

Amazons

Maximum Warband Size: 15

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		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 choose 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 choose 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 1 - any number of models (Every warband needs at least one Amazon Warrior)

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Amazon Warrior 4 3 3 3 3 1 3 1 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
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Scout 4 3 3 3 3 1 3 1 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*.



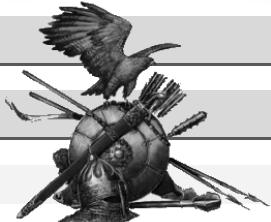
Arabian Tomb Raiders

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 & 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.



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 Bergjager. When any model moves within 2" of the marker, roll a D6. On a score of 3+ the model suffers a S4 hit (the Bergjager 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 not choose Strength 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
Club / Mace	3 gc
Axe	5 gc
Sword	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
Club / Mace	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
Weapons/Armour	May choose from the Beastman Equipment list.								
Skill Lists	Combat, Strength, Speed, Special								
Special Rules	Leader: See the respective rule in the <i>Leadership & 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
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 (+1*)	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)

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.

Bloodgreed: If a Minotaur puts all of its enemies out of action in hand-to-hand combat, it becomes subject to **Frenzy** (see the respective rule in the **Leadership & Psychology** section) 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.

Black Orcs

Maximum Warband Size: 12

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
	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 combat as Stunned 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

Cost	90 Gold Crowns to hire									
Quantity	1									
Experience	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 Black Orc Equipment list.									
Skill Lists	Combat, Shooting, Strength, Speed, Special									
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Black Orc: Model starts with a natural +1 Armour Save.									
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.										

Black Orcs

Cost	60 Gold Crowns to hire									
Quantity	0 - 2									
Experience	8 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Black Orc	4	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	4	2	2	3	4	1	2	1	6	
Weapons/Armour	May choose from the Henchman Equipment list.									
Skill Lists	Combat, Shooting, Special									
Special Rules	Black Orc Blood: One Young'un may be upgraded to Black Orc Blood a Black Orc Young'un for 10gc. This upgrade allows him to take the Proven Warrior skill upgrade, thus making him a fully-fledged Black Orc Warrior									

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 2 1 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 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 - 4

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 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 Strength 5 that automatically hits and ignores armour saves.





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 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 Impetuous

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 / 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
Longbow	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
Longbow	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
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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
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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
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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	3	3	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 Nurgle's Rot (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 Nurgle's Rot , 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 Nurgle's Rot . 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	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Wizard: 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	2	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 Nurgule'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>								



Cult of the Possessed



Maximum Warband Size: 15

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

DarkSouls 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	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. 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: The Possessed <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.



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	1	9
Weapons/Armour	May choose from the Dark Elves Equipment list.									
Skill Lists	Combat, Shooting, Academic, Speed, Special									
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Hatred (High Elves): See the respective rule in the <i>Leadership & 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	1	8
Weapons/Armour	May choose from the Dark Elves Equipment list.									
Skill Lists	Combat, Shooting, Academic, Speed, Special									
Special Rules	Melee Specialists: Fellblades may not use missile weapons of any sort. Hatred (High Elves): See the respective rule in the <i>Leadership & 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	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	Wizard: Starts with a single spell chosen at random from the <i>Dark Magic</i> list. Hatred (High Elves): See the respective rule in the <i>Leadership & 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 <i>Leadership & Psychology</i> 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	8
Weapons/Armour	May choose from the Dark Elves Equipment list.								
Special Rules	Hatred (High Elves): See the respective rule in the <i>Leadership & Psychology</i> 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 <i>Leadership & Psychology</i> section. Natural Stealth: If a Dark Elf is Hiding, enemy models suffer -1 to their Initiative value for determining if they can detect him.								



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.





Dwarf Rangers



Maximum Warband Size: 12

Dwarf Rangers Special Rules

Don't Trust 'Em	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.
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 & 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.
Distrust Magic	Dwarves may never take the Arcane Lore skill.

Dwarf Rangers 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.

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	Rune of Stone	+1 to Armour Save.	Difficulty 8
2	Rune of Sharpness	-1 Armour Save modifier to weapon	Difficulty 6
3	Rune of Speed	Initiative doubled on weapon.	Difficulty 7
4	Rune of Warding	Special 4+ save Vs. Spells affecting target (placed on belt, armband, etc. Cost to replace: 1 GC)	Difficulty 8
5	Rune of Accuracy	+1 to hit on weapon	Difficulty 9
6	Rune of Striding	+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	Gromril 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	Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour									

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

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	Stubborn: A Dwarf Longbeard may reroll any failed Leadership test he is required to take. Hard Head, Hard to Kill, Hatred (Orcs & Goblins), Used to Armour									

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



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

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

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



Forest Goblins

Maximum Warband Size: 20

Forest Goblins Special Rules

Natives	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.	
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 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

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

Braves

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

Goblin Shaman

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

Weapons/Armour May choose from the Forest Goblin Henchmen Equipment list.

Special Rules **Animosity:** 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	3	1	3	1	6

Weapons/Armour May choose from the Forest Goblin Henchmen Equipment list.

Special Rules **Animosity:** See the respective Forest Goblin Special Rule.

Berserkers: Red Toof Boyz are subject to **Frenzy** (see the respective rule in the **Leadership & Psychology** 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	3	1	3	1	6

Weapons/Armour -

Special Rules **Animosity:** See the respective Forest Goblin Special Rule.

Sluggas: 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 the Gigantic Spider, even if it is not the closest target.

Animals: Gigantic Spiders never gain Experience. Note however that they may climb as normal.

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 its actions.





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

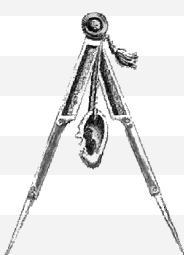
Hand-to-hand Combat Weapons		Armour	
Dagger	1st free / 2 gc	Light Armour	20 gc
Mace / Hammer	3 gc	Heavy Armour	50 gc
Axe	5 gc	Shield	5 gc
Sword	10 gc	Buckler	5 gc
Double-handed Weapon	15 gc	Helmet	10 gc
Spear	10 gc		
Halberd	10 gc		
Morningstar	15 gc		

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
Weapons/Armour	May choose from the Gunnery Equipment list.								
Skill Lists	Combat, Shooting, Academic, Strength, Speed								
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Hunter: 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
Weapons/Armour	May choose from the Gunnery Equipment as well as the Marksmen Equipment list.								
Skill Lists	Shooting, Academic, Speed								
Special Rules	Expert Weaponsmith: 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
Weapons/Armour	May choose from the Gunnery Equipment list.								
Skill Lists	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 choose 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

Hired Swords	Bandits may hire any Hired Swords allowed to a Human Mercenary warband.
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.

Hochland Bandits Special Skills

Banditry	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.
Hide in Shadows	An enemy warrior attempting to detect this warrior when he is Hidden must halve his Initiative (round up) before measuring the distance.
Jump Back	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!).
Sniper	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!
Throw Voice	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 & 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 choose from the Bandits Equipment list.									
Skill Lists	Combat, Shooting, Speed, Special									
Special Rules	Concealment: 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 been declared as <i>Hiding</i> .									

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 choose from the Duelists Equipment list.									
Skill Lists	Combat, Shooting, Speed, Special									
Special Rules	Swordmaster: 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.									
	Weapon Knowledge: 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 choose from the Cowards Equipment list.

Skill Lists Academic, Special

Special Rules **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.

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	4	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 **Utterly Inept:** 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	5 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	5 gc		

Missile Weapons

Bow	10 gc
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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): See the respective rule in the *Leadership & Psychology* section.

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 choose from the Horned Hunter Heroes Equipment list.

Skill Lists Combat, Academic, Strength, Speed, 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	3	3	3	3	1	3	1	7

Weapons/Armour May choose 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 30 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

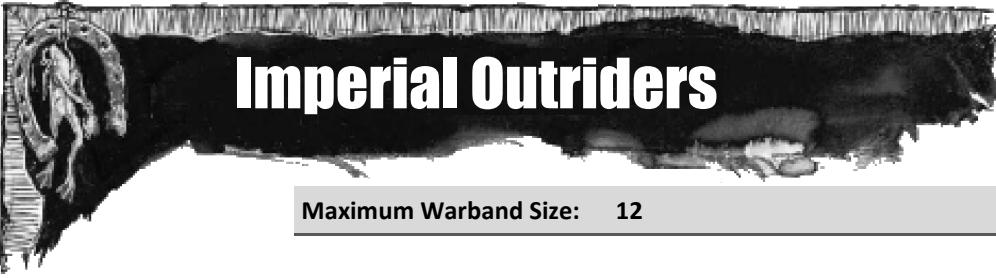
Experience 0 xp

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

Weapons/Armour -

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





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 *Riding Horse*.

This may be upgraded to a *Warhorse* for an additional +40 gc.

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

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

Ride: The Knight has the *Ride* 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 *Riding Horse*.

This may be upgraded to a *Warhorse* for an additional +40 gc.

Skill Lists Combat, Shooting, Strength, Speed, Cavalry

Special Rules **Ride:** The Outrider has the *Ride* 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 *Riding Horse*.

Skill Lists Combat, Shooting, Speed, Cavalry

Special Rules **Ride:** The Scout has the *Ride* skill (see optional rules).

Henchmen (in groups of 1-5)

Chasseurs

Cost	55 Gold Crowns to hire									
Quantity	0 - 5									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Looter	4	3	4	3	3	1	3	1	1	7
Weapons/Armour	May choose from the Imperial Outriders Equipment list. The Outrider comes with a <i>Riding Horse</i> .									
Special Rules	Ride: 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	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	Ride: The Hussar has the <i>Ride</i> skill (see optional rules). Combat Riding: 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	1	6
Weapons/Armour	May choose from the Scouts Equipment list. The Outrider comes with a <i>Riding Horse</i> .									
Special Rules	Ride: The Groom has the <i>Ride</i> skill (see optional rules). Horse Handling: 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 3 3 4 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	3	1	6

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

Skill Lists 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 Kislev Warriors Equipment list.

Cossacks

Cost 30 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

Cost	25 Gold Crowns to hire								
Quantity	0 - 3								
Experience	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

Cost	125 Gold Crowns to hire								
Quantity	0 - 1								
Experience	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

Scally skin	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.
Armour	The cost of light armour is always 50 gc, even if you are buying it from Equipment chart.
Cold Blooded	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.
Aquatic	Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.
Jungle born	All Skinks can move through jungle terrain without penalty.
Saurus Rarity	A Lizardman warband may never include more Saurus braves than Skink braves.
Saurus Traditions	Saurus cannot receive the Academic skill and can never use missile weapons. Skink Heroes may buy Dark Venom at a cost of 20 pts and Black Lotus at a cost of 10 pts, both of these items are treated as a common item. However the poison may only be used on missile weapons.
Poisoned Weapons	Saurus warriors may buy Dark Venom or Black Lotus and use it on their close combat weapons, and they have to buy it as normal from the Trading chart. Skink henchmen may buy Venom for their missile weapons at a cost of 5 pts per weapon as a common item. This adds +1 to the Strength of the weapon but does not grant the -1 save modifier. The poison only lasts for one battle only and remember that all the henchmen in a group must be armed in the same manner.

Lizardmen Special Skills

Infiltration	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>)
Great Hunter	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>)
Bellowing Battle Roar	Enemy models in base contact suffer -1 to hit in the first round of combat. (<i>Saurus Heroes Only</i>)
Toughened Hide	The Saurus will only be taken <i>Out of Action</i> on a 6+. (<i>Saurus Heroes Only</i>)

Lizardmen Sacred Markings

Any Hero may only have a single Sacred Marking and these may only be bought when you recruit the Hero, not in the middle of a campaign.

Oversized Jaws	40 gc	The Hero may make his bite attack with +1 Strength. (Saurus Only)
Poison Glands	40 gc	The Hero may choose to make any number of attacks with his teeth instead of his weapons; these attacks are treated just like a Saurus bite attack. These attacks have a +1 save modifier, regardless of the Strength of the Skinks. In addition add +1 to the roll on the Injury table as well. (Skinks only)
Mark of the Old Ones	50 gc	The Hero may change one of his failed dice rolls into a successful one; this mark may only be used once per battle and only on actions that the Hero is making himself. You may use this mark on a failed Rout test if you wish.

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 choose 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 choose 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	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 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	Aquatic, Jungle Born, Scaly Skin : +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	Fearsome : See the respective Strength Skill. Large Target : Any model may shoot at a Kroxigor, even if it is not the closest target. Scaly Skin : +3 natural armour save Animals : Kroxigors never gain Experience. Aquatic									





Mercenaries

Maximum Warband Size: 15

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)

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

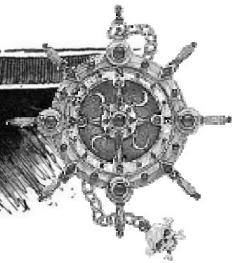
Profile	M	WS	BS	S	T	W	I	A	Ld
Swordsman	4	4	3	3	3	1	3	1	7

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

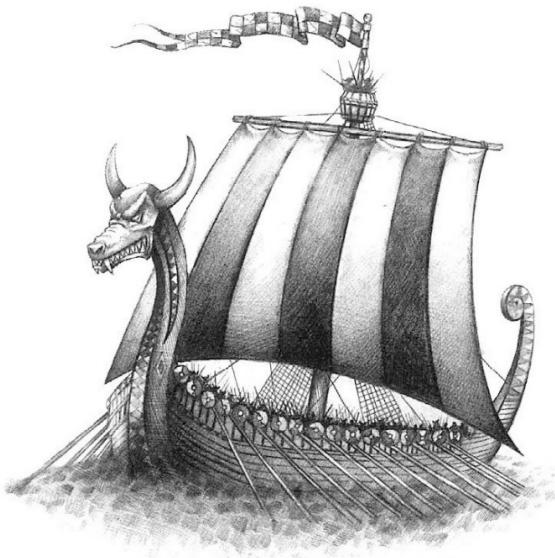
Barbarian Courage This hero never needs to take all alone tests and may re-roll failed fear tests.

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 70 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 choose 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 4 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	Check the following conditions in the order below
	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.
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

Well 'ard	The Orc gains +1 to his armour save.
'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 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 combat as Stunned 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

Cost 80 Gold Crowns to hire

Quantity 1

Experience 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

Cost 40 Gold Crowns to hire

Quantity 0 - 2

Experience 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

Cost 40 Gold Crowns to hire

Quantity 0 - 1

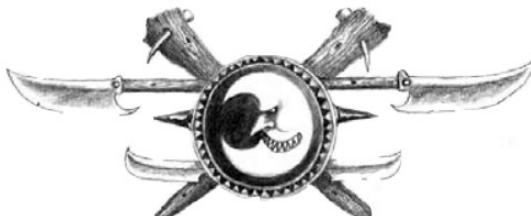
Experience 10 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Orc Shaman	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	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.



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, Strength, Speed, Special

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

Blood Brother

Cost 35 Gold Crowns to hire

Quantity 0 - 2

Experience 12 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 choose from the Ostlanders Equipment list.

Skill Lists Combat, Strength, Special

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 choose from the Ostlanders Equipment list.

Skill Lists Combat, Academic, Strength, Speed, 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 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

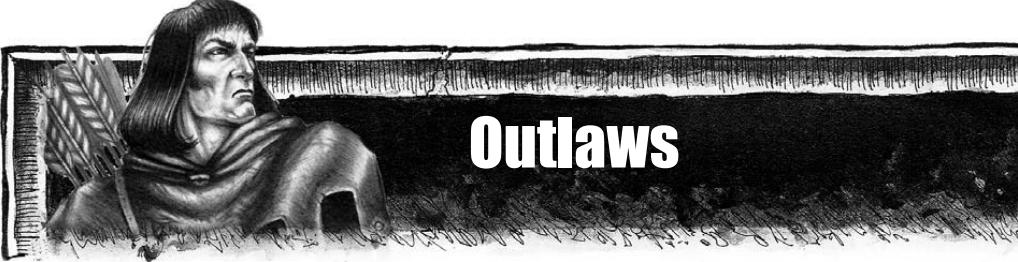
Weapons/Armour May choose from the Ogre Equipment list.

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).



Outlaws

Maximum Warband Size: 15

Outlaws Special Rules

Natural Hunters	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.
Hired Swords	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 choose 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 choose 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 choose 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.





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

Succession	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.
	<p>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</p> <p>Kidnapped! 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.</p>
	<p>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.</p>
Swabbies	<p>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.</p> <p>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.</p>
	<p>Hired Swords and Special Characters are too skilled to be taken off in this manner, and can never be recruited.</p> <p>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:</p>
	<p>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.</p> <p>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.</p>
	<p>In one-off games, a Pirate Warband starts with two Swabbies for free.</p>
Swords for Hire	<p>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!).</p>

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		- Ball Shot	5 gc
Toughened Leathers	7 gc	- Chain Shot	2 gc
Helmet	10 gc	- Grape Shot	2 gc
Light Armour	20 gc		

Heroes

Pirate Captain

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

Mates

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

Cabin Boys

Cost	15 Gold Crowns to hire									
Quantity	0 - 2									
Experience	0 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Cabin Boy	4	2	2	3	3	1	3	1	6	
Weapons/Armour	May choose from the Pirates Equipment list.									
Skill Lists	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	2	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 choose 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 choose 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 choose 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	20 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

Bulging Biceps	The Pit Fighter may ignore the <i>Heavy</i> rule for all weapons.
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Force of Will	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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Arms Master	The Pit Fighter may ignore the Difficult to use rule for all weapons.
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Body Slam	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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Grizzled Veteran	The Pit Fighter is Immune to Psychology 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 <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.



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

Pit Fighter: 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 choose from the Troll Slayer Equipment list.

Skill Lists Combat, Strength, Special

Pit Fighter: See the respective Strength skill.

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

Grudgebearers: If the Pit Fighters ever hire any kind of Elven Hired Sword, he will leave the Warband immediately!

Slayer Skills: Troll Slayers may choose from the Troll Slayer Special Skills table.

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*.

Hatred (Orcs & Goblins): See the respective rule in the *Leadership & Psychology* section.

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 choose from the Pit Fighter Equipment list.

Skill Lists Combat, Strength, Speed, Special

Pit Fighter: 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	Pit Fighter: See the respective Strength skill.									

Pursuers

Cost	25 Gold Crowns to hire									
Quantity	0 - 7									
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	Pit Fighter: See the respective Strength skill. Evade: 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	Pit Fighter: See the respective Strength skill. 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).									



Shadow Warriors

Maximum Warband Size: 12

Shadow Warriors Special Rules

Kindred Hatred	Shadow Warriors are subject to Hatred of all <i>Dark Elves</i> (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 Shadow Weavers .
Powerful build	An Elf with this skill may choose skills from the Strength table. The Shadow Weavers 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
Ithilmar Weapons	2x weapons price		
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
Weapons/Armour	May choose from the Shadow Warrior Equipment list.								
Skill Lists	Combat, Shooting, Academic, Speed, Special								
Special Rules	Leader: See the respective rule in the <i>Leadership & Psychology</i> section. Hatred (Dark Elves): See the respective rule in the <i>Leadership & 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
Weapons/Armour	May choose from the Shadow Warrior Equipment list.								
Skill Lists	Combat, Shooting, Speed, Special								
Special Rules	Hatred (Dark Elves): See the respective rule in the <i>Leadership & 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
Weapons/Armour	May choose from the Shadow Warrior Equipment list. May not cast spells if wearing armour.								
Skill Lists	Combat, Academic, Speed, Special								
Special Rules	Wizard: Starts with a single spell chosen at random from the <i>Shadow Magic</i> list. Hatred (Dark Elves): See the respective rule in the <i>Leadership & 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

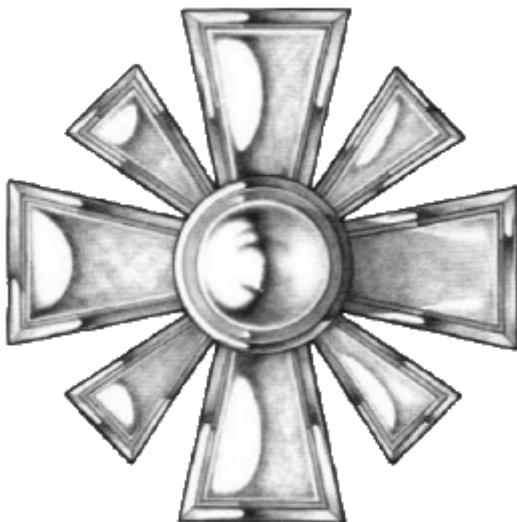
Cost 25 Gold Crowns to hire

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.





The Sisters of Sigmar

Maximum Warband Size: 15

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 is subject to Hatred against 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		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, 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, Academic, 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 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)

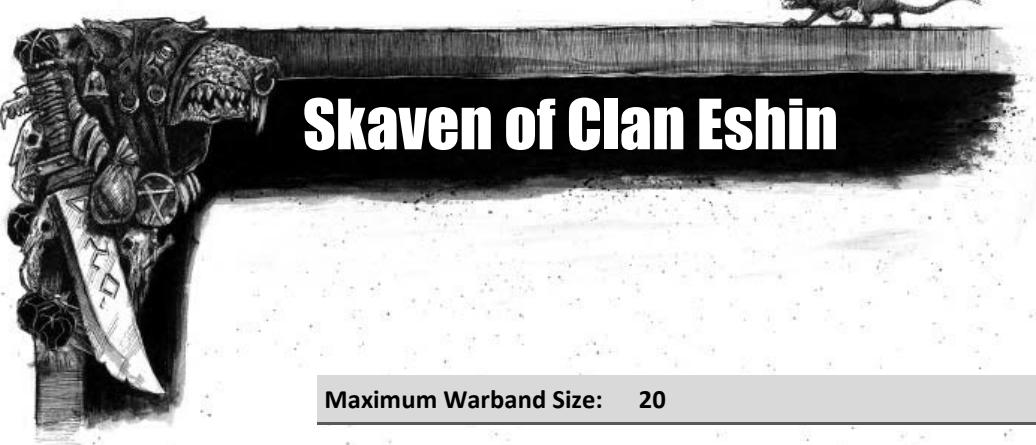
Quantity 0 - 10

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.





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
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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 & Psychology</i> section. Perfect Killer: 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	Academic, Speed, Special									
Special Rules	Wizard: 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
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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
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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.



Skaven of Clan Pestilens

Maximum Warband Size: 15

Clan Pestilens 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.
Censer Bearer	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 Frenzy and the only weapon he may use in close combat is a censer.
Rotten Body	A Clan Pestilens member with this skill is Immune to Poison 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.
Contagious	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.
Ignore Pain	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 " Stunned " injuries as " Knocked Down ".



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 Combat, 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.





Tilean Mercenaries

Maximum Warband Size: 15



Tilean Mercenaries Special Rules

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

Mirageans	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
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
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

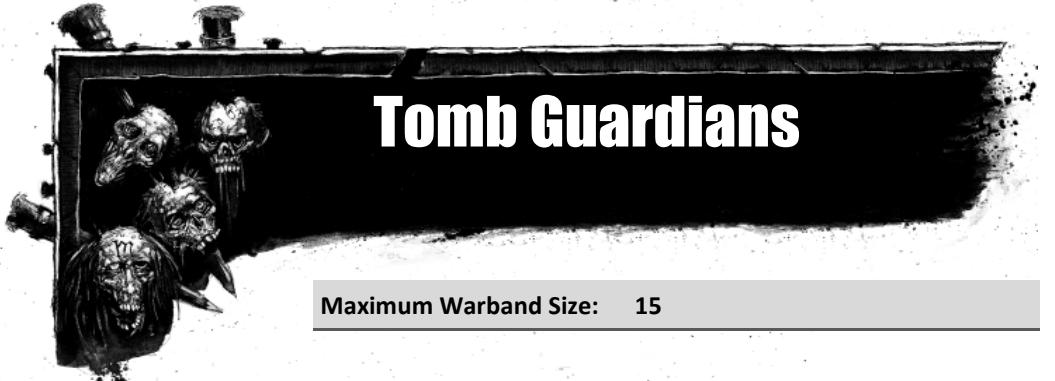
Quantity 0 - 5

Experience 0 xp

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

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	10 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 (Liche Priest only)

Heroes

Tomb Lord

Cost 150 Gold Crowns

Quantity 1

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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 a Tomb Lord.

Liche Priest

Cost 55 Gold Crowns

Quantity 0 - 1

Experience 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Liche Priest	4	2	2	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

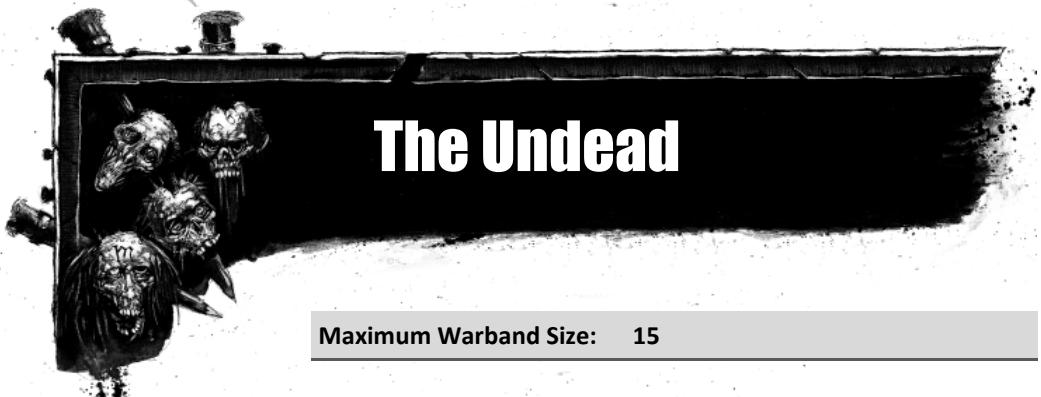
Weapons/Armour -

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.





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

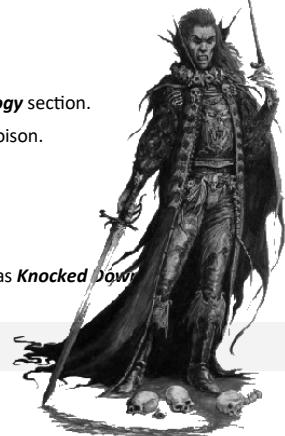
Special Rules **Leader:** See the respective rule in the *Leadership & Psychology* section.

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.

No Pain: Zombies treat a *Stunned* result on the Injury chart as *Knocked Down*.



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	15 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>Fearsome: See the respective Strength skill.</p> <p>Immune to Poison: Zombies are immune to any kind of poison.</p> <p>Immune to Psychology: Zombies automatically pass any Leadership-based test they are required to take.</p> <p>No Brain: Zombies never gain Experience.</p> <p>No Pain: Zombies treat a <i>Stunned</i> result on the Injury chart as <i>Knocked Down</i>.</p> <p>May not run: 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>Fearsome: 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>Fearsome: See the respective Strength skill.</p> <p>Immune to Poison: Dire Wolves are immune to any kind of poison.</p> <p>Immune to Psychology: Dire Wolves automatically pass any Leadership-based test they are required to take.</p> <p>No Brain: Dire Wolves never gain Experience.</p> <p>No Pain: Dire Wolves treat a <i>Stunned</i> result on the Injury chart as <i>Knocked Down</i>.</p> <p>Charge: Dire Wolves gain +1 Attack during the turn they charge.</p>								

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 20 Gold Crowns

Quantity Any number of models

Experience 0 xp

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

Weapons/Armour -

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



Hired Swords

Recruiting Hired Swords

This section introduces Hired Swords – professional mercenaries – to Mordheim campaign games.

A player can recruit Hired Swords when he creates his warband, or during the campaign phase after a game. Hired Swords do not count towards the maximum number of warriors or Heroes a warband may have on its roster and don't affect your income from selling wyrdstone.

However, Hired Swords do count as part of the warband for purposes of Rout tests, etc. whilst in battle.

A player cannot buy extra weapons or equipment for a Hired Sword, and he cannot sell the Hired Sword's weapons or equipment.

To reflect their rarity, you can only have one of each type of Hired Sword in your warband. You may not use the Leadership of any of the Hired Swords for Rout tests.

Hire fee

When a warband recruits a Hired Sword, you must pay his *hire fee*.

Subsequently, after each battle he fights, including the first, you must pay his *upkeep fee* if you want him to remain with the warband.

These costs are indicated in the entries for each Hired Sword.

The money paid to Hired Swords comes from the warband's treasury in the same way as buying new weapons or recruiting new warriors.

If the Hired Sword is killed, or you no longer require his services, you don't have to pay any upkeep!

If you don't have enough gold to pay for the Hired Sword, or want to spend it on other things, he leaves the warband.

Either way, any experience he has gained will be lost, even if you hire a new Henchman of the same type.

Injuries

If a Hired Sword goes *out of action* during the game, roll for his injuries as you would roll for a Henchman after a battle.

Hired Swords and experience

Hired Swords gain experience in exactly the same way as Henchmen.

Refer to the scenarios to find out how much experience Hired Swords gain after each game.

Write the name and profile of a Hired Sword on your roster sheet in one of the Henchman group slots.

Once the Hired Sword gains enough experience for an advance, roll on the Heroes Advancement table (as opposed to Henchmen) to determine which advance he gains.

Skills available to the Hired Swords are listed under their entries.

Merchant

Cost 20 gold crowns + 10 gold crowns upkeep

May be hired Any good aligned warband

Experience 10 xp

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

Weapons/Armour Scimitar (Sword)

Skill Lists Academic, Merchant Skills

Special Rules **Haggle:** See the respective Academic Skill.

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

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

Black Market	
D6	Effect
1	Nothing available
2	Dark Venom or Black Lotus (D3 doses)
3	Crimson Shade (D3 doses)
4	Mandrake Root or Madcap Mushrooms (D3 doses)
5	Stiletto (+1 Attack per turn at
6	Blowpipe

Foreign Wares	
D6	Effect
1	Nothing available
2	Venom Ring
3	Lamp of the Djinn or Monkey's Paw
4	Magic Carpet or Tufenk
5	Elven Cloak
6	Cathayan Silks

Fencer*	
D6	Effect
1	Halfling Cook Book
2	Ithilmor Weapon
3	Gromril Weapon
4	Tome of Magic
5	Hunting Rifle or Elven Bow
6	Brace of Duelling Pistols

* All items on the Fencer cost only half price. However roll a D6 after your purchase. On a roll of 1, the item is useless.

Merchant Skills

Stone Cutter

Whenever the warband sells its wyrdstone the, roll a D6 to discover how much additional gold the wyrdstone is worth:

D6	Effect
1 - 2	Lose 2D6 gold crowns
3 - 4	Gain 2D6 gold crowns
5 - 6	Gain 3D6 gold crowns

Guardian

The Merchant has 'acquired' a bodyguard that will always remain within 1" of the Merchant at all times. He may not be used for anything other than to protect the Merchant.

Guardian

Profile	M	WS	BS	S	T	W	I	A	Ld
Merchant Guardian	4	4	2	4	3	1	3	1	8
Weapons/Armour	Sword, Light Armour, Shield and Helmet.								
Skills	-								
Special Rules	Intercept: Any attacks (shooting and close combat) will be directed at the Guardian and if charged place the bodyguard in front of the Merchant to protect him. The bodyguard will not charge unless the Merchant also charges and cannot intercept an attack if already engaged in combat. Fully Advanced: The Guardian does not gain experience								

Bard

Cost 20 gold crowns to hire + 10 gold crowns upkeep

May be hired Mercenaries, Sisters of Sigmar and Witch Hunters

Experience 8 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Big Game Hunter	4	3	3	3	3	1	3	1	7
Weapons/Armour	Sword, Dagger, Light Armour								
Skill Lists	Academic, Speed								
Special Rules	Songster: Any friendly model within 6" of a Bard may re-roll any failed Leadership test with a +1 to Leadership, including rout tests.								

Beast Hunter

Cost	35 gold crowns to hire + 15 gold crowns upkeep								
May be hired	Any warband other than Skaven, Beastmen, Undead, Orcs & Goblins, Possessed and Carnival of Chaos may hire a Beast Hunter.								
Experience	18 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Beast Hunter	4	3	4	3	3	1	4	2	7
Weapons/Armour	Two Axes, Throwing Axe (counts as a Throwing Knife with + 1 Strength), Light Armour								
Skill Lists	Combat, Strength								
Special Rules	Hatred (All Beastmen): See the respective rule in the Leadership & Psychology section. Additionally the Beast Hunter will fight for no upkeep cost in battles involving Beastmen. Skull Rack: Causes <i>Fear</i> on all Beastmen.								
	Predator: In any battle that is set in the wilderness (i.e. not within Mordheim) that involves Beastmen, the Beast Hunter may be set up after both warbands have deployed. He may be set up anywhere on the board that is hidden and outside of the enemy deployment zone.								

Big Game Hunter

Cost	40 gold crowns to hire + 18 gold crowns upkeep								
May be hired	Any human Warband.								
Experience	16 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Big Game Hunter	4	3	4	3	3	1	4	1	7
Weapons/Armour	Sword, Dagger, Net, Light Armour, Hunting Rifle (same as a Hochland Long Rifle).								
Skill Lists	Shooting, Academic								
Special Rules	Set Traps: The Hunter may place up to six counters to represent these traps on the board immediately after the Hunter model is placed. They must be placed at ground level with at least 6" between them. Any model (except the Hunter) that moves within 3" of a trap counter must roll a D6. On a 1-3, nothing happens. On a 4-6, the model takes a single hit automatically at the strength shown on the dice. The trap counter is then removed. A single model can only set off one trap at a time. If an animal of any sort is put Out of Action by a trap it is automatically removed from the warbands roster.								

Black Orc Overseer

Cost 60 gold crowns + 40 gold crowns upkeep

May be hired Any Greenskin Warband

Experience 15 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Orc Overseer	4	4	3	4	4	1	2	1	7
Weapons/Armour	Heavy Armour, helmet. He may choose between two Axes or a Double-handed weapon (Axe).								
Skill Lists	Strength, Combat, Orc Special Skills								
Special Rules	Said 'Shut it'! : Any orcs or goblins within 6" of the Black Orc do not suffer from the effects of Animosity. The rest of the warband tests as normal. Who's Da Man! : If any Goblin leader is taken OOA during the battle, the Black Orc HS steps up to replace him. For the duration of the battle he gains the "Leader" ability. If the Goblin leader gets the "Killed" result after the battle, then the Black Orc decides to fill the new vacant position permanently. The Black Orc becomes the new warband leader, but he keeps his upkeep cost. The Black Orc does not count towards the warband size when selling treasure.								

Bounty Hunter

Cost 40 gold crowns to hire + 15 gold crowns upkeep

May be hired Any warband except Possessed, Undead, Skaven and Orcs

Experience 20 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Bounty Hunter	4	4	3	4	3	1	4	1	8
Weapons/Armour	Sword, Dagger, Pistol, Crossbow, Heavy Armour, Helmet, Rope & Hook, Lantern.								
Skill Lists	Shooting, Combat, Strength, Speed								
Special Rules	Capture : At the start of each battle nominate one of your opponent's heroes as the Bounty Hunter's mark. The Bounty Hunter gets a +1 to hit this model and must always move towards them (if he can see them), unless he can shoot (in which case choose). If the Bounty Hunter successfully takes the hero Out of Action he the warband gains half of the hero's gold value as payment. The Bounty Hunter also gains +D3 experience if he survives the game and the Bounty Hunter's side wins. After the battle do not roll on the serious injury table for the Hero, he simply counts as captured.								

Chameleon Skink

Cost 70 gold crowns to hire + 12 gold crowns upkeep

May be hired Lizardmen warbands only

Experience 16 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Chamelon Skink	6	4	4	4	2	1	5	1	7

Weapons/Armour Dagger, Blowpipe with poison darts, Buckler

Skill Lists Shooting, Speed, Lizardmen Special Skills

Special Rules **Scaly Skin:** +1 natural armour save

Cold Blooded: 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.

Aquatic Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.

Jungle born: All Skinks can move through jungle terrain without penalty

Chameleon Skin: Foes halve their Initiative when trying to detect the Chameleon Skink when Hidden. In addition Chameleon Skinks are at -2 to hit with missile fire.

Infiltrator: See the respective Lizardmen Special skill.

Clan Skyre Rat Ogre

Cost	100 gold crowns to hire + 1 piece of Wyrdstone upkeep.										
May be hired	Skaven Warbands only										
Experience	25 xp										
Profile	M	WS	BS	S	T	W	I	A	Ld		
Rat Ogre	4	3	3	5	5	3	1	3	10		
Weapons/Armour	Jaws and claws! In addition the Rat Ogre is armed with an small warpfire Thrower on its mechanical left arm. The part-mechanical body of the Rat Ogre is very hardy and confers 4+ armour save.										
Skill Lists	The Clan Skyre Rat Ogre is a nightmarish bio-mechanoid creation that is solely driven by the dark sorcery of the Clan Skyre Warlocks and so gains no experience.										
Special Rules	<p>Large Target: Any model may shoot at a Rat Ogre, even if it is not the closest target.</p> <p>Fearsome: See the respective Strength Skill.</p> <p>Bio Machinery: The Clan Skyre Rat Ogre is not alive as such, being a monstrous combination of dead flesh, arcane Skaven technology and dark sorcery. The Clan Skyre Rat Ogre is immune to psychology and never leaves combat.</p> <p>May not run: The Clan Skyre Rat Ogre may not run.</p> <p>Immune to Poison: The Clan Skyre Rat Ogre is immune to any kind of poison.</p> <p>Unreliable: At the beginning of each turn, the Skaven player should roll a D6 to activate and work the Rat Ogre. On a roll of 2-6 the Rat Ogre may be moved normally. On the roll of a 1 roll again on the malfunction table below:</p>										
D6	Name	Effect									
1	Explodes	All models within 6" of the Rat Ogre receive a single Strength 5 hit. The Rat Ogre is immediately removed from the warbands roster.									
2	Goes Berserk!	From now until the end of the game, at the start of each of the Skaven player's turns the Rat Ogre will move randomly - if there are any warriors within charge range (of either side) it will charge them otherwise it will move full pace towards the nearest warrior.									
3	Shuts Down	The Rat Ogre stops taking part in the rest of the battle. It is hit automatically if engaged in close combat.									
4	Temporary loss of control	The Rat Ogre moves in a random direction and if it comes in to contact with any warrior; (of either side) it attacks and counts as charging. If it does not move into contact with any warriors but there are warriors within range of its Warpfire thrower, it will fire this at them instead.									
5 - 6	Freezes	The Rat Ogre just freezes on the spot for this turn. It is hit automatically if engaged in close combat									

Dark Elf Assassin

Cost	70 gold crowns to hire + 25 gold crowns upkeep									
May be hired	Any evil warband									
Experience	25 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Dark Elf Assassin	5	5	5	4	4	1	7	1	8	
Weapons/Armour	Dark Elf Sword, Dagger, Repeater Crossbow, Dark Venom, Light Armour and Elven cloak.									
Skill Lists	Combat, Shooting, Academic, Strength, Speed, Dark Elf Special Skills									
Special Rules	Hatred (High Elves): See the respective rule in the <i>Leadership & Psychology</i> section. Perfect Killer: 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).									

Duelist

Cost	35 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any warband except Skaven and Undead									
Experience	18 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Duelist	4	4	3	3	3	1	4	2	7	
Weapons/Armour	Dagger, Sword, Duelling Pistol, Cloak (counts as a buckler)									
Skill Lists	Combat, Shooting									
Special Rules	Darting Steel: The Duelist may parry using his sword and buckler if he can roll under his weapon skill and not more than his opponent's highest hit roll as per the normal rules.									

Dwarf Troll Slayer

Cost	25 gold crowns to hire + 10 gold crowns upkeep									
May be hired	Mercenaries and Witch Hunters may hire a Dwarf Troll Slayer. Warbands that include Elves may hire Slayers, but must pay 20 gold crowns after each battle instead of 10 gold crowns									
Experience	12 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Troll Slayer	3	4	3	3	4	1	2	1	9	
Weapons/Armour	Two axes or a Double-handed weapon (Axe)									
Skill Lists	Combat, Strength, Troll Slayer Special Skills									
Special Rules	Immune to Psychology: Troll Slayers automatically pass any Leadership-based test they are 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 <i>Knocked Down</i> , 3-5 as <i>Stunned</i> , and 6 as <i>Out of Action</i> .									

Dwarf Runesmith Journeyman

Cost	30 gold crowns to hire + 15 gold crowns upkeep								
May be hired	Mercenaries and Witch Hunters may hire a journeyman. Warbands that include Elven hired swords must pay 30 gold crowns after each battle instead of 15 gold crowns								
Experience	15 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Rune Smith	3	4	3	3	4	1	2	1	9
Weapons/Armour	Gromril Hammer, Heavy Armour.								
Skill Lists	Combat, Strength , Dwarf Special Skills								
Special Rules	<p>Runesmith: Starts with a single rune chosen at random from the Dwarven Runes list.</p> <p>A Runesmith Journeyman may inscribe runes as detailed below. In addition the Runesmith Journeyman may learn a new rune instead on a new skill.</p> <p>Used to Armour: Dwarfs never suffer movement penalties for wearing armour.</p> <p>Armourer: The warband may purchase one item per post game trading session from the following: Axe, Hammer, Sword, Double-handed weapon, Helmet, Shield, Light Armour or Heavy Armour at a discount of 2D6 to a minimum price of 1GC. This applies only if the Runesmith did not go out of action.</p> <p>Hard Head: Dwarves ignore the special rule Concussion (from Maces, Clubs etc.)</p> <p>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>.</p>								

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. Runes may be inscribed on axes, hammers, swords, two handed weapons, helmets, shields, light and heavy armour. 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). A gromril item (including Dwarf Axes) may re-roll a result of 2.

Durable: If a natural 12 is rolled when inscribing the Rune it becomes durable. Roll a D6 after each battle (but not the first). On a roll of 1 or 2 it fades and ceases to be effective, otherwise it will be effective in the next battle.

D6	Rune	Effect	Difficulty
1	Rune of Iron	Gain a 6+ ward save. (Armour)	Difficulty 6
2	Rune of Stone	+1 Armour Save (Armour)	Difficulty 6
3	Rune of Fury	+1 Attack (Weapon)	Difficulty 7
4	Rune of Striking	+1 Weapon Skill (Weapon)	Difficulty 6
5	Rune of Speed	+1 Initiative (Weapon)	Difficulty 5
6	Rune of Cleaving	+1 Strength (Weapon)	Difficulty 8

Elf Ranger

Cost	40 gold crowns to hire + 20 gold crowns upkeep								
May be hired	Mercenaries and Witch Hunters may hire Elf Rangers. Warbands which include Dwarfs must pay 40 gold crowns after each battle instead of 20.								
Experience	12 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Elf Ranger	5	4	5	3	3	1	6	1	8
Weapons/Armour	Elf Bow, Sword and Elven Cloak.								
Skill Lists	Shooting, Speed, Elf Ranger Special Skills								
Special Rules	Seeker: When rolling on the Exploration chart, the Elf Ranger allows you to modify one dice roll by -1/+1. Excellent Sight: All elves can spot Hidden enemies from twice as far away (i.e. twice their Initiative value).								

Elf Ranger Special Skills

Fey: Hostile magic spells will not affect the Elf on a D6 roll of 4+.

Luck: Once per game he may re-roll any dice roll he makes (but not one made by other members of the warband).

Elf Mage

Cost	45 gold crowns to hire								
May be hired	Human Mercenaries may hire an Elf Mage								
Experience	23 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Elf Mage	5	4	3	3	3	2	6	1	8
Weapons/Armour	Staff, Elven cloak								
Skill Lists	An Elf Mage will not stay long enough with a warband to learn new skills.								
Special Rules	Fey: Hostile magic spells will not affect the Elf on a D6 roll of a 4+. Sorcery: See the respective Academic Skill. Wanderer: An Elf Mage will only stay with a warband for the duration of a single battle. A warband who used an Elf Mage in their last battle may not seek out another until they have fought at least one battle without one. Wizard: Starts with three spells chosen at random from the Djed'hi Magic spell list.								

Freelancer

Cost 50 gold crowns to hire + 20 gold crowns upkeep

May be hired Mercenaries and Witch Hunters

Experience 21 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Freelancer	4	4	3	4	3	1	4	1	7
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Warhorse	8	3	0	3	3	1	3	1	5
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Weapons/Armour Lance, Sword, Heavy Armour, Shield.
If you are using the optional rules for mounted models, a Freelancer rides a warhorse.

Skill Lists Combat, Strength

Special Rules **Ride (Warhorse):** See the respective Cavalry Skill.

Halfling Scout

Cost 15 gold crowns to hire + 5 gold crowns upkeep

May be hired Any warband except Skaven, Undead and the Possessed

Experience 5 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
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Halfling Scout	4	2	4	2	2	1	4	1	8
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Weapons/Armour Dagger, Helmet, Bow

Skill Lists Speed, Shooting

Special Rules **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.

Halfling Thief

Cost	25 gold crowns to hire + Special upkeep								
May be hired	Human Mercenaries, Kislevites or Dwarf warband								
Experience	14 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Halfling Thief	4	2	4	2	2	1	4	1	7
Weapons/Armour	Sword, Dagger, Throwing Knives, Rope & Hook and Lock picks.								
Skill Lists	Speed, Shooting, Halfling Thief Special Skills								
Special Rules	Infiltration: The Thief may be placed on the battlefield after the opposing warbands so long as he is out of sight and 12" from all enemies. If multiple models may infiltrate, roll off to see who places first. Cutpurse: If the thief took part in the game and was not taken out of action, the warband may collect an extra Wyrdstone. Pick Locks: When testing to open a locked door, the Thief just needs to make an Initiative test in order to be successful. Uneasy Ally: At the end of the game roll a D6. and consult the following Chart.								
D6	Effect								
1	Remove the Halfling Thief from your rooster, along with all Treasures and valuables remaining in your stash from previous games. Do not add any additional Treasures for having the Thief in your warband this game.								
2 - 5	The Thief gets his normal 15 gc upkeep.								
6	The Thief demands no upkeep this time.								

Halfling Thief Special Skills

Wily Thief	If the Halfling takes any enemy out of action and doesn't go out of action himself, the warband gains an extra piece of Wyrdstone (in addition to his Cutpurse piece. See Halfling thief)
Stealthy	The Halfling can hide even after running, and can run while within 8" of the enemy

Highwayman

Cost	35 gold crowns to hire + 20 gold crowns upkeep
May be hired	Any warband, except Sisters of Sigmar, Witch Hunters and any good-aligned Elves may hire a Highwayman. A Highwayman will never join a warband that also contains a Roadwarden.

Experience	20 xp
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Profile	M	WS	BS	S	T	W	I	A	Ld
Highwayman	4	3	4	3	3	1	3	1	7
Horse	8	0	0	3	3	1	3	1	5

Weapons/Armour	Brace of pistols, Rapier, Dagger, Cloak (counts as a buckler). If you are using the optional rules for mounted models then the Highwayman also rides a Horse.
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Skill Lists	Combat, Shooting, Speed
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Special Rules	Trick Shooter: See the respective Shooting Skill.
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Pistolier: See the respective Shooting Skill.

Unscrupulous: At the end of each battle roll a D6, on a roll of 1 the warband receives 1 less piece of Treasure than they would normally.

Expert Rider: A Highwayman, while he is mounted, he counts as being stationary for the purposes of shooting (i.e. no -1 modifier to hit) and he also benefits from the skill as he can reload quickly whilst on horseback.

Ride (Horse): See the respective Cavalry Skill.

Human Scout

Cost	10 gold crowns to hire + 5 gold crowns upkeep
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May be hired	Any warband except Orcs, Goblins, Beastmen or Possessed may hire the Human Scout.
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Experience	9 xp
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Profile	M	WS	BS	S	T	W	I	A	Ld
Human Scout	4	3	3	3	3	1	4	1	6

Weapons/Armour	Dagger, Sword, Bow
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Skill Lists	Combat, Speed, Human Scout Special Skills. Additionally he may choose Quick Shot, Eagle Eyes, or Trick Shooter from the Shooting skills.
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Special Rules	Not a Fighter: If a Human Scout is taken <i>Out of Action</i> during a game, he decides to leave on a 1-3, instead of the normal 1-2 when rolling for injury at the end of the game.
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Human Scout Special Skills

Expert Hunter	A Human Scout that has been declared as <i>Hidden</i> may only be detected by models within half their Initiative value in inches, not their Initiative value as normal. In addition, a Human Scout may fire his Bow without giving away his position (he may fire and remain <i>Hidden</i>).
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Infiltrate	The Scout may be placed on the battlefield after the opposing warbands so long as he is out of sight and 12" from all enemies. If multiple models may infiltrate, roll off to see who places first.
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Imperial Assassin

Cost	40 gold crowns to hire +20 gold crowns upkeep									
May be hired	Any warband except Witch Hunters, Sisiters of Sigmar, Orcs & Goblins or Skaven									
Experience	22 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Imperial Assassin	4	4	4	3	3	1	5	2	8	
Weapons/Armour	Sword, Dagger, Throwing Daggers, Crossbow pistol									
Skill Lists	Combat, Shooting, Speed, Imperial Assassin Special Skills and Unstoppable Charge from the Strength skills									
Special Rules	<p>Poisoner: The Assassin starts each game with his weapons poisoned with either Black Lotus or Dark Venom.</p> <p>Weapons Training: See the respective Combat Skill.</p> <p>Crude Powder: An Assassin will never use a black powder weapon.</p>									

Imperial Assassin Special Skills

Backstabber	The Assassin may charge an opponent he cannot see as long as the target model is within his charge reach. In this case he receives a +1 to hit him with all attacks and any rolls on the Serious Injuries chart are at +1. This bonus lasts for the first round of combat only.
Hide in Shadows	As long as the Assassin is within 1" of a wall or other linear obstacle (hedge, fence, well, etc.), opposing models must pass an Initiative test in order to charge or shoot at him.

Kislev Ranger

Cost	30 gold crowns to hire+ 15 gold crowns upkeep									
May be hired	Mercenaries, Witch Hunters and Dwarfs									
Experience	15 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Kislev Ranger	4	3	4	3	3	1	4	1	7	
Weapons/Armour	Sword, Bow, Hunter's cloak									
Skill Lists	Combat, Shooting, Academic, Strength, Speed, Kislev Ranger Special Skill									
Special Rules	<p>Heart Strike: When shooting at a large target, if the Ranger rolls 6 to hit followed by 5+ to wound, the target is automatically out of action, regardless of wounds, with no save whatsoever.</p> <p>Hunter's Cloak: The Ranger's cloak allows her to shoot while hidden. The target may try to spot the hidden Ranger with an Initiative test if it survives.</p> <p>Loner: The Ranger is immune to All Alone tests.</p> <p>Seeker: If the Ranger did not go out of action, she may modify one Exploration die by +/-1.</p>									

Kislev Ranger Special Skills

Animal Call	If the Ranger is hidden, any enemy model that is within 18" of the Ranger and does not declare a charge in its movement phase must take a Leadership test. The Ranger may move any model that failed the test in any direction she wishes instead of their normal move.
Herb Lore	Any friendly model in base-to-base contact with her may have 1 wound restored on a roll of 4+ in the recovery phase. The ranger may also heal herself. If any healing is successful, the ranger may not move this turn, but may shoot as normal. The ranger may not heal if she is in close combat.

Mule Skinner

Cost	35 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any warband except Possessed, Skaven or any Undead warband									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Mule Skinner	4	3	3	3	3	1	3	1	7	
Weapons/Armour	Steel Whip, Dagger									
Skill Lists	Combat, Strength and Streetwise or Haggle from the academic skills									
Special Rules	Animal Handler: The Mule Skinner starts with the Animal Handler skill. The player may choose which animal.									

Nomad Scout

Cost	30 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any warband									
Experience	12 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Nomad Scout	4	3	4	3	3	1	4	1	7	
Weapons/ Armour	Scimitar (Sword), Bow									
Skill Lists	Shooting, Speed									
Special Rules	Son of the Desert: The Nomad Guide is adept at finding sources of water. The warband can modify the result on the Supply Source table by + / -1.									

Norse Shaman

Cost	45 gold crowns to hire + 25 gold crowns upkeep									
May be hired	Norse and human warbands in Lustria									
Experience	25 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Norse Shaman	4	3	2	3	3	1	1	1	8	
Weapons/ Armour	Rune staff and Sword or Axe									
Skill Lists	Combat, Academic									
Special Rules	Pray User: Starts with two prayers chosen at random from the <i>Norse Runes</i> list.									

Ogre bodyguard

Cost	80 gold crowns to hire + 30 gold crowns upkeep									
May be hired	Any warband except Skaven									
Experience	25 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Ogre Bodyguard	6	3	2	4	4	3	3	2	7	
Weapons/ Armour	Two Swords, Axes or Clubs (or any mix of them) or a Double-handed weapon (your choice), Light armour									
Skill Lists	Combat, Strength									
Special Rules	<p>Fearsome: See the respective Strength Skill.</p> <p>Large Target: Any model may shoot at an Ogre, even if it is not the closest target.</p>									

Old Prospector

Cost	2 Wyrdstone shards + special upkeep									
May be hired	Any warband except Dwarfs									
Experience	15 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Prospector	4	2	2	3	3	1	3	1	9	
Weapons/ Armour	Blunderbuss, Double-handed weapon									
Skill Lists	Strength, Speed									
Special Rules	<p>Hardened: Prospectors are immune to the effects of <i>Fear</i>.</p> <p>Finders Keepers: In any scenario where extra Treasures/Wyrdstone are involved, the Prospector will keep any that he somehow gets his hands on. This will not count as his upkeep. For the purpose of <i>Chance Encounter</i> he will keep the Wyrdstone of any enemy heroes that he takes out action - neither warband will gain that shard. He has no effect on <i>Defend the Find</i> as the claim has already been staked.</p> <p>Old Coot: At the end of each game roll a D6. On a result of 1 the Prospector left the warband.</p> <p>Resilient: See the respective Strength Skill.</p> <p>Wyrdstone Hunter: See the respective Academic Skill.</p>									

Pathfinder

Cost	60 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any warband									
Experience	25 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Pathfinder	4	3	4	3	3	1	4	1	8	
Weapons/ Armour	Sword, Dagger, Longbow, Rope & Hook, and Healing Herbs.									
Skill Lists	Combat, Shooting, Speed, Pathfinder Special Skills									
Special Rules	Lay of the Land: The Pathfinder is unaffected by terrain modifiers and is able to circumvent even impassable obstacles. Knowledge of Myths and Legends: During the exploration phase, if the Pathfinder was not taken out-of-action, you may re-roll one die.									

Pathfinder Special Skills

Lookout!	Once per game a Pathfinder may cancel the effects of one trap or hazard on a roll of 4+.
This Way!	Any model in base contact with the pathfinder at the start of his turn may traverse impassable terrain just as if possessing the same skill. If however, contact is lost before reaching safety, the other model is considered out-of-action for the remainder of the game.

Pit Fighter

Cost	30 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any warband except Undead and Skaven									
Experience	22 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Pit Fighter	4	4	3	4	4	1	4	2	7	
Weapons/ Armour	Morning Star, Spiked Gauntlet, Helmet. The spiked gauntlet counts as an additional hand weapon and a buckler.									
Skills	Combat, Speed and Strength									

Priest of Morr

Cost	35 gold crowns to hire								
May be hired	Mercenary Warbands, replaces one of the warbands heroes								
Experience	8 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Priest of Morr	4	2	2	3	3	1	4	1	8
Weapons/Armour	Dagger, Scythe								
Skill Lists	Academic, Speed								
Special Rules	<p>Loner: Priests of Morr do not take all alone tests.</p> <p>Pray User: Starts with two prayers chosen at random from the <i>Funerary Rites</i> list.</p> <p>Save the Dead: The Priest is subject to Hatred against all models that can cast necromantic magic. Furthermore, he will not require upkeep after a battle against warbands containing any undead.</p> <p>Strictures: May never wear armour.</p>								

Roadwarden

Cost	40 gold crowns to hire + 20 gold crowns upkeep								
May be hired	Any good-aligned warband such as Witch Hunters, Sisters of Sigmar, Dwarfs and Human Mercenaries. He Never joins a warband that contains a Highwayman.								
Experience	22 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Road Warden	4	3	4	3	3	1	3	1	8
Horse	8	0	0	3	3	1	3	1	5
Weapons/ Armour	Crossbow, Horseman's Hammer, Dagger, Heavy Armour and three Torches If you are using the optional rules for mounted models then the Highwayman also rides a Horse.								
Skill Lists	Combat, Shooting, Strength, Cavalry								
Special Rules	<p>Ride (Horse): See the respective Cavalry Skill.</p> <p>Expert Rider: The Roadwarden counts as having the Nimble skill whilst on horseback.</p> <p>Trick Shot: See the respective Shooting Skill.</p> <p>Eagle Eyes: See the respective Shooting Skill.</p> <p>Stern: The Roadwarden may re-roll any failed Leadership test for panic, fear, and is immune to the rules for being All Alone.</p> <p>Stagecoaches: Both Highwaymen and Road wardens are particularly suited to battles involving stagecoaches, wagons, etc. to represent this, in any scenario in which one or both sides have a stagecoach or a wagon, any Highwayman or Road warden in either warband may re-roll a single dice roll once per turn. This special bonus lasts until the re-rolled dice comes up as a 1 as it is designed to represent their ability to predict and perform at their peak in familiar and well-practiced territory.</p>								

Shadow Warrior

Cost	35 gold crowns to hire +15 gold crowns upkeep								
May be hired	High Elves and Human warbands, but no evil warband or one that includes an evil Hired Sword								
Experience	12 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Shadow Warrior	5	4	4	3	3	1	6	1	8
Weapons/ Armour	Sword, Longbow, Dagger, Shield, Light Armour								
Skill Lists	Combat and Shooting, Shadow Warrior Special Skills.								
Special Rules	<p>Bitter Enemies: If the last fight was against Dark Elves or a warband containing a Dark Elf Hired Sword, the upkeep cost is waived for that game.</p> <p>Excellent Sight: All elves can spot Hidden enemies from twice as far away (i.e. twice their Initiative value).</p> <p>Hatred (Dark Elves): See the respective rule in the <i>Leadership & Psychology</i> section.</p> <p>Infiltration: The Shadow Warrior may be placed on the battlefield after the opposing warbands so long as he is out of sight and 12" from all enemies. If multiple models may infiltrate, roll off to see who places first.</p>								

Snake Charmer

Cost	40 gold crowns to hire + 10 gold crowns (+5 per snake) upkeep								
May be hired	Any good warband (Human, Elf, Dwarf, etc.)								
Experience	5 xp + 5 xp per snake								
Profile	M	WS	BS	S	T	W	I	A	Ld
Snake Charmer	4	2	2	3	3	1	4	1	7
Snake	4	3	0	1*	2	1	5	1	5
Weapons/ Armour	Dagger, Scimitar (Sword). The Snake Charmer starts with three snakes								
Skill Lists	Academic, Speed								
Special Rules	<p>Snake Charmer: The Snake Charmer can control up to five snakes provided that they remain within 6" of him. If a snake is not within 6" of the Snake Charmer in the Movement phase, they will move D6" in a random direction. If that takes them into contact with a model, either friend or foe, it will attack as if charging.</p> <p>Immune to poison: The Snake Charmer has been bitten so many times that he is immune to poisons.</p> <p>Venomous: The snakes attacks count as using Black Lotus.</p> <p>Animals: Snakes are animals and do not gain Experience.</p> <p>Snake hunter: After each game the Snake Charmer may attempt to catch another snake, provided that he did not go out of action. The Snake Charmer must roll under his initiative to successfully catch a snake. The Snake Charmer may only attempt to catch one snake after each game. If he fails to catch the snake, Roll a D6. On a roll of 1 the Snake Charmer suffers a S3 hit.</p>								

Thief

Cost	30 Gold Crowns + 15 Gold Crowns upkeep									
May be hired	Any warband except for Undead									
Experience	22 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Thief	4	3	3	3	3	1	4	1	7	
Weapons/ Armour	Two daggers, Thief's cloak									
Skill Lists	Combat, Speed									
Special Rules	Thief's Cloak: A warrior firing a missile weapon at a warrior wearing a Thief's cloak suffers -1 on his roll to hit. Also the distance required to spot a thief when Hidden is doubled. Tea-Leaf! : A Thief may attempt to steal one item during the Trading phase. Choose any item, if it is a common item the Thief successfully steals it on a 2+ on a D6. A Rare item is successfully stolen by rolling higher than the availability number on 2D6. Any items stolen may be used in exactly the same way as one that was bought. If the Thief fails to steal the item roll a D6. On a score of 1-5 the thief is chased out of the trading post and escapes. On the score of a 6 the Thief is captured by whatever authorities there may be and is hung (remove him from the warband roster).									

Tilean Marksman

Cost	30 Gold Crowns + 15 Gold Crowns upkeep									
May be hired	Any warbands except for Beastmen, Greenskins, Skaven or Undead warbands									
Experience	16 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Expert Marksman	4	3	4	3	3	1	3	1	7	
Weapons/ Armour	Dagger, Sword, Crossbow, Light Armour									
Skill Lists	Shooting									
Special Rules	Dead Eye Shot: The Tilean Marksman ignores to-hit modifiers for cover when shooting his crossbow. Steady Hands: The Expert Marksman's ignores to-hit modifiers for long range when shooting his crossbow.									

Tomb Robber

Cost	30 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any good warband (Human, Elf, Dwarf, etc.)									
Experience	20 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Tomb Robber	4	4	3	3	3	1	5	1	7	
Weapons/ Armour	Sword, Crossbow, Pistol, Rope & Hook.									
Skill Lists	Combat, Shooting, Speed									
Special Rules	Explorer: The Tomb Robber allows your warband to modify a single dice roll on the Exploration chart by -1/+ 1. Trap Expert: See the respective Academic Skill.									
	Excellent Reflexes: The Tomb Robber has a special save of 5+. If the Tomb Robber gains the Dodge skill this save increases to a 4+ special save.									

Warlock

Cost	30 gold crowns to hire + 15 gold crowns upkeep									
May be hired	Any warband except Witch Hunters and Sisters of Sigmar									
Experience	16 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Warlock	4	2	2	3	3	1	4	1	8	
Weapons/Armour	Staff									
Skill Lists	Academic									
Special Rules	Wizard: Starts with two spells chosen at random from the Lesser Magic spell list.									

Warrior Priest of Sigmar

Cost	40 gold crowns to hire + 20 gold crowns upkeep									
May be hired	Any warbands except for Witch Hunters, Middenheim Mercenaries, Possessed, Orcs & Goblins, Skaven and any other suitably evil warbands									
Experience	16 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Warrior Priest	4	3	3	3	3	1	3	1	8	
Weapons/ Armour	Sigmarite Warhammer, Light Armour and Shield.									
Skill Lists	Academic									
Special Rules	Pray User: Starts with two prayers chosen at random from the Prayers of Sigmar list.									

Witch Hunter

Cost	30 Gold Crowns to hire +15 Gold Crowns upkeep									
May be hired	Any non chaos human warband (but will not stay with a Witch Hunter warband for more than one battle)									
Experience	15 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Witch Hunter	4	4	4	3	3	1	4	1	8	
Weapons/Armour	Duelling or Crossbow Pistol, Sword and Dagger. Starts every game with a vial of Holy water and garlic									
Skill Lists	Combat, Shooting, Academic, Strength, Speed									
Special Rules	<p>Hatred (All Spellcasters): See the respective rule in the <i>Leadership & Psychology</i> section.</p> <p>Burn the Witch: The Witch hunter will not work for a warband with a spellcaster, unless it is a Priest of Sigmar, Ulric, Taal or Morr.</p> <p>In Sigmar's name: The Witch hunter is allowed to re-roll all failed Fear tests.</p> <p>Sigmar's reward: If the warband takes the leader of a chaos or undead warband out of action, reduce the upkeep cost to 5gc for that battle.</p>									

Witch

Cost	30 Gold Crowns to hire +15 Gold Crowns upkeep									
May be hired	Any warband except Witch Hunters and Sisters of Sigmar									
Experience	14 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Witch	4	2	2	2	3	1	4	1	7	
Weapons/Armour	Staff									
Skill Lists	Academic									
Special Rules	<p>Wizard: Starts with two spells chosen at random from the <i>Charms & Hexes</i> spell list.</p> <p>Recluse: When attempting to hire, the warband leader must roll a D6, on a 4+ the witch can be hired, otherwise you may try again after the next battle.</p> <p>Potions: A single hero in the warband who have hired the Witch may partake a potion before the battle. Roll a D6 to discover the draught's effect.</p>									

D6 Effect

- | | |
|-------|--|
| 1 | The warrior gains - 1 Toughness for the upcoming battle. Roll a D6 in every recovery phase. If a 6 is scored, the effect is gone. |
| 2 - 3 | The warrior gains + 1 Strength for the upcoming battle. Roll a D6 in every recovery phase. If a 1 is scored, the effect is gone. |
| 4 - 5 | The warrior gains + 1 Toughness for the upcoming battle. Roll a D6 in every recovery phase. If a 1 is scored, the effect is gone. |
| 6 | The warrior gains + 1 Wound for the upcoming battle. However, once lost the wound cannot be restored. |

Wolf Priest of Ulric

Cost	60 Gold Crowns to hire									
May be hired	Middenheim warband only. Replaces one of the Champions									
Experience	25 xp									
Profile	M	WS	BS	S	T	W	I	A	Ld	
Wolf Priest	4	3	2	3	3	1	3	1	8	
Weapons/Armour	Dagger, Double-handed weapon (Hammer), Wolfcloak. May not use Armour									
Skill Lists	Combat, Academic, Strength, Speed									
Special Rules	Hatred (<i>Witch Hunters, Warrior-Priests, Sigmarite Matriarch and Sister Superiors</i>): See the respective rule in the <i>Leadership & Psychology</i> section. Pray User: Starts with two prayers chosen at random from the <i>Prayers of Ulric</i> list.									
	Wolf Companion: The Wolf Priest may be accompanied by a Wolf Companion (see below). It can use the Wolf Priests leadership if in within 6" of the Wolf Priests. If the Wolf Companion is killed it will cost 25 GC to replace									
Wolf Companion										
Profile	M	WS	BS	S	T	W	I	A	Ld	
Wolf Companion	6	4	0	4	4	1	4	2	5	
Weapons/Armour	-									
Skills	-									
Special Rules	Thick Fur: +1 natural armour save Animal: Wolf companions do not gain any experience									

Magic

There have always been those who have used magic: witches and wizards, wise women and warlocks. But as all scholars know, all magic is dangerous, for it originates from Chaos, the source of corruption and change. Indeed, during these times, sorcery is illegal and punishable by death.

Wizards have little say in whether the world of magic touches them or not. They are born with second sight and to them the world of magical energies and spells is much more real than the mundane world of normal mortals. With all the persecution, fear and hatred it is little wonder that wizards become reclusive and suspicious, and many are downright insane. Some even turn to the worship of the dark gods, and others follow the forbidden path of necromancy.

Mordheim has become home to many magic users and they roam the ruins hiding from Witch Hunters. But there are other ways of gaining power over and above that of a normal mortal man. The gods watch over their subjects and a priest of strong faith can call upon them to assist him in battle. Of these, the Priests of Sigmar are the most common, for Sigmar is the patron god of the Empire, and his following is strong during these times of strife.

Allocated spells

Each spell caster (both in the warbands and in the hired swords section) has an entry in his special rules section, where it states, which kind of magic it may use and how many spells he already knows.

Roll a D6 for each spell the spell caster knows from the start on the appropriate magic list chart. Re-roll if you roll the same spell more than once.

Instead of learning new skills, spell casters may also learn new spells instead.

Roll a D6 on the appropriate magic list chart. If your spell caster already knows the spell, do not re-roll, but instead lower the difficulty of that spell by 1.

Casting spells

Spells are cast in the shooting phase, and can be used even if the caster is in hand-to-hand combat. To use a spell, the wizard must roll equal to or greater than the spell's Difficulty score on 2D6. If he fails, he may not cast a spell that turn. If the test is passed the spell may be used as described overleaf. A wizard may cast one spell per turn and may not use missile weapons if he wants to cast a spell. He can however run! A wizard may not use magic if he is wearing armour or has a shield or buckler. The only exception is the Prayers of Sigmar. Sisters of Sigmar and Warrior-Priests may wear armour and use their prayers.

Damage

Some spells cause direct damage, and are resolved the same way as damage from shooting or blows in hand-to-hand combat. Spells do not cause critical hits. Models always receive armour saves against wounds caused by spells unless noted otherwise.

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 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.

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.

Charms & Hexes

D6 Result

1 Scry

Difficulty 6

The Witch uses ancient diving crystals to foretell the future and influence the actions of her comrades.

For the duration of the turn one hero or henchman may re-roll D3 dice rolls and + or -1 to the result.

2 Curse

Difficulty 6

The Witch bestows a powerful curse on one of her enemies that saps their confidence and resolve.

One enemy model within 12" of the Witch must re-roll all successful dice rolls for the duration of this and their next turn.

3 Dust of the Blind

Difficulty 9

Casting a handful of dust into the air, the Witch blows it around her, blinding her enemies.

One enemy model within 16" of the Witch is struck instantly blind. They may not shoot, charge or run, are at half Weapon Skill and will move in a random direction at the start of their turn. The Blindness lasts until the Witch casts another spell or moves.

4 Age of Stone

Difficulty 8

Whispering words of ancient power the Witch causes an enemy to age rapidly before their very eyes, making them weak and feeble!

One enemy model within 12" of the Witch will be severely debilitated and all of their characteristics are reduced by -1 for the duration of this and their next turn.

5 Warrior's Bane

Difficulty 7

Muttering a dark and malicious incantation the Witch causes a warrior's grip to loosen, making it almost impossible for them to attack.

One enemy model within 18" of the Witch will be unable to use any of their weapons as they perpetually slip from their grasp. They will be unable to shoot and count as fighting with fists in hand-to-hand combat. The enchantment lasts for the duration of this and their next turn.

6 Cure

Difficulty 6

A faint aura extends from the Witch's body. All who are touched by it feel warmth and vitality flowing through their veins.

All friendly models within 6" of the Witch have a single wound healed. In addition any stunned or knocked down models may immediately stand up.

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.

Djed'hi

D6 Result

1 Divination of Shirath

Difficulty 6

Looking into the mists of the future, the Mage divines his best move.

The Mage may re-roll all his failed dice rolls, though the second result stands. The effect lasts until the beginning of the Mage's next turn.

2 Shimmering Shield

Difficulty 7

The Mage is surrounded by a pale glow.

This spell acts as a shield to protect the Mage. It gives him an additional unmodified 5+ save against all attacks. The effect lasts until the beginning of the Mage's next turn.

3 Statue of Light

Difficulty 8

A pillar of light transfixes the Mage as another stabs down from the heavens to pin his target.

The Mage chooses a single enemy model he can see. That model may not move as long as the Mage remains both static and alive. The Mage and the target may cast spells normally, but fight in close combat at -2 WS (minimum of 1).

4 Fleeting Shadows

Difficulty 8

The Mage slips between worlds, shimmering in and out of existence and becoming hard to pinpoint exactly.

The first time the Mage is hit in close combat or shooting, the spell protects him and the hit is ignored. Move the Mage 2" from his current position in a random direction (but not off a cliff, etc). This is where he really was all along. The spell remains in play until it saves the Mage from a hit, whereupon it is dispelled. It may not be cast again whilst it is in play.

5 Hunter's Fury

Difficulty 8

The Mage gestures at the target, and glowing arrows shoot from his fingertips to fly at the foe.

The spell summons D3+1 arrows which the Mage can use to shoot against one enemy model following the rules for normal shooting. The arrows have a range of 36". Use the Mage's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. Each arrow causes one S3 hit.

6 Silent Guardian

Difficulty 9

Glowing swords appear by the Mage, leaping to his defence if he is attacked in close combat.

This spell acts as an invisible guardian that will defend the Mage. If the Mage is attacked in close combat then the guardian will fight first with WS5, S3. The guardian will make 1 attack per turn against each enemy that attacks the Mage. The guardian will not leave the Mage's side, and will only fight if the Mage himself is being attacked. The Guardian cannot be attacked in return and will only be dispelled if the Mage casts another spell or dies.

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.

Funerary Rites

D6 Result

1 Morr's Protection

Difficulty 6

The priest of Morr calls out to his god when confronted by an abomination - and asks that he be shielded from the corrupted magics of the tainted.

Any Magical attacks (spells) made by a Necromancer or a Magister or Daemons, which would be considered a Direct Attack on the priest of Morr, will be negated if this rite is successful.

2 Death Holds No Fear

Difficulty Auto

Priests of Morr must be steadfast in their resolution and as such must, above all else, have no fear of death.

The priest of Morr is now Fearless for the remainder of the combat.

3 Sanctity of the Fallen

Difficulty 7

Those who fall shall be sanctified and their soul freed, in the name of Morr, god of death.

The priest of Morr may attempt to perform the Rite of Sanctity on a model (friend or foe) who has been taken Out of Action. The priest of Morr must be within 6" of the model in question. If successful, that model may not be raised up by a Necromancer.

4 Hand of Morr

Difficulty 9

By his hand, symbolic of the hand of Morr, the unliving shall become as dust and ashes.

The priest of Morr must be in base-to-base contact with an undead model. Before Hand-to-Hand combat occurs, the priest of Morr may attempt to use the Hand of Morr rite. If successful, Zombies, Dire Wolves and Vampires immediately go Out of Action. Furthermore, Ghouls and Possessed will immediately (instead of engaging in Hand-to-Hand) flee their full Move away from the priest of Morr.

5 Do you know who I am?

Difficulty 7

Gaze upon me, abomination, for I am a priest of Morr

This rite has a range of 6" and must be directed at the closest Undead model first, or if no Undead are within range, at the next closest human servant of the Undead (Dregs, Ghouls, Necromancers), or finally at any model. If successful, that model is immediately Stunned. If the model cannot be Stunned, then it is Knocked Down instead.

6 I am death!

Difficulty 8

I am a priest of Morr, god of death!

It is a well known fact that the priests of Morr are not martially inclined. Their divine duties involved the dead, not the taking of life. However, there are times when a priest of Morr will be called to engage in combat and who would be more feared than a representative of the god of Death? This spell gives the priest of Morr a 6+ armour save and increases their WS by either +1 or makes it 4, whichever is greater.

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.

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.

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.

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.

Norse Runes

D6 Result

1 Howl of the North

Difficulty 9

Icy winds sweep before the Shaman knocking missiles from their path.

The Shaman is immune to all missile fire. Roll a dice during the Shaman's recovery phase. On a roll of 1 or 2 the winds dissipate.

2 Angvar's Fury

Difficulty 7

The Shaman's howls rouses the anger of the warriors around him to a fever pitch.

All warriors within 8" of the Shaman gain a +1 to hit in hand-to-hand combat against the opposing warband. The spell lasts till the start of the Norse players next turn.

3 Elvek's Cold Spear

Difficulty 7

A razor sharp icicle flies at the Shaman's foe.

The icicle has a range of 18" and causes one S4 hit. It strikes the first model in its path. Normal armour saves applies.

4 Gift of the Fates

Difficulty 7

The Shaman calls on the three Wyrd Sisters of Norse legend for a glimpse of the future.

The Shaman may adjust one die roll by +/-1 between a successful casting of this rune & his next recovery phase. A to wound roll adjusted to or from 6 will not cause a critical.

5 Kiss of Frost

Difficulty 6

The Shaman covers ground of his choosing with slick ice.

A single model within 12" of the Shaman must pass an Initiative test or be knocked down.

6 Bear's Might

Difficulty 9

The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.

The Shaman gains +1 Attack, +2 Strength, +2 Toughness and lose -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each turn (both your's and your opponent's). If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once per game.

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).

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.

Prayers of Ulric

D6 Result

1 Snow Squall

Difficulty 6

Ulric extends his protection to the Wolf Priest in the form of a localized snow squall that engulfs the model. All enemy models in Hand-to-Hand combat with the abbess are at -1 to hit due to the swirling snow and winds. The spell lasts for the duration of the Hand-to-Hand combat.

2 Hammerschlag

Difficulty 10

The Wolf Priest calls down a hammer blow from Ulric on any model within 6". That model suffers a S4 attack from an enormous ethereal hammer, including the concussion special rule.

3 Bloodlust

Difficulty 7

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

4 Wolf's Hunger

Difficulty 7

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

5 Ulric's Howl

Difficulty 10

The Wolf Priest's prayer is answered as an ear-shattering inhuman howl roars from him throat. For the duration of the battle, all members of the priest's warband are immune to Fear, Terror or All Alone tests as they feel the presence of their god. Additionally, all Rout tests are at +1.

6 Call of Ulric

Difficulty 10

The Wolf Priest lets out a cry of agony as her body re-shapes itself into that of a huge, slavering wolf (Wolf Form)

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf Form	6	4	0	4	4	1	5	2	6

During the time that the Wolf Priest is in the form of a wolf, she may do nothing but attack as a wolf, therefore, no spell-casting or weapons use.

He still hates Sigmar's minions, however. In each shooting phase, the Wolf Priest may choose to make a Ld test (using the wolf's Ld 6) to regain her human form. If she is still in wolf form at the end of the battle, she gets one last chance to return to human form. If she does not, then she remains a wolf forever! He is still a Hire Sword, and thus entitled to XP gains and attribute increases. He may only choose skills from the Speed Table, with the exception of Scale Sheer Surfaces. The max attributes for a wolf are:

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf Form (Max)	7	6	0	4	4	3	7	3	7

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.

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.

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.

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.