***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 |

**Critical Hits**

Each warrior may only cause one critical hit in each close combat phase.

If you roll a 6 when rolling to wound (close combat and shooting only) you will cause a critical hit, unless you already need 6s to wound. Roll a D6 and consult the respective Critical Hit chart below to determine the damage caused by the critical hit with your weapon.

|  |  |  |
| --- | --- | --- |
| **Missile weapons** | |  |
| (Bows, Crossbows, Blackpowder Weapons, Throwing Knives, etc.) | | |
| **1 - 2** | **Weak Spot** | Ignore all armour saves. |
| **3 - 4** | **Ricochet** | If there are any other models within 6", the closest enemy model is also hit. Roll to wound and take any saves as normal for both targets. |
| **5 - 6** | **Master Shot** | The target suffers 2 wounds instead of 1. Ignore all armour saves. |
|  |  |  |
| **Unarmed combat** | |  |
| (War dogs, Zombies, Possessed, Animals, etc.) | | |
| **1 - 2** | **Body Blow** | Immediately make an additional attack. |
| **3 - 4** | **Crushing Blow** | Gain +1 to the injury roll. Armour saves are taken as normal. |
| **5 - 6** | **K.O.** | Gain +2 to the injury roll and ignore all armour saves |
|  |  |  |
| **Thrusting weapons** | |  |
| (Spears, halberds, Lances, etc.) | | |
| **1 - 2** | **Stab** | Gain +1 to the injury roll. Armour saves are taken as normal. |
| **3 - 4** | **Thrust** | The enemy is knocked down. Armour saves are taken as normal |
| **5 - 6** | **Kebab!** | Gain +2 to the injury roll and ignore all armour saves. The enemy is knocked backwards D6" (or until it collides with another model) and the attacker follows and stays in base contact. All other models in the same combat are not considered in combat with the two models anymore. Any model that the enemy collides with takes a S4 hit. |
|  |  |  |
| **Bludgeoning weapons** | | |
| (Clubs, Maces, Hammers, Flails, Double-handed Hammers, etc.) | | |
| **1 - 2** | **Hammered** | Ignore all armour saves. |
| **3 - 4** | **Clubbed** | Ignore all armour saves and saves for helmets. |
| **5** | **Wild Sweep** | The enemy is disarmed. If he uses more than one weapon, determine which one he loses. Apply armour saves as normal. |
| **6** | **Bludgeoned!** | The enemy is immediately taken out of action (regardless of how many wounds it has left) |
|  |  |  |
| **Bladed weapons** | |  |
| (Swords, Axes, Double-handed Swords etc.) | | |
| **1 - 2** | **Flesh Wound** | Ignore all armour saves. |
| **3 - 4** | **Bladestorm** | Cause two wounds instead of one |
| **5 - 6** | **Sliced!** | Gain +2 to the injury roll and ignore all armour saves |

**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).

If the model is knocked down within 1” of an edge (roof, 2nd floor, etc.), take an initiative test. If the test fails, the model falls down (see Falling.)

**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.

If the model is stunned within 1” of an edge (roof, 2nd floor, etc.), take an initiative test. If the test fails, the model falls down (see Falling.)

**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.  One model in the henchmen group becomes a Hero!  If you already have the maximum number of  Heroes, roll again.  The new Hero remains the same Henchman type (e.g., a Ghoul stays as a Ghoul) and starts with the same experience the Henchman had, with all his  Characteristic increases intact.  You may choose two skill lists available to Heroes in your Warband. These are the skill types your new Hero can choose from when he gains new skills.  He can immediately make one roll on the Heroes Advance table. The remaining members of the Henchmen group, if any, roll again for the advance that they have earned, re-rolling any results of 10-12. |

**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. |

**Characteristic increase limits**

For Heros, Characteristics may not be increased beyond the maximum limits shown on the following profiles.

If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their racial maximum, you may increase any other (that is not already at its racial maximum) by +1 instead.

Note that this is the only way to gain the maximum Movement for some races.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Profile** | **M** | **WS** | **BS** | **S** | **T** | **W** | **I** | **A** | **Ld** |
| **Human** | 4 | 6 | 6 | 4 | 4 | 3 | 6 | 4 | 9 |
| **Elf** | 5 | 7 | 7 | 4 | 4 | 3 | 9 | 4 | 10 |
| **Dwarf** | 3 | 7 | 6 | 4 | 5 | 3 | 5 | 4 | 10 |
| **Ogre** | 6 | 5 | 4 | 6 | 6 | 4 | 5 | 4 | 7 |
| **Halfling** | 4 | 5 | 7 | 3 | 3 | 3 | 9 | 4 | 10 |
| **Gor** | 4 | 7 | 6 | 4 | 5 | 4 | 6 | 4 | 9 |
| **Bestigors** | 5 | 7 | 6 | 4 | 5 | 4 | 6 | 4 | 9 |
| **Centigors** | 9 | 7 | 6 | 4 | 5 | 4 | 6 | 4 | 9 |
| **Possessed** | 6 | 8 | 0 | 6 | 6 | 4 | 7 | 5 | 10 |
| **Vampire** | 6 | 8 | 6 | 7 | 6 | 4 | 9 | 4 | 10 |
| **Ghoul** | 5 | 5 | 2 | 4 | 5 | 3 | 5 | 5 | 7 |
| **Wight** | 4 | 4 | 5 | 4 | 4 | 3 | 4 | 4 | 7 |
| **Skaven** | 6 | 6 | 6 | 4 | 4 | 3 | 7 | 4 | 7 |
| **Skaven Clan Pestilens** | 5 | 6 | 6 | 4 | 5 | 3 | 7 | 4 | 7 |
| **Orc** | 4 | 6 | 6 | 4 | 5 | 3 | 5 | 4 | 9 |
| **Black Orc** | 4 | 7 | 6 | 5 | 5 | 3 | 5 | 4 | 10 |
| **Goblin Hero** | 4 | 5 | 6 | 4 | 4 | 3 | 6 | 4 | 7 |

For Henchmen, Characteristics may not be increased beyond +1 of their initial value. If the dice roll indicates an increase in a characteristic which has already been increased (or is at its racial maximum), roll again until an unincreased characteristic is rolled. All Warriors in the group gain the same advance.

***Skills & Abilities***

**Combat Skills**

**Axe Master:** The warrior may parry with normal axes as per normal

parrying rules.

**Disarm:** The warrior may opt to forego his normal attacks and

attempt to disarm a single opponent. To disarm the opponent, the

warrior must declare what weapon he is disarming and then roll to

hit the foe at a -2 WS for a single handed weapon and a -3 WS for a

2 handed weapon. If successful the opponent must fight without the

designated weapon until he recovers it. The foe recovers his weapon

in the first Recovery Phase out of Hand-to-Hand. Not vs. natural

weaponry.

**Expert Axeman:** Re-roll all failed hits with an Axe when being

charging.

**Weapons Training:** A warrior with this skill is adept at using many

different weapons. He may use any hand-to-hand combat weapon he

comes across, not just those in his equipment options.

**Web of Steel:** Few can match the ability of this warrior. He fights

with great skill, weaving a web of steel around him. The model

gains +1 to all his rolls on Critical Hit tables in hand-to-hand

combat.

**Expert Swordsman:** This warrior has been expertly taught in the

art of swordsmanship. He may re-roll all missed attacks if he is

using a sword in the hand-to-hand phase of the turn that he charges.

Note that this only applies when they are armed with normal swords

or weeping blades,

**Combat Master:** The warrior is able to take on several opponents at

once. If he fights against more than one enemy at a time, he gains an

extra Attack in each hand-to-hand combat phase as long as he is

fighting two or more enemy models. In addition, the warrior is

immune to ‘All Alone’ tests.

**Strike to Injure:** The warrior can land his blows with uncanny

accuracy. Add +1 to all injury rolls caused by the model in hand-tohand

combat.

**Step Aside:** The warrior has a natural ability to avoid injury in

combat. Each time he suffers a wound in close combat he may make

an additional saving throw of 5+. This save is never modified and is

taken after all other armour saves.

Cannot be used with heavy armor.

**Finishing Move:** The warrior may opt to forgo his usual number of

attacks and make a single attack at an additional +2 Strength to its

normal strength. This can be used in conjunction with Mighty Blow,

Weapon Bonuses, and any other Strength enhancing abilities. The

blow is resolved last AFTER 2 Handed Weapons. Useful for taking

out Knocked Down models with high Toughness.

Prereq: 2+ attacks on profile

**Follow Thru:** In any Hand-to-Hand combat where all of the

warrior’s foes are knocked down, stunned, or taken out of action the

warrior may opt to make a follow thru move of up to 2 inches in any

direction. This move can bring him into base contact with another

model, and he will fight in the next Hand-to-Hand phase, but neither

model counts as charging. This move is executed at the very end of

the Hand-to-Hand phase after everyone has finished striking. If

multiple models have this skill, then they move in Initiative order.

Simultaneous movers from opposing forces within range

automatically move to intercept one another.

**Pugilist:** The warrior may fight barehanded with no penalty one or

two handed. The model always gets an extra attack for having 2

weapons when fighting barehanded or with one weapon and no

shield or buckler. Off-hand attacks have no penalty to hit.

**Shield Smash:** The warrior has trained to integrate his shield into

his fighting style. When using a Shield or Buckler in Hand-to-Hand

he may make a single additional attack resolved at the warriors

Strength. The Shield Smash cannot cause critical hits and is -1 to hit.

**Sweeping Blow:** The warrior may opt to make a single sweep attack

against all the models in base to base contact with him instead of

making his normal attacks. Rather than rolling to hit, each foe rolls

under their Initiative to avoid the blow. Each model failing their

Initiative roll is hit, and the warrior rolls to wound each enemy

independently as normal. This maneuver can only be executed with

a two-handed weapon (including halberds and flails, etc.), but no

Strength bonuses granted by the weapons themselves are included.

**Whip Master:** The hero is so skilled with his whip that he may reroll

all to-hit rolls when using the whip. Only one re-roll is allowed

per attempt and you must accept the second roll, even if it is worse.

Two Weapon master: ignore the -2 to hit penalty for off-hand weapons.

**Shooting Skills**

**Quick Shot:** The warrior may shoot twice per turn with a bow or

crossbow (but not a crossbow pistol).

**Pistolier:** The warrior is an expert at using all kinds of pistols. If he

is equipped with a brace of pistols of any type (including crossbow

pistols), he may fire twice in the Shooting phase (though note that

normal reloading rules apply). If he has a single pistol then he may

fire it in the same turn it was reloaded.

**Eagle Eyes:** The warriors sight is exceptionally keen. He adds +6"

to the range of any missile weapon he is using.

**Weapons Expert:** The warrior has been trained to use some of the

more unusual weapons of the known world. He may use any missile

weapon he comes across, not just the weapons available from his

warbands list.

**Nimble:** The warrior may move and fire with weapons that are

normally only used if the firer has not moved. Note that this skill

cannot be combined with the Quick Shot skill.

**Trick Shooter:** The warrior can shoot through the tiniest gap

without it affecting his aim. He ignores all modifiers for cover when

using missile weapons.

**Hunter:** The warrior is an expert at getting his weapon loaded and

ready. He may fire each turn with a handgun or Hochland long rifle.

**Knife-Fighter:** The warrior is an unrivalled expert at using

throwing knives and throwing stars. He can throw a maximum of

three of these missiles in his shooting phase and may divide his

shots between any targets within range as he wishes. Note that this

skill cannot be combined with the Quick Shot skill.

**Vitals Shot:** The warrior is adept at shooting where it hurts the

most. He adds +1 to rolls on the Critical Wound effect chart when

using ranged attacks.

**Fletcher:** The warrior makes his own arrows. When shooting a bow,

his arrows are +1 to rolls on the Injury Chart.

Target Practice: The warrior can fire a single missile attach when being charged. Models that stand and shoot suffer a -1 modifiert to hit.

**Blood Dragon’s Bloodline Abilities**

**Red Fury:** The vampire falls in a horrible blood-rage, unstoppable

for his enemies. He gains one additional Attack to his profile.

**Killing Blow:** The vampire is an expert fighter and every time he

rolls a natural 6 on the to-hit roll, he automatically wounds his

opponent. No parries are allowed, although the opponent may make

armour or saving throws.

**Master Strike:** The vampire has an uncanny knack of hitting his

victims where it will do most damage. He may cause a critical hit on

a 5 or 6.

**Curse Of The Undead:** The vampire is one of the ever-living and is

extraordinarily difficult to kill. The vampire has 5+ ward save in

addition to all his armour-rolls and parries.

**Strength of the Dragon:** The vampire is extremely strong. He gains

a +1 Strength bonus and gets no movement penalties for wearing

heavy armour and shield.

**Gift of Abhorash:** The vampire is a very imposing leader and

permanently raises the maximum number of Members in the

warband by D3.

**Dark Elf Special Skills**

**Draich Master:** The hero has chosen the aspect of the Executioner

as his primary focus. The hero can wield a double-handed sword

without the usual penalty of striking last, and is allowed to wear

Heavy or Ithilmar armour (note that he may **not** wear Gromril

armour; what kind of Elf would wear Dwarf-made armour,

anyways?). [Skill by Julian Hellstrom]

**Fey Quickness:** Few can ever hope to match an Elf s inhuman

quickness and agility. An 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.

**Fury of Khaine:** The Dark Elf is infused with an intense raging

thirst for blood and is a whirlwind in hand-to-hand combat, moving

from opponent to opponent. The Dark Elf 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.

**Infiltration:** The 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.

**Lethal Strike:** This Dark Elf has come far in his training, and is a

skilled practitioner of torture; the Hero knows exactly where to hit

his foes to cause maximum damage. He can cause a Critical Hit on a

to wound roll of 5-6, instead of only 6. If he needs a 6 to wound the

target, he can still cause a Critical Hit on a to wound roll of 6. [Skill

by Julian Hellstrom]

**Master of Poisons:** The Dark Elf is proficient in concocting

different poisons. If the Hero doesnt search for rare items, he may

make D3-1 doses of Dark Venom instead. There is a chance of

getting none, as the hero doesnt have access to a stable workplace.

The poison must be used in the next battle and cannot be sold or

traded to other warbands as the Dark Elves guard their secrets very

carefully.

**Powerful Build:** The warrior is strongly built for an Elf and is

capable of feats of strength. A warrior 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.

**Dwarf Special Skills**

**Master of Blades:** This Dwarfs martial skills surpass those of a

normal warrior; he has fought unscathed against hordes of Orcs and

Goblins. When using a weapon that has a Parry special rule, this

hero gains a +1 on the parry roll. If using two parry weapons, instead of an additional +1 to parray he can now re-roll one parry OR parry another separate attack. Prerequisite: 2 combat skills

**Extra Tough:** This Dwarf is notorious for walking away from

wounds that would kill a lesser being. When rolling on the Heroes

Serious Injury chart for this Hero after a game in which he has been

taken Out Of Action, the dice may be re-rolled once. The result of

this second dice roll must be accepted, even if it is a worse result.

**Resource Hunter:** This Dwarf is especially good at locating

valuable resources. When rolling on the Exploration chart at the end

of a game, the Hero may modify one dice roll by +1/-1.

**True Grit:** Dwarfs are hardy individuals and this Hero is hardy

even for a Dwarf! When rolling on the Injury table for this Hero, a

roll of 1-3 is treated as Knocked Down, 4-5 as Stunned, and 6 as Out

Of Action.

**Thick Skull:** The Hero has a thick skull, even for a Dwarf. He has a

3+ save on a D6 to avoid being Stunned. If the save is made, treat a

Stunned result as Knocked Down instead. If the Dwarf also wears a

helmet, this save is 2+ instead of 3+ (this takes the place of the

normal Helmet special rule).

**Wood Elf Special Skills**

**Luck.** The Wood Elf is blessed by Lileath, the Elven goddess of

luck. Once per game he may re-roll any dice roll he makes (but not

one made by other members of the warband).

**Unerring Accuracy**: The warrior is a deadly archer and is famous

for his uncanny skill to target eye-sockets or other vulnerable parts

of his enemies body. When the Wood Elf uses a bow (of any kind)

he or she causes a Critical Hit on the roll of 5+, instead of a 6 (but

not if the roll To Wound is exactly 5+, just as with a normal Critical

Hit though on 6+).Requirement: 2 other Shooting skills.

**Fey protection**: The flow of the forest of Athel Loren is a bit

stronger in this warrior and offer a degree of protection against the

winds of magic. The Elven warrior receives a Save of 4+ against the

effect of any magic that affects him or her.

**Fey Quickness**: Few mortal beings can ever hope it match an Elf´s

quickness and agility. An Elven warrior with this skill can avoid

hand-to-hand combat or missile attacks on a roll of 6. If the warrior

also has the *Step Aside* or *Dodge* skill this will increase the special

save to 4+ in the relevant area (IE a warrior with Step Aside avoids

hand-to-hand combat attacks on 4+ and missile attacks on 6+).

**Seeker:** Being an expert Tracker, the Wood Elf is able to spot even

hidden treasures. He may modify the result of one exploration die by

+/- 1. Only one Wood Elf Hero may possess this skill!

**Powerful Built**: The warrior is strongly built for an Wood Elf, and

is capable of feats of strength not often seen among the Wood Elf. A

warrior with this skill may choose skills from the Strength skill table

from now on, in addition to his other skill tables. There may bever

be more than two Wood Elf with this skill in the warband at any one

time.

**Infiltration**: A Wood 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 or any objective location. The Scout may set up *hidden*

if you wish. If both players have models which infiltrate, roll a D6

for each, and the lowest roll sets up first.

**Asrai Archery:** The Wood Elf dose not suffer -1 penalty for

moving and shooting

**Sniper**: Centuries of stalking the intruders of Athel Loren has taught

the Wood Elf to strike from cover without being seen. If *Hidden* a

Wood Elf with this skill may shoot or cast spells and still remain

*Hidden.*

**One with the Target:** The Wood Elf has trained himself to enter a

trance like state when firing a bow. If he does not move in the

movement phase he may automatically hit one target within range

with a single shot. Requirement: 2 other Shooting skills.

**Set Traps:** Wood Elves are expert trappers and hunters and these

skills can be put to great use in the ruins of Mordheim. A Wood Elf

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 Wood Elf. When a model, friend or

foe, moves within 2 of the marker he risks setting of the trap  roll

a D6. On a score of 3+ he has triggered the trap and suffers a S4 hit

(note that the Wood Elf wont trigger his own traps). If the trap did

not wound the model or it didnt trigger, the victim may finish his

move otherwise he is placed *Knocked Down* or *Stunned* 2 from the

marker. Regardless whether the trap was triggered or not, the marker

is removed.

**Hide in Shadow:** enemy attempting to detect a Wood Elf with this

skill must halve his inniative

**Hunters Eye** - The Wood Elfs keen eyesight and mastery of

the bow allow him to pinpoint weak points on opponents

body when shooting conferring a +1 mod. On injury rolls

after a successful wound caused by shooting.

**Orcs Special Skills**

**’ard ead:** The warrior has a thick skull even for an Orc. He has a

special 3+ save on a D6 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 2+ instead of 3+ (this takes the place of

the normal helmet special rule).

**Waaagh!:** Orcs are aggressive creatures and some are experts at

bulldozing charges. The warrior may add +D3" to his charge range.

**’ere we go!:** Orcs often charge even the most fearsome opponents.

The model may ignore Fear and Terror tests when charging.

**da cunnin’ plan:** Only the Boss may have this skill. The warband

may re-roll any failed Rout tests as long as the Boss is not Out Of

Action.

**well ’ard** (Greenskin warband only)**:** The Orc has a thick, darkgreen

skin, possibly indicating Black Orc blood. Such is the

toughness of the Orc that he may add +1 to any armour saves.

**Proven Warrior** (Black Orc Warband only)**:** This young warrior

has proven himself worthy of his Black Orc heritage. This skill may

only be taken by a Youngun with the Black Orc blood ability and

25 experience. Once he gains this skill, the model is now considered

a full Black Orc Warrior (yet still retains the title of Youngun). He

follows all the rules for Black Orcs and uses their equipment list and

has access to the same skill lists as a Black Orc.

**’eadbasher**: Orcs have massive physical strength and some of them

even learn to aim their blows at the heads of their opponents, with

obvious results. Any Knocked Down results which the Orc causes in

hand-to-hand count as Stunned results instead.

***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)