

## Ulli and Marquand

*Listen well my brothers to this, the true story. Yes, behind those two villainous rogues...Ulli and Marquand, the bane of many. For the wise would do well to avoid them. But who amongst those of the Cursed City can be counted among the wise...*

Once brigants in a mercenary regiment, those two rogues where captured by bounty hunters and enlisted into the slave army of the Elector Count of Stirland. The two escaped and fled to the damned city of Mordheim where they started their career as infamous bandits. Although they are rogues without a sense of honour or duty to anybody it is possible that a General hires this uneven pair.



**Hiring:** Ulli and Marquand are Dogs of War characters, they take up 1 Hero Slot between them. They cost 200 points for both

### Marquand Volker

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

**Equipment:** Hand Weapon, Light armour and Throwing knives.

**Knife fighter:** Marquand is used to using his knives at great effectiveness, and as such his knives have a 9" range instead of 6"

**Lighting reflexes:** Marquand is quick to dodge anything, and is given a 5+ ward save to reflect this

### Ulli Leitpold

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	3	2	4	2	7

**Equipment:** Great Weapon, Light armour

**Strongman:** Ulli is a trained strongman, and is able to lift great weights with relative ease. His Great weapon does not strike last in combat.

**Unstoppable charge:** For each successful wound caused by Ulli on the charge (after saves), he gains an extra attack.

**Combat master:** Ulli is a great, inspiring warrior. He gives +1 CR to each unit in the same combat as him.

**Special rules:** Wanderers, Ulli and Marquand cannot join another unit.

**Fist full of crowns:** The army generals are not to sure about this pair, they must be within 24" of the army general at all times. If the army general is killed, Ulli and Marquand are removed from the table (They wander off)

**Inseparable:** Ulli and Marquand are a pair of characters, and will not be separated. They travel as two skirmishers, and will not leave each other. If either is killed, the other will flee on failing a Ld test.

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