

Undead Remasian Legion v.0.7

Warband Special Rules

Undead

Cause Fear; Immune to Poison; Immune to Concussion; Cannot take Drugs.

Crumble

When a warrior with this rule would *flee*, he takes 1 automatic S3 hit instead with no saves of any kind allowed. If this takes him *out of action*, enemies will experience for his demise.

- Warriors with Crumble may *not* leave close combat voluntarily.

Signum (6")

Warriors with the 'Drilled' rule that are within 6" of a warrior with the 'Signum' rule gain +1 Initiative, see below.

Drilled (+1 I)

Warriors with this rule gain +1 Initiative while within 6" of a warrior with the 'Signum' rule. Active even while *hidden*. Requires line of sight.

Auspices

Before each battle that warrior participates in, roll a D6: (1-2) The enemy warband takes the first turn this battle. (3-4) You take the first turn this battle. (5-6) This warrior starts with 1 free Power Dice this battle.

Gladiator Skills

May choose Gladiator Skills as one of their skill lists when promoted to heroes. Does *not* allow other promoted henchmen to choose Gladiator as one of their skill lists.

Warband Special Equipment

Eagle Standard 15gc

Can only be carried by warriors whose type is Signum Bearer. Only one Eagle Standard can be deployed each battle.

- If owner is deployed, the warband may re-roll one failed Rout Test. Only one of the warband's Rout Tests can be re-rolled per battle from this ability, no matter how many warriors with Eagle Standard are deployed.
- If owner is taken *out of action*, all warriors in the warband with the 'Drilled' rule will *hate* the enemy who took him *out of action* in *all* rounds of combat for the rest of the battle. (*I.e.* +1 to hit him in close combat.)

Leopard Cloak 5gc

Suit of Armour: Is a separate proficiency from other suits of armour. Prevents Wizards from casting spells. May be worn in combination with Light Armour.

Armour Save: Wearer gains a 6+ armour save vs. shooting attacks. (*No effect vs. spells or prayers.*)

Spiked Gauntlet 5gc

Close Combat Weapon

- Nimble (Morning Stars):** Wielder may fight with this weapon while using Morning Star in the other (*even though Morning Stars can normally only be paired with Shields*).

Legion Skill Table

	Combat	Shooting	Academic	Strength	Speed	Legion
Centurion	V		V	V		V
Chosen Legionary	V			V		V
Diviner	(+10gc)		V			
Soldier Priest	V		V	V		V
Signum Bearer	V		V	V		V

Legion Equipment Lists

<p>Centurion, Chosen, and Legionary</p> <p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Bow Javelins</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Diviner</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armour None</p>	<p>Soldier Priest</p> <p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Bow</p> <p>Armour Light Armour Heavy Armour Shield</p>
<p>Signum Bearer</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Bow</p> <p>Armour Light Armour Leopard Cloak</p>	<p>Auxiliary</p> <p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Bow</p> <p>Armour Light Armour Shield</p>	<p>Skirmisher</p> <p>Close Combat Hand Weapon</p> <p>Shooting Sling Bow Javelins</p> <p>Armour Light Armour</p>
<p>Gladiator</p> <p>Close Combat Hand Weapon Great Weapon Morning Star Flail Spear Fighting Claws Spiked Gauntlet</p> <p>Shooting Throwing Axes Javelins</p> <p>Armour Light Armour Shield Nets</p>		

HEROES

0-1 Centurion

45gc to hire

Starting Experience: 20

Race: Skeleton

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

SPECIAL RULES

Leader (6"), Undead, Crumble, Drilled

0-2 Chosen Legionaries

35gc to hire

Starting Experience: 14

Race: Skeleton

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

SPECIAL RULES

Undead, Crumble, Drilled

0-1 Diviner

30gc to hire

Starting Experience: 6

Race: Skeleton

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

SPECIAL RULES

Undead, Crumble, Auspices

Wizard (Light, Heavens, Shadow or Death): Starts with 1 spell.

0-1 Soldier Priest

40gc to hire

Starting Experience: 14

Race: Skeleton

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

SPECIAL RULES

Undead, Crumble, Drilled

Priest (Prayers of Myrmydia): Starts with 1 prayer.

0-3 Signum Bearers

15gc to hire

Starting Experience: 0

Race: Skeleton

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

SPECIAL RULES

Undead, Crumble, Signum (6"), Cannot Hide

HENCHMEN

Auxiliaries

25gc to hire

Starting Experience: 6

Race: Skeleton

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

SPECIAL RULES

Undead, Crumble

0-4 Skeleton Skirmishers

20gc to hire

Starting Experience: 4

Race: Skeleton

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

SPECIAL RULES

Undead, Crumble

0-4 Legionaries

40gc to hire

Starting Experience: 12

Race: Skeleton

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

SPECIAL RULES

Undead, Crumble, Drilled, Heirloom: Heavy Armour

0-3 Undead Gladiators

30gc to hire

Starting Experience: 12

Race: Skeleton

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

SPECIAL RULES

Undead, Crumble, Gladiator Skills

0-3 Undead Mastiffs

35gc to hire

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

SPECIAL RULES

Undead, Crumble

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

Legionary Special Skills

Shield Wall

While using a Shield, this warrior may re-roll armour saves (*but not ward or regeneration saves*) where the result was a natural 1. (*This skill does not grant proficiency with Shields.*)

Woe to the Vanquished!

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

Supremacy

Warrior ignores hits from the 'Crumble' rule. No effect if warrior does not have 'Crumble.'

Pilum Master

All of warrior's shots with Javelins have an additional +1 modifier to rolls on the Critical Hits chart and cause 2 Wounds instead of 1 on 'Deathblow' critical hits. (*This skill does not grant proficiency with Javelins.*)

Martial Discipline

Warrior must have the 'Drilled' rule to take this skill. While using a Shield, enemies do not gain +1 Initiative for charging him. (*They still get bonuses from Diving Charges, weapons, skills, etc.*)

Attrition Tactics

All of warrior's close combat attacks, and shots from Javelins have Oversplinter (1).

Relentless Warfare

Warrior must have the 'Drilled' rule to take this skill. All of warrior's close combat attacks gain +1 to hit as long as he is down to 2 Wounds or less. (*Stacks with other modifiers.*)

Optimates

Warrior has an extra +2 modifier to all critical hits scored vs. Henchmen in both shooting and close combat (*except Animals and Monsters – Stacks with other modifiers.*)

Optimates

Warrior has an extra +2 modifier to all critical hits scored vs. Heroes in both shooting and close combat (*except Ogres and Monsters – Stacks with other modifiers.*)

