

MORE STUFF v.1.2

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MORE EQUIPMENT

Dragon Prince Armour 20gc

Same as Heavy Armour (*including Initiative penalty*) but also grants a 4+ ward save against *flaming* hits (*ward saves cannot be increased beyond 4+*).

- Can only be bought by High Elves.

High Elf Bow 15gc

Same as Long Bow, but with Armour Piercing (1).

- Can only be bought by High Elves.

Wood Elf Bow 15gc

Same as Long Bow, but +1 Strength if fired 12" or less from *hiding*. No effect if warrior fires Multiple Shots that turn.

- Can only be bought by Wood Elves.

Human Trophy 10gc

Special Equipment

Enemy Humans within 3" of this warrior suffer -1 Ld. No effect vs. warriors Immune to Fear. Being within 3" of multiple Human Trophies does *not* stack. Not active while *fleeing* or *hidden*. Can only be carried by warriors whose race is Gor.

Grenade Launcher 20gc

Missile Weapon: Blackpowder Weapon

Range: 18" Strength: 4

Concussive (1)

Blast (1", S3, Concussive): If target is hit (*even if not wounded*) all warriors (*friend or foe*) within 1" of target also take 1 S3 hit with Concussive (1).

Move or Fire.

- Can only be bought by Dwarves and Chaos Dwarves.
- Can only be used by warriors whose race is Dwarf (*unless a training skill allows otherwise*).

Caltrops 5gc

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6". One use only. Declare that you are using Caltrops before any dice are rolled for charging distances.

- No effect vs. enemies who Charge with a *flying* move.
- Can only be used by warriors with access to Rogue skills.

Wight Blade 15gc

Same as Sword, but warrior gains the 'Killing Blow' Strength skill to attacks with this weapon.

- Can only be bought by Vampire Counts.
- Can only be used by warriors whose race is Skeleton and who have access to Revenant special skills.
- Only Shield in off hand.

Wight Great Blade 25gc

Same as Great Sword, but warrior gains the 'Killing Blow' Strength skill to attacks with this weapon.

- Can only be bought by Vampire Counts.
- Can only be used by warriors whose race is Skeleton and who have access to Revenant special skills.

Khufa Beans 5gc

Drug; Warrior has +1 Initiative and may re-roll all Initiative tests this battle. One use only.

- Can only be bought by Araby and Marienburg Mercenaries.

Stiletto Blade 5gc

Close Combat Weapon

When striking at enemies that are down to 1 Wound, attacks with this weapon ignore armour saves (*but not other saves*).

- Can be used by anyone who is proficient with Sword and has access to Rogue skills.

Plague Bombs 10gc

Missile Weapon

Range: 6" Strength: 4

Poisonous (*May re-roll 1s 'to wound unless target is immune to poison.'*)

Strength Penalty (-1 S): Hits are -1 S vs. enemies immune to poison.

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

- Can be used by anyone who could use a Pistol of any kind (*including Warplock Pistols*).
- Can only be bought by Skaven and Carnival of Chaos.

Jewel-hilted Sword 15gc

Same as Sword, but next time warrior rolls 'Robbed by Stragglers' or 'Robbed by Enemy Warband' for Campaign Injuries, only this item will be stolen.

- Can only be bought by Marienburg and Araby.

MORE EQUIPMENT

Silver Bullets 10gc

Special Equipment

Owner's shots with Pistols, Duelling Pistols, and Dwarf-crafted Pistols have +1 Strength vs. Dire Wolves and Ulfwereners. Lasts entire Campaign. May be given to Henchmen.

- Can only be bought by Witch Hunters.

Healing Herbs 5gc

Drug: Warrior regains D3 points of Initiative lost to Concussive effects. May be taken at the *start* of any of controlling player's turn if warrior is not *fleeing* or engaged in close combat. One use only.

Blessed Water 5gc

Missile Weapon

Range: 6" Strength: -

Quick to Fire: No -1 for moving and Shooting.

Blessed: Automatically wounds Undead if the attack hits. Ignores Armour and Regeneration saves, (*but not Ward Saves*).

One shot only.

Magic Carpet 20gc

Special Equipment

Warrior always knows the 'Steed of Shadows' spell from the Lore of Shadows in addition to his other spells and has +D3 to all attempts to cast that spell.

- Can only be bought by Araby.
- Can only be used by warriors who are Wizards and whose race is Human.

Warpfire Thrower 25gc

Same as Blunderbuss but hits are +1S and *flaming*.

- Can only be bought by Skaven.

White Wolf Hammer 20gc

Same as Great Club, but +1 S vs. Animals.

- Can only be bought by Middenheim Mercenaries.

Freetrader Ring 15gc

Special Equipment

When warrior is deployed, roll a D6:

(1-2): Nothing

(3-4): Poison Vial

(5-6) Crimson Shade

- Items must be used this battle or are lost.
- Can only be bought by Marienburg Mercenaries.

Balefire 10gc

Special Equipment

Owner cannot *hide* and loses 'Stealth' if he has it. Enemy Wizards within 12" suffer -1 to their spellcasting rolls. Does *not* require line of sight. Active even while *fleeing* or *hidden*. Being within multiple enemies with Balefire does *not* stack.

- Can only be bought by Vampire Counts.
- Can only be carried by warriors whose race is Skeleton.

Ithilmar Hand Weapon 20gc

Same as Hand Weapon but with additional +1 Initiative to strike order.

- Marienburg Mercenaries and High Elf warbands buy these at -5gc price.

Ithilmar Great Weapon 30gc

Same as Great Weapon but with additional +1 Initiative to strike order.

- Marienburg Mercenaries and High Elf warbands buy these at -5gc price.

Gromril Hand Weapon 20gc

Same as Hand Weapon but with additional Armour Piercing (1).

- Dwarf warbands buy these at -5gc price.

Gromril Great Weapon 30gc

Same as Great Weapon but with additional Armour Piercing (1).

- Dwarf warbands buy these at -5gc price.

Feather Cloak 15gc

Special Equipment

Warrior always knows the 'Steed of Shadows' spell from the Lore of Shadow in addition to his other spells.

- Can only be bought by Lizardmen.
- Can only be used by warriors who are Wizards and whose race is Skink.

Salamander Familiar 10gc

Special Equipment

While carrying this, warrior counts as being armed with a Missile Weapon with the following properties:

Range: 12" Strength: 3

Flaming Attacks.

+1 to all rolls on the Critical Hits chart (*stacks with other modifiers*).

- Can only be bought by Amazons and Lizardmen.

MORE EQUIPMENT

Trollskin Cloak 30gc

Suit of Armour

Wearer has Regeneration (6+) vs. all types of attacks.

- Can only be worn by warrior's whose type is Dwarf Slayer (*not Slayer Pirates*).

Fire Arrows 10gc

Special Equipment

Shots from any kind of Bow have -1 to hit and are *flaming*. *Cannot* fire Multiple Shots with Fire Arrows or combine them with other types of special arrows (*such as Hunting Arrows*). Last entire campaign. May be given to henchmen.

Mercurial Shot 5gc

Special Equipment

One shot from with Handgun is *flaming* and if it successfully wounds, the victim immediately takes another *flaming* S3 hit with armour saves as normal. One shot only. *Cannot* be combined with other types of special ammunition (*such as Heavy Rounds*).

Brazier 10gc

Special Equipment

Wielder suffers -1 Movement, -1 Initiative.

Wielder and all friendly warriors within 1" of him count as being armed with Fire Arrows. Requires line of sight. May be given to henchmen.

- Can only be bought by Witch Hunters and Bretonnia.

Compass 15gc

Special Equipment

Warrior gains the 'Streetwise' Academic skill.

Compass is automatically lost at the end of any battle where wielder went *out of action*.

Sunstaff 10gc

Missile Weapon

Range: 24" Strength: 3

Oversplinter (1) (*If armour saves against an attack from this weapon, it splinters by 1 more point than it normally would.*)

Multiple Shots x2 (Quick Shot): May fire twice at the same target with -1 to hit on both shots if wielder has the 'Quick Shot' Shooting skill.

- Can only be bought by High Elves, Lizardmen, Albion, and Amazons.
- Among Lizardmen, only Skink Priests start proficient with Sunstaff.

Warpstone Throwing Stars 15gc

Same as Throwing Stars / Knives but with Armour Piercing (1).

- Can only be bought by Skaven.

Bionic Eye 20gc

Special Equipment

Warrior may ignore up to one 'Eye Injury'

Campaign Injury and ignores enemy 'Stealth.'

- Can only be bought by Skaven.

Imperial Blackpowder 10gc

Warrior's first shot with Handgun (*or weapons affected by Handguns*) each battle has +6" range. Lasts entire campaign. May *not* be combined with other types of special ammunition (*such as Heavy Rounds*) that turn. May be given to henchmen.

Dwarf-Crafted Pistol 20gc

Same as Pistol but ignores first Misfire each battle (*treat as a missed shot instead – multiple abilities that ignore the first Misfire still only ignore the first Misfire each battle*).

- Dwarven warbands buy these at -5gc price (*does not apply to Chaos Dwarves*).

Dwarf-Crafted Handgun 35gc

Same as Handgun but ignores first Misfire each battle (*treat as a missed shot instead – multiple abilities that ignore the first Misfire still only ignore the first Misfire each battle*).

- Dwarven warbands buy these at -5gc price (*does not apply to Chaos Dwarves*).

Hellfire Pistol 15gc

Same as Pistol but hits are *flaming* and have an additional +1 modifier to all rolls on the critical hits chart (*stacks with other modifiers*).

- Can only be bought by Chaos Dwarves.

Annihilator Blunderbuss 25gc

Same as Blunderbuss but hits are +1S and panic tests caused by this weapon must be taken on 3D6, discarding the lowest D6.

- Can only be bought by Chaos Dwarves.

Warplock Jezzail 40gc

Same as Warpmusket but range 36" and can *never* Move and Fire the same turn, not even with skills or abilities that would normally allow wielder to do so.

- Can only be bought by Skaven.

MORE EQUIPMENT

Things-Catcher 10gc

Close Combat Weapon

Strength Bonus: +1 S vs. Animals in *all* rounds of combat.

Catcher: May re-roll 'Free Hack' attacks that failed to wound (*against all enemies*).

Proficiency: Can be used by anybody who can use a Halberd.

Two-handed.

- Can only be bought by Skaven.

Ice Drake Familiar 10gc

Special Equipment

While carrying this, warrior counts as being armed with a Missile Weapon with the following properties:

Range: 12" Strength: 3

Freeze: Enemies wounded by an Ice Drake suffer -1 Initiative for the rest of the battle (*this is not a Concussive effect*). No effect vs. Undead and Daemons.

- Can only be bought by Dark Elves.

Bolas 5gc

Missile Weapon

Range: 18" Strength: 2

Entrap (-1 to hit, -1 M): A warrior that is hit by a Bola (*even if not wounded*) suffers -1 to hit (*in both shooting and close combat*) and -1 Movement, down to a minimum of 3, until the *beginning* of your next Shooting phase (*this effect stacks*).

Quick to Fire: No -1 to hit for moving and shooting. Ignores saves of any kind.

- Can be used by anyone who can use Nets.

Obsidian Club-Blade (Lizardmen / Amazons) 10gc

Close Combat Weapon

Club/Sword: Is affected by anything that would affect Clubs *and* Swords, and can be used by anyone who can use a normal Club and/or Sword.

Club-Blade: At the *start of each* close combat phase (*also opponent's*), wielder may choose between giving this weapon +1 Initiative to strike order or Concussive (1) until end of turn.

- Can only be bought by Lizardmen and Amazon.

Soothsayer Staff (Beastmen / Albion / Kislev) 20gc

Same as Great Club, but once per battle, wielder may re-roll 1 Power Dice that was *not* a natural or modified 1.

- A warrior can only re-roll one Power Dice per battle from this ability, no matter how many Soothsayer Staffs he is carrying.
- Can be used by anyone who can use a Great Club, but can only be carried by Wizards (*not Priests*).
- Can only be bought by Beastmen, Albion, and Kislev.

Feral Standard (Beastmen) 20gc

Special Equipment

Wielder cannot *hide* and loses 'Stealth' if he has it.

Embolden: If this warrior is deployed and not fleeing, the warband may re-roll 1 failed rout test. (*Multiple warriors with item may allow multiple Rout Test to be re-rolled, though each Rout Test can only be re-rolled once.*)

- Can only be bought by Beastmen.

Blight Arrows (Ungors) 5gc

Special Equipment

If wielder's race is Ungor, all his shots from Bows of any kind are *poisonous*. May be given to henchmen. Last entire campaign. If warrior has both Blight Arrows and other types of special arrows (*such as Hunting Arrows*), he must choose which ones to use at the *start* of each of his Shooting phases.

Hunting Hawk 5gc

Missile Weapon

Range: 24" Strength: 2

Ignores Cover and the 'Dodge: Ranged' skill. Move or Fire.

Sigmarite Relic 5gc

Special Equipment

Owner has a 6+ ward save vs. the effects of hostile spells (*not prayers – stacks with other such saves and ward saves cannot be increased beyond 4+*).

- Only useable by warriors with the 'Sigmarite Vows' rule.

MORE EQUIPMENT

Harpoons (Norse / Pirates) 10gc

Missile Weapon

Javelins: Is affected by anything that would affect Javelins and can be used by anybody who can use Javelins.

Range: 12" Strength: 3

Reel In: An enemy successfully wounded by an attack from Harpoons must take a Strength test: If failed, he is immediately moved D3" towards shooter. (*If this takes him into close combat, the enemy counts as charging. If this causes him to fall of buildings, apply falling damage as normal.*) Reel In has no effect vs. Monsters and Ogres.

Spell Scroll 5gc

Special Equipment

Warrior gains a random spell from any of the 8 basic lores of magic. Roll a D8 to see which lore it will come from:

- (1) Fire (2) Death (3) Shadow (4) Beasts (5) Life (6) Metal (7) Light (8) Heavens.

One battle only. Can only be carried by Wizards.

Arabyan Jezzail 30gc

Same as Handgun but range 30" and can *never* Move and Fire the same turn, not even with skills or abilities that would normally allow wielder to do so.

- Can only be bought by Araby.

Sigmarite Warhammer 20gc

Same as Great Club, but attacks from this weapon have +1 S vs. Undead, Ghouls, Demons, and any warrior with one or more Mutation skills. Does *not* stack with the 'Bless Weapons' Sigmarite skill.

- Can only be used by warriors with the 'Sigmarite Vows' rule.

Chaos War Horn (Warriors of Chaos) 10gc

Special Equipment

Can only be carried by Marauder Chiefs or Marauder Warriors. May be given to henchmen. Wielder cannot *hide* and loses 'Stealth' if he has it. All friendly Marauder Chiefs and Marauder warriors within 6" of this warrior (*but not warrior himself*) add +1" to the maximum distance moved with all their running or charging moves, up to a maximum of 10" for running and 12" for charging. Does *not* require line of sight. Being within 6" of multiple War Horns does *not* stack.

- Can only be bought by Warriors of Chaos.

MORE SKILLS

Bodyguard (Combat)

+2" to the distance the warrior can intercept and +1 to hit with all close combat attacks the turn he intercepts an enemy.

Folk Faith (Academic) (Dregs / Peasants)

This warrior always counts as being equipped with a Lucky Charm.

- Only Dregs and warriors with 'The Peasant's Duty' may take this skill.

The Hunger (5+) (Combat) (Vampires)

Whenever this warrior takes an enemy *out of action* whose race is Human with a close combat attack, roll a D6: On a roll of 5+, the warrior regains 1 lost wound.

- Only 1 wound may be regained by this skill per battle.
- Warrior's race must be Vampire to choose this skill.

The Hunger (5+) (Combat) (Ghouls / Strigoi)

Whenever this warrior takes an enemy Animal *out of action* with a close combat attack, roll a D6: On a roll of 5+, the warrior regains 1 lost wound.

- Only 1 wound may be regained by this skill per battle.
- Warrior's race must be Ghoul to choose this skill, or he must be a Vampire with the Strigoi Bloodline.

Accusation (Academic) (Witch Hunters)

When this warrior is deployed, choose any one warrior in the enemy's warband (*it may be a warrior that has not been deployed yet*). All other warriors in your warband (*except Animals, Dramatis Personae, and Hired Swords*) hate that enemy in all rounds of combat that battle (*i.e. they have +1 to hit him in close combat*).

- Only warriors whose type is Witch Hunter or Inquisitor may choose this skill.

Resilient (Strength)

While warrior is fighting with a weapon that has the 'Two-handed' rule, he gains +1 Toughness vs. unarmed attacks and attacks from one-handed close combat weapons.

Rich Kid (Shooting) (Marienburg)

All Pistols in this warrior's possession become Duelling Pistols and all Handguns become Mastercrafted Handguns. They also gain the 'Heirloom' rule.

- Marienburg Mercenaries only.

Manhater (Combat) (Gor and Ungor)

Hates Humans in *all* rounds of Combat.

- Gor and Ungor only.

Fire and Advance (Academic) (Reikland)

All henchmen in the warband that ended their move within 6" of this warrior may move and fire with 'Move or Fire' weapons this turn. Requires line of sight. Not active while *fleeing*.

- Does not apply to the hero himself.
- Apply -1 to hit for moving and shooting as normal.
- Reikland Mercenaries only.

Hold the Line! (Academic) (Reikland)

Other warriors in the warband that are within 6" of this warrior, roll 3D6 for fear and panic tests, and apply the lowest two. Requires line of sight.

- Not active while *fleeing*.
- Reikland Mercenaries only.

War-Cries (Crush the Weak!) (Combat)

Warrior causes *fear* the turn he charges (*this also makes him immune to fear that turn himself*).

- Middenheim Mercenaries only.

Ambusher (Speed)

If warrior was *hidden* at the beginning of the turn where he declared a charge, may re-roll *all* failed rolls 'to hit' in close combat that turn.

Follow-Through (Combat)

If warrior has any close combat attacks left at the *end* of the current close combat phase that would have gone to waste, he may conduct them against the enemy of his choice with +1 to hit. These attacks are *always* resolved at the very *end* of the close combat phase, *after* all other attacks have been made.

MORE SKILLS

Peltrast (Speed)

-1 to be hit by Short Bows, Slings, and Javelins.
Cannot be used while wearing Heavy Armour.

Duelist (Combat)

Enemy close combat attacks have -1 to hit this warrior as long as there is no more than one enemy within 2" of him (*hidden and fleeing enemies do not count*). This skill *cannot* be used while wearing Heavy Armour and/or fighting with Spear, Morning Stars or weapons that have the 'Two-Handed' rule.

Rascal's Luck (Speed)

3+ special save vs. all 'Robbed by Stragglers,' 'Robbed by Enemy Warband,' 'Smashed Leg' and 'Thrown to the Pits' Injuries. If successful, treat as 'Full Recovery' instead.

Butcher (Strength)

Warrior may re-roll all failed To Wound rolls with Axes and Great Axes the turn he charges.

Sniper (Shooting)

Warrior may re-roll 1 failed 'to wound' roll with a Shooting attack if he did not move that turn (*other than to pivot on the spot*). *Cannot* be used during turns where warrior fired Multiple Shots (*Stand and Shoot with two pistols are multiple shots*).

Mage Hunter (Academic)

Wizards (*not Priests*) have an additional -1 to hit this warrior with both close combat and shooting attacks, and whenever warrior wounds a Wizard with a close combat or shooting attack, that Wizard loses 1 stored Power Dice (*no effect if the Wizard has no Power Dice stored*). *Cannot* be taken by warriors who are Wizards themselves.

Feigned Retreat (Speed)

Flee 3D6" and Free Hacks have -1 Strength against this warrior.

Victor's Glory (Academic)

Whenever this warrior was deployed and not *out of action* at the end of a battle you won, *and* this warrior took one or more enemies *out of action* that battle, he gains an additional +1 XP.

Yeoman (Shooting)

No -1 to hit for Shooting further than 12" with Long Bows (*but not other bows*).

Trick Shooter (Shooting)

If warrior did not move, enemies must re-roll their successful Ward saves vs. this warrior's Shooting attacks. No effect on 'Overwatch' shots.

Arcane Lore (Academic)

Once per battle you may re-roll any one result on the 'Random Happenings' chart (*even if it was the opponent's Random Happenings roll*). You may also modify the re-rolled result by +1/-1. Warrior must be deployed to use this skill. Multiple warriors with this skill allow multiple re-rolls, though each specific Random Happenings roll can only be re-rolled once.

Weapons Training: Armour (Strength)

Warrior can use any Armour that he comes across, not just that on his list (*Shields are armour*).

Overwatch (Shooting)

If warrior did not move or attempt to cast a spell/prayer or shoot a Missile Weapon this turn, he may be set to *Overwatch*. If he does, he will shoot at the first non-*hidden* enemy that moves within line of sight and range of a missile weapon he is carrying. The shot has an additional -1 to hit modifier. Warrior *may* use any Shooting skills or modifiers that he has for this shot, but may *not* fire Multiple Shots (*e.g. cannot use the 'Quick Shot' skill if he has it*).

Sneak (Speed)

Warrior cannot be shot at by enemies set to *Overwatch*.

Herb Lore (Academic)

Warrior starts each battle with a batch of Healing Herbs that must be used this battle or are lost.

Lasher (Combat)

+1 Strength to all attacks with Combat Whip and warrior may also use Combat Whip as a missile weapon with the following properties:

Range: 3" Strength: 3

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

Assault: May run and Fire.

MORE SKILLS

Khufa Brewer (Academic) (Araby)

Warrior starts each battle with a batch of Khufa Beans that must be used this battle or are lost.

- Can only be taken by Araby.

Hunting Master (Combat) (Bretonnia)

Warrior gains the 'Aim to Injure' Shooting skill. This does not cause him to lose 'The Lady's Blessing' if he has it.

- Can only be taken by Bretonnia.

Shaggy Hide (Strength) (Beastmen)

Warrior gains Scaly Skin (6+).

- Must be Gor or Ungor to take this skill.

Improved Blessed Sight (Sigmarite) (Augurs)

+4" to range of 'Holy Sight' ability and enemies targeted by this warrior's Blessed Sight ability have +1 to be hit by Shooting attacks until end of turn. Being targeted by multiple instances of Improved Blessed Sight does *not* stack. Warrior *may* target non-*hidden* enemies with this ability.

- Can only be taken by Augurs.

Black Hunger (Strength) (Skaven)

Once per battle, at the *start* of the close combat phase, warrior may add +1 WS, +1 Initiative, and +1 Attack on profile until end of turn. At the *end* of the close combat phase, this warrior takes D3 S3 hits with no saves of any kind allowed.

- Can only be taken by warriors whose race is Skaven.

Martial Arts (Rogue)

+1 Attack while fighting unarmed and additional +1 modifier to all critical hits caused with unarmed attacks (*stacks with other modifiers – this skill does not give the warrior the 'No penalties for fighting unarmed' rule*).

Monster Slayer (Strength) (Slayers)

+1 S to all close combat attacks and shots with Throwing Axes vs. Monsters and Ogres and all enemies (*not just Monsters or Ogres*) must re-roll all successful Regeneration saves vs. such attacks.

- Can only be taken by Dwarf Slayers and Slayer Pirates.

Sentinel (Combat)

Additional +1 Initiative to strike order in *all* rounds of combat while fighting with Spear or Halberd.

Agile Caster (Academic) (Wizards/Priests)

Warrior may run and attempt to cast a spell/prayer the same turn. Doing so has an extra -2 modifier to the casting roll (*stacks with other modifiers*). Must be a Wizard or Priest to choose this skill.

Quick Caster (Academic) (Wizards)

Warrior may attempt to cast two spells (*not prayers*) during the same turn if he did not move. Doing so has an extra -1 modifier to both casting rolls (*stacks with other modifiers*). Must be a Wizard to choose this skill.

Expert Rider (Combat)

Warrior has +1 Movement, up to a maximum of 10, while Mounted or if he has the 'Centaur' rule.

Whirlwind (Speed)

Warrior has an additional +1 Initiative to strike order in *all* rounds of combat while fighting with two one-handed weapons and automatically wins Initiative ties to strike order in close combat (*if both sides have warriors that automatically win ties, roll dice*).

Charlatan (Academic)

If warrior was deployed and not *out of action* at the end of the battle, the warband gains an additional +D6gc in income. Multiple warriors with this skill may allow multiple extra D6gc in income.

Guild of Shadows (Speed) (Marienburg)

Warrior gains access to Rogue skills from now on. May *not* be taken by Hired Swords or Dramatis Personae.

- When taking this skill, warrior immediately gains a further +D3 XP.
- Marienburg Mercenaries only.

Assassin's Infamy (Rogue)

Whenever warrior takes an enemy with 'Leader' *out of action*, he gains an additional +1 XP.

MORE SKILLS

Big Game Hunter (Shooting)

All of warrior's shooting attacks have an additional +1 to hit Monsters, Ogres, Mounted Warriors, and enemies with the 'Centaur' rule.

Dog Trainer (Academic)

All Wardogs in this warrior's Combat Group gain the 'Sixth Sense' Combat Skill (*they will retain it for the rest of the battle, even if this warrior is out of action*). Active even if this warrior goes *out of action*.

- Only Animals whose type is Wardog will benefit from this skill.

Beasthater (Combat) (Middenheim)

Warrior *hates* Gor and Ungor in *all* rounds of combat.

- Middenheim Mercenaries only.

Wolfslayer (Combat) (Middenheim)

All of warrior's close combat and shooting attacks have an additional +1 to hit Animals.

- Middenheim Mercenaries only.

Badlander (Strength)

+1 Toughness vs. all unarmed close combat attacks (*e.g. from Animals, Ghouls, Possessed, etc.*).

Crusader (Combat) (Bretonnia)

Warrior *hates* all members of Araby warbands in *all* rounds of combat (*i.e. +1 to hit*).

- Can only be taken by Bretonnians.

Animal Healer (Academic)

If this warrior was deployed at the end of the battle and not *out of action*, one Animal (*chosen by you*) may re-roll his Campaign Injury roll (*Monsters are not Animals*). Multiple warriors with this skill still only allow one such Campaign Injury roll to be re-rolled by per battle.

Channel Magic (Academic)

During each of your Power Phases, this warrior may generate +1 Power Dice if not *fleeing* or engaged in close combat. If he does, roll a D6: On 4+, he also loses 1 Wound with no saves of any kind allowed. Must be a Wizard (*not Priest*) to take this skill.

Blunderbuss Expert (Shooting)

Once per battle, warrior may run and fire with Blunderbuss and *all* of warrior's shots with Blunderbuss are Concussive (1). (*Also works with Annihilator Blunderbuss / Warfire Thrower.*)

Scar Dog (Strength)

Each time warrior survives a roll on the Campaign Injuries chart, he gains an additional +1 XP.

- Only 1 XP can be gained from this skill per post-battle sequence, even if the warrior rolled multiple times (*e.g. for Multiple Injuries, etc.*).
- *Cannot* be taken by Undead, Daemons and Elves.

Master Moulder (Academic) (Skaven)

In each post-battle sequence phase where this warrior participated and survived (*even if he was not deployed or went out of action*), you may re-roll up to 1 failed Rat Ogre Surgery result. Multiple warriors with this skill *may* allow multiple re-rolls, but each specific Surgery roll can only be re-rolled once.

- Skaven only.

Drake Trainer (Academic) (Dark Elves)

+12" to the range of attacks with Ice Drake Familiar and attacks with Drake firing 12" or less ignore cover.

- Dark Elves only.

Mighty Blow (Strength)

+1 S to all warrior's *first* 'to wound' roll with a close combat attack each round (*i.e. also opponent's*) while this warrior is fighting with Hand Weapon and Shield.

Blackpowder Adept (Academic)

Warrior has a 3+ special save vs. all 'Backfire' and 'Phut' results he generates on the Blackpowder Misfire Chart. If successful, treat as a 'Click-click' result instead.

Hawk / Falcon Trainer (Academic)

+6" to the range of Hunting Hawks and Hunting Falcons.

Impenetrable Defence (Strength)

Warrior ignores all enemy 'Armour Piercing' abilities for hits against him, though he does *not* ignore normal piercing effects from Strength 4 or higher.

MORE SKILLS

Quick Draw (Speed)

Warrior may shoot a missile weapon the same turn he fell, failed a charge, and/or failed a spell or prayercasting roll. If warrior also has the 'Quick Caster' skill, he must fail *all* his spellcasting rolls that turn to be allowed to fire a missile weapon from this skill.

Linguist (Academic)

As long as this warrior is with the warband (*even if he is not deployed or missing the battle*), the first 3 Henchmen recruited between each battle cost -2gc to hire. Multiple warriors with this skill stacks to become 6 henchmen, 9 henchmen and so on, but the discount remains 2gc per henchman.

Alchemist (Academic)

When this warrior is deployed, warrior, or any other member of warrior's Combat Group (*chosen by you*) gains 1 Mercurial Shot. *Cannot* target warriors already carrying a Mercurial Shot.

Alley Cat (Speed)

Warrior never takes damage from falling and may Jump Down any distance with no dice rolls needed (*can be used for Diving Charges*).

Heart Strike (Shooting)

All of this warrior's shooting attacks have +1 Strength vs. Ogres and Monsters.

Favoured of the Lady (Bretonnia) (Virtues)

When taking his 'The Lady's Blessing' ward save, this warrior rolls 2D6 and picks either as his result. No effect if warrior does not have 'The Lady's Blessing.'

MORE ADD-ONS

MORE PIRATE RULES

Press Gangs

Swabbies use the following D6 Post-game Injury Chart instead of the normal one:

- (1): Dead and equipment is lost.
- (2-6): Full Recovery.

Norse Sailors

The warband may have 0-2 Norse Warriors (*see Norse*) as a Henchman in the warband (*they may be promoted as normal*). They may choose Warhird skills as one of their skill lists when promoted, and though they may *not* purchase weapons, armour, and equipment that is normally only available to Norse (*this does not allow promoted Henchmen to choose Warhird as one of their skill lists*).

VAMPIRE BLOODLINES

Von Carstein

No change.

Necrarch

-1 WS; -1 BS; -1 Initiative; starts with the 'Forbidden Lore' Revenant skill; +1 starting spell; +1 to all spellcasting rolls; not proficient with Heavy Armour, Morning Star, Halberd, Throwing Axes, or Shield; Flammable.

Blood Dragon

+2 WS; starts with the 'Dredknight' Revenant skill; starts with a free Combat or Strength skill of your choice; not a Wizard (*i.e. no spells and no 'Warrior Wizard' rule*).

Lahmia

Not proficient with Heavy Armour, Morning Star, Halberd, or Shield; +1 Initiative.

Allure (6", -1 I, -1 Ld): All enemies within 6" of this warrior suffer -1 Initiative and -1 Ld. Requires line of sight. This skill is active even while warrior is *fleeing*, but not while she is *hidden*. Being within 1" of multiple warriors with this ability skill stacks. No effect vs. Undead and Daemons.

Strigoi (+15gc)

Regeneration (6+); *hates* all enemies in first round of combat (*i.e. +1 to hit*); cannot use Weapons / Armour (*but may use Special Equipment as normal*), +1 Attack on profile; +15gc to hire.

MORE MERCENARY RULES

Officer's Academy (Reikland)

Reikland warbands may buy access to Academic skills (*in addition to their other skill lists*) for Youngbloods at +5gc per warrior instead of the normal 10gc.

Drakwald Fletchers (Middenheim)

Middenheim warbands buy Hunting Arrows at -5gc price.

Elven Quarter (Marienburg)

Marienburg warbands buy Elven Hired Swords and Elven Dramatis Personae at -10gc price.

Imperial Zoo and Magic (Reikland)

The warband may have 0-1 War Lion (*see High Elves*) and 0-1 Baby Griffon (*see below*) as Henchmen in the warband.

Battle Wizards have +1 to all spellcasting rolls with Lore of Fire or Metal.

Drakwalders and Dwarves (Middenheim)

All warriors in the warband have an additional +1 modifier to rolls on the Critical Hits chart scored with Hunting Arrows (*stacks with other modifiers*).

The warband may also have 0-1 Clansman (*see Dwarves*) as a Henchman in the warband (*he may be promoted as normal*). He may choose Dawi skills as one of his skill lists when promoted, though he may *not* purchase weapons, armour, and equipment that is normally only available to Dwarves (*this does not allow promoted Henchmen to choose Dawi as one of their skill lists*).

Elven Connections (Marienburg)

The warband may purchase Ithilmar Armour and may also have 0-1 Sea Guard (*see High Elves*) as a Henchman in the warband (*may be promoted to a Hero as normal*).

MORE WARRIORS OF CHAOS RULES

Glory Seeker

The Chaos Chosen may re-roll his first natural 1 'to hit' in each close combat phase (*also opponent's*) when striking against enemy Monsters or Heroes.

MORE ADD-ONS

ARABY DJINN ASPECTS

A Djinn may buy as many Aspects as it likes between each battle, or when first hired, and all Aspects last for the entire campaign. However, a Djinn must choose between the Genie or Efreet list; it *cannot* have both.

- Djinn may also select an Aspect worth up to 10gc whenever they gain a new skill.
- Djinn with Genie Aspects must *always* generate spells from the Lore of Heavens and Djinn with Efreet Aspects must *always* generate spells from the Lore of Fire.

GENIE ASPECTS

Air Elemental 10gc

Djinn can no longer capture scenario objectives, but may make a free Running Move or Charging move the turn it is deployed (*this is in addition to its other moves that turn*).

Serendipity 10gc

Djinn has +1 Initiative and may re-roll all failed Initiative tests it has to take.

Shazam! 10gc

Djinn starts each battle (*and all pit fights*) with 1 free Power Dice.

Regal Expertise 10gc

Djinn ignores its first miscast each battle, though the spell still fails.

Trickster 10gc

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6".

Windborne 15gc

Djinn can no longer capture scenario objectives, but always knows the 'Steed of Shadows' spell from the Lore of Shadows in addition to its other spells.

Prosperity 15gc

Djinn gains the 'Streetwise' Academic skill. If it already has the Streetwise skill, or if another warrior in the warband is eligible to use the Streetwise skill that Exploration Phase, you may modify any one exploration dice by up to +2/-2 (*instead of the normal +1/-1*).

ARABY DJINN ASPECTS

EFREET ASPECTS

Fire Elemental 10gc

All of Djinn's close combat attacks are *flaming*. Djinn cannot *hide* and loses 'Stealth' if he has it. At the *end* of all close combat phases (*including opponent's*), all warriors (*friend or foe*) within 1" of this warrior take 1 *flaming* Strength 1 hit with armour saves as normal.

Intolerance 10gc

Djinn *hates* all enemies in the first round of combat (*i.e. +1 to hit*).

Fiery Disruption 10gc

All enemy shooting suffers an additional -1 to hit the Djinn as long as the distance exceeds 12".

Scorching Strike 10gc

+1 Strength when charging.

Horrendous Magnificence 10gc

Enemies that take *fear* tests within 1" of Djinn roll 3D6 and discard the lowest.

Bilious Resolve 10gc

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

Hateful Tenaciousness 15gc

Djinn may re-roll its first failed 'Unstable' test each battle.

Blistering Scales 15gc

Djinn has Scaly Skin (6+). Does not prevent it from casting spells.



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MORE ADD-ONS

RAT OGRE SURGERY

A Rat Ogre may buy as much Surgery as it likes between each battle, or when first hired, but each Surgery may only be successfully installed once. All successful Surgery lasts for the entire campaign.

- When buying Surgery, roll a D6 for each attempted upgrade: On a roll of 1, the Surgery fails and the gold crowns are lost.

RAT OGRE SURGERY

Warp Blade 15gc

One close combat attack each round (*including opponent's*) has +1 S and ignores armour saves (*but not Ward or Regeneration saves*).

Warpfire Thrower Arm 30gc

Rat Ogre counts as being armed with a Warpfire Thrower (*see above*).

Protective Plates 10gc

Rat Ogre counts as wearing a suit of Light Armour that cannot be robbed, swapped, or sold. The Light Armour does *not* count as an Heirloom for the purposes of post-game Injury Rolls.

Augmented Eye 15gc

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

Mutation 15gc

Rat Ogre may take any one Mutation from the Mutations Special Skills list, except 'Burning Body.'

HALFLING COOK ALTERNATE RULE

Good Company

Instead of +1 Wound to another member of the warband, the cook grants the warband +1 Henchman slot.

MORE SKAVEN RULES

Sacred 13

Whenever a natural 13 is rolled for a spellcasting roll by a Grey Seer Apprentice (*i.e. before any modifiers*), that warrior gains +1 Power Dice and an additional random spell from his lore for the rest of the battle. Warrior can gain multiple Power Dice and spells this way.

MORE TOMB KINGS RULES

Scavenge Hunters

Carrion add an extra D3" to the maximum distance moved when attempting to charge who are enemies down to 2 Wounds or less. May also be used with flying moves.

MORE TROOPS

0-1 Centigor (Beastman Hero)

45gc to hire

Starting Experience: 14

Race: Gor

Skills: Combat, Strength, Speed

M	WS	BS	S	T	W	I	A	Ld
7	4	3	4	3	3	2	1	6

SPECIAL RULES

Primal Fury: *Hates* all enemies in the first round of each close combat (*i.e.* +1 to hit).

Centaur: Cannot Capture Scenario Objectives, Cannot Climb, Cannot Hide, Flee 3D6", Cannot Leave Ground Level.

Drunken: May re-roll failed fear and panic tests.

Cloven Hoofs: May re-roll failed jump down tests.

WEAPON PROFICIENCIES

Close Combat

Hand Weapon

Great Weapon

Spear (+1 S for charging)

Morning Star

Shooting

Throwing Axes

Javelins

Armour

Light Armour

Shield

0-2 Hag Trees (Beastman Henchmen)

45gc to hire

Starting Experience: 18

Race: Daemon

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

SPECIAL RULES

Cause Fear

Fight Unarmed, Never Use Weapons/Armour (*May use Special Equipment as normal.*)

Flammable: *Flaming* attacks against this warrior cause 2 wounds instead of 1.

Branches and Twigs: May re-roll one failed roll 'to hit' in each close combat phase (*i.e.* also *opponent's*) when fighting unarmed. (*Re-rolled dice cannot cause critical hits.*)

0-2 Snotling Swarms (Orc and Goblin Henchmen)

35gc to hire

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

SPECIAL RULES

Streetwise (+1/-1): If deployed and not *out of action* at the end of the battle, you may modify one exploration dice, chosen by you, by +1/-1. Multiple warriors with this skill do *not* stack (*i.e.* you can still only modify one dice by +1/-1).

Throw Junk: Counts as being armed with Throwing Stars / Knives that *cannot* be robbed, swapped or sold.

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



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MORE TROOPS

0-2 Slayer Pirates (Pirate Henchmen)

45gc to hire
 Starting Experience: 24
 Race: Dwarf
 Skills: Combat, Shooting, Strength, Dawi

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	3	2	1	9

SPECIAL RULES

Fanatical: Immune to fear and panic and may not leave close combat voluntarily.

Sturdy: Immune to Concussive effects.

Stout: No Initiative penalties for wearing Heavy Armour.

Slayer Pirate Vows: May never use other close combat weapons than Axes, Great Axes, Handguns, Blunderbusses, or Pistols, not even with training skills. (*May use Special Equipment as normal.*)

Seasoned Wanderers: Start with one Combat, Strength, or Dawi skill of your choice.

Dawi Skills: May choose skills from the Dawi special skills list whenever they gain a new skill. This does *not* allow promoted henchmen to choose Dawi skills as one of their skill lists.

EQUIPMENT LIST

Close Combat

Hand Weapon
 Great Weapon

Shooting

Pistol
 Handgun
 Blunderbuss

Armour

None

Kislev Ranger (Hired Sword)

45gc to hire
 Starting Experience: 18
 Race: Human
 Skills: Combat, Shooting, Speed

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

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

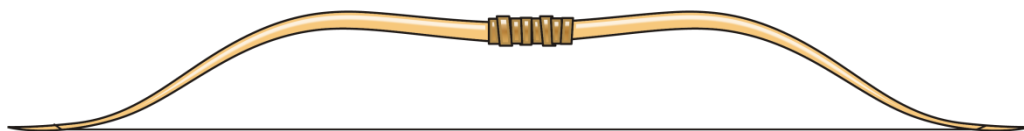
Hand Weapon

Shooting

Bow
 Javelins
 Hunting Hawk

Armour

Light Armour
 Nets



MORE TROOPS

Giant Rats (Skaven Henchmen)

15gc to hire

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

SPECIAL RULES

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

0-2 Rat Swarms (Skaven Henchmen)

30gc to hire

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

SPECIAL RULES

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

0-2 Lammasu Sphinxes (Chaos Dwarf Henchmen)

35gc to hire

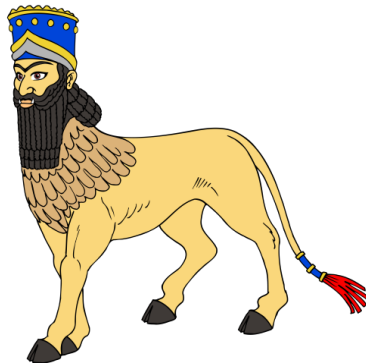
M	WS	BS	S	T	W	I	A	Ld
5	4	-	4	3	3	3	1	6

SPECIAL RULES

Magic Resistance (4+): 4+ ward save vs. the effects of hostile spells (*not prayers*).

Drain Power: Each time a Wizard (*not priest*) is wounded by an attack from a Lammasu, he loses 1 stored Power Dice (*no effect if he has no stored Power Dice*).

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



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0-2 Salamanders (Lizardmen Henchman)

40gc to hire

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

SPECIAL RULES

Flaming Attacks.

Cold-Blooded (*See Lizardmen warband.*)

Sprout Flame: Once per battle, a Salamander may fire as if armed with a Blunderbuss. Hits from this ability are *flaming*.

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

0-2 Terrodactyls (Lizardmen Henchmen)

35gc to hire

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

SPECIAL RULES

Attacks are Concussive (1).

Cold-Blooded (*See Lizardmen warband.*)

Fly (8"): May fly 8" instead of moving.

Unruly: Only one in each combat group.

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

0-1 Baby Manticore (Dark Elf / Warriors of Chaos Henchman)

40gc to hire

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

SPECIAL RULES

Poisonous Attacks (*May re-roll 1s to wound.*)

To hit bonus (Animals / Monsters): May re-roll attacks that failed to hit vs. Animals and Monsters.

Fly (8"): May fly 8" instead of moving.

Unruly: Only one in each combat group.

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

MORE TROOPS

0-1 Bull Centaur (Chaos Dwarf Hero)

50gc to hire
 Starting Experience: 24
 Race: Dwarf
 Skills: Combat, Strength

M	WS	BS	S	T	W	I	A	Ld
7	4	3	3	4	3	2	1	9

SPECIAL RULES

Sturdy: Immune to Concussive effects.
Stout: No penalties for wearing Heavy Armour.
Centaur: Cannot Capture Scenario Objectives, Cannot Climb, Cannot Hide, Flee 3D6", Cannot Leave Ground Level.
Cloven Hoofs: May re-roll failed jump down tests.

EQUIPMENT LIST

Close Combat
 Hand Weapon
 Great Weapon

Shooting
 Javelins
 Throwing Axes

Armour
 Light Armour
 Heavy Armour
 Shield

0-1 Baby Griffon (Reikland Henchman)

35gc to hire

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

SPECIAL RULES

Attacks are Armour Piercing (1).
Fly (8"): May fly 8" instead of moving.
Unruly: Only one in each combat group.
Animals (Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

0-1 Ulfwerener (Norse Hero)

55gc to hire
 Starting Experience: 20
 Race: Daemon
 Skills: Combat, Strength, Speed, Werewolf

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	7

SPECIAL RULES

Cause Fear, Cannot Capture Objectives, Never uses Weapons/Armour (not even with training skills, but may use Special Equipment as normal.)

Rending Claws: Suffers no penalties for fighting unarmed and may re-roll one failed roll 'to hit' in each close combat phase (i.e. also opponent's) while they are fighting unarmed. (Re-rolled dice cannot cause critical hits.)

Buy Skills (10gc): May buy Ulfwerener skills (but not other skills) for 10gc per skill. Any number of skills may be bought between each battle, as well as when first hired.

WEREWOLF SKILLS

Shaggy Hide (6+)

Warrior gains Scaly Skin (6+).

Devourer

Warrior's unarmed attacks cause 2 wounds instead of 1 on 'Deathblow' critical hits (re-rolled dice cannot cause critical hits).

Overpowering Charge (+1 S)

+1 S when charging.

Ferocious Charge (+D3")

+D3" to the total distance moved when charging, up to a maximum of 12".

Iron Claws

Unarmed attacks are Armour Piercing (1).

Bloodlust

Hates all enemies in the first round of close combat (i.e. +1 to hit).

MORE TROOPS

0-1 Dragon Mage (High Elf Hero)

40gc to hire
Starting Experience: 28
Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey: Treats all campaign injuries as ‘Full Recovery’ except for rolls of ‘Dead,’ ‘Robbed by Stragglers,’ ‘Robbed by Enemy Warband,’ and ‘Thrown to the Pits.’

- *(Positive results from the campaign injury chart are also transformed into Full Recovery by this rule.)*

Eagle Eyes: This warrior ignores enemy ‘Stealth’ when firing missile weapons.

Warrior Wizard: May wear armour and cast spells.

Warrior Mage: When generating spells from the Lore of Fire, ‘Flaming Sword of Rhuin’ will always be the first spell generated.

Reckless: +D3 to all spellcasting rolls when casting spells from the Lore of Fire, but -D3 to all rolls on the Miscast table *(even with spells not from the Lore of Fire – D3 does not contribute to miscasts).*

Wizard (Lore of Fire): Starts with 1 spell.

EQUIPMENT LIST

Close Combat

Hand Weapon
Great Weapon

Shooting

Sunstaff

Armour

Light Armour
Heavy Armour

0-1 Kroxigor (Lizardmen Henchman)

85gc to hire
Race: Kroxigor

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

SPECIAL RULES

Predator Attack *(See Lizardmen warband.)*

Cold-Blooded *(See Lizardmen warband.)*

Scaly Skin (5+)

Monster *(Causes Fear; Cannot Hide; Immune to Concussion; Cannot Capture Objectives; Cannot Use Special Equipment; No Penalties for Fighting Unarmed; Climb as Normal; No Promotion.)*

Cannot Break: May not leave close combat voluntarily.

Stupidity (6”): Must be within 6” of a non-*hiding*, non-*fleeing* warrior in the warband whose race is Saurus, Skink, or Slann at the *start* of each of its Power Phases. Otherwise it must take a Leadership test:

- If passed, it continues its turn as normal.
- If failed, it may do nothing but strike back in close combat until the beginning of your next Power Phase.

Huge (2 Henchman Slots): Takes up two henchman slots.

v.1.2

Organized document according to contents.
Added more stuff (hat tip to UnionJack1989)

v.1.1

Tweaked stuff (hat tip to Daelnoron)

v.1.0

Tweaked stuff.

v.0.9

Added lots more stuff.