***Characteristics***

In Mordheim the warriors each have different abilities, some being better at certain actions, for example, fighting, shooting or climbing, than they are at others. This variety in each warrior is represented in the form of characteristics and skills.

Each model is defined by a set of characteristics: Movement, Weapon Skill, Ballistic Skill, Strength, Toughness, Wounds, Initiative, Attacks and Leadership. Each characteristic is assigned a value between 1 and 10. The higher the value your model has for any characteristic the better. For example, a model with a Strength of 6 is stronger than a model that has a Strength of 2.

**Movement (M)**

A model’s Movement rate shows how far the model can move in a turn, under normal conditions.

**Weapon Skill (WS)**

Weapon Skill is a measure of close combat ability (i.e., how good the warrior is at hand-to-hand fighting). The higher the WS, the more likely your warrior is to hit his opponent.

**Ballistic Skill (BS)**

This shows how good a shot the individual is. When you shoot a bow or fire a pistol, the chance of hitting a target depends upon your model’s Ballistic Skill.

**Strength (S)**

Strength indicates how strong a warrior is! It is especially important for hand-to-hand combat, because the stronger you are, the harder you can hit.

**Toughness (T)**

This is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club or fist. The tougher you are, the harder you are to wound or kill.

**Wounds (W)**

A model’s Wounds value shows how many times the model can be wounded before it collapses, is killed or incapacitated.

**Initiative (I)**

The Initiative value indicates how fast and nimble the warrior is. It determines the attacking order in hand-to-hand combat, and is particularly important when the model is climbing and moving amidst the ruins of Mordheim.

**Attacks (A)**

The Attacks value indicates how many blows the model can make in hand-to-hand combat. The more Attacks you have, the greater the chance you’ve got of beating your opponents into an unrecognisable pulp!

**Leadership (Ld)**

Leadership represents raw courage, self-control and charisma. The higher the model’s Leadership value, the more likely he is to remain steadfast in combat while others run off or are slain.

**Zero level characteristics**

Some creatures in Mordheim have been given a ‘0’ for certain characteristics which means that they have no ability in that field whatsoever.

If a model has a WS of 0 then it cannot defend itself in hand-to-hand combat, and any blows struck against it will automatically hit.

**Characteristic profiles**

A model’s characteristic values are written in the form of a chart called a characteristics profile (or just profile).

|  |  |
| --- | --- |
| **Characteristic** | **Value** |
| **Movement** | 4 |
| **Weaponskill** | 3 |
| **Ballisticskill** | 3 |
| **Initiative** | 3 |
| **Attacks** | 1 |
| **Strength** | 3 |
| **Toughness** | 3 |
| **Wounds** | 1 |
| **Leadership** | 7 |

The example above is a typical profile for a Human warrior.

As you fight in more games against other players, your warriors will get better and their characteristics may increase.

All these details are recorded using the Warband roster sheets.

**Characteristic Tests**

To pass a Characteristic test the Model has to roll a D6 against the Characteristc value.

On a roll lower or equal to the Characteristic value, the test is passed.

On a roll of 1 the test is always considered passed, while a roll of 6 is always considered a fail regardless of the Characteristic value.

Example:

A Model is jumping down a wall and has to take an Initiative test. The models Initiative value is 3. Therefore a roll of 1 - 3 is considered a pass while a roll of 4 - 6 is considered a fail and the consequence is that the Model has fallen and suffers the consequence from that.

**Leadership Tests**

The only exception is the leadership test.

Tests against the leadership value of a model are conducted by throwing 2D6.

The test is passed if the added value from both dice is lower or equal to the leadership value of the model.

***Close Combat***

**Who can fight**

Models whose bases are touching are engaged in hand-to-hand combat. This can only happen once a warrior has charged his enemy, as models are otherwise not allowed to move into contact.

All close quarter fighting is worked out in the hand-to-hand combat phase. Regardless of whose turn it is, all models in hand-to-hand combat will fight. A warrior can fight against enemies to his side, front, or rear. In reality the fighters are constantly moving, dodging, and weaving as they struggle to kill their adversaries.

**Who strikes first**

Normally, models fight in order of descending Initiative with the highest striking first. If their Initiatives are equal, roll a dice to see who strikes first.

Sometimes a model will be allowed to strike first for some reason. Most commonly this is because they charged in that turn, but some equipment, skills and spells produce the same effect. If only one model strikes first then it does so and the remainder of the combatants strike in Initiative order as described above. If there are several models who are each entitled to strike first, then they determine the order of combat between themselves by Initiative, as described above. Once all those that were eligible to strike first have fought, any other combatants fight in Initiative order.

**Which models fight**

A model can fight if its base is touching the base of an enemy model. Even models attacked from the side or rear can fight. If a warrior is touching more than one enemy, he can choose which to attack. If he has more than 1 Attack, he can divide them in any way the player wishes, so long as he makes this clear before rolling to hit.

**Hitting the enemy**

To determine whether hits are scored, roll a D6 for each model fighting. If a model has more than 1 Attack, roll a D6 for each attack.

The dice roll needed to score a hit on your enemy depends upon the Weapon Skills of the attacker and the foe. Compare the Weapon Skill of the attacker with that of his opponent and consult the To-Hit chart below to find the minimum D6 score needed to hit.

If the enemy is behind cover, your to-hit roll is modified by -1.

**To-Hit Chart**

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Defender's weapon skill** | | | | | | | | | | |
| **Attacker's weapon skill** |  | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** |
| **1** | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| **2** | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 5 |
| **3** | 3 | 3 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 |
| **4** | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 5 |
| **5** | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 4 |
| **6** | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 |
| **7** | 3 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 |
| **8** | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 |
| **9** | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 4 | 4 |
| **10** | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 4 |

**Fighting with two weapons**

A warrior armed with two one-handed weapons may make 1 extra Attack with the additional weapon (off-Hand). Roll to hit and wound for each weapon separately, with a -2 to-hit modifier for the off-hand weapon.

**Roll to wound**

To determine whether a hit wounds the enemy, roll a D6 for each hit.

The dice roll needed to wound the enemy depends upon the Strength of the attacker and the Toughness of the foe. Compare the Strength of the attacker with the Toughness of his opponent and consult the To-Wound chart below to find the minimum D6 score needed to hit.

Note that a dash (-) means that there is no chance of wounding the target.

**To-Wound Chart**

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Defender's Toughness** | | | | | | | | | | |
| **Attacker's Strength** |  | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** |
| **1** | 4 | 5 | 6 | 6 | - | - | - | - | - | - |
| **2** | 3 | 4 | 5 | 6 | 6 | - | - | - | - | - |
| **3** | 2 | 3 | 4 | 5 | 6 | 6 | - | - | - | - |
| **4** | 2 | 2 | 3 | 4 | 5 | 6 | 6 | - | - | - |
| **5** | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 6 | - | - |
| **6** | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 6 | - |
| **7** | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 6 |
| **8** | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 |
| **9** | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 |
| **10** | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 4 |

**Changing weapons or hand-held items**

Models may freely switch which items they are holding in their hands, from among those they are carrying, while not engaged in combat. This includes things like holding a shield (instead of a second weapon), etc.

Once engaged in combat, they must decide once in base contact which weapons/ items they will be using in their hands. They cannot be exchanged while the model is still engaged in combat. If a model is in base contact with only Knocked Down or Stunned enemies, he may freely swap his hand-helm items again.

**Armour**

Combatants that are wounded have the chance to avoid damage if they are wearing armour or carrying shields.

For each wound suffered by the model, the player rolls a D6. If he rolls greater than or equal to the armour save of his fighter then that wound has been absorbed or deflected by the armour.

Some models are so powerful that armour provides less protection against them.

The higher a models Strength, the more easily it can pierce armour. For each point of Strength greater than 3, the armor penetration modifier is increased by 1. This modifier is added to any armor penetration modifiers the used weapons may have.

Example:

A model with Strength 4 and an Axe is fighting against a model with a heavy armor (providing a 4+ armour save). In this case every successful wound roll has a -2 armor penetration modifier, leaving the model with the heavy armor with a 6+ armour save roll to prevent the wound.

***Injuries***

Whenever a model is wounded and the armour did not save the wound, the model loses 1 wound. If the warrior’s wounds are reduced to zero the opponent inflicting the wound has to roll a D6 for each wound suffered. Use the highest roll among the thrown dice to determine the consequences of the wound:

1 – 2: Knocked Down

3 – 4: Stunned

5 – 6: Taken out of Action

If the warrior has already zero wounds left, add +1 to the result of the dice roll.

**Knocked Down**

Turn the model face up to show that he has been knocked down. Knocked down models may crawl 2" during the movement phase, but may not fight in hand-to-hand combat, shoot or cast spells. If he is in base-to-base contact with an enemy, a knocked down model can crawl 2" away only if the enemy is engaged in hand-to-hand combat with another opponent, otherwise he has to stay where he is.

While knocked down, the warrior cannot strike back nor parry.

All attacks against a warrior who is knocked down hit automatically. If any of the attacks wound the knocked down model and he fails his armour save, he is automatically taken out of action.

A warrior who has been knocked down may stand up at the start of his next turn, but gains ‘Strike Last’, can only move at half its movement rate, cannot charge nor run. These effects last at least one turn. If the warrior has no wounds left, the effects persist until the end of the game, with the exception of charging (the warrior is injured but has not lost his will to fight)

**Stunned**

Turn the model face down to show that he has been stunned. A fighter who is stunned may do nothing at all. A player may turn the model face up in the next recovery phase, and the warrior is then treated as knocked down.

A stunned model is automatically taken out of action if an enemy attacks him in hand-to-hand combat.

**Taken out of Action**

The model is removed from the game. Roll a D6 for a Henchman and a D66 for a Hero taken out of action and consult the charts below.

**Taken out of Action – Henchmen**

|  |  |  |
| --- | --- | --- |
| **1 - 2** | Dead or Fled | The Warrior is removed from the warband roster. |
| **3 - 6** | Full Recovery | The Warrior has recovered and will re-join he warband in the next game. |

**Taken out of Action – Hero Chart (D66)**

|  |  |  |
| --- | --- | --- |
| **11 - 15** | Dead | The Warrior is dead. His body is abandoned in the alleys of Mordheim. (Nobody has time for burials in this city). All equipment is lost and the warrior is removed from the warband roster. |
| **16 - 21** | Multiple Injuries | Roll D6 times on this table. Re-roll any Dead, Captured and further Multiple Injuries results. |
| **22** | Leg Wound | The warrior gains -1 Movement from now on. |
| **23** | Arm Wound | Roll a D6. 1: The Arm is amputated. The warrior can only use a single one-handed weapon from now on. 2 - 6: The warrior misses the next game. |
| **24** | Madness | Roll a D6. 1 - 3: The warrior gains Stupidity from now on. 2 - 6: The warrior gains Frenzy from now on. |
| **25** | Smashed Leg | Roll a D6. 1: The warrior cannot run anymore from now on.  2 - 6: The warrior misses the next game. |
| **26** | Chest Wound | The warrior gains -1 Toughness from now on. |
| **31** | Blinded in one eye | The warrior gains -1 Ballistic Skill from now on. If he is blinded again, he has to retire and is removed from the warband roster. |
| **32** | Old battle wound | Roll a D6 at the start of each game. On a roll of 1, the warrior misses the game. |
| **33** | Nervous condition | The warrior gains -1 Initiative from now on. |
| **34** | Hand Injury | The warrior gains -1 Weapon Skill from now on. |
| **35** | Deep wound | Roll a D3. The warrior misses the next D3 games. |
| **36** | Robbed | Remove all equipment including weapon and armor from the models roster. |
| **41 - 55** | Full Recovery | All fine. Continue as is. |
| **56** | Bitter Enmity | The warrior gains Hatred. Roll a D6 to determine who he hates. 1 - 3: The enemy that caused the wound. If it is a henchman, it instead hates. 4: The leader of the warband that caused the wound 5: The entire warband that caused the wound 6: All warbands of the same type that caused the wound (e.g. all Orcs) |
| **61** | Captured | The warrior is captured by the warband that wounded him. That warband may: a. Sell him back to his warband a price of their choosing b. Sell him into Slavery (gain 5 \* D6 GC + all equipment the warrior has) |
| **62 - 63** | Hardened | The Warrior gains Immune to Fear from now on. |
| **64** | Horrible Scars | The Warrior gains Fear from now on. |
| **65** | Sold to the Pits | The Warrior has to fight in the pits. See the Pit Fight section for this. Roll to see which side charges, and fight the battle as normal. If the warrior loses, roll to see whether he is dead or injured (i.e., a D66 roll of 11-35). If he is not dead, he is thrown out of the fighting pits without his armour and weapons and may re-join his warband. If the warrior wins he gains 50 GC, +2 Experience and is free to rejoin his warband with all his weapons and equipment. |
| **66** | Survived against all odds | The Warrior gains +1 Experience. |

***Experience***

***Accumulating Experience***

See the scenario description to determine how much experience the warriors gained.

As warriors earn more Experience points they are entitled to make Advance rolls. The warband roster sheet shows how much experience a Hero or a Henchman group must accumulate before making a further roll. When the accumulated experience reaches a box that has thick borders, the warrior may make an Advance roll. The roll(s) must be taken immediately after the game in which the advance was earned, while both players are present to witness the result.

Note that Henchmen gain experience as a group, and consequently all the warriors in one group gain the same advance.

***Advance Rolls***

Roll 2D6 and consult the appropriate table:

**Advance Roll – Henchmen**

|  |  |
| --- | --- |
| **2 - 4** | +1 Initiative |
| **5** | +1 Initiative or +1 Strength |
| **6 - 7** | +1 Ballistic Skill or +1 Weapon Skill |
| **8** | +1 Ballistic Skill or +1 Attack |
| **9** | +1 Leadership |
| **10 - 12** | Lads got Talent. |

**Advance Roll – Heros**

|  |  |
| --- | --- |
| **2 - 5** | Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill. |
| **6** | Roll a D6.  1 – 3: +1 Initiative or +1 Strength.  4 – 6: +1 Ballistic Skill or +1 Attack |
| **7** | +1 Ballistic Skill or +1 Weapon Skill |
| **8** | Roll a D6.  1 – 3: +1 Initiative  4 – 6: +1 Leadership |
| **9** | Roll a D6.  1 – 3: +1 Wound  4 – 6: +1 Toughness |
| **10 - 12** | Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill. |

***Weapons***

***Close Combat Weapons***

|  |  |  |  |
| --- | --- | --- | --- |
| Weapon Name | Strength-  modifier | Special Rules | Restrictions |
| Axe | - | [Cutting Edge](#_3rdcrjn) |  |
| Barbed Spear | - | [Strike First](#_26in1rg), [Unwieldy](#_lnxbz9), [Cavalry Bonus(1)](#_35nkun2), [Vicious Critical](#_1ksv4uv) |  |
| Beastlash | - | [Beast bane](#_44sinio), [Cannot Be Parried](#_2jxsxqh), [Whip crack](#_z337ya) | Dark Elves |
| Brazier Iron | +1 | [Two Handed](#_3j2qqm3), [Flaming Attack](#_1y810tw) |  |
| Censer | +2 | [Heavy](#_4i7ojhp), [Two Handed](#_3j2qqm3), [Fog of Death](#_2xcytpi) |  |
| Dagger | - | [Armor Yield](#_3rdcrjn), [Off-hand](#_1ci93xb) |  |
| Double-Handed Weapon | +2 | [Two Handed](#_3j2qqm3), [Strike Last](#_3whwml4) |  |
| Dwarf Axe | - | [Cutting Edge](#_3rdcrjn), [Parry](#_2bn6wsx) | Dwarves |
| Fist | -1 | [Armor Yield](#_3rdcrjn) |  |
| Flail | +2 | [Two Handed](#_3j2qqm3), [Heavy](#_4i7ojhp) |  |
| Halberd | +1 | [Two Handed](#_3j2qqm3) |  |
| Hammer or mace | - | [Concussion](#_qsh70q) |  |
| Horseman’s Hammer | +1 | [Two Handed](#_3j2qqm3), Cavalry Charge |  |
| Katar | - | [Cutting Edge](#_3rdcrjn), [Off-hand](#_1ci93xb) |  |
| Lance | - | [Cavalry Bonus(2)](#_35nkun2) | Mounted |
| Morning Star | +1 | [Heavy](#_4i7ojhp), [Difficult to Use](#_3as4poj) |  |
| Pike | - | [Strike First](#_26in1rg), [Two Handed](#_3j2qqm3), [Length](#_1pxezwc), [Range](#_49x2ik5) |  |
| Rapier | - | [Parry](#_2bn6wsx), [Barrage](#_2p2csry), [Armor Yield](#_3rdcrjn) |  |
| Saerath | +1 | [Parry](#_2bn6wsx), [Extra Attack](#_147n2zr) | Wood Elves |
| Scythe | +1 | [Two Handed](#_3j2qqm3) |  |
| Spear | - | [Strike First](#_26in1rg), [Unwieldy](#_lnxbz9), [Cavalry Bonus(1)](#_35nkun2) |  |
| Sword | - | [Parry](#_2bn6wsx) |  |
| Sword Breaker | - | [Parry](#_2bn6wsx), [Trap Blade](#_3o7alnk) |  |
| Whip | -1 | [Armor Yield](#_3rdcrjn), [Cannot Be Parried](#_2jxsxqh), [Whip crack](#_z337ya) |  |

***Special Combat Weapons types***

|  |  |  |
| --- | --- | --- |
| Weapon type | Special Rules | Cost modifier |
| Cold Steel | Accuracy | x4 |
| Dark Steel | Concussion, Critical Damage | x3 |
| Gromril | Razor Sharp | x4 |
| Ithilmar | Lighning Speed | x3 |

***Close Combat Weapon Special Rules***

**Accuracy**

Add +1 to your to-hit rolls

**Armor Yield**

Enemy save modifier +1. If it has none, it gets a 6+ armor save

**Barrage**

When failing to wound, gain an additional attack at -1 to hit.

**Beast bane**

Any animal charged or wishing to charge a model with this weapon must first take a Fear test

**Cannot Be Parried**

Attacks with this weapon cannot be [parried](#_2bn6wsx)

**Cavalry Bonus (X)**

A mounted warrior armed receives a +X Strength bonus in the turn he charges.

**Concussion**

A roll of 2-4 is treated as stunned when rolling to see the extent of a models injury

**Critical Damage**

Add +1 to any roll on the critical hit chart

**Cutting Edge**

Enemy save modifier -1

**Difficult to Use**

May only carry a shield in the offhand during close combat. No other weapon or buckler allowed.

**Extra Attack**

Add an additional attack.

**Flaming Attack**

Roll a D6 when scoring a hit with this weapon. On a roll of 6 the opponent takes a Strength 4 hit in the recovery phase.

**Fog of Death**

A model hit by the censer must take a Toughness test. If the test is failed, the model suffers an automatic wound. The wielder rolls a D6 and suffers a wound on the roll of 6.

Ignore this rule when fighting enemy Undead and possessed models.

If the model wielding the censer also has the fog-enhancing warpstone shards, enemy models suffer -1 to hit with ranged weapons.

**Heavy**

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

**Length**

Can only be used by man-sized or larger models. Skaven, Halflings, Dwarfs, etc. cannot use this.

**Lightning Speed**

Gain +1 Initiative in close combat

**Off-hand**

-1 to hit when used as an offhand weapon

**Parry**

Once per combat phase the model may try to parry an incoming blow.

To parry roll a D6. If the score is higher than the number your opponent rolled to hit, the hit is ignored.

Add +1 to the roll if your WS is twice or more than that of your opponent.

Models armed with a buckler and a weapon that grants parry may re-roll failed parry rolls.

Models armed with two weapons that both grant parry adds +1 to the parry roll results.

If your opponent scored several hits, the parry roll has to beat the highest roll.

If a model is fighting against several opponents, it may choose whose attacks it wishes to parry.

Attacks made with a Strength with at least twice the value of the models own Strength and attacks which scored a 6 on the to hit roll cannot be parried (this includes multiple hits where at least one scored a 6)

**Range**

Can attack models up to a distance of 3” (a charge is not needed, neither is base contact).

When in base contact with an enemy it can only be used against charging enemies.

**Razor Sharp**

Enemy save modifier -1

**Strike First**

When charged, strike first (even before the charger)

**Strike Last**

Always strikes last regardless of Initiative (unless the opponent also strikes last), even when charging

**Trap Blade**

Whenever you make a successful parry attempt roll a D6. If you score a 4+, you break the weapon your opponent was using. The weapon is removed from the models equipment list.

**Two Handed**

May not use any equipment in the offhand during close combat. If the model is equipped with a shield it still gets a +1 bonus to its armour save against shooting

**Unwieldy**

May only use a shield or a buckler in the offhand during close combat.

**Vicious Critical**

When scoring a critical hit, roll twice on the critical hits table and choose the result you prefer.

**Whip crack**

Add an additional attack when charging or being charged (only against the charger).

The attack has the special rule Strike first.

Gain no more than one additional attack even when being charged by multiple enemies or using multiple whips.

***Warbands***

**General Rules**

Each warband has 500 GC to recruit the initial members and equipment

Each warband has a leader. The leader has to be taken initially. No exceptions

Each warband has a maximum number of members that may not be exceeded.

The maximum number of members of a certain unit type is stated in brackets after the unit name.

**Dark Elves**

**Basic Information and Special Rules**

Alignment: Neutral / Chaotic

Maximum Number of Warband Members: 12

Special Rule: Excellent Sight, Blackpower Weapons

**High Born (1)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **70** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **20** |  | **Dagger** | Free/2 |  | **Buckler** | 5 |
| **Warband Rating** | **30** |  | **Axe** | 5 |  | **Shield** | 5 |
|  |  |  | **Sword** | 10 |  | **Helmet** | 10 |
| **Characteristic** | **Value** |  | **Double-Handed** | 15 |  | **Sea Dragon Cloak** | 50 |
| **Movement** | 5 |  | **Weapon** |  |  | **Light Armor** | 20 |
| **Weaponskill** | 5 |  | **Halberd** | 10 |  |  |  |
| **Ballisticskill** | 4 |  | **Spear** | 5 |  | **Shooting** | **Costs\*** |
| **Initiative** | 6 |  | **Beastlash** | 10 |  | **Repeater Crossbow** | 35 |
| **Attacks** | 1 |  | **Dark Steel upgrade** | x3 |  | **Crossbow Pistol** | 35 |
| **Strength** | 3 |  | **Dark Venom** | 15 |  |  |  |
| **Toughness** | 3 |  |  |  |  |  |  |
| **Wounds** | 1 |  | **\* in GC** |  |  |  |  |
| **Leadership** | 9 |  |  |  |  |  |  |

***Special Rules***

Hero, Leader, Hatred (High Elves)

***Skills***

Combat, Shooting, Academic, Speed & Dark Elves Special Skills

**Beastmaster (0 – 1)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **45** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **8** |  | **Dagger** | Free/2 |  | **Buckler** | 5 |
| **Warband Rating** | **13** |  | **Axe** | 5 |  | **Shield** | 5 |
|  |  |  | **Sword** | 10 |  | **Helmet** | 10 |
| **Characteristic** | **Value** |  | **Double-Handed** | 15 |  | **Sea Dragon Cloak** | 50 |
| **Movement** | 5 |  | **Weapon** |  |  | **Light Armor** | 20 |
| **Weaponskill** | 4 |  | **Halberd** | 10 |  |  |  |
| **Ballisticskill** | 4 |  | **Spear** | 5 |  | **Shooting** | **Costs\*** |
| **Initiative** | 6 |  | **Beastlash** | 10 |  | **Repeater Crossbow** | 35 |
| **Attacks** | 1 |  | **Dark Steel upgrade** | x3 |  | **Crossbow Pistol** | 35 |
| **Strength** | 3 |  | **Dark Venom** | 15 |  |  |  |
| **Toughness** | 3 |  |  |  |  |  |  |
| **Wounds** | 1 |  | **\* in GC** |  |  |  |  |
| **Leadership** | 8 |  |  |  |  |  |  |

***Special Rules***

Hero, Cold One Beasthound, Hatred (High Elves)

***Skills***

Combat, Speed & Dark Elves Special Skills

**Fellblades (0 -2)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **40** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **12** |  | **Dagger** | Free/2 |  | **Buckler** | 5 |
| **Warband Rating** | **17** |  | **Axe** | 5 |  | **Shield** | 5 |
|  |  |  | **Sword** | 10 |  | **Helmet** | 10 |
| **Characteristic** | **Value** |  | **Double-Handed** | 15 |  | **Sea Dragon Cloak** | 50 |
| **Movement** | 5 |  | **Weapon** |  |  | **Light Armor** | 20 |
| **Weaponskill** | 5 |  | **Halberd** | 10 |  |  |  |
| **Ballisticskill** | 4 |  | **Spear** | 5 |  |
| **Initiative** | 6 |  | **Beastlash** | 10 |  |
| **Attacks** | 1 |  | **Dark Steel upgrade** | x3 |  |
| **Strength** | 3 |  | **Dark Venom** | 15 |  |  |  |
| **Toughness** | 3 |  |  |  |  |  |  |
| **Wounds** | 1 |  | **\* in GC** |  |  |  |  |
| **Leadership** | 8 |  |  |  |  |  |  |

***Special Rules***

Hero, Melee Specialist, Hatred (High Elves)

***Skills***

Combat, Speed & Dark Elves Special Skills

**Sorceress (0-1)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **55** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **12** |  | **Dagger** | Free/2 |  | **Buckler** | 5 |
| **Warband Rating** | **17** |  | **Axe** | 5 |  | **Shield** | 5 |
|  |  |  | **Sword** | 10 |  | **Helmet** | 10 |
| **Characteristic** | **Value** |  | **Double-Handed** | 15 |  | **Sea Dragon Cloak** | 50 |
| **Movement** | 5 |  | **Weapon** |  |  | **Light Armor** | 20 |
| **Weaponskill** | 4 |  | **Halberd** | 10 |  |  |  |
| **Ballisticskill** | 4 |  | **Spear** | 5 |  | **Shooting** | **Costs\*** |
| **Initiative** | 6 |  | **Beastlash** | 10 |  | **Repeater Crossbow** | 35 |
| **Attacks** | 1 |  | **Dark Steel upgrade** | x3 |  | **Crossbow Pistol** | 35 |
| **Strength** | 3 |  | **Dark Venom** | 15 |  |  |  |
| **Toughness** | 3 |  |  |  |  |  |  |
| **Wounds** | 1 |  | **\* in GC** |  |  |  |  |
| **Leadership** | 8 |  |  |  |  |  |  |

***Special Rules***

Hero, Magic User, Hatred (High Elves)

***Skills***

Academic, Speed, Magic & Dark Elves Special Skills

**Cold One Beasthounds (0-2)**

***Profile & Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **30** |  | **\* in GC** |  |  |  |  |
| **Start Experience** | **0** |  |  |  |  |  |  |
| **Warband Rating** | **5** |  |
|  |  |  |
| **Characteristic** | **Value** |  |
| **Movement** | 6 |  |
| **Weaponskill** | 3 |  |
| **Ballisticskill** | 0 |  |
| **Initiative** | 1 |  |
| **Attacks** | 1 |  |
| **Strength** | 4 |  |
| **Toughness** | 4 |  |  |  |  |  |  |
| **Wounds** | 1 |  |  |  |  |  |  |
| **Leadership** | 4 |  |  |  |  |  |  |

***Special Rules***

Henchmen, Animals, Fear, Scaly Skin, Beastmaster, Stupidity, Hatred (High Elves)

**Corsairs (0-11)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **35** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **0** |  | **Dagger** | Free/2 |  | **Buckler** | 5 |
| **Warband Rating** | **5** |  | **Axe** | 5 |  | **Shield** | 5 |
|  |  |  | **Sword** | 10 |  | **Helmet** | 10 |
| **Characteristic** | **Value** |  | **Double-Handed** | 15 |  | **Sea Dragon Cloak** | 50 |
| **Movement** | 5 |  | **Weapon** |  |  | **Light Armor** | 20 |
| **Weaponskill** | 4 |  | **Halberd** | 10 |  |  |  |
| **Ballisticskill** | 4 |  | **Spear** | 5 |  | **Shooting** | **Costs\*** |
| **Initiative** | 6 |  | **Beastlash** | 10 |  | **Repeater Crossbow** | 35 |
| **Attacks** | 1 |  | **Dark Steel upgrade** | x3 |  | **Crossbow Pistol** | 35 |
| **Strength** | 3 |  |  |  |  |  |  |
| **Toughness** | 3 |  | **\* in GC** |  |  |  |  |
| **Wounds** | 1 |  |  |  |  |  |  |
| **Leadership** | 8 |  |  |  |  |  |  |

***Special Rules***

***Henchmen, Hatred (High Elves)***

**Shades (0 –5)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **30** |  | **Offensive** | | **Costs\*** | |  | | **Armour** | **Costs\*** |
| **Start Experience** | **0** |  | **Dagger** | | Free/2 | |  | | **Helmet** | 10 |
| **Warband Rating** | **5** |  | **Axe** | | 5 | |  | | **Light Armor** | 20 |
|  |  |  | **Sword** | | 10 | |  | |  |  |
| **Characteristic** | **Value** |  |  | |  | |  | | **Shooting** | **Costs\*** |
| **Movement** | 5 |  | **\* in GC** | |  | |  | | **Repeater Crossbow** | 35 |
| **Weaponskill** | 4 |  |  | |  | |  | |  |  |
| **Ballisticskill** | 4 |  |  |  | |  | |
| **Initiative** | 6 |  |  |  | |  | |
| **Attacks** | 1 |  |  |  | |  | |
| **Strength** | 3 |  |  |  | |  | |
| **Toughness** | 3 |  |  | |  | |  | |  |  |
| **Wounds** | 1 |  |  | |  | |  | |  |  |
| **Leadership** | 8 |  |  | |  | |  | |  |  |

***Special Rules***

Hero, Natural Stealth, Hatred (High Elves)

**Beastmen**

**Basic Information and Special Rules**

Alignment: Chaotic

Maximum Number of Warband Members: 15

**Beastmen Chieftain (1)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **65** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **20** |  | **Dagger** | Free/2 |  | **Shield** | 5 |
| **Warband Rating** | **30** |  | **Axe** | 5 |  | **Helmet** | 10 |
|  |  |  | **Sword** | 10 |  | **Light Armor** | 20 |
| **Characteristic** | **Value** |  | **Double-Handed** | 15 |  | **Heavy Armor** | 50 |
| **Movement** | 5 |  | **Weapon** |  |  |  |  |
| **Weaponskill** | 4 |  | **Halberd** | 10 |  |  |  |
| **Ballisticskill** | 3 |  | **Mace or Hammer** | 5 |  |  |  |
| **Initiative** | 4 |  |  |  |  |  |  |
| **Attacks** | 1 |  | **\* in GC** |  |  |  |  |
| **Strength** | 4 |  |  |  |  |  |  |
| **Toughness** | 4 |  |  |  |  |  |  |
| **Wounds** | 1 |  |  |  |  |  |  |
| **Leadership** | 7 |  |  |  |  |  |  |

***Special Rules***

Hero, Leader

***Skills***

Combat, Strength, Speed & Beastmen Special Skills

**Beastmen Shaman (0 – 1)**

***Profile& Equipment Options***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **45** |  | **Offensive** | **Costs\*** |  |
| **Start Experience** | **11** |  | **Dagger** | Free/2 |  |
| **Warband Rating** | **16** |  | **Axe** | 5 |  |
|  |  |  | **Sword** | 10 |  |
| **Characteristic** | **Value** |  | **Double-Handed** | 15 |  |
| **Movement** | 5 |  | **Weapon** |  |  |  |  |
| **Weaponskill** | 4 |  | **Halberd** | 10 |  |  |  |
| **Ballisticskill** | 3 |  | **Mace or Hammer** | 5 |  |  |  |
| **Initiative** | 3 |  |  |  |  |  |  |
| **Attacks** | 1 |  | **\* in GC** |  |  |  |  |
| **Strength** | 3 |  |  |  |  |  |  |
| **Toughness** | 4 |  |  |  |  |  |  |
| **Wounds** | 1 |  |  |  |  |  |  |
| **Leadership** | 6 |  |  |  |  |  |  |

***Special Rules***

Hero, Magic User

***Skills***

Combat, Speed, Magic & Beastmen Special Skills

**Centigor (0 -1)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **80** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **8** |  | **Dagger** | Free/2 |  | **Shield** | 5 |
| **Warband Rating** | **18** |  | **Axe** | 5 |  | **Helmet** | 10 |
|  |  |  | **Sword** | 10 |  | **Light Armor** | 20 |
| **Characteristic** | **Value** |  | **Double-Handed** | 15 |  | **Heavy Armor** | 50 |
| **Movement** | 8 |  | **Weapon** |  |  |  |  |
| **Weaponskill** | 4 |  | **Halberd** | 10 |  |  |  |
| **Ballisticskill** | 3 |  | **Mace or Hammer** | 5 |  |  |  |
| **Initiative** | 2 |  |  |  |  |  |  |
| **Attacks** | 1 |  | **\* in GC** |  |  |  |  |
| **Strength** | 4 |  |  |  |  |  |  |
| **Toughness** | 4 |  |  |  |  |  |  |
| **Wounds** | 1 |  |  |  |  |  |  |
| **Leadership** | 7 |  |  |  |  |  |  |

***Special Rules***

Hero, Drunken, Woodland Dwelling

***Skills***

Combat, Strength & Beastmen Skills

**Bestigor (0-2)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **45** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **8** |  | **Dagger** | Free/2 |  | **Shield** | 5 |
| **Warband Rating** | **13** |  | **Axe** | 5 |  | **Helmet** | 10 |
|  |  |  | **Sword** | 10 |  | **Light Armor** | 20 |
| **Characteristic** | **Value** |  | **Double-Handed** | 15 |  | **Heavy Armor** | 50 |
| **Movement** | 5 |  | **Weapon** |  |  |  |  |
| **Weaponskill** | 4 |  | **Halberd** | 10 |  |  |  |
| **Ballisticskill** | 3 |  | **Mace or Hammer** | 5 |  |  |  |
| **Initiative** | 3 |  |  |  |  |  |  |
| **Attacks** | 1 |  | **\* in GC** |  |  |  |  |
| **Strength** | 4 |  |  |  |  |  |  |
| **Toughness** | 4 |  |  |  |  |  |  |
| **Wounds** | 1 |  |  |  |  |  |  |
| **Leadership** | 7 |  |  |  |  |  |  |

***Special Rules***

Hero

***Skills***

Combat, Strength & Beastmen Special Skills

**Ungor (0-14)**

***Profile & Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **25** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **0** |  | **Dagger** | Free/2 |  | **Shield** | 5 |
| **Warband Rating** | **5** |  | **Axe** | 5 |  |  |  |
|  |  |  | **Spear** | 5 |  |  |  |
| **Characteristic** | **Value** |  | **Mace or Hammer** | 5 |  |  |  |
| **Movement** | 5 |  |  |  |  |  |  |
| **Weaponskill** | 3 |  | **\* in GC** |  |  |  |  |
| **Ballisticskill** | 3 |  |  |  |  |  |  |
| **Initiative** | 3 |  |  |  |  |  |  |
| **Attacks** | 1 |  |  |  |  |  |  |
| **Strength** | 3 |  |  |  |  |  |  |
| **Toughness** | 3 |  |  |  |  |  |  |
| **Wounds** | 1 |  |  |  |  |  |  |
| **Leadership** | 6 |  |  |  |  |  |  |

***Special Rules***

Henchmen, Lowest of the low, Infighting

**Gor (0-14)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **35** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **0** |  | **Dagger** | Free/2 |  | **Shield** | 5 |
| **Warband Rating** | **5** |  | **Axe** | 5 |  | **Helmet** | 10 |
|  |  |  | **Sword** | 10 |  | **Light Armor** | 20 |
| **Characteristic** | **Value** |  | **Double-Handed** | 15 |  | **Heavy Armor** | 50 |
| **Movement** | 5 |  | **Weapon** |  |  |  |  |
| **Weaponskill** | 4 |  | **Halberd** | 10 |  |  |  |
| **Ballisticskill** | 3 |  | **Mace or Hammer** | 5 |  |  |  |
| **Initiative** | 3 |  |  |  |  |  |  |
| **Attacks** | 1 |  | **\* in GC** |  |  |  |  |
| **Strength** | 3 |  |  |  |  |  |  |
| **Toughness** | 4 |  |  |  |  |  |  |
| **Wounds** | 1 |  |  |  |  |  |  |
| **Leadership** | 6 |  |  |  |  |  |  |

***Special Rules***

Henchmen, Infighting

**Warhounds of Chaos (0 –14)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **15** |  | **\* in GC** | |  | |  | |
| **Start Experience** | **0** |  |  | |  | |  | |
| **Warband Rating** | **5** |  |  | |  | |  | |
|  |  |  |  | |  | |  | |
| **Characteristic** | **Value** |  |  | |  | |  | |
| **Movement** | 7 |  |  | |  | |  | |
| **Weaponskill** | 4 |  |  | |  | |  | |  |  |
| **Ballisticskill** | 0 |  |  |  | |  | |
| **Initiative** | 3 |  |  |  | |  | |
| **Attacks** | 1 |  |  |  | |  | |
| **Strength** | 4 |  |  |  | |  | |
| **Toughness** | 3 |  |  | |  | |  | |  |  |
| **Wounds** | 1 |  |  | |  | |  | |  |  |
| **Leadership** | 5 |  |  | |  | |  | |  |  |

***Special Rules***

Henchmen, Animals

**Minotaur (0 –1)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **200** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **0** |  | **Dagger** | Free/2 |  | **Shield** | 5 |
| **Warband Rating** | **15** |  | **Axe** | 5 |  | **Helmet** | 10 |
|  |  |  | **Sword** | 10 |  | **Light Armor** | 20 |
| **Characteristic** | **Value** |  | **Double-Handed** | 15 |  | **Heavy Armor** | 50 |
| **Movement** | 6 |  | **Weapon** |  |  |  |  |
| **Weaponskill** | 4 |  | **Halberd** | 10 |  |  |  |
| **Ballisticskill** | 3 |  | **Mace or Hammer** | 5 |  |  |  |
| **Initiative** | 4 |  |  |  |  |  |  |
| **Attacks** | 3 |  | **\* in GC** |  |  |  |  |
| **Strength** | 4 |  |  |  |  |  |  |
| **Toughness** | 4 |  |  |  |  |  |  |
| **Wounds** | 3 |  |  |  |  |  |  |
| **Leadership** | 8 |  |  |  |  |  |  |

***Special Rules***

Henchmen, Fear, Beastial, Bloodgreed, Large, Tough

**Dwarf Rangers**

**Alignment**

**Basic Information and Special Rules**

Alignment: Lawful / Neutral, Neutral

Maximum Number of Warband Members: 12

Special Rule: Incomparable Miners, Grudgebearers, Don’t Trust ‘em

**Runemaster (1)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **85** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **20** |  | **Dagger** | Free/2 |  | **Shield** | 5 |
| **Warband Rating** | **35** |  | **Axe** | 5 |  | **Helmet** | 10 |
|  |  |  | **Mace or Hammer** | 5 |  | **Light Armor** | 20 |
| **Characteristic** | **Value** |  | **Sword** | 10 |  | **Heavy Armor** | 50 |
| **Movement** | 3 |  | **Double-Handed** | 15 |  | **Gromril Armor** | 75 |
| **Weaponskill** | 5 |  | **Weapon** |  |  |  |  |
| **Ballisticskill** | 4 |  | **Halberd** | 10 |  | **Shooting** | **Costs\*** |
| **Initiative** | 2 |  | **Spear** | 5 |  | **Pistol** | 15 |
| **Attacks** | 1 |  | **Dwarf Axe** | 15 |  |  |  |
| **Strength** | 3 |  | **Gromril upgrade** | x3 |  |  |  |
| **Toughness** | 4 |  |  |  |  |  |  |
| **Wounds** | 1 |  | **\* in GC** |  |  |  |  |
| **Leadership** | 10 |  |  |  |  |  |  |

***Special Rules***

Hero, Leader, Hard to Kill, Hard Head, Used to Armour, Hatred (Orcs & Goblins) , Inscribe Runes

***Skills***

Combat, Shooting, Academic, Strength & Dwarf Special Skills

**Runemaster Apprentice (0 – 1)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **40** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **0** |  | **Dagger** | Free/2 |  | **Shield** | 5 |
| **Warband Rating** | **5** |  | **Axe** | 5 |  | **Helmet** | 10 |
|  |  |  | **Mace or Hammer** | 5 |  | **Light Armor** | 20 |
| **Characteristic** | **Value** |  | **Sword** | 10 |  | **Heavy Armor** | 50 |
| **Movement** | 3 |  | **Double-Handed** | 15 |  | **Gromril Armor** | 75 |
| **Weaponskill** | 3 |  | **Weapon** |  |  |  |  |
| **Ballisticskill** | 2 |  | **Halberd** | 10 |  | **Shooting** | **Costs\*** |
| **Initiative** | 2 |  | **Spear** | 5 |  | **Pistol** | 15 |
| **Attacks** | 1 |  | **Dwarf Axe** | 15 |  |  |  |
| **Strength** | 3 |  | **Gromril upgrade** | x3 |  |  |  |
| **Toughness** | 4 |  |  |  |  |  |  |
| **Wounds** | 1 |  | **\* in GC** |  |  |  |  |
| **Leadership** | 8 |  |  |  |  |  |  |

***Special Rules***

Hero, Hard to Kill, Hard Head, Used to Armour, Hatred (Orcs & Goblins), Extra Set of Hands

***Skills***

Combat, Academic, Strength & Dwarf Special Skills

**Troll Slayer (0 -2)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **50** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **8** |  | **Dagger** | Free/2 |  | **Shield** | 5 |
| **Warband Rating** | **13** |  | **Axe** | 5 |  | **Helmet** | 10 |
|  |  |  | **Mace or Hammer** | 5 |  | **Light Armor** | 20 |
| **Characteristic** | **Value** |  | **Sword** | 10 |  | **Heavy Armor** | 50 |
| **Movement** | 3 |  | **Double-Handed** | 15 |  | **Gromril Armor** | 75 |
| **Weaponskill** | 4 |  | **Weapon** |  |  |  |  |
| **Ballisticskill** | 3 |  | **Halberd** | 10 |  | **Shooting** | **Costs\*** |
| **Initiative** | 2 |  | **Spear** | 5 |  | **Pistol** | 15 |
| **Attacks** | 1 |  | **Dwarf Axe** | 15 |  |  |  |
| **Strength** | 3 |  | **Gromril upgrade** | x3 |  |  |  |
| **Toughness** | 4 |  |  |  |  |  |  |
| **Wounds** | 1 |  | **\* in GC** |  |  |  |  |
| **Leadership** | 9 |  |  |  |  |  |  |

***Special Rules***

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

***Skills***

Combat, Strength & Dwarf Special Skills

**Dwarf Clansman (0-11)**

***Profile & Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **40** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **0** |  | **Dagger** | Free/2 |  | **Shield** | 5 |
| **Warband Rating** | **5** |  | **Axe** | 5 |  | **Helmet** | 10 |
|  |  |  | **Mace or Hammer** | 5 |  | **Light Armor** | 20 |
| **Characteristic** | **Value** |  | **Sword** | 10 |  | **Heavy Armor** | 50 |
| **Movement** | 3 |  | **Double-Handed** | 15 |  | **Gromril Armor** | 75 |
| **Weaponskill** | 4 |  | **Weapon** |  |  |  |  |
| **Ballisticskill** | 3 |  | **Halberd** | 10 |  | **Shooting** | **Costs\*** |
| **Initiative** | 2 |  | **Spear** | 5 |  | **Pistol** | 15 |
| **Attacks** | 1 |  | **Dwarf Axe** | 15 |  |  |  |
| **Strength** | 3 |  | **Gromril upgrade** | x3 |  |  |  |
| **Toughness** | 4 |  |  |  |  |  |  |
| **Wounds** | 1 |  | **\* in GC** |  |  |  |  |
| **Leadership** | 9 |  |  |  |  |  |  |

***Special Rules***

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

**Dwarf Longbeard (0-5)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **50** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **0** |  | **Dagger** | Free/2 |  | **Shield** | 5 |
| **Warband Rating** | **5** |  | **Axe** | 5 |  | **Helmet** | 10 |
|  |  |  | **Mace or Hammer** | 5 |  | **Light Armor** | 20 |
| **Characteristic** | **Value** |  | **Sword** | 10 |  | **Heavy Armor** | 50 |
| **Movement** | 3 |  | **Double-Handed** | 15 |  | **Gromril Armor** | 75 |
| **Weaponskill** | 5 |  | **Weapon** |  |  |  |  |
| **Ballisticskill** | 3 |  | **Halberd** | 10 |  | **Shooting** | **Costs\*** |
| **Initiative** | 3 |  | **Spear** | 5 |  | **Pistol** | 15 |
| **Attacks** | 1 |  | **Dwarf Axe** | 15 |  |  |  |
| **Strength** | 3 |  | **Gromril upgrade** | x3 |  |  |  |
| **Toughness** | 4 |  |  |  |  |  |  |
| **Wounds** | 1 |  | **\* in GC** |  |  |  |  |
| **Leadership** | 10 |  |  |  |  |  |  |

***Special Rules***

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

**Dwarf Ranger (0 –5)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **40** |  | **Offensive** | | **Costs\*** | |  | | **Armour** | **Costs\*** |
| **Start Experience** | **0** |  | **Dagger** | | Free/2 | |  | | **Shield** | 5 |
| **Warband Rating** | **5** |  | **Axe** | | 5 | |  | | **Helmet** | 10 |
|  |  |  | **Mace or Hammer** | | 5 | |  | | **Light Armor** | 20 |
| **Characteristic** | **Value** |  | **Sword** | | 10 | |  | | **Heavy Armor** | 50 |
| **Movement** | 3 |  |  | |  | |  | |  |  |
| **Weaponskill** | 4 |  | **\* in GC** | |  | |  | | **Shooting** | **Costs\*** |
| **Ballisticskill** | 3 |  |  | |  | |  | | **Crossbow** | 25 |
| **Initiative** | 2 |  |  | |  | |  | |  |  |
| **Attacks** | 1 |  |  |  | |  | |
| **Strength** | 3 |  |  |  | |  | |
| **Toughness** | 4 |  |  | |  | |  | |  |  |
| **Wounds** | 1 |  |  | |  | |  | |  |  |
| **Leadership** | 9 |  |  | |  | |  | |  |  |

***Special Rules***

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

**Beardling (0 –5)**

***Profile& Equipment Options***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hiring Cost\*** | **25** |  | **Offensive** | **Costs\*** |  | **Armour** | **Costs\*** |
| **Start Experience** | **0** |  | **Dagger** | Free/2 |  | **Shield** | 5 |
| **Warband Rating** | **5** |  | **Axe** | 5 |  | **Helmet** | 10 |
|  |  |  | **Mace or Hammer** | 5 |  | **Light Armor** | 20 |
| **Characteristic** | **Value** |  | **Sword** | 10 |  | **Heavy Armor** | 50 |
| **Movement** | 3 |  | **Double-Handed** | 15 |  | **Gromril Armor** | 75 |
| **Weaponskill** | 3 |  | **Weapon** |  |  |  |  |
| **Ballisticskill** | 2 |  | **Halberd** | 10 |  | **Shooting** | **Costs\*** |
| **Initiative** | 2 |  | **Spear** | 5 |  | **Pistol** | 15 |
| **Attacks** | 1 |  | **Dwarf Axe** | 15 |  |  |  |
| **Strength** | 3 |  | **Gromril upgrade** | x3 |  |  |  |
| **Toughness** | 4 |  |  |  |  |  |  |
| **Wounds** | 1 |  | **\* in GC** |  |  |  |  |
| **Leadership** | 8 |  |  |  |  |  |  |

***Special Rules***

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