

Mercenaries v.1.5.5

Warband Special Rules

Home Provinces

When creating a Mercenary warband, choose a home province:

Reikland

- Captains and Sergeants have +1 Ld.
- Sergeants gain access to Academic skills for free.
- Priests use Prayers of Sigmar.

Middenheim

- Captains and Sergeants have the 'Stubborn' rule.
- Youngbloods may buy access to Strength skills for 5gc when hired, instead of the normal 10gc.
- Priests use Prayers of Ulric.

Marienburg

- Captains and Sergeants have +1 Initiative and may swap access to Strength skills for access to Rogue skills (*choose separately for each warrior*).
- -5gc to the price of all Hired Swords employed by the warband.
- Priests use Prayers of Manaan.

Stubborn

Warriors with this rule may re-roll failed fear and panic tests.

Stealth

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

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

Warband Special Equipment

Long Rifle 30gc

Blackpowder Weapon: Handgun: Is affected by anything that affects Handguns and can be used by anyone who can use normal Handguns.

Range: 36" **Strength:** 4

Armour Piercing (1)

Concussive (1)

Lethal: Causes 2 Wounds instead of 1 on 'Deathblow' critical hits.

Move or Fire.

Full Plate Armour 25gc (Reikland Only)

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

Wolf Cloak 5gc (Middenheim Only)

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.*)

Silk Hat & Plumes 10gc (Marienburg Only)

Special Equipment: Wearer cannot *hide*, loses 'Stealth' if he has it, and gains an additional +1 XP each time he takes an enemy *out of action*.

- Silk Hat & Plumes is automatically lost whenever wearer is taken *out of action* himself.

Mercenary Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Captain	V	V	V	V	V
Sergeant	V	V	(+10gc)	V	V
Priest	V		V	V	
Wizard	(+10gc)		V		V
Youngblood	V	V	(+10gc)	(+10gc)	V

Mercenary Equipment Lists

Captain, Sergeant, Youngblood, Free Company, and Greatsword

Close Combat
Hand Weapon
Great Weapon
Spear
Halberd
Morning Star

Shooting
Bow
Crossbow
Handgun
Pistol

Armour
Light Armour
Heavy Armour
Shield



© Giorgos Magakis

Warrior Priest

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
Light Armour
Heavy Armour
Shield

Battle Wizard

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

Marksmen

Close Combat
Hand Weapon

Shooting
Bow
Long Bow
Crossbow
Blunderbuss
Handgun

Armour
Light Armour

Halflings

Close Combat
Hand Weapon

Shooting
Sling
Short Bow
Throwing Stars / Knives

Armour
Light Armour

HEROES

0-1 Captain

45gc to hire

Starting Experience: 20

Race: Human

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

SPECIAL RULES

Leader (6")

0-2 Sergeants

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

0-1 Warrior Priest

35gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Priest: Starts with 1 prayer.

0-1 Battle Wizard

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

Wizard (Any of the 8 Basic Lores): Starts with 1 spell.

0-3 Youngbloods

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

HENCHMEN

Free Company

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

0-6 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

0-4 Greatswords

40gc to hire

Starting Experience: 14

Race: Human

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

SPECIAL RULES

Stubborn, Heirloom: Heavy Armour

0-3 Halflings

15gc to hire

Starting Experience: 4

Race: Halfling

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

SPECIAL RULES

Stealth

0-3 Warhounds

30gc to hire

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

SPECIAL RULES

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

v.1.5.5

Marienburg gains: -5gc to the price of all Hired Swords employed by the warband.

v.1.5.4

Long Rifle -5gc

v.1.5.3

Sergeants may buy Academic skills.

Marksmen cannot use Heavy Armour.

Revamped Home Provinces bonuses.

Halflings may use Throwing Knives / Stars.

v.1.5.2

Long Rifle gains Letahl: Causes 2 Wounds instead of 1 on 'Deathblow' critical hits.

v.1.5.1

- Merged Youngblood and Free Company equipment lists with Captain, Sergeant, and Greatsword list (giving more options for all these types of warriors).
- Added concept art.