# MORE STUFF v.1.3

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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, Tilea, 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 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.
One shot only.

Magic Carpet 20gc
Special Equipment
Warrior always knows the Steed of Shadows spell from the Lore of Shadow 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 Tilea and 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 wound.)
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).
- Dwarfven 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).
- Dwarfven 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.

Warlock 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”
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, he must choose which ones to use at the start of each of his Shooting phases.

**Hunting Hawk 10gc**
Missile Weapon
Range: 24”
Ignores ‘Stealth’ and Cover.
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.

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
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.

Rapier 10gc
Close Combat Weapon
Proficiency: Can be used by anyone who can use normal Swords and has access to Combat Skills, but is not affected by skills, rules, and abilities that would affect normal Swords.
Initiative Bonus: +1 I to strike order in all rounds of combat.
Strength Penalty: -1 S to all attacks with this weapon.
Attack Bonus: +1 A in all rounds of close combat where wielder is using no other weapons, nets or shield at the same time.
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 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 / Tilea)
All Pistols in this warrior’s possession become Duelling Pistols and all Handguns become Mastercrafted Handguns. They also gain the ‘Heirloom’ rule.
- Marienburg Mercenaries and Tilea 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 Unger 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 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 / Warpfire 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 form 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).

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.

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

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<th>RAT OGRE SURGERY</th>
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<tr>
<td><strong>Warp Blade 15gc</strong></td>
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<tr>
<td>One close combat attack each round (including opponent's) has +1 S and ignores armour saves (but not Ward or Regeneration saves).</td>
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<tr>
<td><strong>Warpfire Thrower Arm 30gc</strong></td>
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<tr>
<td>Rat Ogre counts as being armed with a Warpfire Thrower (see above).</td>
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<tr>
<td><strong>Protective Plates 10gc</strong></td>
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<tr>
<td>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.</td>
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<tr>
<td><strong>Augmented Eye 15gc</strong></td>
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<td>Rat Ogre automatically passes Initiative tests for charging enemies without line of sight (e.g. that are behind a wall, around a corner, etc.).</td>
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<tr>
<td><strong>Mutation 15gc</strong></td>
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<td>Rat Ogre may take any one Mutation from the Mutations Special Skills list, except ‘Burning Body.’</td>
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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)
- Cost: 45 gc to hire
- Starting Experience: 14
- Race: Gor
- Skills: Combat, Strength, Speed

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**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)
- Cost: 45 gc to hire
- Starting Experience: 18
- Race: Daemon

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**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)
- Cost: 35 gc to hire

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**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

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.

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

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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

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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

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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.)

0-2 Salamanders (Lizardmen Henchman)
40gc to hire

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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

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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

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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.)

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MORE TROOPS

0-1 Bull Centaur (Chaos Dwarf Hero)
50gc to hire
Starting Experience: 24
Race: Dwarf
Skills: Combat, Strength

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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

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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

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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
Skills: Combat, Academic, Speed

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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 Mage: May wear armour and cast spells.
Warrior Wizard: When generating spells form 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

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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.
MORE TROOPS

0-1 Dark Elf Assassin (Dark Elf Hero)
- 45gc to hire
- Starting Experience: 28
- Race: Elf
- Skills: Combat, Shooting, Speed, Rogue

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**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.)

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

**Poisonous Attacks:** All of this warrior’s attacks are poisonous except where his attacks could not be poisoned, such as with Slings. (Poisonous attacks may re-roll natural 1s ‘to wound.’)

**Khainite Arts:** Suffer no penalties for fighting unarmed and may never use other missile weapons than the ones on his starting equipment list (not even if a training skill would otherwise allow him to do so).

**EQUIPMENT LIST**

**Close Combat**
Hand Weapon
Fighting Claws

**Shooting**
Throwing Stars / Knives
Blowpipe
Crossbow Pistol

**Armour**
Light Armour

0-1 The Beast Hunter (Dramatis Personae)
- 75gc to hire
- Starting Experience: 20
- Race: Human
- Skills: Combat, Strength, Speed

**May be Hired:** Mercenaries, Witch Hunters, Sisters of Sigmar, Bretonnia, Lizardmen, Norse, Pirates, Amazons, Albion, Cathay, Nippon, Pit Fighters, Tilea.

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**SPECIAL RULES**

**Stubborn:** May re-roll failed fear and panic tests.

**Hates Gor and Ungor (+1 to hit these enemies in all rounds of combat).**

**Beast Slayer (Axes, +1 S):** All of this warrior’s attacks with Axes and Throwing Axes have +1 S vs. Gor and Ungor.

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

**EQUIPMENT LIST**

**Close Combat**
Two Axes

**Shooting**
Sling
Throwing Axes

**Armour**
Light Armour
MORE TROOPS

0-3 Orc Kommandoz (Orc and Goblin Henchmen)
30gc to hire
Starting Experience: 6
Race: Orc

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SPECIAL RULES
Animosity **(See Orc and Goblin warband.)**
Kommandoz: Warriors with this rule cause fear the turn they successfully charge an enemy if they were hidden at the start of that turn (this also makes them immune to fear that turn, provided that the charge is successful).

EQUIPMENT LIST

Close Combat
Hand Weapon
Great Weapon

Shooting
Throwing Axes
Javelins

Armour
Light Armour

0-1 Hag Witch (Hired Sword)
30gc to hire
Starting Experience: 6
Race: Human
Skills: Academic, Speed

May be Hired: Mercenaries, Vampire Counts, Cult of Possessed, Skaven Clan Eshin, Araby, Beastmen, Lizardmen, Norse, Pirates, Warriors of Chaos, Albion, Carnival of Chaos, Pit Fighters, Tilea, Kislevites.

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SPECIAL RULES
Wizard **(Kin Magic)**: Starts with 2 spells.
Treacherous: Cannot use the Leader’s Ld.
Odious Recluse: If hired, a Witch must take up one of the warband’s Wizard or Priest slots, chosen by you.

EQUIPMENT LIST

Close Combat
Hand Weapon
Great Weapon
Soothsayer Staff

Shooting
Sling

Armour
None
v.1.3
Even more stuff!

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.