

# Amazons

**Maximum Warband Size:** 15

## Amazons Special Rules

<b>Sacrifice</b>	The Amazons are quick to sacrifice any captive to their gods. The Amazons follow the rules for Possessed in the Rulebook when it comes to captive.
<b>Not one of us</b>	Due to the Amazons' isolationism and suspicions about other races they never side with anyone else. For this reason, the Amazons may not have any Hired Swords or Dramatis Personae unless they are actually Amazons themselves.

## Amazon Heroines Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Buckler	5 gc
Club	3 gc	Helmet	10 gc
Sword	10 gc		
Spear	10 gc		
Claws of the Old Ones	30 gc		

Missile Weapons		Miscellaneous Equipment	
Sunstaff	50 gc	Amulet of the Moon	50 gc
Sun Gauntlet	40 gc	Healing Herbs	35 gc



## Amazon Henchwomen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Buckler	5 gc
Club	3 gc	Helmet	10 gc
Sword	10 gc		
Spear	10 gc		

Missile Weapons	
Sling	5 gc
Bow	10 gc

## Amazon Scouts Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Buckler	5 gc
Club	3 gc	Helmet	10 gc
Sword	10 gc		
Spear	10 gc		

Missile Weapons	
Sling	5 gc
Bow	10 gc
Javelins	5 gc



# Heroes

## Amazon Priestess

**Cost** 70 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

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

**Weapons/Armour** May choose from the Amazon Heroines Equipment list.

**Skill Lists** Combat, Shooting, Academic, Strength, Speed

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.

**Wizard:** Starts with one ritual chosen at random from the *Amazon Rituals* list.

## Champions

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 8 xp

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

**Weapons/Armour** May chose from the Amazon Heroines Equipment list.

**Skill Lists** Combat, Shooting, Speed

## Totem Warriors

**Cost** 30 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 8 xp

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

**Weapons/Armour** May chose from the Amazon Heroines Equipment list.

**Skill Lists** Combat, Strength, Speed

**Special Rules** **Frenzy:** See the respective rule in the *Leadership & Psychology* section.

# Henchmen (in groups of 1-5)

## Amazon Warriors

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Amazon Henchwomen Equipment list.

## Scouts

**Cost** 30 Gold Crowns to hire

**Quantity** 0 - 3

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Amazon Scouts Equipment list.

**Special Rules** **Stealthy:** A Scout may deploy twice the distance onto the battlefield than other warriors and may start the battle *Hiding*.



## Amazon Rituals

*Little is known about Amazon magic beyond their island home. It is said that the immortal Amazons learn their magic from the very gods themselves.*

### D6 Result

#### 1 Singing Wind

**Difficulty 8**

*The priestess calls upon the power of Shaekal the Wind Goddess to enter the battlefield.*

The goddess appears in the form of singing motes and dancing lights that will entrance and ‘hold’ any model within 10” until the start of the Amazon player’s next turn. The model cannot move, shoot, or cast spells, but may defend itself in hand-to-hand combat. Models affected by this ritual automatically go last in combat.

#### 2 Serpent’s Strength

**Difficulty 9**

*The priestess begins the ritual by dancing wildly and screaming in an ancient tongue.*

All friendly models close to the Priestess will be charged with a frantic energy until the end of their next turn. During this time any model within 8” of the Priestess (including herself) will add +1 to their Strength. The ritual cannot be cast if the Priestess is in close combat during her Shooting phase. The effects will continue after the ritual is cast if the Priestess enters combat.

#### 3 Wendala’s Maelstrom

**Difficulty 7**

*The priestess summons harsh tropical winds to protect the Amazons from enemy ranged attacks.*

The storm extends out from the Priestess 18”. All attempts to shoot missile weapons by the enemy will be at -1 to hit. The ritual lasts up until the start of the Amazon player’s next turn.

#### 4 Shield of Thorns

**Difficulty 7**

*Moving her arms about in a weaving motion, the priestess calls upon the plants to protect her.*

The ritual produces a cocoon of thorns all about the Priestess, making her immune to ranged or magical attacks. Any models wishing to charge the Priestess can do so but the thorns negate any strikes by the Priestess and her enemies in the first round of combat. The Priestess cannot cast this ritual while in hand-to-hand combat.

#### 5 The Living Jungle

**Difficulty 6**

*Drawing upon her will, the Priestess reaches out to the denizens of the jungle, seeking their aid.*

Pick one model within 12”. The model is suddenly swarmed by a savage mix of snakes, spiders and insects, most of them poisonous. The afflicted model takes 1D6 Strength 2 hits with no armour saves allowed apart from Ward saves. You cannot use a dodge save against a swarm.

#### 6 Siren’s Dreams

**Difficulty 7**

*The priestess starts to sing with a wondrous voice and all the Amazons join in with her.*

The song is so beautiful and mesmerising that it momentarily distracts the Amazon’s enemies within 12” such that all LD tests for the opposing warband are made at -1 until the end of the opposing player’s next turn. Lizardmen and Undead are immune to the effects of this ritual.

# Arabian Tomb Raiders

Maximum Warband Size: 15

## Arabian Special Rules

**Hate Undead** Arab Heroes are subject to *Hatred* of all Undead.

## Arabian Special Skills

**Sand Worm** The model can hide in open ground. Cannot be used inside buildings.

**Hit and Run** The Warrior can run and shoot but suffer -2 to instead of the -1 to hit for moving.

**Weather Tolerant** Weather conditions such as heat and such no longer effect this model.

## Arabian Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Jambiya (Dagger)	1st free / 2 gc	Light Armour	20 gc
Mace	3 gc	Shield	5 gc
Scimitar (Sword)	10 gc	Helmet	10 gc
Spear	10 gc	Buckler	5 gc
Double-handed weapon	15 gc		
Flail	15 gc		

## Missile Weapons

Short Bow	5 gc
Bow	10 gc
Tufenk	15 gc
Hand Gun	35 gc



## Arabian Slaves Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Shield	5 gc
Club	3 gc		
Katar	5 gc		
Sword	10 gc		
Spear	10 gc		



## Heroes

### Sheikh

Cost	60 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Sheikh	4	4	4	3	3	1	4	1	8	
Weapons/Armour	May choose from the Arabian Warriors Equipment list									
Skill Lists	Combat, Shooting, Academic, Strength, Speed, Special									
Special Rules	Leader: See the respective rule in the <i>Leadership &amp; Psychology</i> section.									

### Champions

Cost	40 Gold Crowns to hire									
Quantity	0 - 2									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Champion	4	4	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Arabian Warriors Equipment list									
Skill Lists	Combat, Strength, Speed, Special									

### Mystics

Cost	40 Gold Crowns to hire									
Quantity	0 - 1									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Mystic	4	2	2	3	3	1	3	1	7	
Weapons/Armour	May choose from the Arabian Warriors Equipment list									
Skill Lists	Academic, Speed, Special									
Special Rules	Wizard: Starts with a single spell chosen at random from the <i>Elemental Magic</i> list.									



# Henchmen (in groups of 1-5)

## Bedouins

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Arabian Warriors Equipment list

**Special Rules** **Desert Trader:** Add +1 to your search for Equipment / Trading result. Note that you only get +1 even if you have two Bedouins.

## Nomad Warriors

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Arabian Warriors Equipment list

## Slaves

**Cost** 15 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Slaves	6	4	0	4	3	1	4	1	5

**Weapons/Armour** May choose from the Arabian Slaves Equipment list.

**Special Rules** **Life of Slavery:** A Slave may gain experience but if he rolls Lad's got Talent the leader executes the Slave and he is removed from the rooster. The rest of the group may then re-roll their advance.



## **Arabian Elemental Magic**

*The magic of the Djinn is a rare, almost lost, art among men. It is the preserve of the Djinn of the deep desert and of those Djinn unfortunate enough to be captured.*

### **D6      Result**

#### **1      Riding the Wind**

**Difficulty 6**

*Invoking the Element of the Air, the caster rises up on a warm breeze, only to set down again on another part of the battlefield.*

This spell is cast at the beginning of the caster's Movement phase. The caster may move up to  $12 + D6"$  anywhere on the battlefield, ignoring any intervening terrain; this counts as the caster's movement for that turn. This spell may not be used to move the caster into base contact with an enemy warrior, but the caster may shoot as normal (with  $-1$  penalty for having moved).

#### **2      Skin of Stone**

**Difficulty 7**

*Calling upon the Element of the Earth, the caster is able to make a warrior's skin become as hard as stone.*

This spell may be cast on any friendly warrior within 6". The target gains +2 to his armour save but suffers a  $-1$  penalty to Initiative. The spell may be maintained each turn, providing the affected warrior remains within 6" of the caster and the caster can pass a Difficulty test. If the caster is more than 6" away from the affected warrior in the Recovery phase, the spell cannot be maintained and wears off. Only one warrior may be affected by a Stone Skin spell at any one time, although the caster is free to cast other spells while maintaining the Stone Skin.

#### **3      Burning Hand**

**Difficulty 8**

*By invoking the Element of Fire, one of the caster's hands becomes burning hot which he can use to smite his enemies.*

This spell is cast at the beginning of the Combat phase. The caster may sacrifice all of his normal attacks to make one hand-to-hand attack at Strength 5 causing 2 wounds. If the enemy warrior is successfully hit, he is set on fire on a roll of 4+. This spell lasts for one round only.

#### **4      Quicksand**

**Difficulty 6**

*By invoking the Element of Water, water rises from the very rocks and sand and turns the ground to quicksand.*

The spell is cast at any warrior within 6". The water floods the area for 3" round the targeted warrior. The effect lasts until the beginning of the caster's next Recovery phase. All warriors within the quicksand must pass a Strength test or be unable to move. Warriors in combat cannot attack but may defend themselves.

#### **5      Storm of Magic**

**Difficulty 9**

*By breaching the very fabric of reality, the caster is able to summon a bolt of pure magical energy.*

The caster may target any warrior within 12". If the spell is successfully cast, the target is struck by a bolt of energy and takes one S5 hit. Armour saves may be taken as normal.

#### **6      Blessing of the Elements**

**Difficulty 6**

*The caster calls on the elements of the desert and draws upon the fortune they can bestow.*

In the post battle sequence the player may re-roll any one dice or modify one dice by +1/-1. If the caster was taken out of action this spell may not be cast.

# Averlander Mercenaries

**Maximum Warband Size: 15**

## Mountainguard Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Buckler	5 gc
Mace / Hammer	3 gc	Helmet	10 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Light armour	20 gc
Spear	10 gc	Heavy armour	50 gc
Halberd	10 gc		
Double-handed weapon	15 gc		
Morning star	15 gc		

## Missile Weapons

Pistol	15 gc (30 for a brace)
Duelling pistol	25 gc (50 for a brace)
Crossbow	25 gc
Bow	10 gc

## Scout Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Buckler	5 gc
Mace / Hammer	3 gc	Shield	5 gc
Axe	5 gc	Light armour	20 gc
Sword	10 gc		

Missile Weapons	Miscellaneous Equipment
Bow	Hunting arrows
Longbow	15 gc (Bergjaeger only)

## Marksman Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Buckler	5 gc
Mace / Hammer	3 gc	Shield	5 gc
Axe	5 gc	Light armour	20 gc
Sword	10 gc		

Missile Weapons	
Crossbow	25gc
Pistol	15gc (30 for a brace)
Bow	10gc
Longbow	15gc
Handgun	35gc
Blunderpuss	30gc
Hunting Rifle	200gc



# Heroes

## Captain

Cost	60 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Captain	4	4	4	3	3	1	4	1	8	

**Weapons/Armour** May choose from the Mountainguard Equipment list.

**Skill Lists** Combat, Shooting, Academic, Strength, Speed

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.

## Sergeant

Cost	35 Gold Crowns to hire									
Quantity	0 - 1									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Sergeant	4	4	3	3	3	1	3	1	7	

**Weapons/Armour** May choose from the Mountainguard Equipment list.

**Skill Lists** Combat, Strength, Speed

## Bergjaeger

Cost	35 Gold Crowns to hire									
Quantity	0 - 2									
Experience	4 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Bergjaeger	4	2	4	3	3	1	3	1	7	

**Weapons/Armour** May choose from the Scout Equipment list.

**Skill Lists** Shooting, Speed

**Special Rules** **Set Traps:** A Bergjaeger may set a trap if he spends a turn doing nothing else (he may not set traps if he's just recovered from being *Knocked Down*).  
Place a marker in base contact with the Bergjaeger. When any model moves within 2" of the marker, roll a D6. On a score of 3+ the model suffers a S4 hit (the Bergjaeger won't trigger his own traps). If the target is *Knocked Down* or *Stunned* it is placed within 2" of the marker.  
Regardless whether the trap was triggered or not, the marker is removed.

# Heroes

## Youngblood

Cost	15 Gold Crowns to hire									
Quantity	0 - 1									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Youngblood	4	2	2	3	3	1	3	1	6	
Weapons/Armour	May choose from the Mountainguard Equipment list.									
Skill Lists	Combat, Shooting, Speed									

## Henchmen (in groups of 1 - 5)

### Mountainguards

Cost	30 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Mountainguard	4	4	3	3	3	1	4	1	7	
Weapons/Armour	May choose from the Mountainguard Equipment list.									

### Marksman

Cost	25 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Marksman	4	3	3	3	3	1	4	1	7	
Weapons/Armour	May choose from the Marksman Equipment list.									

### Halfling Scouts

Cost	20 Gold Crowns to hire									
Quantity	0 - 3									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Halfling Scout	4	2	4	2	2	1	4	1	8	
Weapons/Armour	May choose from the Scout Equipment list.									
Special Rules	<b>Promotion:</b> When a Halfling is promoted to hero through the "The lad's got talent" advance he may <b>not</b> choose <b>Strength</b> skills as one of his two skill lists.									

# Beastmen Raiders

**Maximum Warband Size:** 15

## Beastmen Special Rules

Animals	A Beastmen warband may never hire any Hired Swords unless specifically stated with the Hired Sword.
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## Beastmen Special Skills

Shaggy Hide	The bestial hero is titanic in size and may use a double-handed weapon in one hand.
Mutant	The Beastman may buy one mutation. See Mutants section on special rules.
Fearless	Immune to <i>fear</i> and <i>terror</i> and <i>All Alone</i> test.
Horned One	Can make an additional Attack with its basic Strength on a turn it charges.
Bellowing Roar	Only the Beastmen Chief may have this skill. He may re-roll any failed Rout tests.
Manhater	The Beastman is subject to <i>Hatred</i> when fighting any Human warbands.

## Beastmen Equipment List

Hand-to-hand Combat Weapons	Armour		
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Spear	10 gc		
Double-handed weapon	15 gc		
Halberd	10 gc		

## Ungor Equipment List

Hand-to-hand Combat Weapons	Armour		
Dagger	1st free / 2 gc	Shield	5 gc
Mace / Hammer	3 gc		
Axe	5 gc		
Spear	10 gc		

# Heroes

## Beastman Chief

**Cost** 65 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Beastman Chief	5	4	3	4	4	1	4	1	7
<b>Weapons/Armour</b>	May choose from the Beastman Equipment list.								
<b>Skill Lists</b>	Combat, Strength, Speed, Special								
<b>Special Rules</b>	<b>Leader:</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section.								

## Beastman Bestigors

**Cost** 45 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Beastman Bestigor	5	4	3	4	4	1	3	1	7
<b>Weapons/Armour</b>	May choose from the Beastman Equipment list.								
<b>Skill Lists</b>	Combat, Strength, Special								

## Beastman Shaman

**Cost** 45 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 11 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Beastman Shaman	5	4	3	3	4	1	3	1	6
<b>Weapons/Armour</b>	May choose from the Beastman Equipment list. They never wear armour.								
<b>Skill Lists</b>	Combat, Speed, Special								
<b>Special Rules</b>	<b>Wizard:</b> Starts with a single spell chosen at random from the <i>Chaos Rituals</i> list.								



# Heroes

## Centigor

**Cost** 80 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Centigor	8	4	3	4	4	1	2	1 (2)	7

**Weapons/Armour** May choose from the Beastman Equipment list.

**Special Rules** **Drunken:** Roll a D6 at the start of each turn and consult the chart below:

D6	Effect
1	The Centigor is subject to <b>Stupidity</b> for this turn.
2 - 5	Nothing happens.
6	The Centigor is subject to <b>Frenzy</b> for this turn.

**Woodland Dwelling:** The Centigor never suffers movement penalties for moving through wooded areas.

**Trample:** The Centigor gains an additional attack, which does not benefit from weapon bonuses.

## Henchmen (in groups of 1 - 5)

### Warhounds of Chaos

**Cost** 15 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Warhound	7	4	0	4	3	1	3	1	5

**Weapons/Armour** -

**Special Rules** **Animals:** Chaos Warhounds never gain Experience.



# Henchmen (in groups of 1-5)

## Gor

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Gor	5	4	3	3	4	1	3	1	6

**Weapons/Armour** May choose from the Beastman Equipment list.

## Ungor

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Ungor	5	3	3	3	3	1	3	1	6

**Weapons/Armour** May choose from the Ungor Equipment list.

**Special Rules** **Lowest of the Low:** If an Ungor rolls 'That lad's got talent' it must be re-rolled.

## Minotaur

**Cost** 200 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Minotaur	6	4	3	4	4	3	4	3	8

**Weapons/Armour** May choose from the Beastman Equipment list.

**Special Rules** **Fearsome:** See the respective Strength skill.

**Bloodgred:** If a Minotaur puts all of its enemies out of action in hand-to-hand combat, it becomes subject to **Frenzy** on a D6 roll of 4+.

**Animal:** If a Minotaur rolls 'That lad's got talent' it must be re-rolled.

**Large:** Any model may shoot at a Minotaur, even if it is not the closest target.



## **Chaos Rituals**

*Chaos rituals employ the raw power of the darkest magic, and are therefore supremely useful in bringing pain and suffering, as well as change and mutation.*

### **D6      Result**

#### **1      Vision of Torment**

**Difficulty 10**

*The Chaos Mage summons horrible visions of the realm of Chaos, causing his enemy to recoil in utter horror.*

This spell has a range of 6" and must be cast on the closest enemy model. If the Chaos Mage is in hand-to-hand combat, he must choose his target from those in base contact with him. The affected model is immediately stunned. If the model cannot be stunned it is knocked down instead.

#### **2      Eye of God**

**Difficulty 7**

*The Chaos Mage implores the Dark gods to grant a boon to their servant.*

You may use the Eye of God successfully only once per battle. Choose any single model within 6", friend or foe. Roll a D6 to see what happens to the affected model.

#### **D6      Effect**

- 1    +The wrath of the gods descends upon the target. The model is taken out of action immediately. He does not have to roll on the Serious Injury chart after the battle though.
- 2-5   The model gains +1 to any one of his characteristics during this battle (chosen by the player who cast the spell).
- 6    The model gains +1 to all of its characteristics for the duration of the battle.

#### **3      Dark Blood**

**Difficulty 8**

*The Chaos Mage cuts his palm and his blood spurts out, burning flesh and armour.*

This attack has a range of 8" and causes D3 S5 hits. It hits the first model in its path. After using this spell the Chaos Mage must roll on the Injury table for himself to see how dangerous the wound is, though treat the out of action result as stunned instead.

#### **4      Lure of Chaos**

**Difficulty 9**

*The Chaos Mage calls upon the taint of chaos which exists in the inner soul of all living beings.*

The spell has a range of 12" and must be cast on the closest enemy model. Roll a D6 and add the Chaos Mage's Leadership to the score. Then roll a D6 and add the target's Leadership to the score. If the Chaos Mage beats his opponent's score he gains control of the model until the model passes a Leadership test in his own recovery phase. The model may not commit suicide, but can attack models on his own side, and will not fight warriors from the Chaos Mage's warband. If he was engaged in hand-to-hand combat with any warriors of the Chaos Mage's warband, they will immediately move 1" apart.

#### **5      Wings of Darkness**

**Difficulty 7**

*The Chaos Mage is lifted from the ground by two shadowy Daemons and carried wherever he wants to go.*

The Chaos Mage may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit and then his opponent will flee again (if he survives).

#### **6      Word of Pain**

**Difficulty 7**

*Speaking the forbidden name of his dark god, the Chaos Mage causes indescribable pain to all who hear it.*

All models within 3" of the Chaos Mage, friend or foe, suffer one S3 hit. No armour saves are allowed.

# Black Orcs

**Maximum Warband Size:** 12

## Black Orc Special Rules

<b>Da Boss is Dead!</b>	If the Boss should be killed, a Black Orc will always assume leadership of the warband before any other type, irrespective of relative experience. The replacement will automatically acquire the "Oi Behave!" skill.
<b>Let the goons do the work</b>	Black Orcs do not ride mounts of any kind.
<b>Distasteful Company</b>	Black Orcs may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards or Warlocks.  At the start of the Orc player's turn, roll a D6 for each Orc or Goblin Henchman .
<b>Animosity</b>	Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!).  On a roll of 1, roll another D6 and consult the following chart to see what happens:

D6	Effect	
1	<b>Check the following conditions in the order below</b>	<b>Take the following action</b>
	The closest friendly model is a Hero	The warrior behaves as if a 2-5 had been rolled.
	The closest friendly Henchman/ Hired Sword is in charge range	Immediately charge and fight a round of hand-to-hand combat against the target. At the end of this round of combat, the models will immediately move 1" apart and no longer count as being in close combat.
	The warrior has a missile weapon and the closest friendly Henchman/ Hired Sword is in weapons range	Immediately takes a shot at the target. Afterwards the warrior behaves as if a 2-5 had been rolled.
	None of the above	The warrior behaves as if a 2-5 had been rolled.
2 - 5	The warrior may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.	
6	This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible.	If there are no enemy models within sight, the Orc or Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish.  If the extra move takes the Orc or Goblin warrior within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.

## Black Orc Special Skills

<b>Proven Warrior</b>	This skill may only be taken by a Young'un with at least 25 experience. Once he gains this skill, the model now follows all the rules for Black Orcs and uses their equipment list and has access to the same skill lists as a Black Orc.
<b>'Ard Ead</b>	The Orc gains a special 3+ save to avoid being <b>Stunned</b> . If the save is made, treat a <b>Stunned</b> result as <b>Knocked down</b> instead. If the Orc also wears a helmet, this save is increased to 2+ (this takes the place of the normal helmet special rule).
<b>Waaagh!</b>	The Orc may add +D3" to his charge range.
<b>'Ere we go!</b>	The model may ignore <b>Fear</b> and <b>Terror</b> tests when charging.
<b>Da Cunnin' Plan</b>	Only the Black Orc Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not out of action
<b>'Eadbasher</b>	Any <b>Knocked down</b> results which the Orc causes in hand-to-hand combat as <b>Stunned</b> results instead.

## Black Orc Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club	3 gc	Heavy Armour	50 gc
Axe	5 gc	Buckler	5 gc
Sword	10 gc	Shield	5 gc
Choppa (Morning Star)	10 gc	Helmet	10 gc
Spear	10 gc		
Double-handed weapon	15 gc		

## Missile Weapons

Bow	10 gc
Crossbow	25 gc

## Henchman Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Choppa (Morning Star)	10 gc	Missile Weapons	
Spear	10 gc	Bow	10 gc
Double-handed weapon	15 gc (Boyz and Nuttaz only)	Crossbow	25 gc (Shootaz only)

# Heroes

## Black Orc Boss

<b>Cost</b>	90 Gold Crowns to hire									
<b>Quantity</b>	1									
<b>Experience</b>	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Black Orc Boss	4	4	4	4	4	1	3	1	8	
<b>Weapons/Armour</b>	May choose from the Black Orc Equipment list.									
<b>Skill Lists</b>	Combat, Shooting, Strength, Speed, Special									
<b>Special Rules</b>	<b>Leader:</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section.  <b>Black Orc:</b> Model starts with a natural +1 Armour Save.									
<b>Oi Behave!</b> : If any Henchman fails his Animosity test within 6" of the Boss, the player may opt to have the boss deal an automatic hit at the strength of the Orc player's choosing to the Henchman. If the Henchman is still on his feet after his slap, he may add a number equal to the strength of the slap to his subsequent roll to determine the effects of Animosity. E.g. The player decides that the Boss will hit a misbehaving Henchman with a S2 slap. If the slap fails to Knock Down, Stun or Out of Action the Henchman, then he adds +2 to the Animosity Effect roll.										

## Black Orcs

<b>Cost</b>	60 Gold Crowns to hire									
<b>Quantity</b>	0 - 2									
<b>Experience</b>	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Black Orc	4	4	3	4	4	1	3	1	7	
<b>Weapons/Armour</b>	May choose from the Black Orc Equipment list.									
<b>Skill Lists</b>	Combat, Shooting, Strength, Speed, Special									
<b>Special Rules</b>	<b>Black Orc:</b> Model starts with a natural +1 Armour Save.									

## Young 'Uns

<b>Cost</b>	25 Gold Crowns to hire									
<b>Quantity</b>	0 - 2									
<b>Experience</b>	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Young 'Un	4	2	2	3	4	1	2	1	6	
<b>Weapons/Armour</b>	May choose from the Henchman Equipment list.									
<b>Skill Lists</b>	Combat, Shooting, Special									
<b>Special Rules</b>	<b>Black Orc:</b> Model starts with a natural +1 Armour Save.									



# Henchmen (in groups of 1-5)

## Orc Boyz

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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**Orc Boy** 4 3 3 3 4 1 3 1 6

**Weapons/Armour** May choose from the Henchman Equipment list.

**Special Rules** **Animosity:** See the respective Black Orc Special Rule

## Orc Shootaz

**Cost** 40 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Henchman Equipment list.

**Special Rules** **Animosity:** See the respective Black Orc Special Rule

**Uncommon:** A warband may not hire more Shootaz than they have Boyz. If a boy dies and the Shootaz outnumber the Boyz, the next hire must be a boy so that the balance is restored.

## Orc Nuttaz

**Cost** 25 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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**Orc Nutta** 4 3 2 3 4 1 2 1 5\*

**Weapons/Armour** May choose from the Henchman Equipment list.

**Special Rules** **Crazy:** Nuttaz always pass any Leadership-based Tests they have to take. They may never learn Academic Skills.

**Savage:** Nuttaz must always run or charge their maximum distance towards the nearest opponent they can see. Friendly models do not block line of sight. Additionally they fight with an extra attack whilst in combat. This does not appear on their profile nor does it count towards the racial maximum. If no enemy is visible they are moved under the player's control. They can never use any form of armour or ranged weapons. Nuttaz can never have the Leader ability or use their Leadership stat for rout tests, excepting them as being the only models left on the board.



# Henchmen (in groups of 1-5)

## Troll

**Cost** 200 Gold Crowns to hire + 20 gc (5 gc) Upkeep after each battle

**Quantity** 0 - 1

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Troll	6	3	1	5	4	3	1	3	4

**Weapons/Armour** Trolls can never be given weapons or armour.

**Special Rules** **Fearsome:** See the respective Strength skill.

**Stupidity:** See the respective rule in the *Leadership & Psychology* section.

**Large Target:** Any model may shoot at a Troll, even if it is not the closest target.

**Regeneration:** Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4+ the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle, unless they were taken Out of Action by a Flaming weapon or spell. Then they roll after the battle as a normal Henchman.

**Dumb Monster:** Trolls do not gain experience.

**Always Hungry:** Trolls requires an upkeep cost. The warband must pay 20 gold crowns after every game in order to keep the Troll. If a warband lacks the gold to pay the upkeep, the Boss has the option to let him count as 2 members, letting the Troll cost only 5 crowns. However this does effectively drop your maximum warband size down to 11 models).

**Vomit Attack:** Instead of his normal attacks, the Troll can choose to do a single attack with





# Bretonnian Knights

**Maximum Warband Size:** 12

## Bretonnian Special Rules

### The Ladies Blessing

Before a game, the leader of a Bretonnian Warband may take a Leadership test. If the test is success any model in the opposing warbands who wishes to fire a black powder weapon must roll a D6 and score 4+ or otherwise they may not fire the weapon. The opposing player must test each time they wish to fire such a weapon.

Additionally, if any enemy model wishes to shoot at a Bretonnian Knight (Questing Knights and Errants only), then they also must first roll a 4+ on a D6 or they may not shoot at them.

## Bretonnian Special Skills

### Virtue of Purity

Any spell cast against the knight will be dispelled on the D6 roll of a 4+.

### Virtue of Valour

If fighting a model with a higher Strength characteristic than himself, the Knight may reroll any

### Virtue of Discipline

Once per game, if the knight is not out of action, stunned or knocked down, you may re-roll a

### Virtue of Disdain

The Knight is subject to **Hatred** of all enemies armed with shooting weapons.

### Virtue of Impetuous

The Knight may add +D3" to his move when charging. Roll the dice each time you wish to charge

## Knights Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace	3 gc	Heavy Armour	50 gc
Sword	5 gc	Shield	5 gc
Morning Star	15 gc	Helmet	10 gc
Double-handed weapon	15 gc	Warhorse	80 gc
Lance	20 gc	Barding	30 gc

## Men-at-Arms Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Hammer	3 gc	Shield	5 gc
Sword	5 gc	Helmet	10 gc
Axe	5 gc		
Spear	10 gc		
Double-handed weapon	15 gc		
Halberd	10 gc		

## Squire Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Hammer	3 gc	Buckler	5 gc
Sword	5 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Spear	10 gc	Horse	40 gc

## Missile Weapons

Bow	10 gc
Long bow	15 gc

## Bowmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Sword	5 gc	Helmet	10 gc
Axe	5 gc		

## Missile Weapons

Bow	10 gc
Long bow	15 gc



# Heroes

## Questing Knight

**Cost** 80 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

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

**Weapons/Armour** May choose from the Knights Equipment list

**Skill Lists** Combat, Strength, Speed, Special

**Special Rules** Leader: See the respective rule in the *Leadership & Psychology* section.

**Knights Virtue:** A Knight will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

## Knights Errants

**Cost** 50 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 8 xp

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

**Weapons/Armour** May choose from the Knights Equipment list

**Skill Lists** Combat, Speed, Special

**Knights Virtue:** A Knight will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

## Squires

**Cost** 15 Gold Crowns to hire

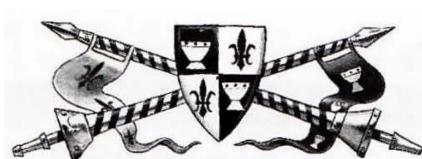
**Quantity** 0 - 3 (but never more Squires than Knights)

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Squire Equipment list. A Squire may not ride a horse unless a Questing Knight and any Knight Errant in the warband are riding warhorses.

**Skill Lists** Combat, Strength, Special



# Henchmen (in groups of 1-5)

## Bowmen

**Cost** 20 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Bowmen Equipment list.

## Men-at-Arms

**Cost** 25 Gold Crowns to hire

**Quantity** 0 - 8

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Man-at-Arms	4	2	2	3	3	1	3	1	7

**Weapons/Armour** May choose from the Men-at-Arms Equipment list.



# Carnival of Chaos

**Maximum Warband Size:** 15

## Carnival Special Rules

**Dangerous to Know** A Carnival of Chaos may never hire any type of Hired Sword.

**Chaos Humans** All members of the Carnival of Chaos that accrue experience use the maximum characteristics for Humans.

**Tainted** The Carnival of Chaos is treated equally to the Possessed for purposes of Exploration and Serious Injuries.

## Carnival Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Spear	10 gc		
Double-handed weapon	15 gc		
Halberd	10 gc		
Morning Star	15 gc		

## Missile Weapons

Bow	15 gc
Short Bow	10 gc
Pistol	15 gc (30 for a brace)



## Brutes Equipment List

Hand-to-hand Combat Weapons	
Double-handed weapon	15 gc
Flail	10 gc

# Blessings of Nurgle

Blessings of Nurgle may be bought for Tainted Ones only when they are recruited. You may not buy new Blessings for a model after recruitment.

Any Tainted One may have one or more Blessings. The first Blessing is bought at the price indicated, but second and subsequent Blessings bought for the same model cost double.

Blessing	Cost	Effect
Stream of Corruption	25 gc	The Tainted One gains a shooting attack with a range of 6" that is resolved at Strength 3 with no saves for armour.  The Tainted One gains <i>Immune to Poison</i> .  If the Tainted One makes a successful to hit roll of 6 in close combat, the target model contracts <b>Nurgle's Rot</b> (note: Nurgle's Rot only affects the living, so Undead, Daemons and the Possessed are unaffected).
Nurgle's Rot	50 gc	Once a warrior has contracted the <b>Nurgle's Rot</b> , mark this on the warband roster.  From now on, before the start of each battle, the warrior must pass a Toughness test. If the test is failed, the warrior loses one point of Toughness permanently (if he reaches zero, remove him from the roster).  In addition, if a 6 is rolled for the Toughness test randomly select another warband member who has now also contracted the <b>Nurgle's Rot</b> . Mark this also on the warband roster.
Cloud of Flies	25 gc	The Tainted One's close combat opponents suffer -1 to hit on all attacks.
Bloated Foulness	40 gc	The Tainted One gains +1 Wound, +1 Toughness and -1 Movement
Mark of Nurgle	35 gc	The Tainted One gains +1 Wound and <i>Immune to Poison</i> .
Hideous	40 gc	The Tainted One causes <i>Fear</i> .

## Rewards of the Shadowlord (Optional Rule)

When the Carnival Master may pick a skill, instead he may roll on the Rewards table below.

2D6	Effect
2	Remove the Carnival Master from the Roster.
3 - 6	Nothing happens.
7 - 8	Roll a D6. On a roll of 1 you lose a single point from one of your magister's characteristics (chosen by you). On a roll of 2 or more you may choose which one of the mutations listed in the Cult of the Possessed Warbands section your warrior has been rewarded with.
9 - 10	The Carnival Master gains a Chaos Armour (which cannot be transferred anywhere else)
11	The Carnival Master receives a Daemon Weapon (get +1 Strength in close combat and +1 to hit rolls using it).
12	The Carnival Master gains +1 Weapon Skill, +1 Strength, +1 Attacks and +1 Wounds. These increases do not count towards his maximum characteristics. The warrior loses D3 of his skills (chosen by the player) and may no longer use weapons or armour, except for Chaos Armour or Daemon Weapons.

# Heroes

## Carnival Master

Cost	70 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Carnival Master	4	4	4	3	3	1	3	1	8	
Weapons/Armour	May choose from the Carnival Equipment list.									
Skill Lists	Combat, Shooting, Academic, Strength, Speed									
Special Rules	<b>Leader:</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section.  <b>Wizard:</b> Starts with a single spell chosen at random from the <i>Nurgl Rituale</i> list.									

## Brutes

Cost	60 Gold Crowns to hire									
Quantity	0 - 2									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Brute	4	4	0	4	4	1	2	1	7	
Weapons/Armour	May choose from the Brutes Equipment list.									
Skill Lists	Combat, Strength, Speed									
Special Rules	<b>Strongman:</b> See the respective Strength skill.									

## Tainted Ones

Cost	25 Gold Crowns to hire + Cost of Blessings of Nurgle									
Quantity	0 - 2									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Tainted One	4	3	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Carnival Equipment list.									
Skill Lists	Combat, Speed									
Special Rules	<b>Nurgles Blessing:</b> Tainted Ones must start the game with one or more <i>Blessings of Nurgle</i> (see the list on the previous page)									



# Henchmen (in groups of 1-5)

## Plague Bearers

Cost	50 Gold Crowns to hire								
Quantity	0 - 2								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Plague Bearer	4	4	3	4	4	1	4	2	10
Weapons/Armour	-								
Special Rules	<b>Cloud of Flies:</b> The Plague Bearer's close combat opponents suffer -1 to hit on all attacks.  <b>Stream of Corruption:</b> The Plague Bearer has a shooting attack with a range of 6" that is resolved at Strength 3 with no saves for armour.  <b>Demonic:</b> The Plague Bearer never gains Experience.  <b>Immune to Poison:</b> The Plague Bearer is immune to any kind of poison.  <b>Immune to Psychology:</b> The Plague Bearer automatically passes any Leadership-based test he is required to take.  <b>Fearsome:</b> See the respective Strength skill.  <b>Daemonic Aura:</b> The Plague Bearer has a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Plague Bearers' attacks are considered as magical as well.  <b>Daemonic Instability:</b> If the Plague Bearer is taken out of action, roll for injuries as normal, except a roll of 1-3 is considered destroyed (instead of 1 and 2 for normal henchmen) In addition, if the warband routs, every Plague Bearer in the warband must take an immediate Leadership test. If this test is failed, then the Plague Bearer is removed from the warband roster.								

## Brethren

Cost	25 Gold Crowns to hire								
Quantity	Any number of models								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Brethren	4	3	3	3	3	1	3	1	7
Weapons/Armour	May choose from the Carnival Equipment list.								



# Henchmen (in groups of 1-5)

## Nurglings

<b>Cost</b>	15 Gold Crowns to hire								
<b>Quantity</b>	Any number of models								
<b>Experience</b>	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Nurgling	4	3	0	3	2	1	3	1	10
<b>Weapons/Armour</b>	-								
<b>Special Rules</b>	<p><b>Cloud of Flies:</b> The Plague Bearer's close combat opponents suffer -1 to hit on all attacks.</p> <p><b>Swarm:</b> You may have as many Nurglings as you wish in a Henchmen group (not limited to 5)</p> <p><b>Demonic:</b> The Plague Bearer never gains Experience.</p> <p><b>Immune to Poison:</b> The Plague Bearer is immune to any kind of poison.</p> <p><b>Immune to Psychology:</b> The Plague Bearer automatically passes any Leadership-based test he is required to take.</p> <p><b>Daemonic Aura:</b> The Plague Bearer has a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Plague Bearers' attacks are considered as magical as well.</p> <p><b>Daemonic Instability:</b> If the Plague Bearer is taken out of action, roll for injuries as normal, except a roll of 1 - 3 is considered destroyed (instead of 1 and 2 for normal henchmen) In addition, if the warband routs, every Plague Bearer in the warband must take an immediate Leadership test. If this test is failed, then the Plague Bearer is removed from the warband roster.</p>								

## Plague Cart

<b>Cost</b>	120 Gold Crowns to hire								
<b>Quantity</b>	0 - 1								
<b>Experience</b>	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Cart	-	-	-	-	8	4	-	-	-
Wheel	-	-	-	-	6	1	-	-	-
Horse	8	-	-	3	3	1	3	-	-
Guardian	-	3	-	3	3	-	3	1	-
<b>Weapons/Armour</b>	-								
<b>Special Rules</b>	<p><b>Plague Cart:</b> The maximum number of warriors allowed in the warband is increased by +2.</p> <p>Plague Bearers and Nurglings may re-roll Leadership tests for <b>Daemonic Instability</b> and may add +1 to their Injury tests if taken out of action.</p> <p><b>Guardian:</b> The Guardian may never dismount from the cart or leave under any circumstances. He cannot be injured unless the Cart is destroyed in which case so is he. The Guardian never gains any Experience. Attacks from the Guardian cause <b>Nurgule's Rot</b> (see <b>Blessings of Nurgle</b>).</p> <p><b>Immune to Psychology:</b> The Plague Cart automatically passes any Leadership-based test it is required to take.</p>								

## Nurgl Rituals

*The Carnival Master uses the rituals of Nurgle to pervert and corrupt nature, inflicting hideous diseases for which there are no known cures. Roll a D6.*

### D6 Result

#### 1 Daemonic Vigour

**Difficulty 8**

*The Master imbues his Daemonic minions with supernatural power.*

Any Plague Bearers or Nurglings within 8" of the Master increase their Daemonic Aura save from 5+ to 4+ until the beginning of their next turn.

#### 2 Buboes

**Difficulty 7**

*The Master bestows the gift of pus-filled buboes upon his enemies.*

This spell has a range of 8" and affects a single enemy warrior. The warrior must pass a Toughness test or lose a Wound. No Armour saves are allowed.

#### 3 Stench of Nurgle

**Difficulty 8**

*The Master spews forth a foul, stinking mist that chokes his foes.*

This spell has a range of 6" and affects all living creatures – friend or foe. Each enemy warrior in range must pass a Toughness test or lose an Attack until their next turn.

#### 4 Pestilence

**Difficulty 10**

*The Master inflicts horrible diseases upon the unbelievers.*

All enemy models within 12" of the Master suffer a Strength 3 hit. No Armour saves are allowed.

#### 5 Scabrous Hide

**Difficulty 8**

*The Master's skin becomes tough and leathery like that of his patron god.*

The Master has an armour save of 2+ which replaces any normal Armour save.

The Scabrous Hide lasts until the beginning of his next Shooting phase.

#### 6 Nurgle's Rot

**Difficulty 9**

*The Master bestows the blessing of the Plague God upon his foe.*

All enemy models in base contact with the Master must immediately test against their Toughness or contract Nurgle's Rot (see Nurgle's Rot opposite).



# Cult of the Possessed

Maximum Warband Size: 15

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## Possessed Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Spear	10 gc		
Double-handed weapon	15 gc		

## Missile Weapons

Bow	15 gc
Short Bow	10 gc

## Dark souls Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Double-handed weapon	15 gc		
Flail	15 gc		



# Mutations

Mutations may be bought for a Mutant or a Possessed warrior only when they are recruited.

Any Mutant or Possessed may have one or more mutations. The first mutation is bought at the price indicated, but second and subsequent mutations bought for the same model cost double.

Mutation	Cost	Effect
Daemon Soul	20 gc	The mutant gains a 4+ save against the effect of spells or prayers.
Great Claw	50 gc	The mutant may not carry weapons in this arm, but gains an extra attack in hand-to-hand combat with a +1 Strength bonus.
Cloven Hoofs	40 gc	The mutant gains a +1 Movement.
Tentacle	35 gc	The mutant may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.
Blackblood	30 gc	If the mutant loses a wound in close combat, anyone in base contact with him suffers a Strength 3 hit (no critical hits).
Spines	35 gc	Any model in base contact with the mutant suffers an automatic Strength 1 hit (not critical hits) at the beginning of each close combat phase.
Scorpion Tail	40 gc	The mutant gains an extra attack in each hand-to-hand combat phase. The attack is resolved with Strength 5 (Strength 2 if the target is <i>Immune to Poison</i> ).
		The mutant gains +1 Attack when fighting in hand-to-hand combat.
Extra Arm	40 gc	The mutant may carry a weapon, buckler or shield in that hand. (Note that the attack will benefit from the weapon properties if a weapon is used.)
Hideous	40 gc	The mutant causes <i>Fear</i> .

## Rewards of the Shadowlord (Optional Rule)

When the Magister or a Mutant may pick a skill, instead he may roll on the Rewards table below.

2D6	Effect
2	Remove the warrior from the Roster.
3 - 6	Nothing happens.
7 - 8	Roll a D6. On a roll of 1 you lose a single point from one of your magister's characteristics (chosen by you). On a roll of 2 or more you may choose which one of the mutations (listed above) your warrior has been rewarded with.
9 - 10	The warrior gains a Chaos Armour (which cannot be transferred anywhere else)
11	The warrior receives a Daemon Weapon (get +1 Strength in close combat and +1 to hit rolls using it).
12	The warrior gains +1 Weapon Skill, +1 Strength, +1 Attacks and +1 Wounds. These increases do not count towards his maximum characteristics. The warrior loses D3 of his skills (chosen by the player) and may no longer use weapons or armour, except for Chaos Armour or Daemon Weapons.

# Heroes

## Magister

Cost	70 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Magister	4	4	4	3	3	1	3	1	8	
Weapons/Armour	May choose from the Possessed Equipment list.									
Skill Lists	Combat, Academic, Speed									
Special Rules	<b>Leader:</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section.  <b>Wizard:</b> Starts with a single spell chosen at random from the <i>Chaos Rituals</i> list.									

## The Possessed

Cost	90 Gold Crowns to hire + Cost of Mutations									
Quantity	0 - 2									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Possessed	5	4	0	4	4	2	4	2	7	
Weapons/Armour	-									
Skill Lists	Combat, Strength, Speed									
Special Rules	<b>Fearsome:</b> See the respective Strength skill.  <b>Mutations:</b> Mutants <b>may</b> start the game with one or more mutations each. (see the list on the previous page)									

## Mutants

Cost	25 Gold Crowns to hire + Cost of Mutations									
Quantity	0 - 2									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Mutant	4	3	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Possessed Equipment list.									
Skill Lists	Combat, Speed									
Special Rules	<b>Mutations:</b> Mutants <b>must</b> start the game with one or more mutations each. (see the list on the previous page)									

# Henchmen (in groups of 1-5)

## Darksouls

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Darksouls Equipment list.

**Special Rules** **Immune to Psychology:** The Darksoul automatically passes any Leadership-based test he is required to take.

## Brethren

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Possessed Equipment list.

## Beastmen

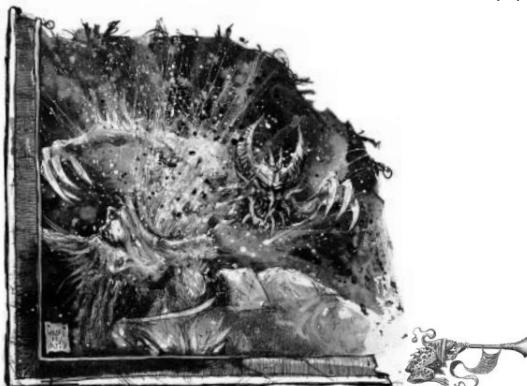
**Cost** 45 Gold Crowns to hire

**Quantity** 0 - 3

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Beastman	4	4	3	3	4	2	3	1	7

**Weapons/Armour** May choose from the Possessed Equipment list.



## **Chaos Rituals**

*Chaos rituals employ the raw power of the darkest magic, and are therefore supremely useful in bringing pain and suffering, as well as change and mutation.*

### **D6      Result**

#### **1      Vision of Torment**

**Difficulty 10**

*The Chaos Mage summons horrible visions of the realm of Chaos, causing his enemy to recoil in utter horror.*

This spell has a range of 6" and must be cast on the closest enemy model. If the Chaos Mage is in hand-to-hand combat, he must choose his target from those in base contact with him. The affected model is immediately stunned. If the model cannot be stunned it is knocked down instead.

#### **2      Eye of God**

**Difficulty 7**

*The Chaos Mage implores the Dark gods to grant a boon to their servant.*

You may use the Eye of God successfully only once per battle. Choose any single model within 6", friend or foe. Roll a D6 to see what happens to the affected model.

#### **D6      Effect**

- 1    +The wrath of the gods descends upon the target. The model is taken out of action immediately. He does not have to roll on the Serious Injury chart after the battle though.
- 2-5   The model gains +1 to any one of his characteristics during this battle (chosen by the player who cast the spell).
- 6    The model gains +1 to all of its characteristics for the duration of the battle.

#### **3      Dark Blood**

**Difficulty 8**

*The Chaos Mage cuts his palm and his blood spurts out, burning flesh and armour.*

This attack has a range of 8" and causes D3 S5 hits. It hits the first model in its path. After using this spell the Chaos Mage must roll on the Injury table for himself to see how dangerous the wound is, though treat the out of action result as stunned instead.

#### **4      Lure of Chaos**

**Difficulty 9**

*The Chaos Mage calls upon the taint of chaos which exists in the inner soul of all living beings.*

The spell has a range of 12" and must be cast on the closest enemy model. Roll a D6 and add the Chaos Mage's Leadership to the score. Then roll a D6 and add the target's Leadership to the score. If the Chaos Mage beats his opponent's score he gains control of the model until the model passes a Leadership test in his own recovery phase. The model may not commit suicide, but can attack models on his own side, and will not fight warriors from the Chaos Mage's warband. If he was engaged in hand-to-hand combat with any warriors of the Chaos Mage's warband, they will immediately move 1" apart.

#### **5      Wings of Darkness**

**Difficulty 7**

*The Chaos Mage is lifted from the ground by two shadowy Daemons and carried wherever he wants to go.*

The Chaos Mage may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit and then his opponent will flee again (if he survives).

#### **6      Word of Pain**

**Difficulty 7**

*Speaking the forbidden name of his dark god, the Chaos Mage causes indescribable pain to all who hear it.*

All models within 3" of the Chaos Mage, friend or foe, suffer one S3 hit. No armour saves are allowed.

# Dark Elves

Maximum Warband Size: 12

## Dark Elves Special Rules

Kindred Hatred	Dark Elves are subject to <i>Hatred</i> of all <i>High Elves</i> (including Hired Swords).
Excellent Sight	All elves can spot Hidden enemies from twice as far away (i.e. twice their Initiative value).
Black Powder Weapons	Dark Elves may never use black powder weapons.

## Dark Elves Special Skills

Fury of Khaine	A Dark Elf with this skill may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy, this starts a new combat. This new combat takes place in the following turn and the model counts as charging. May not follow up in the opponent's turn.
Powerful build	A Dark Elf with this skill may choose skills from the Strength table. The Sorceress may never take this skill and no more than two warriors in the warband may take this skill at any one time.
Fey Quickness	A Dark Elf with Fey Quickness can avoid melee or missile attacks on a roll of 6. If the Elf also has Step Aside or Dodge this will increase to a 4+ in the relevant area. For example, an Elf with Fey Quickness and Step Aside avoids melee attacks on a 4+ and missile attacks on a 6.
Infiltration	A Dark Elf with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate roll a D6 for each and the lowest roll sets up first.
Master of Poison	If the Hero doesn't search for rare items, he may make D3 - 1 doses of Dark Venom instead. The poison must be used in the next battle and cannot be sold or traded to other warbands.

## Shades Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Missile Weapons			
Repeater Crossbow	35 gc		



## Dark Elves Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Double-handed weapon	15 gc	Buckler	5 gc
Spear	10 gc		
Halberd	10 gc		
Beastlash (Beastmaster only)	10 gc		

Missile Weapons		Miscellaneous Equipment	
Repeater Crossbow	35 gc	Dark Venom (Heroes only)	15 gc
Crossbow Pistol	35 gc	Sea Dragon Cloak (Heroes and Corsairs only)	50 gc



# Heroes

## Dark Elf High Born

Cost	70 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
High Born	5	5	4	3	3	1	6	1	9	
Weapons/Armour	May choose from the Dark Elves Equipment list.									
Skill Lists	Combat, Shooting, Academic, Speed, Special									
Special Rules	<b>Leader:</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section. <b>Hatred (High Elves):</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section.									

## Fellblades

Cost	40 Gold Crowns to hire									
Quantity	0 - 2									
Experience	12 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Fellblade	5	5	4	3	3	1	6	1	8	
Weapons/Armour	May choose from the Dark Elves Equipment list.									
Skill Lists	Combat, Shooting, Academic, Speed, Special									
Special Rules	<b>Melee Specialists:</b> Fellblades may not use missile weapons of any sort. <b>Hatred (High Elves):</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section.									

## Dark Elf Sorceress

Cost	55 Gold Crowns to hire									
Quantity	0 - 1									
Experience	12 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Sorceress	5	4	4	3	3	1	6	1	8	
Weapons/Armour	May choose from the Dark Elves Equipment list. May not cast spells if wearing armour.									
Skill Lists	Academic, Speed, Special									
Special Rules	<b>Wizard:</b> Starts with a single spell chosen at random from the <i>Dark Magic</i> list. <b>Hatred (High Elves):</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section.									



# Heroes

## Beastmaster

**Cost** 45 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Beastmaster	5	4	4	3	3	1	6	1	8

**Weapons/Armour** May choose from the Dark Elves Equipment list.

**Skill Lists** Combat, Speed, Special

**Special Rules** **Cold One Beasthound:** The Beastmaster may be accompanied by up to two Cold One Beasthounds, these are bought as henchmen and follow all rules listed for them.

**Hatred (High Elves):** See the respective rule in the *Leadership & Psychology* section.

## Henchmen (in groups of 1 - 5)

### Corsairs

**Cost** 35 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Corsair	5	4	4	3	3	1	6	1	7

**Weapons/Armour** May choose from the Dark Elves Equipment list.

**Special Rules** **Hatred (High Elves):** See the respective rule in the *Leadership & Psychology* section.

### Shades

**Cost** 30 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Shade	5	3	3	3	3	1	6	1	8

**Weapons/Armour** May choose from the Shades Equipment list.

**Special Rules** **Hatred (High Elves):** See the respective rule in the *Leadership & Psychology* section.



# Henchmen (in groups of 1-5)

## Cold-One Beasthounds

**Cost** 30 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Beasthound	6	3	0	4	4	1	1	1	4

**Weapons/Armour** -

**Special Rules** **Fearsome:** See the respective Strength skill.

**Animals:** Cold-One Beasthounds never gain Experience.

**Stupidity:** See the respective rule in the *Leadership & Psychology* section.

**Scaly Skin:** Cold-One Beasthounds have a 6+ armour save that cannot be modified by Strength. However any result of 'no save' on the injury chart will negate this save.

**Beastmaster:** If the Beastmaster dies the beasts will immediately escape from the warband and they are removed from the warband roster. If the Beastmaster is unable to participate in a battle, then neither will the beasts.



## **Dark Magic**

*The Dark Elves are as accomplished practitioners of magic as their arch enemies the High Elves but whereas the High Elves essentially use magic defensively and for the power of good, the Dark Elves utilize the evil powers of Dark Magic a very destructive force indeed.*

### **D6      Result**

#### **1      Doombolt**

**Difficulty 9**

*Whispering an ancient incantation the Sorceress conjures a bolt of pure dark energy and unleashes it from her out-stretched hand.*

The bolt of doom may be targeted at any enemy model in line of sight. The Doombolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is also hit on a 4+, at -1 Strength than the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Each model can only be hit by a bolt once per turn. Take armour saves as normal.

#### **2      Word of Pain**

**Difficulty 8**

*The Sorceress calls the curse of the Witch King down on his enemy reducing their willingness to fight.*

The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. Lasts until the beginning of the next Dark Elf turn.

#### **3      Soul Stealer**

**Difficulty 9**

*At the Sorceress's touch, the essence of life is drained from her enemy and absorbed into her body giving him renewed strength and vigour.*

Once successfully cast, the Sorceress has to make a to hit roll against a model in base contact. If the attack is successful and her opponent is struck, he suffers a wound with no armour save possible. The Sorceress feeds on this life-force and adds one wound to her profile. Note: the Sorceress can never have more than one extra wound from the use of this spell and the extra wound is lost at the end of the battle.

#### **4      Flamesword**

**Difficulty 8**

*Summoning Dark Magic the Sorceress engulfs a weapon in twisted black flames*

The Sorceress may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but also adds a +2 bonus to the users Strength. Hits inflicted from the weapon ignore armour saves. Lasts until the Sorceress' next shooting phase.

#### **5      Deathspasm**

**Difficulty 10**

*The Sorceress channels Dark Magic into her enemy, causing him to writhe in excruciating pain.*

The Deathspasm has a range of 6" and must be cast on the closest enemy model. The affected model must roll on the injury chart. If successfully cast, the casting Sorceress is immediately knocked down.

#### **6      Witch Flight**

**Difficulty 7**

*The Sorceress bends the winds of magic to her will and flies through the air.*

The Sorceress may immediately move anywhere within 12", and may count as charging. If she engages a fleeing enemy in the close combat phase she will score 1 automatic hit and then the opponent will flee again.



# Dwarf Rangers



Maximum Warband Size: 12

## Dwarf Rangers Special Rules

<b>Don't Trust 'Em</b>	Members of a Dwarf Rangers warband are never considered ' <i>friendly models</i> ' to other dwarfs and vice versa. This means that members of one warband WILL stop members of the other from Marching, they won't keep each other from taking All Alone tests, etc. They don't count as enemy models and may split any treasure found at the end of the game as normal.
<b>Hard to Kill</b>	When rolling on the injury chart for a Dwarf, treat a roll of 1-2 as <i>Knocked Down</i> , 3-5 as <i>Stunned</i> , and 6 as <i>Out of Action</i> .
<b>Hard Head</b>	Dwarves ignore the special rule Concussion (from Maces, Clubs etc.)
<b>Used to Armour</b>	Dwarves never suffer movement penalties for wearing armour.
<b>Hate Orcs and Goblins</b>	Dwarves are subject to <i>Hatred</i> of all <i>Orcs &amp; Goblins</i> (including Hired Swords).
<b>Grudgebearers</b>	A Dwarf warband may never include any kind of Elven Hired Sword or Dramatis Personae.
<b>Incomparable Miners</b>	When checking for wyrdstone at the end of a game, add +1 to the number of pieces found for a Dwarf warband.
<b>Distrust Magic</b>	Dwarves may never take the Arcane Lore skill.

## Dwarf Rangers Special Skills

<b>True Grit</b>	When rolling on the Injury Table for this Dwarf, a roll of 1-3 is treated as <i>Knocked Down</i> , 4- 5 as <i>Stunned</i> and 6 as <i>Out of Action</i> .
<b>Master of Blades</b>	When using a weapon that has a Parry special rule, this Dwarf parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry two attacks (if his two dice match or beat the two highest Attack dice against him) instead of the normal maximum of one.
<b>Thick Skull</b>	The Dwarf gains a special 3+ save to avoid being <i>Stunned</i> . If the save is made, treat a <i>Stunned</i> result as <i>Knocked down</i> instead. If the Dwarf also wears a helmet, this save is increased to 2+ (this takes the place of the normal helmet special rule).
<b>Extra Tough</b>	The Dwarf may re-roll on the Heroes Serious Injury chart after being taken <i>Out of Action</i> .
<b>Ressource Hunter</b>	When rolling on the exploration chart at the end of a game, the Dwarf may modify one die roll by +/-1.

## Dwarven Runes

Before each game, the Runesmith may attempt to inscribe the rune on an item one of the warriors in his warband is carrying. To do so, roll 2D6. If the roll is equal to or greater than the Difficulty Level of the rune, the item gains the appropriate bonus until the end of the battle. If he rolls a '2' on the 2D6, the item is destroyed and must be removed from the warrior's list of items, though it may be replaced before the game (if the warband can afford it).

The **Jealousy of Runes**: Bonuses from Runes are not cumulative with magical bonuses from other items (i.e. you can't have two items with the same rune for the same warrior and you can't combine inscribed items with other magical items that grant the same bonus)

D6	Rune	Effect	Difficulty
1	<b>Rune of Stone:</b>	+1 to Armour Save.	Difficulty 8.
2	<b>Rune of Sharpness:</b>	-1 Armour Save modifier to weapon	Difficulty 6
3	<b>Rune of Speed:</b>	Initiative doubled on weapon.	Difficulty 7
4	<b>Rune of Warding:</b>	Special 4+ save Vs. Spells affecting target (placed on belt, armband, etc. Cost to replace: 1 GC)	Difficulty 8
5	<b>Rune of Accuracy:</b>	+1 to hit on weapon	Difficulty 9.
6	<b>Rune of Striding:</b>	+1 Movement (placed on boots, belt, etc. Cost to replace: 1 GC)	Difficulty 8

## Dwarf Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Gomril Armour	75 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Light Armour	20 gc
Sword	10 gc	Shield	5 gc
Spear	10 gc	Helmet	10 gc
Double-handed weapon	15 gc		
Halberd	10 gc		
Dwarf Axe	15 gc		

### Missile Weapons

Pistol	15 gc (30 for a brace)
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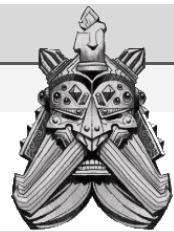
## Dwarf Crossbowmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Heavy Armour	50 gc
Mace / Hammer	3 gc	Light Armour	20 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc

Missile Weapons	
Crossbow	35 gc

# Heroes



## Runesmith

**Cost** 85 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Runesmith	3	5	4	3	4	1	2	1	10

**Weapons/Armour** May choose from the Dwarf Warriors Equipment list.

**Skill Lists** Combat, Shooting, Academic, Strength, Special

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.

**Inscribe Runes:** Starts with a single rune chosen at random from the **Dwarven Runes** list. When a Runesmith advances and rolls a skill on the Hero Advance table, he may choose to learn a new rune instead of learning a skill.

**Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour**



## Apprentice Runesmith

**Cost** 40 Gold Crowns to hire



**Quantity** 0 - 1

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Apprentice Runesmith	3	3	2	3	4	1	2	1	8

**Weapons/Armour** May choose from the Dwarf Warriors Equipment list.

**Skill Lists** Combat, Academic, Strength, Special

**Special Rules** **Extra Set of Hands:** An Apprentice Runesmith in the warband allows a Master Runesmith to inscribe on two items before each game, instead of only one.

**Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour**



## Troll Slayers

**Cost** 50 Gold Crowns to hire



**Quantity** 0 - 2

**Experience** 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Troll Slayer	3	4	3	3	4	1	2	1	9

**Weapons/Armour** May choose from the Dwarf Warriors Equipment list. Slayers may never carry or use Missile Weapons or any form of armour.

**Skill Lists** Combat, Strength, Special

**Special Rules** **Immune to Psychology:** Troll Slayers automatically pass any Leadership-based test they are required to take.

**Hard Head, Hard to Kill, Hatred (Orcs & Goblins)**

# Henchmen (in groups of 1-5)

## Beardlings

Cost	25 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Beardling	3	3	2	3	4	1	2	1	8	
Weapons/Armour	May choose from the Dwarf Warriors Equipment list.									
Special Rules	<b>Hard Head, Hard to Kill, Hatred (Orcs &amp; Goblins), Used to Armour</b>									

## Dwarf Clansmen

Cost	40 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Dwarf Clansman	3	4	3	3	4	1	2	1	9	
Weapons/Armour	May choose from the Dwarf Warriors Equipment list.									
Special Rules	<b>Hard Head, Hard to Kill, Hatred (Orcs &amp; Goblins), Used to Armour</b>									

## Dwarf Longbeards

Cost	50 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Dwarf Longbeard	3	5	3	3	4	1	3	1	9	
Weapons/Armour	May choose from the Dwarf Warriors Equipment list.									
Special Rules	<b>Stubborn:</b> A Dwarf Longbeard may reroll any failed Leadership test he is required to take.									

## Dwarf Crossbowmen

Cost	40 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Dwarf Crossbowman	3	4	3	3	4	1	2	1	9	
Weapons/Armour	May choose from the Dwarf Crossbowmen Equipment list.									
Special Rules	<b>Hard Head, Hard to Kill, Hatred (Orcs &amp; Goblins), Used to Armour</b>									



# Dwarf Treasure Hunters

Maximum Warband Size: 12

## Dwarf Treasure Hunters Special Rules

Hard to Kill	When rolling on the injury chart for a Dwarf, treat a roll of 1-2 as <i>Knocked Down</i> , 3-5 as <i>Stunned</i> , and 6 as <i>Out of Action</i> .
Hard Head	Dwarves ignore the special rule Concussion (from Maces, Clubs etc.)
Used to Armour	Dwarves never suffer movement penalties for wearing armour.
Hate Orcs and Goblins	Dwarves are subject to <i>Hatred</i> of all <i>Orcs &amp; Goblins</i> (including Hired Swords).
Grudgebearers	A Dwarf warband may never include any kind of Elven Hired Sword or Dramatis Personae.
Incomparable Miners	When checking for wyrdstone at the end of a game, add +1 to the number of pieces found for a Dwarf warband.

## Dwarf Treasure Hunters Special Skills

True Grit	When rolling on the Injury Table for this Dwarf, a roll of 1-3 is treated as <i>Knocked Down</i> , 4-5 as <i>Stunned</i> and 6 as <i>Out of Action</i> .
Master of Blades	When using a weapon that has a Parry special rule, this Dwarf parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry two attacks (if his two dice match or beat the two highest Attack dice against him) instead of the normal maximum of one.
Thick Skull	The Dwarf gains a special 3+ save to avoid being <i>Stunned</i> . If the save is made, treat a <i>Stunned</i> result as <i>Knocked down</i> instead. If the Dwarf also wears a helmet, this save is increased to 2+ (this takes the place of the normal helmet special rule).
Extra Tough	The Dwarf may re-roll on the Heroes Serious Injury chart after being taken <i>Out of Action</i> .
Ressource Hunter	When rolling on the exploration chart at the end of a game, the Dwarf may modify one die roll by +/-1.

## Troll Slayer Special Skills

Ferocious Charge	The Slayer doubles his attacks on the turn he charges and does not suffer a -1 'to hit' penalty on that turn.
Monster Slayer	The Slayer always wounds any opponent on a roll of 4+ or better, regardless of Toughness.
Berserker	The Slayer may add +1 to his close combat 'to hit' rolls during the turn in which he charges.

## Dwarf Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Gomril Armour	75 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Light Armour	20 gc
Sword	10 gc	Shield	5 gc
Spear	10 gc	Helmet	10 gc
Double-handed weapon	15 gc		
Halberd	10 gc		
Dwarf Axe	15 gc		
<b>Missile Weapons</b>			
Pistol	15 gc (30 for a brace)		

## Dwarf Crossbowmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Heavy Armour	50 gc
Mace / Hammer	3 gc	Light Armour	20 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
<b>Missile Weapons</b>			
Crossbow	25 gc		
Handgun	35 gc		
Pistol	15 gc (30 for a brace)		



# Heroes

## Dwarf Noble



**Cost** 85 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf Noble	3	5	4	3	4	1	2	1	9

**Weapons/Armour** May choose from the Dwarf Warriors Equipment list.

**Skill Lists** Combat, Shooting, Strength, Special

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.  
**Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour**

## Dwarf Engineer



**Cost** 50 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 10 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf Engineer	3	4	3	3	4	1	2	1	9

**Weapons/Armour** May choose from the Dwarf Warriors Equipment list.

**Skill Lists** Combat, Shooting, Special

**Special Rules** **Expert Weaponsmith:** All Dwarf missile weapons in the warband have their range increased by 3" for Pistols and 6" for Crossbows and Handguns. Any range increases are only maintained as long as the Dwarf Engineer remains with the warband.  
**Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour**

## Troll Slayers



**Cost** 50 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Troll Slayer	3	4	3	3	4	1	2	1	9

**Weapons/Armour** May choose from the Dwarf Warriors Equipment list. Slayers may never carry or use Missile Weapons or any form of armour.

**Skill Lists** Combat, Strength, Special

**Special Rules** **Immune to Psychology:** Troll Slayers automatically pass any Leadership-based test they are required to take.

**Slayer Skills:** Troll Slayers may choose from the Troll Slayer Special Skills table when they gain a new skill.

**Hard Head, Hard to Kill, Hatred (Orcs & Goblins)**

# Henchmen (in groups of 1-5)

## Beardlings

Cost	25 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Beardling	3	3	2	3	4	1	2	1	8	
Weapons/Armour	May choose from the Dwarf Warriors Equipment list.									
Special Rules	<b>Hard Head, Hard to Kill, Hatred (Orcs &amp; Goblins), Used to Armour</b>									

## Dwarf Clansmen

Cost	40 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Dwarf Clansman	3	4	3	3	4	1	2	1	9	
Weapons/Armour	May choose from the Dwarf Warriors Equipment list.									
Special Rules	<b>Hard Head, Hard to Kill, Hatred (Orcs &amp; Goblins), Used to Armour</b>									

## Dwarf Thunderers

Cost	40 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Dwarf Thunderer	3	4	3	3	4	1	2	1	9	
Weapons/Armour	May choose from the Dwarf Thunderer Equipment list.									
Special Rules	<b>Hard Head, Hard to Kill, Hatred (Orcs &amp; Goblins), Used to Armour</b>									



# Forest Goblins

**Maximum Warband Size:** 20

## Forest Goblins Special Rules

<b>Natives</b>	Forest Goblins suffer no movement penalties from moving through any wooded terrain.	
	At the start of the Goblin player's turn, roll a D6 for each Goblin Henchman.	
<b>Animosity</b>	Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!). On a roll of 1, roll another D6 and consult the following chart to see what happens:	
	<b>D6 Effect</b>	
<b>1</b> <b>Check the following conditions in the order below</b>		
	The closest friendly model is a Hero	The warrior behaves as if a 2-5 had been rolled.
	The closest friendly Henchman/ Hired Sword is in charge range	Immediately charge and fight a round of hand-to-hand combat against the target. At the end of this round of combat, the models will immediately move 1" apart and
	The warrior has a missile weapon and the closest friendly Henchman/ Hired Sword is in weapons range	Immediately takes a shot at the target. Afterwards the warrior behaves as if a 2-5 had been rolled.
	None of the above	The warrior behaves as if a 2-5 had been rolled.
<b>2 - 5</b> The warrior may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.		
<b>6</b>	This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible.	

If there are no enemy models within sight, the Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish.

If the extra move takes the Goblin warrior within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.



## Forest Goblin Heroes Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc		
Double-handed Weapon	15 gc		
Spear	5 gc		
Halberd	10 gc		
Boss Pole	20 gc		

### Missile Weapons

Blow Pipe	25 gc
Short Bow	5 gc

## Forest Goblin Henchmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Shield	5 gc
Sword	10 gc		
Spear	5 gc		

### Missile Weapons

Blowpipe	25 gc
Throwing Weapons	15 gc
Bow	10 gc



# Heroes

## Goblin Chieftain

<b>Cost</b>	50 Gold Crowns to hire									
<b>Quantity</b>	1									
<b>Experience</b>	17 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Goblin Chieftain	4	3	4	3	3	1	4	1	1	7
<b>Weapons/Armour</b>	May choose from the Forest Goblin Heroes Equipment list.									
<b>Skill Lists</b>	Combat, Shooting, Academic, Speed									
<b>Special Rules</b>	<b>Leader:</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section. <b>Ride Spiders:</b> The Chieftain can ride Giant Spiders and the Gigantic Spider.									

## Braves

<b>Cost</b>	20 Gold Crowns to hire									
<b>Quantity</b>	0 - 4									
<b>Experience</b>	6 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Brave	4	2	3	3	3	1	3	1	6	
<b>Weapons/Armour</b>	May choose from the Forest Goblin Heroes Equipment list.									
<b>Skill Lists</b>	Combat, Shooting, Speed									
<b>Special Rules</b>	<b>Special:</b> A Forest Goblin Brave may choose to remove his Animosity instead of choosing a skill, should they earn one. <b>Animosity:</b> See the respective Forest Goblin Special Rule.									

## Goblin Shaman

<b>Cost</b>	20 Gold Crowns to hire									
<b>Quantity</b>	0 - 1									
<b>Experience</b>	6 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Goblin Shaman	4	2	3	3	3	1	4	1	6	
<b>Weapons/Armour</b>	May choose from the Forest Goblin Heroes Equipment list. May not cast spells if wearing armour.									
<b>Skill Lists</b>	Academic, Speed									
<b>Special Rules</b>	<b>Wizard:</b> Starts with a single spell chosen at random from the <i>Forest Goblin Magic</i> list.									

# Henchmen (in groups of 1-5)

## Forest Goblins

Cost	15 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Forest Goblin	4	2	3	3	1	1	3	1	6	
Weapons/Armour	May choose from the Forest Goblin Henchmen Equipment list.									
Special Rules	<b>Animosity:</b> See the respective Forest Goblin Special Rule.									

## Ref Toof Goblins

Cost	25 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Red Toof Goblin	4	2	3	3	1	1	3	1	6	
Weapons/Armour	May choose from the Forest Goblin Henchmen Equipment list.									
Special Rules	<b>Animosity:</b> See the respective Forest Goblin Special Rule.									
<b>Berserkers:</b> Red Toof Boyz are subject to <i>Frenzy</i> (See the respective rule in the <i>Leadership &amp; Psychology</i> section). In addition, if they begin their turn within charge range of an enemy, they are immune to animosity for that turn.										

## Sluggas

Cost	20 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Slugga	4	2	3	3	1	1	3	1	6	
Weapons/Armour	-									
Special Rules	<b>Animosity:</b> See the respective Forest Goblin Special Rule.									
<b>Sluggas:</b> In the shooting phase, the Sluggas may throw thrown weapons up to three times. This may not be combined with Quick Shot if they should be promoted to hero status.										

# Henchmen (in groups of 1-5)

## Gigantic Spider

**Cost** 200 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Gigantic Spider	6	3	0	5	5	3	4	2	4

**Weapons/Armour** -

**Special Rules** **Fearsome:** See the respective Strength Skill.

**Stupidity:** See the respective rule in the *Leadership & Psychology* section.

**Large Target:** Any model may shoot at a Troll, even if it is not the closest target.

**Regeneration:** Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4+ the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle, unless they were taken Out of Action by a Flaming weapon or spell. Then they roll after the battle as a normal Henchman.

**Animals:** Gigantic Spiders never gain Experience.

**Poisonous:** When it wounds an enemy, adjust the injury table as follows:

1: **Knocked Down**, 2-4: **Stunned**, and 5-6: **Out of Action**.

**Native:** Forest Goblins suffer no movement penalties from moving through any wooded terrain.

**May Ride:** The Forest Goblin Chieftain, may ride the Gigantic Spider. He gains +1 armour save, and shall move at the Gigantic Spider's rate of 6. Shooting attacks hit the Chieftain on a die roll of 1-2, and the Gigantic Spider on a 3-6. In close combat, the opponent may choose which to hit. The Gigantic Spider no longer has to check for stupidity if it is being ridden, as the Chieftain is directing



## Forest Goblin Magic

### D6 Result

#### 1 Wind of Gork

Difficulty 6

*A blast of foul flatulence signals Gork's Wrath.*

Range 12". The first model in its path must roll under its Toughness or take a S2 hit and be knocked down automatically.

#### 2 Gaze of Mork

Difficulty 8

*The Shaman invokes the presence of the God Mork to smite his foes with lightning.*

Range 12". D3 S3 hits strike the first model in their path.

#### 3 'Eadbanger

Difficulty 8

*The Shaman channels pure Waaagh! energy through his body and vomits it toward the enemy.*

Range 6". Fire bolts equal to the number of the Shaman's Attacks. Resolve with Strength equal to the Shaman's Toughness at the first model in their path. After the bolts effects are resolved, roll a die. On a 1 the Shaman has drawn upon too much power. The Shaman collapses and goes out of action.

#### 4 Leap of Waaagh!

Difficulty 7

*The Shaman summons a giant green hand to lift any Goblin and carry him into the fray.*

The Shaman or any other Goblin within 3" may be moved up to 12". If this move brings them into close combat, they count as charging in the close combat phase.

#### 5 Idol of Gork

Difficulty 8

*Swirling energy crackles around the Shaman, giving him the appearance of a huge orc hero.*

The Shaman gains +1 WS, +1 S, and +1 A. This enhancement lasts until the Shaman takes a wound.

#### 6 'Ear we go!

Difficulty 8

*The Shaman and nearby Goblins become filled with the essence of the Waaagh!*

All friendly models within 6" of the Shaman treat stunned results on the injury table as knocked down instead. The effects last until the Shaman takes a wound.



# Gunnery School of Nuln

**Maximum Warband Size:** 15

## Gunnery School of Nuln Special Rules

### Impeccable Care

The Gunnery Warband 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 blackpowder weapons.

### Properly Used

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!

The members of this warband NEVER use any non-black powder ranged weapons.



## Gunnery Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Buckler	5 gc
Double-handed Weapon	15 gc	Helmet	10 gc
Spear	10 gc		
Halberd	20 gc		
Morningstar	15 gc		

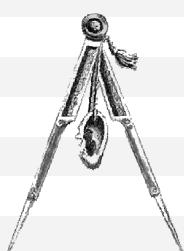
Missile Weapons		Miscellaneous Equipment	
Pistol	10 gc (20 for a brace)	Superior Black Powder	25 gc
Double-Barreled Pistol	20 gc (35 for a brace)		
Dueling Pistol	20 gc (35 for a brace)		
Double-Barreled Dueling Pistol	35 gc (65 for a brace)		
Handgun	25 gc		
Double Barreled Handgun	45 gc		

## Marksmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		

Missile Weapons		Miscellaneous Equipment	
Pistol	10 gc (20 for a brace)	Superior Black Powder	25 gc
Double Barreled Pistol	20 gc (35 for a brace)		
Repeater Pistol	25 gc		
Blunderpuss	20 gc		
Handgun	25 gc		
Double Barreled Handgun	45 gc		
Hochland Long Rifle	100 gc		
Repeater Handgun	50 gc		
Hand-Held Mortar	70 gc		
Pigeon Bombs	25 gc		



# Heroes

## Senior Gunnery Officer

**Cost** 60 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Senior Officer	4	4	4	3	3	1	4	1	8
<b>Weapons/Armour</b>	May choose from the Gunnery Equipment list.								
<b>Skill Lists</b>	Combat, Shooting, Academic, Strength, Speed								
<b>Special Rules</b>	<b>Leader:</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section. <b>Hunter:</b> See the respective Shooting skill.								

## Instructor

**Cost** 45 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 12 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Instructor	4	3	4	3	3	1	4	1	7
<b>Weapons/Armour</b>	May chose from the Gunnery Equipment as well as the Marksmen Equipment list.								
<b>Skill Lists</b>	Shooting, Academic, Speed								
<b>Special Rules</b>	<b>Expert Weaponsmith:</b> 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.								

## Senior Student

**Cost** 45 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Senior Student	4	4	3	3	3	1	3	1	7
<b>Weapons/Armour</b>	May chose from the Gunnery Equipment list.								
<b>Skill Lists</b>	Combat, Shooting, Strength, Speed								

# Heroes

## Underclassmen

**Cost** 20 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 0 xp

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

**Weapons/Armour** May chose from the Gunnery Equipment list.

**Skill Lists** Combat, Shooting, Speed

## Henchmen (in groups of 1 - 5)

### Sons of the Guns

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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**Son of the Gun** 4 3 3 3 3 1 3 1 7

**Weapons/Armour** May choose from the Gunnery Equipment list.

### Marksment

**Cost** 30 Gold Crowns to hire

**Quantity** 0 - 7

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Marksment Equipment list.

**Special Rules** **Hunter:** See the respective Shooting skill.

### Pistoliers

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Gunnery Equipment list.

**Special Rules** **Crack Shot:** When using pistols in close combat, the Pistolier may re-roll any missed to-hit rolls with the pistol in the first round of combat.

# Hochland Bandits

**Maximum Warband Size:** 12

## Hochland Bandits Special Rules

<b>Hired Swords</b>	Bandits may hire any Hired Swords allowed to a Human Mercenary warband.
<b>Powder's Expensive!</b>	The higher costs for black powder weapons in the equipment chart, and the fact that henchmen can't purchase them at all, reflect the extreme rarity of these types of weapons for Bandit warbands.
<b>Foragers</b>	When determining Income for a Bandit warband, always use the next lower warband size category. For example, a warband with 15 members finds 4 Treasures in the Exploration Phase. When they sell these Treasures, they use the 10-12 members column instead of the 13-15 members column.
<b>Know Who to Sell to</b>	When a Bandit warband sells equipment, they get half of any random element of the equipment cost, in addition to the normal half of the item's basic cost.

## Hochland Bandits Special Skills

<b>Banditry</b>	Instead of searching for Rare equipment, the hero may engage in banditry - roll a D6, on a result of 2-6, the banditry is successful and the hero adds D6+1 gold to the warband's stash. However, on a result of 1, the attempted robbery has somehow gone wrong - roll on the Serious Injury table for the bandit, as if he had been taken Out of Action in the last game. This skill may not be combined with the Huckster's Slick Operator special ability.
<b>Hide in Shadows</b>	An enemy warrior attempting to detect this warrior when he is Hidden must halve his Initiative (round up) before measuring the distance.
<b>Jump Back</b>	If the warrior is in close combat with an enemy warrior (and not Knocked Down or Stunned) at the start of his Movement Phase, he may attempt to jump out of combat. To attempt to do so, the warrior must make an Initiative test. If he fails the test, the warrior will automatically strike last in that round of combat. However, if he passes, immediately move him 1" away from the enemy warrior (this does not count against his movement for that Movement Phase); he may then move and otherwise act normally for the rest of that turn (even charging back into combat if he chooses!).
<b>Sniper</b>	When Hiding, the warrior may cast spells or shoot and still remain Hidden. Note that the bandit may not use this skill if he is shooting a Blackpowder weapon!
<b>Throw Voice</b>	If an Enemy warrior is attempting to detect the bandit While he is Hidden, roll a D6 - on a result of 4 or better, the bandit is undetected and remains Hidden.

## Bandits Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Shield	5 gc
Double-handed Weapon	15 gc	Helmet	10 gc
Axe	5 gc		
Sword	10 gc		
Spear	10 gc		

## Missile Weapons

Throwing Axe	15 gc
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## Duelists Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Shield	5 gc
Rapier	15 gc	Buckler	5 gc
Main Gauche	7 gc		
Sword	10 gc		
Spear	10 gc		

## Missile Weapons

Pistol	20 gc (40 for a brace)
Duelling pistol	30 gc (60 for a brace)

## Cowards Equipment List

Hand-to-hand Combat Weapons		Missile Weapons	
Dagger	1st free / 2 gc	Sling	2 gc
Spear	10 gc		

## Poachers Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Helmet	10 gc
Spear	10 gc		

Missile Weapons	
Short Bow	5 gc
Bow	10 gc
Longbow	15 gc
Crossbow	25 gc

# Heroes

## Bandit Prince

Cost	60 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Bandit Prince	4	4	3	3	3	1	4	1	1	8
Weapons/Armour	May choose from the Bandits Equipment list.									
Skill Lists	Combat, Shooting, Strength, Speed, Special									
Special Rules	Leader: See the respective rule in the <i>Leadership &amp; Psychology</i> section.									

## Footpad

Cost	45 Gold Crowns to hire									
Quantity	0 - 2									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Footpad	4	3	3	3	3	1	3	1	1	7
Weapons/Armour	May chose from the Bandits Equipment list.									
Skill Lists	Combat, Shooting, Speed, Special									
Special Rules	<b>Concealment:</b> If an enemy warrior wishes to charge a Footpad that he cannot see (but was not declared as <i>Hidden</i> ), he must subtract 1 from his Initiative before making his Initiative test. Note that a roll of '6' always fails when rolling to charge a Footpad that the warrior cannot see. Also, models halve their Initiative when checking the range to see if they can detect a Footpad who has									

## Duelist

Cost	45 Gold Crowns to hire									
Quantity	0 - 1									
Experience	12 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Duelist	4	4	4	3	3	1	4	1	1	7
Weapons/Armour	May chose from the Duelists Equipment list.									
Skill Lists	Combat, Shooting, Speed, Special									
Special Rules	<b>Swordmaster:</b> In The Duelist successfully parries an enemy blow on a roll equal to or over the roll to hit. Obviously a Duelist must first be armed with a weapon or armour that allows him to Parry in order to use this rule.									
	<b>Weapon Knowledge:</b> A Duelist may use any close combat or missile weapon that the warband members can get hold of.									

# Heroes

## Huckster

Cost	40 Gold Crowns to hire									
Quantity	0 - 1									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Huckster	4	2	3	2	3	1	3	1	6	
Weapons/Armour	May chose from the Cowards Equipment list.									
Skill Lists	Academic, Special									
Special Rules	<b>Convincing Manner:</b> When an enemy warrior attempts to charge a member of the huckster's warband within 12" of the huckster, the enemy must first pass a successful Leadership test. If the warrior fails the test he may not charge and remains stationary for the turn (treat as a failed charge), exactly as if he had failed a test to charge a Fear-causing enemy. Note that individuals subject to Stupidity and animals are immune to this effect.  <b>Slick Operator:</b> In between games the player may choose to roll a D6: On a result of 2-6, the con is successful and the warband gains 2D6 gold. However, on a result of 1 he misses the next game and no gold is received by the warband.									

## Henchmen (in groups of 1 - 5)

### Thugs

Cost	30 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Thug	4	3	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Bandits Equipment list.									

### Gutterscum

Cost	10 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Gutterscum	4	2	2	3	3	1	3	1	6	
Weapons/Armour	May choose from the Cowards Equipment list.									
Special Rules	<b>Utterly Inept:</b> Gutterscum do not gain experience.									

# Henchmen (in groups of 1-5)

## Looters

**Cost** 30 Gold Crowns to hire

**Quantity** 0 - 4

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Cowards Equipment list.

**Special Rules** **Looting the Dead:** When rolling for warriors (from any warband!) who were taken *Out of Action* at the end of a battle, the Bandit player may roll a D6 for any warriors who are to be removed from their warband's roster. On a roll of 4+ the looter has taken all of the warrior's equipment—it is the Bandit player's to keep.

Obviously any warrior can only be looted once, but multiple Looters allow the Bandit player multiple chances that his warband members got the equipment off of each downed warrior.

## Blackhearts

**Cost** 25 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Bandits Equipment list.

**Special Rules** **Hardened:** Blackhearts are immune to Fear, and never have to take All-Alone tests.

## Poachers

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Poachers Equipment list.

**Special Rules** **Trailblazers:** The warband may reroll one D6 for each Poacher in the Exploration phase.



# Horned Hunters



**Maximum Warband Size: 12**

## Horned Hunters Special Rules

### Woodcraft

Horned Hunter warbands move through any difficult terrain they encounter without suffering any movement penalties.

## Horned Hunters Special Skills

### Master Trapper

Trip wire range has been extended by this warrior to reach 4" and traps set by a master trapper are triggered by a score of 2+.

### Foul Odour

All living enemies (not Undead or Possessed) attacking this warrior are at -1 to hit in hand-to-hand combat. In addition, the warrior cannot carry any open flames (torch, lantern, etc.) and fire attacks made against him are resolved at +1 Strength.

### Animal Friendship

Animals will never attack him and up to two War dogs that the warrior owns do not count against the maximum number of models in the Warband.

The Hero gains the **Beast Handler** (War Dogs) skill.

### Pathfinder

Roll one additional D6 during the exploration phase. A warband may only contain one pathfinder.

### Hide in Shadows

Enemy models must halve their Initiative when attempting to find this warrior when he is *Hidden*.

## Horned Hunter Heroes Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Toughened Leather	5 gc
Double-handed Weapon	15 gc	Shield	5 gc
Axe	5 gc		
Sword	10 gc		
Spear	10 gc		

## Missile Weapons

## Miscellaneous Equipment

Shor bow	5 gc	Hunting Arrows	20 gc
Bow	10 gc	Blessed Stag Hide	40 gc
Longbow	15 gc	Trip Wire	15 gc

## Horned Hunter Henchmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Toughened Leathers	5 gc
Mace/Hammer	3 gc	Shield	5 gc
Sword	10 gc		
Spear	10 gc		

## Missile Weapons

Bow	10 gc
-----	-------



# Heroes

## Horned Hunter

**Cost** 60 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

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

**Weapons/Armour** May choose from the Horned Hunter Heroes Equipment list.

**Skill Lists** Combat, Shooting, Strength, Speed, Special

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.

**Hatred (All Outlaws & Bandits):** The Horned Hunter is subject to *Hatred*.

## Priest of Taal

**Cost** 45 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 12 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Priest of Taal	4	2	3	3	3	1	3	1	7

**Weapons/Armour** May chose from the Horned Hunter Heroes Equipment list.

**Skill Lists** Combat, Strength, Special

**Special Rules** **Pray User:** Starts with a single prayer chosen at random from the *Prayers of Taal* list.

**Strictures:** Priests of Taal may never wear heavy armour.

## Initiates

**Cost** 40 Gold Crowns to hire

**Quantity** 0 - 3

**Experience** 8 xp

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

**Weapons/Armour** May chose from the Horned Hunter Heroes Equipment list.

**Skill Lists** Combat, Shooting, Strength, Speed, Special

**Special Rules** **Hatred (All Outlaws & Bandits):** See the respective rule in the *Leadership & Psychology* section.

**Strictures:** Initiates may never wear heavy armour.

**Infiltrator:** A warrior with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

# Henchmen (in groups of 1-5)

## Zealots

**Cost** 20 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Zealot	4	2	2	3	3	1	3	1	7

**Weapons/Armour** May choose from the Horned Hunter Henchmen Equipment list.

**Special Rules** **Strictures:** Initiates may never wear armour.

## Drunken Gang

**Cost** 25 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Horned Hunter Henchmen Equipment list.

**Special Rules** **Drunk:** The Drunken automatically pass all Leadership-based tests they are required to take.

## Warhounds

**Cost** 15 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Warhounds	6	4	0	4	3	1	4	1	3

**Weapons/Armour** -

**Special Rules** **Animals:** Warhounds never gain Experience.



## Prayers of Taal

*Taal is the God of Nature and demands the respect of all those who enter the wild regions of the Empire. He is portrayed as a tall, broad-shouldered man with long wild hair and a thick beard. He wears a stag skull as a helm and is clothed in bison and bear skins. He is often called the Lord of Beasts. His followers include rangers, trappers and those who live in the wilds of the Empire.*

*Prayers of Taal work like the Prayers of Sigmar although the Taal Priest never wears armour.*

### D6 Result

#### 1 Stag's Leap

**Difficulty 7**

*Many of Taal's priests wear a stag skull as a symbol of their devotion and the Forest Lord's power can be used to emulate the speed and beauty of this magnificent beast.*

The Priest of Taal may immediately move anywhere within 9", including into base-contact with the enemy, in which case he counts as charging and gains a +1 Strength to his first round of attacks. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit at +1 Strength and then his opponent will flee again (if he survives).

#### 2 Blessed Ale

**Difficulty 5**

*Like his brother Ulric, Taal has a great appetite for the strong ales of the Northern Empire. During the summer equinox each village in Ostland opens one keg of ale (at least!) in Taal's honour.*

Drinking a flask of Taal-blessed ale (the priest is assumed to carry as many flasks as are needed) may heal any one model within 2" of the Priest (including himself). The warrior is restored to his full quota of Wounds. In addition, any living enemy models (not Undead or Possessed) within 2" of the Priest will lose 1 Attack during the next round of combat due to the potent fumes of the ale.

#### 3 Bear's Paw

**Difficulty 7**

*Many an armoured knight has been knocked to the ground by the surprising Strength of the followers of Taal. Although traditionally called 'Bear's Paw' this spell is sometimes referred to as 'Moose's Breath' by those Ostlander's who have felt its power.*

The Priest invokes the blessing of Taal on himself or a single friendly model within 6". The target receives a bonus of +2 to his Strength until the Priest's next turn.

#### 4 Earthshudder

**Difficulty 9**

*Taal's domain includes both the earth and the skies and his power can reach out even into the dark streets of Mordheim. When his name is invoked three times and the blood of an eagle is poured on the ground, the Lord of the Wild will cause thunder to rumble and the earth to shake.*

The spell is cast on a single building within 4". Any enemy models touching the building will suffer a single S3 hit. In addition the building will collapse and any models on it will count as having fallen to the ground (for example a model falling 5" to the tabletop must pass two Initiative tests to avoid taking D3 S5 hits.) Remove the terrain feature from the board for the rest of the game.

#### 5 Tanglefoot

**Difficulty 8**

*It is said that when Taal walked the earth, living things would spring up behind him as he passed. A portion of his power can be summoned by his followers to help regrow forests and aid in the return of the land to its natural state.*

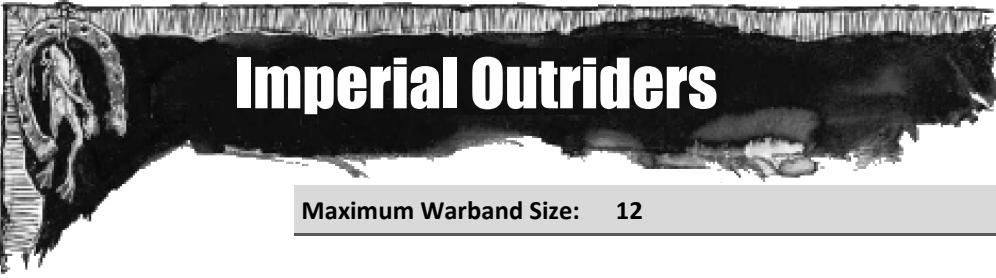
Plants, vines and even small trees burst forth from the earth, hindering all those who attempt to move through them. All models (friend as well as foe) with the exception of Ostlander Jaeger within 12" of the Priest can only move at 1/2 speed until the next shooting phase.

#### 6 Summon Squirrels

**Difficulty 7**

*Taal is the master of all beasts both great and small. Those who anger him may be mauled by a mountain lion or drowned in a flood caused by an angry beaver.*

With this spell the Priest invokes the wrath of the Lord of Beasts, summoning forth dozens upon dozens of enraged squirrels. The furious rodents assault one enemy within 12" of the Priest, crawling inside the warrior's clothing and armour, pelting him with nuts and causing numerous tiny bites and welts. The target suffers 2D6 Strength 1 hits. No armour saves allowed.



# Imperial Outriders

Maximum Warband Size: 12

## Imperial Outriders Special Rules

### Hired Swords

The Imperial Outriders may only hire the Freelance Knight and the Roadwarden.

### Two Weapon Fighting

Mounted warriors may not fight with two weapons, although a shield or buckler may be used as normal. Two-handed weapons are not permitted. The use of a pistol in the first round of hand-to-hand combat replaces the model's usual weapon.

### Targeting Mounted Warriors

Enemies may not target a ridden horse, whether by missiles or in hand-to-hand combat. The rider will always be seen as the greater threat. Due to their prominence, any mounted warrior may always be chosen as a target by a shooter even if there are enemies closer. However the shooters do not gain +1 to hit - the rider is still the same size as before.

### Injuries

To determine the effects of wounds on mounted models, use the Whoa Boy! table from the Blazing Saddles article.

### Stunned Riders

Stunned riders will fall from their mounts as indicated on the Whoa Boy! table. Mounts which subsequently bolt may be remounted should the warrior make base contact with the horse before it leaves the table. Note that whether the mount leaves the table or not, it will be recovered unscathed after the battle.

### Out of Action Models

It is possible for a rider to be killed while his mount survives. In this case the mount may be ridden by the dead model's replacement, reducing his cost by 40gc.

### Dead Horses

Dead horses must be replaced before any other income is spent. All Treasures must be sold to fund this. Any model without a mount may not take part in the battle.

### Dense Terrain

Imperial Outriders may ignore the normal warband limitation of two mounts in areas of dense terrain.

### Scenarios

Several scenarios involve the moving of models across the board to achieve the objective, either chasing treasure or exiting the board. In these scenarios the players should place sizeable areas of dense terrain such that it is impossible to traverse the board without entering them. This will force the Outriders to dismount and so improve the game.

## Imperial Outriders and Scouts Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Shield	5 gc
Morning Star	15 gc	Helmet	10 gc
Axe	5 gc	Heavy Armour	50 gc
Sword	10 gc	Gromril Armour	150 gc
Spear	10 gc	Ithilmar Armour	90 gc
Lance	40 gc	Buckler	5 gc
		Barding	80 gc

Missile Weapons (Outriders)		Missile Weapons (Scouts)	
Pistol	15 gc (30 for a brace)	Throwing Knives	15 gc
Handgun	35 gc		
Blunderbuss	30 gc		
Hochland Long Rifle	200 gc		



# Heroes

## Knight

Cost	85 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Knight	4	4	3	3	3	1	4	1	8	
Weapons/Armour	May choose from the Imperial Outriders Equipment list. The Knight comes with a <i>Riding Horse</i> . This may be upgraded to a <i>Warhorse</i> for an additional +40 gc.									
Skill Lists	Combat, Shooting, Academic, Strength, Speed, Cavalry									
Special Rules	<b>Leader:</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section. <b>Ride:</b> The Knight has the <i>Ride</i> skill (see optional rules).									

## Outriders

Cost	65 Gold Crowns to hire									
Quantity	0 - 2									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Outrider	4	4	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Imperial Outriders Equipment list. The Outrider comes with a <i>Riding Horse</i> . This may be upgraded to a <i>Warhorse</i> for an additional +40 gc.									
Skill Lists	Combat, Shooting, Strength, Speed, Cavalry									
Special Rules	<b>Ride:</b> The Outrider has the <i>Ride</i> skill (see optional rules).									

## Scouts

Cost	45 Gold Crowns to hire									
Quantity	0 - 2									
Experience	12 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Scout	4	2	2	3	3	1	3	1	6	
Weapons/Armour	May choose from the Scouts Equipment list. The Scout comes with a <i>Riding Horse</i> .									
Skill Lists	Combat, Shooting, Speed, Cavalry									
Special Rules	<b>Ride:</b> The Scout has the <i>Ride</i> skill (see optional rules).									

# Henchmen (in groups of 1-5)

## Chasseurs

Cost	55 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Looter	4	3	4	3	3	1	3	1	7	
Weapons/Armour	May choose from the Imperial Outriders Equipment list. The Outrider comes with a <i>Riding Horse</i> .									
Special Rules	<b>Ride:</b> The Chasseur has the <i>Ride</i> skill (see optional rules).									

## Hussars

Cost	60 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Blackheart	4	3	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Imperial Outriders Equipment list. The Outrider comes with a <i>Riding Horse</i> . This may be upgraded to a <i>Warhorse</i> for an additional +40 gc.									
Special Rules	<b>Ride:</b> The Hussar has the <i>Ride</i> skill (see optional rules). <b>Combat Riding:</b> The Hussar has the <i>Combat Riding</i> skill (see optional rules).									

## Grooms

Cost	50 Gold Crowns to hire									
Quantity	0 - 2									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Groom	4	3	2	3	3	1	3	1	6	
Weapons/Armour	May choose from the Scouts Equipment list. The Outrider comes with a <i>Riding Horse</i> .									
Special Rules	<b>Ride:</b> The Groom has the <i>Ride</i> skill (see optional rules). <b>Horse Handling:</b> The Groom has the <i>Animal Handling</i> skill (see optional rules).									

# Kislevites

**Maximum Warband Size:** 15

## Kislevites Special Rules

**Ancient Enemies** Kislevite warbands may never ally with any type of Chaos warband. This restriction pertains to the following warbands: Possessed, Beastman, Skaven, Dark Elf, Chaos Dwarf, and any other warbands the players judge to be sufficiently 'Chaotic'.

## Kislev Warriors Equipment List

Hand-to-hand Combat Weapons		Missile Weapons	
Dagger	1st free / 2 gc	Throwing Knives	15 gc
Mace/Hammer	3 gc	Short bow	5 gc
Axe	5 gc	Bow	10 gc
Sword	10 gc	Crossbow	25 gc
Morning Star	15 gc	Pistol	15 gc (30 for a brace)
Double-handed Weapon	15 gc	Duelling Pistol	25 gc (50 for a brace)
Halberd	10 gc		
Spear	10 gc		

## Armour

Light Armour	20 gc
Heavy Armour	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc



## Strelitsi Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace/Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Morning Star	15 gc		
Double-handed Weapon	15 gc		
Halberd	10 gc		
Spear	10 gc		
Missile Weapons			
Bow	10 gc		
Crossbow	25 gc		
Pistol	15 gc (30 for a brace)		
Duelling Pistol	25 gc (50 for a brace)		
Handgun	35 gc		



# Heroes

## Druzhina Captain

**Cost** 60 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp



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

**Weapons/Armour** May choose from the Kislev Warriors Equipment list.

**Skill Lists** Combat, Shooting, Academic, Strength, Speed

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.

**Inheritance:** When the Kislevite warband is first created, the Druzhina Captain is allowed to purchase one item from the Kislevite Warrior equipment list at half the normal cost.

If the item is ever lost (e.g., from a Robbed result on the Serious Injury chart), the Captain MUST replace it with a finely-made substitute as quickly as possible. To replace an ancestral item, the Captain must purchase the same item of equipment at 150% of its normal price. Until the item is replaced, the Captain suffers a -1 penalty to all tests and rolls to hit.

## Bear Tamer

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 8 xp

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

**Weapons/Armour** May choose from the Kislev Warriors Equipment list.

**Skill Lists** Combat, Shooting, Speed

**Bear Handler:** A Kislevite warband that includes a Bear Tamer is allowed to purchase a Bear as a henchman. This Bear has been trained to follow the Tamer's commands, and so will automatically pass its Stupidity tests when within 6" of the Bear Tamer (even if the Tamer has been **Knocked Down** or **Stunned**).

## Esaul

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 8 xp

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

**Weapons/Armour** May choose from the Kislev Warriors Equipment list.

**Skill Lists** Combat, Strength, Speed

# Heroes

## Youths

**Cost** 15 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Youth	4	2	2	3	3	1	2	1	10

**Weapons/Armour** May choose from the Kislev Warriors Equipment list.

**Skill Lists** Combat, Strength, Speed

## Henchmen (in groups of 1 - 5)

### Warriors

**Cost** 30 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Kislev Warriors Equipment list.

### Cossacks

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Kislev Warriors Equipment list.

**Special Rules** Hatred (Forces of Chaos): See the respective rule in the *Leadership & Psychology* section.



# Henchmen (in groups of 1-5)

## Streltsi

<b>Cost</b>	25 Gold Crowns to hire								
<b>Quantity</b>	0 - 3								
<b>Experience</b>	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Streltsi	4	3	3	3	3	1	3	1	7

**Weapons/Armour** May choose from the Streltsi Warriors Equipment list.

**Special Rules** **Gun-Rest:** If armed with both halberd and handgun, the Streltsi receives a + 1 on his 'to hit' roll with the handgun, as long as he did not move that turn (this applies even if the warrior has a skill that allows him to move & shoot with his handgun - he must not move if he is to rest the gun).

## Trained Bear

<b>Cost</b>	125 Gold Crowns to hire								
<b>Quantity</b>	0 - 1								
<b>Experience</b>	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Trained Bear	6	3	0	5	5	2	2	2	6

**Weapons/Armour** -

**Special Rules** **Fearsome:** See the respective Strength Skill.

**Animal:** The Bear never gains Experience.

**Trained:** Trained Bears are subject to the rules for **Stupidity**. The bear is not required to take these stupidity tests if the warband's Bear Tamer is within 6". A Trained Bear will never use the warband leader's Leadership for any tests it is required to take. It may use the Bear Tamers Leadership if within 6" of him however. The Trained Bear will not take part in any game where the warband does not include a Bear Tamer.

**Bear Hug:** If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single 'Bear Hug' attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

**Fiercely Loyal:** As long as his bear is not taken Out of Action during a game, a Bear Tamer ignores the following results on the Serious Injury table: '**Sold to the Pits**', '**Robbed**', and '**Captured**' and treats them as '**Full Recovery instead**'.



# Lizardmen

**Maximum Warband Size: 20**

## Lizardmen Special Rules

<b>Scally skin</b>	Saurus have a 5+ natural armour save and Skinks have a 6+ natural armour save. This save cannot be modified beyond 6 due to Strength modifiers (but can be negated by critical hits of course). Can be combined with other armour as usual.
<b>Armour</b>	The cost of light armour is always 50 gc, even if you are buying it from Equipment chart.
<b>Cold Blooded</b>	All Lizardmen may roll 3D6 and select the lowest two dice when taking a psychology test or Rout test. A Lizardmen Warband may never use the Leadership of Saurus or Kroxigor when taking a rout test.
<b>Aquatic</b>	Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.
<b>Jungle born</b>	All Skinks can move through jungle terrain without penalty.
<b>Saurus Rarity</b>	A Lizardman warband may never include more Saurus braves than Skink braves.
<b>Saurus Traditions</b>	Saurus cannot receive the Academic skill and can never use missile weapons.

## Lizardmen Special Skills

<b>Infiltration</b>	The Hero may set up anywhere on the table but no closer than 12" to an enemy and he must start the game in hiding. ( <i>Skink Heroes Only</i> )
<b>Great Hunter</b>	The Skink imposes an additional -1 to hit the Skink if he is in cover, i.e. a -2 to hit penalty. ( <i>Skink Heroes Only</i> )
<b>Bellowing Battle Roar</b>	Enemy models in base contact suffer -1 to hit in the first round of combat. ( <i>Saurus Heroes Only</i> )
<b>Toughened Hide</b>	The Saurus will only be taken <i>Out of Action</i> on a 6+. ( <i>Saurus Heroes Only</i> )

## Saurus Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	50 gc
Stone axe (Club)	3 gc	Helmet	10 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc		
Double-handed Weapon	15 gc		
Halberd	10 gc		
Spear	10 gc		

## Skink Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Stone axe (Club)	3 gc	Helmet	10 gc
Axe	5 gc	Shield	5 gc
Sword (Heroes only)	10 gc		
Spear	10 gc		

## Missile Weapons

Short bow	5 gc
Bolas	10 gc
Javelins	10 gc
Throwing knives	15 gc
Blowpipe	25 gc



# Heroes

## Skink Priest

**Cost** 60 Gold Crowns to hire



**Quantity** 1

**Experience** 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Skink Priest	6	3	4	3	3	1	5	1	7

**Weapons/Armour** May choose from the Skink Warriors Equipment list.

**Skill Lists** Academic, Speed, Special

**Special Rules** Leader: See the respective rule in the *Leadership & Psychology* section.

Wizard: Starts with one ritual chosen at random from the *Lizardmen Magic* list.

Scaly Skin: +1 natural armour save

Aquatic, Jungle Born

## Totem Warriors

**Cost** 60 Gold Crowns to hire



**Quantity** 0 - 1

**Experience** 11 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Totem Warrior	4	4	0	4	4	1	2	1 (+1*)	8

**Weapons/Armour** May chose from the Saurus Warriors Equipment list.

**Skill Lists** Combat, Strength, Special

**Special Rules** Bite Attack\*: Saurus have an additional special attack, that uses the Saurus' own Strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons.

Scaly Skin: +2 natural armour save

## Skink Great Crests

**Cost** 30 Gold Crowns to hire



**Quantity** 0 - 2

**Experience** 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Skink Great Crest	6	3	3	3	2	1	4	1	7

**Weapons/Armour** May chose from the Skink Warriors Equipment list.

**Skill Lists** Shooting, Speed, Special

**Special Rules** Aquatic, Jungle Born, Scaly Skin: +1 natural armour save

# Henchmen (in groups of 1-5)

## Saurus Braves

Cost	40 Gold Crowns to hire									
Quantity	0 - 4									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Saurus Brave	4	3	0	4	4	1	1	1 (+1*)	7	
Weapons/Armour	May choose from the Saurus Warriors Equipment list.									
Special Rules	<b>Bite Attack</b> *: Saurus have an additional special attack, that uses the Saurus' own Strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons. <b>Scaly Skin</b> : +2 natural armour save									

## Skink Braves

Cost	20 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Skink Brave	6	2	3	3	2	1	4	1	6	
Weapons/Armour	May choose from the Skink Warriors Equipment list.									
Special Rules	<b>Aquatic, Jungle Born, Scaly Skin</b> : +1 natural armour save									

## Kroxigor

Cost	200 Gold Crowns to hire									
Quantity	0 - 1									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Kroxigor	6	3	0	5	4	3	1	3	8	
Weapons/Armour	The Kroxigor is equipped with a Halberd.									
Special Rules	<b>Fearsome</b> : See the respective Strength Skill. <b>Large Target</b> : Any model may shoot at an Ogre, even if it is not the closest target. <b>Scaly Skin</b> : +3 natural armour save <b>Animals</b> : Kroxigors never gain Experience. <b>Aquatic</b>									



## Lizardman Magic

*Lizardmen Spells work like the Prayers of Sigmar and may be used even if the Skink Priest is wearing armour.*

### D6 Result

#### 1 Chotec's Wrath

**Difficulty 8**

A lightning bolt shoots from the sky above and strikes the closest enemy model within 10" of the Skink Priest, causing a single Strength 5 hit. However add +1 to the Strength and +1 to the roll on the injury table if the model is wearing armour like light armour, heavy armour, Ithilmar armour or Gromril armour.

#### 2 Sotec's Blessing

**Difficulty 7**

This spell may be cast on a single model within 6" of the Skink Priest or on himself. Roll a D6 to determine the blessing. The effects remain in play until the Priest or the model is Stunned or taken Out of Action. Only a single model may be affected by the blessing at any given time.

##### D6 Effect

- 1-2 +1 BS or +1 to hit in close combat.
- 3-4 Toughness +1.
- 5-6 Movement and Initiative +1.

#### 3 Huanchi's Stealth

**Difficulty 7**

The spell affects all Skinks within 6" of the Skink Priest, including himself, and allows any model that is in cover to immediately go into hiding. A model may go into hiding even if they ran in the movement phase or has already shot with a missile weapon.

#### 4 The Old Ones' Protection

**Difficulty 6**

The Skink Priest and any Lizardmen within 4" of him gain a save of 4+ against the effects of spells or prayers. This spell remains in play until the Skink Priest is taken *Out of Action*.

#### 5 Tinci's Rage

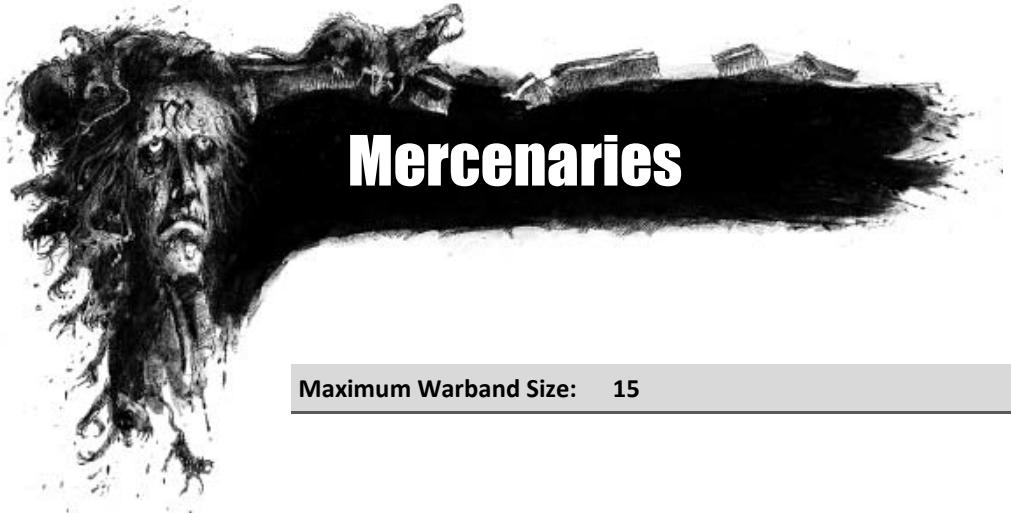
**Difficulty 8**

A single Lizardman within 6" of the Skink Priest or himself, is overtaken by rage and follows the rules for Frenzy, in addition he gains +1 Strength. This spell remains in play until the Skink Priest or the model is Stunned or is taken Out of Action. At the beginning of the turn the Skink priest must pass a Leadership roll in order to keep the spell going. Only a single model may be affected by the blessing at any given time, but the Skink Priest can choose to release the spell at the beginning of his turn if he wish to attempt to recast it on another model later in the shooting phase.

#### 6 Itzl's Speed

**Difficulty 7**

A single Lizardman model within 6" of the Skink Priest or himself, may make an additional sprint of movement and move up to 4". This counts, as running and a model may not move if he has already fired with a missile weapon. He may not charge with this extra move.



# Mercenaries

**Maximum Warband Size: 15**

## Mercenaries Special Rules

Choose **one** of the factions below for your Mercenary Warband:

<b>Reikland</b>	The leadership bubble of the Reiklander Captain is increased to 12" instead of the usual 6". All Marksmen add +1 to their Ballistic Skill
<b>Middenheim</b>	The Middenheim Captains and Champions start with Strength 4 instead of 3.
<b>Marienburg</b>	All Marienburg Heroes gain +1 when attempting to find rare items. The warband starts with an extra 100 gc when its created (or +20% for one-off games).

## Mercenary Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Spear	10 gc	Buckler	5 gc
Double-handed weapon	15 gc		
Halberd	10 gc		
Morning Star	15 gc		

## Missile Weapons

Bow	10 gc
Crossbow	25 gc
Pistol	15 gc (30 for a brace)
Duelling Pistol	25 gc (50 for a brace)

## Marksmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		

Missile Weapons	
Bow	10 gc
Longbow	15 gc
Crossbow	25 gc
Pistol	15 gc (30 for a brace)
Duelling Pistol	25 gc (50 for a brace)
Blunderbuss	30 gc
Handgun	35 gc
Hunting Rifle	200 gc



# Heroes

## Mercenary Captain

**Cost** 60 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

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

**Weapons/Armour** May choose from the Mercenary Equipment list.

**Skill Lists** Combat, Shooting, Academic, Strength, Speed

**Special Rules** **Leader:** Any warband member within 6" (12" for *Reikland*) of the Mercenary Captain may use her Leadership characteristic when taking any Leadership tests.

## Champions

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 8 xp

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

**Weapons/Armour** May choose from the Mercenary Equipment list.

**Skill Lists** Combat, Shooting, Strength, Speed

**Middenheim:** Combat, Strength, Speed

## Youngbloods

**Cost** 15 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Mercenary Equipment list.

**Skill Lists** Combat, Shooting

**Middenheim:** Combat, Strength, Speed

# Henchmen (in groups of 1-5)

## Warriors

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Mercenary Equipment list.

## Marksman

**Cost** 25 Gold Crowns to hire

**Quantity** 0 - 7

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Marksman Equipment list.

## Swordsmen

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

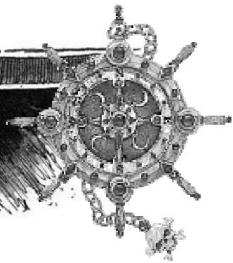
Profile	M	WS	BS	S	T	W	I	A	Ld
Swordsman	4	4	3	3	3	1	3	1	7

**Weapons/Armour** May choose from the Mercenary Equipment list.

**Special Rules** Expert Swordsmen: See the respective Combat skill.



# Norse Explorers



**Maximum Warband Size: 15**

## Norse Explorers Special Rules

### Seafaring

All Norse warriors get +2 to Strength, when they row a boat.

## Norse Explorers Special Skills

### Barbarian Courage

This hero never needs to take all alone tests and may re-roll failed fear tests.

### Berserk Charge

When this hero is armed with an axe or double handed weapon, he may re-roll all failed to hit rolls when he charges.

### Battle Tongue

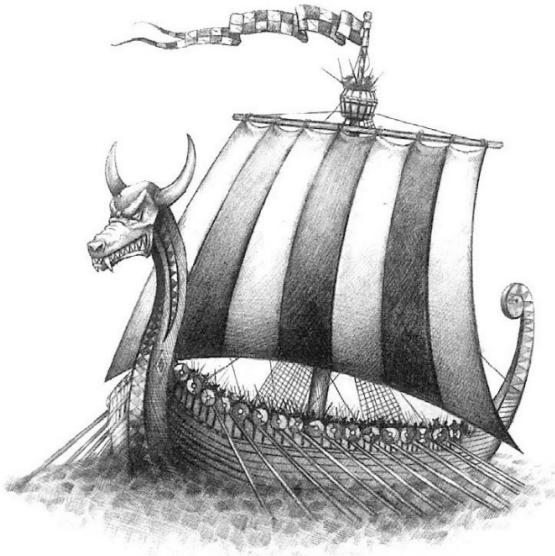
Only a hero with the leader skill may gain this skill. It allows models within 12" of him to use his leadership, rather than the normal 6".

### Shield Master

When this hero is armed with a shield he may parry with it in addition to getting a 6+ save.

### Crushing Blow

No enemy may parry an attack made by this hero because it strikes with such great power that it pushes right through a buckler or sword.



## Norse Heroes Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club, Mace, Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Flail	15 gc		
Double-handed Weapon	15 gc		

## Missile Weapons

Throwing Axes	15 gc
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## Norse Henchmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club, Mace, Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Spear	10 gc		
Double-handed Weapon	15 gc		

## Missile Weapons

Throwing Axes	15 gc
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## Norse Hunters Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Shield	5 gc
Club, Mace, Hammer	3 gc	Helmet	10 gc
Axe	5 gc		
Sword	10 gc		
Spear	10 gc		
Double-handed Weapon	15 gc		

## Missile Weapons

Javelins	5 gc
Bow	10 gc



# Heroes

## Jarl

**Cost** 60 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Jarl	4	4	3	4	3	1	4	2	8

**Weapons/Armour** May choose from the Norse Heroes Equipment list.

**Skill Lists** Combat, Speed, Special

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.

## Berserkers

**Cost** 50 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 11 xp

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

**Weapons/Armour** May chose from the Norse Heroes Equipment list.

**Skill Lists** Combat, Strength, Special

**Special Rules** **Frenzy:** See the respective rule in the *Leadership & Psychology* section.

## Wulfen

**Cost** 90 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 11 xp



Profile	M	WS	BS	S	T	W	I	A	Ld
Wulfen	6	4	0	4	4	1	4	2	7

**Weapons/Armour** -

**Skill Lists** Combat, Speed, Special

**Special Rules** **Fearsome:** See the respective Strength skill.

**Immune to Psychology:** Wulfen automatically pass any Leadership-based test they are required to take.

**Bestial:** Wulfen may never become the leader of the warband.

# Heroes

## Bondsmen

**Cost** 15 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Norse Heroes Equipment list.

**Skill Lists** Combat, Speed, Special

## Henchmen (in groups of 1 - 5)

### Marauders

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Norse Henchmen Equipment list.

### Hunters

**Cost** 25 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Norse Hunters Equipment list.

### Wolves

**Cost** 15 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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**Wolf** 9 3 0 3 3 1 3 1 5

**Weapons/Armour** -

**Special Rules** *Animals:* Wolves never gain Experience.

**Pack Leader:** In the event that no Wulfen is included in the warband due to a death or an injury, the wolves cannot be used until the creature is replaced.



# Orc Mob

**Maximum Warband Size:** 20

## Black Orc Special Rules

**Distasteful Company** Orcs may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards or Warlocks.

At the start of the Orc player's turn, roll a D6 for each Orc or Goblin Henchman.

**Animosity** Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!).

On a roll of 1, roll another D6 and consult the following chart to see what happens:

D6	Effect	
1	<b>Check the following conditions in the order below</b>	<b>Take the following action</b>
	The closest friendly model is a Hero	The warrior behaves as if a 2-5 had been rolled.
	The closest friendly Henchman/ Hired Sword is in charge range	Immediately charge and fight a round of hand-to-hand combat against the target. At the end of this round of combat, the models will immediately move 1" apart and no longer count as being in close combat.
	The warrior has a missile weapon and the closest friendly Henchman/ Hired Sword is in weapons range	Immediately takes a shot at the target. Afterwards the warrior behaves as if a 2-5 had been rolled.
	None of the above	The warrior behaves as if a 2-5 had been rolled.
2 - 5	The warrior may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.	
6	This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible.	If there are no enemy models within sight, the Orc or Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish.  If the extra move takes the Orc or Goblin warrior within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.



## Orc Special Skills

<b>Well 'ard</b>	The Orc gains +1 to his armour save.
<b>'Ard Ead</b>	The Orc gains a special 3+ save to avoid being <b>Stunned</b> . If the save is made, treat a <b>Stunned</b> result as <b>Knocked down</b> instead. If the Orc also wears a helmet, this save is increased to 2+ (this takes the place of the normal helmet special rule).
<b>Waaagh!</b>	The Orc may add +D3" to his charge range.
<b>'Ere we go!</b>	The model may ignore <b>Fear</b> and <b>Terror</b> tests when charging.
<b>Da Cunnin' Plan</b>	Only the Orc Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not out of action
<b>'Eadbasher</b>	Any <b>Knocked down</b> results which the Orc causes in hand-to-hand combat as <b>Stunned</b> results instead.

## Orc Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Choppa (Morning Star)	10 gc		
Spear	10 gc		
Double-handed weapon	15 gc		
Halberd	10 gc		



### Missile Weapons

Bow	10 gc
Crossbow	25 gc

## Goblin Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Shield	5 gc
Club	3 gc	Helmet	10 gc
Sword	10 gc		
Spear	10 gc		

### Missile Weapons

		Miscellaneous Equipment	
Short Bow	5 gc	Squig Prodder	15 gc
		Ball & Chain	15 gc
		Mad Cap Mushrooms	25 gc

# Heroes

## Orc Boss

<b>Cost</b>	80 Gold Crowns to hire									
<b>Quantity</b>	1									
<b>Experience</b>	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Black Orc Boss	4	4	4	4	4	1	3	1	8	

**Weapons/Armour** May choose from the Orc Equipment list.

**Skill Lists** Combat, Shooting, Strength, Speed, Special

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.

## Big 'Uns

<b>Cost</b>	40 Gold Crowns to hire									
<b>Quantity</b>	0 - 2									
<b>Experience</b>	15 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Big 'Un	4	4	3	3	4	1	3	1	7	

**Weapons/Armour** May choose from the Orc Equipment list.

**Skill Lists** Combat, Shooting, Strength, Special

## Orc Shaman

<b>Cost</b>	40 Gold Crowns to hire									
<b>Quantity</b>	0 - 1									
<b>Experience</b>	10 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Young 'Un	4	3	3	3	4	1	3	1	7	

**Weapons/Armour** May choose from the Orc Equipment list. They never wear armour.

**Skill Lists** Strength, Special

**Special Rules** **Wizard:** Starts with a single spell chosen at random from the *Waaagh! Magic* list.



# Henchmen (in groups of 1-5)

## Orc Boyz

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Orc Boy	4	3	3	3	4	1	2	1	7

**Weapons/Armour** May choose from the Orc Equipment list.

**Special Rules** **Animosity:** See the respective Orc Special Rule

## Goblin Warriors

**Cost** 15 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Goblin Warrior	4	2	3	3	3	1	3	1	5

**Weapons/Armour** May choose from the Goblin Equipment list.

**Special Rules** **Animosity:** See the respective Orc Special Rule

**Not Orcs:** When testing to see if an Orc Warband needs to take a Rout test, each Goblin Warrior or Cave Squig taken out of action only counts as half a model. Therefore, a band of 5 Orcs and 10 Goblins (15 models) would only have to take a test if 4 models fell (4 Orcs or 8 Goblins, or some combination thereof).

**Runts:** Goblins may gain experience but if they happen to roll 'That Lad's got talent' they are immediately removed from the roster.

## Cave Squigs

**Cost** 15 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Cave Squig	2D6	4	0	4	3	1	4	1	5

**Weapons/Armour** -

**Special Rules** **Movement:** When moving Squigs, roll 2D6 for the distance they move. If they come in contact with enemy models when moving, they count as charging for the following round of close combat.

**Minderz:** If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, is out of the Orc & Goblin player's control until the end of the game. From that point on, randomize the Squigs movement direction. If its movement takes it into contact with another model (friend or foe), it will engage the model in hand-to-hand combat as normal.

**Not Orcs:** See Goblin Warriors entry for rules.

**Animals:** Cave Squigs never gain Experience.

# Henchmen (in groups of 1-5)

## Troll

**Cost** 200 Gold Crowns to hire + 15 gc (or 2 Goblins/Squigs) Upkeep after each battle

**Quantity** 0 - 1

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Troll	6	3	1	5	4	3	1	3	4

**Weapons/Armour** Trolls can never be given weapons or armour.

**Special Rules** **Fearsome:** See the respective Strength Skill.

**Stupidity:** See the respective rule in the *Leadership & Psychology* section.

**Large Target:** Any model may shoot at a Troll, even if it is not the closest target.

**Regeneration:** Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4+ the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle, unless they were taken Out of Action by a Flaming weapon or spell. Then they roll after the battle as a normal Henchman.

**Dumb Monster:** Trolls do not gain experience.

**Always Hungry:** Trolls requires an upkeep cost. The warband must pay 15 gold crowns after every game in order to keep the Troll. If a warband lacks the gold to pay the upkeep, the Boss has the option to sacrifice 2 Goblins or Cave Squigs instead.

**Vomit Attack:** Instead of his normal attacks, the Troll can choose to do a single attack with Strength 5 that automatically hits and ignores armour saves.



## ***Waaagh! Magic***

*Waaagh! spells are used by Orc Shamans. They are rituals of a sort, howling prayers to the boisterous Orc gods Gork and Mork. Roll a D6.*

### **D6      Result**

#### **1      Led'z go**

**Difficulty 9**

*The Shaman's howling invigorates the ladz to fight even harder for Gork and Mork.*

Any Orc or Goblin within 4" of the Shaman will automatically strike first in hand-to-hand combat regardless of other circumstances. The spell only lasts until the caster is knocked down, stunned or taken out of action.

#### **2      Oi! Gerroff!**

**Difficulty 7**

*A huge, green ectoplasmic hand pushes an enemy away.*

Range 8". Moves any enemy model within range D6" directly away from the Shaman. If the target collides with another model or a building, both suffer 1 S3 hit. **Note:** Very handy for dropping people from high buildings with. May not be cast on models in hand-to-hand combat.

#### **3      Zzap!**

**Difficulty 9**

*A crackling green bolt of WAAAGH! energy erupts from the Shaman's forehead to strike the skull of the closest foe. This energy easily overloads the brain of a weak-willed opponent.*

Range 12". Causes D3 S4 hits on the closest enemy target, with no armour saves allowed.

#### **4      Fooled Ya!**

**Difficulty 6**

*The Shaman disappears in a green mist, confusing his enemies.*

No enemy may charge the Shaman during their next turn. If the Shaman is engaged in hand-to-hand combat he may immediately move 4" away.

#### **5      Clubba**

**Difficulty 7**

*The Master's skin becomes tough and leathery like that of his patron god.*

The Master has an armour save of 2+ which replaces any normal Armour save.

The Scabrous Hide lasts until the beginning of his next Shooting phase.

#### **6      Fire of Gork**

**Difficulty 8**

*Twin bolts of green flame shoot from the Shaman's nose to strike the nearest enemy model.*

Range 12". Each of the two bolts causes D3 S3 hits; the bolts can either be fired both at the closest enemy target or split between the two closest enemy targets.

# Ostlander Mercenaries

Maximum Warband Size: 15

## Ostlanders Special Rules

**Self-Sufficient** Ostlander Warbands can never hire any Mercenaries except for Ogres.

## Ostlanders Special Skills

**Bull Rush** When the warrior charges, he may replace his normal attacks for a special attack with a +1 to hit modifier. For this attack, no 'to wound' roll is necessary. Instead, the target is automatically **Knocked Down** if the attack hits.

**Foul Odour** All living enemies (not Undead or Possessed) attacking this warrior are at -1 to hit in hand-to-hand combat. In addition, the warrior cannot carry any open flames (torch, lantern, etc.) and fire attacks made against him are resolved at +1 Strength.

**Taunt** During the shooting phase the warrior may choose to taunt one enemy instead of shooting with a missile weapon or casting a spell. The warrior must be able to see the enemy and taunting follows all the LOS rules for shooting (you must taunt the nearest opponent, etc.). The enemy then takes a Leadership test. If he passes, nothing happens but if he fails he must spend his next movement phase trying to get into close combat with the warrior who taunted him.

**Animal Friendship** Animals will never attack him and up to two War dogs that the warrior owns do not count against the maximum number of models in the Warband.

The Hero gains the **Beast Handler** (War Dogs) skill.

**Blood Oath** Only a Warband's leader may have this skill, which allows him to re-roll a single Rout test once per game.



## Ostlander Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Double-handed Weapon	15 gc	Helmet	10 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc		
Spear	10 gc		

## Missile Weapons

Pistol	15 gc (30 for a brace)
Bow	10 gc

## Ruffians Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light armour	20 gc
Club, Mace, Hammer	3 gc		
Double-handed Weapon	15 gc		
Axe	5 gc		
Sword	10 gc		

## Ogre Equipment List

Hand-to-hand Combat Weapons		Armour	
Club, Mace, Hammer	3 gc	Light armour	20 gc
Double-handed Weapon	15 gc		
Axe	5 gc		
Sword	10 gc		

## Jaeger Equipment List

Hand-to-hand Combat Weapons		Missile Weapons	
Dagger	1st free / 2 gc	Pistol	15 gc (30 for a Brace)
Axe	5 gc	Double-Barrelled Pistol	30 gc (60 for a Brace)
Sword	10 gc	Bow	10 gc
Spear	10 gc	Handgun	35 gc
Armour		Blunderbuss	30 gc
Light Armour	20 gc	Hunting Rifle	200 gc
Helmet	10 gc	Double-Barrelled Hunting Rifle	300 gc
Shield	5 gc		

# Heroes

## Elder

**Cost** 60 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

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

**Weapons/Armour** May choose from the Ostlanders Equipment list.

**Skill Lists** Combat, Shooting, Academic, Strength, Speed

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.

## Blood Brother

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 8 xp

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

**Weapons/Armour** May chose from the Ostlanders Equipment list.

**Skill Lists** Combat, Shooting, Strength

## Priest of Taal

**Cost** 45 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Priest of Taal	4	2	3	3	3	1	3	1	7

**Weapons/Armour** May chose from the Ostlanders Equipment list.

**Skill Lists** Academic

**Special Rules** **Pray User:** Starts with a single prayer chosen at random from the *Prayers of Taal* list.

**Strictures:** Priests of Taal may never wear armour.

# Henchmen (in groups of 1-5)

## Kin

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Ostlanders Equipment list.

## Jaeger

**Cost** 25 Gold Crowns to hire

**Quantity** 0 - 7

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Jaeger Equipment list.

## Ruffians

**Cost** 25 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Ruffian	4	2	2	3	3	1	2	1	10

**Weapons/Armour** May choose from the Mercenary Equipment list.

**Special Rules** **Immune to Psychology:** Ruffians automatically pass any Leadership-based test they are required to take.

**No Respect:** Ruffians may never become a Warband leader.

## Ogre

**Cost** 160 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	3	2	4	4	3	3	2	7

**Weapons/Armour** May choose from the Ogre Equipment list.

**Special Rules** **Fearsome:** See the respective Strength Skill.

**Skills:** When becoming a Hero, the Ogre may only choose the Combat and Strength skill lists.

**Large Target:** Any model may shoot at an Ogre, even if it is not the closest target.

**Slow Witted:** Ogres only gain advances at half the rate of everyone else (i.e. they must accrue twice as much experience as normal to get an advance).

## Prayers of Taal

*Taal is the God of Nature and demands the respect of all those who enter the wild regions of the Empire. He is portrayed as a tall, broad-shouldered man with long wild hair and a thick beard. He wears a stag skull as a helm and is clothed in bison and bear skins. He is often called the Lord of Beasts. His followers include rangers, trappers and those who live in the wilds of the Empire.*

*Prayers of Taal work like the Prayers of Sigmar although the Taal Priest never wears armour.*

### D6 Result

#### 1 Stag's Leap

**Difficulty 7**

*Many of Taal's priests wear a stag skull as a symbol of their devotion and the Forest Lord's power can be used to emulate the speed and beauty of this magnificent beast.*

The Priest of Taal may immediately move anywhere within 9", including into base-contact with the enemy, in which case he counts as charging and gains a +1 Strength to his first round of attacks. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit at +1 Strength and then his opponent will flee again (if he survives).

#### 2 Blessed Ale

**Difficulty 5**

*Like his brother Ulric, Taal has a great appetite for the strong ales of the Northern Empire. During the summer equinox each village in Ostland opens one keg of ale (at least!) in Taal's honour.*

Drinking a flask of Taal-blessed ale (the priest is assumed to carry as many flasks as are needed) may heal any one model within 2" of the Priest (including himself). The warrior is restored to his full quota of Wounds. In addition, any living enemy models (not Undead or Possessed) within 2" of the Priest will lose 1 Attack during the next round of combat due to the potent fumes of the ale.

#### 3 Bear's Paw

**Difficulty 7**

*Many an armoured knight has been knocked to the ground by the surprising Strength of the followers of Taal. Although traditionally called 'Bear's Paw' this spell is sometimes referred to as 'Moose's Breath' by those Ostlander's who have felt its power.*

The Priest invokes the blessing of Taal on himself or a single friendly model within 6". The target receives a bonus of +2 to his Strength until the Priest's next turn.

#### 4 Earthshudder

**Difficulty 9**

*Taal's domain includes both the earth and the skies and his power can reach out even into the dark streets of Mordheim. When his name is invoked three times and the blood of an eagle is poured on the ground, the Lord of the Wild will cause thunder to rumble and the earth to shake.*

The spell is cast on a single building within 4". Any enemy models touching the building will suffer a single S3 hit. In addition the building will collapse and any models on it will count as having fallen to the ground (for example a model falling 5" to the tabletop must pass two Initiative tests to avoid taking D3 S5 hits.) Remove the terrain feature from the board for the rest of the game.

#### 5 Tanglefoot

**Difficulty 8**

*It is said that when Taal walked the earth, living things would spring up behind him as he passed. A portion of his power can be summoned by his followers to help regrow forests and aid in the return of the land to its natural state.*

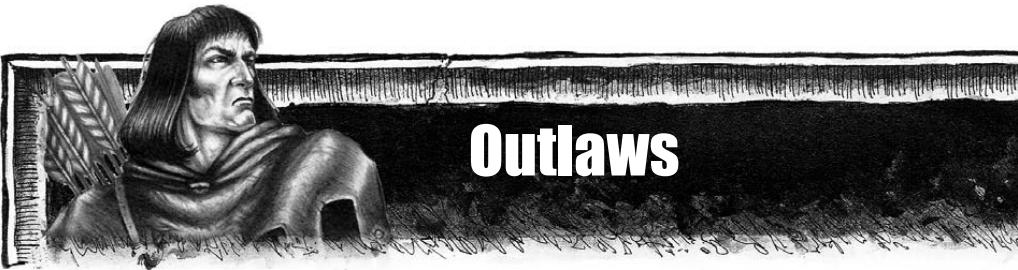
Plants, vines and even small trees burst forth from the earth, hindering all those who attempt to move through them. All models (friend as well as foe) with the exception of Ostlander Jaeger within 12" of the Priest can only move at 1/2 speed until the next shooting phase.

#### 6 Summon Squirrels

**Difficulty 7**

*Taal is the master of all beasts both great and small. Those who anger him may be mauled by a mountain lion or drowned in a flood caused by an angry beaver.*

With this spell the Priest invokes the wrath of the Lord of Beasts, summoning forth dozens upon dozens of enraged squirrels. The furious rodents assault one enemy within 12" of the Priest, crawling inside the warrior's clothing and armour, pelting him with nuts and causing numerous tiny bites and welts. The target suffers 2D6 Strength 1 hits. No armour saves allowed.



# Outlaws

**Maximum Warband Size:** 15

## Outlaws Special Rules

<b>Natural Hunters</b>	All warriors must carry a type of bow (not crossbows) as part of their equipment. This means that they may not use other ballistic weaponry.
	The only exception from this rule is the Cleric. Hey may carry a bow but does not have to.
<b>Hired Swords</b>	Outlaws cannot hire Bounty Hunters, Wolf-Priests of Ulric, Norse Shamans or Dark Elf Assassins

## Outlaws Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour (Heroes and Marksmen only)	20 gc
Club / Staff / Mace	3 gc	Helmet	10 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc		
Spear	10 gc		
Double-handed Weapon	30 gc		

Missile Weapons		Miscellaneous Equipment	
Short bow	5 gc	Hunting Arrows (Heroes and Marksmen only)	30 gc
Bow	10 gc	Forest Cloak (Heroes and Marksmen only)	50 gc
Longbow (Heroes and Marksmen only)	15 gc		

# Heroes

## Bandit Leader

**Cost** 60 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

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

**Weapons/Armour** May choose from the Outlaws Equipment list.

**Skill Lists** Combat, Shooting, Academic, Strength, Speed

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.

## Champions

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 8 xp

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

**Weapons/Armour** May chose from the Outlaws Equipment list.

**Skill Lists** Combat, Shooting, Strength

## Cleric

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 8 xp

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

**Weapons/Armour** May chose from the Outlaws Equipment list.

**Skill Lists** Academic

**Special Rules** **Prayers:** Starts with a single prayer chosen at random from the *Prayers of Sigmar* list.

**Six Heroes only:** Can only be taken instead of either a Champion or a Petty Thief.

## Petty Thieves

**Cost** 20 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 0 xp

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

**Weapons/Armour** May chose from the Outlaws Equipment list.

**Skill Lists** Combat, Shooting, Speed

# Henchmen (in groups of 1-5)

## Marksman

**Cost** 25 Gold Crowns to hire

**Quantity** 0 - 7

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Outlaws Equipment list.

## Outlaws

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Outlaws Equipment list.



## Prayers of Sigmar

*Those with great faith in the gods can call upon their divine power. The priests of Sigmar can pray for many miracles: healing of wounds, strengthening the resolve of their comrades or the banishment of Daemonic creatures and the Undead.*

*The Prayers of Sigmar can be used by Witch Hunter Warrior Priests and Sigmarite Matriarchs. A warrior may use the divine power of Sigmar while wearing armour. Prayers of Sigmar are not regarded as spells, so any special protection against spells does not affect them.*

### D6 Result

#### 1 The Hammer of Sigmar

**Difficulty 7**

*This weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.*

The wielder gains +2 Strength in hand-to-hand combat and all hits he inflicts cause double damage (e.g., 2 wounds instead of 1). The Priest must test each shooting phase he wants to use the Hammer.

#### 2 Hearts of Steel

**Difficulty 8**

*As the three words of power are spoken, waves of glory surround the servant of Sigmar. The faithful are heartened by the warrior god's presence.*

Any allied warriors within 8" of the warrior become immune to Fear and All Alone tests. In addition, the whole warband gains +1 to any Rout tests they have to make. The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, i.e., the maximum bonus to Rout tests remains +1.

#### 3 Soulfire

**Difficulty 9**

*The wrath of Sigmar comes to earth. Purifying flames surround the Priest and wipe out those who resist the righteous fury of the God-Emperor!*

All enemy models within 4" of the servant of Sigmar suffer a Strength 3 hit. No armour saves are allowed. The servants of darkness and Chaos are especially susceptible to Sigmar's holy power. Undead and Possessed models in range suffer a Strength 5 hit instead.

#### 4 Shield of Faith

**Difficulty 6**

*A shield of pure white light appears in front of the Priest. As long as his faith remains strong the shield will protect him.*

The Priest is immune to all spells. Roll at the beginning of each turn in the recovery phase. On a roll of 1 or 2 the shield disappears.

#### 5 Healing Hand

**Difficulty 5**

*Laying hands upon a wounded comrade, the servant of Sigmar calls upon his Lord to heal the warrior's wounds.*

Any one model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 2" are stunned or knocked down, they immediately come to their senses, stand up, and continue fighting as normal.

#### 6 Armour of Righteousness

**Difficulty 9**

*Impenetrable armour covers the Priest and the fiery image of a twin-tailed comet burns above his head.*

The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes fear in his enemies and is therefore immune to fear himself. The power of the Armour of Righteousness lasts until the beginning of the



# Pirates

**Maximum Warband Size:** 15

## Pirates Special Skills

### Sea Shanty Singer

At the start of his Close Combat phase the Pirate can target one opponent in base contact of his choosing. That enemy must pass a Leadership test, or loose 1 Attack that turn. This does not effect Undead or other non-living creatures, such as Possessed.

### Sea Legs

If he Falls during a battle, he may ignore the effects of the D3 hits on a roll of 4+ (make a single roll to see if the any of the hits take effect or not). In addition, if he is knocked down or stunned within 1" of a precipice he may re-roll his Initiative test to see if he falls down or not.

### Cutlass Master

If the pirate is equipped with a Sword, this skill will give him the additional benefit of also being able to parry successfully if the player rolls equal to number rolled to hit, not just higher as normal. This extra ability only apply if the Pirate is not in the open; i.e., only when in cover or in a building, within 2" of a terrain feature like a wall or tree, etc.

### Booming Voice

Once per turn, the Pirate Captain may target any one pirate within 8" who just failed his test to see if he runs away from combat, or to stop running away if he was already fleeing. That pirate may then re-roll the test. This can only be done if the Captain is on his feet, but not if the Captain is in close combat himself.

### Hardy Constitution

During the battle, the pirate may ignore any Critical Hits on a roll of 5+ (the wound is treated as normal if the roll is successful). If the roll is failed, the Critical Hit is worked out as normal.

### Swashbuckler

The pirate may make a Leadership Test at the end of any Hand-to-Hand phase (pirate's or enemy's turn) if he is still in base contact with any enemy models. If he passes he may make a normal movement away from the enemy (he may not run or charge), without the enemy striking any blows on him. If he fails the test he remains in combat and must fight as normal in the following turn.



## Pirates Special Rules

<b>Succession</b>	If the Captain is killed, one of the Mates will take over in the same manner as a Champion taking over for a Mercenary warband.
Pirate warbands can 'recruit' new members to join the warband. Only humans can be recruited in this manner! The following special rules apply to certain situations in Mordheim game play	
<b>Kidnapped!</b>	Enemy human Heroes who after the game rolled up the Captured result (D66 rolls of 61 or 62) can be 'offered' one opportunity to join the pirate crew. As an alternative to exchanging/ransoming the captured Hero back to their original Warband (or selling him to slavers), the Pirate Captain can instead add the captured enemy to the ship's crew as follows. Both players roll 2D6, with the Pirate player adding the Captain's Leadership and the enemy player adding the Leadership of the captured Hero. If either side won that game, it may add +1 to its score.
If the Pirate player's result is higher, the Hero joins the Crew, either starting a new Crew group or joining an existing one if it has four models or less. There is no extra cost to add him to a group which has accumulated experience points, and any equipment or weapons he had are immediately sold off to buy him the proper weapons and armour to match his new unit in an even swap. His skills and characteristics are changed to those of a starting Crewman, or to match those of his new crewmates if joining an existing group.	
<b>Swabbies</b>	Otherwise, the Hero has resisted and is forced to become a Swabbie (see Swabbies below). He is stripped of his equipment and weapons; these are handed out as the player desires. He does retain any skills and keeps his original characteristics, but can only be re-armed with the weapons listed in the Swabbie equipment list.
Enemy human Henchmen taken Out of Action during the game and then lost from their original Warband for good (a 1-2 was rolled for them post-game) also have a chance of joining up too! Roll another D6 for each: on a roll of 4+, the Pirates manage to drag them away and patch them up on the ship. The Pirate player can then test to see if they will join exactly as above, by both players rolling 2D6 and adding it to the Captain's and the Henchman's Leadership. This test can only be done if the Pirates win the game, so the Pirate player will always get a +1 to his roll.	
Hired Swords and Special Characters are too skilled to be taken off in this manner, and can never be recruited.	
If the Pirates encounter Stragglers (result 44) or Prisoners (result 333) when Searching, there is a chance they may sign up to sail under the Jolly Roger. Either of these options may be used instead of the regular options listed for these situations:	
If a Straggler is found, the Captain can try to convince him to join the crew by making a successful Leadership test. If passed, the Straggler joins as a Swabbie.	
If Prisoners are found, roll a D3 to determine how many are rescued. If the Captain passes a Leadership test (he must make a separate test for each one), the Prisoner eagerly joins his rescuers as a member of the Crew, either starting a new Crew group or joining an existing one if it has four models or less. If he is starting a new Crew group, he will start at the normal characteristics levels for a normal Crew member and at Zero Experience. There is no extra cost to add him to an existing group which has accumulated experience points, and his skills and characteristics match those of his new crewmates. The player must pay though to equip and arm the new Crewman as per his new unit. If the player cannot pay, the prisoner must join as a Swabbie. If the test is failed, the Prisoner is added as a Swabbie.	
In one-off games, a Pirate Warband starts with two Swabbies for free.	
<b>Swords for Hire</b>	Unless noted otherwise, Pirate Warbands have the same access to Hired Swords & any other items as for a regular human Mercenary Warband, and follow all the normal rules for them as well. They must however pay an additional +20 gc in upkeep if they have both Dwarfs and Elves together in the same warband (the ship is only so big, and the confines make them more irritable than usual!).

## Pirates Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Toughened Leathers	7 gc
Club, Mace, Hammer	3 gc	Buckler	5 gc
Axe	5 gc	Helmet	10 gc
Cutlass (Sword)	10 gc	Light Armour	20 gc
Boat Hook	8 gc		
Cat O'Nine Tails (Hero Only)	8 gc		
Double-handed Weapon	15 gc		



## Missile Weapons

Belaying Pin	3 gc
Pistol	15 gc (Brace 60 gc)
Crossbow	25 gc
Dueling Pistol	30 gc (Brace 60 gc)

## Swabbies Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Toughened Leathers	7 gc
Club, Mace, Hammer	3 gc	Buckler	5 gc
Axe	5 gc		
Cutlass (Sword)	10 gc	Missile Weapons	
Boat Hook	8 gc	Belaying Pin	
Double-handed Weapon	15 gc	Bow	

## Gunners Equipment List

Hand-to-hand Combat Weapons		Missile Weapons	
Dagger	1st free / 2 gc	Pistol	15 gc (Brace 60 gc)
Club, Mace, Hammer	3 gc	Dueling Pistol	30 gc (Brace 60 gc)
Axe	5 gc	Blunderbuss	30 gc
Cutlass (Sword)	10 gc	Handgun	35 gc
		Swivel Gun (one per Warband)	65 gc
Armour			
Toughened Leathers	7 gc	- Ball Shot	5 gc
Helmet	10 gc	- Chain Shot	2 gc
Light Armour	20 gc	- Grape Shot	2 gc

# Heroes

## Pirate Captain

<b>Cost</b>	70 Gold Crowns to hire									
<b>Quantity</b>	1									
<b>Experience</b>	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Pirate Captain	4	4	3	4	3	1	4	2	8	
<b>Weapons/Armour</b>	May choose from the Pirates Equipment list.									
<b>Skill Lists</b>	Combat, Shooting, Academic, Strength, Speed, Special									
<b>Special Rules</b>	<b>Leader:</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section.									

## Mates

<b>Cost</b>	35 Gold Crowns to hire									
<b>Quantity</b>	0 - 2									
<b>Experience</b>	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Mate	4	4	3	4	3	1	3	1	7	
<b>Weapons/Armour</b>	May chose from the Pirates Equipment list.									
<b>Skill Lists</b>	Combat, Shooting, Strength, Special									

## Cabin Boys

<b>Cost</b>	15 Gold Crowns to hire									
<b>Quantity</b>	0 - 2									
<b>Experience</b>	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Cabin Boy	4	2	2	3	3	1	3	1	6	
<b>Weapons/Armour</b>	May chose from the Pirates Equipment list.									
<b>Skill Lists</b>	Combat, Shooting, Speed, Special									



# Henchmen (in groups of 1-5)

## Crew

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Pirates Equipment list.

## Gunners

**Cost** 25 Gold Crowns to hire

**Quantity** 0 - 7

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Gunners Equipment list.

**Special Rules** **Swivel Guns is Dangerous, Matey!** If a Pirate Warband includes a Swivel Gun, the Gunner wielding it will always be considered an individual and can never have anyone else with him. Since a Pirate Warband may only have one Swivel Gun, if a Gunner is equipped with one then he must either be a new Gunner, or split from an existing unit. If the latter, he retains all Experience and Skills he had previously.

## Boatswain

**Cost** 32 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

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

**Weapons/Armour** Boatswains start with a Rope & Hook and may otherwise choose from the Pirates Equipment list.

**Note:** They can never sell off or give away their Rope & Hook.

**Special Rules** **Expert Riggers:** Boatswains are highly trained in using their ropes, as they are the ones who maintain the complex network of rigging throughout the ship. They may re-roll failed Initiative tests Leaping over Gaps, Jumping Down, and performing a Diving Charge, as well as the normal test for Climbing Up or Down that a Rope allows.

# Henchmen (in groups of 1-5)

## Swabbies

**Cost** Special Recruitment Rules (see above)

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Pirates Equipment list.

**Special Rules** **Not Hired:** Swabbies are not hired, they follow the special ‘recruitment’ rules above.

**Never Gain Experience:** Swabbies never gain experience in games.

**Rabble:** Swabbies do not need to be armed all the same. Each may be given different equipment, but only items listed in the Swabbie equipment list. Swabbies can never use magic, or cast spells of any sort, no matter their original background or abilities.

**‘Blimey, they got away!>:** If the Pirate Warband itself Routs, any Swabbies who have already left the table in previous turns are remove them from your warband roster as if they had been killed.

**‘Don’t mind them mates, they ain’t true pirates!>:** Any Swabbies who are running away or have been taken out of action do not count towards the limit for a rout test.



# Pit Fighters

**Maximum Warband Size:** 15

## Pit Fighter Special Rules

### Hired Swords

Pit Fighters may hire all Hired Swords available except for the Elf Ranger.

### Free the Slaves!

Pit Fighters will never sell their captured opponents to the slavers.

Pit Fighters who capture an opponent may decide to let him fight in the pits. The Pit Fighter warband may decide to send in one of their own fighters to fight the captive.

If the Pit Fighter wins he gains +2 Experience, the warband gets all the captive's armour and weapons +50 gc.

If the Pit Fighter loses then roll to see whether he is dead or injured as normal (ignore all following results: Robbed, Captured, Hardened, Sold to the Pits and Survives against the Odds), he will not lose his armour or weapons, the captive will get the 50gc and the +2 Experience when he wins.

If the captive wins, the audience decides whether he gains his freedom. Roll a D6 on a 4+ the audience raise their thumbs and he is free. A 1-3 means he remains the Pit Fighters captive and may be fielded in the pits after future games.

Unlike other warbands that may chose which weapons and armour to equip their warriors with, Pit Fighters have to chose a specific fighting style which dictates their weapons and armour configuration.

This is with the exception of Trollslayers and Ogres that may chose from a limited selection of equipment.

### Fighting Styles

The fighting style does not restrict Heroes from using items not on their list if they learn the appropriate skills.

Pit Fighters may chose to change their fighting style at any stage by either swapping with another warrior in the warband or by simply buying a new style (or the separate components). Pit Fighter warbands also differ from other warbands in that a Henchman group may contain a mix of several different fighting styles and does not have to equip all of its warriors in the same manner.

## Pit Fighter Equipment List

### Fighting Styles

Dagger, Axe, Shield, Helmet	25 gc	Dagger, Double-handed Weapon, Light Armour, Helmet	45 gc
Dagger, Spiked Gauntlet, Sword, Helmet	35 gc	Dagger, Flail, Shield, Light Armour, Helmet	50 gc

## Pursuer Equipment List

### Fighting Styles

Dagger, Trident or Javelins, Net or Buckler, Helmet	25 gc	Dagger, 2 Swords or Spear & Net, Helmet	30 gc
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## Ogre & Troll Slayer Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Helmet (Ogre Only)	10 gc
Mace / Hammer	3 gc	Light Armour (Ogre Only)	20 gc
Axe	5 gc		
Sword	10 gc		
Flail	15 gc		
Spiked Gauntlet	15 gc		
Dwarf Axe (Troll Slayer Only)	15 gc		
Gromril Weapon (Troll Slayer Only)	3x the cost		

## Pit Fighter Special Skills

<b>Bulging Biceps</b>	The Pit Fighter may ignore the <i>Heavy</i> rule for all weapons.
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<b>Force of Will</b>	When the Pit Fighter loses his last wound and is taken Out-of-Action, he must make a Toughness test, each following round he has to roll again on his toughness but then with a -1 modifier for each subsequent round. If he succeeds he gets up and may continue to fight, when he gets taken Out-of-Action a second time he'll be removed as normal.
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<b>Arms Master</b>	The Pit Fighter may ignore the <b>Difficult to use</b> rule for all weapons.
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<b>Body Slam</b>	Instead of making a normal charge, the Pit Fighter may make a single attack resolved as following: +1Str, +1 to Hit, no weapon bonuses or abilities. Critical hit on a 5+.
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<b>Grizzled Veteran</b>	The Pit Fighter is <b>Immune to Psychology</b> from now on.
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## Troll Slayer Special Skills

Ferocious Charge	The Slayer doubles his attacks on the turn he charges and does not suffer a -1 'to hit' penalty on that turn.
Monster Slayer	The Slayer always wounds any opponent on a roll of 4+ or better, regardless of Toughness.
Berserker	The Slayer may add +1 to his close combat 'to hit' rolls during the turn in which he charges.
True Grit	When rolling on the Injury Table for this Dwarf, a roll of 1-3 is treated as <b><i>Knocked Down</i></b> , 4- 5 as <b><i>Stunned</i></b> and 6 as <b><i>Out of Action</i></b> .
Master of Blades	When using a weapon that has a Parry special rule, this Dwarf parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry two attacks (if his two dice match or beat the two highest Attack dice against him) instead of the normal maximum of one.
Thick Skull	The Dwarf gains a special 3+ save to avoid being <b><i>Stunned</i></b> . If the save is made, treat a <b><i>Stunned</i></b> result as <b><i>Knocked down</i></b> instead. If the Dwarf also wears a helmet, this save is increased to 2+ (this takes the place of the normal helmet special rule).
Extra Tough	The Dwarf may re-roll on the Heroes Serious Injury chart after being taken <b><i>Out of Action</i></b> .
Ressource Hunter	When rolling on the exploration chart at the end of a game, the Dwarf may modify one die roll by +/-1.



# Heroes

## Pit King

Cost	80 Gold Crowns to hire								
Quantity	1								
Experience	20 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Pit King	4	4	3	4	4	1	4	2	8
Weapons/Armour	May choose from the Pit Fighter Equipment list.								
Skill Lists	Combat, Strength, Speed, Special								
Special Rules	<b>Leader:</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section. <b>Pit Fighter:</b> See the respective Strength skill.								

## Dwarf Troll Slayer

Cost	50 Gold Crowns to hire								
Quantity	0 - 1								
Experience	8 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Troll Slayer	3	4	3	3	4	1	2	1	9
Weapons/Armour	May chose from the Troll Slayer Equipment list.								
Skill Lists	Combat, Strength, Special  <b>Pit Fighter:</b> See the respective Strength skill.								
	<b>Immune to Psychology:</b> Troll Slayers automatically pass any Leadership-based test they are required to take.								
	<b>Slayer Skills:</b> Troll Slayers may choose from the Troll Slayer Special Skills table.								
	<b>Hard Head:</b> Dwarves ignore the special rule Concussion (from Maces, Clubs etc.)								
	<b>Hard to Kill:</b> When rolling on the injury chart for a Dwarf, treat a roll of 1-2 as <i>Knocked Down</i> , 3-5 as <i>Stunned</i> , and 6 as <i>Out of Action</i> .								
	<b>Hatred (Orcs &amp; Goblins):</b> Dwarves are subject to <i>Hatred</i> .								

## Pit Veterans

Cost	35 Gold Crowns to hire								
Quantity	0 - 2								
Experience	8 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Pit Veteran	4	4	3	4	3	1	4	1	7
Weapons/Armour	May chose from the Pit Fighter Equipment list.								
Skill Lists	Combat, Strength, Speed, Special								
Special Rules	<b>Pit Fighter:</b> See the respective Strength skill.								

# Henchmen (in groups of 1-5)

## Pit Fighters

Cost	35 Gold Crowns to hire									
Quantity	Any number of models									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Pit Fighter	4	4	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Pit Fighter Equipment list.									
Special Rules	<b>Pit Fighter:</b> See the respective Strength skill.									

## Pursuers

Cost	25 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Pursuer	4	3	3	3	3	1	3	1	7	
Weapons/Armour	May choose from the Pursuers Equipment list.									
Special Rules	<b>Pit Fighter:</b> See the respective Strength skill.  <b>Evade:</b> When an enemy charges a Pursuer he may choose to try and evade. On a successful Initiative test it is considered a failed charge and the normal rules apply.									

## Ogre Pit Fighter

Cost	165 Gold Crowns to hire									
Quantity	0 - 1									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Ogre	6	3	2	4	4	3	3	2	7	
Weapons/Armour	May choose from the Ogre Equipment list.									
Special Rules	<b>Pit Fighter:</b> See the respective Strength skill.  <b>Fearsome:</b> See the respective Strength Skill.  <b>Skills:</b> When becoming a Hero, the Ogre may only choose the Combat and Strength skill lists.  <b>Large Target:</b> Any model may shoot at a Troll, even if it is not the closest target.  <b>Slow Witted:</b> Ogres only gain advances at half the rate of everyone else (i.e. they must accrue twice as much experience as normal to get an advance).									



# Shadow Warriors

**Maximum Warband Size: 12**

## Shadow Warriors Special Rules

Kindred Hatred	Shadow Warriors are subject to <b>Hatred</b> of all <b>Dark Elves</b> (including Hired Swords).
Excellent Sight	All elves can spot Hidden enemies from twice as far away (i.e. twice their Initiative value).
Distaste for Poison	Warriors in a Shadow Warrior Warband may not use poisons of any type.
Unforgiving	In multiplayer games, a Shadow Warrior warband may never forge an alliance with any Warband of a Chaotic nature (Possessed, Skaven, Beastmen, Dark Elves, etc.).
Tolerant	A Shadow Warrior Warband may hire any Hired Sword that is not of a Chaotic or evil bent (so no Skaven, Possessed, Beastmen, Dark Elves, Undead, etc.). They also shun the company of anyone specializing in the use of poison (so no Assassins).

## Shadow Warriors Special Skills

Master of Runes	When using Elven Runestones, the mage is +1 to his Dispel roll. In addition, the Mage can inscribe the weapons and armour of one of his fellow warriors with Elven runes. One member of the warband may re-roll a single failed armour save or Parry roll once per battle. After a single battle, the runes lose their glamour and must be redone. This skill may only be taken by <b>Shadow Weavers</b> .
Powerful build	An Elf with this skill may choose skills from the Strength table. The <b>Shadow Weavers</b> may never take this skill and no more than two warriors in the warband may take this skill at any one time.
See in Shadows	As long as he has movement to reach them, the Elf may always roll to charge opponents he cannot see (instead of the normal 4").
Infiltration	An Elf with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate roll a D6 for each and the lowest roll sets up first.
Sniper	If Hidden, an Elf with this skill may shoot or cast spells and still remain Hidden. If the target is not immediately taken out of action by the Sniper, they get to test against their Initiative in an attempt to spot him. A successful test means that the Sniper has been spotted and is no longer hidden.

## Shadow Warriors Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Sword	10 gc	Shield	5 gc
Double-handed weapon	15 gc	Helmet	10 gc
Spear	10 gc	Ithilmar Armour (Shadow Warrior Heroes only)	60 gc
Missile Weapons		Miscellaneous Equipment	
Bow	10 gc	Standard of Nagarythe (Shadow Warrior Heroes only)	75 gc
Longbow	15 gc	War Horn of Nagarythe (Shadow Warrior Heroes only)	25 gc
Elf Bow	35 gc	Elven Cloak	75 gc
		Elven Wine (Shadow Warrior Heroes only)	30 gc
		Elven Runestones (Shadow Warrior Heroes only)	50 gc



# Heroes

## Shadow Master

**Cost** 70 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Shadow Master	5	5	5	3	3	1	6	1	9
<b>Weapons/Armour</b>	May choose from the Shadow Warrior Equipment list.								
<b>Skill Lists</b>	Combat, Shooting, Academic, Speed, Special								
<b>Special Rules</b>	<b>Leader:</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section. <b>Hatred (Dark Elves):</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section.								

## Shadow Walkers

**Cost** 45 Gold Crowns to hire

**Quantity** 0 - 3

**Experience** 12 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Shadow Walker	5	5	4	3	3	1	6	1	8
<b>Weapons/Armour</b>	May choose from the Shadow Warrior Equipment list.								
<b>Skill Lists</b>	Combat, Shooting, Academic, Speed, Special								
<b>Special Rules</b>	<b>Hatred (Dark Elves):</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section.								

## Shadow Weavers

**Cost** 55 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 12 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Shadow Weaver	5	4	4	3	3	1	6	1	8
<b>Weapons/Armour</b>	May choose from the Shadow Warrior Equipment list. May not cast spells if wearing armour.								
<b>Skill Lists</b>	Academic, Speed, Special								
<b>Special Rules</b>	<b>Wizard:</b> Starts with a single spell chosen at random from the <i>Shadow Magic</i> list. <b>Hatred (Dark Elves):</b> See the respective rule in the <i>Leadership &amp; Psychology</i> section.								

## Henchmen (in groups of 1-5)

### Shadow Warriors

**Cost** 35 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Warrior	5	4	4	3	3	1	6	1	8

**Weapons/Armour** May choose from the Shadow Warriors Equipment list.

### Shadow Warrior Novices

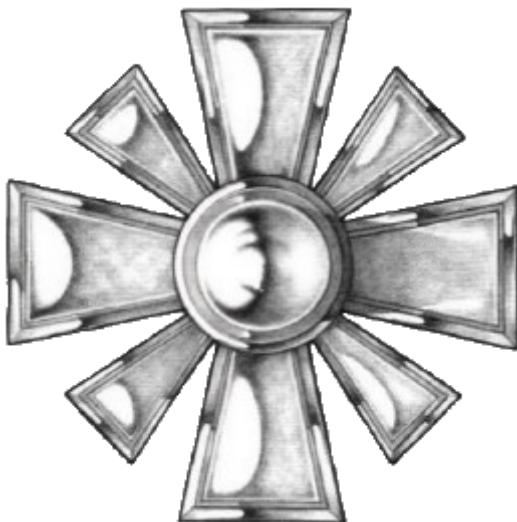
**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Novice	5	3	3	3	3	1	5	1	7

**Weapons/Armour** May choose from the Shadow Warriors Equipment list.



# Shadow Warrior Magic

*Shadow Weavers use a strange blend of magic that differs in many ways to the traditional High Magic of their cousins of the Tower of Hoeth.*

*Author's Note: Several of the following spells mention that the target must be within a certain distance of a 'wall'. This is not literally restricted to walls, but may include any piece of terrain that could be expected to cast a man-sized shadow.*

## D6 Result

### 1 Pool of Shadow

**Difficulty 7**

*The area immediately surrounding the mage is suddenly filled with twisting shadows that make it nearly impossible to see anything inside.*

This spell allows the mage an all within 6" of him to Hide, exactly as if there were a wall or other obstruction between them and their enemies. They may Hide even after marching. Their Hiding is disrupted if any enemy enters the area of effect. This spell lasts until the start of the Shadow Weaver's next turn.

### 2 The Living Shadows

**Difficulty 7**

*Shadows around the target suddenly writhe as if alive and move to strike the victim.*

The Shadow Weaver may cast this spell at any enemy within 12" of him and within 2" of a wall. The target suffers a single Strength 4 hit with no armour saves.

### 3 Wings of Night

**Difficulty 6**

*Wings of darkness unfurl from the Shadow Weaver's back and engulf him. He disappears, only to reappear in nearby shadow.*

This spell may only be cast if the Shadow Weaver is within 2" of a wall. He is instantly moved up to 12" to a place that is also within 2" of a wall. If moved into contact with an enemy model, the Mage counts as charging in the first round.

### 4 Cloak of Darkness

**Difficulty 7**

*The Shadow Weaver appears to be swallowed by shadows that even the sharpest senses cannot pierce.*

The Shadow Weaver is effectively concealed from enemy sight. As long as he does not attack (cast spells, shoot, or engage in close combat) any enemy models, he may not be attacked. He may intercept as normal if the player controlling him wishes, but he does not have to do so (and if he does not, enemy warriors may charge past him of course). The spell lasts until the Shadow Weaver attacks an enemy model. Note that a model engaged in close combat with an enemy warrior may never choose to not attack.

### 5 Shadowbind

**Difficulty 9**

*Tendrils of darkness rise from the shadows to engulf an enemy warrior, rendering him helpless to the whims of the Shadow Weaver.*

The Shadow Weaver may cast this spell at any enemy model within 24" of him and 2" of a wall. The target may not move unless it first passes a Strength test on 2D6 at the start of his turn (before the Recovery Phase). This spell lasts until the Shadow Weaver suffers a Wound or attempts to cast another spell. If attacked while affected by this spell, treat the target exactly as if he were Stunned.

### 6 Shield of Shadow

**Difficulty 7**

*Shadows congeal and become a solid barrier in front of the Shadow Weaver or one of his comrades, protecting the target from enemy attacks.*

The Shadow Weaver may cast this spell on himself or a member of his warband within 12". The target receives an armour save of 5+ that is not modified by the attacker's Strength. The spell lasts until the start of the Shadow Weaver's next turn.



# The Sisters of Sigmar

**Maximum Warband Size: 15**

## Sisters of Sigmar Special Skills

<b>Sign of Sigmar</b>	Possessed or Undead opponents lose their first attack against the Priestess in the first round of hand-to-hand combat (down to a minimum of 1).
<b>Righteous Fury</b>	The model is subject to Hatred against all Skaven, Undead or Possessed warbands and all models in them.
<b>Protection of Sigmar</b>	Any spell which would affect her is nullified on a D6 roll of 4+. Note that if the spell is nullified it will not affect any other models either.
<b>Absolute Faith</b>	The Sister may re-roll any Fear tests and does not have to test if she is fighting alone against several opponents.
<b>Utter Determination</b>	Only the Matriarch may have this skill, which allows her to re-roll any failed Rout tests.

## Sisters of Sigmar Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace	3 gc	Heavy Armour	50 gc
Hammer	3 gc	Shield	5 gc
Sigmarite Warhammer	15 gc	Buckler	5 gc
Flail	15 gc	Helmet	10 gc
Steel Whip	10 gc		
Double-handed Weapon	15 gc		
Missile Weapons		Miscellaneous Equipment (Heroines only)	
Sling	2 gc	Holy Tome	120 gc
		Blessed water	10 gc
		Holy relic	15 gc

# Heroes

## Sigmarite Matriarch

**Cost** 70 Gold Crowns (dowry to the temple)

**Quantity** 1

**Experience** 20 xp

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

**Weapons/Armour** May choose from the Sisters of Sigmar Equipment list.

**Skill Lists** Combat, Shooting, Academic, Strength, Speed, Special

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.

**Pray User:** Starts with a single prayer chosen at random from the *Prayers of Sigmar* list.

## Sister superior

**Cost** 35 Gold Crowns (dowry to the temple)

**Quantity** 0 - 3

**Experience** 8 xp

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

**Weapons/Armour** May choose from the Sisters of Sigmar Equipment list.

**Skill Lists** Combat, Shooting, Strength, Speed, Special



## Augur

**Cost** 25 Gold Crowns (dowry to the temple)

**Quantity** 0 - 1

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Augur	4	2	2	3	3	1	3	1	7

**Weapons/Armour** May choose from the Sisters of Sigmar Equipment list. They never wear armour.

**Skill Lists** Combat, Academic, Speed, Special

**Special Rules** **Blessed Sight:** An Augur can re-roll any failed characteristic tests (climbing, resisting spells or any other reason), and any rolls to hit in close combat or shooting. You must accept the second result. In addition, an Augur can use her Blessed Sight to help the Sisterhood when they are searching the city for wyrdstone. If the Augur is not put out of action in the battle, you may roll two dice for her in the exploration phase and pick either dice as the result.

## Henchmen (in groups of 1-5)

### Sigmarite Sisters

**Cost** 25 Gold Crowns (dowry to the temple)

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Sisters of Sigmar Equipment list.

### Novices

**Cost** 15 Gold Crowns (dowry to the temple)

**Quantity** 0 - 10

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Sisters of Sigmar Equipment list.



## Prayers of Sigmar

*Those with great faith in the gods can call upon their divine power. The priests of Sigmar can pray for many miracles: healing of wounds, strengthening the resolve of their comrades or the banishment of Daemonic creatures and the Undead.*

*The Prayers of Sigmar can be used by Witch Hunter Warrior Priests and Sigmarite Matriarchs. A warrior may use the divine power of Sigmar while wearing armour. Prayers of Sigmar are not regarded as spells, so any special protection against spells does not affect them.*

### D6 Result

#### 1 The Hammer of Sigmar

**Difficulty 7**

*This weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.*

The wielder gains +2 Strength in hand-to-hand combat and all hits he inflicts cause double damage (e.g., 2 wounds instead of 1). The Priest must test each shooting phase he wants to use the Hammer.

#### 2 Hearts of Steel

**Difficulty 8**

*As the three words of power are spoken, waves of glory surround the servant of Sigmar. The faithful are heartened by the warrior god's presence.*

Any allied warriors within 8" of the warrior become immune to Fear and All Alone tests. In addition, the whole warband gains +1 to any Rout tests they have to make. The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, i.e., the maximum bonus to Rout tests remains +1.

#### 3 Soulfire

**Difficulty 9**

*The wrath of Sigmar comes to earth. Purifying flames surround the Priest and wipe out those who resist the righteous fury of the God-Emperor!*

All enemy models within 4" of the servant of Sigmar suffer a Strength 3 hit. No armour saves are allowed. The servants of darkness and Chaos are especially susceptible to Sigmar's holy power. Undead and Possessed models in range suffer a Strength 5 hit instead.

#### 4 Shield of Faith

**Difficulty 6**

*A shield of pure white light appears in front of the Priest. As long as his faith remains strong the shield will protect him.*

The Priest is immune to all spells. Roll at the beginning of each turn in the recovery phase. On a roll of 1 or 2 the shield disappears.

#### 5 Healing Hand

**Difficulty 5**

*Laying hands upon a wounded comrade, the servant of Sigmar calls upon his Lord to heal the warrior's wounds.*

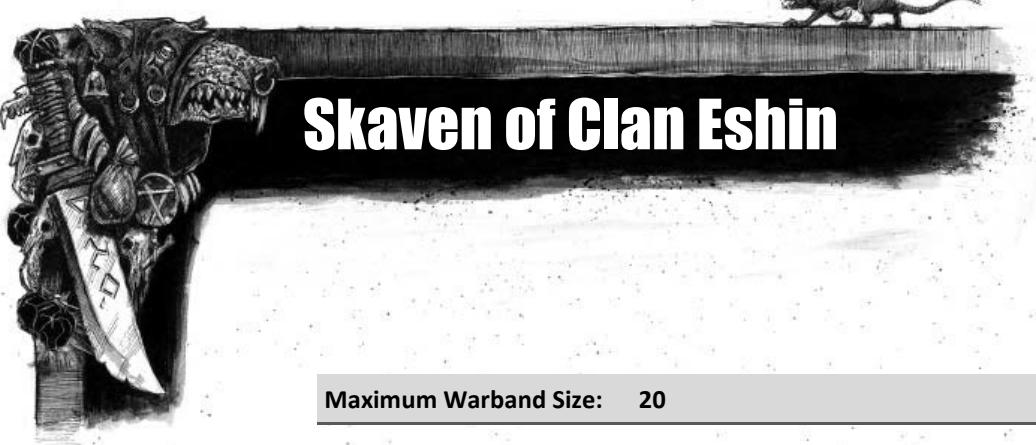
Any one model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 2" are stunned or knocked down, they immediately come to their senses, stand up, and continue fighting as normal.

#### 6 Armour of Righteousness

**Difficulty 9**

*Impenetrable armour covers the Priest and the fiery image of a twin-tailed comet burns above his head.*

The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes fear in his enemies and is therefore immune to fear himself. The power of the Armour of Righteousness lasts until the beginning of the Priest's next Shooting phase.



# Skaven of Clan Eshin

**Maximum Warband Size: 20**

## Skaven Special Skills

### Black Hunger

The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.

### Art of Silent Death

In hand-to-hand combat the Skaven can fight with his bare paws without any penalties and counts as having two weapons (i.e. +1 attack).

### Infiltration

A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate roll a D6 for each and the lowest roll sets up first.

### Tail Fighting

The Skaven may wield a shield, knife or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

### Wall Runner

The Skaven does not need to take an Initiative test when climbing up walls and other sheer surfaces.



## Skaven Heroes Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20gc
Sword	10 gc	Buckler	5gc
Flail	15 gc	Helmet	10gc
Spear	10 gc		
Halberd	10 gc		
Weeping Blades	50 gc		
Fighting Claws	35 gc		

### Missile Weapons

Sling	2 gc
Throwing Stars	15 gc
Blowpipe	25 gc
Warlock Pistol	35gc (70 for a brace)

## Skaven Henchmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club	3 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Spear	10 gc		

### Missile Weapons

Sling	2 gc
Short Bow	5 gc



# Heroes

## Assassin Adept

Cost	60 Gold Crowns to hire									
Quantity	1									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Assassin Adept	6	4	4	4	3	1	5	1	7	
Weapons/Armour	May choose from the Skaven Heroes Equipment list.									
Skill Lists	Combat, Shooting, Academic, Strength, Speed, Special									
Special Rules	Leader: See the respective rule in the <i>Leadership &amp; Psychology</i> section.  <b>Perfect Killer:</b> An Assassin Adept always has an extra -1 modifier to any armour save the enemy has to take against wounds they inflicted (both with shooting and close combat weapons).									

## Eshin Sorcerer

Cost	35 Gold Crowns to hire									
Quantity	0 - 1									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Eshin Sorcerer	5	3	3	3	3	1	4	1	6	
Weapons/Armour	May choose from the Skaven Heroes Equipment list. May not cast spells if wearing armour.									
Skill Lists	Combat, Academic, Speed, Special									
Special Rules	<b>Wizard:</b> Starts with a single spell chosen at random from the <i>Magic of the Horned Rat</i> list.									

## Black Skavens

Cost	40 Gold Crowns to hire									
Quantity	0 - 2									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Black Skaven	6	4	3	4	3	1	5	1	6	
Weapons/Armour	May choose from the Skaven Heroes Equipment list.									
Skill Lists	Combat, Shooting, Strength, Speed, Special									



# Heroes

## Night Runners



**Cost** 20 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Skaven Henchmen Equipment list.

**Skill Lists** Combat, Shooting, Special

## Henchmen (in groups of 1 - 5)

### Verminkins

**Cost** 20 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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**Verminkin** 5 3 3 3 3 1 4 1 1 5

**Weapons/Armour** May choose from the Skaven Henchmen Equipment list.

### Giant Rats

**Cost** 15 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
---------	---	----	----	---	---	---	---	---	----

**Giant Rat** 6 2 0 3 3 1 4 1 1 4

**Weapons/Armour** -

**Special Rules** Animals: Giant Rats never gain Experience.

### Rat Ogre

**Cost** 210 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
---------	---	----	----	---	---	---	---	---	----

**Rat Ogre** 6 3 3 5 5 3 4 3 4

**Weapons/Armour** -

**Special Rules** Fearsome: See the respective Strength skill.

Animal: Rat Ogres never gain Experience.

Stupidity: Rat Ogres are subject to **Stupidity** unless a Skaven Hero is within 6" of it.

Large Target: Any model may shoot at a Rat Ogre, even if it is not the closest target.

## Magic of the Horned Rat

*This brand of sorcery is used by the Skaven. It is a sinister form of magic which calls upon the Skaven deity, a loathsome daemonic god known as the Horned Rat.*

### D6 Result

#### 1 Warpfire

**Difficulty 8**

*A green flame leaps from the outstretched paw of the Sorcerer and burns its victims with indescribable agony.*

The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on its target, and one Strength 3 hit on each model within 2" of the target.

#### 2 Children of the Horned Rat

**Difficulty Auto**

*The Sorcerer raises his paws and calls upon the Father of the Skaven to send forth his servants.*

This spell must be used before the game, and may only be used once. When cast, the spell summons D3 Giant Rats, which are placed within 6" of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats disappear after the battle. They do not count towards the maximum size of the Skaven warband.

#### 3 Gnawdoom

**Difficulty 7**

*The target is attacked by rats and soon is covered from head to foot in small, bleeding wounds.*

The Gnawdoom causes 2D6 Strength 1 hits on a single model within 8" of the caster.

#### 4 Black Fury

**Difficulty 8**

*With a chittering incantation the Sorcerer turns into a monstrous rat-like creature, which attacks with an insane fury.*

The Sorcerer may immediately charge any enemy model within 12" (ignoring any terrain and interposing models) and gains 2 extra Attacks and +1 Strength during this turn's hand-to-hand combat phase only.

#### 5 Eye of the Warp

**Difficulty 8**

*Gaze into the eye of the warp and despair!*

All standing models in base contact with the Sorcerer must take an immediate Leadership test. If they fail, they each suffer a Strength 3 hit and must run 2D6" directly away from the Sorcerer, exactly as if they had lost their nerve when fighting against more than one opponent.

#### 6 Sorcerer's Curse

**Difficulty 6**

*The Sorcerer points a claw towards one of his enemies and curses him in the name of the Horned One.*

The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven hand-to-hand phase and his own next shooting and hand-to-hand combat phases.



# Skaven of Clan Pestilens

**Maximum Warband Size:** 15

## Clan Pestilens Special Skills

<b>Black Hunger</b>	The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.
<b>Censer Bearer</b>	Only a Clan Pestilens member with the Black Hunger special skill may choose the Censer Bearer special skill. A Clan Pestilens member with this skill is called Censer Bearer. He gains the special rule <b>Frenzy</b> and the only weapon he may use in close combat is a censer.
<b>Rotten Body</b>	A Clan Pestilens member with this skill is <b>Immune to Poison</b> and, if taken out of combat because of a failed test for wielding a censer, he will not have to roll for injuries at the end of the battle, recovering automatically.
<b>Contagious</b>	Only a Clan Pestilens member with the Rotten Body special skill may choose the Contagious special skill. A model who inflicts an injury in close combat that send the contagious member of the Clan Pestilens out of combat must take a Toughness test. Roll a D6. If the result test is failed, he will suffer an automatic wound. A result of 6 always inflicts a wound. Models of undead and possessed never take this test.
<b>Ignore Pain</b>	Only a Clan Pestilens member with the Resilient strength skill may choose the Ignore Pain special skill. A Clan Pestilens member with this skill treats " <b>Stunned</b> " injuries as " <b>Knocked Down</b> ".



## Clan Pestilens Heroes Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club	3 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Flail	15 gc		
Spear	10 gc		
Halberd	10 gc		
Disease Dagger	15 gc		
Censer	40 gc		
Missile Weapons			
Sling	2 gc		

## Clan Pestilens Henchmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Club	3 gc	Shield	5 gc
Sword	10 gc	Helmet	10 gc
Spear	10 gc		
Missile Weapons			
Sling	2 gc		



# Heroes

## Plague Priest

**Cost** 85 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Assassin Adept	5	4	4	4	4	1	5	1	7

**Weapons/Armour** May choose from the Clan Pestilens Heroes Equipment list.

**Skill Lists** Combat, Shooting, Academic, Strength, Speed, Special

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.

## Pestilens Sorcerer

**Cost** 45 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Pestilens Sorcerer	5	3	3	3	3	1	4	1	6

**Weapons/Armour** May choose from the Heroes Equipment list. May not cast spells if wearing armour.

**Skill Lists** Academic, Speed, Special

**Special Rules** **Wizard:** Starts with a single spell chosen at random from the *Magic of the Horned Rat* list.

## Plague Monks

**Cost** 45 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Plague Monk	5	4	3	3	4	1	5	1	6

**Weapons/Armour** May choose from the Clan Pestilens Heroes Equipment list.

**Skill Lists** Combat, Shooting, Strength, Speed, Special

## Monk Initiates

**Cost** 20 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Monk Initiate	5	2	3	2	2	1	4	1	4

**Weapons/Armour** May choose from the Clan Pestilens Heroes Equipment list.

**Skill Lists** Shooting, Speed, Special

# Henchmen (in groups of 1-5)

## Plague Novices

**Cost** 20 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Plague Novice	5	3	3	3	3	1	4	1	5

**Weapons/Armour** May choose from the Clan Pestilens Henchmen Equipment list.

## Giant Rats

**Cost** 15 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Giant Rat	6	2	0	3	3	1	4	1	4

**Weapons/Armour** -

**Special Rules** Animals: Giant Rats never gain Experience.

## Rat Ogre

**Cost** 210 Gold Crowns to hire

**Quantity** 0 - 1

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Rat Ogre	6	3	3	5	5	3	4	3	4

**Weapons/Armour** -

**Special Rules** Fearsome: See the respective Strength skill.

Animal: Rat Ogres never gain Experience.

Stupidity: Rat Ogres are subject to **Stupidity** unless a Skaven Hero is within 6" of it.

Large Target: Any model may shoot at a Rat Ogre, even if it is not the closest target.



## Magic of the Horned Rat

*This brand of sorcery is used by the Skaven. It is a sinister form of magic which calls upon the Skaven deity, a loathsome daemonic god known as the Horned Rat.*

### D6 Result

#### 1 Warpfire

**Difficulty 8**

*A green flame leaps from the outstretched paw of the Sorcerer and burns its victims with indescribable agony.*

The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on its target, and one Strength 3 hit on each model within 2" of the target.

#### 2 Children of the Horned Rat

**Difficulty Auto**

*The Sorcerer raises his paws and calls upon the Father of the Skaven to send forth his servants.*

This spell must be used before the game, and may only be used once. When cast, the spell summons D3 Giant Rats, which are placed within 6" of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats disappear after the battle. They do not count towards the maximum size of the Skaven warband.

#### 3 Gnawdoom

**Difficulty 7**

*The target is attacked by rats and soon is covered from head to foot in small, bleeding wounds.*

The Gnawdoom causes 2D6 Strength 1 hits on a single model within 8" of the caster.

#### 4 Black Fury

**Difficulty 8**

*With a chittering incantation the Sorcerer turns into a monstrous rat-like creature, which attacks with an insane fury.*

The Sorcerer may immediately charge any enemy model within 12" (ignoring any terrain and interposing models) and gains 2 extra Attacks and +1 Strength during this turn's hand-to-hand combat phase only.

#### 5 Eye of the Warp

**Difficulty 8**

*Gaze into the eye of the warp and despair!*

All standing models in base contact with the Sorcerer must take an immediate Leadership test. If they fail, they each suffer a Strength 3 hit and must run 2D6" directly away from the Sorcerer, exactly as if they had lost their nerve when fighting against more than one opponent.

#### 6 Sorcerer's Curse

**Difficulty 6**

*The Sorcerer points a claw towards one of his enemies and curses him in the name of the Horned One.*

The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven hand-to-hand phase and his own next shooting and hand-to-hand combat phases.



# Tilean Mercenaries

**Maximum Warband Size: 15**

## Tilean Mercenaries Special Rules

Choose **one** of the factions below for your Tilean Mercenary Warband:

	Miragleans	Miraglean Heroes gain +1 to hit when using a Crossbow.
Remasens		All Marksmen add +1 to their Ballistic Skill. All warband members are subject to <i>Hatred against Skaven</i> .
Trantios		The Remasens Captains, Champions and Youngbloods start with +1 Leadership. The warband may re-roll any failed rout test when fighting against <i>Dark Elves</i> .
		The warband starts with an extra 100 gc when its created (or +20% for one-off games).

## Tilean Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc	Buckler	5 gc
Spear	10 gc		
Double-handed weapon	15 gc		
Halberd	10 gc		
Morning Star	15 gc		
Pike	12 gc		
Rapier	15 gc		

## Missile Weapons

Bow	10 gc
Crossbow	25 gc
Pistol	15 gc (30 for a brace)
Duelling Pistol	25 gc (50 for a brace)

## Marksmen Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Helmet	10 gc
Axe	5 gc		
Sword	10 gc		
Missile Weapons			
Longbow	15 gc		
Crossbow	25 gc		
Pistol	15 gc (30 for a brace)		
Duelling Pistol	25 gc (50 for a brace)		
Handgun	35 gc		
Hunting Rifle	200 gc		



# Heroes

## Tilean Mercenary Captain

**Cost** 60 Gold Crowns to hire

**Quantity** 1

**Experience** 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Captain	4	4	4	3	3	1	4	2	8
Remasens Captain	4	4	4	3	3	1	4	2	9

**Weapons/Armour** May choose from the Tilean Equipment list.

**Skill Lists** Combat, Shooting, Academic, Strength, Speed

**Special Rules** Leader: See the respective rule in the *Leadership & Psychology* section.

Deadly Marksman: Gain +1 to hit when shooting a crossbow. (*Miraglean Captain Only*)

Hatred (Skaven): See the respective rule in the *Leadership & Psychology* section. (*Miraglean Captain Only*)

## Champions

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Champion	4	4	3	3	3	1	4	1	7
Remasens Champion	4	4	3	3	3	1	4	1	8

**Weapons/Armour** May choose from the Tilean Equipment list.

**Skill Lists** Combat, Shooting, Speed / *Remasens*: Combat, Academic, Strength

**Special Rules** Deadly Marksman: Gain +1 to hit when shooting a crossbow. (*Miraglean Champion Only*)

Hatred (Skaven): See the respective rule in the *Leadership & Psychology* section. (*Miraglean Champion Only*)

## Youngbloods

**Cost** 15 Gold Crowns to hire

**Quantity** 0 - 2

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Youngblood	4	2	2	3	3	1	3	1	6
Remasens Youngblood	4	2	2	3	3	1	3	1	7

**Weapons/Armour** May choose from the Tilean Equipment list.

**Skill Lists** Combat, Shooting, Strength / *Remasens*: Combat, Academic, Speed

**Special Rules** Deadly Marksman: Gain +1 to hit when shooting a crossbow. (*Miraglean Youngblood Only*)

Hatred (Skaven): See the respective rule in the *Leadership & Psychology* section. (*Miraglean Youngblood Only*)

# Henchmen (in groups of 1-5)

## Warriors

**Cost** 25 Gold Crowns to hire

**Quantity** Any number of models

**Experience** 0 xp

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

**Weapons/Armour** May choose from the Tilean Equipment list.

**Special Rules** **Hatred (Skaven):** See the respective rule in the *Leadership & Psychology* section.  
*(Miraglean Warrior Only)*

## Marksman

**Cost** 25 Gold Crowns to hire

**Quantity** 0 - 7

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Marksman	4	3	3	3	3	1	3	1	7
<i>Miraglean Marksman</i>	4	3	4	3	3	1	3	1	7

**Weapons/Armour** May choose from the Marksman Equipment list.

**Special Rules** **Hatred (Skaven):** See the respective rule in the *Leadership & Psychology* section.  
*(Miraglean Marksman Only)*

## Duellist

**Cost** 35 Gold Crowns to hire

**Quantity** 0 - 5

**Experience** 0 xp

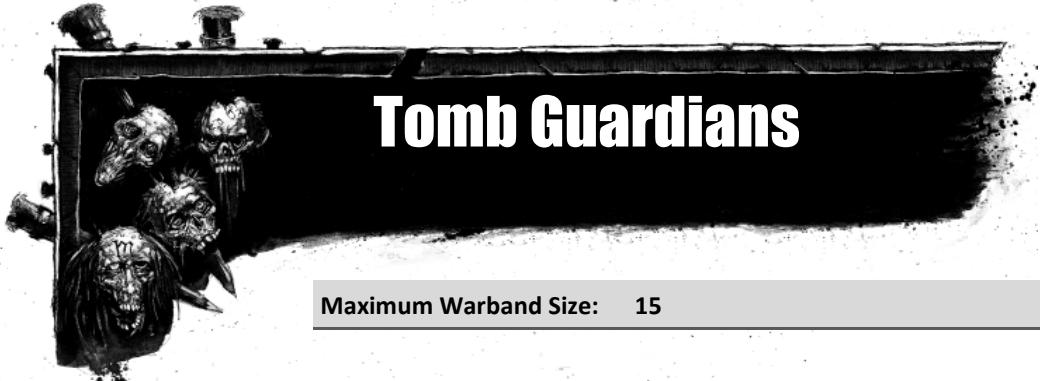
Profile	M	WS	BS	S	T	W	I	A	Ld
Duellist	4	2	4	2	2	1	4	1	8

**Weapons/Armour** May choose from the Tilean Equipment list.

**Special Rules** **Cloak & Dagger:** The Duellist counts as using a shield in close combat.

**Hatred (Skaven):** See the respective rule in the *Leadership & Psychology* section.  
*(Miraglean Duellist Only)*





# Tomb Guardians

Maximum Warband Size: 15

## Tomb Guardians Special Rules

**Do not Drink** Undead models do not need food and water. Hired swords or other living beings that accompany the Mummies follow the water rules as normal.

**Home Ground** A Tomb Guardian Warband always rolls one extra dice in the Exploration phase.

## Tomb Guardians Equipment List

Hand-to-hand Combat Weapons	Armour
Dagger	1st free / 2 gc
Mace	3 gc
Axe	5 gc
Sword	10 gc
Double-handed Weapon	15 gc
Spear	10 gc
Flail	15 gc
Halberd	20 gc
Morningstar	15 gc



## Missile Weapons

Bow	10 gc
Asp Arrows	10 gc (Tomb Lord only)
Nehekharan Javelin	10 gc (Tomb Lord only)

## Liche Priest Equipment List

Hand-to-hand Combat Weapons	
Dagger	1st free / 2 gc
Mace / Staff	3 gc
Sword	10 gc
Morningstar	15 gc
Serpent Staff	30 gc

# Heroes

## Tomb Lord

**Cost** 150 Gold Crowns

**Quantity** 1

**Experience** 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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**Tomb Lord** 4 4 3 4 5 3 3 2 8

**Weapons/Armour** May choose from the Tomb Guardians Equipment list.

**Skill Lists** Combat, Shooting, Strength

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.

**Fearsome:** See the respective Strength skill.

**Immune to Poison:** The Tomb Lord is immune to any kind of poison.

**Immune to Psychology:** The Tomb Lord automatically passes any Leadership-based test he is required to take.

**No Pain:** The Tomb Lord treats a **Stunned** result on the Injury chart as **Knocked Down**.

**May not run:** The Tomb Lord may not run (but may charge as normal).

**Flammable:** A hit from a fire-based attack will cause double the normal number of wounds against

## Liche Priest

**Cost** 35 Gold Crowns

**Quantity** 0 - 1

**Experience** 8 xp

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

**Weapons/Armour** May choose from the Liche Priests Equipment list. May not cast spells if wearing armour.

**Skill Lists** Academic

**Special Rules** **Wizard:** Starts with a single spell chosen at random from the *Mortuary Cult Scrolls* list.

**Fearsome:** See the respective Strength skill.

**Immune to Poison:** The Tomb Lord is immune to any kind of poison.

**Immune to Psychology:** The Tomb Lord automatically passes any Leadership-based test he is required to take.

**No Pain:** The Tomb Lord treats a **Stunned** result on the Injury chart as **Knocked Down**.

**May not run:** The Tomb Lord may not run (but may charge as normal).

# Heroes

## Acolytes

**Cost** 20 Gold Crowns

**Quantity** 0 - 2

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Acolyte	4	2	2	3	3	1	3	1	7

**Weapons/Armour** May choose from the Liche Priests Equipment list.

**Skill Lists** Combat, Academic

**Special Rules** **Fearsome:** See the respective Strength skill.

**Immune to Poison:** Acolytes are immune to any kind of poison.

**Immune to Psychology:** The Acolytes automatically pass any Leadership-based test they are required to take.

**No Pain:** The Acolytes treats a **Stunned** result on the Injury chart as **Knocked Down**.

**May not run:** The Acolytes may not run (but may charge as normal).

## Henchmen (in groups of 1 - 5)

### Skeleton Warrior

**Cost** 20 Gold Crowns

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Skeleton Warrior	4	2	2	3	3	1	2	1	5

**Weapons/Armour** May choose from the Tomb Guardians Equipment list.

**Special Rules** **Fearsome:** See the respective Strength skill.

**Immune to Poison:** Skeleton Warriors are immune to any kind of poison.

**Immune to Psychology:** Skeleton Warriors automatically pass any Leadership-based test they are required to take.

**No Brain:** Skeleton Warriors never gain Experience.

**No Pain:** Skeleton Warriors treat a **Stunned** result on the Injury chart as **Knocked Down**.

**May not run:** Skeleton Warriors may not run (but may charge as normal).



# Henchmen (in groups of 1-5)

## Tomb Guardians

**Cost** 30 Gold Crowns

**Quantity** 0 - 2

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Guardian	4	3	2	4	3	1	3	1	5

**Weapons/Armour** May choose from the Tomb Guardians Equipment list.

**Special Rules** **Fearsome:** See the respective Strength skill.

**Immune to Poison:** Tomb Guardians are immune to any kind of poison.

**Immune to Psychology:** Tomb Guardians automatically pass any Leadership-based test they are required to take.

**No Brain:** Tomb Guardians never gain Experience.

**No Pain:** Tomb Guardians treat a *Stunned* result on the Injury chart as *Knocked Down*.

**May not run:** Tomb Guardians may not run (but may charge as normal).

## Tomb Scorpions

**Cost** 15 Gold Crowns

**Quantity** 0 - 3

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Scorpion	5	2	-	2	2	1	4	1	4

**Weapons/Armour** -

**Special Rules** **Animals:** Tomb Scorpions never gain Experience.

**Desert Creatures:** Tomb Scorpions do not need water.

**Scorpions Sting:** Tomb Scorpions attacks are treated as if they were using *Black Lotus* poison.



## **Mortuary Cult Scroll**

*The Liche Priest's magic is preserved in magical scrolls that date back to Nagash's time as High Priest of the early Nehekharan civilization.*

### **D6 Result**

#### **1 Menkare's scroll of Urgency**

**Difficulty 6**

*The Liche Priest reaches out to urge an Undead warrior forward.*

A single Skeleton Soldier within 6" may immediately move again up to its maximum Movement distance, i.e. 4". If this takes the model into base contact with an enemy model, it counts as charging.

#### **2 Horrebe's Curse of the Mummy**

**Difficulty 8**

*The Liche Priest amplifies the curse that all mummies bear, and focuses it against a single enemy model.*

The target must be in base-to-base contact with a Mummy and within 18" of the Liche Priest. If the spell is cast successfully, the enemy model has a -1 penalty on all to hit, and to wound rolls, and on all armour saves. This lasts until the start of the next Tomb Guardian Shooting phase.

#### **3 Tawosret's Scroll of Tomb Dust**

**Difficulty 7**

*The Liche Priest can command the sand around him to assault a single warrior within 12".*

The warrior is automatically knocked down as he chokes on the sand. This spell only affects a living model.

#### **4 Neferre's Scroll of Quaking Horror**

**Difficulty 7**

*The Liche Priest selects a warrior within 12" who is beset by terrible, haunting visions of his own death.*

The model must pass a Leadership test or flee 2D6" directly away from the Liche Priest. The warrior will continue to flee in each Movement phase until he makes a successful Rally test in the Recovery phase. This spell has no effect on Undead models or models that are immune to psychology.

#### **5 Merneptah's Scroll of the Scarab Song**

**Difficulty 7**

*With a short, rasping chant, the Liche Priest summons a swarm of scarabs, which burrow up through the ground, and all over an enemy warrior.*

A single model within 8" of the Liche Priest suffers 2D6 Strength 1 hits. In addition, that model may not be shot at for the rest of the Tomb Guards Shooting phase, nor may he fight or be fought in hand-to-hand combat. If the model is already in hand-to-hand combat, move him 1" away from the combat as he staggers about in agony. Unless he suffers an actual injury the warrior counts as having just stood up in the next turn.

#### **6 Djedre's summonation of the Vengeful Dead**

**Difficulty 5**

The Liche Priest may re-animate a Skeleton Soldier that went out of action during the last turn.

Place the model anywhere within 6" of the Liche Priest, but not straight into hand-to-hand combat with an enemy model.



# The Undead

**Maximum Warband Size: 15**

## Undead Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace	3 gc	Heavy Armour	50 gc
Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Double-handed Weapon	15 gc		
Spear	10 gc		
Halberd	10 gc		
Missile Weapons			
Bow	10 gc		
Short Bow	5 gc		



# Heroes

## Vampire

**Cost** 110 Gold Crowns

**Quantity** 1

**Experience** 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Vampire	6	4	4	4	4	2	5	2	8

**Weapons/Armour** May choose from the Undead Equipment list.

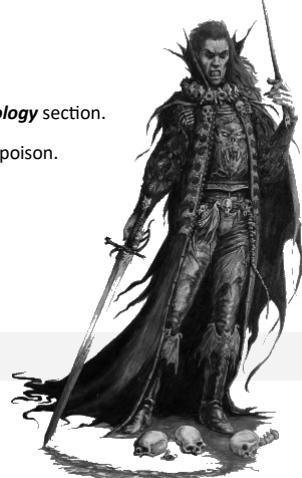
**Skill Lists** Combat, Academic, Strength, Speed

**Special Rules** **Leader:** See the respective rule in the *Leadership & Psychology* section.

**Immune to Poison:** The Vampire is immune to any kind of poison.

**Immune to Psychology:** The Vampire automatically passes any Leadership-based test he is required to take.

**Fearsome:** See the respective Strength skill.



## Dregs

**Cost** 20 Gold Crowns

**Quantity** 0 - 3

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Dreg	4	2	2	3	3	1	3	1	7

**Weapons/Armour** May choose from the Undead Equipment list.

**Skill Lists** Combat, Strength

## Necromancer

**Cost** 35 Gold Crowns

**Quantity** 0 - 1

**Experience** 8 xp

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

**Weapons/Armour** May choose from the Undead Equipment list.

**Skill Lists** Academic, Speed

**Special Rules** **Wizard:** Starts with a single spell chosen at random from the *Necromancy Magic* list.

# Henchmen (in groups of 1-5)

## Zombies

Cost	25 Gold Crowns								
Quantity	Any number of models								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Zombie	4	2	0	3	3	1	1	1	5
Weapons/Armour	-								
Special Rules	<p><b>Fearsome:</b> See the respective Strength skill.</p> <p><b>Immune to Poison:</b> Zombies are immune to any kind of poison.</p> <p><b>Immune to Psychology:</b> Zombies automatically pass any Leadership-based test they are required to take.</p> <p><b>No Brain:</b> Zombies never gain Experience.</p> <p><b>No Pain:</b> Zombies treat a <i>Stunned</i> result on the Injury chart as <i>Knocked Down</i>.</p> <p><b>May not run:</b> Zombies may not run (but may charge as normal).</p>								

## Ghouls

Cost	40 Gold Crowns								
Quantity	Any number of models								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Ghoul	4	2	2	3	4	1	3	2	5
Weapons/Armour	-								
Special Rules	<p><b>Fearsome:</b> See the respective Strength skill.</p>								

## Dire Wolves

Cost	50 Gold Crowns								
Quantity	0 - 5								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Dire Wolf	9	3	0	4	3	1	2	1	4
Weapons/Armour	-								
Special Rules	<p><b>Fearsome:</b> See the respective Strength skill.</p> <p><b>Immune to Poison:</b> Dire Wolves are immune to any kind of poison.</p> <p><b>Immune to Psychology:</b> Dire Wolves automatically pass any Leadership-based test they are required to take.</p> <p><b>No Brain:</b> Dire Wolves never gain Experience.</p> <p><b>No Pain:</b> Dire Wolves treat a <i>Stunned</i> result on the Injury chart as <i>Knocked Down</i>.</p> <p><b>Charge:</b> Dire Wolves gain +1 Attack during the turn they charge.</p>								

## Necromancy

*Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also to destroy the vitality of the living.*

### D6 Result

#### 1 Lifestealer

**Difficulty 10**

*The Necromancer sucks out the very essence of life from his victim, stealing its vigour for himself.*

You may choose a single model within 6". The target suffers a wound (no save allowed) and the Necromancer gains an extra wound for the duration of the battle. This may take the Necromancer's Wounds above his original maximum value. This spell will not affect the Possessed or any Undead models.

#### 2 Re-Animation

**Difficulty 5**

*At the spoken command of the Necromancer, the dead rise to fight again.*

One Zombie that went out of action during the last hand-to-hand combat or Shooting phase immediately returns to the battle. Place the model within 6" of the Necromancer. The model cannot be placed straight into hand-to-hand combat with an enemy model.

#### 3 Death Vision

**Difficulty 6**

*The Necromancer calls on the power of Necromancy to reveal the moment of his enemies' death.*

The Necromancer causes fear in his enemies for the duration of the battle.

#### 4 Spell of Doom

**Difficulty 9**

*The Necromancer whispers to the sleeping dead to rise up from the ground and seize his enemies.*

Choose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, you may roll on the Injury table to see what happens to the unfortunate warrior.

#### 5 Call of Vanhel

**Difficulty 6**

*The Necromancer summons the world of the dead to invigorate his Undead servants.*

A single Zombie or Dire Wolf within 6" of the Necromancer may immediately move again up to its maximum Movement distance (ie, 9" in the case of Dire Wolves). If this moves them into base contact with an enemy model, they count as charging.

#### 6 Spell of Awakening

**Difficulty Auto**

*The Necromancer calls the soul of a slain Hero back to his body and enslaves him with corrupt magic.*

If an enemy Hero is killed (ie, your opponent rolls 11-16 on the Serious Injury chart after the battle) then the Necromancer may raise him to fight as a Zombie in his servitude.

The dead Hero retains his characteristics and all his weapons and armour but may not use any other equipment or skills. He may no longer run, counts as a Henchman group on his own, and may not gain additional experience. This spell always succeeds (rules for Henchmen and experience are described later). The new Zombie follows all the normal Zombie rules (immune to poison, causes fear) except for retaining his profile, weapons and armour.

# Witch Hunters

**Maximum Warband Size: 12**

## Witch Hunters Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Buckler	5 gc
Mace / Hammer	3 gc	Helmet	10 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Light armour	20 gc
Double-handed Weapon	15 gc	Heavy armour	50 gc

## Missile Weapons

Pistol	15 gc (30 for a brace)
Crossbow	25 gc
Crossbow Pistol	35 gc

## Zealot Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2gc	Light armour	20 gc
Mace / Hammer	3 gc	Shield	5 gc
Axe	5 gc	Helmet	10 gc
Sword	10 gc		
Double-handed Weapon	15 gc	Missile Weapons	
Spear	10 gc	Bow	10 gc
		Short Bow	5 gc

## Flagellants Equipment List

Hand-to-hand Combat Weapons	
Flail	15 gc
Morning Star	15 gc
Double-Handed Weapon	15 gc

# Heroes

## Witch Hunter Captain

**Cost** 60 Gold Crowns

**Quantity** 1

**Experience** 20 xp



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

**Weapons/Armour** May choose from the Witch Hunters Equipment list.

**Skill Lists** Combat, Shooting, Academic, Strength, Speed

**Special Rules** Leader: See the respective rule in the *Leadership & Psychology* section.

Hatred (All Spellcasters): See the respective rule in the *Leadership & Psychology* section.

## Witch Hunters

**Cost** 25 Gold Crowns

**Quantity** 0 - 3

**Experience** 8 xp

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

**Weapons/Armour** May choose from the Witch Hunters Equipment list.

**Skill Lists** Combat, Shooting, Academic, Speed

**Special Rules** Hatred (All Spellcasters): See the respective rule in the *Leadership & Psychology* section.

## Warrior Priest

**Cost** 40 Gold Crowns

**Quantity** 0 - 1

**Experience** 12 xp

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

**Weapons/Armour** May choose from the Witch Hunters Equipment list.

**Skill Lists** Combat, Academic, Strength

**Special Rules** Prayers: Starts with a single prayer chosen at random from the *Prayers of Sigmar* list.

# Henchmen (in groups of 1-5)

## Zealots

**Cost** 25 Gold Crowns

**Quantity** Any number of models

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Zealot	4	2	2	3	3	1	3	1	7

**Weapons/Armour** May choose from the Zealots Equipment list.

## Flagellants

**Cost** 40 Gold Crowns

**Quantity** 0 - 5

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Flagellant	4	3	3	4	4	1	3	1	10

**Weapons/Armour** May choose from the Flagellants Equipment list.

**Special Rules** **Immune to Psychology:** Flagellants automatically pass any Leadership-based test they are required to take.

**Fanatical:** A Flagellant may never become a warband leader.

## Warhounds

**Cost** 15 Gold Crowns

**Quantity** 0 - 5

**Experience** 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Warhound	6	4	0	4	3	1	4	1	5

**Weapons/Armour** -

**Special Rules** **Animals:** Warhounds never gain Experience.



## Prayers of Sigmar

*Those with great faith in the gods can call upon their divine power. The priests of Sigmar can pray for many miracles: healing of wounds, strengthening the resolve of their comrades or the banishment of Daemonic creatures and the Undead.*

*The Prayers of Sigmar can be used by Witch Hunter Warrior Priests and Sigmarite Matriarchs. A warrior may use the divine power of Sigmar while wearing armour. Prayers of Sigmar are not regarded as spells, so any special protection against spells does not affect them.*

### D6 Result

#### 1 The Hammer of Sigmar

**Difficulty 7**

*This weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.*

The wielder gains +2 Strength in hand-to-hand combat and all hits he inflicts cause double damage (e.g., 2 wounds instead of 1). The Priest must test each shooting phase he wants to use the Hammer.

#### 2 Hearts of Steel

**Difficulty 8**

*As the three words of power are spoken, waves of glory surround the servant of Sigmar. The faithful are heartened by the warrior god's presence.*

Any allied warriors within 8" of the warrior become immune to Fear and All Alone tests. In addition, the whole warband gains +1 to any Rout tests they have to make. The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, i.e., the maximum bonus to Rout tests remains +1.

#### 3 Soulfire

**Difficulty 9**

*The wrath of Sigmar comes to earth. Purifying flames surround the Priest and wipe out those who resist the righteous fury of the God-Emperor!*

All enemy models within 4" of the servant of Sigmar suffer a Strength 3 hit. No armour saves are allowed. The servants of darkness and Chaos are especially susceptible to Sigmar's holy power. Undead and Possessed models in range suffer a Strength 5 hit instead.

#### 4 Shield of Faith

**Difficulty 6**

*A shield of pure white light appears in front of the Priest. As long as his faith remains strong the shield will protect him.*

The Priest is immune to all spells. Roll at the beginning of each turn in the recovery phase. On a roll of 1 or 2 the shield disappears.

#### 5 Healing Hand

**Difficulty 5**

*Laying hands upon a wounded comrade, the servant of Sigmar calls upon his Lord to heal the warrior's wounds.*

Any one model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 2" are stunned or knocked down, they immediately come to their senses, stand up, and continue fighting as normal.

#### 6 Armour of Righteousness

**Difficulty 9**

*Impenetrable armour covers the Priest and the fiery image of a twin-tailed comet burns above his head.*

The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes fear in his enemies and is therefore immune to fear himself. The power of the Armour of Righteousness lasts until the beginning of the Priest's next Shooting phase.