

## Vasnov the Wolf - Druzhina Captain

60  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	4	4	3	3	1	3	1	8	-	20

Weapon	Range	Strength	Traits
Halberd	Melee	+1	Two-handed
Bow	24	3	

WARGEAR Heavy Armour

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

**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

## Bozhyn the Orc Hearer - Esaul

35  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	4	3	3	3	1	3	1	7	-	8

Weapon	Range	Strength	Traits
Halberd	Melee	+1	Two-handed

## Bogumil the Terrible - Bear Tamer

35  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	3	4	3	1	3	1	7	-	8

Weapon	Range	Strength	Traits
Halberd	Melee	+1	Two-handed

**RULES** **Bear Handler:** 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).

## Svetopolk the Bloody - Youths

15  
gc

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

Weapon	Range	Strength	Traits
2x Hammer	Melee	as User	Concussion
Bow	24	3	

## Liudyn Gmelin - Youths

15  
gc

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

Weapon	Range	Strength	Traits
2x Hammer	Melee	as User	Concussion
Bow	24	3	

## Grim Saviours of the Corrupted Fort - Warriors

25  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	3	3	3	1	3	1	7	-	0

Weapon	Range	Strength	Traits
Hammer	Melee	as User	Concussion

## Disgraced Hunters of the Frozen Hall - Streltsi

25  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
4"	3	3	3	3	1	3	1	7	-	0

Weapon	Range	Strength	Traits
Bow	24	3	
Hammer	Melee	as User	Concussion

### 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).