

OTHER MERCENARY PROVINCES (UNOFFICIAL) 0.8

NULN (Black / Red / Yellow)

- Captains and Sergeants have the 'Blackpowder Expert' Shooting skill.
- Sergeants have access to Academic skills rather than Strength skills, but may buy access to Strength skills for 10gc when first hired.
- -5gc to the price of all Handguns, Long Rifles, Aiming Scopes and Heavy Rounds bought by the warband.
- Warband may buy the Grenade Launcher Blackpowder weapon (*see More Stuff*).
- Marksmen are proficient with Grenade Launcher.
- Priests use Prayers of Sigmar or Myrmidia (*choose which when hired, it cannot be changed later on*).

WISSENLAND (Grey / White / Red)

- Captains and Sergeants start with the 'Swiftstrider' or 'Sixth Sense' Combat skill (*choose separately for each warrior*).
- Youngbloods have 'Heirloom: Rope & Hook' or 'Heirloom: Lantern' (*choose separately for each warrior*).
- Warband buys Dwarf-Crafted Pistols and Handguns at -5gc price (*see more stuff*).
- Warband may have 0-1 Dwarf Clansman as a Henchman in the warband (*see Dwarves*). May choose Dawi skills if promoted, but may *not* buy equipment only available to Dwarven warbands. (*Other warriors in the warband may not choose Dawi skills if promoted.*)
- Priests use Prayers of Sigmar or Taal (*choose which when hired, it cannot be changed later on*).

ALTDORF (Blue / Red)

- Warband starts with +25gc.
- Warband may buy Full Plate Armour (*see Mercenaries, Reiklanders*).
- Warband may have 0-1 Baby Griffon as a Henchman (*see More Stuff*).
- May buy Silk Hat & Plumes Special Equipment (*see Mercenaries, Marienburgers*).
- Battle Wizards have +1 to all spellcasting rolls when casting spells from any of the 8 basic Lores of Magic.
- Priests use Prayers of Sigmar.

OSTERMARK

- Captains and Sergeants start with 'Stubborn.'
- Captains and Sergeants gain an additional +1 XP in each post-battle sequence where they survived one or more rolls on the Campaign Injuries chart (*i.e. max +1 XP per post-battle sequence from this rule*).
- Warband may have 0-2 Witch Hunters as Heroes in the warband (*see Witch Hunters*). May choose Sigmarite skills if promoted, but may *not* buy equipment only available to Witch Hunter warbands. (*Other warriors in the warband may not choose Sigmarite skills if promoted.*)
- Priests use Prayers of Morr.

OSTLAND (Black / White)

- Captains and Sergeants start with the 'Eagle Eyes' Shooting skill.
- -10gc to hire Ogre Bodyguard Hired Sword.
- -5gc to the price of all Hunting Arrows purchased by the warband.
- All Humans in the warband have +1 to all rolls on the Critical Hit chart for hits inflicted with Hunting Arrows.
- Warhounds have the 'Sixth Sense' Combat skill.
- Warband may buy and use Sigmarite Relic (*see More Stuff*).
- Priests use Prayers of Sigmar.

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STIRLAND (Green / Yellow)

- Captains and Sergeants start with the ‘Skirmisher’ Shooting skill.
- Captains and Sergeants are proficient with Long Bow.
- Warband may buy Harpoons (*see More Stuff*).
- Captain, Sergeant, Youngblood, Free Company, and Greatsword may use Slings, Javelins, Harpoons, and Nets.
- All warriors with access to Academic skills may take the ‘Folk Faith’ academic skill (*see More Stuff*).
- Warband may not have any Halflings (*including Halfling Hired Swords and Dramatis Personae*), but may have 0-2 Flagellants as henchmen in the warband (*see Witch Hunters*). They may choose Sigmarite skills if promoted, but may *not* buy equipment only available to Witch Hunter warbands. (*Other warriors in the warband may not choose Sigmarite skills if promoted.*)
- Priests use Prayers of Morr.

NORDLAND (Blue / Yellow)

- Captains and Champions start with the ‘Swiftstrider’ Combat skill.
- Captain, Sergeant, Youngblood, Free Company, and Greatsword may use Blunderbuss, Javelins and Nets.
- Warband may never include any warriors whose race is Elf.
- Priests use Prayers of Manaan and always knows one random Prayer from the Lore of Runes in addition to his other Prayers. This does *not* cause him to know the Signature Prayer from the Lore of Runes.

HOCHLAND (Red / Green)

- Captains and Sergeants start with the ‘Eagle Eyes’ Shooting skill.
- -5gc to the price of all Handguns, Long Rifles and Duelling Pistols.
- Any Ogre or Halfling Hired Swords employed by the warband are proficient with Handgun and Long Rifle and have access to Shooting skills at no additional cost.
- All members of the warband whose race is Human (*excluding Dramatis Personae and Hired Swords*) gain an additional +1 Initiative to strike order the turn they charge an enemy that was already engaged in close combat at the beginning of the turn.
- Warhounds use the following post-battle injury rolls: D6 where (1): Dead (2-6): Full Recovery.
- Priests use Prayers of Taal.

AVERLAND (Black / Yellow)

- Captains and Sergeants start with +1 Ld.
- Sergeants start with free Caltrops every battle (*see More Stuff*).
- Marksmen are proficient with Hunting Hawks (*see More Stuff*).
- Halflings 0-6 (*rather than the normal 0-3*).
- May buy Silk Hat & Plumes Special Equipment (*see Mercenaries, Marienburgers*).
- If playing with rules for mounted warriors, Drought Horses and Barded Warhorses in the warband’s possession have +1 Movement.
- Priests use Prayers of Sigmar or Myrmidia (*choose which when hired, it cannot be changed later on*).

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TALABHEIM (Red / Yellow)

- Captains and Sergeants start with the 'Expert Swordsman' Combat skill.
- Youngbloods may buy +1 Ld for 5gc per warrior when first hired (*but cannot be added to the warrior later on*).
- Warband buys Ithilmar and Gromril Swords and Great Swords at -5gc price.
- -10gc to hire Ogre Bodyguard Hired Sword.
- Ogre Bodyguards in the warband may use Flail in addition to their normal close combat options.
- Warrior Priests 0-2 (*rather than the normal 0-1*).
- Priests use Prayers of Taal or Shallya (*choose separately for each Priest; choose which when hired, it cannot be changed later on*).

SYLVANIA (Black / Purple / Red)

- Captains, Sergeants, and Warrior Priest are Immune to Fear.
- All warriors with access to Academic skills may take the 'Folk Faith' academic skill (*see More Stuff*).
- All warriors in the warband (*except Hired Swords and Dramatis Personae*) are proficient with Slings.
- Battle Wizard may use Dark Magic.
- -5gc to hire Warlock Hired Sword and whenever a Warlock would generate a spell from the Lore of Light or Life, that spell will be from the Lore of Dark Magic instead.
- Priests use Prayers of Shallya or Morr.

TALABECLAND (Red / White)

- Captains and Sergeants start with the 'Skirmisher' shooting skill.
- Youngbloods may buy +1 Initiative for 5gc per warrior when first hired (*but cannot be added to the warrior later on*).
- Warrior Priest starts all battles (*and pit fights*) with 1 free power dice.
- Warrior Priest is proficient with Bow.
- Warband may buy Wolf Cloaks (*see Mercenaries, Middenheimers*).
- Priests use Prayers of Taal.

BORDER PRINCES (Various Colours)

- Captains and Sergeants start with the 'Perfect Killer' Rogue skill and have access to Rogue skills instead of Strength skills.
- Warband starts each battle with a vial of Poison that must be used this battle or is lost.
- -5gc to the price of all Hired Swords hired by the warband.
- Priests use Prayers of Renald or Myrmidia (*choose which when hired, it cannot be changed later on*).

CARROBURG (Red / Black)

- Captains and Sergeants start with the 'Strongman' Strength skill.
- Captains and Sergeants may buy 'Stubborn' for 10gc per warrior when first hired (*but cannot be added to the warrior later on*).
- Captains, Sergeants, and Greatswords have +1 Strength to all close combat attacks vs. Ogres and Monsters that were conducted with a weapon with the 'Two-handed' rule.
- Greatswords 0-6 (*rather than 0-4*).
- Marksmen 0-4 (*rather than 0-6*).
- Warband may buy Full Plate Armour (*see Mercenaries, Reiklanders*).
- Priests use Prayers of Sigmar or Myrmidia (*choose which when hired, it cannot be changed later on*).