a mouth full of tiny razors.

The Chieftain laughed a deep booming laugh. "Map, we know no map, but challenge us and you shall perish under our blades."

"No map?" The goblin squeaked pathetically.

"NO."

"Oh." It muttered quietly. The Chieftain could see the chance for a battle slipping away and took advantage of the sudden confusion.

"Charge and kill them all. Even the spiders." He yelled.

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*Border Town
Burning*