

Hired Swords v.2.0

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 Assassin or Gladiator skills*) do not allow promoted henchmen to select these skill lists when they become heroes if they could not do so already.

Hired Swords Rules

Hired Swords with 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.'



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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

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

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 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 dispelled, 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

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 (*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
Pistol
Blunderbuss
Handgun

Armour

Light Armour

Wyrdstone Staff

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

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.*) (D3 from Power Scrolls are not counted.)

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.*)

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	3	2	1	9

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.

Wanderer: 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

Trollskin Cloak

Suit of Armour.

Save: Wearer gains 'Regeneration (6+).'

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: 6

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 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, and after each battle, this warrior may purchase Lucky Charms at -5gc price, but any Charms purchased in this manner become the warrior's personal Heirloom (*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

Hand Weapon

Shooting

Sling
Short Bow
Throwing Knives / Stars

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, 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.*)

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

SPECIAL RULES

Pit Veteran: Starts with one 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)

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.*)

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'; '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 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 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 Dwarfs 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

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

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

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 a single spellcasting roll, provided it was *not* a miscast. (*D3 from Power Scrolls are not re-rolled.*)

- A warrior can use this ability only once per battle, no matter how many Soothsayer Staffs he 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

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 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, Vampire Counts, Cult of Possessed, Skaven Clan Eshin, Araby, Beastmen, Chaos Dwarves, Dark Elves, Norse, Orcs and Goblins, Pirates, Warriors of Chaos.

Kislev Ranger

40gc to hire

Starting Experience: 8

Race: Human

Skills: Combat, Shooting, Academic, Speed

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

SPECIAL RULES

Heart Strike (+1 S): All of this warrior's shooting attacks have +1 Strength vs. 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: 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

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.

PRIESTESS OF SHALLYA

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

Priestess of Shallya

35gc to hire

Starting Experience: 14

Race: Human

Skills: Academic, Speed

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

SPECIAL RULES

Priest (Prayers of Shallya): Starts with 2 prayers.

Trance Aura: All warriors within 1" of this warrior (*friend or foe*) suffer -1 Initiative to strike order 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. Dwarf warbands ignore this constriction.

EQUIPMENT LIST

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling

Armour

Light Armour
Shield

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.