

Dramatis personae:

Bombardicus:

The tale of Bombardicus:

A dozen years ago a red-robed mage challenged the pit fighters of filthy Lorenzo's arena, claiming magic to be superior to axe, sword or fist,... in short, to every weapon the pit fighters used. Grandstandingly he summoned a flaming sword in his hand and fought a series of duels against the pit fighters. He heated their gauntlets, He burned their nets and spear shafts and so on and so on....

The combat went poorly for the pit fighters and they despaired, seeing their martial pride and wicked blades count for nought. Between the duels, a fresh-faced pit fighter asked his fellows, 'I might have an idea... Can you keep that bearded fool occupied for an hour? I'll ask our guards to run a small errand'.

In lack of better ideas, the pit fighters agreed.

The youngster whispered to the guard what he needed, padded his pockets with a few crowns and the guard went off with a frown.

Within an hour he returned with a small object wrapped in cloth. The pit fighters despaired... this had been their last chance for victory. Surely, we'll be doomed to toil in the mines, the singed pit fighters exclaimed.

The youngster ignored their wailing and challenged the mage in turn. He baited him; 'I'll beat you, with but one hand' he explained while drawing his diminutive dagger mockingly taking up a dueling pose, keeping the bundle of cloth behind his back.

The mage scoffed 'so be it... another fool' and he cast his heating spell on the grip of the dagger so exposed. As he did so the pit fighter dropped it and with all his might he threw the object, still wrapped in cloth. The mage was hit, 'right in his face' and he collapsed without uttering a word. As the metal orb rolled bloodied through the arena sand, the crowd was stunned....

What weapon was that? The onlookers asked... ' 't was a cannonball', one exclaimed, ' he hit the bearded one like a bombard' and so the crowd started cheering 'all hail Bombardicus, slayer of mage'.

Now many years on, Bombardicus still fights on... a giant amongst men wielding that very same cannonball, now atop of his mace.

Bombardicus:

hiring fee 85 Gc / 40 Gc upkeep

A scarred pit king with a cannon ball-topped mace with a bag of small cannonballs:

M	WS	BS	S	T	W	I	A	Ld	Sv
4	5	5	4	4	2	5	3	9	6+

Equipment:

a rounded empire knight helmet, a massive mace topped by a cannon ball (double-handed weapon), pit armor (light armor), dagger and a small sack of cannon balls

Pitfighter extraordinaire:

As an escaped pit fighter this dramatis personae will only fight for pit fighter warbands

Skills: pitfighter, grizzled veteran, strike to injure, mighty throw, lightning reflexes, combat master, step aside

Small sack of cannon balls:

Ranged weapon: 18" range / S as user

Mighty throw: add +1 to injury rolls with throwing attacks

Vix Sinew-ripper:

Originally Sinew-ripper used to be known under another name, A whispered about terror known for the assassinations of Leitpold Schwarzwaldar during the Under-Middenheim purges, the Sigmarite priest Franz 'The mad' and the orc warlord Gothmog Rat-hunta. He was one of the best operatives of clan Eshin.

But eventually he got captured by Clan Moulder after a mission to slay one of their flesh shapers went awry. He was starved, tortured and experimented upon.

The experiments caused violent mood swings, and he became extremely twitchy and aggressive. He snapped while being operated upon, bit his arm off and escaped, biting and clawing himself a way into a rat ogre's neck and butchering two dozen clanrats and slaves on the way out. Eventually Eshin scouts found him, bloodied and delirious on the outskirts of their clan territory. Even injured, the disoriented assassin butchered 2 nightrunners before being subdued and he was thoroughly examined while rehabilitating.

He was barely lucid outside of combat, underwent bouts of hyperactivity and extreme aggression when fighting. He had lost his arm and an ear, and he was covered in horrific scars. Still, training assassins was a costly affair and occasionally clan Eshin would get hired to brutally make an example of entire entourages.

So, he had a role to fill, and he was returned to the fold.

*Now he gets loaned out to Eshin war-bands,
kept blinded until the moment he needs to be unleashed.*

Sinew-ripper:

hiring fee 80 Gc / 35 Gc upkeep

Horribly scarred, one-armed Skaven assassin using a single fighting claw

M	WS	BS	S	T	W	I	A	Ld	Sv
6	5	0	4	3	2	4	2	7	6+

Equipment: light armor, armoured blinded hood (helmet), lucky warpstone (lucky charm), fighting claw (as per rules, but without 'pair' rule)

Eshin asset: This dramatis personae may only fight for Skaven Clan Eshin warbands

Skills: Horribly scarred (fearsome), step aside, dodge, leap, caged Horror, hates clan moulder

Caged horror:

At the start of the game, designate a friendly model to receive an 'activation whistle'

Sinewripper starts the game subdued, unable to move or charge and he will need to be carried/guided by two friendly models who will be able to run. The two carriers can't charge while carrying him.

To activate Sinewripper, the model with the 'activation whistle' must be within 9" of Sinewripper and he must 'whistle'. This counts as casting a spell that automatically succeeds.

At this point Sinewripper gains: +1 initiative, +1 A, frenzied (remains active even after being knocked down/stunned) and gains the black hungers skill. If multiple friendly and hostile models are within 6", randomly define a target. Sinewripper will attack this model first after this the controlling player gains control of him, and he gains an entire turn.

dp:

Witch hunter templar knight (tough, low damage)

Cop archer or ranged mage

Undead group of wight warriors or ranged Or ranged negator (swarm of bats)

Sister long range threat

Fast dwarf... engineer?

Ostermark doublebarreled ranged?

Ork 'sling' disciplinarian