

WARCRYHEIM

A Mordheim/Warcry Crossover

Super Ultra Alpha 0.1

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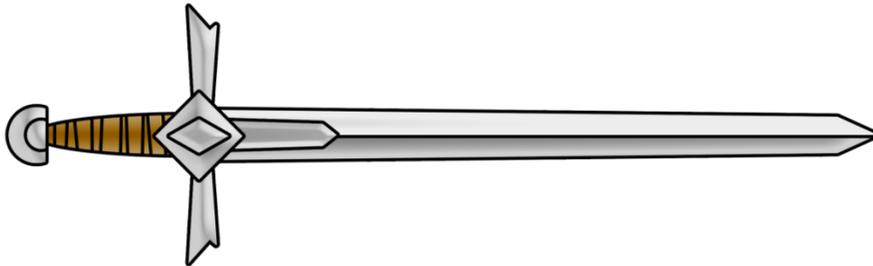
Introduction

In General

- Warcryheim is played like normaly Warcry, on the Warcry board, and using the battleplan cards.
- Warcryheim uses the same rules as Warcry, but with a few extra rules that are described on the next 3 page.

End of a Battle

Battles in Warcryheim end after the 4th battle round, unless the scenario specifically states otherwise.



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Universal Abilities

[Double] Rush

Add 1 to the Move characteristic of this fighter until the end of his activation.

[Double] Onslaught

Add 1 to the Attacks characteristic of this fighter for close combat attack Actions have a range of 3" or less until the end of his activation.

[Triple] Respite

If there are no visible enemies within 1" of this fighter, remove a number of Damage points from him equal to the value of this ability.

[Triple] Inspiring Presence

Warriors with 'Leader' only.

Pick a friendly visible fighter that has not been activated this battle round and is within 6" of this warrior. Activate that fighter immediately after the activation of this fighter ends.

[Quad] Rampage

This fighter makes a bonus Move action. Then he can make a bonus Attack action.

Attack Actions and Hiding

Close Combat and Shooting Attacks

Attack actions are divided into close combat and shooting attacks.

- Close combat attacks are those that are made with close combat weapons or by unarmed warriors.
- Shooting attacks are those that are made with shooting weapons.
- Spells/prayers are never counted as one or the other, but are their own type of effect.

Diving Charges (+1 Strength)

With close combat attacks, warriors that descended 3" or more during an activation and landed within 2" of an enemy, gain +1 Strength to all their close combat attacks against such enemies for the rest of their activation.

Targeting Shooting (Closest Enemy)

When shooting a missile weapon, a warrior must target the closest visible, non-*hidden* enemy.

- If the closest enemy is subject to penalties from cover or the 'Stealth' rule, you may target the next closest enemy, provided that it has fewer penalties. (*Note that the more distant target must have definitively fewer to penalties – it is not enough that it has just as many.*)

Pick Target (Elevated 2" or More)

Warriors elevated 2" or more above ground level may target any visible enemy, not just the closest.

- However, if there are any visible, enemies within 3" of such a warrior, he does not get to pick his target, but must follow the normal rules for targeting missile weapons (*i.e. shooting at the closest enemy*).

Warriors cannot shoot:

- If there are enemies within 2" of them.
- Through allied warriors.
- At enemies that have one or more friendly warriors within 1" of them.
- At *hidden* enemies or enemies out of line of sight.

Cover (-1 Strength)

For the purposes of shooting attacks, all terrain features, or other warriors that obscure the shooter's line of sight to his target (*even the slightest*), will make the target count as being in cover, which gives the shooter -1 Strength, to a minimum of 1, on his shooting attacks targeting the warrior in cover.

Stealth (-1 Attacks)

For the purposes of shooting attacks, all terrain features (*but not other warriors*) that obscure the shooter's line of sight to a target with 'Stealth' (*even the slightest*), will make the target count as being in cover, which gives the shooter -1 Attack, to a minimum of 1, on all shooting attacks targeting the stealthy warrior.

- Stealth and cover stack for -1 Strength and -1 Attack on such shooting attacks.

Hiding

A warrior that is in cover and/or out of line of sight from all enemies may *hide* if there are no enemies within 4" of him. *Hidden* warriors may move as normal, but *cannot* be moved within 1" of, shot at, or targeted with spells/prayers.

- A warrior cannot *hide* if he performed two or more Move actions during his activation.
- If a warrior can *fly* for any reason, he *cannot hide* at the end of a flying move.
- To *hide*, a warrior must have cover or be out of line of sight because of a terrain feature. He cannot *hide* behind a member of his own warband.

A Hidden Warrior is Automatically Un-Hidden If:

- He moves twice during the same activation, shoots, or attempts to cast a spell or prayer.
- An enemy comes within 4" of him (*even if he does not have line of sight*).
- An enemy has completely unobstructed line of sight to him (*i.e. no cover*).

Spells and Prayers

Which Spells Are Known?

Which spells a caster knows is randomly determined before each battle. (*E.g. if a wizard knows two spells from his lore, he rolls 2D6 before each battle to determine which spells from his lore he will be able to cast in the upcoming battle, re-rolling any duplicates.*)

Gaining More Spells/Prayers

A wizard or priest that rolls 'New Skill' for his level up may increase the number of spells or prayers he knows by one. Doing so uses up the skill advance. (*Casting difficulties are never reduced by skill advances.*)

Casting Spells/Prayers

Spells and prayers are cast during the caster's activation. A casting attempt counts as an action.

Targeting Spells/Prayers (May Pick Target)

- Unlike shooting attacks, spells and prayers *may* target warriors engaged in close combat and *may* target any enemy within range, not just the closest.
- Spells and prayers require line of sight to their target unless their entry says otherwise.
- Spells or prayers that use a template to determine their range *may* be cast into close combat involving friendly warriors.
- Casters *may* cast spells/prayers while in close combat.

Power Dice

- Wizards and priests start each battle without Power Dice and generate 1 Power Dice at the start of each of their activations.
- There is no maximum to the amount of Power Dice a Wizard or Priest can store, but any remaining Power Dice are lost at the end of the battle.

Allocating Power Dice

To cast a spell or prayer, the warrior selects one of the spells or prayers that are known to him, and declares how many of his Power Dice he is expending on the roll.

- If the sum of these dice is equal to, or higher than, the spell or prayer's Difficulty, the spell/prayer is successfully cast.
- Otherwise, the spell/prayer is *not* cast and the Power Dice are lost.
- A single Wild Dice may be added to any one spell or prayercasting roll.
- A wizard or priest may *not* use the Power Dice of other wizards or priests in the warband unless a rule or ability specifically states otherwise.

Bonuses and More Powerful Versions

- Where a spell or prayer has both a normal version and a more powerful version, you *must* declare which version you are attempting to cast *before* rolling any dice.
- Where you have the option to add bonuses to a casting roll (*e.g. through Power Scrolls, etc.*), you *must* declare that you are doing so *before* rolling any dice.

Prayers are not Spells and Vice Versa

Rules that affect spells do *not* affect prayers and vice versa. (*E.g. a warrior that has a save vs. spells cannot use this save against prayers.*)

Arming Warriors

Arming Warriors

Number of Weapons:

Warriors can carry up to two weapons. The following rules apply:

- Warriors with Two-Handed close combat weapons cannot carry Shields or Shooting Weapons.
- Warriors can only carry a single Two-Handed close combat weapon.
- Two identical Pistols of any type count as a single weapon.
- A warrior may carry a single set of Throwing Knives/Stars or Javelins/Bolas without it counting as a one of his two weapons.

Weapon Proficiencies:

- Warriors are only proficient with the weapons and armour listed on their equipment list (*training skills may expand their options*).

Special Equipment:

- Only heroes may use Special Equipment, unless the entry for that piece of Special Equipment specifically says otherwise.
- Warriors may carry any amount of special equipment, but may only carry a single instance of each type of Special Equipment at a time.
- Animals and Monsters never use Special Equipment.

How Weapons Work

Close Combat Weapons and Shooting Weapons:

- Some Close Combat Weapons have Strength and Attacks modifiers.
- Close Combat Weapons *modify* these values on the wielder's profile. (*E.g. if a warrior has Strength 3 and the close combat weapon he is using gives +1 Strength, he attacks with Strength 4.*)
- Shooting Weapons have their own Strength and Attacks characteristics. These characteristics *replace* the values on the wielder's profile. (*E.g. if a warrior has Strength 4 and his shooting weapon has Strength 2, he attacks with Strength 2.*)

Fighting with Two Hand Weapons:

- Warriors fighting with two Hand Weapons gain +1 Attack, but *cannot* cause Critical Hits in close combat while doing so (*some skills may change this*).
- If only one of the warrior's close combat weapons are *poisoned*, half of the warrior's attacks will be poisoned, rounded up.

Firing Two Shooting Weapons:

- Some Shooting Weapons (*principally Pistols*) allow the wielder to fire two Shooting Weapons of the same kind during the same activation. When doing so, the warrior firing these weapons causes critical hits as normal.
- If only one of the warrior's shooting weapons are *poisoned*, half of the warrior's attacks will be poisoned, rounded up.

CLOSE COMBAT WEAPONS

Hand Weapon 5gc

Range: 1"

Damage: 1/3

Great Weapon 10gc

Range: 1"

Damage: 2/4

Strength Bonus: +1

Two-Handed.

Spear 5gc

Range: 2"

Damage: 1/4

Attacks: -1

Unwieldy: Only Shield in off hand.

Halberd 10gc

Range: 2"

Damage: 2/4

Strength Bonus: +1

Attacks: -1

Two-Handed.

Flail 10gc

Range: 1"

Damage: 2/4

Strength Bonus: +2 Strength in battle rounds where warrior moved within 1" of an enemy, or an enemy moved within 1" of this warrior, and this warrior was not already within 1" of an enemy at the start of the battle round.

Two-Handed.

Whip / Chains 5gc

Range: 3"

Damage: 1/2

Two-Handed.

Net 5gc

Range: 2"

Damage: 1/1

Attacks: -1

Entangle: Each time an enemy is wounded by an attack from this weapon, that enemy cannot make Move or Disengage actions for the rest of this Battle Round. No effect vs. Ogres or Monsters.

Two-Handed.



SHOOTING WEAPONS

Sling 5gc

Range: 3-12"

Attacks: 2

Strength: 2

Damage: 1/2

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

Cannot be Poisoned.

Short Bow 5gc

Range: 3-12"

Attacks: 2

Strength: 3

Damage: 1/3

Bow 5gc

Range: 3-14"

Attacks: 2

Strength: 3

Damage: 1/3

Long Bow 10gc

Range: 3-18"

Attacks: 2

Strength: 3

Damage: 1/3

Throwing Stars/Knives 5gc

Range: 3-6"

Attacks: 3

Strength: 2

Damage: 1/2

Assault: At the end of each of this warrior's activations, he may perform an Attack action with this weapon if he performed two Move actions during his activation and there are no enemies within 1" of him.

Throwing Axes 10gc

Range: 3-6"

Attacks: 1

Strength: 4

Damage: 2/4

Assault: At the end of each of this warrior's activations, he may perform an Attack action with this weapon if he performed two Move actions during his activation and there are no enemies within 1" of him.

Light Crossbow 10gc

Range: 3-14"

Attacks: 2

Strength: 3

Damage: 1/4

Crossbow 20gc

Range: 3-18"

Attacks: 2

Strength: 4

Damage: 2/4

Move or Fire.

Javelins/Bolas 5gc

Range: 3-6"

Attacks: 2

Strength: 3

Damage: 1/2

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

Blowpipe 5gc

Range: 3-8"

Attacks: 2

Strength: 2

Damage: 1/2

Poisonous: +1 Damage except vs. enemies immune to poison.

Crossbow Pistol 5gc

Range: 3-6"

Attacks: 1

Strength: 3

Damage: 1/3

Brace Bonus: +1 Attacks if armed with two of these.

Assault: At the end of each of this warrior's activations, he may perform an Attack action with this weapon if he performed two Move actions during his activation and there are no enemies within 1" of him.

BLACKPOWDER SHOOTING WEAPONS

Handgun 25gc

Range: 3-14"

Attacks: 2

Strength: 5

Damage: 2/4

Move or Fire.

Long Rifle 35gc

Same as Handgun but Range is 3-18" and Damage is 2/5. Is affected by anything that affects Handguns.

Blunderbuss 15gc

Range: Flame Template. All warriors under, or partially under, the template take 1 Attack with Strength 3. May fire at enemies with friendly warriors within 1" of them and may be targeted so it also hits friendly warriors.

Attacks: 3

Strength: 3

Damage: 1/2

Grapeshot: Fire once per battle.

Pistol 10gc

Range: 3-6"

Attacks: 1

Strength: 4

Damage: 2/3

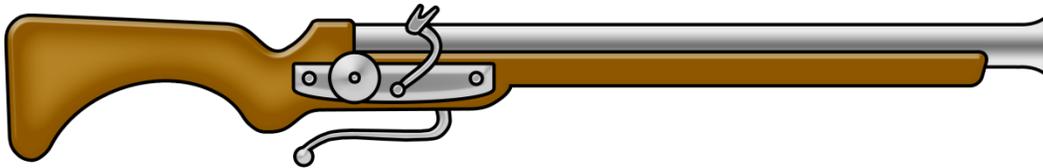
Brace Bonus: +1 Attacks if armed with two of these.

Assault: During each of this warrior's activations, he may attack with this weapon *after* having moved twice.

Dueling Pistol 15gc

Same as Pistol, but Damage is 2/4. If affected by anything that affects Pistols.

- **Blackpowder Weapons can never be poisoned.**



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ARMOUR

Shield 5gc

Toughness Bonus: +1

Light Armour 5gc

Wound Bonus: +1

Heavy Armour 15gc

Wound Bonus: +2

SPECIAL EQUIPMENT

Lantern 5gc

Owner adds +3" to the distance he spots *hidden* enemies, and loses 'Stealth' if he has it. May be given to Henchmen.

Sling Bullets 5gc

All of warrior's shots with Sling have +1 Strength. May be given to Henchmen. Last entire campaign. Last entire campaign.

Hunting Arrows 10gc

All of warrior's shots with Short Bow, Bow, or Long Bow do +1 Damage vs. Animals. May be given to Henchmen. Last entire campaign.

Black Lotus 5gc

Warrior may poison one of his weapons, chosen by you, this battle. One use only. May be given to henchmen.

Tears of Shallya 5gc

Warrior is immune to poison this battle. No effect on Undead or Daemons. One use only. May be given to henchmen.

Healing Herbs 10gc

May be used *instead* of one action during each of this warrior's activations if there are no visible enemies within 3": Warrior regains up to 2 lost Wounds. No effect on Undead or Daemons. One use only.

Crimson Shade 5gc

Warrior gains +1 Movement, up to a maximum of Movement 5. Effects last for one battle only. No effect on Undead or Daemons.

- **Side effect:** When deploying the warrior in a battle where he is using this drug, roll a D6: On a roll of 1, he suffers 1 Damage.

Madcap Mushrooms 5gc

Warrior gains +1 Strength on turns where he moved within 1" of an enemy and was not within 1" of an enemy at the start of his activation. Effects last for one battle only. No effect on Undead or Daemons.

- **Side effect:** When deploying the warrior in a battle where he is using this drug, roll a D6: On a roll of 1, he suffers 1 Damage.

Spellbook 10gc

Owner knows one more spell from his lore than he otherwise would. Can only be carried by Wizards.

Power Scroll 5gc

Owner adds +1 Power Dice to any one of his spellcasting rolls, chosen by you. Declare that you are using the Power Scroll before rolling any dice. One use only. Can only be carried by Wizards.

Holy Tome 20gc

Owner has +1 to all prayercasting rolls. Can only be carried by Priests.

Aiming Scope 10gc

All of warrior's shots with Handgun do +1 Damage on critical hits. May be given to Henchmen. Last entire campaign.

Mordheim Map 15gc

You automatically win the next roll as to who is going to be red or blue for the purposes of deployment. One use only.

- If both players are eligible to use this ability, roll dice to determine who wins.

Mandrake Root 5gc

Warrior gains +1 Toughness as long as he has no Damage allocated to him. Effects last for one battle only. No effect on Undead or Daemons.

- **Side effect:** When deploying the warrior in a battle where he is using this drug, roll a D6: On a roll of 1, he suffers 1 Damage.

Rules for Skills

Common and Special Skills

Skills are divided into two categories: Common Skills and Special Skills.

- Common Skills are the five generic skill lists that are available to all warbands: Combat, Shooting, Academic, Strength, and Speed.
- Special Skills are warband-specific and not available to every warband (*e.g. Sigmarite skills for Witch Hunters and Assassin skills for Skaven*).

Gaining Skills

Whenever a hero rolls 'New Skill' on the level up chart, he may choose a skill from any of the skill lists that are available to him.

- Each skill can only be taken once unless otherwise stated.

Skills and Promoted Henchmen

Henchmen who are promoted to Heroes gain access to 3 skill lists of the controlling player's choice. These may be any of the five basic skills lists, and/or any special skill lists that the warband has access to. (*Special skill lists are not free but counts as one of the warrior's choices in this regard.*)



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COMMON SKILLS

Combat Skills

Strike to Injure

Warrior's close combat attacks do +1 Damage on critical hits.

Swashbuckler

Warrior can cause critical hits while fighting with two Hand Weapons.

Pikeman

Warrior adds +1" to the range of attacks he makes with Spears.

Sentry

Warrior ignores the '-1 Attack' penalty of Spears and Halberds.

Dodge: Close

Deduct -1 Strength from the *first* attack with a range of 2" or less that this warrior would suffer each time he is attacked by an enemy.

Weapons Training: Close

Warrior is proficient with any close combat weapon that he comes across, not just those on his list. (Shields are armour, i.e. this skill does not grant proficiency with Shields.)

Shooting Skills

Aim to Injure

Warrior's shooting attacks do +1 Damage on critical hits.

Eagle Eyes

Warrior's shooting attacks ignore enemy 'Stealth.'

Quick Shot

Warrior gains +1 Attack when firing Sling, Short Bow, Bow, Long Bow, Blowpipe, or Throwing Knives/Stars.

Skirmisher

Warrior suffers no -1 Strength to his shooting attacks for moving and shooting during the same activation.

Crack Shot

Warrior suffers no -1 Strength for shooting at enemies in cover.

Rapid Reload

Warrior may move and fire with weapons that have 'Move or Fire' during the same activation. (*Apply -1 Strength for moving and shooting as normal, unless warrior also has the 'Skirmisher' skill.*)

Hawkeye

Warrior adds +1 Strength to his *first* attack each battle round that has a range of 6" or more.

Pistolier

Warrior gains +1 Attack when performing an Attack action with two Pistols of the same type (*including Crossbow Pistols*).

Sniper

Warrior may direct his shooting Attack actions at any enemy he wishes, not just the closest, even if he is not elevated 2" or more above ground level and/or there are visible enemies within 3" of him.

Weapons Training: Ranged

Warrior is proficient with any shooting weapon that he comes across, not just those on his list.

COMMON SKILLS

Academic Skills

Acolyte

When this warrior is deployed, the warband gains +1 Power Dice that may be used by any Wizard in the warband. Cannot be taken by warriors who are Wizards themselves.

Battle Tongue

Warrior gains the 'Leader' rule.

Apothecary

Warrior is immune to poison.

Quartermaster

Each battle, a single 'One Use Only' item this warrior is carrying with a value of up to 5gc is not lost if used by this warrior, but returned to the warband's roster if this warrior survived and was not robbed.

Quick Mind

When this warrior uses abilities, add +1 to the value of them, to a maximum of 6.

Animal Trainer

Once per battle round, when this warrior is activated, he may select a friendly visible Animal within 4" of him: That Animal gains +1 Strength until the end of the Battle Round.

Arcane Lore

Warrior gains access to the following ability:

[Double]: After this warrior's activation ends, you may immediately attempt to activate one visible Chaotic Beast within 6" of him that has not been activated this yet battle round.

Clandestine Connections

After each battle, each time any warrior who was *out of action*, whether from this warband or the enemy's, rolls 'Robbed by Stragglers' for his Campaign Injury roll, you may purchase one of the robbed items for half its price in gold crowns, rounded up, as long as this warrior survived.

- If a Magical Artefact is selected in this manner, its price is 15gc.
- If both players are eligible to use this ability, roll dice to determine who goes first.

Strength Skills

Strongman

Warrior gains an additional +1 Strength to all attacks made with Great Weapons.

Killing Blow

Add +1 to the Damage of hits or critical hits inflicted by this warrior with Great Weapons where the Strength of his attack was double or more the target's Toughness.

Bulging Biceps

Warrior adds +1" to the range of attacks he makes with Whip/Chains.

Resilient

Warrior gains +1 Wound. (*This may take him above his racial maximum.*)

Backswing

If this warrior is armed with a Halberd, visible enemies within 2" of him who perform Disengage actions take 1 automatic Damage. Disengaging while within 2" of multiple enemies with this skill triggers multiple instances of 1 Damage.

Scarred Veteran

Warrior may ignore the effect of 1 Campaign Injury each battle. You may choose which. This skill may be taken multiple times.

Mighty Blow

Warrior adds +1 Strength to his *first* attack each battle round that has a range of 2" or less.

COMMON SKILLS

Speed Skills

Stealth

While this warrior is in cover, shooting Attack actions against him suffer -1 Attack, to a minimum of 1 (*no effect vs. spells/prayers*).

Wall Runner

Warrior gains access to the following ability:

[Double] Until the end of this warrior's activation, do not count the vertical distance moved when climbing for the next Move action he makes.

Sprint

Warrior adds +1" to the total distance moved, to a maximum of 5", for all move actions that did not end within 1" of an enemy.

Nimble

Warrior ignores the penalties imposed by the 'Dodge: Close' and 'Dodge: Ranged' skills if his enemies have them.

Alley Cat

Warrior never takes falling damage.

Rooftop Fighter

Warrior has +1 Attack while he is elevated 2" or more above ground level.

Acrobat

Warrior can pass over obstacles up to 2" high without using movement. No effect on climbing.

Dodge: Ranged

Deduct -1 Strength from the *first* attack with a range of 3" or more that this warrior would suffer each time he is attacked by an enemy.



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Creating a Warband

Warband Specifications

Starting Gold: 500gc

Max Warband Members: 12

Max Number of Heroes: 6

No Level Ups from Starting Experience

Some warriors have starting experience. This represents the experience they have accumulated prior to joining the warband.

Warriors do *not* gain level ups from starting experience.

Sacking Warriors

You may fire any warrior in your warband in the 'Buy, Sell, and Reinforce' phase of each post-battle sequence. You may fire any number of warriors in each 'Buy, Sell, and Reinforce' phase.

Promoted Henchmen

Henchmen that become heroes also take up one of the warband's 6 Hero slots. They also retain their Henchman type. *(E.g. if your warband says 0-6 Marksmen and a Marksman is promoted to a Hero, that Marksman still counts towards the Marksman limit.)*



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MERCENARIES

SPECIAL RULES

Home Province

When the warband is created, you must choose a home province: Reikland, Middenheim, or Marienburg. This province *cannot* be changed later on, and has the following effects:

Provincial Champion

Warriors with this rule start with one skill, chosen by you, from one of the following skill lists:

- **Reikland:** Combat or Shooting.
- **Middenheim:** Combat or Strength.
- **Marienburg:** Combat or Speed.



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Mercenary Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Captain	V	V	V	V	V
Sergeant	V	V	V	V	V
Huntsman	V	V			V
Dwarf	V	V		V	
Youngblood	V	V		V	V

Mercenary Equipment Lists

Captain, Sergeant, and Greatsword

Close Combat
Hand Weapon
Great Weapon
Spear
Halberd

Shooting
Short Bow
Bow
Crossbow
Handgun
Pistol

Armour
Light Armour
Heavy Armour
Shield

Youngblood, Free Company

Close Combat
Hand Weapon
Great Weapon
Spear
Halberd

Shooting
Short Bow
Bow
Crossbow
Handgun
Pistol

Armour
Light Armour
Heavy Armour
Shield

Marksmen

Close Combat
Hand Weapon

Shooting
Short Bow
Bow
Long Bow
Crossbow
Blunderbuss
Handgun

Armour
Light Armour

Dwarf

Close Combat
Hand Weapon
Great Weapon

Shooting
Crossbow
Handgun

Armour
Light Armour
Heavy Armour
Shield

Warrior Priest

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
Light Armour
Heavy Armour
Shield

Halflings

Close Combat
Hand Weapon

Shooting
Sling
Short Bow

Armour
Light Armour

MERCENARIES

HEROES

0-1 Mercenary Captain 35gc

Starting XP: 12

Race: Human

M	S	T	W	A
4	3	3	12	3

SPECIAL RULES

Leader, Provincial Champion

0-2 Mercenary Sergeants 30gc

Starting XP: 8

Race: Human

M	S	T	W	A
4	3	3	10	3

SPECIAL RULES

Provincial Champions

0-1 Huntsman

Starting XP: 8

Race: Human

M	S	T	W	A
4	3	3	10	2

SPECIAL RULES

Hunter: Starts with a Shooting skill of your choice.

0-1 Imperial Dwarf 30gc

Starting XP: 12

Race: Dwarf

M	S	T	W	A
3	3	4	12	3

SPECIAL RULES

Hard to Kill: Whenever this warrior would roll 'Dead' on the Campaign Injuries chart, roll a D6. On a roll of 4+, treat that roll as 'Multiple Injuries' instead.

0-3 Youngbloods 20gc

Starting XP: 4

Race: Human

M	S	T	W	A
4	3	3	8	3

HENCHMEN

Free Company 25gc

Starting XP: 6

Race: Human

M	S	T	W	A
4	3	3	10	3

0-6 Marksmen 25gc

Starting XP: 6

Race: Human

M	S	T	W	A
4	3	3	10	2

SPECIAL RULES

Hawkeys: Each Marksman may add +1 Strength to his *first* shooting attack each activation.

0-4 Greatswords 40gc

Starting XP: 8

Race: Human

M	S	T	W	A
4	3	3	12	3

SPECIAL RULES

Heirloom: Heavy Armour: Each Greatsword starts with a suit of Heavy Armour. It cannot be swapped or sold, but may be robbed and discarded as normal.

0-3 Halflings 10gc

Starting XP: 0

Race: Halfling

M	S	T	W	A
4	2	2	8	2

SPECIAL RULES

Stealth: While a Halfling is in cover, shooting Attack actions against it suffer -1 Attack, to a minimum of 1 (*no effect vs. spells/prayers*).

0-3 Warhounds 30gc

M	S	T	W	A
6	3	3	8	3

SPECIAL RULES

Jaws and Brutality! Unarmed attacks do Damage 1/3. **Animals** (*Cannot Climb; Cannot Hide; Cannot Capture Objectives or Treasure; Fight Unarmed; No Promotion.*)

REIKLAND ABILITIES

[Double] Hold the Line!

Cannot be used by Animals or Halflings.

If there are two or more friendly fighters within 1" of this fighter, subtract 1 Attack from Attack actions with a range of 3" or less that target this fighter, to a minimum of 1.

[Double] Tactical Supremacy

Captains and Sergeants only.

Choose a visible enemy fighter within 18" and at least 3" from this fighter: Until the end of the battle round, add 1 to the Attacks characteristic of the next Attack action that targets that fighter.

[Double] Battlefield Triage

Cannot be used by Animals.

If there are no visible enemies within 1", remove a number of Damage from this warrior equal to half this ability's value (*rounded up*).

[Triple] Refused Flank

Cannot be used by Animals.

Until the end of this fighter's activation, he may finish Disengage actions within 1" of enemy fighters.

[Triple] Volley Fire

Huntsman and Marksmen Only.

Add half the value of this ability (*rounding up*) to the Attacks characteristic of the next Attack action made by this fighter this activation that targets an enemy more than 3" away.

[Quad] Wide Sweeping Blow

Warriors with Great Weapon or Halberd Only.

Allocate a number of Damage to all enemies within 2" of this warrior equal to the value of this ability.

MIDDENHEIM ABILITIES

[Double] Crushing Blow

Cannot be used by Animals or Halflings.

Add the value of this ability to the Strength characteristic of the next close combat Attack action made by this fighter this activation that has a Range characteristic of 3" or less.

[Double] Battle Rush

Cannot be used by Animals or Halflings.

Until the end of this warrior's activation, add the value of this ability to the Movement characteristic of his next Move action.

[Double] Woodsman Tracker

Huntsman and Marksmen Only.

Add +1 to the Attacks and Strength characteristics for the next shooting Attack action this warrior makes this activation that have a range of 6" or more.

[Triple] Crush the Weak!

Cannot be used by Animals or Halflings.

Until the end of this fighter's activation add +2 to the Damage of hits or critical hits inflicted by him with Attack actions that had a range of 1" or less and whose Strength was higher than the target's Toughness.

[Triple] Take Trophies

Captain and Sergeants Only.

Until the end of the battle round, add +1 to the Attacks characteristic of Attack actions that have a range of 2" or less made by visible friendly fighters while they are within 6" of this fighter.

[Quad] Berserker Rage

Captain, Sergeants, and Greatswords Only.

This warrior may make a bonus close combat Attack action with +1 Attack and +1 Strength if he has 1 or more Damage allocated to him.

MARIENBURG ABILITIES

[Double] Poisoned Dagger

Warriors armed with Hand Weapon Only.

Until the end of this warrior's activation, one Hand Weapon, chosen by you, this warrior is carrying is *poisonous*.

[Double] Snort Crimson Shade

Cannot be used by Animals.

Add 1 to the Move characteristic of this fighter for the next Move action he makes this activation, and add 1 to the Attacks characteristic of the next close combat Attack action he makes this activation. Then roll a D6: On a roll of 1, allocate 1 Damage to this warrior.

[Double] Dirty Blow

Cannot be used by Animals.

Until the end of this fighter's activation, if any Attack action made by this fighter with a range of 1" scores any hits or critical hits, subtract 1 from the Toughness characteristic (*to a minimum of 1*) of the target fighter until the end of the battle round.

[Triple] Cloak and Dagger

Cannot be used by Animals.

This warrior makes a bonus Attack action or a bonus Disengage action. If the value of this ability is 6, the warrior may perform a bonus Attack *and* a bonus Disengage action, in that order.

[Triple] Subterfuge

Cannot be used by Animals.

Choose an enemy fighter within 18" of this warrior that has no visible enemies within 1" of him: That fighter makes a bonus Move action directly towards this warrior. If he needs to descend, he counts as climbing down.

[Quad] Tilean Elixir

Cannot be used by Animals.

If there are no visible enemies within 1", remove 6 Damage from this warrior. If the value of this ability is 6, remove 8 Damage instead.

WITCH HUNTERS

SIGMARITE SKILLS

Tools of Judgment

All of warrior's close combat and shooting attacks have +1 Strength vs. Undead, Ghouls, Daemons, and any warrior with one or more Mutation skills. *(No effect when casting spells/prayers.)*

Absolute Faith

Warrior has a 4+ ward save vs. the effects of hostile spells. *(Other warriors may still be affected.)*

Sign of Sigmar

Whenever this warrior is deployed, the warband gains +1 Power Dice that may be used by any priest *(not wizard)* in the warband.

Rousing Orator

Warriors activated when this warrior uses the 'Inspiring Presence' Universal Ability gain +1 Movement and +1 Strength during their activation from this ability.

- *(This skill does not give this warrior the 'Leader' rule if he does not have it already.)*

Utter Determination

Warrior has +1 Wound *(this may take him above his racial maximum).*



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Witch Hunter Skill Lists

	Combat	Shooting	Academic	Strength	Speed	Sigmarite
Inquisitor	V	V	V	V	V	V
Witch Hunter	V	V	V		V	V
Priest of Sigmar	V		V	V		V
Hierophant	V			V	V	V
Informant	V	V	V		V	



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Witch Hunter Equipment Lists

<p>Inquisitor and Witch Hunters</p> <p>Close Combat Hand Weapon Great Weapon Whip / Chains Nets</p> <p>Shooting Throwing Stars / Knives Bolas Pistol Light Crossbow Crossbow</p> <p>Armour Light Armour Heavy Armour</p>	<p>Priest of Sigmar</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Informants</p> <p>Close Combat Hand Weapon</p> <p>Shooting Sling Bolas Short Bow Pistol Throwing Stars / Knives</p> <p>Armour Light Armour</p>
<p>Zealots</p> <p>Close Combat Hand Weapon Great Weapon Spear Nets</p> <p>Shooting Sling Short Bow Bow</p> <p>Armour Light Armour Shield</p>	<p>Hierophant and Flagellants</p> <p>Close Combat Great Weapon Flail Whip / Chains</p> <p>Shooting Sling</p> <p>Armour None</p>	<p>Raven Knight</p> <p>Close Combat Hand Weapon Great Weapon Halberd</p> <p>Shooting Pistol Bow Crossbow</p> <p>Armour Light Armour Heavy Armour Shield</p>
<p>Halflings</p> <p>Close Combat Hand Weapon</p> <p>Shooting Sling Short Bow</p> <p>Armour Light Armour</p>	<div data-bbox="792 1520 1219 1791" data-label="Image"> <p>A detailed illustration of a brown dog, possibly a Mastiff or similar breed, standing and facing left. The dog is wearing a blue collar with three white spikes on top and a small headlamp on its forehead. The dog's fur is textured with brown and tan shades.</p> </div> <p data-bbox="889 1812 1097 1843">© Giorgos Magakis</p>	

WITCH HUNTERS

HEROES

0-1 Inquisitor 35gc

Starting XP: 12

Race: Human

M	S	T	W	A
4	3	3	12	3

SPECIAL RULES

Leader

Hooded Hunter: This warrior starts with a Sigmarite or Academic skill of your choice.

Hates Wizards: All close combat attacks made by this warrior do +1 Damage vs. Wizards.

0-2 Witch Hunters 30gc

Starting XP: 8

Race: Human

M	S	T	W	A
4	3	3	10	3

SPECIAL RULES

Hooded Hunters: Each of these warriors starts with a Sigmarite or Academic skill of your choice (*choose separately for each warrior*).

Hate Wizards: All close combat attacks made by these warriors do +1 Damage vs. Wizards.

0-1 Priest of Sigmar 30gc

Starting XP: 8

Race: Human

M	S	T	W	A
4	3	3	10	3

SPECIAL RULES

Priest (Prayers of Sigmar): Starts with 1 Prayer.

0-1 Hierophant 30gc

Starting XP: 8

Race: Human

M	S	T	W	A
4	3	3	8	4

SPECIAL RULES

Fanatic, Maniacal Charge

0-3 Informants 20gc

Starting XP: 4

Race: Human

M	S	T	W	A
4	3	3	8	3

HENCHMEN

Zealots 20gc

Starting XP: 4

Race: Human

M	S	T	W	A
4	3	3	8	3

SPECIAL RULES

Hate Wizards

0-6 Flagellants 25gc

Starting XP: 6

Race: Human

M	S	T	W	A
4	3	3	8	3

SPECIAL RULES

Fanatic: May not perform Disengage actions voluntarily.

Maniacal Charge: A Flagellant gains +1 Strength for the rest of the Battle Round whenever he moves within 1" of an enemy, and was not already within 1" of an enemy at the start of his activation.

0-1 Raven Knight 40gc

Starting XP: 8

Race: Human

M	S	T	W	A
4	3	3	12	3

SPECIAL RULES

Heirloom: Heavy Armour: Each Raven Knight starts with a suit of Heavy Armour It cannot be swapped or sold, but may be robbed and discarded as normal.

0-2 Halflings 10gc

Starting XP: 2

Race: Halfling

M	S	T	W	A
4	2	2	8	2

SPECIAL RULES

Stealth: While a Halfling is in cover, shooting Attack actions against it suffer -1 Attack, to a minimum of 1 (*no effect vs. spells/prayers*).

0-6 Warhounds 30gc

M	S	T	W	A
6	3	3	8	3

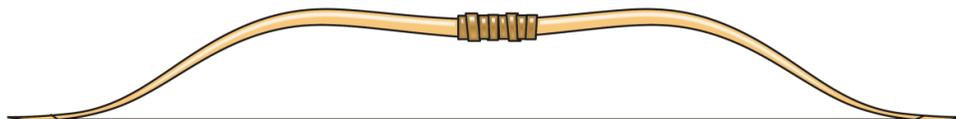
SPECIAL RULES

Jaws and Brutality! Unarmed attacks do Damage 1/3.

Animals (*Cannot Climb; Cannot Hide; Cannot Capture Objectives or Treasure; Fight Unarmed; No Promotion.*)

WITCH HUNTERS ABILITIES AND PRAYERS

<p>[Double] Tireless Seeker <i>Cannot be used by Animals or Halfings.</i> Until the end of this warrior's activation, add the value of this ability to the Movement characteristic of his next move action.</p>	<p>Soulfire (Difficulty 9+) Allocate a number of damage points to all visible enemy warriors within 3" of this warrior equal to half the value of this prayercasting roll (<i>rounded up</i>).</p>
<p>[Double] Always Prepared This warrior may perform a free attack action using Whip/Chains, Net, Bolas, Throwing Stars/Knives, or Pistols (<i>if he is armed with them</i>).</p>	<p>Healing Hands (Difficulty 6+) Pick a friendly warrior within 3" of this warrior: Remove a number of Damage points from that warrior equal to half the value of this prayercasting roll (<i>rounded up</i>), to a maximum of 6.</p>
<p>[Double] Hangman's Shackles <i>Cannot be used by Animals or Halfings.</i> Pick a visible warrior within 2" of this warrior. Until the end of the battle round, that warrior cannot make move actions or disengage actions.</p>	<p>Hammer of Sigmar (Difficulty 7+) Range: 1-3" Attacks: 2 Strength: 4 Damage: 3/5</p>
<p>[Triple] Houndmaster <i>Inquisitor and Witch Hunters Only.</i> Pick a friendly Animal within 4" of this warrior. That Animal makes a bonus attack action with +1 to its Attacks characteristic.</p>	<p>Armour of Righteousness (Difficulty 7+) Pick a friendly warrior within 3" of this warrior or this warrior himself: Until the end of the battle round, that warrior has +2 Toughness.</p>
<p>[Triple] Hooded Hunter <i>Inquisitor and Witch Hunters Only.</i> This warrior may exchange places on the board with friendly Informant. Then this warrior may perform a bonus attack action.</p>	<p>Shield of Faith (Difficulty 8+) Until the end of the battle round, treat all critical hits from attack actions against this warrior and friendly warriors within 3" of him as normal hits instead.</p>
<p>[Quad] Whirlwind of Chains <i>Hierophant and Flagellants Only.</i> Allocate a number of Damage points to all visible enemy warriors within 3" of this warrior equal to the value of this ability.</p>	<p>Heart of the Gryphon (Difficulty 6+) Until the end of the battle round, add +1 to the Strength characteristic of all friendly warriors within 6" of this warrior.</p>



SISTERS OF SIGMAR

SIGMARITE SKILLS

Bless Weapons

All of warrior's close combat and shooting attacks have +1 Strength vs. Undead, Ghouls, Daemons, and any warrior with one or more Mutation skills.

Absolute Faith

Warrior has a 4+ ward save vs. the effects of hostile spells. *(Other warriors may still be affected.)*

Sign of Sigmar

Whenever this warrior is deployed, the warband gains +1 Power Dice that may be used by any priest in the warband.

Rousing Orator

Warriors activated when this warrior uses the 'Inspiring Presence' Universal Ability gain +1 Movement and +1 Strength during the activation from this ability.

- *(This skill does not give this warrior the 'Leader' rule if she does not have it already.)*

Utter Determination

Warrior has +1 Wound. *(This may take her over her racial maximum.)*



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Sisters of Sigmar Skill Lists

	Combat	Shooting	Academic	Strength	Speed	Sigmarite
Matriarch	V		V	V	V	V
Sister Superior	V		V	V	V	V
Icon Bearer	V		V	V		V
Augur			V		V	V
Novice	V		V		V	V

Sisters of Sigmar Equipment Lists

Matriach, Superior, and Cataphract

Close Combat
Hand Weapon
Great Weapon
Flail
Whip / Chains

Shooting
Sling
Bolas

Armour
Light Armour
Heavy Armour
Shield

Icon Bearer

Close Combat
Hand Weapon
Great Weapon

Shooting
None

Armour
Light Armour
Heavy Armour

Augur

Close Combat
Hand Weapon
Great Weapon

Shooting
None

Armour
Light Armour

Novices and Adepts

Close Combat
Hand Weapon
Great Weapon
Flail
Whip / Chains

Shooting
Sling
Bolas

Armour
Light Armour
Shield

Skirmisher Sister

Close Combat
Hand Weapon

Shooting
Sling
Bolas
Blunderbuss

Armour
Light Armour

Repentant Sister

Close Combat
Great Weapon
Flail
Whip / Chains

Shooting
Bolas

Armour
Light Armour



SISTERS OF SIGMAR

HEROES

0-1 Matriarch 40gc

Starting XP: 14

Race: Human

M	S	T	W	A
4	3	3	12	3

SPECIAL RULES

Leader, Devoted of Sigmar: This warrior starts with a Combat or Sigmarite skill of your choice.

Priest (Prayers of Sigmar): Starts with 1 Prayer.

0-2 Sister Superiors 30gc

Starting XP: 8

Race: Human

M	S	T	W	A
4	3	3	10	3

SPECIAL RULES

Devoted of Sigmar: Each of these warriors start with a Combat or Sigmarite skill of your choice (*choose separately for each warrior*).

0-1 Icon Bearer 25gc

Starting XP: 6

Race: Human

M	S	T	W	A
4	3	3	10	2

0-1 Augur 20gc

Starting XP: 4

Race: Human

M	S	T	W	A
4	3	3	8	2

SPECIAL RULES

Projection: This warrior can extend her close combat attacks up to 3" away, regardless of the range of her close combat weapons.

0-3 Novices 20gc

Starting XP: 4

Race: Human

M	S	T	W	A
4	3	3	8	3

HENCHMEN

Sisterhood Adepts 25gc

Starting XP: 6

Race: Human

M	S	T	W	A
4	3	3	10	3

0-4 Skirmisher Sisters 20gc

Starting XP: 6

Race: Human

M	S	T	W	A
4	3	3	8	2

SPECIAL RULES

Skirmishers: These warriors suffer no -1 Strength to their shooting attacks for moving and shooting during the same activation.

0-2 Repentant Sisters 25gc

Starting XP: 6

Race: Human

M	S	T	W	A
4	3	3	8	3

SPECIAL RULES

Fanatic: May not perform Disengage actions voluntarily.

Maniacal Charge: A Repentant Sister gains +1 Strength for the rest of the Battle Round whenever she moves within 1" of an enemy, and was not already within 1" of an enemy at the start of her activation.

0-3 Cataphract Sisters 40gc

Starting XP: 12

Race: Human

M	S	T	W	A
4	3	3	12	3

SPECIAL RULES

Heirloom: Heavy Armour: Each Cataphract starts with a suit of Heavy Armour It cannot be swapped or sold, but may be robbed and discarded as normal.

0-2 Demigryph Hounds 50gc

M	S	T	W	A
6	4	3	10	3

SPECIAL RULES

Jaws and Brutality! Unarmed attacks do Damage 2/4.

Animals (*Cannot Climb; Cannot Hide; Cannot Capture Objectives or Treasure; Fight Unarmed; No Promotion.*)

SISTERS OF SIGMAR ABILITIES AND PRAYERS

<p>[Double] Shield Slam <i>Warriors Armed with Shield Only.</i> After this warrior's next Move action this activation, pick a visible enemy within 1" of this warrior: If the value of this ability is 1-4, that warrior suffers 1 Damage. If the value of this ability is 5-6, that warrior suffers 2 Damage.</p>	<p>Soulfire (Difficulty 9+) Allocate a number of damage points to all visible enemy warriors within 3" of this warrior equal to half the value of this prayercasting roll (<i>rounded up</i>).</p>
<p>[Double] Righteous Fury <i>Cannot be used by Animals.</i> Until the end of the battle round, this warrior adds +1 M to their next Move action and +1 A to their next Attack action.</p>	<p>Healing Hands (Difficulty 6+) Pick a friendly warrior within 3" of this warrior: Remove a number of Damage points from that warrior equal to half the value of this prayercasting roll (<i>rounded up</i>), to a maximum of 6.</p>
<p>[Double] Sacred Ointment <i>Cannot be used by Animals or Repentant Sisters.</i> If there are no visible enemies within 3", remove 3 Damage from this warrior.</p>	<p>Hammer of Sigmar (Difficulty 7+) Range: 1-3" Attacks: 2 Strength: 4 Damage: 3/5</p>
<p>[Triple] Holy Visions <i>Matriarch and Augur Only.</i> Roll a dice: If the warrior is a Matriach gain 1 Wild Die on a roll of 3+. If the warrior is an Augur, automatically gain 1 Wild Die.</p>	<p>Armour of Righteousness (Difficulty 7+) Pick a friendly warrior within 3" of this warrior or this warrior himself: Until the end of the battle round, that warrior has +2 Toughness.</p>
<p>[Triple] Stand Defiant <i>Matriarch and Icon Bearer Only.</i> Until the end of the battle round, add +1 to the Toughness characteristics of other warriors in the warband who are within 6" of this warrior.</p>	<p>Shield of Faith (Difficulty 8+) Until the end of the battle round, treat all critical hits from attack actions against this warrior and friendly warriors within 3" of him as normal hits instead.</p>
<p>[Quad] Blaze of Glory <i>Cannot be used by Animals.</i> Until the end of this warrior's activation, add +1 to the Attacks characteristic of attack actions made by this fighter. In addition, each time an enemy fighter is taken <i>out of action</i> by an attack action made by this warrior this activation, this warrior can make a bonus Move action.</p>	<p>Heart of the Gryphon (Difficulty 6+) Until the end of the battle round, add +1 to the Strength characteristic of all friendly warriors within 6" of this warrior.</p>

CULT OF POSSESSED

MUTATION SKILLS

Cloven Hoofs

Warrior gains +1 Movement, up to a maximum of Movement 5.

Daemon Soul

Whenever this warrior uses an ability, add 1 to the value of that ability. *(Stacks with the Academic 'Quick Mind' skill, if the warrior has it.)*

Great Claw

Warrior counts as being armed with a Great Weapon.

Tentacles

Warrior counts as being armed with Whip / Chains.

Scorpion Tail

Warrior counts as being armed with a Spear. When this Spear is targeted against enemies immune to poison, its Damage is reduced to 1/2. *(I.e. its normal Damage is 1/4 and the fact that this spear is poisonous does not increase this Damage beyond 1/4.)*

Horns

Warrior gains +1 Strength for the rest of the Battle Round whenever he moves within 1" of an enemy, and was not already within 1" of an enemy at the start of his activation.

Acid Ichor

Warrior counts as being armed with Throwing Axes.

Blackblood

At the end of any activation, whether this warrior's or another's, where this warrior lost 1 or more Wounds, all warriors within 1" of him *(friend or foe)* take 1 Strength 3 hit that does damage 1/1. Warrior does *not* gain experience for taking enemies *out of action* with this effect.

Extra Head

Warrior gains +1 Wound. *(This may take him above his racial maximum.)*



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PILGRIMAGE TO THE SHADOWLORD

Pilgrimage to the Shadowlord

Visiting the Shadowlord

Whenever a warrior with the 'Blasphemous Pilgrimage' rule gains 'New Skill' for a level up, he may opt to visit the Shadowlord *instead* of using that skill. If he does, roll 2D6 and consult the table on this page.

2: Displeased the Shadowlord

Warrior is killed. All weapons, armour, and special equipment he was carrying are retained, but any Heirlooms he had are lost.

3-6: Ignored by the Shadowlord

Nothing happens and the skill advance is forfeit.

7-8: Entropy or Mutation

Roll a D6:

- (1): Warrior suffers one roll of 'Multiple Injuries' on the Campaign Injuries chart.
- (2-6): Warrior gains one Mutation of your choice from the Mutations skill list. *(He may gain this Mutation even if he does not normally have access to Mutation skills.)*

9: Daemon Weapon

Warrior gains a Great Weapon that becomes his personal Heirloom and has damage 2/5.

10: Magical Artefact

Warrior gains a random Magical Artefact that becomes his personal Heirloom. The Artefact is always of a type that the hero can use. Keep rolling on the Magical Artefacts table until an item that the hero is proficient with is generated.

Pilgrimage to the Shadowlord

11: Chaos Armour

Warrior may no longer use suits of armour, but gains +3 Wounds.

12: Possessed!

The warrior is killed and a new Possessed is added to the warband instead.

- This may take the number of Possessed in the warband above 2, although no new Possessed may be hired as long as the warband includes 2 or more Possessed.
- Conversely, more Possessed *may* be added from further rolls of 'Possessed!', even if the warband already includes 2 or more Possessed.



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Possessed Skills Lists

	Combat	Shooting	Academic	Strength	Speed	Mutations
Coven Master			V		V	
Possessed	V			V	V	V
Doomsayer	V		V		V	V
Mutant	V			V	V	V
Initiate	V	V			V	V

Possessed Equipment Lists

<p>Magister</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armour None</p>	<p>Mutants, Initiates, and Cultists</p> <p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Sling Short Bow Bow</p> <p>Armour Light Armour Shield</p>	<p>Doomsayer</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling Short Bow Bow</p> <p>Armour Light Armour Shield</p>
<p>Gors</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Javelins / Bolas</p> <p>Armour Light Armour Shield</p>	<p>Darksouls</p> <p>Close Combat Great Weapon Flail Whip / Chains</p> <p>Shooting None</p> <p>Armour Light Armour Heavy Armour</p>	<p>Ungors</p> <p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Javelins / Bolas Short Bow</p> <p>Armour Light Armour Shield</p>

CULT OF POSSESSED

HEROES

0-1 Magister 25gc

Starting XP: 6

Race: Human

M	S	T	W	A
4	3	3	8	2

SPECIAL RULES

Leader, Blaspheous Pilgrimage

Wizard (Chaos Rituals): Starts with 2 spells.

0-2 Possessed 50gc

Starting XP: 18

Race: Daemon

M	S	T	W	A
4	4	4	14	3

SPECIAL RULES

Claws and Brutality!: Unarmed attacks do Damage 2/3.

Abominations: Never use weapons or armour, not even with training skills, but may use Special Equipment and Mutations that count as weapons as normal.

0-1 Mutant 25gc

Starting XP: 6

Race: Human

M	S	T	W	A
4	3	3	8	3

SPECIAL RULES

Blaspheous Pilgrimage

Mutated: A Mutant starts with 1 free Mutation skill of your choice.

0-1 Doomsayer 15gc

Starting XP: 2

Race: Human

M	S	T	W	A
4	3	3	6	3

SPECIAL RULES

Blaspheous Pilgrimage

0-3 Initiates 20gc

Starting XP: 4

Race: Human

M	S	T	W	A
4	3	3	8	3

SPECIAL RULES

Blaspheous Pilgrimage

HENCHMEN

Cultists 20gc

Starting XP: 4

Race: Human

M	S	T	W	A
4	3	3	8	3

SPECIAL RULES

Blaspheous Pilgrimage

Beseech the Shadowlord: When a Cultist takes an enemy *out of action*, roll a D6: On a roll a 4+, the warband gains +1 Power Dice that can be used by any Wizard in the warband.

0-3 Darksouls 25gc

Starting XP: 6

Race: Human

M	S	T	W	A
4	3	3	8	3

SPECIAL RULES

Fanatic: May not perform Disengage actions voluntarily.

Maniacal Charge: A Darksoul gains +1 Strength for the rest of the Battle Round whenever he moves within 1" of an enemy, and was not already within 1" of an enemy at the start of his activation.

0-3 Ungors 25gc

Starting XP: 6

Race: Ungor

M	S	T	W	A
5	3	3	8	3

0-3 Gors 30gc

Starting XP: 8

Race: Gor

M	S	T	W	A
5	3	3	10	3

0-2 Harpies 35gc

M	S	T	W	A
8	3	3	8	3

SPECIAL RULES

Fly

Claws and Brutality!: Unarmed attacks do Damage 1/2.

Animals (Cannot Climb; Cannot Hide; Cannot Capture Objectives or Treasure; Fight Unarmed; No Promotion.)

POSSESSED ABILITIES AND SPELLS

<p>[Double] Imbued with Dark Power Until the end of the battle round, add the value of this ability to the Strength characteristic of this warrior next attack action that has a range of 2" or less.</p>	<p>Wings of Darkness (Difficulty 8+) This warrior may perform a bonus <i>flying</i> Move action. Then he may perform another bonus <i>flying</i> Move action.</p>
<p>[Double] Nightmarish Visage <i>Magister, Possessed, and Doomsayer Only.</i> Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a D6: On a 3+, until the end of the battle round, that fighter cannot make Move actions or Disengage actions.</p>	<p>Blood Bolts (Difficulty 6+) Pick any visible enemy warrior within 18" of this warrior. Allocate a number of Damage points equal to half the value of the spellcasting roll (<i>rounded up</i>) to that warrior. Then allocate 1 Damage to the warrior casting this spell.</p>
<p>[Double] Brayherd Ambush <i>Gors and Ungors Only.</i> This warrior can make a bonus Move action a distance equal to this ability's value in inches.</p>	<p>Lure of Chaos (Difficulty 8+) Pick any visible enemy warrior within 12" of this warrior. That warrior performs a Move action directly towards this warrior. If that warrior needs to descend, he counts as jumping.</p>
<p>[Triple] Trample Underfoot <i>Possessed Only.</i> Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.</p>	<p>Eye of God (Difficulty 6+) Pick a visible friendly warrior within 6" of this warrior. Until the end of the battle round add +1 to the Strength and Attack characteristics of that warrior.</p>
<p>[Triple] Flaying Frenzy <i>Possessed Only.</i> Use only if an enemy has been taken <i>out of action</i> by an Attack action from this warrior this activation. This warrior makes a bonus Move action. Then he can make a bonus Attack action.</p>	<p>Word of Pain (Difficulty 9+) Allocate a number of damage points to all visible enemy warriors within 3" of this warrior equal to half the value of this prayercasting roll (<i>rounded up</i>).</p>
<p>[Quad] The Will of Chaos Until the end of this warrior's activation, add +1 to the Attacks characteristic of Attack actions made by this warrior that have a range of 2" or less. In addition, each time an enemy warrior is taken <i>out of action</i> by an Attack action by this warrior this activation, this warrior can make a bonus Move action.</p>	<p>Visions of Torment (Difficulty 7+) Pick any visible enemy warrior within 8" of this warrior. For the rest of the battle round, the affected warrior suffers -1 Strength to all of his Attack actions and cannot perform Disengage actions.</p>

SKAVEN CLAN ESHIN

ASSASSIN SKILLS

Poisoner

Warrior may poison one of his weapons, chosen by you, each battle (*poisonous weapons do +1 Damage except vs. enemies immune to poison*). This skill may be taken multiple times.

Death Dealer

Warrior has +1 Attack when shooting Throwing Knives/Stars or Blowpipe.

Perfect Killer

Warrior's critical hits do +1 Damage for the rest of the battle round whenever he moves within 1" of an enemy, and was not already within 1" of an enemy at the start of his activation.

Swift Killer

Warrior has +1 Movement, to a maximum of 6.

Assassin in the Dark

When this warrior is deployed as part of a battle group, he may exchange places with a friendly warrior in another battle group that was deployed this same turn.



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ESHIN SPECIAL EQUIPMENT

Weeping Blades 25gc

Counts as a pair of Hand Weapons that are always poisoned and cannot be poisoned further. (*Poisonous weapons do +1 Damage except vs. enemies immune to poison*).

Warpstone Throwing Stars 15gc

Counts as Throwing Stars/Knives that have +1 Strength and cannot be poisoned. Is affected by anything that affects Throwing Knives/Stars and can be used by anyone who can use Throwing Knives/Stars.

Warplock Pistol 20gc

Counts as a Pistol that has +1 Strength and Damage is 2/4. Is affected by anything that affects Pistols, but is a separate weapons proficiency from pistols.

Warpstone Tokens 5gc

Drug: Roll a D6: On 1-3, allocate 1 Damage to this warrior. On 4-6, add +1 Damage to hits and critical hits from the Warp Lightning spell the next time this warrior casts that spell this activation. One use only.

Concealment Bombs 5gc

The next time warrior activates the 'Verminous Valor' ability, it is automatically successful. May be given to henchmen. Can only be carried by Assassins and Night Runners. One use only.

Eshin Skill Table

	Combat	Shooting	Academic	Strength	Speed	Assassin
Fang Leader	V	V	V	V	V	
Assassin	V	V			V	V
Sorcerer			V		V	
Packmaster	V		V		V	
Verminkin	V	V		V	V	

Eshin Equipment Lists

Fang Leader and Stormvermin

Close Combat
Hand Weapon
Great Weapon
Halberd
Whip/Chains

Shooting
Javelins/Bolas
Warplock Pistol

Armour
Light Armour
Heavy Armour
Shield

Assassins and Night Runners

Close Combat
Hand Weapon
Weeping Blade

Shooting
Blowpipe
Throwing Stars/Knives
Warplock Pistol

Armour
Light Armour

Sorcerer

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

Packmaster

Close Combat
Hand Weapon
Halberd
Whip / Chains

Shooting
Javelins/Bolas

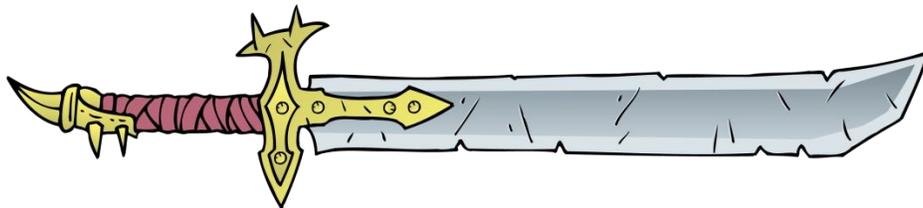
Armour
Light Armour

Verminkin and Clanrats

Close Combat
Hand Weapon
Great Weapon
Spear

Shooting
Sling
Javelins/Bolas

Armour
Light Armour
Shield



SKAVEN CLAN ESHIN

HEROES

0-1 Fang Leader 35gc

Starting XP: 12

Race: Skaven

M	S	T	W	A
5	3	3	10	3

SPECIAL RULES

Leader

0-2 Eshin Assassins 35gc

Starting XP: 12

Race: Skaven

M	S	T	W	A
5	3	3	8	3

SPECIAL RULES

Art of Silent Death: Each Assassin starts with one Assassin or Speed skill of your choice (*choose separately for each warrior*).

Stealth: While an Assassin is in cover, enemy shooting attacks against him suffer an additional -1 Strength.

0-1 Eshin Sorcerer 25gc

Starting XP: 6

Race: Skaven

M	S	T	W	A
5	3	3	6	2

SPECIAL RULES

Wizard (Lore of the Horned Rat): Starts with 2 Spells.

0-1 Packmaster 30gc

Starting XP: 8

Race: Skaven

M	S	T	W	A
5	3	3	8	3

SPECIAL RULES

Crack the Whip: Once per battle round, when this warrior is activated, you may select a friendly Animal within 3" of him. That animal has +1 Attack until the end of the battle round.

0-3 Verminkin 20gc

Starting XP: 4

Race: Skaven

M	S	T	W	A
5	3	3	6	3

HENCHMEN

Clanrats 25gc

Starting XP: 6

Race: Skaven

M	S	T	W	A
5	3	3	8	3

0-6 Night Runners 30gc

Starting XP: 8

Race: Skaven

M	S	T	W	A
5	3	3	8	3

SPECIAL RULES

Stealth: While a Night Runner is in cover, enemy shooting attacks against him suffer an additional -1 Strength.

0-1 Rat Ogre 115gc

Race: Rat Ogre

M	S	T	W	A
5	6	5	30	2

SPECIAL RULES

Paws and Brutality!: Unarmed attacks do Damage 4/8.

Monster (*Cannot Hide; No Promotion; Fight Unarmed; Rolls as a hero on the Campaign Injury chart.*)

0-2 Stormvermin 40gc

Starting XP: 8

Race: Skaven

M	S	T	W	A
5	3	3	10	3

SPECIAL RULES

Heirloom: Heavy Armour: Each Stormvermin starts with a suit of Heavy Armour. It cannot be swapped or sold, but may be robbed and discarded as normal.

Giant Rats 10gc

M	S	T	W	A
6	2	2	6	3

SPECIAL RULES

Paws and Brutality!: Unarmed attacks do Damage 1/2.

Animals (*Cannot Climb; Cannot Hide; Cannot Capture Objectives or Treasure; Fight Unarmed; No Promotion.*)

ESHIN ABILITIES AND SPELLS

<p>[Double] Verminous Valor <i>Cannot be used by Rat Ogres.</i> Roll a D6: On a roll of 4+, this warrior may perform a free Disengage action.</p>	<p>Manic Frenzy (Difficulty 7+) Pick a visible friendly warrior that is within 6" of this warrior. Add 2 to the Attacks characteristic of Attack actions made by this warrior that have a range of 2" or less this activation. Then assign 1 Damage to that warrior.</p>
<p>[Double] Flurry of Knives/Stones This warrior may perform a free Attack action using Sling or Throwing Stars/Knives (<i>if he is armed with any of these weapon</i>).</p>	<p>Warp Lightning (Difficulty 7+) Range: 3-8" Attacks: 2 Strength: 4 Damage: 3/5</p>
<p>[Double] Assassin's Leap <i>Assassins and Night Runners Only.</i> This warrior can <i>fly</i> when making Move actions until the end of his activation. However, he cannot move vertically upwards more than 3" from this ability.</p>	<p>Skitterleap (Difficulty 7+) Pick a friendly warrior that is within 12" of this warrior. Remove that warrior from the battlefield. Then immediately place that warrior anywhere on the battlefield within 4" of this warrior. The warrior chosen to be affected by this spell does not have to be visible to the caster.</p>
<p>[Triple] Unseen Killer <i>Assassins and Night Runners Only.</i> This warrior makes a bonus Attack action. Then he can make a bonus Disengage action.</p>	<p>Choke (Difficulty 8+) Pick a visible enemy warrior within 6" of this warrior: Allocate a number of damage points to that warrior equal to half the value of the spellcasting roll (<i>rounded up</i>).</p>
<p>[Triple] Strength in Numbers <i>Fang Leader and Sorcerer Only.</i> Until the end of the battle round, add +1 to the Attacks characteristic of all visible friendly warriors within 6" of this warrior.</p>	<p>Crack's Call (Difficulty 11+) All visible enemies within 12" of this warrior must immediately roll as if they had taken falling damage, i.e. a D6 where 1-3 = nothing; 4-5 = 1 Damage; 6 = 3 Damage. Enemies above ground level that roll 4-6 are placed below where they stood as if they had fallen.</p>
<p>[Quad] Master of Silent Death <i>Assassins and Night Runners Only.</i> This warrior can <i>fly</i> when making move actions until the end of his activation. However, when flying, he cannot move more than 3" vertically upwards from this ability. In addition, this warrior makes a bonus Move action. Then, he may make a bonus Attack action.</p>	<p>Eye of the Warp (Difficulty 4+) Pick any visible enemy warrior within 6" of this warrior. For the rest of the battle round, the affected warrior suffers -1 Strength to all of his Attack actions.</p>

VAMPIRE COUNTS

SPECIAL RULES

Necromantic Aura (6")

Warriors in the warband with 'Animated' who are within 6" of this warrior gain +1 Movement.

- Does not require line of sight.
- Being within multiple allies with 'Necromantic Aura' still only confers +1 Movement.
- This ability also affects the warrior himself in the case of the Wight Banner Bearer.

Animated

Warrior is affected by 'Necromantic Aura.'



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WIGHT SKILLS

Martial Memories

Warrior gains access to the following ability:

[Double]: Use this ability after the warrior has performed an Attack action with a range of 2" or less: You may re-roll one attack dice that failed to wound, chosen by you.

Seneschal

Warrior gains +1 Wound. (*This may take him above his racial maximum.*)

Nightshroud

Enemies that would end their moves within 1" of this warrior must deduct 1 from their Movement characteristic, to a minimum of 3.

- Attempting to move within 1" of multiple warriors with this skill stacks.

Balefire

Enemy Wizards who are within 8" of this warrior must deduct -1 from their spellcasting rolls and do not generate Power Dice.

- This ability does not require line of sight.
- Being within 1" of multiple warriors with this skill stacks.

Dredknight

This warrior always counts as being affected by 'Necromantic Aura' (*i.e. he has +1 Movement*).

Undead Skill Table

	Combat	Shooting	Academic	Strength	Speed	Wight
Vampire	V		V	V	V	
Wight	V			V		V
Signifier	V			V		V
Necromancer			V		V	
Dreg	V	V		V	V	

Undead Equipment Lists

Vampire	Wights	Necromancer
<p>Close Combat Hand Weapon Great Weapon Halberd</p> <p>Shooting Short Bow Bow</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Close Combat Hand Weapon Great Weapon Halberd</p> <p>Shooting Short Bow Bow</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armour None</p>
Dregs	Skeletons	Wraith
<p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Sling Short Bow Bow</p> <p>Armour Light Armour Shield</p>	<p>Close Combat Hand Weapon Great Weapon Spear Halberd</p> <p>Shooting Short Bow Bow</p> <p>Armour Light Armour Shield</p>	<p>Close Combat Great Weapon Flail Whip / Chains</p> <p>Shooting None</p> <p>Armour Light Armour</p>

VAMPIRE COUNTS

HEROES

0-1 Vampire 55gc

Starting XP: 24

Race: Vampire

M	S	T	W	A
5	4	4	14	3

SPECIAL RULES

Leader, Necromantic Aura (6")

Immortal: Treats 'Dead' on the campaign injuries chart as 'Multiple Injuries' instead.

Undead: Immune to Poison; Cannot take Drugs.

0-1 Skeleton Wight 25gc

Starting XP: 6

Race: Skeleton

M	S	T	W	A
3	3	3	10	3

SPECIAL RULES

Undead, Animated

Arcane Prowess: Each Wight starts with one Combat skill of your choice (*choose separately for each warrior*).

0-1 Skeleton Signifier 25gc

Starting XP: 6

Race: Skeleton

M	S	T	W	A
4	3	3	10	3

SPECIAL RULES

Undead, Animated, Necromantic Aura (6")

0-1 Necromancer 25gc

Starting XP: 6

Race: Human

M	S	T	W	A
4	3	3	8	2

SPECIAL RULES

Wizard (Necromancy): Starts with 2 Spells.

Necromantic Aura (6")

0-3 Dregs 20gc

Starting XP: 4

Race: Human

M	S	T	W	A
4	3	3	8	3

HENCHMEN

Skeleton Warriors 20gc

Starting XP: 4

Race: Skeleton

M	S	T	W	A
3	3	3	10	3

SPECIAL RULES

Undead, Animated

Zombies 15gc

Race: Zombie

M	S	T	W	A
3	3	3	10	2

SPECIAL RULES

Undead, Animated

Maws and Brutality!: Unarmed attacks do Damage 1/2.

No Brain: Zombies cannot be promoted to heroes.

0-5 Ghouls 35gc

Starting XP: 8

Race: Ghoul

M	S	T	W	A
4	3	3	12	3

SPECIAL RULES

Claws and Brutality!: Unarmed attacks do Damage 1/3.

0-1 Wraith 25gc

Starting XP: 6

Race: Skeleton

M	S	T	W	A
3	3	3	8	3

SPECIAL RULES

Undead, Animated

Spectral: Wraiths may move through terrain features such as buildings and walls, as long as they end their move outside of such terrain features. They are carrying Treasure, it will be dropped where they moved through terrain.

0-2 Dire Wolves 25gc

M	S	T	W	A
5	3	3	8	3

SPECIAL RULES

Undead, Animated

Jaws and Brutality!: Unarmed attacks do Damage 1/3.

Animals (*Cannot Climb; Cannot Hide; Cannot Capture Objectives or Treasure; Fight Unarmed; No Promotion.*)

UNDEAD ABILITIES AND SPELLS

<p>[Double] Shambling Horde <i>Warriors with 'Necromantic Aura' Only.</i> Pick a friendly Zombie or Skeleton within 4" of this warrior. That warrior makes a bonus Move action.</p>	<p>Lifestealer (Difficulty 10+) Pick a visible enemy warrior within 6" of this warrior. Allocate a number of Damage points to that warrior equal to half the value of the spellcasting roll (<i>rounded up</i>). Then remove the same number of Damage points from this warrior.</p>
<p>[Double] The Red Thirst <i>Vampire and Ghouls Only.</i> This ability can only be activated if the warrior has taken an enemy <i>out of action</i> this activation: The warrior recovers a number of Damage points equal to the value of this ability.</p>	<p>Re-animation (Difficulty 7+) Choose any friendly Zombie that is <i>out of action</i>: Place that warrior anywhere within 4" of this warrior and more than 1" from all enemies. Then remove a number of Damage points from that Zombie equal to half the value of the spellcasting roll (<i>rounded up</i>).</p>
<p>[Double] Aura of Dread <i>Vampire and Necromancer Only.</i> Until the end of the battle round, all friendly warriors within a range equal to the value of this ability have +1 Toughness.</p>	<p>Chill Touch (Difficulty 6+) Choose any visible enemy within 8" of this warrior. Until the end of the battle round, count all attacks against that enemy as having higher Strength than his Toughness.</p>
<p>[Triple] Raise Dead <i>Vampire and Necromancer Only.</i> Choose any friendly Zombie that is <i>out of action</i>: Place that warrior anywhere within 4" of this warrior and more than 1" from all enemies. Then remove a number of Damage points from that warrior equal to half the value of this ability (<i>rounded up</i>).</p>	<p>Gaze of Nagash (Difficulty 7+) Range: 3-18" Attacks: 3 Strength: 3 Damage: 1/3</p>
<p>[Triple] Cursed Blade <i>Skeletons Only.</i> Until the end of this warrior's activation, add +1 to this warrior's Attacks characteristic, and +1 Damage to hits and critical hits from Attack actions made by this warrior that have a range characteristic of 2" or less.</p>	<p>Curse of Years (Difficulty 6+) Pick any visible enemy warrior within 12" of this warrior. For the rest of the battle round, the affected warrior suffers -1 Strength to all of his Attack actions and cannot perform Disengage actions.</p>
<p>[Quad] Vanhel's Danse Macabre <i>Vampire and Necromancer Only.</i> A number of friendly visible warriors whose race are Skeleton and/or Zombie equal to the value of this ability that are within 6" of this warrior may each make a bonus Move action or a bonus Attack action (<i>you may freely choose which warriors make Move or Attack actions</i>).</p>	<p>Hands of Doom (Difficulty 7+) Range: 1-9" Attacks: 2 Strength: 3 Damage: 1/3 If target is successfully wounded, he can move no more than 2" through Move or Disengage actions for the rest of the battle round, regardless of his actual Movement.</p>

Hired Swords Rules

Only One of Each Hired Sword

You warband may hire any number of Hired Swords, but there can only be a single instance of each type Hired Sword in a warband at the time (*e.g. only one Warlock at a time*).

This does not prevent other warbands from hiring their own Hired Sword of the same type (*i.e. if you hire a Warlock, that does not prevent other warbands in the campaign from hiring Warlocks of their own*).

Weapons, Armour, and Equipment

Hired Swords have weapon and armour proficiencies just like other warriors and may use Special Equipment as normal. They do *not* bring their own equipment when hired, but must be equipped by you.

- (*Where applicable, Hired Swords may take training skills to gain more weapon proficiencies.*)

Take Up A Hero Slot

Each Hired Sword takes up one of your warband's six hero slots. Once Hired, they are treated like a normal hero in your warband.

No Upkeep

Hired Swords have no upkeep that needs to be paid after each battle. Once hired, they are part of your warband for good.

Special Skills

Hired Swords who have access to special skills do *not* allow promoted henchmen to select these skill lists when they become heroes if they could not do so already.

Hired Swords Rules

Hired Swords and Heirlooms

Hired Swords who bring unique Heirlooms when hired, *cannot* buy new instances of these items if they lose them (*e.g. through being robbed or discarded*) unless the employing warband had these items on its sheet under 'Warband Special Equipment.'

Hired Swords and Abilities

Hired Swords cannot use the abilities of the employing warband. On the other hand, some Hired Swords have abilities of their own that only they can use.



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HIRED SWORDS

WARLOCK

May be Hired: Anyone except Witch Hunters and Sisters of Sigmar.

Warlock 25gc

Starting XP: 6

Race: Human

Skills: Academic, Speed

M	S	T	W	A
4	3	3	8	2

SPECIAL RULES

Wizard (Lesser Magic): Starts with 2 Spells.

SPECIAL ABILITIES

[Double] Wheel of Fortune: Remove all spells that are currently known to this warrior. Then randomly generate the same number of Lesser Magic spells. *(These spells may be the same as the ones this warrior originally knew.)*

WEAPON PROFICIENCIES

Close Combat

Hand Weapon

Great Weapon

Shooting

Sling

Armour

None

HALFLING COOK

May be Hired: Mercenaries, Witch Hunters, Sisters of Sigmar.

Halfling Cook 15gc

Starting XP: 2

Race: Halfling

Skills: Shooting, Speed

M	S	T	W	A
4	2	2	8	2

SPECIAL RULES

Stealth: While this warrior is in cover, enemy shooting Attack actions at him suffer -1 Attack, to a minimum of 1. *(No effect vs. spells/prayers.)*

Brew Stew: When this warrior is deployed as part of a battle group, all other warriors in that battle group gain +1 Wound this battle. No effect on Undead or Daemons.

WEAPON PROFICIENCIES

Close Combat

Hand Weapon

Shooting

Sling

Short Bow

Armour

Light Armour

LESSER MAGIC SPELLS

Fires of U'zhul (Difficulty 7+)

Range: 3-8"

Attacks: 2

Strength: 4

Damage: 3/5

Flight of Zimmerman (Difficulty 8+)

This warrior may perform a bonus *flying* Move action. Then he may perform another bonus *flying* Move action.

Silver Arrows of Arha (Difficulty 7+)

Range: 3-14"

Attacks: 6

Strength: 3

Damage: 1/2

Dred of Aramar (Difficulty 9+)

Pick a visible enemy warrior within 8" of this warrior: Until the end of the battle round, that warrior cannot perform move or disengage actions.

Luck of Shemtek (Difficulty 10+)

Gain 1 Wild Dice.

Sword of Rezhebel (Difficulty 7+)

Pick a friendly warrior within 6" of this warrior or caster himself: That warrior gains +2 Strength and +1 Attack for the rest of this battle round.

PIT FIGHTER

May be Hired: Mercenaries, Witch Hunters, Sisters of Sigmar.

Pit Fighter 30gc

Starting XP: 8

Race: Human

Skills: Combat, Strength, Speed

M	S	T	W	A
4	3	3	12	3

SPECIAL ABILITIES

[Double] To the Death!: Use this ability only if an enemy fighter has been taken *out of action* by an attack action made by this warrior this activation: This fighter can make a bonus move action or a bonus attack action.

[Triple] Readied Stance: Until the end of this battle round, add half the value of this ability (*rounded up*) to the Toughness characteristic of this fighter.

WEAPON PROFICIENCIES

Close Combat

Hand Weapon

Great Weapon

Spear

Flail

Whip / Chains

Net

Shooting

Bolas

Armour

Light Armour

DWARF SLAYER

May be Hired: Mercenaries, Witch Hunters, Sisters of Sigmar.

Dwarf Slayer 30gc

Starting XP: 8

Race: Dwarf

Skills: Combat, Strength

M	S	T	W	A
3	3	4	12	3

SPECIAL RULES

Fanatic: May not perform disengage actions voluntarily.

Hard to Kill: Whenever this warrior would roll 'Dead' on the Campaign Injuries chart, roll a D6. On a roll of 4+, treat that roll as 'Multiple Injuries' instead.

Dislikes Elves (+10gc): A Dwarf Slayer costs +10gc to hire if there are any warriors in the warband whose race is Dwarf when the Slayer is first hired.

SPECIAL ABILITIES

[Double] Relentless Zeal: +3 Move to this fighter's next move action.

[Double] Monster Slayer: Add the value of this ability (*rounded up*) to this warrior's Damage from attack actions vs. Ogres and Monsters this activation.

WEAPON PROFICIENCIES

Close Combat

Hand Weapon

Great Weapon

Shooting

Throwing Axes

Armour

None

OGRE BODYGUARD

May be Hired: Mercenaries, Witch Hunters, Sisters of Sigmar, Undead, Possessed.

Ogre Bodyguard 80gc

Starting XP: 28

Race: Ogre

Skills: Combat, Strength

M	S	T	W	A
4	5	5	20	2

SPECIAL RULES

Bulk and Brutality!: Close combat attacks by this warrior inflict 2/4 Damage with one-handed weapons and 4/8 Damage with two-handed weapons instead of these weapon's normal damage.

Huge Body: Ogres can carry any number of weapons, not just the normal two.

SPECIAL ABILITIES

[Triple] Trample Underfoot: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.

WEAPON PROFICIENCIES

Close Combat

Hand Weapon

Great Weapon

Shooting

Bolas

Pistol

Armour

Light Armour

ELVEN RANGER

May be Hired: Mercenaries, Witch Hunters, Sisters of Sigmar.

Elven Ranger 40gc

Starting XP: 14

Race: Elf

Skills: Combat, Shooting, Speed

M	S	T	W	A
5	3	3	8	3

SPECIAL RULES

Eagle Eyes: Ignores enemy 'Stealth.'

Frail but Fey: Treats all injuries on the campaign injuries chart as 'Full Recovery,' except for 'Dead,' 'Robbed by Stragglers,' and 'Robbed by Enemy Warband.'

Wayfinder: If this warrior was not *out of action* at the end of the battle, you may modify one of your exploration dice by +1/-1.

Dislikes Dwarves (+10gc): An Elven Ranger costs +10gc to hire if there are any warriors in the warband whose race is Dwarf when the Ranger is first hired.

WEAPON PROFICIENCIES

Close Combat

Hand Weapon

Great Weapon

Shooting

Bow

Long Bow

Armour

Light Armour

Post-game Sequence

1. Update Victory Points:

- +1 VP: If you lost or the battle was a draw.
- +2 VP: If you won.

2. Explore

- A. Roll 6 Exploration Dice if you won and 4 if you lost or the battle was a draw.
- B. When exploring you never choose more than 6 Exploration Dice as your final result. If you are allowed to roll more than 6 Exploration Dice for whatever reason, roll the total number allowed and then choose any 6 to keep as your final result.
- C. If you roll any doubles, triples, etc., you have found a bonus location.
- D. Calculate the sum of all your exploration dice to see how much Wyrdstone you find.

Finding Wyrdstone

Dice Result	Shards Found
1-4	1
5-11	2
12-17	3
18-24	4
25-30	5
31-35	6
36+	7

Selling Wyrdstone

Number of Warbands in the Campaign with at least 3 Victory Points more than you:

Number of Shards Sold	Number of Warbands in the Campaign with at least 3 Victory Points more than you:				
	4+	3	2	1	0
1	45gc	40gc	35gc	30gc	30gc
2	60gc	55gc	50gc	45gc	40gc
3	75gc	70gc	65gc	60gc	55gc
4	90gc	85gc	75gc	70gc	65gc
5	105gc	95gc	85gc	80gc	75gc
6	120gc	105gc	95gc	90gc	85gc
7	135gc	115gc	105gc	100gc	95gc

3. Resolve Locations

When exploring the ruins after each battle, if you roll any doubles, triples, etc. you have found a Location.

You can only find *one* Location per battle. If you score multiple doubles, triples, etc., you must choose which one to resolve.

4. Determine Injuries

- A. Roll a D6 for each henchman that was taken *out of action*: (1): Dead and equipment is lost. (2): Dead but equipment is recovered, except for Heirlooms. (3-6): Survives with all equipment.
- B. Roll a D66 for each hero that was taken *out of action* and see 'Campaign Injuries.' (To roll D66, roll 2D6 where one dice designates 'tens' and the other designates 'ones', e.g. if you roll 2 and 4, the result is 24.)

5. Gain Experience and Level Ups

- A. Each hero that survived the battle gains +1 XP for participating, even if he was taken *out of action*.
- B. A hero gains +1 XP each time he takes any enemy *out of action*.
- C. Heroes that reach 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 XP roll for Level Up.

6. Buy, Sell, and Reinforce

- A. Each warband may sell up to 7 Wyrdstone shards for gold, using the table to the left. Shards that are *not* sold are lost.
- B. Each warband may sell weapons, armour, and equipment that it owns at half the base price, rounded up.
- C. Each warband may buy new recruits, weapons, armour, and equipment.

7. Ready to Fight Again!

Exploration: Doubles

(1 1) Well

If you wish, choose a hero that was *not out of action*: He must equal to, or under his Toughness on a D6, though a 6 always fails. If passed: +1 Wyrdstone. If failed: Starts next battle with 2 Damage.

(2 2) Shop

D6gc. If you roll a 1, you also find a Lantern.

(3 3) Corpse

Roll a D6:

- (1-2) D6gc
- (3-4) Hand Weapon
- (5-6) Light Armour

(4 4) Straggler

+1 Exploration Dice after next battle.

(5 5) Overtaken Cart

Roll a D6:

- (1-2) Light Armour
- (3-4) 2D6gc
- (5-6) Great Weapon

(6 6) Ruined Hovels

D6gc. If you roll a 1, you also find a Hand Weapon.

Exploration: Triples

(1 1 1) Wine Cellar

Choose a hero that was *not out of action*: He must equal to, or under his Strength on a D6, though a 6 always fails. If passed: 4D6gc. If failed: 2D6gc. If all heroes were *out of action*, you automatically fail the test, gaining 2D6gc.

(2 2 2) Smithy

Roll a D6:

- (1) Sword
- (2) Great Sword
- (3) Flail
- (4) Halberd
- (5) Great Axe
- (6) Heavy Armour

(3 3 3) Prisoners

+D6gc and a 15gc discount on the next henchman you hire. This discount must be used before the next battle or it is lost.

(4 4 4) Fletcher

Roll a D6:

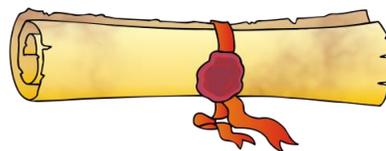
- (1) D3 Short Bows
- (2-3) D3 Bows
- (4) Long Bow
- (5) Hunting Arrows
- (6) Crossbow

(5 5 5) Market Hall

3D6gc.

(6 6 6) Returning a Favor

25gc discount on the next single Hero or Hired Sword you hire. This discount must be used before the next battle or it is lost.



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Exploration: Four of a Kind

(1 1 1 1) Gunsmith

Roll a D6:

- (1) Blunderbuss
- (2-3) Two Pistols
- (4) Dueling Pistol
- (5) Handgun
- (6) Long Rifle

(2 2 2 2) Holy Shrine

Roll a D6:

(1-4) Any one hero in your warband, chosen by you, with access to Academic or Sigmarite skills may learn a single Academic or Sigmarite skill of your choice. (5-6) 1 random Magic Item.

(3 3 3 3) Townhouse

3D6gc and D3 Lanterns.

(4 4 4 4) Armourer

Roll a D6:

- (1-2) D3 Shields
- (3) D3 Suits of Light Armour
- (4) Heavy Armour
- (5-6) 1 random Magic Item.

(5 5 5 5) Ancient Library

Roll a D6:

- (1-4) Any one hero in your warband with access to Academic skills, chosen by you, gains +D3 XP.
- (5-6) 1 random Magic Item.

(6 6 6 6) Catacombs

If you wish, choose a hero that was *not out of action*: He must roll equal to you under his Toughness on a D6, though a 6 always fails. If he fails, he starts the next battle with 3 Damage. If he passes, gain 1 random Magic Item.

Exploration: Five of a Kind

(1 1 1 1 1) Merchant's House

D6x10gc. If another warband has more Victory points than you, you also find 1 random Magic Item.

(2 2 2 2 2) Alchemist's Laboratory

D6x5gc and 1 Spellbook. Furthermore one hero in your warband, chosen by you, with access to Academic skills gains an Academic skill of your choice.

(3 3 3 3 3) Jewelsmith

D6x5gc and 1 Aiming Scope. If another warband has more Victory points than you, you also find 1 random Magic Item.

(4 4 4 4 4) Elven Ruins

Roll a D6: (1-4) D6x5gc; (5-6) 3D6gc and 1 random Magic Item.

(5 5 5 5 5) The Fighting Pits

If you wish, choose a hero in your warband that was not *out of action* at the end of the battle: That warrior must fight a Pit Fighter Hired Sword who is equipped with Flail and Hand Weapon, starting the battle within 4" of him and rolling for priority.

If the hero wins, the hero gains +1 XP, and the warband gains D6x5gc. If the hero loses, he must roll on the Campaign Injuries chart.

(6 6 6 6 6) Ruined Cathedral

One Wizard or Priest in the warband, chosen by you, may desecrate or pray at the site for +D3 XP. In addition, roll a D6:

- (1-4) Holy Tome
- (5-6) 1 random Magic Item

Exploration: Six of a Kind

(1 1 1 1 1 1) The Comet Pit

If you wish, choose a hero in your warband that was not *out of action* after the battle: That hero ventures down into the Pit.

Roll a D6:

(1-3) The hero is killed. All weapons, armour, and equipment he was carrying is retained, but any Heirlooms that he had are lost.

(4-6) The hero comes back up with 2D3 Wyrdstone and 1 random Magic Item. If another warband has more victory points than you, the hero comes back with D3 random Magic Items instead.

(2 2 2 2 2 2) Slaughtered Warband

Roll a D6 for each of these:

D3 Suits of Light Armour	4+
Heavy Armour	5+
D3 Halberds	5+
D3 Swords	3+
D3 Shields	3+
D3 Bows	4+
D6 Hand Weapons	5+
2D6gc	5+
1 random Magic Item	6+

(4 4 4 4 4 4) Moneylender's House

D6x10gc and 1 random Magic Item.

Furthermore, the warband in the campaign that has the most Victory Points loses 1 Victory Point (*this may be your own warband*).

(3 3 3 3 3 3) Chaos Shrine

1 random Magic Item. In addition, one wizard in the warband, chosen by you, may study the chaos runes. If he does, roll a D6:

(1) The wizard suffers a roll of 'Multiple Injuries' (*see campaign injuries*).

(2-6) The wizard now permanently knows 1 spell from the lore of Chaos Rituals.

Witch Hunters and Sisters of Sigmar may destroy the Chaos Shrine, netting one hero in their warband, chosen by you, +D3 XP.

(5 5 5 5 5 5) Hidden Treasure

1 random Magic Item and roll a D6: On a roll of 5+ you find another random Magic Item.

(6 6 6 6 6 6) Noble's Villa

D6x5gc, pair of Dueling Pistols, and 1 random Magic Item.



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Rules for Magic Items

Gaining Magic Items

Magic items cannot be bought. You will find them through explorations, or in scenarios.

Finding Magic Items

Finding magic items is done by exploring the ruins and rolling doubles, triples, etc. on the exploration dice after a battle. See the exploration section for details.

Which Item is Found?

When a magic item is bought or found, it is always randomly generated from the magic items chart. The new owner cannot decide what type of magic item it will be. Once a new item is found, roll D66 to determine what it is.

- (To roll D66, roll 2D6 where one dice designates 'tens' and the other designates 'ones', e.g. if you roll 2 and 4, the result is 24.)

Magic Items are Unique

All magic items are unique. This means that if one warband already owns a given magic item, no other warband can acquire it through rolling on the magic item chart (*keep re-rolling the result until a magic item that is not already present in the campaign is generated*).

- If a magic item was present in the campaign, but disappeared (*e.g. because the hero that was carrying it died*) that item can be generated anew if its number is rolled on the magic item chart.

Selling Magic Items

Magic items can be sold for 15gc per item.

Magic Item Types

Where magic items belong to a given class of weapon or armour, that magic item will gain all of the usual properties of the type of weapon or armour to which it belongs. (*E.g. if an entry says that a magic item is a Flail that item will have all the properties of a normal Flail, in addition to its magical effects.*)

Magic Items and Skills

Magic items and skills can be used in conjunction. (*E.g. a warrior with a skill that affects Great Weapons and is equipped with a magical Great Weapon can use his skill while wielding that Weapon.*)

Magic Items and other Items

Magic items and other items that usually boost such items may be used in conjunction. (*E.g. a warrior with a magical Bow and Hunting Arrows may use these two items in conjunction.*)

Magic Items and Poison

Magic items may be poisoned by skills, rules, or Special Equipment that the wielder has as normal.



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Magic Item Chart

Old Faithful (11)

Sling. Attacks with this weapon have +1 Attack.

Boots and Rope of Pieter (12)

Special Equipment. Warrior gains access to the following ability:

[Double]: This warrior can *fly* when making Move actions until the end of his activation. However, he cannot move vertically upwards more than 3" from this ability.

Sword of Striking (13)

Hand Weapon. Critical hits scored with this weapon do +1 Damage.

Sword of Battle (14)

Hand Weapon. Wielder gains +1 Attack while there are 2 or more enemies within 1" of him.

Sword of Might (15)

Hand Weapon. Attacks with this weapon have +1 Strength.

Shrieking Blade (16)

Hand Weapon. Enemies wishing to end their Move actions within 1" of this warrior must deduct 1" from their total distance moved, to a minimum of 1".

Biting Blade (21)

Hand Weapon. Attacks with this weapon always have at least as much Strength as the target's Toughness.

Sword of Command (22)

Hand Weapon. Wielder gains the 'Leader' rule.

Skabskrath (23)

Hand Weapon. Enemies wounded by an attack from this weapon cannot perform Disengage actions for the rest of the battle round.

Filth Mace (24)

Great Weapon. Attacks are *poisonous*.

Black Axe of Krell (25)

Great Weapon. +1 Damage on critical hits inflicted with this weapon.

Battleaxe of the Last Waaagh! (26)

Great Weapon. Attacks with this weapon have +1 Strength.

Chaos Tomb Blade (31)

Great Weapon. When wielder takes an enemy *out of action* with an attack from this weapon, roll a D6: 1-3: Nothing; 4-6: A Chaotic Beasts Fury is created where the enemy stood, which follows the normal rules for activating Chaotic Beasts.

Enchanted Shield (32)

Shield. Wielder gains +1 Wound.

Shield of Ptolos (33)

Shield. Wielder gains an additional +1 Toughness vs. shooting attacks. (*No effect vs. spells/prayers.*)

Spelleater Shield (34)

Shield. Wielder cannot be affected by spells, neither friendly nor hostile. (*Other warriors may still be affected.*)

Dragonshield (35)

Shield. Wielder gains an additional +1 Toughness vs. close combat attacks. (*No effect vs. spells/prayers.*)

Dragon Bow (36)

Long Bow. Attacks with this weapon have +1 Strength.

Asp Bow (41)

Bow. Shots are *poisonous* and ignore cover.

Magic Item Chart

Ring of Volans (42)

Special Equipment. Wearer starts each battle with 1 free Power Dice.

Wand of Jet (43)

Special Equipment. Wielder has +1 to all spellcasting rolls.

Book of Ashur (44)

Special Equipment. Warrior gains access to two random Lesser Magic spells each battle if he is a wizard. If the already knows Lesser Magic, these spells will always be ones he does not know already.

Heart of Woe (45)

Special Equipment. When wielder is taken *out of action* all warriors (*friend or foe*) within 1" of him take 1 automatic Strength 6 hit with damage 2/5. Then Heart of Woe is lost. Wearer *can* gain experience for taking enemies *out of action* this way, even while *out of action* himself.

Armour of Ralald (46)

Light Armour. Wearer gains an additional +1 Wound and the 'Alley Cat' Speed skill.

Bow of Athel Loren (51)

Long Bow. Range is 36".

Grudgebringer Sword (52)

Hand Weapon. Once per activation, wielder can also use the sword as a shooting weapon with:

Range: 3-6"	Attacks: 2
Strength: 4	Damage: 2/4

Van Horstmann's Speculum (53)

Special Equipment. Use only once per battle: Choose an enemy within 12" of wearer and choose a profile characteristic that is Movement, Strength, Attacks, or Toughness: Wearer and that enemy then swap their values for that characteristic for the rest of the battle.

- This ability requires line of sight.
- Only the unmodified characteristics values are swapped between the two warriors: Modifiers from skills, spells, prayers, injuries, etc. are not counted.

Skull of Katam (54)

Special Equipment. Bearer must add +D3 to all his spellcasting rolls, but also takes 2 Damage each time he fails a spellcasting roll.

Golden Shield of Atrazar (55)

Shield. All critical hits scored against wielder suffer -1 Damage, down to a minimum of 1.

Hail of Doom Arrow (56)

Special Equipment. Use only once per battle: Add +3 Attacks to this warrior's next Attack action using Short Bow, Bow, or Long Bow this activation.

Armour of Meteoric Iron (61)

Heavy Armour. Wearer gains an additional +1 Wound.

Morning Star of Fracasse (62)

Flail. Warriors wounded by an attack from this weapon cannot perform Disengage actions until the end of the battle round.

Magic Item Chart

Ruby Chalice (63)

Special Equipment. Shooting attacks have an additional -1 Strength against wearer. *(No effect vs. spells/prayers.)*

Flail of Skulls (64)

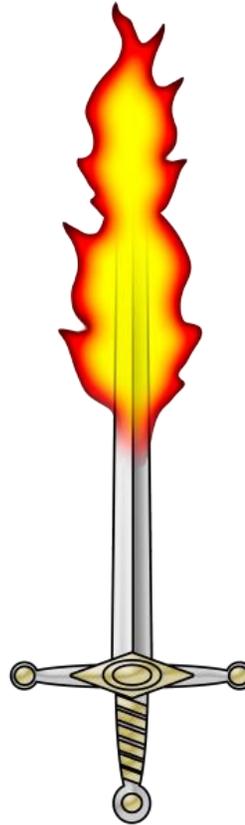
Flail. +1 Damage to critical hits inflicted by this weapon.

Crimson Amulet (65)

Special Equipment. Wearer gains the 'Quick Mind' Academic skill. In addition, he may always be activated by the 'Inspiring Presence' Universal Ability, even if he is further than 6" from the warrior who used that ability.

Black Gem of Gnar (66)

Special Equipment. Use only once per battle at any point during wearer's activation: If wearer has made no attack actions or spell/prayer-casting actions during this activation, choose any enemy within 1" of bearer: Both bearer and that enemy are removed from the board. At the start of the next battle round, both warriors are returned to where they stood.



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Experience and Level Ups

Hero Experience

Heroes gain experience as follows:

- +1 XP: Taking any enemy *out of action*.
- +1 XP: Surviving a battle. (*Even if out of action and having to roll for injuries, they still gain experience as long as they survived.*)

Heroes Level Up

Heroes Level Up whenever they reach 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 XP. Whenever a level up is gained, roll 2D6:

2D6	Level Up
2-4	Choose New Skill
5	Choose +1 A, +1 S, or +2 W
6-8	+2 W
9	Choose +1 A, +1 T, or +2 W
10-12	Choose New Skill

Racial Maximums

Heroes must re-roll any advances that would take them above the following thresholds.

- Note that these maximums *only* apply to Level Ups: Warriors can still exceed these values through effects from weapons, skills, spells, prayers and the like.

	S	T	W	A
Human	4	4	20	4
Halfling	3	3	16	4
Dwarf	4	5	24	4
Elf	4	3	18	4
Skaven	4	4	18	4
Ungor	4	3	18	4
Gor	4	4	22	4
Daemon	5	5	24	5
Vampire	5	5	26	5
Skeleton	4	4	20	4
Ghoul	4	4	24	4
Ogre	6	6	36	3

Henchman Experience:

Henchmen do not gain experience, but whenever a henchman takes any enemy *out of action*, roll a D6:

- (1-5): Nothing happens.
- (6): The Lad's Got Talent!

The Lad's Got Talent!

After the battle you may promote that henchman to a hero if you rolled 'The Lad's Got Talent!'.

- If you already have 6 heroes, you may fire an existing hero to make room for the new hero.
- Alternatively, if an existing hero dies after the battle, you may have the new hero take his place.
- The new hero gains access to 3 skill lists of your choice. These may be any mix of the five basic skill lists, as well as any special skill lists that are available to your warband. (*Note that access to special skill lists is not automatically granted, but counts as a choice in this regard.*)
- If the promotion is not used after the battle where it was gained, it is lost.

Experience, Promotion, and Grey Areas

- With any grey areas (*such as a warrior knocking an enemy off a building, causing him to go out of action from the falling damage*) the default is always to let the hero gain XP or let the henchman gain a promotion roll.
- However, warriors never gain XP or promotion rolls for taking members of their own warband *out of action*, e.g. through the accidental effects of spells, shooting, and the like.

Injuries

Hero Injuries

Heroes that went *out of action* must roll D66 and consult the chart on the next page.

- *(To roll D66, roll 2D6 where one dice designates 'tens' and the other designates 'ones', e.g. if you roll 2 and 4, the result is 24.)*
- Heroes can acquire multiple instances of the same injury.
- Warriors *can* gain injuries that exceed their characteristics. *(E.g. a warrior with Strength 2 can gain any number of Arm Injuries, even though he only has Strength 2. Characteristics cannot be reduced below 1, so a warrior with Strength 2 and three Arm Injuries still has Strength 1 in battle. But the injuries are still there and may become relevant as the warrior's Strength is increased through level ups.)*

Henchman Injuries

Henchmen that went *out of action* must roll a D6:

- **(1):** Dead and all equipment is lost.
- **(2):** Dead but all equipment except Heirlooms is retained.
- **(3-6):** Survives and all equipment is retained.



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Campaign Injury Chart

(11-14) Dead

Warrior is Dead and all weapons, armour, and equipment that warrior was carrying are lost, including Heirlooms.

(15-22) Multiple Injuries

Warrior must roll 3 more times on this chart, re-rolling any results of 'Dead', 'Thrown to the Pits', 'Hatred', and further 'Multiple Injuries.'

(23) Eye Injury

Warrior has -1 Strength on all his shooting attacks, down to a minimum of Strength 1.

(24) Arm Injury

-1 Strength, down to a minimum of 1.

(25) Chest Injury

-1 Toughness, down to a minimum of 1.

(26) Leg Injury

-1 Movement, down to a minimum of 3.

(31) Chest Injury

-1 Attack, down to a minimum of 1.

(32) Deep Wound

-1 Wound, down to a minimum of 1.

(33) Very Deep Wound

-2 Wounds, down to a minimum of 1.

(34) Robbed by Enemy Warband

All weapons, armour, and equipment that warrior was carrying are transferred to the enemy warband, including Heirlooms.

(35) Robbed by Stragglers

All weapons, armour, and equipment that warrior was carrying are lost, including Heirlooms.

(36-64) Full Recovery

Warrior makes a full recovery.

(65) Hatred

The warrior *hates* all members of the enemy warband for the rest of the campaign. (*All of his close combat attacks do +1 Damage against them.*)

(66) Against All Odds

Full recovery and additional +1 XP.

Updates / Version History

v.0.1

First Release!