

# THE DIREWOLVES

## Warband Type

Middenheim Mercenaries

## Warband total cost

578 gold coins

## Figher Limit

13 / 15

## Treasures

0 pieces

## Warband Rating

130

## Warchest

1 gold coins

## Rout Limit

4

## Warband Stash

Your stash is empty.

## Fighter List

1x Priest of Morr

1x Captain

1x Champion

1x Wolf Priest of Ulric

2x Youngblood

1x Wolf Companion

4x Marksmen

1x Warriors

1x Arabian Merchant

1x Warlock

## Warband Rules

Your warband has no special rules

**Benjen 'Coldhand' Stark**  
Priest of Morr

0 


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

**Protected by Morr**

This priest never rolls for serious injury after being taken out of action. Instead on a roll of 4+, the Priest gains a 'Secret of Vantor'.

**Death Toucher**

Instead of making normal attacks, the priest may make a single 'Touch of Death' attack. If this attack hits, roll 2D6. On a roll of 8+, the target must immediately make an injury roll regardless of Wounds or Toughness. If not, it counts as -1 Strength and grants a +1 Armour save to the opponent.

Weapon	Range	Strength	Traits
Holy Staff	Melee	as User	Concussion, Two-handed;Holy Weapon
			

**Eddard 'Ned' Stark**  
Captain

131 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	4	4	4	3	1	4	1	8	22

**Leader**

Any warband member within 6 of this warrior may use its Leadership characteristic when taking any Leadership tests.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Sword	Melee	as User	Parry
Baton	Melee	as User	-
Crossbow	30	4	Move or fire, Unhandy

**Holy Relic**

A model with a holy relic will automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before. You can only ignore the first Leadership test in any single game – owning two or more holy relics will not allow you to ignore second and subsequent tests.

**Rabbit's Foot**

A rabbit's foot allows the warrior wearing it to re-roll one dice during the battle. If not used in the battle, it can be used to re-roll one dice during the Exploration phase, providing the hero is able to search through the ruins.



**Robb 'Wolf Pup' Stark**  
Champion

75 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	4	3	4	3	1	3	1	7	10

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Morning Star	Melee	+1	Heavy, Difficult to use

**Shield (6+ AS)**

The shield armour save is increased to +2 (instead of +1) when fighting in hand-to-hand combat (when wielded with a one-handed weapon).

**Light Armour (6+ AS)**

**Lucky Charm**

The first time a model with a lucky charm is hit in a battle they roll a D6. On a 4+ the hit is discarded and no damage is suffered. Owning two or more charms does not confer any extra benefits, the model may still only try to discard the first hit.



**Talisa 'Wolf Mother' Maegyr**  
Wolf Priest of Ulric

66   
0 upkeep

M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	2	3	3	1	3	1	8	9

**Bloodlust (7)**

The Wolf Priest is infused with a lust for battle and attacks wildly. All attacks are at S +2, and she scores a critical hit on a 5-6. The Abbess must test, by rolling the prayer's difficulty or greater on 2d6, each turn to see if the prayer remains in effect.

**Wolf's Hunger (7)**

One member of the warband (abbess's choice) is thrown into a Frenzy.

**Wolf Companion**

A warband including a Wolf Priest of Ulric, may recruit a 'Wolf Companion' as a henchman.

**Hatred (Disciples of Sigmar)**

Warriors who fight enemies they hate in hand-to-hand combat may re-roll any misses when they attack in the first turn of each hand-to-hand combat.

Weapon	Range	Strength	Traits
2x Baton	Melee	as User	-

**Wolf Priest Cloak (6+ AS)**



**Rickon 'Young' Stark**  
Youngblood

21 

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

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
2x Baton	Melee	as User	-
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**Gunnar**  
Marksmen

49 

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

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Handgun	24	4	Prepare Shot, Cutting edge;Lead Poisoning

**Ghost**  
Wolf Companion

25 

M	WS	BS	S	T	W	I	A	Ld	XP
6"	4	0	4	4	1	4	2	5	0

Animal
Cannot gain experience.
<b>Thick Fur</b>
+1 natural armour save

**Erik**  
Marksmen

35 

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

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Bow	24	3	-

**Harald**  
Marksmen

45 

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

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Blunderbuss	16	3	Shot, Fire Once

**Njal**  
Marksmen

35 

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

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Bow	24	3	-

Jon 'Smalljon' Umber  
Warriors

25

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

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save

Theon Greyjoy  
Youngblood

21

M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	2	3	3	1	3	1	6	0

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
2x Baton	Melee	as User	-
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Ali  
Arabian Merchant

20  
10 upkeep

M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	2	3	3	1	5	1	7	6

**Haggle**  
The warrior may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence.

**Pawnbroker**  
Generates an extra 2D6 gold per item that the warband sells (up to its full value) if he was not taken out of action in the battle.

**Marketeer**  
After each battle (if he wasn't taken out of action) the Merchant can visit one of three markets: the Black Market, Foreign Wares and the Fencer, in search of items for the warband. All items purchased there are at their base price (i.e. do not add the random gold modifiers). Roll a D6 on the relevant table to see what items are on offer.

Weapon	Range	Strength	Traits
Sword	Melee	as User	Parry
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Merlin  
Warlock

30  
15 upkeep

M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	2	3	3	1	4	1	8	11

**Luck of Shemtek (6)**  
The wizard may re-roll all his failed dice rolls, though the second results stand. The effect lasts until the beginning of his own next turn.

**Sword of Rezhebel (8)**  
The sword gives the wizard +1 Attack, +2 Strength and +2 Weapon Skill. Take a Leadership test at the beginning of each of the wizard's own turns. If the test fails, the sword disappears.

Weapon	Range	Strength	Traits
Staff	Melee	as User	Concussion
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## WEAPON TRAITS

### Concussion

When using this weapon a roll of 2-4 on the injury table is treated as stunned.

### Two-handed

A model using this weapon may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting

### Holy Weapon

Gain a +1 bonus on all to wound rolls against any Possessed or Undead models. Note that you will still need to score a 6 before any modifiers in order to cause a critical hit. Only Matriarchs and Sister Superiors may carry two Sigmarite warhammers.

### Parry

See the respective rule in the Close Combat section of this rulebook.

### Move or fire

You may not move and fire on the same turn, other than to pivot on the spot to face your target or to stand up.

### Unhandy

When firing this weapon you cannot use the Quickshot skill.

### Holy Relic

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### Rabbit's Foot

A rabbit's foot allows the warrior wearing it to re-roll one dice during the battle. If not used in the battle, it can be used to re-roll one dice during the Exploration phase, providing the hero is able to search through the ruins.

### Heavy

The Strength bonus applies only in the first turn of each hand-to-hand combat.

### Difficult to use

A model using this weapon may not use a second weapon or buckler in his other hand but may carry a shield.

### Combat Shield

The shield armour save is increased to +2 (instead of +1) when fighting in hand-to-hand combat (when wielded with a one-handed weapon).

### Lucky Charm

The first time a model with a lucky charm is hit in a battle they roll a D6. On a 4+ the hit is discarded and no damage is suffered. Owning two or more charms does not confer any extra benefits, the model may still only try to discard the first hit.

### Shot

When firing the blunderbuss, draw a line 16" long and 1" wide in any direction from the firer (the line must be absolutely straight). If the line becomes obstructed by a wall it will stop. Any and all models in its uninterrupted path are automatically hit by a Strength 3 hit.

### Fire Once

It may only be fired it once per battle.

### Prepare Shot

Takes a complete turn to reload, so your model may only fire every other turn. If he has a brace he may fire every turn.

### Cutting edge

This weapon has an extra save modifier of -1 (e.g. a model with Strength 4 has a -2 save modifier with this weapon)

### Lead Poisoning

You gain +1 to any Injury rolls.