

In the harsh desert world of Araby there is much political intrigue and plots. Many young princes vie for chances at power. When one gets as far as they can peacefully, "others" must get their hands a little dirty... In such cases thieves are used as Assassins. Although not professional killers, they have learned the art of sneaking around growing up in the market streets of Araby usually as orphans or street urchins. As with all thieves a chance for gold always arouses a few to the scene, so it is with Mordheim.....

Araby Thief..... 45GC to Hire, Special upkeep

M WS BS S T W I A LD

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Armor/Equipment: An Araby Thief is armed Scimitar (sword) and a dagger that is always coated with Black Lotus. He wears no armor, as it would restrict movement.

May be hired by: Any warband but Sisters of Sigmar (too much guilt), Witch Hunters (didn't I see you in the crusades with my sister?), and Possessed (too scary).

Special Rules:

Hide: Thieves are masters at hiding. They may crawl behind any piece of terrain to hide that is 1" high or taller.

Sneak: Stealth is important to all who hope to keep their hand in Araby. If a thief is next to a corner, building, wall, statue, etc, etc, he will get an extra -1 to hit in addition to the regular modifier.

Kidnapper: If the thief puts an enemy out of action, they automatically count as Kidnapped on the Hero's Injury Chart, even if they are not a hero.

Stealing: Stealth comes at a high price and Thieves only think about money. After the scenario has been fought roll a D6 to see what the thief steals:

1: The thief takes 2D6 gold coins from the warband that hired him as is never seen again.

2: The thief steals D6 gold coins from the enemy, but was discovered and hurt. He must miss the next game.

3-4: The thief takes 2D6 GC from the enemy.

5: The thief takes 2D6 GC from the enemy and D3 wyrdstones.

6: The thief takes 3D6 GC from the enemy, D3 wyrdstones and finds the entrance to a Jewelsmith as detailed in the Exploration section.

The thieves' upkeep is 10GC plus half of the gold he steals (rounded up).

Skills: A thief may only choose from the Speed skills list.

SPECIAL RULE:

This Hired Sword is hard to find unlike the others in the rulebook as he frequently does not come to Mordheim unless on a whim or such. As so, all rules regarding Hired Swords apply, but to find this hired sword, a hero must take an Initiative test as if looking for a Special Character and then may hire as a normal Hired Sword.