

Estalian Mercenaries v.0.7

Warband Special Rules

Fighting Affinity: Priestess of Shallya

- Estalian warbands deduct 5gc from the price of all Priestess of Shallya Hired Swords employed throughout the campaign.
- Estalian warbands ignore the 'Practitioner's Pride' rule of all Priestesses of Shallya of employed throughout the campaign.

Supremacy

Warriors with this rule roll 3D6 when taking rally tests and apply the lowest two.

Distro Fighting

Warriors with this start with one skill, selected by you from the Combat, Speed or Estalia skill lists.

Stealth

While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit.

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

Warband Special Equipment

Banditry

If any warrior with this rule was deployed at the end of the battle and not *fleeing*, the first time an enemy warrior that was *out of action* rolls 'Robbed by Stragglers' on the campaign injuries chart, that roll will be converted to a 'Robbed by Enemy Warband' result instead.

- Multiple warriors with this rule who were deployed and not *fleeing* stack,

Estalian Skill Lists

	Combat	Shooting	Academic	Strength	Speed	Estalia	Inquisitor
Conquistador	V	V	V	V	V	V	
Diestro	V	V			V	V	
Warrior Priest	V		V	V		V	V
Inquisitor	V	V	V		V	V	V
Maiden	V	(+10gc)	V		V	V	

Estalian Special Equipment

Glaive 5gc

Close Combat Weapon: Spear: Is affected by anything that would affect normal Spears but is a separate proficiency from normal Spears.

Initiative Bonus: +1 I in the first round of combat.

Armour Piercing Bonus: Armour Piercing (1) in the first round of combat.

Only Shield in off hand.

Estalian Steel Blade 15gc

Close Combat Weapon: Sword: Is affected by anything that affects normal Swords and can be used by anyone who can use normal Swords.

Initiative Bonus: +1 I in all rounds of combat.

Sunder (1): Each time an enemy is successfully hit by an attack from this weapon (*even if not wounded*), he suffers -1 to his Armour Save for the rest of the battle.

Grenades 15gc

Blackpowder Weapon

Range: 6" **Strength:** 3

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

Concussive (1)

Grenade Blast (2"): If target is successfully hit (*even if not wounded*), all warriors (*friend or foe*) within 2" of target also take 1 Strength 3 hit with 'Concussive (1).'

Hunting Hawk / Falcon 10gc

Missile Weapon

Range: 24" **Strength:** 3

Bird of Prey: Ignores enemy 'Stealth' and Cover. **Move or Fire.**

Seal of Myrmidia 10gc

Special Equipment: Wielder has a 4+ ward save vs. the effects of hostile spells (*other warriors may still be affected*). (*Ward saves cannot be increased beyond 4+*). May be given to henchmen.

Inquisitor Special Skills

Her Will Be Done

Warrior may re-roll failed fear and panic tests.

Estalian Special Skills

Vendetta

Warrior *hates* all enemies in the first round of close combat.

Shade Fiend

In all battles where warrior is taking Crimson Shade, he gains an additional +1 Initiative also gains 1 Speed skill, chosen by you, in addition to the other effects of the Drug. (*Choose separately each time the warrior takes Shade.*)

Grenadier

All of warrior's shots with Grenades may re-roll results on the Blackpowder misfire chart.

Marine

Warrior has +1 Movement and may re-roll failed Jump Down tests.

Glaive Guard

Warrior may re-roll his first 1 to hit in close combat each turn and gains the Initiative and Armour Piercing bonuses of Glaive in all rounds of combat, not just the first.

Bullfighter

All of warrior's close combat and shooting attacks have +1 Strength vs. Ogres and Monsters.

Inquisitor Special Skills

Her Will Be Done

Warrior may re-roll failed fear and panic tests.

Divine Pronouncement

Enemies within 1" of this warrior must re-roll 1s when taking fear and panic tests.

Word of Myrmidia

Enemy Wizards who are within 1" of this warrior suffer -3 to their spellcasting rolls. Being within 1" of multiple warriors with this skill does not stack.

Purge the Heretic

All of warrior's close combat and shooting attacks have +1 Strength vs. Undead, Ghouls, Daemons, and any warrior with one or more Mutation skills.

Estalian Equipment Lists

Conquistador, Warriors, and Venators

Close Combat

Hand Weapon
Great Weapon
Glaive
Halberd

Shooting

Light Crossbow
Crossbow
Handgun
Pistol
Grenades

Armour

Light Armour
Heavy Armour
Shield

Warrior Priests and Maidens of Myrmidia

Close Combat

Hand Weapon
Great Weapon
Glaive
Halberd

Shooting

Sling
Crossbow
Pistol
Hunting Hawk / Falcon

Armour

Light Armour
Heavy Armour
Shield

Inquisitors

Close Combat

Hand Weapon
Great Weapon
Combat Whip

Shooting

Throwing Stars / Knives
Bolas
Pistol
Crossbow Pistol
Light Crossbow
Crossbow

Armour

Light Armour
Heavy Armour
Nets

Diestro

Close Combat

Hand Weapon
Great Weapon

Shooting

Light Crossbow
Throwing Stars / Knives
Crossbow Pistol
Pistol

Armour

Light Armour
Heavy Armour
Shield

Sharpshooters

Close Combat

Hand Weapon

Shooting

Crossbow
Blunderbuss
Handgun

Armour

Light Armour
Heavy Armour

Bandits

Close Combat

Hand Weapon

Shooting

Sling
Bolas
Javelins
Bow
Throwing Stars / Knives

Armour

Light Armour
Nets

HEROES

0-1 Conquistador

40gc to hire

Starting Experience: 18

Race: Human

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

SPECIAL RULES

Leader (6"), Supremacy

0-1 Diestro

40gc to hire

Starting Experience: 18

Race: Human

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

SPECIAL RULES

Supremacy, Diestro Fighting

0-2 Estalian Inquisitors

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

Supremacy, Hate Wizards

0-2 Warrior Priests

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

Supremacy, Priest (Mymidia or Verena): Starts with 1 prayer.

0-3 Maidens of Myrmidia

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	6

SPECIAL RULES

Supremacy

HENCHMEN

Estalian Warriors

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

Supremacy

0-4 Sharpshooters

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

Supremacy

0-3 Knights of the Blazing Sun

40gc to hire

Starting Experience: 8

Race: Human

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

SPECIAL RULES

Hirelings, Heirloom: Heavy Armour

0-4 Mountain Bandits

25gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES

Treacherous, Stealth, Banditry

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.)

