

Dramatis Personae v.0.9

Personae Special Rules

Only One of Each Personae

Your warband may hire any number of Dramatis Personae, but there can only be a single instance of each type of Personae in a campaign at the time (*e.g. only one Johann the Knife at a time*). This *also* prevents other warbands from hiring their own Personae of the same type (*e.g. if you hire Johann, other warbands in the campaign cannot hire Johann while you retain him*).

Hiring Personae

All Personae can only be hired in post-battle sequences where there is another warband in the campaign with at least 3 more Victory Points than you.

- If two or more warbands both want to hire the same Personae in the same post-battle phase, the Personae will work for the warband with the least Victory Points.
- If Victory Points are tied, each warband may increase the hire fee offered. The Personae will then work for the highest bidder. If the final bids are equal, roll dice to determine who determines who gets to hire the Personae.

Cannot Take Rout Tests

The Leadership characteristic of Personae *cannot* be used for Rout Tests.

Weapons, Armour, and Equipment

Dramatis Personae bring their own equipment when hired. It *cannot* be robbed, swapped, or sold, and you *cannot* add to it in any way. Should a Personae somehow acquire an Heirloom or item otherwise specific to him, it will be discarded.

Take Up A Hero Slot

Each Personae takes up one of your warband's hero slots. Once Hired, they are treated like a hero in your warband.

Personae Special Rules

No Upkeep

Dramatis Personae have no upkeep that needs to be paid after each battle. Once hired, they are part of your warband for good.

Campaign Injuries

Should they go *out of action*, Dramatis Personae roll on the heroes' Campaign Injury chart as normal, though they treat all 'Robbed' results as 'Full Recovery' instead. Should a Personae die, he is no longer part of the campaign and cannot be hired again by any warband for the remainder of the campaign.

Levelling Up

Personae gain experience and level up just like normal heroes. The controlling player makes all the relevant choices pertaining to level-ups.

Sacking Personae

You may sack any number of Personae in your warband between battles, just as you would with normal heroes. A sacked Personae returns to the hire market with all injuries, experience, and level-ups he has acquired. He may then be hired by other warband in the campaign (*and/or re-hired by your warband, at a later time*).

VESKIT, EXECUTIONER

May be Hired: Skaven Clan Eshin.

0-1 Veskit, Eshin Executioner

100gc to hire

Starting Experience: 24

Race: Skaven

Skills: Combat, Shooting, Strength, Speed, Rogue (*see special skills*).

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

SPECIAL RULES

Immune to Fear and Panic

Sturdy: Immune to Concussive effects.

Metallic Limbs (4+): Veskit counts as being equipped with Full Plate Armour, see below.

Superior Bionic Eye: Ignores enemy 'Stealth' and automatically passes Initiative tests for charging enemies out of line of sight (*e.g. that are behind a wall, around a corner, etc.*).

EQUIPMENT LIST

Close Combat

Pair of Fighting Claws

Shooting

Two Warplock Pistols

Armour

Full Plate Armour

Special Equipment

Superior Bionic Eye

Full Plate Armour

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

Armour Save: 4+

Initiative Penalty: -1

JOHANN THE KNIFE

May be Hired: Mercenaries, Witch Hunters, Sisters of Sigmar, Cult of Possessed, Araby, Norse, Pirates, Nippon.

Johann the Knife

70gc to hire

Starting Experience: 20

Race: Human

Skills: Combat, Shooting, Speed, Rogue

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

SPECIAL RULES

Poisonous Attacks (*All of this warrior's attacks are poisonous.*)

Quick Shot: Johann has Multiple Shots x2 when firing his Light Crossbow and x3 when firing Throwing Knives / Stars.

Shade Fiend: Though you may not normally change the equipment of Dramatis Personae, you may equip Johann with Crimson Shade before each battle. Multiple Shots x3 for Throwing Knives / Stars becomes to Multiple Shots x5 in all battles where Johann has taken Crimson Shade.

EQUIPMENT LIST

Close Combat

Two Swords

Shooting

Throwing Knives / Stars

Light Crossbow

Armour

Light Armour

Special Equipment

Rope & Hook

AENUR, WANDERER

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

0-1 Aenur, Elven Wanderer

85gc to hire

Starting Experience: 28

Race: Elf

Skills: Combat, Academic, Strength, Speed

M	WS	BS	S	T	W	I	A	Ld
5	6	4	4	2	3	6	1	8

SPECIAL RULES

Ienh-Khain (Magical Artefact, Great Sword):

Wielder gains a 6+ ward save vs. all close combat attacks and all Critical Hits inflicted with this weapon are always a 'Deathblow' result on the critical hits chart.

Eagle Eyes: Ignores enemy 'Stealth.'

Frail but Fey: Aenur treats all campaign injuries as 'Full Recovery' except for rolls of 'Dead' and 'Thrown to the Pits.'

- *(Positive results from the campaign injury chart are also transformed into Full Recovery by this rule.)*

Enchanted Cloak (Stealth): Wearer gains 'Stealth' *(while he is in cover, enemy shooting at him suffers an additional -1 to hit).*

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

EQUIPMENT LIST

Close Combat

Ienh-Khain (Magical Great Sword)

Shooting

Bow

Armour

Ithilmar Armour *(see High Elf warband).*

Special Equipment

Enchanted Cloak

BERTHA BESTRAUFUNG

May be Hired: Sisters of Sigmar.

Bertha Bestraufung

85gc to hire

Starting Experience: 28

Race: Human

Skills: Combat, Academic, Strength, Speed, Sigmarite *(see special skills).*

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	3	3	4	1	10

SPECIAL RULES

Leader (6")

High Matriarch: Unlike other Dramatis Personae, the Leadership of Bertha Bestraufung *may* be used for Rout Tests.

Stubborn: May re-roll failed fear and panic tests.

Priest (Payers of Sigmar): Starts with three prayers.

Favoured of Sigmar: Bertha *never* needs to take Leadership tests to see if she generates Power Dice and generates Power Dice even while *fleeing (she still does not generate Power Dice the turn she is deployed).*

Bless Weapons (+1 S): All of Bertha's Close Combat and Shooting attacks have +1 Strength vs. Undead, Ghouls, Demons, and any warrior with one or more Mutation skills.

EQUIPMENT LIST

Close Combat

Two Hammers

Shooting

Sling

Armour

Full Plate Armour *(see Veskit above).*

Special Equipment

Holy Tome *(+1 to all prayercasting rolls).*

NICODEMUS, PILGRIM

May be Hired: Mercenaries, Cult of Possessed, Skaven Clan Eshin, Araby, Bretonnia, Norse, Pirates, Warriors of Chaos.

0-1 Nicodemus, Cursed Pilgrim

65gc to hire

Starting Experience: 24

Race: Human

Skills: Academic, Strength, Speed, Mutations

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

SPECIAL RULES

Cause Fear

Master Wizard: +1 to all spellcasting rolls.

Wizard: Nicodemus knows 2 random Signature Spells and 4 random other Spells. For each Spell, roll a D8 to see which Lore it will come from:

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

Nicodemus *cannot* increase the number of Signature Spells he knows, but *can* increase the number of other spells he knows through skill advances as normal.

Wyrdstone Addiction: During each post-battle sequence where Nicodemus was part of your warband (*even if he was not deployed*), you may choose to give him a Wyrdstone Shard.

- If you *do*, he starts the next battle with 1 free Power Dice.
- If you *don't*, he takes 1 Strength 3 hit with no saves of any kind allowed the next time he is deployed (*this effect does not stack, e.g. if he was not deployed in multiple battles or missed several battles*).

EQUIPMENT LIST

Close Combat

Great Club

Shooting

Sling

Armour

None

v.0.9

Changed rules for hiring Dramatis Personae.

v.0.8

First Release!