

# Kislev v.0.8

## Warband Special Rules

### Fighting Affinity: Witch and Ranger

Kislev warbands employ Kislev Ranger and Hag Witch Hired Swords at -5gc price.

### Glorious Charge (+1", +1 I)

Warriors with this rule gain +1" to the maximum distance moved when charging, up to a maximum of 12" and an additional +1 Initiative to strike order the turn they charge (*stacks with the normal +1 I for charging*).

- If playing with the optional rules for mounted warriors, all members of the warband with this rule are also proficient with Lance.

### Stubborn

Warriors with this rule may re-roll failed fear and panic tests.

### Steady in the Ranks

Warriors with this rule gain 'Stubborn' the turn they are charged and they were *not* already engaged in close combat at the beginning of that turn.

### Steady Aim

All of this warrior's shots with Blackpowder weapons suffer -1 to hit for shooting further than 18" instead of the normal -1 to hit for shooting further than 12".

### Expert Rider (+1 M)

Warrior has +1 Movement, up to a maximum of 10, while Mounted.

### Monster

Causes Fear; Cannot Hide; Immune to Concussion; Cannot Capture Objectives; Cannot Use Special Equipment; No Penalties for Fighting Unarmed; Climb as Normal; No Promotion.

### Huge

This warrior takes up two henchman slots.

## Special Equipment

### Heavy Sabre 10gc

**Close Combat Weapon: Great Sword:** Is affected by anything that would affect a Great Sword, but is a separate proficiency from normal Great Swords.

**Strength Bonus:** +1 S in *all* rounds of combat.

**Armour Piercing (1)**

**Two-handed.**

### Ungol Bow 5gc

**Missile Weapon**

**Range:** 18" **Strength:** 3

**Quick to Fire:** No -1 to hit for moving and shooting.

### Hunting Hawk 10gc

**Missile Weapon**

**Range:** 24" **Strength:** 3

**Ignores 'Stealth' and Cover.**

**Move or Fire.**

### Firebombs 10gc

**Missile Weapon**

**Range:** 6" **Strength:** 4

**Flaming Attacks**

**Quick to Fire:** No -1 to hit for moving and shooting.

**Incendiary (+D3):** +D3 to all rolls on the Critical Hit chart.

### Wolf Cloak 5gc

**Suit of Armour:** Can be worn by anyone who is proficient Heavy Armour. Prevents Wizards from casting spells. May be worn in combination with Light or Heavy Armour.

**Armour Save:** Wearer gains a 6+ armour save vs. shooting attacks. (*No effect vs. spells or prayers.*)

### Lancer's Wings 5gc

**Special Equipment:** Wearer cannot *hide* and loses 'Stealth,' but may re-roll failed fear and panic tests the turn he charges if he has the 'Glorious Charge' rule. Cannot be combined with Wolf Cloak.

# Kislev Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Captain	V	V	V	V	V
Sergeant	V	V	(+10gc)	V	V
Priest	V		V	V	
Wizard	(+10gc)		V		V
Recruit	V	V	(+10gc)	(+10gc)	V

# Kislev Equipment Lists

## Captain, Sergeant, and Recruit

**Close Combat**  
Hand Weapon  
Great Weapon  
Heavy Sabre  
Spear  
Halberd

**Shooting**  
Bow  
Pistol  
Handgun

**Armour**  
Light Armour  
Heavy Armour  
Shield

## Ice Mage

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Sling

**Armour**  
None

## Warrior Priest

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Sling

**Armour**  
Light Armour  
Heavy Armour  
Shield

## Ungol Hunter

**Close Combat**  
Hand Weapon

**Shooting**  
Sling  
Bow  
Ungol Bow  
Javelins  
Hunting Hawk

**Armour**  
Light Armour

## Kossar

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear

**Shooting**  
Sling  
Bow  
Throwing Axes  
Firebombs  
Javelins  
Pistol  
Handgun

**Armour**  
Light Armour  
Shield

## Streltsi

**Close Combat**  
Hand Weapon  
Great Weapon  
Halberd

**Shooting**  
Bow  
Pistol  
Handgun

**Armour**  
Light Armour  
Heavy Armour  
Shield

## HEROES

### 0-1 Druzhina Captain

40gc to hire

Starting Experience: 20

Race: Human

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

#### SPECIAL RULES

Leader (6"), Glorious Charge (+1", +1 I)

### 0-2 Druzhina Sergeants

30gc to hire

Starting Experience: 12

Race: Human

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

#### SPECIAL RULES

Glorious Charge (+1", +1 I)

### 0-1 Priest of Ulric

35gc to hire

Starting Experience: 12

Race: Human

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

#### SPECIAL RULES

Priest (Prayers of Ulric): Starts with 1 prayer.

### 0-1 Ice Mage

30gc to hire

Starting Experience: 6

Race: Human

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

#### SPECIAL RULES

Wizard (Lore of Heavens or Lore of Ice): Starts with 1 spell.

### 0-3 Druzhina Recruits

15gc to hire

Starting Experience: 0

Race: Human

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

#### SPECIAL RULES

Glorious Charge (+1", +1 I)

## HENCHMEN

### Kossars

25gc to hire

Starting Experience: 6

Race: Human

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

#### SPECIAL RULES

Steady in the Ranks

### 0-4 Ungol Hunters

20gc to hire

Starting Experience: 4

Race: Human

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

#### SPECIAL RULES

Expert Riders (+1 M)

### 0-4 Streltsi

40gc to hire

Starting Experience: 14

Race: Human

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

#### SPECIAL RULES

Heirloom: Heavy Armour, Steady Aim, Stubborn

### 0-1 Great Bear

85gc to hire

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

#### SPECIAL RULES

Monster, Stupidity (6"), Bear Tricks, Huge  
(Counts as a Monster, not an Animal, for the purposes of skills, spells, prayers, and other modifiers.)

### 0-3 Warhounds

30gc to hire

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

#### SPECIAL RULES

Animals (Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

# Bear Tricks

- A Bear can buy any number of Bear Tricks when first hired or between each battle. All tricks last the entire campaign.

## **Bear Hug 10gc**

When striking at enemies that are down to 1 Wound, this warrior's *first* unarmed attack each turn (*including opponent's*) wounds automatically (*if it hits*) and ignores saves of any kind.

## **Shaggy Hide 10gc**

Bear gains 'Scaly Skin (6+).'

## **Tree Climber 10gc**

Bear rolls 2D6 on all climb tests and picks either as its result.

## **Territorial Supremacy 10gc**

Bear has +1 Attack in all rounds of close combat where it is targeting an enemy animal with its close combat attacks.

## **Elder Bear 5gc**

Bear gains +1 Ld.

## **Loyal Companion 5gc**

At the *end* of each battle, choose a hero in the bear's combat group: If that hero was *out of action* at the end of the battle, but the bear was not, that hero treats injury rolls of 'Robbed by Enemy Warband,' 'Robbed by Stragglers,' and 'Thrown to the Pits' as 'Full Recovery' instead.

- This ability has no effect if bear was *fleeing* at the end of the battle.

## **Overpowering Charge 10gc**

+1 S when charging.

## **Ferocious Charge 10gc**

+D3" to the total distance moved when charging, up to a maximum of 12".

## **Iron Claws 10gc**

Unarmed attacks are Armour Piercing (1).

## **Predatory Ferociousness 10gc**

*Hates* all enemies in the first round of close combat (*i.e. +1 to hit*).

**v.0.7**

First Release! (Hat tip to Warhammerarmiesproject and Carlos3)