

Mercenaries v.2.0

Warband Special Rules

One Mercenary to Another (-5gc)

Mercenary warbands deduct 5gc from the price of all Hired Swords employed throughout the campaign.

Home Provinces

When creating a Mercenary warband, choose Reikland, Middenheim, Marienburg, Nuln or Stirland as your home province. This choice affects the special items, skills and prayers available to your warband.

Prayer Lore

The prayer lores of Warrior Priests in the warband is determined by the warband's home province as follows:

- Reikland: Prayers of Sigmar.
- Middenheim: Prayers of Ulric.
- Marienburg: Prayers of Manaan.
- Nuln: Prayers of Myrmidia.
- Stirland: Prayers of Taal.

Regional Champion

Warriors with this rule start with one free skill Combat, Shooting or Provinces skill when hired. *(Choose separately for each warrior.)*

Provinces Skills

Henchmen in the warband who are promoted to heroes automatically gain access to Province skills *in addition* to their other choices. *(This is an exception to the rule that access to special skills counts as one of a promoted henchman's skill list choices.)*

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.

Warband Special Equipment

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

(All Provinces)

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)

Lethal: Causes 2 Wounds instead of 1 on 'Deathblow' Critical Hits.

Move or Fire.

Full Plate Armour 30gc

(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 10gc

(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.

Grenade Launcher 20gc

(Nuln Only)

Blackpowder Weapon: Handgun: Is *not* affected by anything that affects Handguns, but can be used by anyone who can use normal Handguns.

Range: 18" **Strength:** 3

Concussive (1)

Grenade Blast (2"): If target is successfully hit (*even if not wounded*), all warriors (*friend or foe*) within 2" of target also take 1 Strength 3 hit with Concussive (1).

Warband Special Equipment

Harpoon Gun 20gc

(Stirland Only)

Blackpowder Weapon: Handgun: Is *not* affected by anything that affects Handguns, but can be used by anyone who can use normal Handguns.

Range: 18" **Strength:** 4

Armour Piercing (1)

Lethal.

Home Provinces Skills

Reikland Skills

Trusted Commander

Warrior gains the 'Leader (6")' rule, or extends its range to 12" if he has it already.

Advance and Fire (6")

Each turn, henchmen (*not heroes*) in the warband who ended their move within 6" of this warrior may move and fire with weapons that have 'Move or Fire' (*with -1 for moving and shooting as normal*). Requires line of sight. Not active while this warrior is *fleeing*.

Right to Rule

Must have the 'Leader' ability to take this skill. If this warrior is deployed and *not fleeing*, the warband may re-roll one failed Rout test. Multiple warriors with this skill may allow multiple Rout tests to be re-rolled, but each test can only be re-rolled once.

Middenheim Skills

Expert Fletcher

In any turn where warrior fired with Hunting Arrows, warrior's critical hits with any kind of Bow roll twice on the critical hits chart and apply the highest result. (*Stacks with other modifiers.*)

Rugged Northman

Critical hits scored against this warrior have an additional -D3-1 modifier to rolls on the critical hits chart. (*Stacks with other modifiers.*)

Crush the Weak

Warrior may re-roll failed rolls to hit with Hammers and Great Hammers in the first round of combat.

Home Provinces Skills

Marienburg Skills

Confident Duellist

Warrior's critical hits with any kind of Pistol roll twice on the critical hits chart and apply the highest result. *(Stacks with other modifiers.)*

Ostentatious Taste

When first hired, as well as between each battle, this warrior may purchase Lucky Charms and Silk Hat & Plumes at -5gc price, though any items purchased with this discount become the warrior's personal Heirlooms.

Clandestine Connections

Each battle when warrior is deployed, roll a D6:

- (1-2): Warrior gains 1 Poison Vial.
- (3-4): Warrior gains 1 dose of Crimson Shade.
- (5): Choose between Poison or Shade.
- (6): Warrior gains both.

If warrior was already carrying instance(s) of the item(s) generated, he may poison a second weapon and/or take a double dose of Shade. Warrior must use these items himself and items not used this battle are lost.

Nuln Skills

Gunnery Cadet

Warrior's shots with Handgun and Grenade Launcher may re-roll results on the Blackpowder Misfire chart.

Master of Ballistics (18")

All of this warrior's shots with Blackpowder weapons suffer -1 to hit for shooting further than 18" instead of the normal -1 to hit for shooting further than 12".

Ironside

All of warrior's shots with Handguns have Sunder (1). *(Stacks with other Sundering effects.)*

Home Provinces Skills

Stirland Skills

Deathjack (24")

Warrior can no longer use Heavy Armour, becomes proficient with Long Bow and all of his shots with Long Bow suffer -1 to hit for shooting further than 18" instead of the normal -1 to hit for shooting further than 12".

Superstitious

If warrior is carrying a Lucky Charm, it is *not* lost when warrior goes *out of action*. *(Not even if he used them to modify his campaign injury roll.)*

Waylay

All of this warrior's shots with Bows of any kind have an additional +1 to hit in Shooting Phases where he could pick his target *(i.e. he was elevated 2" or more above ground level with no visible enemies within 6")*.

Mercenary Skill Lists

	Combat	Shooting	Academic	Strength	Speed	Province
Captain	V	V	V	V	V	V
Sergeant	V	V	V	V	V	V
Priest	V		V	V		V
Wizard	(+10gc)		V		V	V
Youngblood	V	V	(+5gc)	(+5gc)	V	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



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Warrior Priest

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling
Crossbow
Handgun
Pistol

Armour
Light Armour
Heavy Armour
Shield

Marksmen

Close Combat
Hand Weapon

Shooting
Bow
Long Bow
Crossbow
Blunderbuss
Handgun

Armour
Light Armour
Heavy Armour

Battle Wizard

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

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"), Regional Champion

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

SPECIAL RULES

Regional Champion

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.1.6.1

Revamped starting bonuses.

v.1.6

Priest may use Pistol, Handgun, and Crossbow.

Long rifle does not have Concussive.

Full Plate Armour +5gc.

Wolf Cloaks +5gc.

Revamped Reikland and Marienbrug bonuses.

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 Lethal: 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.