

Monsters v.0.7 BETA

Hired Swords Rules

Only One of Each Monster

You warband can only ever have one Monster in its employ at a time.

Cannot Take Rout Tests

The Leadership characteristic of Monsters can never be used for Rout Tests.

Weapons, Armour, and Equipment

Monsters do not use weapons, armour, or special equipment unless their entries state otherwise.

Monster

All Monsters have the following rules:

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

Take Up Two Henchman Slots

Each Monster takes up two of the warband's Henchman Slots

No Upkeep

Monsters have no upkeep that needs to be paid after each battle. Once hired, they are part of your warband for good.

Hired Swords Rules

Monsters and Campaign Injuries

Monsters that went *out of action* during a battle must roll on a special Campaign Injuries chart, found on the next page.

Monsters' Campaign Injury Chart

(11-14) Dead

Monster is Dead and all weapons, armour, and equipment that warrior was carrying are lost, including Heirlooms.

(15-22) Multiple Injuries

Monster must roll D3+1 more times on this chart, re-rolling any results of 'Dead', 'Thrown to the Pits', 'Hatred', and further 'Multiple Injuries.'

(23) Hand Injury

-1 Weapon Skill

(24) Eye Injury

-1 Ballistic Skill

(25) Arm Injury

-1 Strength

(26) Chest Injury

-1 Toughness

(31-32) Nerve Injury

-1 Initiative

(33-34) Head Injury

-1 Leadership.

(35) Robbed by Enemy Warband

All weapons, armour, and equipment that warrior was carrying are transferred to the enemy warband, including Heirlooms.

(36) Robbed by Stragglers

All weapons, armour, and equipment that warrior was carrying are lost, including Heirlooms.

(41-43) Smashed Leg

Choose which: The Monster must miss the next battle *or* the Monster permanently suffers -1" to the maximum distance moved when running or charging (*not fleeing*), down to a minimum of 6". (*Multiple 'Miss next battles' stack.*)

(44-65) Full Recovery

The Monster makes a full recovery.

(66) Thrown to the Pits

The Monster must fight a Pit Fighter. The two warriors start engaged in close combat, and Initiative determines the strike order (*neither side counts as Charging*).

- Armour Splintering, Concussive effects and other 'Until the end of the battle'-effects that the warrior has sustained are returned to their normal values before the pit fight.
- The Monster is returned to his full number of Wounds before the pit fight.
- Monsters that can cast spells or prayers *may* cast spells or prayers, but start with no Power Dice.
- Nowhere to run: Warriors cannot *flee* or leave close combat in a pit fight: If either fighter fails a panic test, his enemy gains a Free Hack against him as normal and the fight then continues with no further effect.
- If the Monster wins its controlling warband gains 3D6gc.
- If the Monster loses, all weapons, armour, and equipment that he was carrying are lost, including Heirlooms, and he must roll on this chart again, re-rolling further results of 'Thrown to the Pits.'

PIT FIGHTER

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

WEAPONS AND ARMOUR

Morning Star

SPECIAL RULES

Finishing Move: When striking at enemies that are down to one Wound, this warrior's close combat attacks wound automatically (*if they hit*) and ignore saves of any kind.

CRYPT HORROR

May be Hired: Vampire Counts.

Crypt Horror

85gc to hire

M	WS	BS	S	T	W	I	A	Ld
5	3	-	5	4	3	3	2	5

SPECIAL RULES

Monster, Cannot Break, 2 Henchman Slots, Poisonous Attacks: All of this warrior's close combat attacks may re-roll 1s 'to wound.' (No effect vs. enemies immune to poison.)
Regeneration (6+)

KROXIGOR

May be Hired: Lizardmen

Kroxigor

85gc to hire

M	WS	BS	S	T	W	I	A	Ld
5	3	-	5	4	3	2	2	5

SPECIAL RULES

Monster, Cannot Break, 2 Henchman Slots, Cold-Blooded
Scaly Skin (6+)
Predator Attack
Markings: When first hired, and after each battle, a Kroxigor may purchase any number of Markings from the Markings skill list at 10gc per Marking. It can select from those marking that are available to all Lizardmen and those that are available to Saurus only, but *not* those only available to Skinks.

RAT OGRE

May be Hired: Skaven.

Rat Ogre

80gc to hire

M	WS	BS	S	T	W	I	A	Ld
5	3	-	5	5	3	3	2	5

SPECIAL RULES

Monster, Cannot Break, 2 Henchman Slots, Augmentations: When first hired, and after each battle, this warrior may purchase any of the Augmentations found below. Once acquired, Augmentations, cannot be robbed, swapped, sold or discarded. Each Augmentation can only be taken once.

Warp Blade

One of this warrior's close combat attacks, chosen by you, has 'Sunder (1)' in each round of close combat (*i.e. including opponent's*).

Warpfire Thrower

Warrior counts as being armed with a Warpfire Thrower that cannot be robbed, swapped, sold, or discarded. (*Warpfire Thrower: See Skaven warband.*)

Bionic Eye

Warrior automatically passes Initiative tests for charging enemies without line of sight. (*E.g. that are behind a wall, around a corner, etc.*)

Protective Plates

Warrior counts as wearing a suit of Light Armour that cannot be robbed, swapped, sold, or discarded.

CHAOS TROLL

May be Hired: Beastmen, Warriors of Chaos.

Chaos Troll

85gc to hire

M	WS	BS	S	T	W	I	A	Ld
5	3	-	5	4	3	1	2	5

SPECIAL RULES

Monster, Cannot Break, 2 Henchman Slots,

Troll Vomit: One of this warrior's close combat attacks, chosen by you, has 'Sunder (1)' in each round of close combat (*i.e. including opponent's*).

Regeneration (6+)

Regenerative Regrowth: Trolls treat all rolls on the campaign injuries chart as 'Full Recovery,' except for rolls of 'Dead' and 'Thrown to the Pits.'

Mutations: When first hired, and after each battle, a Chaos Troll may purchase any number of Mutations from the Mutations skill list at 10gc per Mutation.

WAR LION

May be Hired: High Elves.

War Lion

80gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	5	4	3	4	2	6

SPECIAL RULES

Monster, Cannot Break, 2 Henchman Slots,

Animal (*Cannot Climb; Flee 3D6"; Cannot use the Leader's Ld.*)

CHAOS SPAWN

May be Hired: Beastmen, Cult of Possessed, Warriors of Chaos.

Chaos Spawn

80gc to hire

M	WS	BS	S	T	W	I	A	Ld
5	3	-	5	5	3	D6	2	5

SPECIAL RULES

Monster, Cannot Break, 2 Henchman Slots,

Initiative: A Chaos Spawn has Initiative 3 the turn it is deployed. In each of the controlling player's subsequent Power Phases, roll a D6 to determine what Initiative it will have until the controlling player's next Power Phase. (*Modifiers from spells, injuries, etc. remain constant.*)

Mutations: When first hired, and after each battle, a Chaos Spawn may purchase any number of Mutations from the Mutations skill list at 10gc per Mutation.

TREE KIN

May be Hired: Wood Elves.

Tree Kin

85gc to hire

M	WS	BS	S	T	W	I	A	Ld
4	3	-	5	5	3	3	2	8

SPECIAL RULES

Monster, Cannot Break, 2 Henchman Slots,

Flammable: *Flaming* hits have +1 Strength vs. this warrior.

Dryad Aspects: When first hired, and after each battle, a Tree Kin may purchase any number of Aspects from the Dryad Aspects skill list at 10gc per Aspect.

RIVER TROLL

May be Hired: Orcs and Goblins.

River Troll

90gc to hire

M	WS	BS	S	T	W	I	A	Ld
5	3	-	5	4	3	1	2	5

SPECIAL RULES

Monster, Cannot Break, 2 Henchman Slots,

Troll Vomit: One of this warrior's close combat attacks, chosen by you, has 'Sunder (1)' in each round of close combat (*i.e. including opponent's*).

Regeneration (6+)

Regenerative Regrowth: Trolls treat all rolls on the campaign injuries chart as 'Full Recovery,' except for rolls of 'Dead' and 'Thrown to the Pits.'

Oozing Revulsion

USHABTI

May be Hired: Tomb Kings.

Ushabti

90gc to hire

M	WS	BS	S	T	W	I	A	Ld
5	3	3	5	4	3	2	2	5

SPECIAL RULES

Monster, Cannot Break, 2 Henchman Slots,

Undead, Crumble, Scaly Skin (6+),

Ushabti Bow: Counts as armed with a missile weapon with the following properties.

R: 30" S: 4

Poisonous, Ignore Cover

Cannot be robbed, swapped, sold or discarded.

ULFWERENER

May be Hired: Norse.

Ulfwerener

95gc to hire

M	WS	BS	S	T	W	I	A	Ld
5	4	-	5	4	3	4	2	6

SPECIAL RULES

Monster, Cannot Break, 2 Henchman Slots,

Counter-Charge (8")

Ulfjarl: When first hired, and after each battle, this warrior may purchase any of the Ulfjarl abilities found below. Each ability can only be taken once.

Shaggy Hide

Scaly Skin (6+)

Bloodlust

Hates all enemies in the first round of combat.

Devourer

'Deathblow' critical cause 2 wounds instead of 1.

Berserkergang

+D3" to total charge distance moved.