

Tilean Mercenaries v.0.7

Warband Special Rules

Fighting Affinity: Pit Fighters (-5gc)

- Tilean warbands deduct 5gc from the price of all Pit Fighter Hired Swords employed throughout the campaign.
- Tilean warbands may have up to two Pit Fighter Hired Swords in their employ at the same time. *(This is an exception to the rule that a warband can only employ one of each type of Hired Sword at a time.)*

Paymaster (6") / Hireling

- Warriors with the 'Hireling' rule may re-roll 6s when taking panic tests within 6" of allied warriors with the 'Paymaster' rule.
- However, warriors with the 'Hireling' rule that are *not* within 6" of an allied warrior with the 'Paymaster' rule must re-roll 1s when taking panic tests.
- This rule follows the rules for the 'Leader' ability in every respect *(e.g. requires line of sight, cannot be used while the warrior with 'Paymaster' is fleeing, etc.)*.

Stealth

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

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

Warband Special Equipment

Prayers of Verena

Sig.: Clear Judgment D6+ / D8+

A divine bolt of white energy strikes down from the heavens to smite the foes of righteousness.

Range: 24"

Effect: 1 Strength 4 hit with Concussive (1).

Augment (D6+): Hit may re-roll natural 1s 'to wound.'

1 The Balanced Scales D6+

The priest summons the scales of justice to preserve the rightful balance between himself and the enemies of Verena.

Range: 18"

Effect: Choose WS, BS or Initiative: Target suffers -1 to that characteristic, down to a minimum of 1, and caster gains +1 to that characteristic. (*Effects last as long as this prayer is active.*)

Remains in Play.

2 Pierce Illusion D5+

The priest calls upon the superior power of law to end a nefarious illusion that would deceive the agents of the law.

Range: 24"

Effect: End any one currently active spell that 'Remains in Play.'

4 Rebuke the Deviant D6+

The priest metes out punishment against those who disobey rightful authority.

Range: 1"

Effect: Target takes 1 Strength 5 hit. Wizards and warriors with the 'Traacherous' rule take 1 Strength 6 hit instead.

4 Shackles of Law D6+

Ethereal shackles immobilise a character with flagrant disregard for regulations as the Priest works magical power into the binding invocation.

Range: 24"

Effect: Target suffers 1 Strength 4 hit with 'Concussive (1)' if it moves or is moved, other than to pivot on the spot. If target is a Wizard, he also suffers -2 to his spellcasting rolls.

Lasts Until: The *beginning* of your next turn.

5 Sword of Justice D7+

The priest summons the sword of law, empowering him or an ally to strike true against those who do not follow the edicts of the land.

Range: 6" or caster.

Effect: Warrior may re-roll up to 1 failed roll 'to hit' each turn (*i.e. including in the opponent's*), whether in shooting or close combat. (*Re-rolled dice cannot cause critical hits.*)

Remains in Play.

6 The Blind Maiden D6+

The priest divines the truth about those who would deceive the law.

Range: 12"; may target *hidden* enemies (*but still requires line of sight*).

Effect: Target must take a Leadership test. If failed, he suffers 1 *flaming* Strength 3 hit. If target is *hidden*, he immediately becomes *un-hidden*.

Tilean Special Equipment

Stiletto Blade 5gc

Close Combat Weapon

Fatal: Attacks with this weapon ignore armour saves (*but not ward or regeneration saves*) when striking at enemies that are down to 1 Wound.

Only Club, Axe or Sword in off hand.

Full Plate Armour 30gc

Suit of Heavy Armour: Is affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

Armour Save: 4+

Initiative Penalty: Wearer suffers -1 Initiative for the entire battle.

Pavise 5gc

Suit of Armour: Is affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

Armour Save: -

Critical Hit Protection (-D3-1): Critical Hits from Shooting attacks against wearer have a -1D3-1 modifier (*stacks with other modifiers*).

Initiative Penalty: Wearer suffers -1 Initiative for the entire battle.

Silks & Plumes 10gc

Special Equipment: Wearer cannot *hide*, loses 'Stealth' if he has it, and gains an additional +1 XP each time he takes an enemy *out of action*.

- Silk Hat & Plumes is automatically lost whenever wearer is taken *out of action* himself.

Jewellery 10gc

Special Equipment: The next time wearer rolls 'Robbed by Stragglers' or 'Robbed by Enemy Warband' on the Campaign Injuries chart, only this item will be robbed.

Tilean Special Skills

Artificer (Wizards Only)

Must be a Wizard to choose this skill. Warrior becomes proficient with Light Armour; may wear Light Armour and cast spells from the Lore of Metal; and has +1 to all rolls to cast spells from the Lore of Metal.

Tilean Special Skills

Cloak and Dagger (-2 I)

At the *start of each* close combat phase (*i.e. also opponent's*) where warrior is fighting with Stiletto Blade, one enemy of your choice that is within 1" of this warrior suffers -2 Initiative to strike order that turn. No effect vs. Undead and Daemons. Not active while this warrior is *fleeing*.

Bookkeeper

Warrior gains the 'Paymaster' rule and loses the 'Hireling' rule if he has it.

Vanquisher

Warrior's shots with Crossbow and Light Crossbow suffer -1 to hit for shooting further than 18" instead of the normal -1 to hit for shooting further than 12".

Marching Plan

Warrior ignores the Initiative penalty of Pavises. (*This skill does not grant proficiency with Pavise.*)

Confident Duellist

When first hired, as well as between each battle, this warrior may purchase Duelling Pistols at -5gc price, though any items purchased with this discount become the warrior's personal Heirlooms.

Furthermore, all of warrior's critical hits with Pistols of any kind roll twice on the critical hits chart and apply the highest result. (*Stacks with other modifiers.*)

Luxurious Taste

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

Clandestine Connections

Each battle when warrior is deployed, roll a D6:

- (1-4): Warrior gains 1 Poison Vial or 1 dose of Crimson Shade (*choose which*).
- (5-6): Warrior gains both.

If warrior was already carrying instance(s) of the item(s) generated, he may poison a second weapon and/or take a double dose of Shade.

Warrior *must* use these items himself and items not used this battle are lost.

Tilean Skill Lists

	Combat	Shooting	Academic	Strength	Speed	Tilea
Merchant Prince	V	V	V		V	V
Paymaster Sergeant	V	V	V	V		V
Soldier Priest	V		V	V		
Hireling Wizard	(+10gc)		V		V	(+5gc)
Legatee	(+5gc)	V	V		V	V

Tilean Equipment Lists

Prince, Sergeant, Legatee, Sellswords, and Venators

Close Combat

Hand Weapon
Great Weapon
Spear
Halberd
Morning Star
Stiletto Blade

Shooting

Light Crossbow
Crossbow
Handgun
Pistol

Armour

Light Armour
Heavy Armour
Shield

Warrior Priest

Close Combat

Hand Weapon
Great Weapon
Spear
Halberd

Shooting

Sling
Light Crossbow
Crossbow
Pistol

Armour

Light Armour
Heavy Armour
Shield

Battle Wizard

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling

Armour

None

Besieger

Close Combat

Hand Weapon

Shooting

Light Crossbow
Crossbow
Blunderbuss
Handgun

Armour

Light Armour
Heavy Armour
Pavise

Halflings

Close Combat

Hand Weapon
Stiletto Blade

Shooting

Sling
Short Bow
Throwing Stars / Knives

Armour

Light Armour

HEROES

0-1 Merchant Prince

40gc to hire

Starting Experience: 18

Race: Human

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

SPECIAL RULES

Leader (6"), Paymaster (6")

0-2 Paymaster Sergeants

25gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES

Paymasters (6")

0-1 Soldier Priest

35gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Priest (Mymidia or Verena): Starts with 1 prayer.

0-1 Hireling Wizard

30gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES

Hireling, Wizard (Any of the eight Basic Loes): Starts with 1 spell.

0-3 Merchant Legatees

15gc to hire

Starting Experience: 0

Race: Human

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

SPECIAL RULES

Luxurious Taste

HENCHMEN

Sellswords

25gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES

Hirelings

0-6 Besiegers

20gc to hire

Starting Experience: 4

Race: Human

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

SPECIAL RULES

Hirelings

0-3 Venators

40gc to hire

Starting Experience: 8

Race: Human

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

SPECIAL RULES

Hirelings, Heirloom: Full Plate Armour

0-3 Halflings

15gc to hire

Starting Experience: 4

Race: Halfling

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

SPECIAL RULES

Hirelings, Stealth

0-3 Warhounds

30gc to hire

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

SPECIAL RULES

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