

Hired Swords v.1.7.3

Hired Swords Special Rules

Only One of Each Hired Sword

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

Cannot Take Rout Tests

The Leadership characteristic of Hired Swords cannot be used for Rout Tests.

Weapons, Armour, and Equipment

Hired Swords have weapon and armour proficiencies just like other heroes and may use Special Equipment as normal. They do *not* bring their own equipment when hired, but must be equipped by you.

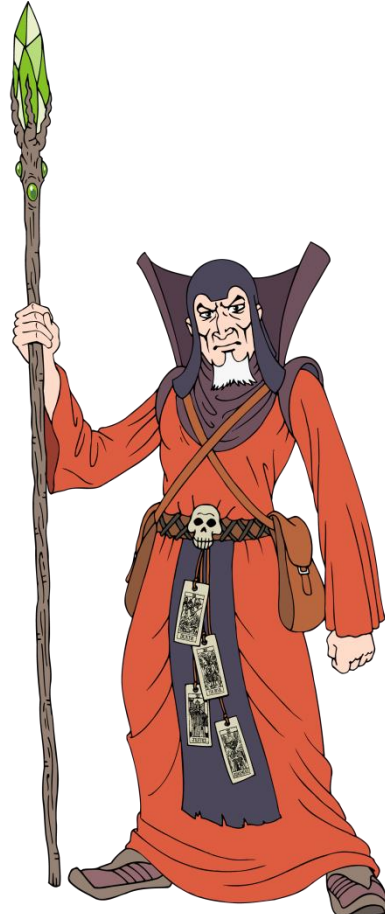
- (*Where applicable, Hired Swords may take training skills to gain more weapon proficiencies.*)

Take Up A Hero Slot

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

No Upkeep

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



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WARLOCK

May be Hired: Mercenaries, Vampire Counts, Cult of Possessed, Skaven Clan Eshin, Araby, Beastmen, Lizardmen, Norse, 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. 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, a Warlock must fill one of the warband's Wizard or Priest slots, chosen by you.

EQUIPMENT LIST

Close Combat

Hand Weapon

Great Weapon

Shooting

Sling

Armour

None

HALFLING COOK

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

Halfling Cook

20gc to hire

Starting Experience: 4

Race: Halfling

Skills: Shooting, Academic, Speed

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

SPECIAL RULES

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

Cook (+1 Wound): At the start of any battle that Cook is participating in, chose any other friendly warrior in the warband: That warrior has +1 Wound this battle. This ability *cannot* target Undead or Daemons.

EQUIPMENT LIST

Close Combat

Hand Weapon

Shooting

Sling

Short Bow

Armour

Light Armour

TROLL SLAYER

May be Hired: 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: May not leave close combat voluntarily.

Sturdy: Immune to Concussive effects.

Slayer Vows: May never use other weapons than Axes, Great Axes, or Throwing Axes, unless a training skill allows otherwise. *(May use Special Equipment as normal.)*

Seasoned Wanderer: Starts with one Combat, Strength, or Dawi skill of your choice.

Dawi Skills: May choose skills from the Dawi special skills list whenever he gains a new skill *(see Dwarven warband)*. This does *not* allow promoted henchmen to choose Dawi skills as one of their skill lists.

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 LIST

Close Combat

Hand Weapon

Great Weapon

Shooting

Throwing Axes

Armour

None

ELVEN RANGER

May be Hired: Mercenaries, Witch Hunters, Sisters of Sigmar, Araby, Bretonnia, 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 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.)*

Streetwise: If this warrior was deployed and not *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 LIST

Close Combat

Hand Weapon

Great Weapon

Shooting

Javelins

Bow

Long Bow

Armour

Light Armour

PIT FIGHTER

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

Pit Fighter

45gc to hire

Starting Experience: 14

Race: Human

Skills Lists: Combat, Strength, Speed

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

EQUIPMENT LIST

Close Combat

Great Weapon

Morning Star

Flail

Shooting

Javelins

Nets

Armour

Light Armour

Spiked Gauntlet

Spiked Gauntlet 5gc

Armour Save: -

Ward Save (6+): If wearer is fighting with a Morning Star, he gains a 6+ ward save vs. all close combat attacks. *(Not shooting or spells.)*

Finishing Move (Morning Star): When striking at enemies that are down to 1 Wound, this warrior's attacks with Morning Stars wound automatically *(if they hit)*, and ignore saves of any kind.

- *(Note that Spiked Gauntlet is armour, not weapons; other warriors cannot learn to use it, even with training skills.)*

IMPERIAL FREELANCER

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

Freelancer

55gc to hire

Starting Experience: 12

Race: Human

Skills Lists: 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 Armour *(Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.)*

EQUIPMENT LIST

Close Combat

Hand Weapon

Great Weapon

Halberd

Morning Star

Shooting

Bow

Crossbow

Handgun

Pistol

Armour

Light Armour

Heavy Armour

Shield

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

OGRE BODYGUARD

May be Hired: 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: 20

Race: Ogre

Skills Lists: 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 LIST

Close Combat

Hand Weapon
Great Weapon

Shooting

Pistol
Blunderbuss
Handgun

Armour

Light Armour

RAT OGRE

May be Hired: 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 Objectives; Cannot Use Special Equipment; No Penalties for Fighting Unarmed; Climb as Normal; No Promotion.*)

Cannot Break: May not leave close combat voluntarily.

Stupidity (6"): A Rat Ogre must be within 6" of a non-hiding, non-fleeing warrior whose race is 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.
- If failed, it 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.

v.1.7.3

Slayer loses Deathblow (Axes), gains: Seasoned Wanderer: Starts with one Combat, Strength, or Dawi skill of your choice.

v.1.7.2

Removed Warlock's restriction that 'each spell must come from a different lore.'

v.1.7.1

Dwarves cannot hire Warlock.

v.1.7

Troll Slayer -5gc price.

Ogre Bodyguard -5gc price, +2 Starting XP.

Rat Ogre -5gc price.

Halfling Cook's ability does not give bonus Initiative.

Freelancer only has Full Plate Armour for heirloom, loses buyback rule, 55gc hire price.

v.1.6

Dwarves may hire Warlock.