

Gunnery School of Nuln

The province of Nuln is respected across the Empire as the home to the finest handguns and war machines, save for those constructed by the Dwarfs. This makes them a desired commodity for any Imperial army using cannonry and as such graduates from the Imperial Gunnery School are highly prized for their skills in training artillery on vulnerable targets with unerring accuracy and maintaining the war machines.

Perhaps the most surprising fact is that the Imperial Gunnery School does not create new weapons of war. Such tasks are executed by the College of Engineering, either the well known one in Altdorf, where luminaries as von Meinkopt (creator of the Hellblaster) and Pfeilmann (Grenade Launching Blunderbuss) were taught, or the Gunnery School's neighbouring one in Nuln. Once the Colleges of Engineering create a war machine, the Imperial Gunnery School then start training gunners to use them.

This creates a high demand for their services with only a limited number available at any one time. Yet this demand has still led to the school refusing to lower its standards to concentrate on producing better skilled gunners and engineers, rather than a lot of sub-standard graduates barely capable of knowing which end of the cannon shoots the balls out.

Most of the students at the school come from the Imperial nobility, sons who show talents in mathematics or an interest in things that go boom, as well as not being immediately in line for succession. Once they graduate, students are given the choice of staying in the school for further studies (and eventually becoming a Master Gunner) or returning home. For some the prospect of yet more years of studies will send them home where they will go on to fight as an army's pistoliers or outriders. Those who remain will attain the pinnacle of their craft and get to watch their former trainees charge across the battlefield, often to their deaths.

One of the requirements of the school is that all students undergo fieldwork to see how weapons perform in the field, and how the students perform too. They are sent out under the tutelage of a Senior Gunnery Officer and an instructor, one who has graduated recently and who knows what is expected with fieldwork.

For such an excursion, the group leave the school and Nuln for a period of time and travel wherever they feel. The instructor evaluates the aptitude of the students, making assessments of whether they are likely to graduate. Their abilities vary from undeveloped to talented, but they are always very well equipped.

Special rules

Impeccable Care

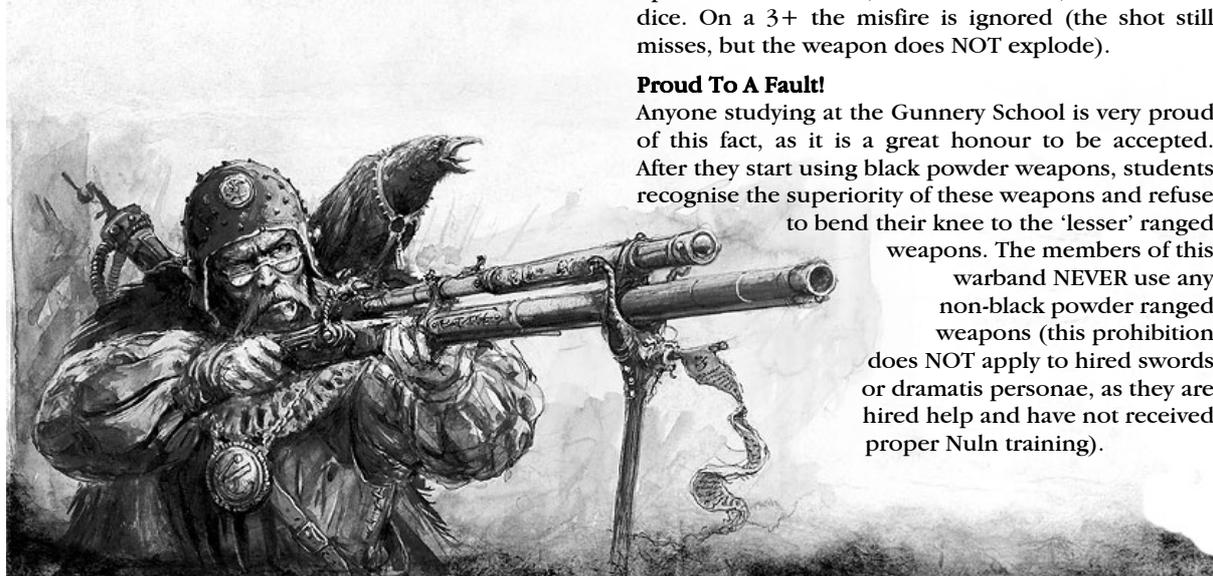
Amongst one of the first things that the students are taught is to take proper care of their equipment and the right way to perform that maintenance. Once they have mastered this function, they learn to repair the same weapons should they become damaged and because of this they can buy such black powder weapons on the cheap and quickly return them to good working order. As a result they can buy these weapons at a fairly reduced price! They can ALWAYS use the reduced cost for black powder weapons listed in their starting Equipment List, and they gain an additional +2 on rare rolls to find any black powder weapons since people don't mind selling broken guns!

Properly Used

The students know the proper way to use their weapons, spending many hours on the school's shooting range. This is considered to be a good use of time between lessons and recommended by all the school's instructors, after all if the students constantly blow themselves up with their weapons, there wouldn't be many graduates. When using the optional Misfire rules, if a one is rolled, roll a second dice. On a 3+ the misfire is ignored (the shot still misses, but the weapon does NOT explode).

Proud To A Fault!

Anyone studying at the Gunnery School is very proud of this fact, as it is a great honour to be accepted. After they start using black powder weapons, students recognise the superiority of these weapons and refuse to bend their knee to the 'lesser' ranged weapons. The members of this warband NEVER use any non-black powder ranged weapons (this prohibition does NOT apply to hired swords or dramatis personae, as they are hired help and have not received proper Nuln training).



Choice of warriors

A Gunnery School warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Senior Gunnery Officer – Each warband must start with a single Senior Gunnery Officer, no more, no less.

Instructor – A warband may include up to one Instructor.

Senior Student – A warband may include up to one Senior Student.



Underclassmen – A warband may include up to two Underclassmen.

Sons of the Guns – A warband may include any number of Sons of the Guns.

Marksmen – A warband may include up to 7 Marksmen.

Pistoliers – A warband may include up to 5 Pistoliers.

Starting Experience

A **Senior Gunnery Officer** starts with 20 experience.

An **Instructor** starts with 12 experience.

Senior Students start with 8 experience.

Underclassmen start with 0 experience.

Henchmen start with 0 experience

Gunnery School Skill Table

	Combat	Shooting	Academic	Strength	Speed
Senior Gunnery Officer	✓	✓	✓	✓	✓
Instructor		✓	✓		✓
Senior Student	✓	✓		✓	✓
Underclassmen	✓	✓			✓



Gunnery School equipment list

The following lists are used by Gunnery School warbands to pick their equipment:

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Sword.....	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd.....	10 gc
Morning Star.....	15 gc

Missile weapons

Pistol	10 gc (20 gc for a brace)
Double Barreled Pistol.....	20 gc (35 gc for a brace)
Duelling Pistol.....	20 gc (35 gc for a brace)
D. B. Duelling Pistol.....	35 gc (65 gc for a brace)
Handgun.....	25 gc
Double Barrelled Handgun.....	45 gc

Armour

Light armour.....	20 gc
Heavy armour.....	50 gc
Shield.....	5 gc
Buckler.....	5 gc
Helmet	10 gc

Miscellaneous

Superior Black Powder	25 gc
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MARKSMEN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Sword.....	10 gc

Missile weapons

Pistol	10 gc (20 gc for a brace)
Double Barreled Pistol.....	20 gc (35 gc for a brace)
Repeater Pistol.....	25 gc
Blunderbuss	20 gc
Handgun.....	25 gc
Double Barrelled Handgun.....	45 gc
Hochland Long Rifle	100 gc
Repeater Handgun	50 gc
Hand-Held Mortar.....	70 gc
Pigeon Bombs	25 gc

Armour

Light armour.....	20 gc
Shield.....	5 gc
Helmet	10 gc

Miscellaneous

Superior Black Powder	25 gc
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Gunnery School special weapons



Double Barrelled Pistols

25 + D6 gold crowns (46 + 2D6 gold crowns brace)

Availability: Rare 9 (Rare 10 for a brace)

Originally created by a forward thinking blacksmith in Ostland for a vampire hunter, the engineers in the College at Nuln picked up on the trick very quickly. The design was simple enough; it is merely a pistol with a pair of barrels and a two-part trigger, which is capable of firing one or both barrels at a time, giving it the ability to punch a hole in even the toughest armour.

Range	Strength	Special rules
6"	4	Prepared Shot, Save Modifier, Hand-to-hand, Double-barrelled

Prepared Shot: As per the Mordheim rulebook.

Save Modifier: As per the Mordheim rulebook.

Hand-to-hand: As per the Mordheim rulebook.

Double-barrelled: A double-barrelled weapon is a tricky piece of engineering, but it's a wonderful piece for combat. When firing such a weapon, the bearer must declare whether he is firing one or both barrels. If firing a single barrel, treat the shot as you would a normal weapon. However when firing both barrels, the method changes slightly:

To hit – roll a single dice as you would normally. This allows for a narrow field of fire emanating from the weapon.

To wound – roll for each shot individually, as each shot can wound on it's own. Treat each shot that inflicts Critical Hits separately.

Reloading: After firing both barrels, place 2 tokens on the model. In your next shooting phase remove 1 token to represent one barrel having been reloaded. Token removal should be the last thing done in your shooting phase and you cannot shoot in the same phase as your reload.

Firing a Brace: If you fire both guns and barrels at the same time, place 4 tokens down, 2 each of different colours (one for each pistol in the brace). Remove one token of each colour every turn.

Double Barrelled Duelling Pistols

45 + 2D6 gold crowns (80 + 4D6 gold crowns brace)

Availability: Rare 11 (Rare 12 for a brace)

A natural evolution from the double-barrelled pistol, but it has proven less popular than envisaged. It had been thought that nobles would invest in them as a showpiece and put a stop to pointless duels, as who would want to shoot a rival who could shoot, miss, and then shoot again, even if you got two shots at them as well. Perhaps the designer should have put a few more hours thinking into it.

Range	Strength	Special rules
9"	4	Accuracy, Prepared Shot, Save Modifier, Hand-to-hand, Double-barrelled

Accuracy: As per the Mordheim rulebook.

Prepared Shot: As per the Mordheim rulebook.

Save Modifier: As per the Mordheim rulebook.

Hand-to-hand: As per the Mordheim rulebook.

Double Barrelled: As above.

Double Barrelled Handgun

60 + 2D6 gold crowns

Availability: Rare 10

Created from a request by a Nuln nobleman who had been impressed by a demonstration model, the gunsmiths slaved long and hard to replicate it until a final model was forged. By then the noble had forgotten about it and the Colleges was left with a job lot. These were given to the Gunnery School as a gift and sort of disappeared on route.

Range	Strength	Special rules
24"	4	Prepared Shot, Save Modifier, Move or Fire, Double-barrelled

Prepared Shot: As per the Mordheim rulebook.

Save Modifier: As per the Mordheim rulebook.

Move or Fire: As per the Mordheim rulebook.

Double Barrelled: As above.

Repeater Handgun

60 + 2D6 gold crowns

Availability: Rare 11

The next step in the evolution of multi-barrelled weapons, a Repeater Handgun mounts a number of handgun barrels around a rotating cylinder, each one firing in turn. Prone to misfiring or other malfunction, Repeater Handguns are still highly sought after items, as they will launch a veritable storm of lead at the enemy if they don't break down.

Range	Strength	Special rules
24"	4	Save Modifier, Move or Fire, Fire Thrice, Experimental

Save Modifier: As per the Mordheim rulebook.

Move or Fire: As per the Mordheim rulebook.

Fire Thrice: The Repeater Handgun may fire up to three shots; if more than one shot is made the to hit roll is at -1. Resolve each shot individually, you may choose to shot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

Experimental: The Repeater Handgun is always subject to the optional Blackpowder Weapons rules from the Mordheim rulebook, even if they are not normally used in your campaign. On any result other

than "BOOM!", the weapon has jammed or run out of loaded barrels and must be reloaded.

Slow Reload: To reload a Repeater Handgun takes a long time and a bit of focus. The warrior must do nothing (no moving, no shooting, no fighting in close combat, etc.) for a complete turn in order to reload the weapon.

Repeater Pistol

30 + 2D6 gold crowns

Availability: Rare 9

It wasn't long after the invention of the repeater handgun that the same principle was being used on pistols. Still prone to misfiring or other malfunction, they have found a place in gunnery bands armouries. Stories of calm instructors gunning down hordes of foes within feet of themselves are legendary and in all likelihood untrue. But it just could happen...

Range	Strength	Special rules
6"	4	Save Modifier, Fire Thrice, Experimental, Quick Reload, Not a Club

Save Modifier: As per the Mordheim rulebook.

Move or Fire: As per the Mordheim rulebook.

Fire Thrice: The Repeater Pistol may fire up to three shots; if more than one shot is made the to hit roll is at -1. Resolve each shot individually, you may choose to shot later shots at a different target, but they must be within 3" of the previous target. Ordinary targeting restrictions apply to shots as per Mordheim rulebook.

Experimental: As per the rule for the Repeater Handgun, above.

Quick Reload: The basic design of the pistol and number of barrels allows quick reloading, the pistol will always be able to fire at least one shot. After shooting more than one shot in a single turn the model must spend a complete shooting phase without shooting and without being in combat, before firing multiple shots (see **Fire Thrice**, above) may be taken again.

Not a Club: The Repeater Pistol may be used as a normal pistol in the first round of combat. After that it doesn't count as an additional hand weapon as it is far too delicate to risk in such a crude fashion. Its owner will not willingly discard it in a fight and so must fight on without the use of an additional hand weapon.

Hand-Held Mortar

80 + 2D6 gold crowns

Availability: Rare 12

The explosive power of a mortar, in a small enough package to be carried by a single man, the Hand-Held Mortar enables a warrior to launch an explosive into the midst of the enemy, sowing death and disorder.

Range	Strength	Special rules
24"	4	Prepared Shot, Save Modifier, Move or Fire, Scatter, Experimental, Explosive Radius

Prepared Shot: As per the Mordheim rulebook.

Save Modifier: As per the Mordheim rulebook

Move or Fire: As per the Mordheim rulebook.

Scatter: If the warrior misses his roll to hit, the shot will land 2D6" in a random direction (determined using a Warhammer directional die, using the "clock-face method" of scattering, or whatever other method the players can agree to).

Experimental: As per the Repeater Handgun rule, above.

Explosive Radius: After determining the final landing spot, the explosion created by the bomb will cover a small area. The target and any models within 1 1/2" of him each take a single S4 hit from the blast.

Hersten-Wenkler Pigeon Bombs

30 + 2D6 gold crowns

Availability: Rare 8

When the full potential of gunpowder was realized in the Empire, it became only a matter of time before some enterprising engineers combined explosives and small animals. After initial failures with attempts to use rats, bats, and dogs, promising results were realized with pigeons. While not completely accurate due to having something of a mind of their own, pigeons are able to get to even distant targets quickly, and are very hard to prevent from reaching their target once they have been launched. Once it gets there, pigeon's small metal harness will fall away, freeing the bomb to ravage a small area below, while the pigeon returns home..

Range	Strength	Special rules
Unlimited	4	Move or Fire, Explosive Radius Tempermental

Move or Fire: As per the Mordheim rulebook.

Explosive Radius: If the Pigeon Bomb lands on target, use the Explosive Radius rule under the Hand-Held Mortar above to determine the area of effect.

Tempermental: When launching a pigeon bomb, do not use the BS of the warrior. Instead, roll a D6: on a 5-6, the a pigeon bomb hits its target; on a 2-4 the fuse wasn't cut properly and the pigeon explodes harmlessly in the air before reaching its target; on a result of 1, something has gone disastrously wrong and the pigeon explodes in the hero's hands... he and everyone within 1 1/2" takes a S4 hit.

Pigeon Roost: Once a Hero buys pigeon bombs, he has enough for the full game, and his supply gets replenished at the start of each new game.





Heroes



1 Senior Gunnery Officer

60 Gold Crowns to hire

A veteran of many excursions, extremely skilled and a deadly foe, these Officers have seen a lot of action, sometimes a little too much for some, and have partially retired from the front line to teach. They enjoy these little 'days out'.

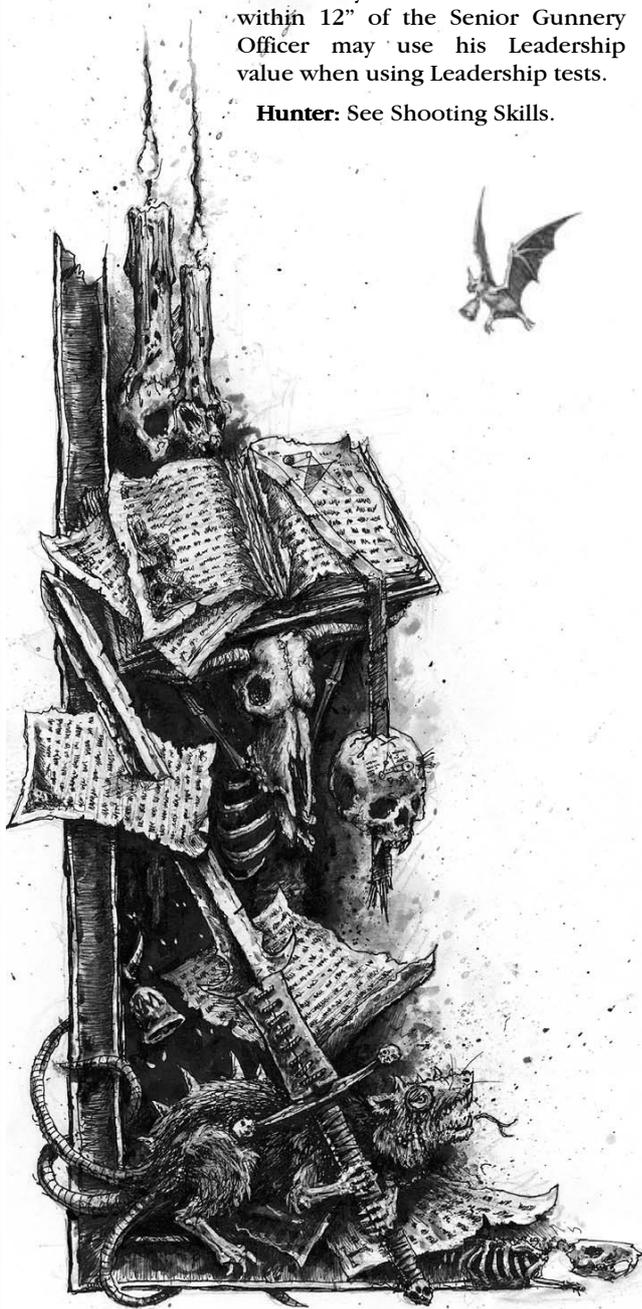
Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Weapons/Armour: The Senior Gunnery Officer may be equipped with weapons and armour chosen from the Gunnery School Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 12" of the Senior Gunnery Officer may use his Leadership value when using Leadership tests.

Hunter: See Shooting Skills.



0.1 Instructor

45 Gold Crowns to hire

The gunners of Nuln are the most respected in the Old World. They are in charge of keeping up the mighty Empire war machines such as the great cannons. They are well educated and extensively trained, but not yet too battle-hardened, so these excursions give them field experience, even in the smallest things.

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

Weapons/Armour: The Instructor chooses weapons and armour from the Gunnery School Equipment List and the Marksman Equipment List.

SPECIAL RULES

Expert Weaponsmith: The Instructors know every trick in the book when it comes to working with black powder weapons. While there is an Instructor in the warband all Pistol weapons receive a +3" range bonus and all other black powder weapons receive a +6" range bonus.

0.1 Senior Student

45 Gold Crowns to hire

The upperclassmen at the school are well acquainted with the forms of combat and mechanics used by the Empire. The years of using pistols and firing cannons has given them plenty of experience with weaponry and this is not their first excursion into the wilds of the Empire. It is likely to be their last before they graduate.

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

Weapons/Armour: Senior Students are allowed to choose weapons and armour from the Gunnery School Equipment List.

0.2 Underclassmen

20 Gold Crowns to hire

This is the first excursion for these freshmen, who have had maybe only months of training and shooting. Most will see this as a chance to escape the stuffy halls of academia and go hunting for pleasure. The brighter ones will realise that this is a true test of their dedication and knowledge.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	3	1	6

Weapons/Armour: Underclassmen choose their weapons and armour from the Gunnery School Equipment List.



Herchemen



Sons of the Guns

25 Gold Crowns to hire

Orphans left on the doorsteps of the school, well cared for and trained to take care of the constructs as apprentices and assistants. Many go on to form gun crews for the cannons taken into battle and some even rise as far as commanding such crews. For the most part they remain a background element to the successful workings of any cannon or black powder weapon and have become an essential part of the school. On the excursions, Sons of the Guns provide a much-needed set of arms to carry provisions and spare powder, as well as providing much needed additional firepower in a fight.

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

Weapons/Armour: The sons of the guns choose weapons and armour from the Gunnery School Equipment List.

0.7 Marksmen

30 Gold Crowns to hire

It is said that some of the finest marksmen in the Empire have graduated from the Gunnery School, though many backwoodsmen in Hochland disagree. Certainly compared to their rural counterparts, Marksmen show more proficiency over a wider range of black powder weapons, even the Long Rifle.

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

Weapons/Armour: The Marksmen choose their weapons and armour from the Marksmen Equipment List.

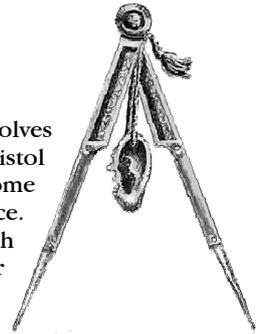
SPECIAL RULES

Quick Reload: Marksmen trained at the Gunnery School are forced to practice many drills day after day, including those that teach them to load their weapons for speed under high-pressure conditions. Marksmen have the *Hunter* skill from the Mordheim rulebook. A Marksman who becomes a Hero gains no further effect from taking the *Hunter* skill in addition to this.

0.5 Pistoliers

35 Gold Crowns to hire

Part of any student's tutoring involves learning pistols and pistol maintenance and many become crack shots with repeated practice. Sadly they do not devote as much time to learning from the other parts of the curriculum and often graduate through money and luck, returning home to show off their skills, drifting into the army as Pistoliers or Outriders.



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

Weapons/Armour: The Pistoliers choose their equipment from the Gunnery School Equipment List.

SPECIAL RULES

Crack Shot: Experts with pistols in close quarters; they have an uncanny ability to turn what should have missed its target into a success. When using pistols in close combat, they may re-roll any missed-to-hit rolls with the pistol in the first round of combat.

Reinhardt smiled menacingly as he reloaded his double-barrelled handgun in front of the cowering village folk. The two mutants he'd put down in front of them lay slumped a few feet away and the explosive bangs had put the fear of Sigmar in them. How superstitious and ignorant they looked to him, a man of confidence, style and training.

He turned to them and spoke, raising his gun above his head. "All right, peasants! See this, this is my boomstick." He fired both barrels in the air, spooking them. "It's Nuln's top of the line, made by Mssr's Steinbock and Ulstadt. It costs more money than you'll ever see in five lifetimes, comes with an oaken stock, silver trim and a hair trigger. Now that I've killed off your little problem, I expect the best food and accommodation you can give me - for free."

A woman in the crowd shrieked and the entire crowd started running away from Reinhardt, leaving him puzzled until he heard the slow laboured grunts coming from behind him. One of the mutants was standing up, the shot having evidently only scratched it. It got to its feet and shook its head around.

Reinhardt's smile grew wider and he raised his handgun, the mutant firmly in his sights, not yet moving. He pulled the trigger and the hammer fell onto two empty barrels with a loud click.

The mutant seemed to notice him at the sound and leapt for Reinhardt's throat.