

List of known Mercenaries:



Mercenary:	Hired By:	Cost/Upkeep	Rating
Arabian Merchant	Any Good Warband	20/10	+10
Bard	Mercs, Sisters, WH	20/10	+8
Beast Hunter	No Skaven, Beast, Dead, Orcs, Possessed	35/15	+18
Big Game Hunter <i>L</i>	Human	40/18	+16
Bounty Hunter	No: Possessed, Dead, Skaven, Orc	40/15	+20
Chameleon Skink <i>L</i>	Lizardmen	70/12	+16
Dark Elf Assassin <i>L</i>	Any Evil Warband	70/25	+25
Duelist	No: Skaven, Dead	35/15	+18
Dwarf Treasure Hunter	Mercs, WH *extra w/Elves, no dwarf	55/30	+24
Dwarf Trollslayer	Mercs, WH *extra w/ Elves	25/10	+12
Elf Mage	Mercs	45/na	+23
Elf Ranger	Mercs, WH *extra w/ Dwarf	40/20	+12
Freelancer	Mercs, WH	50/20	+21
Halfling Scout	No: Dead, Skaven, Possessed	15/5	+5
Halfling Thief	Mercs, Dwarf, Kislevites, wood elf	25/*	+14
Highwayman	No Sisters, WH, good-aligned Elf	35/20	+20
Imperial Assassin	No WH, Sisters, Orcs, Skaven	40/20	+22
Kislev Ranger	Mercs, WH, Dwarf	30/15	+15
Mule Skinner	No Possessed, Skaven, Undead	35/15	+20
Norse Shaman <i>L</i>	Norse & Human	45/25	+25
Nomad Scout <i>K</i>	Anyone	30/15	+12
Ogre Bodyguard	No Skaven	80/30	+25
Pathfinder <i>L</i>	Anyone	60/15	+25
Pit Fighter	No: Dead, Skaven	30/15	+22
Roadwarden	Any good-aligned warband	40/20	+22
Shadow Warrior	All Human, High Elf. *No evil, evil merc	35/15	+12
Snake Charmer <i>K</i>	Any Good Warband	40/10	+5/+5;snake
Thief <i>K</i>	No Dead	30/15	+22
Tilean Marksman	No Skaven, Orcs, Undead	30/15	+16
Tomb Robber <i>K</i>	Any Good Warband	30/15	+20
Warlock	No: WH, Sisters	30/15	+16
Witch	No: WH, Sisters	30/15	+14



Statistics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Arabian Merchant	4	2	2	3	3	1	4	1	7
Bard	4	3	3	3	3	1	3	1	7
BeastHunter	4	3	4	3	3	1	4	2	7
Big Game Hunter4	3	4	3	3	1	4	1	7	
Bounty Hunter	4	4	3	4	3	1	4	1	8
Chameleon Skink	6	4	4	4	2	1	5	1	7
Dark Elf Assassin	5	5	5	4	4	1	7	1	8
Duelist	4	4	3	3	3	1	4	2	7
Dwarf Treasure hunter	3	5	4	3	4	1	2	1	9
Dwarf Trollslayer	3	4	3	3	4	1	2	1	9
Elf Mage	5	4	3	3	3	2	6	1	8
Elf Ranger	5	4	5	3	3	1	6	1	8
Freelancer	4	4	3	4	3	1	4	1	7
*Warhorse	8	3	0	3	3	1	3	1	5
Halfling Scout	4	2	4	2	2	1	4	1	8
Halfling Thief	4	2	4	2	2	1	4	1	7
Highwayman	4	3	4	3	3	1	3	1	7
*Horse	8	0	0	3	3	1	3	0	5
Imperial Assassin	4	4	4	3	3	1	5	2	8
Kislev Ranger	4	3	4	3	3	1	4	1	7
Mule Skinner	4	3	3	3	3	1	3	1	7
Nomad Scout	4	3	4	3	3	1	4	1	7
Norse Shaman	4	3	2	3	3	1	1	1	8
Ogre Bodyguard	6	3	2	4	4	3	3	2	7
Pathfinder	4	3	4	3	3	1	4	1	8
Pit Fighter	4	4	3	4	4	1	4	2	7
Roadwarden	4	3	4	3	3	1	3	1	8
*Horse	8	0	0	3	3	1	3	0	5
Shadow Warrior	5	4	4	3	3	1	6	1	8
Snake Charmer	4	2	2	3	3	1	4	1	7
Snake	4	3	0	1	2	1	5	1	5 (*blk lotus)
Thief	4	3	3	3	3	1	4	1	7
Tilean Marksman	4	3	4	3	3	1	3	1	7
Tomb Raider	4	4	3	3	3	1	5	1	7
Warlock	4	2	2	3	3	1	4	1	8
Witch	4	2	2	2	3	1	4	1	7



“Remember boy, you can have a few men with very good equipment, or many men with little equipment. I'll leave that decision up to you. However, these cut-throats come with their own toys, and they don't mind playing with others... as long as the price is right!”

Equipment:

Arabian Merchant:	scimitar
Bard:	sword, dagger, light armor
Beast Hunter:	2 axes, throwing axe (as throwing knife with +1 Str), light armor
Big Game Hunter:	sword, dagger, net, light armor, hunting rifle (Hochland)
Bounty Hunter:	sword, dagger, crossbow, pistol, heavy armor, helmet, rope & hook, lantern.
Chameleon Skink:	dagger, blowpipe with poison darts, buckler
Dark Elf Assassin:	Dark Elf Blade, dagger, repeating crossbow, dark venom, light armor, Dark Cloak (elven cloak)
Duelist:	Dueling pistol, sword, dagger, cloak (counts as buckler)
Dwarf Treasure:	gromil armor, helmet, mining pick, hammer, dagger, treasure maps & lantern-rig
Dwarf Trollslayer:	two axes or double-handed axe.
Elf Mage:	Staff, elven cloak
Elf Ranger:	Elf bow, sword, elven cloak
Freelancer:	heavy armor, shield, lance, sword. Also rides a horse if using mounted rules. Receives a 3+AS while on horse, 4+AS on foot.
Halfling Scout:	bow, dagger, cooking pot (helmet)
Halfling Thief	Sword, dagger, throwing daggers, rope & hook.
Highway Man:	Brace of pistols, rapier, cloak (counts as buckler) dagger. Also rides a horse if using mounted rules. Receives a 6+ AS while on horse, no AS on foot.
Imperial Assassin:	sword, dagger, throwing daggers and a crossbow pistol
Kislev Ranger:	Bow, Sword, Hunters Cloak.
Mule skinner:	whip, dagger
Nomad Scout:	scimitar, bow
Norse Shaman:	Rune Staff, sword or axe.
Ogre Bodyguard:	2 swords/axes/clubs or a double-handed weapon, light armor.
Pathfinder:	sword, dagger, longbow, rope & hook, healing herbs
Pit Fighter:	Morning Star, spiked gauntlet (acts as buckler), helmet.
Roadwarden:	Crossbow, horseman's hammer (TC#24), dagger, Heavy Armor, three torches (TC#24). Also rides a horse if using mounted rules. Receives a 4+ AS while mounted, 5+ AS on foot.
Shadow Warrior:	sword, longbow, dagger, shield, light armor
Snake Charmer:	dagger, scimitar, 3 snakes.
Thief:	two daggers, thief's cloak
Tilean Marksman:	light armor, sword, dagger, crossbow
Tomb Robber:	sword, crossbow pistol, rope & hook.
Warlock:	staff
Witch:	staff



Abilities:

1) Arabian Merchant Special Rules:

Haggle:

The warrior knows all the tricks of bargaining. He may deduct 2D6 gold crowns from the price of any single item (to a min. cost of 1gc) once per post battle sequence.

Pawnbroker:

The merchant is skilled in finding the best price for sold items and as such gains an extra 2D6 gold per item that the warband sells (up to its full value) if he was not taken out of action in the battle.

Marketeer:

After each battle (if he wasn't taken out of action) the Merchant may visit one of the three markets; Black Market, Foreign Wares and the Fencer, in search of items for the warband. Roll a D6 on the relevant table to see what items are on offer.

Black Market:

- 1 - Nothing available
- 2 - Dark Venom or Black Lotus (D3 doses)
- 3 - Crimson Shade (D3 doses)
- 4 - Mandrake Root or Madcap Mushrooms (D3 doses)
- 5 - Stiletto Blade
- 6 - Blow Pipe

Foreign Wares:

- 1 - Nothing available
- 2 - Venom Ring (TC 18)
- 3 - Lamp of the Djinn or Monkey's Paw (TC 17)
- 4 - Magic Carpet or Tufenk (TC 17)
- 5 - Elven Cloak
- 6 - Cathayan Silks

Fencer:

- 1 - Halfling Cookbook
- 2 - Ithilmar Weapon
- 3 - Gromril Weapon
- 4 - Tome of Magic
- 5 - Hunting Rifle or Elven Bow
- 6 - Brace of Dueling Pistols

All the items purchased through the Merchant's market contacts are at their base price (ie: do not add the random gc modifier). All items bought from the Fencer are also at half-price but after the item is used once roll a D6. On a roll of 1, the item breaks and is useless - an elaborate fake!

Merchant Skills: Academic

Stone Cutter:

Whenever a warband sells its wyrdstone, the Merchant may try to refine the source. Roll a D6 to discover how much additional gold the wyrdstone is worth.

- 1-2 Lose 2D6 gc
- 3-5 Gain 2D6 gc
- 6 Gain 3D6 gc

Guardian:

The Merchant has 'acquired' a bodyguard. The bodyguard will only protect the Merchant and cannot fulfill warband objectives or search/loot or any function other than protecting the Merchant and as such will remain within 1" of the Merchant at all times. The bodyguard doesn't gain experience and isn't paid.

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

*Sword, Light Armor, Shield and Helmet

*The bodyguard will intercept any model shooting at or charging the merchant. Any attacks will be directed at him and if charged place the bodyguard in front of the Merchant to protect him. The bodyguard will not charge unless the Merchant also charges and cannot intercept an attack if already engaged in combat.

2) Bard Special Rules:

Songster:

All friendly models within 6" of a Bard may re-roll any failed Leadership tests with a +1 to Leadership. This includes Rout Tests.

Bard Skills: Academic, Speed

3) Beast Hunter Special Rules:

Beastmen Vengeance:

The Beast Hunter hates all beastmen (this includes Gors, Ungors, Centigors and Minotaurs) and will fight for no upkeep cost in battles against them.

Skull Rack:

The Beast Hunter wears a grisly skull rack bedecked with bestial skulls. He causes fear in all Beastmen.

Predator:

The Beast Hunter is a predator of all fell creatures but most especially Beastmen. In any battle that is set in the wilderness that involves Beastmen, the Beast Hunter may be set up after both warbands have deployed. He may be set up anywhere on the board that is hidden and outside of the enemy deployment zone.

Beast Hunter Skills: Combat, Strength



"I knew a man named Olberg Lionsbaen. Even when he was well into his cups, he could pick a flea off of a Middenheimer's cloak at four hundred paces with that rifle of his! Off to Lustria he went, to find his fortune in the lost cities of Gold..."

4) Big Game Hunter Special Rules:

Set Traps:

The Hunter may place up to six trap counters on the board immediately after the Hunter model is placed. They must be placed at ground level with at least 6" between them. Any model (except the Hunter) that moves within 3" of a trap counter must roll a D6. On a roll of 1-3, nothing happens. On a 4-6, the model takes a single hit automatically at the strength shown on the dice. The trap counter is then removed. A single model can only set off one trap at a time. If an animal of any sort is put OOA by a trap, it is automatically captured after the game to be sent to the Old World.

Big Game Hunter Skills: Shooting, Academic

5) Bounty Hunter Special Rules:

Capture:

At the start of each battle, nominate an enemies Hero as the Bounty Hunters "mark". The Bounty Hunter gets a +1 to hit this model and must always move towards them (if he can see them), unless he can shoot (in which case he may choose). If the Bounty Hunter successfully takes the Hero "Out of Action" he gains the Hero's gold value as payment (of which he gives the warband half), +D3 experience if he survives the game and the Bounty Hunters side wins. After the battle, do not roll on the serious injury table for the hero, he simply counts as "captured".

Bounty Hunter Skills: Combat, Shooting, Strength, Speed.

6) Chameleon Skink Special Rules:

*All special rules for Lizardmen (Scaly Skin, Cold Blooded, Aquatic and Jungle-Born) apply
Chameleon Skin:

Because of their skin, foes must halve their Initiative when trying to detect a Chameleon Skink when hidden. Also, they are -2 to hit with missile fire.

Infiltrator:

You may place him anywhere on the board out of line of sight and at least 12" from any enemy model.

Chameleon Skink Skills: Shooting, Speed, Lizardman

7) Dark Elf Assassin Special Rules:

Perfect Killer:

All attacks made by the assassin, whether in shooting or close combat, have an extra -1save modifier to represent his skill in striking at unarmored spots.

Kindred Hatred:

All Dark Elves suffer Hatred towards their High Elven-kin.

Dark Elf Assassin Skills: Combat, Shooting, Speed, Dark Elf



“Ever seen a Dark Elf up close? Neither have I... from what I hear, not too many have lived to tell about it. They're terrors on the field, martial skills matched by few. If you see one, then it probably means it's too late. Best make peace with your maker.”

8) Duelist Special Rules:

Darting Steel:

The Duelist may parry using his sword and buckler if he can roll under his weapon skill and not more than his opponent's highest hit roll as per the normal rules.

Duelist Skills: Combat, Shooting

9) Dwarf Treasure Hunter Special Rules:

Hard to kill:

Dwarves are tough individuals who are not easily dispatched. When rolling on the injury chart, treat a 5 as a stunned result, and a 6 as OOA.

Hard Head:

Ignore specials rules for clubs, maces, etc. Dwarves are not easy to knock out!

Hates Orcs & Goblins:

Suffers from *hatred* towards greenskins.

Mining Pick:

This two-handed weapon is used much the same as a two-handed axe.

Latern Rig:

The Latern Rig allows the Dwarf to use the latern as normal while keeping both hands free.

Treasure Maps:

After each battle that the Dwarf survives and is not taken OOA, roll 1D6.

1) Ambush! The map was a plant. D3 Brigands ambush the Dwarf. They are armed with a club and a dagger. They share the same stats as a Mercenary Warrior (pg.71 rulebook). The Brigands go first, and count as charging. Combat ensues as normal.

2) Poor Fake: The map is obviously a fake, and the Dwarf uses it to light his pipe.

3) Looted Hoard: It *was* a good map, but someone beat you to it. There is still enough left lying about to add +1 to your final Treasure-count for this scenario.

4) Cellar: When Dwarves say “treasure”, they don't always mean *gold*. This map led to an abandoned cellar, containing one last barrel of Bugman's ale. It holds enough for D6 men, and the Dwarf Treasure Hunter drinks first. Decide when you wish to drink it, and roll. Should the Dwarf Treasure Hunter leave the warband prior to drinking the barrel, he'll take it with him when he goes.

5) Real Treasure Map: Roll one extra exploration dice this phase.

6) Jackpot! You get one extra exploration dice, but do not roll this dice. Rather, you roll your normal amount, and then *choose* which dice-value you'd like your extra exploration dice to be, thus turning doubles into triples, etc. Once you've done this, resolve exploration as normal.

Dwarf Treasure Hunter Skills: Combat, Strength

10) Dwarf Trollslayer Special Rules:

Deathwish:

Immune to psychology, and will never need to test if they are fighting alone.

Hard to Kill:

Can only be taken out of action on a D6 roll of 6. Treat a 5 as stunned.

Hard Head:

Ignore the rules for maces, clubs, etc. They are not easy to knock-out!

Troll Slayer Skills: Combat, Strength

Ferocious Charge:

You may double his attacks on the turn in which he charges. He will suffer a -1 to hit on that turn.

Monster Slayer:

The Slayer always wounds any opponent on a D6 roll of 4+, regardless of Toughness, unless his own Strength (with weapon modifiers) would mean that a lower result than this is needed.

Beserker:

The dwarf may add +1 to his to hit rolls during the turn in which he charges.

11) Elf Mage Special Rules:

Wizard:

Elf Mages are magicians and have three spells generated at random from their unique list.

Sorcery:

A warrior with this skill adds +1 to his rolls when attempting to cast a spell.

Fey:

Hostile magic spells will not affect the Elf on a D6 roll of a 4+.



Wanderer:

An Elf Mage is a wanderer, and will only stay with a warband for a single battle. A warband who used an Elf Mage in their last battle may not seek out another until they have fought at least one battle without one.

12) Elf Ranger Special Rules:

Seeker:

When rolling on the exploration chart, the Elf Ranger allows you to modify one dice roll by +/- 1.

Excellent Sight:

The Elf Ranger spots hidden enemies from two times as far away as other warrior.



Elven Ranger Skills: Shooting, Speed

Fey:

Hostile magic spells will not affect the Elf on a D6 roll of 4+.

Luck:

The Ranger is blessed by Lileath, the Elven goddess of Luck. Once per game he may re-roll any dice roll he makes (but not one made by other members of the warband.)

13) Freelancer Special Rules:

None

Freelancer Skills: Combat, Strength

14) Halfling Scout Special Rules:

Cook:

A warband with a Halfling scout may increase its maximum size by +1. This does not increase the max. number of Heroes you may have.

Halfling Scout Skills: Speed, Shooting

15) Halfling Thief Special Rules:

Infiltrator:

A Halfling Thief is a master of sneaking into places he shouldn't be. You may place the Thief anywhere on the board after your enemies have placed as long as it is out of sight and more than 12" away from any enemy models. If more than one side possesses a model with this skill, roll-off to see who places first.

Pick Locks:

A thief knows how to open nearly anything. When testing to open locked doors, a thief must only make an initiative test to be successful.

Cutpurse:

A Halfling Thief makes his living by "finding" things that others have "lost". To represent this, when a warband rolls for treasure, they receive one extra piece as long as the Halfling Thief took part in the battle, and was not taken OOA.

Uneasy Ally:

At the end of each game, roll a D6. This takes place for the Thief's upkeep.

1) Stop Thief!

Obviously unimpressed with his employment, the thief has absconded with all the warbands valuables. Remove the Thief from your roster, as well as any saved Treasure and stashed valuables from previous games. Do not add any additional Treasure from your Halfling Thief this game.

2-5) Tax Time

The Halfling Thief seems satisfied with his time spent with this warband, and decides to charge his "normal fee" of 15 gc upkeep.

6) Ignorance is Bliss

The Halfling Thief seems *too* satisfied with his take thus far, and forgoes any upkeep at this time. On the bright side, you never knew you had whatever it was that he pinched!

Halfling Thief Skills: Speed, Shooting, Special

Wily Thief:

If the Thief takes an enemy OOA and is not taken OOA himself, add an additional Treasure to your warbands holdings. This is in addition to the Treasure you'd gain from the "Cutpurse" Special Rule. This does not affect the enemy warbands Treasure holdings; assume it is a piece of Treasure they *would have* found, and leave it at that.

Stealthy:

The Halfling Thief can hide, even after running, and can while within 8" of an enemy model as long as he starts and ends his turn *hidden*.

16) Highway Man Special Rules:

Expert Pistolier:

A Highwayman's skill with a brace of pistols is unrivaled and as such he combines the effects of the skills Pistolier and Trick Shooter.

Unscrupulous:

At the end of each battle, roll a D6. On a roll of a 1 the warband receives one less Treasure than they would normally as the Highwayman has stolen it for himself (this Treasure is not spent on the Highwayman, it is lost!).

Expert Rider:

While mounted, he counts as being stationary for the purposes of shooting (no -1 modifier to hit) and he also benefits from the skill as he can reload quickly whilst on horseback.

Highway Man Skills: Combat, Shooting, Speed

17) Imperial Assassin Special Rules:

Weapons Master:

You may purchase weapons for the Assassin just as you would for any other member of your warband. However any weapon you give an Assassin is his to keep. In addition, although he knows how to use them, an Assassin will never use a black powder weapon, as such devices are far too conspicuous for one of his profession.

Poisoner:

The Assassin starts each game with his weapons covered in either Black Lotus or Dark Venom. The controlling player must declare at the beginning of the game which poison has been employed, and it does not need to be traded for.

Imperial Assassin Skills: Combat, Speed, Shooting or *Unstoppable Charge* (Strength)

Backstabber:

The assassin may charge an opponent he cannot see (he knows you're there!) As long as the target model is within his charge reach. If he does this, he surprises his opponent and receives a +1 to hit him with all attacks and any rolls on the Serious Injury chart are at +1. This bonus lasts for the first round of combat only.

Hide in Shadows:

As long as he is within 1" of a wall or other linear obstacle (hedge, fence, well, etc) opposing models must pass an Initiative test in order to charge or shoot at him.

18) Kislev Ranger Special Rules:

Heart Strike:

When Shooting a large monster (includes large animals such as bears too) if the Kislev Ranger rolls a 6 to hit, followed by a 5+ to wound, then the beast is killed instantly, regardless of wounds, with no save whatsoever.

Hunter's Cloak:

By wearing the Cloak, the Ranger will not disclose her position by shooting. A target may take an initiative test to try and spot the ranger. If successful, the ranger is no longer hidden.

Seeker:

When rolling on the Exploration chart, the Kislev Ranger allows you to modify one dice by +1/-1 as long as she was not taken out of action.

Loner:

Kislev Rangers never have to take All Alone tests.

Kislev Skills: Shooting, Speed

Animal Call:

Any model within 18" can be affect and, if not able to charge that turn, must take a Leadership test before moving. If they fail, the Kislev Ranger may move the model in any direction she wishes.

Herb Lore:

Any model in base-to-base contact with the Ranger may be healed at the start of the Recovery phase. On a roll of 4+ the model has 1 wound restored. The ranger may not move in the same turn as she uses this skill, but may use it to heal herself.

19) Mule Skinner Special Rules:

Animal Handler:

A Mule Skinner starts with one *Animal Handling* skill (player's choice of which one.)

Mule Skinner Skills: Combat, Strength, Streetwise, Haggle (Academic)

Whip Master:

So skilled with his whip is the Mule Skinner that he may re-roll all to-hit rolls when using the whip. Only one re-roll is allowed per attempt.

20) Norse Shaman Special Rules:

Priest:

The Norse Shaman is able to call upon 'Runes' from a spell-list. They are treated as Prayers, and act in the same way (the Shaman can cast them whilst wearing armor). Any saves that work for spells work for Runes as well.

Norse Shaman Skills: Combat, Academic, Spell-Increase

21) Nomad Special Rules:

Son of the Desert:

The warband may modify the result on the Supply Source table by +/- 1

Nomad Guide Skills: Shooting, Speed

22) Ogre Bodyguard Special Rules:

Fear:

Ogres are large, threatening creatures that cause Fear.

Large Target:

Ogres are large targets as defined in the shooting rules.

Ogre Bodyguard Skills: Combat, Strength



“Ogres are horrible beasts, never mind their breath! I've seen an Ogre take a blow that would have split any normal man in two, and still have the strength to squash it's foe. If you see an Ogre on the battlefield, just hope it's your gold lining it's purse!”

23) Pathfinder Special Rules:

Lay of the Land:

The Pathfinder is unaffected by terrain modifiers and is able to circumvent even impassable obstacles.

Knowledge of Myths and Legends:

During the exploration phase, if the Pathfinder was not taken out of action, you may re-roll one die, keeping the second result even if it is worse.

Pathfinder Skills: Combat, Shooting, Speed

Lookout!:

Once per game a Pathfinder may cancel the effects of one trap/hazard on a roll of 4+.

This Way!:

Any model in base-contact with the Pathfinder at the start of his turn may traverse impassable terrain. If, however, contact is lost before reaching safety, the other model is considered out of action for the remainder of the game.

24) Pit Fighter Special Rules:

None

Pit Fighter Skills: Combat, Speed, Strength

25) Roadwarden Special Rules:

Lethal Marksman:

A Roadwarden combines the skills of Trick Shooter and Eagle Eyes.

Stern:

He may re-roll any failed Leadership test for panic, fear, and is immune to the rules for being All Alone.

Expert Rider:

A Roadwarden counts as having Nimble whilst on horseback and suffers no modifiers for moving and shooting.

Roadwarden Skills: Combat, Strength, Shooting.

26) Shadow Warrior Special Rules:

Hates Dark Elves:

Suffers from Hatred against any Dark Elf model

Excellent Sight:

The Shadow Warrior spots Hidden enemies from twice his initiative value in inches away.

Bitter Enemies:

If the last fight was against Dark Elves or a warband containing a Dark Elf Hired Sword, the upkeep cost is waived for that game.

Infiltration:

Can be placed upon the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If more than one warband possesses a model with this skill, roll a D6 for each, and the lowest roll sets up first.

Shadow Warrior Skills: Combat, Shooting

See in Shadows:

As long as he has movement to reach them, the warrior may always roll to charge opponents he cannot see (instead of the usual 4").

Hide in Shadows:

An enemy warrior attempting to detect this warrior while he is Hidden must halve his initiative before measuring the distance.

Sniper:

If Hidden, a warrior may shoot and still remain Hidden.

Powerful Build:

The warrior can now choose from the Strength abilities from now on.

27) Snake Charmer Special Rules:

Snake Charmer:

The Charmer can control up to 5 snakes provided that they remain within 6" of him. If a snake is not within 6" of the Charmer during the movement phase, they will move 1D6" in a random direction. If that takes them into contact with a model, either friend or foe, it will attack as if charging.

Immune to poisons:

The Charmer has been bitten so often that he is immune to poisons.

Venomous:

The snakes are venomous and count as attacking with Black Lotus.

Animals:

Snakes are animals and as such do not gain experience.

Snake Hunter:

After each game, the Charmer may attempt to catch an additional snake, provided he did not go out of action. He must roll under his initiative to successfully catch a snake. If he fails to catch a snake there is a chance that he is attacked. Roll a D6, and on a roll of 1 the Charmer suffers a S3 hit.

Snake Charmer Skills: Academic, Speed

28) Thief Special Rules:

Thief's Cloak:

A warrior shooting a missile weapon at a warrior wearing a Thief's Cloak suffers a -1 on his roll to hit. Also the distance required to spot a thief when Hidden is doubled.

Tea-Leaf!:

A Thief may attempt to steal one item during the Trading phase. If the item is common, the thief successfully steals it on a 2+ on a D6 roll. A Rare item is successfully stolen by rolling higher than the availability number on 2D6. If the thief fails to steal the item on a roll of D6, then roll again. On a roll of 1-5, the thief is chased out of the outpost and escapes. On a roll of a 6 the thief is captured and hung. Remove him from your party.

Thief Skills: Combat, Speed

29) Tilean Marksman Special Rules:

Steady Hands:

He ignores "to hit" modifiers for long range when shooting his crossbow.

Dead Eye Shot:

He ignores "to hit" modifiers for cover when shooting his crossbow.

Tilean Marksman Skills: Shooting

30) Tomb Raider Special Rules:

Explorer:

The Tomb Raider allows the party to modify a single dice roll by +/- 1

Traps:

The Tomb Raider has the Traps Expert Skill *TC17

Excellent Reflexes:

The Tomb Raider has a special save of 5+ versus any type of attack made against him (CC, Ranged, traps or spells). If he gains Dodge, then this save becomes 4+.

Tomb Raider Skills: Combat, Shooting, Speed

31) Warlock Special Rules:

Wizard:

Warlocks are magicians and have 2 spells generated randomly from the Lesser Magic list.

Warlock Skills: Academic, Spell increase

32) Witch Special Rules:

Wizard:

The Witch has two spells randomly generated from the Charms~Hexes list.

Recluse:

Witches are reclusive. A leader must roll a D6 when trying to hire one. On a roll of 4+, the Witch will allow herself to be hired, otherwise she will shun them and they will have to try again after the next battle.

Potions:

A single hero in the warband may elect to drink one of the witches many potions prior to a battle. Roll a D6 to discover the draught's effect.

1) Debilitating:

The potion is too potent for the Hero, and he will suffer at -1 Toughness until they roll a 6 on a D6 in the recovery phase to shrug off it's ill-effects.

2-3) Strength:

+1 Strength until he rolls a 1 on a D6 during the recovery phase.

4-5) Resilience:

+1 Toughness until he rolls a 1 on a D6 during the recovery phase.

6) Fortitude:

He gains an extra wound for the entire battle. However, once that wound is lost, it cannot be recovered.

Reluctant:

The Witch will never charge (although if charged she will defend herself) and will always try to stay at least 8" away from enemy models and must move away if she finds herself within this distance.

Witch Skills: None (Spell increase/New Spell, Stat increase)



Gold-Value of Mercs:



“So ye find yerself with some extra coin, even after buying that last round, eh? ~buurrrp~. Well then, take a gander around ye and survey the vast land of “purchased loyalty”. Anyone in here can be bought, ye know. It just depends how much ye’ve got, and how much yer willing to part with!”

Mercenary	Equipment Value	Hiring Cost	Upkeep	Overall Value	Rounds
Arabian Merchant	35gc	20	10	+5 gc	0
Bard	55gc	20	10	+25 gc	3
Beast Hunter	75gc	35	15*^	+25gc	2
Big Game Hunter	260gc	40	18	+202 gc	12
Bounty Hunter	150gc	40	15	+95 gc	7
Chameleon Skink	60gc	70	12	-22 gc	n/a
Dark Elf Assassin	345gc*	70	25	+250 gc	10
Duelist	65gc	35	15	+15 gc	1
Dwarf Treasure Hunter	218gc*	55	30	+133gc	5
Trollslayer	35gc	25	10	+0 gc	n/a
Elven Mage	148gc*	45	na	+103 gc	n/a
Elf Ranger	190gc	40	20	+130 gc	7
Freelancer	110gc	50	20	+30 gc	2
Halfling Thief	55gc	25	15	+15gc	1
Halfling Scout	45gc	15	5	+25 gc	5
Highwayman	70gc	35	20	+15gc	1
Imperial Assassin	85gc	40	20	+25gc	2
Kislev Ranger	65gc*	30	15	+20 gc	2
Mule Skinner	40gc	35	15	-10gc	n/a
Norse Shaman	40gc*	45	25	-30 gc	n/a
Nomad Scout	45gc	30	15	+0 gc	0
Ogre Bodyguard	115gc	80	30	+5 gc	0
Pathfinder	75gc	60	15	+0 gc	n/a
Pit Fighter	57gc	30	15	+12 gc	0
Roadwarden	110gc*	40	20	+50gc	3
Shadow Warrior	75gc	35	15**	+25 gc	2
Snake Charmer	80gc*	40	10	+30 gc	3
Thief	47gc	30	15	+2 gc	0
Tilean Marksman	80gc	30	15	+35gc	3
Tomb Robber	75gc	30	15	+30 gc	2
Warlock	28gc	30	15	-17 gc	n/a
Witch	68gc*	30	15	+23 gc	2

** If last battle was against any Dark Elf model, Upkeep is waived.

*^If last battle was against Beastmen, Upkeep is waived.

*To weigh each Merc, I've created a list that will compile their value in gc, including their start-up cost, equipment, and first-round worth of upkeep. Any value marked with an * is an approximation; due to certain special items that have no listed value (hunters cloak, snakes, etc), I have made an assessment and calculated it into the value. All mercs have a base-value of 25gc/wound; it is the generic cost of a "warrior" from the Merc-henchmen table.*

- Brahm Tazoul, Mordheim Wizard of little renown