

Amazons

Initial Warband Budget 500 Gold Crowns

Maximum Warband Size 15

Minimum Warband Size 3

Amazons Special Rules

Sacrifice

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.

Not one of us

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

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc
Claws of the Old Ones	30 gc

Armour

Buckler	5 gc
Helmet	10 gc

Missile Weapons

Sunstaff	50 gc
Sun Gauntlet	40 gc

Miscellaneous Equipment

Amulet of the Moon	50 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

Priestess

Cost 70 Gold Crowns to hire

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 Amazon Heroines Equipment list.

Skill Lists Combat, Shooting, Academic, Strength, Speed

Special Rules **Leader:** Any warband member within 6" of the Priestess may use her Leadership characteristic when taking any Leadership tests.

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
Champion	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:** Totem Warriors are subject to the rules for *Frenzy*.



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								



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

Initial Warband Budget 500 Gold Crowns

Maximum Warband Size 15

Minimum Warband Size 3

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

Jambiya (Dagger) 1st free/2 gc

Mace 3 gc

Scimitar (Sword) 10 gc

Spear 10 gc

Double-handed weapon 15 gc

Flail 15 gc

Armour

Light Armour 20 gc

Shield 5 gc

Helmet 10 gc

Buckler 5 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: Any warband member within 6" of the Sheikh may use her Leadership characteristic when taking any Leadership tests.								



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 roster. 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

Initial Warband Budget 500 Gold Crowns

Maximum Warband Size 15

Minimum Warband Size 3

Mountainguard Equipment List

Hand-to-hand Combat Weapons

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

Armour

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

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

Armour

Buckler	5 gc
Shield	5 gc
Light armour	20 gc

Missile Weapons

Bow	10 gc
Longbow	15 gc (Bergjaeger only)

Miscellaneous Equipment

Hunting arrows	35 gc (Bergjaeger only)
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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: Any warband member within 6" of the Priestess may use her Leadership characteristic when taking any Leadership tests.								

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	Promotion: When a Halfling is promoted to hero through the “The lad’s got talent” advance he may <i>not</i> choose Strength skills as one of his two skill lists.								

Beastmen Raiders

Initial Warband Budget 500 Gold Crowns

Maximum Warband Size 15

Minimum Warband Size 3

Beastmen Special Rules

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

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 *fear* and *terror* and **All Alone** 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 **Hatred** when fighting any Human warbands.

Beastman Equipment List

Hand-to-hand Combat Weapons

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

Armour

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

Ungor Equipment List

Hand-to-hand Combat Weapons

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

Armour

Shield	5 gc
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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
Weapons/Armour	May choose from the Beastman Equipment list.								
Skill Lists	Combat, Strength, Speed, Special								
Special Rules	Leader: Any warband member within 6" of the Beastman Chief may use her Leadership characteristic when taking any Leadership tests.								

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
Weapons/Armour	May choose from the Beastman Equipment list.								
Skill Lists	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
Weapons/Armour	May choose from the Beastman Equipment list. They never wear armour.								
Skill Lists	Combat, Speed, Special								
Special Rules	Wizard: 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 Stupidity for this turn.
2 - 5	Nothing happens.
6	The Centigor is subject to Frenzy 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)

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 Strength Skill.

Bloodgreed: 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 Oi! Gerroff!

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 Zzap!

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 Fooled Ya!

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 Clubba

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

Initial Warband Budget 500 Gold Crowns

Maximum Warband Size 12

Minimum Warband Size 3

Black Orc Special Rules

Da Boss is Dead!

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.

Let the goons do the work

Black Orcs do not ride mounts of any kind.

Distasteful Company

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 .

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	Check the following conditions in the order below	Take the following action
	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

Proven Warrior	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.
'Ard Ead	The Orc gains a special 3+ save to avoid being Stunned . If the save is made, treat a Stunned result as Knocked down instead. If the Orc also wears a helmet, this save is increased to 2+ (this takes the place of the normal helmet special rule).
Waaagh!	The Orc may add +D3" to his charge range.
'Ere we go!	The model may ignore Fear and Terror tests when charging.
Da Cunnin' Plan	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
'Eadbasher	Any Knocked down results which the Orc causes in hand-to-hand count as Stunned results instead.

Black Orc Equipment List

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

Missile Weapons

Bow	10 gc
Crossbow	25 gc (Shootaz only)

Heroes

Black Orc Boss

Cost	90 Gold Crowns to hire								
Quantity	1								
Experience	20 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Black Orc Boss	5	4	3	4	4	1	4	1	7
Weapons/Armour	May choose from the Black Orc Equipment list.								
Skill Lists	Combat, Shooting, Strength, Speed, Special								
Special Rules	<p>Leader: Any warband member within 6" of the Black Orc Boss may use her Leadership characteristic when taking any Leadership tests.</p> <p>Black Orc: Model starts with a natural +1 Armour Save.</p> <p>Oi Behave! 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.</p>								

Black Orcs

Cost	60 Gold Crowns to hire								
Quantity	0 - 2								
Experience	8 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Big 'Un	5	4	3	4	4	1	3	1	7
Weapons/Armour	May choose from the Black Orc Equipment list.								
Skill Lists	Combat, Shooting, Strength, Speed, Special								
Special Rules	Black Orc: Model starts with a natural +1 Armour Save.								

Young 'Uns

Cost	25 Gold Crowns to hire								
Quantity	0 - 2								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Young 'Un	5	4	3	3	4	1	3	1	6
Weapons/Armour	May choose from the Henchman Equipment list.								
Skill Lists	Combat, Shooting, Special								
Special Rules	Black Orc: 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
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
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
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
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Weapons/Armour Trolls can never be given weapons or armour.

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

Stupidity: Trolls are subject to *Stupidity*.

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





Bretonnians

Initial Warband Budget 500 Gold Crowns

Maximum Warband Size 12

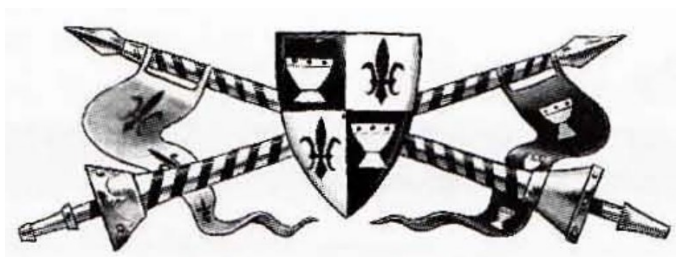
Minimum Warband Size 3

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 failed to hit rolls in hand-to-hand combat.
Virtue of Discipline	Once per game, if the knight is not out of action, stunned or knocked down, you may re-roll a failed rout test.
Virtue of Disdain	The Knight is subject to Hatred of all enemies armed with shooting weapons.
Virtue of Impeuous	The Knight may add +D3" to his move when charging. Roll the dice each time you wish to charge and before moving the model.

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/2gc	Light Armour	20 gc
Hammer	3gc	Shield	5 gc
Sword	5gc	Helmet	10 gc
Axe	5 gc		
Spear	10gc		
Double-handed weapon	15gc		
Halberd	10gc		

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: Any warband member within 6" of the Questing Knight may use her Leadership characteristic when taking any Leadership tests. 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								
Special Rules	Knights Virtue: A Knight will never panic and break from combat and so does not have to pass a								

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

Initial Warband Budget 500 Gold Crowns

Maximum Warband Size 15

Minimum Warband Size 3

Carnival Special Rules

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

Carnival Equipment List

Hand-to-hand Combat Weapons

Dagger 1st free/2 gc

Mace / Hammer 3 gc

Axe 5 gc

Sword 10 gc

Spear 10 gc

Double-handed weapon 15 gc

Halberd 10 gc

Morning Star 15 gc

Armour

Light Armour 20 gc

Heavy Armour 50 gc

Shield 5 gc

Helmet 10 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	<p>The Tainted One gains a shooting attack with a range of 6" that is resolved at Strength 3 with no saves for armour.</p> <p>The Tainted One gains <i>Immune to Poison</i>.</p> <p>If the Tainted One makes a successful to hit roll of 6 in close combat, the target model contracts <i>Nurgle's Rot</i> (note: Nurgle's Rot only affects the living, so Undead, Daemons and the Possessed are unaffected).</p>
Nurgle's Rot	50 gc	<p>Once a warrior has contracted the <i>Nurgle's Rot</i>, mark this on the warband roster.</p> <p>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).</p> <p>In addition, if a 6 is rolled for the Toughness test randomly select another warband member who has now also contracted the <i>Nurgle's Rot</i>. Mark this also on the warband roster.</p>
Cloud of Flies	25 gc	<p>The Tainted One's close combat opponents suffer -1 to hit on all attacks.</p>
Bloated Foulness	40 gc	<p>The Tainted One gains +1 Wound, +1 Toughness and -1 Movement</p>
Mark of Nurgle	35 gc	<p>The Tainted One gains +1 Wound and <i>Immune to Poison</i>.</p>
Hideous	40 gc	<p>The Tainted One causes <i>Fear</i>.</p>



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	Leader: Any warband member within 6" of the Carnival Master may use her Leadership characteristic when taking any Leadership tests. Wizard: Starts with a single spell chosen at random from the <i>Nurgle Rituals</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	Strongman: 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	Nurgles Blessing: 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**
- Cloud of Flies:** The Plague Bearer’s close combat opponents suffer -1 to hit on all attacks.
- Stream of Corruption:** The Plague Bearer has a shooting attack with a range of 6" that is resolved at Strength 3 with no saves for armour.
- Demonic:** The Plague Bearer never gains Experience.
- Immune to Poison:** The Plague Bearer is immune to any kind of poison.
- Immune to Psychology:** The Plague Bearer automatically passes any Leadership-based test he is required to take.
- Fearsome:** See the respective Strength skill.
- Daemonic Aura:** 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.
- Daemonic Instability:** 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

Cost	15 Gold Crowns to hire								
Quantity	Any number of models								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Nurgling	4	3	0	3	2	1	3	1	10
Weapons/Armour	-								
Special Rules	<p>Cloud of Flies: The Plague Bearer's close combat opponents suffer -1 to hit on all attacks.</p> <p>Swarm: You may have as many Nurglings as you wish in a Henchmen group (not limited to 5)</p> <p>Demonic: The Plague Bearer never gains Experience.</p> <p>Immune to Poison: The Plague Bearer is immune to any kind of poison.</p> <p>Immune to Psychology: The Plague Bearer automatically passes any Leadership-based test he is required to take.</p> <p>Daemonic Aura: 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>Daemonic Instability: 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

Cost	120 Gold Crowns to hire								
Quantity	0 - 1								
Experience	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	-
Weapons/Armour	-								
Special Rules	<p>Plague Cart: The maximum number of warriors allowed in the warband is increased by +2. Plague Bearers and Nurglings may re-roll Leadership tests for Daemonic Instability and may add +1 to their Injury tests if taken out of action.</p> <p>Guardian: 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 Nurgle's Rot (see Blessings of Nurgle).</p> <p>Immune to Psychology: The Plague Cart automatically passes any Leadership-based test it is required to take.</p>								

Nurgle 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

Initial Warband Budget 500 Gold Crowns

Maximum Warband Size 15

Minimum Warband Size 3

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Possessed Equipment List

Hand-to-hand Combat Weapons

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

Armour

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

Missile Weapons

Bow	15 gc
Short Bow	10 gc

Darksouls Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace / Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Flail	15 gc

Armour

Light Armour	20 gc
Heavy Armour	50 gc
Shield	5 gc
Helmet	10 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>).
Extra Arm	40 gc	The mutant gains +1 Attack when fighting in hand-to-hand combat. 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> .



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	Leader: Any warband member within 6" of the Magister may use her Leadership characteristic when taking any Leadership tests. Wizard: 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	Fearsome: See the respective Strength skill. Mutations: Mutants <i>may</i> 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	Mutations: Mutants <i>must</i> 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.

Mercenaries

Initial Warband Budget	500 gc (600 gc for Mercenaries of <i>Marienburg</i>)
Maximum Warband Size	15
Minimum Warband Size	3

Mercenaries Special Rules

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

Reikland	The leadership bubble of the Reiklander Captain is increased to 12" instead of the usual 6". All Marksmen add +1 to their Ballistic Skill
Middenheim	The Middenheim Captains and Champions start with Strength 4 instead of 3.
Marienburg	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)		

Marksman 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 <i>Reikland</i>) 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 <i>Middenheim:</i> 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 <i>Middenheim:</i> 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
Swordsmen	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.								





Initial Warband Budget 500 Gold Crowns (dowry to the temple)

Maximum Warband Size 15

Minimum Warband Size 3

Sisters of Sigmar Special Skills

Sign of Sigmar	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).
Righteous Fury	The model hates all Skaven, Undead or Possessed warbands and all models in them.
Protection of Sigmar	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.
Absolute Faith	The Sister may re-roll any Fear tests and does not have to test if she is fighting alone against several opponents.
Utter Determination	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: Any warband member within 6" of the Sigmarite Matriarch may use her Leadership characteristic when taking any Leadership tests. Prayers of Sigmar: The Matriarch has studied the Prayers of Sigmar. See the Magic section.								

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								
Special Rules	-								



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



Tilean Mercenaries

Initial Warband Budget 500 gc (600 gc for Mercenaries of *Trantios*)

Maximum Warband Size 15

Minimum Warband Size 3

Tilean Mercenaries Special Rules

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

Miragleans	<p>Miraglean Heroes gain +1 to hit when using a Crossbow.</p> <p>All Marksman add +1 to their Ballistic Skill.</p> <p>All warband members are subject to <i>Hatred against Skaven</i></p>
Remasens	<p>The Remasens Captains, Champions and Youngbloods start with +1 Leadership.</p> <p>The warband may re-roll any failed rout test when fighting against <i>Dark Elves</i>.</p>
Trantios	<p>The warband starts with an extra 100 gc when its created (or +20% for one-off games).</p>

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

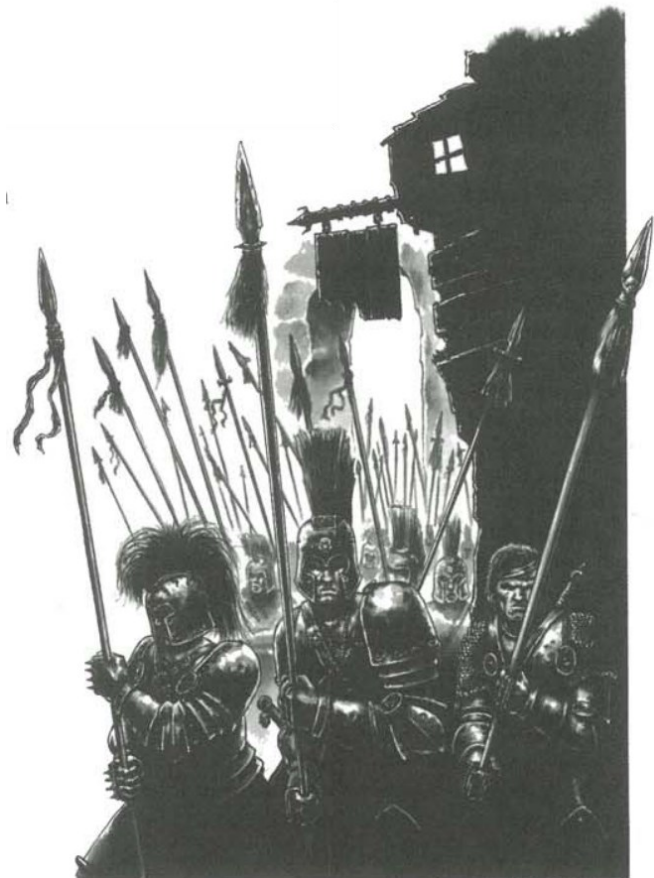
Dagger	1st free/2 gc
Mace / Hammer	3 gc
Axe	5 gc
Sword	10 gc

Armour

Light Armour	20 gc
Helmet	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: Any warband member within 6" of the Tilean Captain may use her Leadership characteristic when taking any Leadership tests. Deadly Marksman: Gain +1 to hit when shooting a crossbow. (<i>Miraglean Captain Only</i>) Hatred (Skaven): See the respective Rule for Hatred . (<i>Miraglean Captain Only</i>)								

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. (<i>Miraglean Champion Only</i>) Hatred (Skaven): See the respective Rule for Hatred . (<i>Miraglean Champion Only</i>)								

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. (<i>Miraglean Youngblood Only</i>) Hatred (Skaven): See the respective Rule for Hatred . (<i>Miraglean Youngblood Only</i>)								

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 for Hatred . (<i>Miraglean Warrior Only</i>)								

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
Miraglean Marksman	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 for Hatred . (<i>Miraglean Marksman Only</i>)								

Duellist

Cost	35Gold 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 for Hatred . (<i>Miraglean Duellist Only</i>)								

