

Hired Swords and Camp Followers

Borderlands Games Edition (Version 1.2.1)

Hired Swords Rules

Only One of Each

You may hire any number of Hired Swords, but there can only be a single instance of each type of Hired Sword in your warband (*i.e. only one Warlock at a time*). This does not prevent other warbands from hiring the same type of Hired Sword (*e.g. if you hire a Warlock, other warbands may still also hire a Warlock*).

Cannot take Rout Tests

The Leadership characteristic of any Hired Swords cannot be used to take Rout tests.

Weapons, Armor, and Equipment

Hired Swords have weapon and armor proficiencies and may use special equipment as normal just like any other hero.

- Where applicable, Hired Swords may take skills to gain more weapon proficiencies.

Uses Hero Slot

Each Hired Sword uses up one of your warband's six hero slots. Once they are hired, they are treated as a hero in your warband.

Upkeep Costs

Hired swords have no upkeep costs that are required to be paid after each battle. Once hired, they are part of your warband for good.

Camp Followers Rules

Only One of Each

You may hire any number of Camp Followers, but there can only be a single instance of each type of Camp Follower in your camp (*i.e. only one Apothecary at a time*). This does not prevent other warbands from hiring the same type of Camp Follower (*e.g. if you hire an Apothecary, other warbands may still also hire an Apothecary*).

Everyone Can Hire

Unlike Hired Swords, Camp Followers can be hired by any warband. This is to represent a warband being able to find (*or enslave!*) someone of their own race, or a race they trust.

Does not Attend Battle

Unlike Hired Swords and your other warriors, camp followers do not attend your warband in battle, but instead offer goods and services to your warriors that benefit them during battle.

Losing Camp Followers

Whenever a Camp Follower leaves your warband (*i.e. by not paying their upkeep cost*), is killed, or stolen, any tasks (*where applicable*) that they were performing immediately end and the effects of the task are not used (*since it could not be completed*).

Upkeep Costs

After each battle, you can pay each of your Camp Followers a number of gold crowns indicated by their Upkeep Cost during the "Gain Experience and Level Ups" step of the Post-Game Sequence. If you cannot (*or choose not to*), that Camp Follower leaves your warband. This is to represent continual costs to cover goods and services the followers provide.

Hired Swords (1/8)

Warlock

May be Hired By: Mercenaries, Vampire Counts, Cult of Possessed, Skaven Clan Eshin, Araby, Beastmen, Dark Elves, Lizardmen, Norse, Orcs and Goblins, Pirates, Warriors of Chaos

Warlock

35gc to hire
Starting Experience: 8
Race: Human
Skills: Academic, Speed

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

SPECIAL RULES

Wizard: Starts with 3 spells.

Unschooler: Warlocks do not have lores of magic and *never* know any signature spells (*unless he has the Loremaster Academic skill*). Instead, when generating their spells, roll 1D8 for each spell to see which lore it will come from:

- (1) Fire; (2) Death; (3) Shadow; (4) Beasts; (5) Life; (6) Metal; (7) Light; (8) Heavens

Odious Amateur: If hired, the Warlock must fill one of the warband's Wizard or Priest slots, chosen by you.

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Hand Weapon
Great Weapon

Missile Weapons

Sling

Armor

None

Witch

May be Hired By: Vampire Counts, Cult of Possessed, Skaven Clan Eshin, Araby, Beastmen, Chaos Dwarves, Dark Elves, Orcs and Goblins, Pirates, Tomb Kings

Witch

40gc to hire
Starting Experience: 6
Race: Human
Skills: Academic, Speed

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

SPECIAL RULES

Wizard: Starts with 1 spell (Dark, Shadow, Death)

Hex: When the Witch is deployed, choose a hero in your opponent's warband (*deployed or not*), then roll a D6 to see which stat is affected. The affected stat is reduced by 1 point for the duration of the battle (*to a minimum of 1*).

- (1) Weapon Skill; (2) Ballistic Skill; (3) Strength; (4) Toughness; (5) Initiative; (6) Leadership

Poisoned Claws: *All* of this warrior's close combat attacks are *poisonous*, except where her attacks could not be poisoned.

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Hand Weapon
Great Weapon

Missile Weapons

Sling

Armor

None

Hired Swords (2/8)

Cleric

May be Hired By: Mercenaries, Witch Hunters, Sisters of Sigmar, Bretonnia, Dwarves

Cleric

35gc to hire

Starting Experience: 12

Race: Human

Skills: Combat, Academic, Speed

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

SPECIAL RULES

Priest: Starts with 2 prayers (*see below*)

Man of Many Gods: The Cleric does *not* generate prayers normally. When he would normally generate his prayers, he instead chooses a signature prayer from the prayer lores for each prayer he knows (*e.g. if he knows 2 prayers, he may choose the signature prayer from two of the prayer lores to use for the battle*).

Pious Company: If hired, the Cleric must fill one of the warband's Priest slots, chosen by you.

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Hand Weapon

Great Weapon

Missile Weapons

Sling

Armor

Light Armor

Heavy Armor

Shield

Troll Slayer

May be Hired By: Mercenaries, Witch Hunters, Sisters of Sigmar, Bretonnia, Dwarves, Norse, Pirates

Troll Slayer

50gc to hire

Starting Experience: 24

Race: Dwarf

Skills: Combat, Strength, Dawi

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

SPECIAL RULES

Immune to Fear and Panic

Cannot Break: Cannot voluntarily leave close combat.

Sturdy: Immune to Concussive effects.

Slayer Vows: Cannot use other weapons than axes, great axes, or throwing axes, unless a training skill allows otherwise (*they can use special equipment as normal*).

Seasoned Wanderer: When hired, starts with one Combat, Strength, or Dawi skill, chosen by you.

Dislikes Elves (+10gc): A Troll Slayer costs +10gc to hire if there are any elves in the warband at the time when he is first employed.

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Axe

Great Axe

Missile Weapons

Throwing Axes

Armor

None

Hired Swords (3/8)

Elven Ranger

May be Hired By: Mercenaries, Witch Hunters, Sisters of Sigmar, Araby, Bretonnia, Dark Elves, High Elves, Pirates, Wood Elves

Elven Ranger

40gc to hire

Starting Experience: 28

Race: Elf

Skills: Combat, Shooting, Speed

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	2	3	5	1	8

SPECIAL RULES

Eagle Eyes: Ignores enemy 'Stealth' when shooting missile weapons.

Frail but Fey: Treats *all* campaign injury results as 'Full Recovery', except for results of 'Dead' and 'Thrown to the Pits'.

Streetwise: If this warrior was deployed and not taken *out of action* at the end of the battle, you may modify one exploration dice (*chosen by you*) by +1/-1. Multiple warriors with this skill do *not* stack (*i.e. you can only modify one dice by +1/-1*).

Dislikes Dwarves (+10gc): An Elven Ranger costs +10gc to hire if there are any dwarves in the warband at the time when he is first employed.

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Hand Weapon

Great Weapon

Missile Weapons

Javelin

Bow

Long Bow

Armor

Light Armor

Ogre Bodyguard

May be Hired By: Mercenaries, Witch Hunters, Sisters of Sigmar, Cult of Possessed, Vampire Counts, Araby, Beastmen, Chaos Dwarves, Norse, Orcs and Goblins, Pirates, Warriors of Chaos

Ogre Bodyguard

80gc to hire

Starting Experience: 18

Race: Ogre

Skills: Combat, Strength

M	WS	BS	S	T	W	I	A	Ld
5	3	3	5	4	3	3	1	7

SPECIAL RULES

Cause Fear

Huge (1 Hero slot; 1 Henchman slot): An Ogre Bodyguard takes up one hero slot and one henchman slot as well (*i.e. it counts as two members of the warband; counts as two models for the purposes of Rout tests; takes up two spaces in deployment combat groups, etc...*).

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Hand Weapon

Great Weapon

Missile Weapons

Pistol

Blunderbuss

Handgun

Armor

Light Armor

Hired Swords (4/8)

Rat Ogre

May be Hired By: Skaven Clan Eshin

Rat Ogre

90gc to hire

M	WS	BS	S	T	W	I	A	Ld
5	3	-	5	5	3	3	2	4

SPECIAL RULES

Monster (*Cause Fear; Cannot Hide; Immune to Concussion; Cannot Capture Scenario Objectives; Cannot use Special Equipment; No Penalties for Fighting Unarmed; Climb as Normal; No Promotion*)

Cannot Break: Cannot voluntarily leave close combat.

Stupidity (6"): A Rat Ogre must be within 6" of a non-fleeing, non-hidden Skaven in the warband at the start of each of its Power phases. Otherwise, it must take a Leadership test: if passed, it continues its turn as normal, but if failed, they may do nothing but strike back in close combat until the beginning of your next Power phase.

Huge (2 Henchman slots): Unlike other Hired Swords, a Rat Ogre does not take up any hero slots, but takes up two henchman slots instead (*i.e. it counts as two members of the warband; counts as two models for the purposes of Rout tests; takes up two spaces in deployment combat groups, etc...*).

Kroxigor

May be Hired By: Lizardmen

Kroxigor

85gc to hire

M	WS	BS	S	T	W	I	A	Ld
5	3	-	4	5	3	1	1	6

SPECIAL RULES

Monster (*Cause Fear; Cannot Hide; Immune to Concussion; Cannot Capture Scenario Objectives; Cannot use Special Equipment; No Penalties for Fighting Unarmed; Climb as Normal; No Promotion*)

Scaly Skin (6+): A Kroxigor has a natural 6+ armor save that stacks with other armor saves and is negated by armor piercing effects as normal. Scaly Skin saves are *not* affected by armor splintering effects.

Cold Blooded: This warrior rolls an extra D6 for Fear and Panic tests and discards the highest D6 (*this rule has no effect on rout tests*).

Huge (2 Henchman slots): Unlike other Hired Swords, a Kroxigor does not take up any hero slots, but takes up two henchman slots instead (*i.e. it counts as two members of the warband; counts as two models for the purposes of Rout tests; takes up two spaces in deployment combat groups, etc...*).

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Great Weapon

Missile Weapons

None

Armor

None

Hired Swords (5/8)

Samurai Ronin

May be Hired By: Mercenaries, Witch Hunters, Sisters of Sigmar, Araby, Bretonnia, High Elves, Norse, Pirates, Wood Elves

Samurai Ronin

40gc to hire

Starting Experience: 18

Race: Human

Skills: Combat, Shooting, Strength

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

SPECIAL RULES

Stubborn: Warrior may re-roll failed *fear* and *panic* tests.

Way of the Warrior: Samurai Ronin have the following abilities:

- May re-roll their first natural 1 To Hit in each close combat phase (*i.e. also opponent's*).
- May *not* leave close combat voluntarily.
- Have an additional +1 To Wound *fleeing* warriors.

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Hand Weapon
Great Weapon
Spear
Halberd

Missile Weapons

Bow
Long Bow

Armor

Light Armor
Heavy Armor

Pit Fighter

May be Hired By: Mercenaries, Witch Hunters, Sisters of Sigmar, Cult of Possessed, Araby, Bretonnia, Chaos Dwarves, Dark Elves, Dwarves, High Elves, Norse, Pirates, Warriors of Chaos

Pit Fighter

45gc to hire

Starting Experience: 14

Race: Human

Skills: Combat, Strength, Speed, Gladiator

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

SPECIAL RULES

Hierloom: Spiked Gauntlet (*Warrior has this item when hired. It cannot be swapped or sold, but may be robbed and discarded as normal.*)

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Hand Weapon
Great Weapon
Morning Star
Flail
Spear
Fighting Claws
Combat Whip
Spiked Gauntlet

Missile Weapons

Sling
Throwing Knives/Stars
Throwing Axes
Javelins

Armor

Light Armor
Shield
Net

Spiked Gauntlet

Close Combat Weapon

Heavy-Handed (Morning Stars): Wielder may fight with this weapon while he is also using a morning star (*even though morning stars can't normally be paired with another weapon*).

Hired Swords (6/8)

Imperial Freelancer

May be Hired By: Mercenaries, Witch Hunters, Sisters of Sigmar, Araby, Bretonnia, Dwarves, High Elves, Norse, Pirates, Wood Elves

Imperial Freelancer

55gc to hire

Starting Experience: 12

Race: Human

Skills: Combat, Shooting, Strength

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

SPECIAL RULES

Heirloom: Full Plate Armor (*Warrior has this item when hired. It cannot be swapped or sold, but may be robbed and discarded as normal.*)

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Hand Weapon
Great Weapon
Halberd
Morning Star

Missile Weapons

Bow
Crossbow
Handgun
Pistol

Armor

Light Armor
Heavy Armor
Shield

Full Plate Armor

Suit of Heavy Armor: Is affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

Armor Save: 4+

Initiative Penalty: -1

Revenant

May be Hired By: Vampire Counts, Tomb Kings

Revenant

50gc to hire

Starting Experience: 18

Race: Skeleton

Skills: Combat, Strength, Revenant

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

SPECIAL RULES

Undead (*Cause Fear; Immune to Poison; Immune to Concussion; Cannot take Drugs*)

Crumble: When a warrior with this rule would *flee*, he instead takes one Strength 3 hit with no saves of any kind allowed. If this causes him to go *out of action*, enemies will gain XP for his demise as normal.

- Warriors with Crumble may *not* leave close combat voluntarily.

Soul Harvester: This warrior may re-roll all failed To Wound rolls made with scythes.

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Hand Weapon
Great Weapon
Flail

Missile Weapons

None

Armor

Light Armor
Heavy Armor

Hired Swords (7/8)

Assassin

May be Hired By: Mercenaries, Witch Hunters, Araby, Dark Elves, High Elves, Pirates, Wood Elves

Assassin

50gc to hire

Starting Experience: 32

Race: Elf

Skills: Combat, Shooting, Speed

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	2	3	5	1	8

SPECIAL RULES

Eagle Eyes: Ignores enemy 'Stealth' when shooting missile weapons.

Frail but Fey: Treats *all* campaign injury results as 'Full Recovery', except for results of 'Dead' and 'Thrown to the Pits'.

Stealth: As long as a warrior with this rule is in cover, enemy shooting against him suffers an additional -1 to hit.

Unseen Hunter: Warrior may *hide* after running.

Marked Target: When the Assassin is deployed, choose an enemy hero (*deployed or not*). The Assassin may re-roll all failed To Hit rolls (*in shooting and close combat*) against the chosen hero.

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Hand Weapon

Missile Weapons

Bow

Long Bow

Throwing Knives

Armor

Light Armor

Amazon Champion

May be Hired By: Mercenaries, Lizardmen, Norse, Wood Elves

Amazon Champion

30gc to hire

Starting Experience: 12

Race: Human

Skills: Combat, Strength, Speed

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

SPECIAL RULES

Swiftstrider: Rolls 3D6 instead of the normal 2D6 when determining the random distance added to her charging move.

Claws of the Old Ones: Attacks made by this warrior with fighting claws also have Armor Piercing (2) during all rounds of combat.

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Hand Weapon

Great Weapon

Fighting Claws

Spear

Missile Weapons

Bow

Javelin

Throwing Axes

Armor

Light Armor

Net

Hired Swords (8/8)

Minotaur Brute

May be Hired By: Beastmen, Warriors of Chaos

Minotaur Brute

90gc to hire

Starting Experience: 32

Race: Minotaur

Skills: Combat, Strength, Gifts

M	WS	BS	S	T	W	I	A	Ld
5	3	2	4	4	3	3	1	7

SPECIAL RULES

Cause Fear

Huge (1 Hero slot; 1 Henchman slot): A Minotaur Brute takes up one hero slot and one henchman slot as well (*i.e. it counts as two members of the warband; counts as two models for the purposes of Rout tests; takes up two spaces in deployment combat groups, etc...*).

Cannot Break: Cannot voluntarily leave close combat.

Cannot Hide

Horns: Warrior gets +1 Strength the turn he charges.

Cloven Hooves: May re-roll failed *jump down* tests.

Bloodgreed: Whenever a warrior with this rule takes an enemy *out of action* with a close combat attack, this warrior immediately gains another attack with the same weapon that may be directed at any enemy within 1" of him. Warriors with this rule can gain multiple attacks during the same turn if he takes multiple enemies out of action. Additionally, any warrior with this rule that takes an enemy *out of action* in close combat *cannot* make any Free Hack attempts until the start of his next turn.

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Hand Weapon

Great Weapon

Missile Weapons

Throwing Axes

Armor

Light Armor

Shield

Dwarf Engineer

May be Hired By: Mercenaries, Witch Hunters, Sisters of Sigmar, Chaos Dwarves, Dwarves, Pirates

Dwarf Engineer

60gc to hire

Starting Experience: 18

Race: Dwarf

Skills: Shooting, Academic, Strength

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

SPECIAL RULES

Heirloom: Drakegun (*see Dwarves warband*) (*Warrior has this item when hired. It cannot be swapped or sold, but may be robbed and discarded as normal.*)

Personal Drakegun: May purchase Drakegun ammunition when hired and between battles that only this warrior may use (*see Dwarves warband*).

Resolute: Warriors with this rule add +1" to the maximum distance moved with Running moves (*no effect with Charging moves or normal moves*).

Sturdy: Immune to Concussive effects.

Dislikes Elves (+10gc): A Dwarf Engineer costs +10gc to hire if there are any elves in the warband at the time when he is first employed.

EQUIPMENT PROFICIENCIES

Close Combat Weapons

Hand Weapon

Missile Weapons

Pistol

Handgun

Blunderbuss

Drakegun

Armor

Light Armor

Heavy Armor

Camp Followers (1/2)

Cook

Cook

25gc to hire

Upkeep Cost: 5gc

Prepare Feast: At the start of any battle, select one warrior in your warband to be well-fed and ready for battle. That warrior gets +1 Wound and +1 Initiative for the duration of the battle. Undead and Daemons cannot be chosen to eat the meal.

Apothecary

Apothecary

25gc to hire

Upkeep Cost: 5gc

Poison Vial: At the start of each battle, select one henchman (*not hero*) in your warband. That warrior may poison one of his weapons. Lasts until the end of the battle.

Cure Wounds: After each battle, you may select a hero in your warband that has one more Campaign Injuries, then roll a D6. On a result of a 6, remove any one Campaign Injury from that warrior and he misses the next battle.

Guard

Guard

25gc to hire

Upkeep Cost: 0gc

Sound Alarm: The Guard holds off attackers long enough to get the rest of your Camp Followers to safety. If one or more of your Camp Followers would be slain or stolen, the Guard is slain instead and the rest of your Camp Followers remain safe from enemy hands.

Smithy

Smithy

20gc to hire

Upkeep Cost: 5gc

Artisan Blades: At the start of any battle, select one type of close combat weapon (*e.g. swords, great axes, scythes, etc...*). All friendly warriors may re-roll the first failed To Hit roll made with the chosen weapon type for the remainder of the battle.

Weapons Trainer

Weapons Trainer

25gc to hire

Upkeep Cost: 10gc

Training Session: At the start of any battle, choose one friendly warrior in the warband. That warrior receives +1 Weapon Skill or +1 Ballistic Skill (*your choice*) until the end of the battle. This *cannot* bring them over their racial maximum.

Priest

Priest

20gc to hire

Upkeep Cost: 0gc

Prayer: At the start of any battle, choose one warrior in the warband. That warrior may re-roll his first failed saving throw during the battle. Undead and Daemons cannot use this re-roll.

Camp Followers (2/2)

Courtesan

Courtesan

20gc to hire

Upkeep Cost: 5gc

Entertain: At the start of any battle, the Courtesan entertains your heroes to lighten their hearts and minds. Each hero (*not henchmen*) may re-roll their first failed *fear* or *panic* test this battle.

Spy

Spy

25gc to hire

Upkeep Cost: 0gc

Spread Dissent: You may have the Spy spread slander and rumors to the enemy warband prior to each battle. If you do, each Henchmen in the enemy's warband treats any friendly hero with the Leader ability as 2" less than its normal range, then roll a D6. On a result of a 1-2, the Spy is caught and slain (*the Guard cannot save him*) and the effect does not happen.

Fletcher

Fletcher

20gc to hire

Upkeep Cost: 5gc

Arrow Salesman: Each of your warriors gain have the option to use either hunting arrows or bodkin arrows (*once each*) during one shooting phase of each battle.

Version History and Changelog

Version 1.2.1

(Mar, 2018)

- Changed costs of many hired swords.
- Amazon Champion can now use nets.
- Streamlined and changed several hired swords.

Version 1.2

(Mar, 2018)

- Added the Fletcher camp follower.
- Added Dwarf Engineer hired sword.
- Reduced hiring cost of most camp followers.
- Replaced the Troll Slayer's Deathblow (Axes) skill with the Seasoned Wanderer skill.

Version 1.1

- Removed Nippon from all Hired Swords (warband is no longer official).
- Added the Amazon Champion hired sword.
- Added the Minotaur Brute hired sword.