

## DIE EISENSCHÄDEL

### Warband Type

Hochland Bandits

### Warband total cost

480 gold coins

### Figher Limit

13 / 12

### Treasures

0 pieces

### Warband Rating

116

### Warchest

20 gold coins

### Rout Limit

4

### Warband Stash

Your stash is empty.

### Fighter List

1x Priest of Morr

1x Bandit Prince

1x Duelist

2x Footpad

1x Huckster

2x Blackhearts

4x Looters

1x Thugs

### Warband Rules

#### Powder's Expensive!

The higher costs for black powder weapons in the equipment chart, and the fact that henchmen can't purchase them at all, reflect the extreme rarity of these types of weapons for Bandit warbands.

#### Foragers

When determining Income for a Bandit warband, always use the next lower warband size category. For example, a warband with 15 members finds 4 Treasures in the Exploration Phase. When they sell these Treasures, they use the 10-12 members column instead of the 13-15 members column.

#### Know Who to Sell to

When a Bandit warband sells equipment, they get half of any random element of the equipment cost, in addition to the normal half of the item's basic cost.

Heinz

Priest of Morr

0

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

Protected by Morr

This priest never rolls for serious injury after being taken out of action. Instead on a roll of 4+, the Priest gains a 'Secret of Vantor'.  
**Death Warder**  
Once per combat phase, the Death Warder may force his opponent to re-roll a successful wound roll on any combat that happened within 12\" of the priest.

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

Klaus „Eisenschädel“ Rottmann

Bandit Prince

66

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

Leader

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

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
2x Baton	Melee	as User	-

Rolf „Schwarzklinge“ Jäger

Duelist

55

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

Swordmaster

If The Duelist successfully parries an enemy blow on a roll equal to or over the roll to hit. Obviously a Duelist must first be armed with a weapon or armour that allows him to Parry in order to use this rule.

Weapons Training

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

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

Ulf „Grimmschlag“ Zimmermann

Footpad

51

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

Concealment

If an enemy warrior wishes to charge a Footpad that he cannot see (but was not declared as Hidden), he must subtract 1 from his Initiative before making his Initiative test. Note that a roll of '6' always fails when rolling to charge a Footpad that the warrior cannot see. Also, models halve their Initiative when checking the range to see if they can detect a Footpad who has been declared as Hiding.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
2x Baton	Melee	as User	-

Ludwig „Knochenbrecher“ Stein  
Footpad

51

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

Concealment

If an enemy warrior wishes to charge a Footpad that he cannot see (but was not declared as Hidden), he must subtract 1 from his Initiative before making his Initiative test. Note that a roll of '6' always fails when rolling to charge a Footpad that the warrior cannot see. Also, models halve their Initiative when checking the range to see if they can detect a Footpad who has been declared as Hiding.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
2x Baton	Melee	as User	-



Heinrich „Silberzunge“ von Auer  
Huckster

40

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

Convincing Manner

When an enemy warrior attempts to charge a member of the huckster's warband within 12" of the huckster, the enemy must first pass a successful Leadership test. If the warrior fails the test he may not charge and remains stationary for the turn (treat as a failed charge), exactly as if he had failed a test to charge a Fear-causing enemy. Note that individuals subject to Stupidity and animals are immune to this effect.

Slick Operator

In between games the player may choose to roll a D6: On a result of 2-6, the con is successful and the warband gains 2D6 gold. However, on a result of 1 he misses the next game and no gold is received by the warband.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save



Walter „Rabenklaue“ Weber  
Blackhearts

28

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

Hardened

Blackhearts are immune to Fear, and never have to take All-Alone tests.

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

Albrecht „Sturmbart“ Krüger  
Blackhearts

28

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

Hardened

Blackhearts are immune to Fear, and never have to take All-Alone tests.

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

**Hans „Kleiner Hans“ Haller**  
Looters

32 

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

**Looting the Dead**

When rolling for warriors (from any warband!) who were taken out of action at the end of a battle, the Bandit player may roll a D6 for any warriors who are to be removed from their warband's roster. On a roll of 4+ the looter has taken all of the warrior's equipment—it is the Bandit player's to keep. Obviously any warrior can only be looted once, but multiple Looters allow the Bandit player multiple chances that his warband members got the equipment off of each downed warrior.

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

**Fritz „Schattenschritt“ Vogler**  
Looters

32 

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

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**Hans „Großer Hans“ Haller**  
Looters

32 

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Dagger	Melee	as User	Enemy armour save
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**Otto „Wolfszahn“ Meinhardt**  
Looters

32 

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

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

Reinhard „Blutfaust“ Kuhn

Thugs

33



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

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

## WEAPON TRAITS

### Holy Relic

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

### Concussion

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

### Two-handed

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

### Holy Weapon

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

### Parry

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

### Fire twice at half range

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