Hired Swords 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 can never 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 normal 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.

Special Skills
Hired Swords who have access to special skill lists (such as Dawi or Pit Fighter skills) do not allow promoted henchmen to select these skill lists when they become heroes if they could not do so already.

Hired Swords and Heirlooms
Hired Swords who bring unique Heirlooms (such as Full Plate Armour or a Wyrdstone Staff) when hired, cannot buy new instances of these items if they lose them (e.g. through being robbed or discarded) unless the employing warband had these items on its sheet under ‘Warband Special Equipment.’
**WARLOCK**

**May be Hired:** Mercenaries, Vampire Counts, Cult of Possessed, Skaven Clan Eshin, Araby, Beastmen, Bretonnia, Chaos Dwarves, Dark Elves, High Elves, Lizardmen, Norse, Orcs and Goblins, Pirates, Warriors of Chaos, Wood Elves.

**Warlock**

35gc to hire
Starting Experience: 6
Race: Human
Skills: Academic, Speed

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**SPECIAL RULES**

**Wizard:** Starts with 3 spells.

**Unschooled:** Warlocks do not know lores of magic and never know any signature spells. Instead, when generating their spells, roll a D8 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.

**Wheel of Fortune:** Once per battle, this warrior may use this ability in any of the controlling player’s Power Phase if not fleeing. If he does, all currently active spells with ‘Remains in Play’ cast by him are ended, and he must re-roll all rolls to see which spells that are known to him this battle.

*(Can also be used in Pit Fights.)*

**Heirloom: Wyrdstone Staff** *(Warrior has this item when hired. It cannot be robbed or sold, but may be robbed or discarded as normal.)*

**Practitioner’s Pride:** If hired, this warrior must take up one of the warband’s Wizard or Priest slots, chosen by you.

**EQUIPMENT LIST**

**Close Combat**

Hand Weapon
Great Weapon

**Shooting**

Sling

**Armour**

None

**OGRE BODYGUARD**

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

**Ogre Bodyguard**

70gc to hire
Starting Experience: 20
Race: Ogre
Skill Lists: Combat, Strength

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**SPECIAL RULES**

**Cause Fear**

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

**EQUIPMENT LIST**

**Close Combat**

Hand Weapon
Great Weapon

**Shooting**

Sling
Crossbow
Pistol
Blunderbuss
Handgun

**Armour**

Light Armour

**Wyrdstone Staff**

**Close Combat Weapon:** Is affected by anything that would affect a Club, and can be used by anyone who can use normal Clubs.

**Concussive (1)**

**Power Surge:** Whenever wielder successfully casts a spell using more than one Power Dice, he gains +1 Power Dice if all dice came up identical *(i.e. doubles, triples, etc.)*.

*Can only be carried by Wizards.*
**TROLL SLAYER**

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

**Troll Slayer**

45gc to hire  
Starting Experience: 24  
Race: Dwarf  
Skills: Combat, Strength, Dawi *(Dawi skills: See Dwarven warband.)*

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**SPECIAL RULES**

Resolute (+1”): Warrior adds +1” to the maximum distance moved while running, up to a maximum of 8”. *(This ability has no effect on charging moves.)*

Fanatical: Immune to fear and panic and may not leave close combat voluntarily.

Sturdy: Immune to Concussive effects.

Slayer Fighting: Starts with one Combat, Strength or Dawi skill, chosen by you.

Trollskin Cloak (+20gc): When hired *(but not later on)* a Troll Slayer may opt to come equipped with a Trollskin Cloak at +20gc. If he does, this item becomes his personal Heirloom.

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

**EQUIPMENT LIST**

**Close Combat**

Axe  
Great Axe

**Shooting**

Throwing Axes

**Armour**

Trollskin Cloak

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**HALFLING COOK**

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

**Halfling Cook**

20gc to hire  
Starting Experience: 6  
Race: Halfling  
Skills: Shooting, Academic, Speed

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**SPECIAL RULES**

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

Cook (+1 W): Whenever Cook is deployed, chose any other hero in the warband: That hero gains +1 Wound this battle. This ability cannot target Undead or Daemons.

Trinket Collector (-5gc): When first hired, as well as between each battle, this warrior may purchase Lucky Charms at -5gc price, but any Charms purchased in this manner become this warrior’s personal Heirlooms. *(I.e. cannot be swapped or sold, but may be robbed or discarded as normal). (Warriors can only carry a single instance of each type of special equipment at a time.)*

**EQUIPMENT LIST**

**Close Combat**

Axe

**Shooting**

Sling  
Short Bow  
Throwing Knives / Stars

**Armour**

Light Armour

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**PIT FIGHTER**

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

**Pit Fighter**
35gc to hire
Starting Experience: 12
Race: Human
Skills Lists: Combat, Strength, Speed, Pit Fighter (Pit Fighter skills: See Special Skills.)

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**SPECIAL RULES**

**Pit Veteran:** Starts with one Combat or Pit Fighter skill, chosen by you.

**EQUIPMENT LIST**

**Close Combat**
Hand Weapon
Great Weapon
Morning Star
Flail
Spear
Fighting Claw
Combat Whip

**Shooting**
Sling
Throwing Knives / Stars
Throwing Axes
Javelins
Bolas

**Armour**
Light Armour
Shield
Nets

**Elven Bow**
Missile Weapon: Long Bow: Is affected by anything that affects normal Long Bows and can be used by anyone who can use normal Long Bows.
Range: 30" Strength: 3
Armour Piercing (1)

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**ELVEN RANGER**

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

**Elven Ranger**
35gc to hire
Starting Experience: 28
Race: Elf
Skills: Combat, Shooting, Speed, Asur (Asur skills: See High Elf warband.)

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**SPECIAL RULES**

**Eagle Eyes:** This warrior ignores enemy ‘Stealth’ when firing missile weapons.

**Frail but Fey:** Treats all campaign injuries as ‘Full Recovery’ except for rolls of ‘Dead’; ‘Robbed by Stragglers’; ‘Robbed by Enemy Warband’; 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 still only modify one dice by +1/-1).

**Elven Bow (+15gc):** When hired (but not later on) an Elven Ranger may opt to come equipped with an Elven Bow for +15gc. If he does, this item becomes his personal Heirloom.

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

**EQUIPMENT LIST**

**Close Combat**
Hand Weapon
Great Weapon

**Shooting**
Javelins
Bow
Long Bow

**Armour**
Light Armour
WITCH

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

Witch
35gc to hire
Starting Experience: 6
Race: Human
Skills: Academic, Speed

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SPECIAL RULES
Wizard (Kin-Magic): Starts with 2 spells.
Treacherous: May not use the ‘Leader’ ability of other warriors in the warband.
Heirloom: Soothsayer Staff (Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.)
Practitioner’s Pride: If hired, this warrior must take up one of the warband’s Wizard or Priest slots, chosen by you.

EQUIPMENT LIST
Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

Soothsayer Staff

Close Combat Weapon: Club: Is affected by anything that would affect a Club, and can be used by anyone who can use normal Clubs.
Concussive (1)
Foretell Magic: Once per battle, wielder may re-roll all Power Dice involved in one of her own spellcasting rolls, provided it was not a miscast.
  • Wielder can use this ability only once per battle, no matter how many Soothsayer Staffs she is carrying.
Can only be carried by Wizards.

IMPERIAL FREELANCER

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

Freelancer
50gc to hire
Starting Experience: 12
Race: Human
Skills Lists: Combat, Shooting, Strength

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

EQUIPMENT LIST
Close Combat
Hand Weapon
Great Weapon
Spear
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: Wearer has -1 I throughout the battle. Even if the warrior’s armour save has been completely Sundered, the Initiative penalty still applies.
**KISLEV RANGER**

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

**Kislev Ranger**
30gc to hire
Starting Experience: 8
Race: Human
Skills: Combat, Shooting, Speed

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**SPECIAL RULES**

- **Heart Strike (+1 S):** All of this warrior’s shooting attacks have +1 Strength vs. Ogres and Monsters.
- **Wilderness Survivor:** Animals attacking this warrior must re-roll their first successful roll ‘to hit’ in each close combat phase *(including opponent’s)*. No effect vs. Undead and Daemons.
- **Heirloom: Hunting Falcon / Hawk (+10gc):** When hired *(but not later on)* a Kislev Ranger may opt to come equipped with a Hunting Falcon / Hawk for +10gc. If she does, this item becomes her personal Heirloom.

**EQUIPMENT LIST**

- **Close Combat**
  - Hand Weapon
  - Great Weapon

- **Shooting**
  - Bow
  - Javelins
  - Bolas
  - Hunting Falcon / Hawk

- **Armour**
  - Light Armour
  - Shield
  - Nets

**Hunting Falcon / Hawk**

- **Missile Weapon**
- **Range:** 24” **Strength:** 3
- **Bird of Prey:** Ignores enemy ‘Stealth’ and Cover. Move or Fire.

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**PRIESTESS OF SHALLYA**

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

**Priestess of Shallya**
35gc to hire
Starting Experience: 14
Race: Human
Skills: Academic, Speed

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**SPECIAL RULES**

- **Priest (Prayers of Shallya):** Starts with 2 prayers.
- **Trance Aura (1”, -1 I):** All enemies within 1” of this warrior *(but not allies)* suffer -1 Initiative in all rounds of close combat.
- **Practitioner’s Pride:** If hired, this warrior must take up one of the warband’s Wizard or Priest slots, chosen by you.

**EQUIPMENT LIST**

- **Close Combat**
  - Hand Weapon
  - Great Weapon

- **Shooting**
  - Sling

- **Armour**
  - Light Armour
  - Shield

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PRIEST OF RANALD

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

Priest of Ranald

40gc to hire
Starting Experience: 14
Race: Human
Skills: Combat, Shooting, Academic, Speed, Assassin

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SPECIAL RULES
Priest (Prayers of Ranald): Starts with 1 prayer.
Treachurous: May not use the ‘Leader’ ability of other warriors in the warband.
Grifter: If warrior is carrying a Lucky Charm, it is not lost at the end of post-game sequences where the warrior went out of action. (Not even if he used the Charm to modify his Campaign Injury roll.)
Heirloom: Concealed Blade (Warrior has this item when hired. It cannot be swapped or sold, but may be robbed and discarded as normal.)
Practitioner’s Pride: If hired, this warrior must take up one of the warband’s Wizard or Priest slots, chosen by you.

EQUIPMENT LIST

Close Combat
Hand Weapon
Concealed Blade

Shooting
Sling
Short Bow
Throwing Knives / Stars

Armour
Light Armour

SLAUGHTERPRIEST

May be Hired: Beastmen, Warriors of Chaos.

Slaughterpriest

40gc to hire
Starting Experience: 12
Race: Human
Skills: Combat, Strength, Khorne (Khorne skills: See Special Skills.)

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SPECIAL RULES
Priest (Blood Rituals): Starts with 1 prayer.
Bloodfuelled Prayers: Whenever this warrior takes an enemy out of action with a close combat attack, or with an attack from Throwing Axes, he gains +1 Power Dice.
The Will of Chaos: This warrior may re-roll naturals 6s when taking Panic tests (not fear or rally tests).
Practitioner’s Pride: If hired, this warrior must take up one of the warband’s Wizard or Priest slots, chosen by you.

EQUIPMENT LIST

Close Combat
Hand Weapon
Great Weapon
Halberd
Flail

Shooting
Throwing Axes

Armour
Light Armour

Concealed Blade
Close Combat Weapon
Fatal: Attacks with this weapon ignore armour saves (but not ward or regeneration saves) when striking at enemies that are down to 1 wound.
Only Club, Axe or Sword in off hand.
v.1.8
Added Witch and Priestess of Shallya.
Added Rat Ogre upgrades.

v.1.7.6
Ogre may use Sling

v.1.7.5
Clarified that Rat Ogre rolls on the Heroes’ Post-game Injury Chart (i.e. D66).

v.1.7.4
Streamlined and clarified rules.

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.