

KISLEV

WARBAND SPECIAL RULES:

VETERAN: The warrior hates any model with the rule "crumble" and "unstable". The effect only applies during the **FIRST** round of combat. (*Hate gives +1 to hit in close combat*).

STUPIDITY: Models with this rule make a Ld test every turn; if they fail they can do nothing until next turn, except for defending themselves (if attacked).

TAMED: Models with this rule ignore the rule "stupidity" as long as at 6" or closer to any single ally (not animals).

STUBBORN: this warrior may re-roll any failed panic or fear test.

DEATHBLOW: if this warrior hits an enemy which is down to 1 wound left, said hit automatically inflicts a wound with no saves of any kind allowed.

SPECIAL EQUIPMENT:

Hunting Hawk: 10gc

Missile weapon: Range: 24" Strength: 2

- Ignores "Stealth" or "Cover"
- Move or fire

Runka spear: 10 gc

Close combat weapon: Is affected by anything that affects normal spear but is a

separate proficiency from normal spears.

- **+1 I** on *all* rounds of combat
- **Skewer** (In case of critical hit, treats "**Mighty blow**" and "**Stunning blow**" as "**Piercing blow**" instead).
- **Requires two hands**

Heavy cavalry saber: 5gc

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

- **Combat Bonus:** +1 *to wound* in every round of combat.
- **Slow swing**
- **Only shield on off hand** (doesn't allow any shield's parry save).

Wolf Cloak 5gc

Suit of Armour: Can be worn by anyone who is proficient Heavy Armour. Prevents Wizards from casting spells. May be worn in combination with Light or Heavy Armour. Armour Save: Wearer gains a 6+ armour save vs. shooting attacks. (No effect vs. spells or prayers.)

Voyna special skills

Bittered veteran: Warrior must have "Veteran" feat already. This warrior hates all models with "crumble" and "unstable" in *all* rounds of combat.

Senior hawk trainer: Warrior gets "quick to fire" when shooting with a hunting hawk (*may move and fire with no penalties*).

Winged spear: Winged lancers only. The lancer gets **+1 I** in *all* rounds of combat when fighting with a spear or a runka spear. This bonus stacks with any other bonus these respective weapons have.

Systema training: Warrior suffers no penalties when fighting unarmed and gets **concussive (1)** in case of critical hit (*which stacks with any other effect due to the critical hit itself*).

Survivor of the Northern War: Warrior must have the "Veteran" feat already. Warrior ignores fear from models with "crumble" and "unstable" rule.

Kislev skill table:

Boyar: combat / shooting / academic/ Strength / Voyna

Winged Lancer: combat / shooting / Strength/ Voyna

Ice Maiden: Academic / Speed/ Shooting +10 gc

Priest of Ulric: Combat / Strength/ Academic

Kadett: Combat / Speed / Shooting/ Voyna

Kislev equipment list:

Boyar and Winged Lancer:

Melee: Hand weapon, Great weapon, Heavy cavalry saber, Spear, Halberd, Runka spear

Ranged: Pistol, Handgun, Hunting hawk, Blunderbuss, throwing axes

Armour: Light armor, Heavy armor and shield

Ice Maiden:

Melee: Hand weapon, combat whip

Ranged: Sling, Throwing knives

Armor: none

Priest of Ulric:

Melee: Hand weapon, heavy weapon

Ranged: Sling

Armor: Light armour, heavy armor, shield

Kadett:

Melee: Hand weapon, great weapon, spear, halberd

Ranged: Pistol, short bow, hunting hawk

Armour: light armour, shield

Conscripts:

Melee: Hand weapon, Great weapon, Spear, Runka spear

Ranged: short bow, sling, throwing axes

Armour: light armour, shield

Kossars:

Melee: Hand weapon, Great weapon, Spear, Halberd

Ranged: Pistol, Throwing axes, short bow

Armour: Light armor, Heavy armor and shield

Streltsi:

Melee: Hand weapon, great weapon, Heavy cavalry saber, halberd

Ranged: Handgun, pistol, blunderbuss

Armour: light armour, heavy armour

HEROES

0-1 Boyar

40gc to hire

Starting Experience: 18

Race: Human

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

SPECIAL RULES: Leader (6"), Veteran

0-2 Winged Lancers

30gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES: Veteran

0-1 Warrior Priest of Ulric

35gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES Priest (Lore of Ulric): Start with 1 prayer.

0-1 Ice Maiden

30gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES Wizard (Lore of Heaven, Death, Beasts or Ice): Start with 1 spell.

0-3 Kadett

15gc to hire

Starting Experience: 0

Race: Human

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

HENCHMEN

Conscripts

20gc to hire

Starting Experience: 2

Race: Human

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

Kossars

25gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES: Veteran

0-3 Streltsi

45 gc to hire

Starting Experience: 10

Race: Human

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

SPECIAL RULES: Veteran, Stubborn; Heirloom: Handgun

0-3 Wolves

30gc to hire

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

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

0-1 Tamed Bear

90gc to hire

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

SPECIAL RULES: Cause fear; Climb as normal; stupidity; tamed (stay within 6" from allies); Deathblow; Huge (it takes 2 henchmen slots). **Animal** (Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight

Unarmed; No Promotion).

Tamed bear training skills:

Those skills can be purchased before any battle and they last until the bear is killed, lost or fired.

Pack master: 15gc

Bear may stay up to 12" far away from a **hero** or 6" from a **henchmen** of his warband and still ignoring the rule "stupidity". Animals do not count.

Elder bear: 10gc

Bear permanently gains +1 Ld. This skill is **not** cumulative.

Territorial supremacy: 10gc

When the Bear is fighting another animal (or more opponents including an animal), it gains +1 Attack. Bear **must** always charge any enemy animal within his charging distance.

Tree climber: 10gc

When attempts to climb, throw 2 dices for the bear and discard the highest result.

Bear companion: 10gc

Choose an **hero**, which is the Bear best pal. Bear must always be in his combat group.

After the battle, if that hero was placed "out of combat", he will ignore the results "Robbed by enemy Warband", "Robbed by Stragglers" or "Thrown to the pits" and treat them as "full recovery" instead (*because the bear guards the body of his friend*).

If the bear is placed out of combat, ignore this skill at the end of the battle.

If the hero dies, you may choose another hero and so on.

Lore of Ice

Signature: Snow Blast D4+ / D6+

The wizard produces a thundering blast of snow and ice shards.

Range: 18" **Effect:** Target takes 1 Strength 4 hit with Concussive (1). **Augment (D6+)** : +6" to range.

1) Northern Icy Arrows D8+ / D11+

The maiden summons a handful of crystal arrows which fly towards his enemies.

Range: 24" **Effect:** D3 Strength 3 hits. **Augment (D11+):** Target also suffers -1M, regardless it was wounded or not (up to a minimum of M 3).

2) Winter weakness D6+

An enemy suddenly feels heavy, tired and cold

Range: 24" **Effect:** Target must pass a Toughness test or suffers -1M and -1 to I (minimum M: 3). **Remains in Play.**

3) Icy Armour D8+

A sparkling armor made of crystal envelopes the Maiden, protecting her from enemy weapons.

Range: Caster. **Effect:** Warrior gains 'Scaly Skin (5+)'. Does not prevent wizards from casting spells. **Remains in Play.**

4) Ice blizzard D8+

The Maiden unchains a powerful ice storm and gusts of wind.

Range: Flame Template **Effect:** All warriors under, or partially under, the template take a Strength 3 hit. Anyone caught by the template, regardless if was wounded or not, will suffer -1M until next caster's magic phase (minimum movement: 3).

5) Ice Pillar cage D5+

A scintillating cage made of ice encircles the target.

Range: 24" **Effect:** If the target moves or is moved, other than to pivot on the spot, it gets a Concussive (1) Str 4 hit. Lasts Until: The beginning of your next turn.

6) Hug of The Winter Queen 11+

A terrible frozen grip engulfs an enemy's body and mind

No effect on Undead ones.

Range: 6" **Effect:** Target must succeed a T test or suffers an automatic wound. If it gets wounded, It will keep doing a T test every turn until he succeeds or freezes to death. If the Maiden is taken *Out of action* the effect ends immediately.

Special Characters:

Kislev Ranger (Hired Sword) 45gc to hire

Kislevites may hire a Kislevite Ranger at 40gc instead of 45gc.

Starting Experience: 18

Race: Human

Skills: Combat, Shooting, Speed

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

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

SPECIAL RULES

Herb Lore: This warrior starts each battle with a batch of Healing Herbs that must be used this battle or are lost.

Heart Strike (+1 S, Monsters): All of this warrior's shooting attacks have +1 S vs. Ogres and Monsters.

Wildlife Empathy (-1 S): All attacks from Animals have -1 S against this warrior. No effect vs. Undead and Daemons.

EQUIPMENT LIST

Close Combat: Hand Weapon

Shooting: Bow, Javelins, Hunting Hawk, Nets

Armour: Light Armour