

Indans v.0.7

Warband Special Rules

Mounted Affinity: Horse and Camel

Indan warbands may buy Camel Mounts and buy all Horse and Camel Mounts at -5gc price.

Land of Devas

May re-roll failed fear tests caused by enemies who race is Daemon. (*No effect during turns where test is triggered by both Daemon and a non-Daemon enemies.*)

Beloved

Each battle, this warrior starts with a number of Beads equal to the number of other warriors who race is Human in his combat group. Each Bead can be used to add +1 to a spellcasting roll.

- Only one Bead may be used per spellcasting roll.
- Declare whether you are using a Bead or not before rolling any dice.
- Remaining Beads are lost at the end of the battle (*and cannot be used in Pit Fights*).
- Hired Swords and Dramatis Personae do *not* contribute to the number of Beads.

Deva

Cause Fear; Immune to Poison and Concussion; Cannot use Leader's Ld; Cannot take Drugs.

Unstable (4+)

When a warrior with this rule would *flee*, roll a D6 instead: On a roll of 1-3, the warrior continues fighting as normal and does not flee, but on 4+, this warrior placed straight *out of action*. Enemies will experience for his demise.

Avatar Skills

Only warriors whose race is Daemon may ever take Avatar skills.

Cut-Throat

+1 S on all 'Free Hack' attacks.

Tiger Prowl (+D3")

Warrior adds +D3" to the maximum distance moved on all charging moves, up to a maximum of 15".

Warband Special Rules

Stubborn

May re-roll failed fear and panic tests.

Special Equipment

Sword-Gauntlet (Pata) 10gc

Close Combat Weapon: Sword: Is affected by anything that affects normal Swords but is a separate proficiency from normal Swords.

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

Wielder gains 'Scaly Skin (6+)' and a 6+ Ward save vs. close combat attacks (*not shooting or spells/prayers*).

Two-handed.

Throwing Discs (Chakrams) 10gc

Missile Weapon

Range: 6" **Strength:** 3

Spinning Disc: May re-roll failed rolls 'to hit.' (*Re-rolled dice cannot cause critical hits.*)

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

Tiger Mount 50gc

Rider gains +1 Wound, Movement 6.

- Warrior adds +D3" to the maximum distance moved on all charging moves, up to a maximum of 15".
- The mount has 1 Strength 4 attack at WS4, Initiative 5 the turn it charges.
- Can only be ridden by Humans.

Indan Skill Lists

	Combat	Shooting	Academic	Strength	Speed	Aspects
Rajah	V	V	V	V	V	
Attendant	V	V	(+10gc)	V	V	
Deva Sorceress	V		V	V	V	V
Guru	(+10gc)		V		V	
Thugee	V	V	(+10gc)	(+10gc)	V	

Indan Equipment Lists

Rajah, Attendant, and Elites

Close Combat
Hand Weapon
Great Weapon
Spear
Halberd
Morning Star
Combat Whip
Sword-Gauntlet

Shooting
Bow
Javelins
Throwing Discs

Armour
Light Armour
Heavy Armour
Shield

Guru

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

Deva Sorceress and Deva Warriors

Close Combat
Hand Weapon
Great Weapon

Shooting
Throwing Stars / Knives
Throwing Discs
Javelins

Armour
None

Marksmen

Close Combat
Hand Weapon

Shooting
Sling
Bow
Javelins
Handgun

Armour
Light Armour

Infantry

Close Combat
Hand Weapon
Great Weapon
Spear

Shooting
Sling
Bow
Javelins

Armour
Light Armour
Shield

Thugees

Close Combat
Hand Weapon

Shooting
Sling
Short Bow
Javelins
Throwing Stars / Knives
Throwing Discs

Armour
Light Armour

HEROES (1/1)

0-1 Indan Rajah

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"), Land of Devas

0-2 Throne Attendants

30gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Land of Devas, Stubborn

0-1 Deva Sorceress

50gc to hire

Starting Experience: 20

Race: Daemon

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

SPECIAL RULES

Deva, Unstable (4+), Avatar Skills (10gc)

Wizard (Any of the 8 basic lores except Beasts or Metal): Starts with 1 prayer.

0-1 Guru

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

SPECIAL RULES

Beloved, Land of Devas

Wizard (Fire, Heavens, Light, or Life): Starts with 1 spell.

0-3 Thugees

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

Cut-Throats (+1 S)

HENCHMEN (1/2)

Indan Infantry

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

Land of Devas

0-4 Indan Marksmen

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

Land of Devas

0-3 Indan Elites

30gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Land of Devas

0-2 Deva Warriors

40gc to hire

Starting Experience: 14

Race: Daemon

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

SPECIAL RULES

Devas, Unstable (4+), Avatar Skills (10gc)

0-3 Indan Tigers

35gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

SPECIAL RULES

Tiger Prowl (+D3")

Animals (*Cannot Climb; Cannot Hide; Flee 3D6"*;
Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

Avatar Skills

- A Deva can buy any number of Avatar Skills for 10gc per skill when first hired or between each battle. All skills last the entire campaign.

Corroder

Whenever this warrior suffers a wound, all warriors with 1" of him (*friend and foe*) take 1 Strength 2 hit with armour saves as normal. Warrior *can* gain experience from taking enemies out of action this way, even if he is *out of action* himself.

Traveller

+1 Movement.

Poisoner

Warrior may poison one of his weapons each battle (*you may choose which*).

Terrorizer

Enemies that take a fear test within 1" of this warrior must roll an extra D6 and discard their lowest result.

Flayer

Proficient with Flail and this warrior's attacks with Flail ignore Ward saves granted by Shields.

Destroyer

Warrior may re-roll 'Free Hack' attacks that failed to wound.

Preserver

Scaly Skin (6+).

Diviner

- If Deva is *not* a Wizard, he gains a 4+ ward save vs. the effects of hostile spells.
- If Deva *is* a Wizard, he starts each battle (and every Pit Fight) with 1 free Power Dice.

HENCHMEN (2/2)

0-1 Naga

75gc to hire

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
5	4	4	4	4	3	5	1	7

SPECIAL RULES

Deva, Scaly Skin (5+), Unstable (4+)

Poisonous Attacks: All of this warrior's attacks are poisonous, in both shooting and close combat.

Monster: Cannot Hide; Immune to Concussion; Cannot Capture Objectives; Cannot Use Special Equipment; No Penalties for Fighting Unarmed; Climb as Normal; No Promotion.

Huge: Takes up two Henchman slots.

NAGA EQUIPMENT LIST

Close Combat

Hand Weapon

Great Weapon

Halberd

Shooting

Long Bow

Armour

None

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First Release! (Hat tip to Warhammerarmiesproject and Carlos3)