

# Hired Swords v.1.7.4

## 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 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

# 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  
Throwing Knives / Stars

### 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

**Resolute (+1"):** Warrior adds +1" to the maximum distance moved with Running moves (*no effect with Charging moves*).

**Fanatical:** Immune to Fear and Panic and may not leave close combat voluntarily.

**Sturdy:** Immune to Concussive effects.

**Seasoned Wanderer:** Starts with one Combat, Strength, or Dawi skill chosen by you.

**Dawi Skills:** May choose skills from the Dawi special skills list whenever he gains a new skill. 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 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

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,' '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*).

**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, Gladiator

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

### SPECIAL RULES

**Heirloom: Spiked Gauntlet** (*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  
Morning Star  
Flail  
Spear  
Fighting Claws  
Combat Whip  
Spiked Gauntlet

#### Shooting

Sling  
Throwing Knives / Stars  
Throwing Axes  
Javelins

#### Armour

Light Armour  
Shield  
Nets

#### Spiked Gauntlet

Close Combat Weapon

**Nimble (Morning Stars):** Wielder may fight with this weapon while using Morning Star in the other (*even though Morning Stars can normally only be paired with Shields*).

## 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 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:** -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

Race: Rat Ogre

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.1.7.4**

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.