BANDIDOS

Warband Type
Hochland Bandits

Warband Rating
160

Fighter List

1x Priest of Morr

Warband total cost
499 gold coins

Warchest
1 gold coins

1x Bandit Prince

1x Duelist

Figher Limit
17 / 12

Rout Limit
5

2x Footpad

1x Huckster

Treasures
0 pieces

Warband Stash
Your stash is empty.

1x Pit Fighter

1x Dwarf Troll Slayer

1x Halfling Scout

2x Looters

1x Thugs

3x Gutterscum

2x Poachers

Warband Rules

Powder's Expensive!

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.

Foragers

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.

Know Who to Sell to

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.

Road Priest
Priest of Morr

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M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	8	0

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

Death Warder
Once per combat phase, the Death Warder may force his opponent to re-roll a successful wound roll on any combat that happened within 12\" of the priest.

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

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

President
Bandit Prince

62 🪙

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

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

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Dagger	Melee	as User	Enemy armour save

Sergeant at Arms
Duelist

47 🪙

M	WS	BS	S	T	W	I	A	Ld	XP
4"	4	4	3	3	1	4	1	7	12

Swordmaster
If 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.

Weapons Training
A warrior with this skill may use any hand-to-hand combat weapon he comes across, not just those in his equipment options.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Dagger	Melee	as User	Enemy armour save

Secretary
Footpad

47 🪙

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

Concealment
If an enemy warrior wishes to charge a Footpad that he cannot see (but was not declared as Hidden), 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 been declared as Hiding.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Dagger	Melee	as User	Enemy armour save

Road Captain
Footpad

47 🪙

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

Concealment
If an enemy warrior wishes to charge a Footpad that he cannot see (but was not declared as Hidden), 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 been declared as Hiding.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Dagger	Melee	as User	Enemy armour save

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Treasurer
Huckster

42 🪙

M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	3	2	3	1	3	1	6	8

Convincing Manner
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.

Slick Operator
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.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Sling	16	2	Fire twice at half range

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External Consultant
Pit Fighter

30 🪙
15 upkeep

M	WS	BS	S	T	W	I	A	Ld	XP
4"	4	3	4	4	1	4	2	7	17

Weapon	Range	Strength	Traits
Morning Star	Melee	+1	Heavy, Difficult to use
Spiked Gauntlet	Melee	as User	Parry

Helmet
The warrior treats an injury roll of 1-3 as knocked down.

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Associate Consultant
Dwarf Troll Slayer

25 🪙
10 upkeep

M	WS	BS	S	T	W	I	A	Ld	XP
3"	4	3	3	4	1	2	1	9	7

Immune to Psychology
The warrior automatically passes any Leadership-based test it is required to take.

Hard Head
Dwarves ignore the special rule Concussion (from Maces, Clubs etc.)

Hard to Kill
When rolling on the injury chart for a Dwarf, treat a roll of 1-2 as Knocked Down, 3-5 as Stunned, and 6 as Out of Action.

Weapon	Range	Strength	Traits
2x Axe	Melee	as User	Cutting edge

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Senior Consultant
Halfling Scout

15 🪙
5 upkeep

M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	4	2	2	1	4	1	8	0

Cook
A warband with a Halfling Scout may increase its maximum size by +1. Note that this does not increase the maximum number of Heroes you may have.

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

Helmet 🧑‍🦱
The warrior treats an injury roll of 1-3 as knocked down.

Prospects
2x Looters

54 🪙

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

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 multi- ple chances that his warband members got the equipment off of each downed warrior.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Sling	16	2	Fire twice at half range

Supporter
Thugs

30 🪙

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

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save

Hangarounds
3x Gutterscum

30 🪙

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

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save

Member
2x Poachers

70 🪙

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

Trailblazers
The warband may reroll one D6 for each Poacher in the Exploration phase.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save

WEAPON TRAITS

Holy Relic

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Concussion

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

Two-handed

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

Holy Weapon

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

Enemy armour save

An enemy wounded by this gains a +1 bonus to his armour save and a 6+ armour save if he normally has none

Fire twice at half range

May choose to fire twice per turn with an extra -1 to hit penalty on both shots, but only when the warrior did not move and the target is within half range (9?).

Heavy

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

Difficult to use

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

Parry

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

Durable

The warrior treats an injury roll of 1-3 as knocked down.

Cutting edge

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