The 9th Age

Skirmish Campaigns

Armies and Warbands

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Building a Warband

Choose Army

The first thing to do when building a Warband, is to select an Army. There are multiple to choose from and they all offer different strengths and weaknesses.

Choose Configuration

The next step is to select a Configuration from the Configuration Table of your chosen Army. Some Armies only have a single Configuration available to them, others have several. The Configuration Table specifies how many and which models the Warband can include. The selected Configurations sometimes also change rules, limitations and options for the Warband.

Brackets in the Configuration Table

Sometimes the Configuration Table contains coloured brackets, such as **[0-X]** or **{0-Y}**. These are limits that apply between model entries with identical brackets in that Configuration. For example, in a Narrenwald (Empire of Sonnstahl) Warband, you'll find that Youngbloods are '0-3 **[0-3]**' and Trackers are '0-2 **[0-3]**'. This means that you cannot include more than 3 Youngbloods and Trackers combined.

Choose Devotion

When building your Warband you must choose how Devoted it is. Each Warband can choose its Devotion from 3 different levels: 'High', 'Medium', and 'Low'. This Devotion is applied to all Heroes and Henchmen in the Warband. A model's Devotion cannot be changed, unless otherwise specified.

Fate favours the devoted, granting them Fate Rerolls, while those with lower Devotion will find more help from the locals and an easier time allying with other Warbands and Hirelings.

Recruit models

Models are recruited to the warband, chosen from the ones available to the Configuration. The resource used for this is point (pts). To build a Warband, **you have 500 pts to spend**. Points not spent are stored in the Warband's Treasury for usage later in the campaign.

The selected Configuration imposes limits on what models the Warband can include and a limit on the total number of models in the Warband. A model cannot be recruited if this would break these limits. A minimum of 4 models must be recruited.

Heroes

A minimum of 1 Hero without Not a Leader must be recruited. Regardless of the Configuration limits, no Warband can ever contain more than 6 Heroes.

Henchmen

Any number of Henchmen can be recruited, as long as the Configuration limits are abided.

Henchmen are recruited in Groups. A Group can be between 1 and 5 models in size. All models part of a Group count towards the limits of the Configuration individually, they must have the exact same equipment and gain experience together. If henchmen can be upgraded in any way, all Henchmen part of the same group must have the same upgrade.

Henchmen otherwise act independently from their Group and are in every aspect treated as models of their own.

Hirelings

Cannot be included at this point.

Purchase Equipment

Equipment is a kind of Model Rule that can be purchased using points. When the Warband is started, equipment can be bought from the Local Market and/or from the army's unique special Market, if it has one. The special Markets contain a small selection of items that the Warband can access more easily. It also has a special section used only when the Warband is Started, which specifies both Cost and Rarity for each item

For details on the Local Market, see the Local Market Price Chart on page 103 of T9A:SC Rulebook. When the Warband is started, you have a Rarity Pool of zero. This means you cannot purchase items that have a Rarity listed as greater than zero.

After the items are purchased, they can be equipped to models. What Equipment a model can be given depends on whether it is a Hero or Henchman. The Equipment Allocation Table below summarizes those rules.

	Close Combat Weapons	Shooting Weapons	Armour	Equipment Upgrades	Miscellaneous Equipment	Mounts
Heroes	Up to 2. Limited by Weapon Proficiency	Up to 1. Limited by Weapon Proficiency.	Limited by Armour Proficiency	Any	Any	Up to 1. Limited by the Configuration.
Henchmen	Up to 2. Limited by Weapon Proficiency.	Up to 1. Limited by Weapon Proficiency.	Limited by Armour Proficiency	Any	None	None

Table 1: The Equipment Allocation Table.

Equipment that is not equipped is added to the Warband's Stockpile, where it has no effect during games, unless otherwise specified.

Appoint a Leader

The Hero with the highest Discipline, excluding models with **Not a Leader**, is appointed the Leader of the Warband. If there is a tie between the highest Discipline, the player can choose which Hero is the Leader. This Hero will be the Leader until it is Vanished. The Leader gains **Commanding Presence**.

Wizards and Priests

When a Wizard or Priest is recruited to the Warband, it must select a single Path or Faith from the ones available to it. This will be the Path or Faith of the Wizard or Priest for the rest of the campaign. Immediately generate a Spell or Prayer from. Use the procedure for generating Spells or Prayers found in the Paths & Faiths document.

The resulting Spell or Prayer remains in the Wizard's or Priest's knowledge for the rest of the campaign.

In some rare cases, a model can start with more than one Spell or Prayer. If this is the case, simply use the procedure for generating multiples times, one after the other.

Calculate the Warband Rating

To calculate the Warband Rating of a Warband, simply add together the **Rating** and **Experience** of all models in the Warband.

Beast Herds (BH)

Army Model Rules

Lower Beast: Universal Rule
Advancement Rolls of '10-12' for Henchmen Groups with Lower Beast must be rerolled **repeatedly** until another result is acquired.

Primal Instinct: Attack Attribute - Close Combat
At the start of each Round of Combat, each model with Primal Instinct must take a Discipline Test. If the test is passed, the model must reroll failed to-hit rolls during this Round of Combat.

Infighting: Universal Rule
If the model cannot draw line of sight to any enemy model, it will have a Suspicious Relation (or worse) with all friendly models. This does **not** apply vice versa.

Herd Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Herd Market instead of the Local Market. If a Cost or Rarity is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		**Trading Phase**	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Barrel of Alcohol	10	0	15	6
Beast Axe	35	0	40	10
Healing Herbs	25	0	30	*8*

Configurations

	Beast Herd
Models	3-15
Beast Chieftain	1
Soothsayer	0-1
Centaur	0-1
Longhorn	0-2
Wildhorn	0-5
Mongrel	0+
Minotaur	0-1
Feral Hounds	0+

Beast Herd Skills

Curled Horns: Universal Rule
The Commanding Presence of the model (if it has one) is increased by 6".

Manhater: Attack Attribute - Close Combat
The model gains **Hatred (against Humans)**.

Mutant: Universal Rule
The model gains +1 Upkeep and a single Daemonic Manifestation (see DL army) of choice.

Scared: Universal Rule
The model gains **Unbreakable**.

Shaggy Hide: Personal Protection
The model gains +1 Armour on its **profile**.

Totemist: Universal Rule
The model gains **Priest (0; Faith of Totems)**.

Heroes

Beast Chieftain 75 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Beast-man

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5"	**10"**	**7**	**5**	**3**	**20**	Strider (Forest, Tree)	Combat, Strength, Speed, Beast Herd
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**4**	**4**	**0**				Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**4**	**1**	**4**	**3**	Primal Instinct	Dagger, Club, Hammer, Axe, Sword, Halberd, Great Weapon, Beast Axe

Centaur 85 pts

Height: Standard | Base: 25x50mm
Type: Cavalry | Species: Centaur

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	8"	**16"**	**7**	**5**	**3**	**7**	Strider (Forest, Tree), Not a Leader, **Drunken**	Combat, Strength, Beast Herd
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**4**	**4**	**0**				Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**4**	**0**	**4**	**3**	Primal Instinct	Dagger, Club, Hammer, Axe, Sword, Halberd, Great Weapon, Beast Axe

Drunken: Universal Rule
If the model is Healthy at the End of its Recovery Phase, roll a D6. On a '1' the model gains Stupidity until its next Recovery Phase. On a '6' the model gains +1 Attack Value, Fearless and Frenzy until its next Recovery Phase.

Soothsayer 50 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Beast-man

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**7**	**5**	**3**	**16**	Strider (Forest, Tree), Wizard (1, Druidism, Shamanism, Evocation)	Combat, Speed, Beast Herd

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**4**	**0**	Leather Armour, Light Armour

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**3**	**0**	**3**	**3**	Primal Instinct	Dagger, Club, Hammer, Axe, Staff, Sword, Halberd, Great Weapon

Longhorn 45 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Beast-man

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**7**	**5**	**3**	**7**	Strider (Forest, Tree)	Combat, Strength, Beast Herd

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**4**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**4**	**0**	**3**	**3**	Primal Instinct	Dagger, Club, Hammer, Axe, Sword, Halberd, Great Weapon

Henchmen

Wildhorn 40 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Beast-man

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**7**	**5**	**2**	**0**	Strider (Forest, Tree), Infighting

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**4**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**3**	**0**	**3**	**3**	Primal Instinct	Dagger, Club, Hammer, Axe, Sword, Halberd, Great Weapon

Mongrel 25 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Beast-man

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**6**	**5**	**2**	**0**	Strider (Forest, Tree), Infighting, Lower Beast

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**	Primal Instinct	Dagger, Club, Hammer, Axe, Sword, Spear, Shortbow

Feral Hound 15 pts

Height: Standard | Base: 25x50mm
Type: Beast | Species: Beast-man

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	8”	**16”**	**5**	**5**	**2**	**0**	Strider (Forest, Tree), Keen Senses

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**3**	**0**	

Minotaur 170 pts

Height: Large | Base: 40x40mm
Type: Infantry | Species: Minotaur

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	6”	**12”**	**7**	**20**	**6**	**0**	Strider (Forest, Tree), Lower Beast, Fear (0)

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	12	**3**	**4**	**0**	Leather Armour, Light Armour, Shield

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	2	**4**	**4**	**1**	**2**	**0**	**Bloodgreed**, Primal Instinct	Hammer, Axe, Sword, Halberd, Great Weapon

Bloodgreed: Attack Attribute - Close Combat
Each time an attack with Bloodgreed puts an enemy model Out of Action, roll a D6. On 4+ the model with Bloodgreed gains Fearless, Frenzy and +1 Attack Value until the end of the Game Sequence (the latter is cumulative).

Daemon Legions (DL)

Occult Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Occult Market instead of the Local Market. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Amulet of Power	45	0	45	11
Cursed	5+2x Price	0	*10+3x Price*	*12*
Pistol	*20*	0	*20*	*8*
Tarot Cards	35	0	35	*7*

Army Model Rules

Summoned (X+, Upk Y): Universal Rule
The model cannot be Deployed normally. Instead, it can only enter the game through the Daemonic Summon spell. The value X within the brackets determine the basic Casting Value of the Daemonic Summon spell. This value is increased by 1 for each Henchman in the summoned Group after the first. When a model is summoned, its Upkeep is **set** to Y until the end of the following Warband Phase, where Y is also written within the brackets.

Upright: Universal Rule
The model loses May Not Climb gained by its Type.

Pledge to Darkness: Universal Rule
The model gains Fearless while within Inspiring Presence range of a friendly model. Models with Pledge to Darkness may be upgraded to a different Species. This confers Model Rules, base size changes and characteristic modifiers to their profile, at a certain cost. All models with Pledge to Darkness in the Warband **must** be of the same Species.

Species	Pts	Profile modifiers	Model Rules	Base Size
Beast-man	+10	+1 Adv, +2 Mar, +1 Off, +1 Def.		25x25mm
Dwarf	+15	-1 Adv, +1 Mar, +1 Res, +1 Off, +1 Def, -1 Agi.	Strong Legs	Unchanged
Elf	+20	+1 Adv, +2 Mar, +1 Off, +1 Def, +2 Agi.	Keen Senses	Unchanged
Orc	+10	+1 Res, -1 Agi		25x25mm

Configurations

	Cult of Possession	Summoning Cult	Circus of Corruption
Models	3-15	3-15	3-15
Cult Leader	1	1	1
Brute	-	0-1 **[0-1]**	0-2 **[0-4]**
Inner Sectarian	0-4 **[0-4]**	0-3	0-4 **[0-4]**
Possessed	0-3 **[0-4]**	0-1 **[0-1]**	-
Cultist	0+	0+	0+
Hellhound	0-3	0-3	0-3
Imp	0-3	0-5	0-3
Succubus	0-3	0-5	0-3
Lemure	0-3	0-5	0-3
Myrmidon	0-3	0-5	0-3
Mageblight Gremlin	0-3	0-5	0+
Furie	0-1	0-1	-
Clawed Fiend	-	0-1	-
Plague Cart	-	-	0-1
Riding Horse	0-2 **{0-2}**	0-2	0-2 **{0-2}**
Warhorse	0-2 **{0-2}**	-	0-2 **{0-2}**

Cult of Possession

Inner Sectarians gain the *Mutant* Skill.

Summoning Cult

The Cult Leader gains +4 Experience and the *Daemonic Summon* Skill.

Inner Sectarians gain the *Arcane Knowledge* Skill.

Circus of Corruption

All Heroes and Henchmen in the Warband gain the *Pustules* Skill.

The Cult Leader gains +4 Experience and the *Daemonic Summon* Skill.

Inner Sectarians gain the *Mutant* Skill.

The Cult Leaders, Inner Sectarians and Cultists gain Armour Proficiency for Heavy Armour.

Daemonic Manifestations

Aura of Despair: Universal Rule
Enemy models suffer -2″ Advance Rate to a minimum of 1″ when rolling for Charge Range against the model.

Broodmother: Universal Rule
The model gains +2 Rating on its **profile**. At the end of each Round of Combat during which the model caused at least one unsaved wound, the model recovers D3 Health Points.

Centipede Legs: Universal Rule
While on foot, the model gains +1 Advance Rate and +2 March Rate on its **profile**.

Chilling Yawn: Universal Rule
Enemy models in base contact with one or more models with this Manifestation suffer −2 Agility

Chitinous Scales: Personal Protection
The model gains **Unusual Shape** and +2 Armour on its **profile**.

Greenfire Eyes: Universal Rule
One use only. Must be activated when the model fails its first Charge Range roll. The model must reroll the Charge Range roll.

Hammer Hand: Attack Attribute - Close Combat
The model gains +1 maximum Attack Value. It also gains +1 Attack Value and +2 Rating on its **profile**.

Incendiary Ichor: Attack Attribute - Close Combat
The model gains **Aegis (2+, against Flaming Attacks)** and **Flaming Attacks**. The model automatically fails all Fortitude Saves.

Kaleidoscopic Flesh: Personal Protection
The model gains **Hard Target**.

Living Shield: Personal Protection
The model gains **Block** and **Deflect**.

Mesmerising Plumage: Universal Rule
Enemy models in base contact with one or more models with this Manifestation suffer -1 Offensive Skill and -1 Defensive Skill.

Mirrored Scales: Personal Protection
Each Close Combat Attack allocated towards the model for which a natural '1' is rolled to hit is distributed onto the attacking model instead.

Red Haze: Attack Attribute - Close Combat
The model's Close Combat Attacks gain +1 Strength and +1 Armour Penetration, but each of its Close Combat Attacks with a natural to-hit roll of '1' is resolved against the model itself.

Smothering Coils: Attack Attribute - Close Combat
The model gains +1 to-wound with Close Combat Attacks against models with Scoring.

Stiff Upper Lip: Universal Rule
Discipline Tests taken by the model are subject to Minimised Roll.

Venom Sacs: Attack Attribute - Close Combat
The model gains Poison Attacks. If the model's Close Combat Attacks already were Poison Attacks the attack will automatically wound on successful to-hit rolls of 5+ instead of 6+

Cult Skills

A model can have a single Cult Skill marked as *Dominant*.

Daemonic Summon: Universal Rule
Dominant. Can only be taken by models that are Wizards or have Arcane Lore.
The model can cast the following spell:

Daemonic Summon

Casting Value	*Range*	*Type*	*Duration*	*Effect*
X+	**12"**	Ground	Lasts this Game	Before casting the Spell, choose a Henchman Group part of your Warband with Summoned. The Casting Value is set to the value written within the brackets of that group's Summoned rule. If the Casting Attempt is successful, place all models of the chosen Henchmen Group within 3" of the target point.

Boundless Corruption: Personal Protection
Circus of Corruption only
The model gains Distracting in the first round of any combat.

Bloated Foulness: Personal Protection
Circus of Corruption only
The model gains +3 Health Points and +1 Resilience on its **profile**, but also suffers -1 Advance Rate and -2 March Rate on its **profile**.

Daemonic Pact: Universal Rule
Dominant, Max 1 per Warband
The model gains **Daemonic Forge** (see WDG army), Armour Proficiency for Shields, and +5 Rating on its **profile**. The model also reduces its Experience by 10, unchecking boxes on its Experience Track. This does **not** affect any Advancements the model has gained.

If the model ends up with 16 Experience or more, the model's next Advancement will trigger the Daemonic Forge.

Infiltration: Universal Rule
The model gains **Scout**.

Master of Ritual: Universal Rule
The model gains a +1 modifier when casting Daemonic Summon and the range of its Commanding Presence (if it has one) is **set** to 12" .

Mutant: Universal Rule
Dominant
The model gains +1 Upkeep and a single Daemonic Manifestation of choice.

Ritualistic Chanting: Universal Rule
Friendly Wizards within 3" of the model, excluding the model itself, gain +3" to the Range of all their Spells.

Pustules: Personal Protection
Attacks with Toxic Attacks directed against the model suffer a -1 to-wound modifier.

Heroes

Cult Leader 70 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	8	5	3	16	Fearless, Wizard (2; Evocation, Thaumaturgy, Occultism), Pledge to Darkness	Combat, Strength, Academic, Speed, Cult

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	3	3	0	Leather Armour, Light Armour, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	3	3	0	3	3	Dagger, Club, Hammer, Axe, Staff, Sword, Spear, Halberd, Great Weapon, Shortbow, Bow, Pistol

Brute 60 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	7	5	3	13	May not Ride	Combat, Strength, Speed, Cult

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	4	0	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	2	4	4	1	2	0	Dagger, Club, Hammer, Axe, Sword, Spear, Halberd, Great Weapon, Flail

Inner Sectarian 25 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	7	5	3	5	Pledge to Darkness	Combat, Strength, Speed, Cult

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	2	3	0	Leather Armour, Light Armour, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	2	3	0	4	2	Dagger, Club, Hammer, Axe, Staff, Sword, Spear, Halberd, Great Weapon, Shortbow, Bow, Pistol

Possessed 50 pts

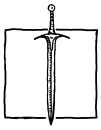
Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	5”	10”	7	5	8	7	May not Ride, Not a Leader, Pledge to Darkness, Supernal	Combat, Strength, Speed, Daemonic Manifestations

Defensive	HP	Def	Res	Arm		Armour Proficiency
	6	2	3	0	Aegis (5+)	Leather Armour, Light Armour, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	2	2	4	1	4	0	Club, Hammer, Axe, Sword, Spear, Halberd, Great Weapon, Flail

Henchmen



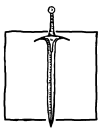
Cultist 15 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	4”	8”	6	5	2	0	Pledge to Darkness

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	2	3	0	Leather Armour, Light Armour, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	2	3	0	3	2	Dagger, Club, Hammer, Axe, Staff, Sword, Spear, Halberd, Great Weapon, Shortbow, Bow, Pistol



Hellhound 50 pts

Height: Standard | Base: 25x50mm
Type: Beast | Species: Supernal

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	9”	18”	7	3	0	0	Scoring, Summoned (7+, Upk 5), Supernal

Defensive	HP	Def	Res	Arm	Aeg		Armour Proficiency
	6	3	4	0	5+	Aegis (5+)	

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	3	5	3	0	4	0	Lethal Strike

Options:	pts
When recruited, may take a single of the following Manifestations:	
Incendiary Ichor	15
Centipede Legs	15
Aura of Despair	15
Greenfire Eyes	15

Imp 40 pts

Height: Standard | Base: 25x25mm
Type: Beast | Species: Supernal

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**6**	**3**	**0**	**0**	Scoring, Summoned (7+, Upk 5), Supernal, Upright

Defensive	*HP*	*Def*	*Res*	*Arm*	*Aeg*		*Armour Proficiency*
	6	**2**	**2**	**0**	**5+**		Aegis (5+), Aegis (3+, against Shooting Attacks)

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**2**	**0**	**3**	**3**	**Energy Bolts**

Options: *pts*

When recruited, may take a single of the following Manifestations:

Incendiary Ichor	15
Stiff Upper Lip	15
Aura of Despair	20
Living Shield	20

Energy Bolts: Shooting Weapon
Range 24″, Shots 1, Str 5, AP 0, Slow Reload

Succubus 40 pts

Height: Standard | Base: 25x25mm
Type: Beast | Species: Supernal

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**7**	**3**	**0**	**0**	Scoring, Summoned (7+, Upk 5), Supernal, Upright

Defensive	*HP*	*Def*	*Res*	*Arm*	*Aeg*		*Armour Proficiency*
	6	**4**	**3**	**0**	**5+**		Aegis (5+)

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	3	**4**	**3**	**1**	**5**	**0**	

Options: *pts*

When recruited, may take a single of the following Manifestations:

Chilling Yawn	15
Kaleidoscopic Flesh	15
Mesmerising Plumage	20
Smothering Coils	40

Lemure 40 pts

Height: Standard | Base: 25x25mm
Type: Beast | Species: Supernal

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**3**	**0**	**0**	Scoring, Summoned (7+, Upk 5), Supernal, Upright

Defensive	*HP*	*Def*	*Res*	*Arm*	*Aeg*		*Armour Proficiency*
	6	**3**	**5**	**0**	**5+**		Aegis (5+), Parry

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**2**	**0**	

Options: *pts*

When recruited, may take a single of the following Manifestations:

Stiff Upper Lip	10
Chilling Yawn	10
Mirrored Scales	15
Venom Sacs	20

Myrmidon 40 pts

Height: Standard | Base: 25x25mm
Type: Beast | Species: Supernal

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**8**	**3**	**0**	**0**	**Hivemind**, Scoring, Summoned (7+, Upk 5), Supernal, Upright

Defensive	*HP*	*Def*	*Res*	*Arm*	*Aeg*		*Armour Proficiency*
	6	**4**	**3**	**0**	**5+**		Aegis (5+)

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**5**	**5**	**1**	**4**	**0**	Devastating Charge (+1 Att)

Options: *pts*

When recruited, may take a single of the following Manifestations:

Centipede Legs	15
Hot Blood	20
Chitinous Scales	25
Broodmother	25

Hivemind: Universal Rules
If the model is not within 6” of another Myrmidon from the Warband at the End of its Recovery Phase, it gains Stupidity until the end of the Player Turn.

Mageblight Gremlin 20 pts

Height: Standard | Base: 20x20mm
Type: Beast | Species: Supernal

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	5”	10”	6	3	0	0	Summoned (5+, Upk 2), Supernal, **Veil Stalker**, Upright

Defensive	HP	Def	Res	Arm	Aeg		Armour Proficiency
	6	3	3	0	5+		Aegis (5+), Hard Target

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	3	2	0	2	0	Hatred (against Wizards), Poison Attacks

Options: *pts*

When recruited, may take a single of the following Manifestations:

Greenfire Eyes	10
Living Shield	10
Kaleidoscopic Flesh	15
Venom Sacs	20

Veil Stalker: Universal Rules
When summoned using Daemonic Summon, the target point can be placed anywhere on the table within 6” of an enemy Wizard, regardless of the range to the caster.

Furie 50 pts

Height: Standard | Base: 25x25mm
Type: Beast | Species: Supernal

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
Ground	4”	8”	5	5	0	0	Fly (10”, 20”), Summoned (7+, Upk 5), Supernal, Upright
Fly	10”	20”					

Defensive	HP	Def	Res	Arm	Aeg		Armour Proficiency
	6	3	3	0	6+		Aegis (6+), Hard Target

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	3	4	1	4	0	Devastating Charge (+1 Str)

Options: *pts*

When recruited, may take a single of the following Manifestations:

Mesmerising Plumage	10
Kaleidoscopic Flesh	10
Red Haze	15
Venom Sacs	20

Clawed Fiend 130 pts

Height: Standard | Base: 40x40mm
Type: Beast | Species: Supernal

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	9”	18”	7	15	0	0	Summoned (9+, Upk 10), Supernal

Defensive	HP	Def	Res	Arm	Aeg		Armour Proficiency
	6	4	4	0	5+		Aegis (5+)

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	3	4	4	2	4	0	**Smother**

Options:	pts
When recruited, may take a single of the following Manifestations:	
Greenfire Eyes	10
Mesmerising Plumage	30
Hammer Hand	50
Broodmother	60

Smother: Attack Attribute – Close Combat
If the attack is allocated towards a Large model, it gains +1 to hit and +1 to wound.

Plague Cart 120 pts

Height: Large | Base: 50x100mm
Type: Cavalry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	8”	8”	10	20	6	0	**Chariot**, Fearless, **Focal of Corruption**, Never Learns

Defensive	HP	Def	Res	Arm			Armour Proficiency
	15	3	6	2			Light Armour
							Feel no Pain, Unusual Shape

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
Driver	1	3	3	0	3	0	Hammer, Axe, Sword, Halberd, Great Weapon
Steeds	2	2	3	0	3	0	
Chassis			4	1			Impact Hits (1)

Focal of Corruption: Universal Rule
While this model is part of the Warband, the Maximum number of models allowed in the Warband is increased by +2. During the Deployment Phase, up to two Henchman Groups with Daemonic Summon may be deployed as if they did not have Daemonic Summon, though all their models must be deployed within 6” of the Plague Cart. For the purpose of Upkeep, the models count as having been Summoned. .

Chariot: Universal Rule
The model rolls an additional D6 when taking Dangerous Terrain Tests. The model can only Recover Health Points during the Recovery Phase if it has 5 or less Health Points remaining.

Dread Elves (DE)

Daeb Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Daeb Market instead of the Local Market. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Black Steel Heavy Armour	75	0	*100*	*11*
Bloodroot Coating	15	0	*15+2MS*	*9*
Cursed	5+2x Price	0	*10+3x Price*	*12*
Kraken's Hide	50	0	50+5MS	11
Executioner's Blade	40	0	40	9
Repeater Crossbow	30	0	30	8
Repeater Handbow	20	0	20	8
Wolfsbane Coating	15	0	*15+2MS*	*9*

Configurations

	Raiders	Cult of Nabh
Models	3-12	3-12
Dread Captain	1	0-1 **[0-4]**
Cult Priest	-	1
Oracle	0-1	-
Beast Master	0-1	-
Dread Judge	0-2	0-3 **[0-4]**
Dread Assassin	-	0-1 **[0-4]**
Raven Cloak	0-5	0-5
Corsair	0+	-
Blade of Nabh	-	0+
Pet Raptor	0-2	-
Elven Steed	0-2	0-2

Cult of Nabh

The Warband cannot include models with the Mark of Cadaron.

Dread Skills

A model can have a single Dread Skill marked as *Dominant*.

Deadly Strike: Attack Attribute - Close Combat
The model causes Critical Wounds on successful To Wound rolls of 5+.

Fey Reflexes: Attack Attribute - Close Combat
The model gains **Lightning Reflexes**, unless it has Limited Motions.

Fey Quickness: Personal Protection
The model gains **Dodge (+1, max 4+)**.

Fury of Blood: Universal Rule
If this model was Locked in Combat at the Start of any Close Combat Phase, but isn't at the End of the same Close Combat Phase, it can immediately make a Tactical Manoeuvre up to a distance of 4". If several models wish to use Fury of Blood or Follow Through at the same time, the player controlling the model with the highest Agility chooses who goes first (randomize if equal).

Infiltration: Universal Rule
The model gains **Scout**.

Killer Instinct: Attack Attribute - Close Combat
Dominant.
The attack must reroll natural to-wound rolls of '1'.

Mark of Cadaron: Attack Attribute - Close Combat
Dominant.
Shooting Attacks made by the model part gain +1 to hit when shooting from Short Range

Mark of Nabh: Attack Attribute - Close Combat
Dominant.
The model gains **Hatred**.

Master of Poison: Universal Rule
During each Trading Phase, roll a D3-1. The model's Warband may buy that many Wolfbane Coatings for 15 pts each.

Heroes

Dread Captain 70 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5"	**10"**	**9**	**5**	**3**	**20**	Keen Senses	Combat, Shooting, Academic, Speed, Dread
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**5**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet, Kraken's Hide
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**5**	**3**	**0**	**6**	**5**	*Fey Reflexes*	Dagger, Axe, Sword, Halberd, Whip, Great Weapon, Repeater Crossbow, Repeater Handbow

Cult Priest 70 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	5”	10”	9	5	3	16	Keen Senses, Fearless, Frenzy, May not Ride	Combat, Academic, Speed, Dread

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	5	3	0	Leather Armour, Light Armour, Shield

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	2	5	3	0	5	3	Dagger, Axe, Sword, Halberd, Whip, Great Weapon

Fey Reflexes

Beast Master 45 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	5”	10”	8	5	3	7	Keen Senses	Combat, Speed, Dread

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	3	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet, Kraken's Hide

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	3	0	6	4	Dagger, Axe, Sword, Halberd, Whip, Great Weapon, Repeater Crossbow, Repeater Handbow

Dread Judge 45 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	5”	10”	8	5	3	5	Keen Senses, May not Ride	Combat, Speed, Dread

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	5	3	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet, Kraken's Hide

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	5	3	0	5	3	Dagger, Axe, Sword, Halberd, Great Weapon, Executioner’s Blade

Oracle 55 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**8**	**5**	**3**	**10**	Wizard (1; Alchemy, Cosmology, Divination, Witchcraft), Keen Senses	Academic, Speed, Dread

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**5**	**4**	Dagger, Axe, Staff, Sword, Repeater Crossbow, Repeater Handbow

Dread Assassin 65 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**8**	**5**	**3**	**20**	Keen Senses, May not Ride, Not a Leader	Academic, Combat, Shooting, Speed, Assassin, Dread

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**5**	**3**	**0**	Leather Armour, Light Armour, Shield, Buckler, Forest Cloak

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**5**	**3**	**0**	**7**	**5**	Dagger, Axe, Sword, Great Weapon, Throwing Weapons, Repeater Crossbow, Repeater Handbow

Henchmen

Raven Cloak 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**8**	**5**	**2**	**0**	Keen Senses, **Natural Stealth**

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Shield, Buckler, Forest Cloak

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**5**	**4**	Dagger, Axe, Sword, Halberd, Great Weapon, Repeater Crossbow

Natural Stealth: Universal Rule
For the purpose of finding models with Natural Stealth, enemy model’s have 2” shorter Detection Aura.

Corsair 30 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**8**	**5**	**2**	**0**	Keen Senses, May not Ride

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet, Kraken's Hide

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**5**	**3**	Dagger, Axe, Sword, Halberd, Whip, Great Weapon, Repeater Crossbow, Repeater Handbow

Blade of Nabh 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**8**	**5**	**2**	**0**	Keen Senses, Fearless, Frenzy, May not Ride, **Apprentice of Nabh**

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**4**	**3**	**0**	**5**	**3**	Dagger, Axe, Sword, Halberd, Whip, Great Weapon

Apprentice of Nabh: Universal Rule
The first time the model rolls a ‘9’ on an Advancement Roll it gains the *Mark of Nabh* Skill instead of the usual effect.

Pet Raptor 35 pts

Height: Standard | Base: 25x50mm
Type: Beast | Species: Raptor

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	7”	**14”**	**5**	**5**	**2**	**0**	Stupidity, Fear (0), **Pet**

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**4**	**2**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**4**	**1**	**2**	**0**	

Pet: Universal Rule
Pet Raptors can only be recruited if the Warband contains a Beast Master and are Delayed if the Warband does not contain one who is not Delayed during the Warband Phase. The Leader does not have Commanding Presence for the purpose of Pet Raptors, instead the Beast Master does.

Dwarven Holds (DH)

Army Model Rules

Miners: Universal Rule
During the Exploration Phase, Warbands with one or more models with this Model Rule roll one fewer Exploration Dice. However, when gaining Income, they add an additional 10 pts to their Warband's Treasury.

Hold Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Hold Market instead of the Local Market. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Heavy Armour	35	0	*40*	*0*
Plate Armour	70	0	*80*	9
Sharpened	2x Price	0	*10+2x Price*	10
Whirling Chains of Doom	40	0	40+3MS	12

The following items are unique to the Army. If a Hero or Henchman from any other army ever gains one of these items, it is immediately destroyed.

Whirling Chains of Doom: Close Combat Weapon
Hands 2. The model cannot be armed with any other weapon. Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and **always** strike at Initiative Step 10 (regardless of the wielder's Agility). Immediately after allocating attacks with this weapon, each attack is multiplied into D3 attacks (roll to hit for each attack as normal).

At the end of the Game Sequence, each model that fought in Close Combat using Whirling Chains of Doom is taken Out of Action.

Configurations

	Treasure Hunters	Rangers	Brothers of Vengeance
Models	3-12	3-12	3-12
Thane	1	-	-
Runic Smith	-	1	-
Dragon Seeker	-	-	1
Engineer	0-1 [0-4]	-	-
Seeker	0-2 [0-4]	0-2 [0-4]	0-3 [0-4]
Beardling	0-3 [0-4]	0-3 [0-4]	0-3 [0-4]
Clan Warrior	0+	0+	-
Clan Marksman	0-5	0-5	-
Greybeard	-	0-5	-
Seeker Initiate	-	-	0+
Attack Boar	-	-	0-3

Treasure Hunters

Clan Marksmen gain Weapons Proficiency for Handguns and Pistols.

Brothers of Vengeance

Beardlings gain Weapon Master, Unbreakable and +1 Experience on their **profile**. They gain access to Seeker Skills. Their Armour Proficiency is changed to only include Buckler and the Weapon Proficiency is changed to: Dagger, Club, Hammer, Axe, Spear, Sword, Great Weapon, Halberd, Whirling Chains of Doom

Seeker Skills

Berserker: Attack Attribute - Close Combat
The model gains **Devastating Charge (Lightning Reflexes)**.

Furious Charge: Attack Attribute - Close Combat
The model gains **Devastating Charge (+X Attack Value, -3 Offensive Skill)**, where X is equal to the model's normal Attack Value.

Grim Resolve: Attack Attribute - Close Combat
The model gains +1 Attack Value for each enemy model in base contact with it.

Monster Seeker: Attack Attribute - Close Combat
The model gains **Grievous Attacks (2, against Large)**.

Pistol Seeker: Universal Rule
The model gains +1 Ballistic Skill on its **profile**. It also gains Weapon Proficiency for Pistols and access to Shooting Skills.

Talismanic Tattoos: Personal Protection
The model gains **Aegis (+1, max. 5+)**. This Skill can be duplicated once.

The bigger they Are: Attack Attribute - Close Combat
The attack can **never** wound on worse than 4+. When rolling Charge Range against a Large model, a model with this Skill gains the Swiftstride.

Vengeance Seeker: Personal Protection
When equipped with a Whirling Chain of Doom, the model gains **Distracting** and **Hard Target (1)**.

Yer comin' with me!: Attack Attribute - Close Combat
If the Model is Healthy or Dazed at the beginning of any Combat Round and becomes Knocked Down, Stunned or taken Out of Action before it has had a chance to attack in this Combat Round, it can make a single attack. Resolve this at the same initiative step the model would have attacked normally.

Dwarven Skills

Extra Tough: Personal Protection
The model can reroll any rolls it makes on the Hero Injury Chart.

Master of Blades: Personal Protection
When the model makes Deflect Rolls, the rolls are successful if equal or higher than the highest to-hit roll of the opponent (not just if higher).

Resource Hunter: Universal Rule
Before performing the Exploration Roll, choose a single D6 part of it. The result of that D6 can be modified by ±1.

Runic Aid: Universal Rule
Beardling only
The Casting Value of Battle Rune Prayers cast by models within 3" of one or more models with Runic Aid, is lowered by 1.

Sturdy: Attack Attribute - Close Combat
The model gains **Devastating Charge (+1 Strength, +1 Armour Penetration)**.

True Grit: Personal Protection
Blunt Attacks no effect against this is model and the model is to never Stunned when reduced to 2 remaining Health Points by a Damage Roll (no need to roll the extra D6).

Heroes

Thane 90 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	3"	**9"**	**9**	**5**	**3**	**20**	Miner, *Strong Legs*	Academic, Combat, Shooting, Strength, Dwarven
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	7	**5**	**4**	**0**				Light Armour, Heavy Armour, Plate Armour, Shield, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**5**	**4**	**1**	**3**	**4**		Dagger, Club, Hammer, Axe, Spear, Sword, Great Weapon, Halberd, Pistol

Runic Smith 90 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	3"	**9"**	**9**	**5**	**3**	**20**	Miner, *Strong Legs*, Priest (1; Battle Runes)	Academic, Combat, Strength, Dwarven
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	7	**5**	**4**	**0**				Light Armour, Heavy Armour, Plate Armour, Shield, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**5**	**3**	**0**	**3**	**4**		Dagger, Club, Hammer, Axe, Spear, Sword, Great Weapon, Halberd, Pistol

Dragon Seeker 90 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	3”	**9”**	**10**	**5**	**3**	**20**	Unbreakable	Combat, Strength, Dwarven, Seeker
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	7	**5**	**4**	**0**				Buckler
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	2	**5**	**4**	**1**	**3**	**2**	Weapon Master	Dagger, Club, Hammer, Axe, Spear, Sword, Great Weapon, Halberd, Whirling Chains of Doom

Engineer 55 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	3”	**9”**	**9**	**5**	**3**	**7**	Miner, *Strong Legs*, **Expert Weaponsmith**	Academic, Combat, Shooting, Dwarven
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	7	**4**	**4**	**0**				Light Armour, Heavy Armour, Plate Armour, Shield, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**3**	**0**	**2**	**3**		Dagger, Club, Hammer, Axe, Sword, Great Weapon, Crossbow, Handgun, Pistol

Expert Weaponsmith: Universal Rule
In any game in which the Engineer participates in, all Crossbows and Handguns used by models of the Dwarven Species in the Warband have 6” longer range, and Pistols have 3” longer range.

Seeker 50 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	3”	**9”**	**9**	**5**	**3**	**10**	Unbreakable, Not a leader	Combat, Strength, Dwarven, Seeker
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	7	**4**	**4**	**0**				Buckler
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**4**	**1**	**2**	**2**	Weapon Master	Dagger, Club, Hammer, Axe, Spear, Sword, Great Weapon, Halberd, Whirling Chains of Doom

Beardling 20 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	3”	**9”**	**8**	**5**	**3**	**0**	*Strong Legs*	Academic, Combat, Strength, Dwarven
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	7	**3**	**4**	**0**				Light Armour, Heavy Armour, Plate Armour, Shield, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**3**	**0**	**2**	**2**		Dagger, Club, Hammer, Axe, Spear, Sword, Great Weapon, Halberd, Pistol

Henchmen

Clan Warrior 40 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	
	3”	**9”**	**9**	**5**	**2**	**0**	*Strong Legs*	
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	7	**4**	**4**	**0**				Light Armour, Heavy Armour, Plate Armour, Shield, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**3**	**0**	**2**	**3**		Dagger, Club, Hammer, Axe, Spear, Sword, Great Weapon, Halberd, Pistol

Clan Marksman 45 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	
	3”	**9”**	**9**	**5**	**2**	**0**	*Strong Legs*	
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	7	**4**	**4**	**0**				Light Armour, Heavy Armour, Plate Armour, Shield, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**3**	**0**	**2**	**3**		Dagger, Club, Hammer, Axe, Sword, Crossbow

Greybeard 50 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	3”	**9”**	**9**	**5**	**2**	**0**	*Strong Legs*, Fearless

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	7	**5**	**4**	**0**	Light Armour, Heavy Armour, Plate Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**5**	**3**	**0**	**2**	**3**	Dagger, Club, Hammer, Axe, Spear, Sword, Great Weapon, Halberd, Pistol

Seeker Initiate 40 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	3”	**9”**	**9**	**5**	**2**	**0**	Unbreakable, Not a leader

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	7	**4**	**4**	**0**	Buckler

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**3**	**0**	**2**	**3**	Weapon Master	Dagger, Club, Hammer, Axe, Spear, Sword, Great Weapon, Halberd, Whirling Chains of Doom

War Boar 40 pts

Height: Standard | Base: 25x50mm
Type: Beast | Species: Boar

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	7”	**14”**	**5**	**5**	**2**	**0**	

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**4**	**2**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**4**	**1**	**3**	**0**	Devastating Charge (+1 Str)	

Empire of Sonnstahl (EoS)

Imperial Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Imperial Market instead of the Local Market. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Bayonet	5	0	*10*	*7*
Blunderbuss	*35*	0	*35*	*10*
Double-barrelled	*10+2x Price*	0	*10+2x Price*	*13*
Duelling Pistol	*35*	0	*35*	*10*
Handgun	*35*	0	*35*	*8*
Heavy Bullet	*5*	0	*5*	*7*
Hunting Rifle	*160*	0	*160+5MS*	*12*
Modified Gunsight	*25*	0	*25*	*11*
Pistol	*20*	0	*20*	*8*
Superior Blackpowder	15	0	*15+MS*	*11*
Repeater Gun	80	0	*80+2MS*	10
Repeater Pistol	45	0	*45+2MS*	11
Shotgun	*40*	0	*40*	11
Wolfcloak	20	0	*20+2MS*	11

Configurations

	Alfhafen	Ullsberg	League of Cogs	Narrenwald	Aschau	Engineering School
Models	3-15	3-15	3-15	3-15	3-15	3-15
Captain	1	1	1	1	1	1
Sergeant	0-2	0-2	0-2	0-1	0-2	0-1
Youngblood	0-2	0-2	0-2 **[0-2]**	0-3 **[0-3]**	0-1 **[0-1]**	0-3 **[0-3]**
Tracker	-	-	-	0-2 **[0-3]**	-	-
Hedge Wizard	-	-	0-1 **[0-2]**	-	0-1 **[0-1]**	-
Instructor	-	-	-	-	-	0-1 **[0-3]**
Soldier	0+	0+	0+	0+	0+	0+
Marksman	0-7	0-7	0-7	0-7	0-7	0-7
Seasoned Soldier	0-5	0-5	0-5	0-5	-	0-5
Halfling Scout	-	-	-	0-3	-	-
Ogre	-	-	-	-	0-1	-
Ruffians	-	-	-	-	0-5	-
Riding Horse	0-2 **{0-2}**	0-2 **{0-2}**	0-2 **{0-2}**	0-2 **{0-2}**	0-2 **{0-2}**	0-2 **{0-2}**
Warhorse	0-2 **{0-2}**	0-2 **{0-2}**	0-2 **{0-2}**	0-2 **{0-2}**	0-2 **{0-2}**	0-2 **{0-2}**

Alfhafen

The Captain gains 6" longer Commanding Presence (if it has one).

Marksmen gain +1 Experience and +1 Ballistic Skill on their **profile**.

Sergeants may take Shooting Skills.

Ullsberg

The Captain gains +4 Experience and +1 Strength on their **profile**.

Sergeants gain +3 Experience and +1 Strength on their **profile**.

Sergeant may take Speed Skills.

Youngbloods may **not** take Shooting Skill but may take Strength Skills.

All Heroes and Henchmen gain Armour Proficiency for Wolfcloaks

League of Cogs

Start the campaign with an additional 100 pts (normally 600 pts).

The Warband gains a +1 modifier to its Rarity Roll.

Sergeants may **not** take Strength Skill but may take Shooting and Speed Skills.

Narrenwald

Sergeants may take Speed Skills.

Soldiers and Seasoned Soldiers do **not** have Weapon Proficiency for Duelling Pistols.

Aschau

Captains, Sergeants and Hedge Wizards may take Trickster Skills but the Captain may **not** take Academic Skills.

Cannot ever include any Hired Swords except those of the Ogre Species, which are always Rarity 0 to the Warband.

Marksmen gain Weapon Proficiency for Spears.

> **Newly Rich**
> The Warband must purchase at least one item during every Trading Phase if possible. In every Trading Phase, the first item purchased by the Warband will **always** cost at least half of the amount of points currently in the Warband's Treasury, unless normally higher (i.e. if lower, the cost is increased). (Note that this happens after models have been recruited.)

Engineering School

The Captain may **not** take Strength Skills.

Sergeants may **not** take Strength Skill but may take Shooting and Speed Skills.

The Captain, Sergeants and Youngbloods gain Weapon Proficiency for Repeater Pistols.

Marksmen gain Rifle Training (see Instructor) and Weapon Proficiency for Shotguns.

Heroes and Henchmen all lose Weapon Proficiency for Crossbows, Bows and Longbows.

Heroes

Captain 60 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	8	5	3	16		Academic, Combat, Shooting, Speed, Strength

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	3	0	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	3	0	4	4	Dagger, Club, Hammer, Axe, Sword, Morning Star, Spear, Halberd, Great Weapon, Crossbow, Pistol, Duelling Pistol, Bow

Sergeant 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	7	5	3	10		Combat, Strength

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	3	0	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	3	0	4	3	Dagger, Club, Hammer, Axe, Sword, Morning Star, Spear, Halberd, Great Weapon, Crossbow, Pistol, Duelling Pistol, Bow

Youngblood 15 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	6	5	3	0		Combat, Shooting, Speed

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	2	3	0	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	2	3	0	3	2	Dagger, Club, Hammer, Axe, Sword, Morning Star, Spear, Halberd, Great Weapon, Crossbow, Pistol, Duelling Pistol, Bow

Hedge Wizard 45 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	7	5	3	13	Wizard (1; Alchemy, Cosmology, Divination, Pyromancy)	Academic, Combat, Speed

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	2	3	0	Leather Armour, Light Armour

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	2	3	0	3	3	Dagger, Club, Hammer, Axe, Staff, Sword, Bow

Tracker 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	7	5	3	7	*Set Traps*, Strider (Forest, Tree)	Combat, Shooting, Speed

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	2	3	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	2	3	0	3	4	Dagger, Club, Hammer, Axe, Sword, Bow, Longbow

Instructor 50 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	7	5	3	10	**Ready! Aim! Fire!**	Academic, Shooting, Speed

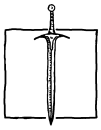
Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	2	3	0	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS		Weapon Proficiency
	1	2	3	0	3	4	**Rifle Training**	Dagger, Club, Hammer, Axe, Sword, Pistol, Duelling Pistol, Handgun, Shotgun, Repeater Pistol, Repeater Gun

Ready! Aim! Fire!: Universal Rule
In any game in which the Instructor participates in, all Handguns, Repeater Guns, Shotguns and Hunting Rifles used by models of the Human Species in the Warband have 6” longer range. All Pistols, Duelling Pistols and Repeater Pistols have 3” longer range.

Rifle Training: Attack Attribute - Shooting
In the Shooting Phase, each time a shot is fired by a model with Weapon training using a Shooting Weapon with Slow Reload, roll a D6. On 4+ that shot is reloaded in the same phase.

Henchmen



Soldier 20 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

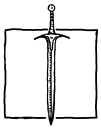
Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**5**	**2**	**0**	

Defensive	*HP*	*Def*	*Res*	*Arm*
	6	**3**	**3**	**0**

Armour Proficiency
Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*
	1	**3**	**3**	**0**	**3**	**3**

Weapon Proficiency
Dagger, Club, Hammer, Axe, Sword, Morning Star, Spear, Halberd, Great Weapon, Crossbow, Pistol, Duelling Pistol, Bow



Marksman 25 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

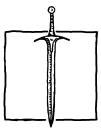
Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**5**	**2**	**0**	

Defensive	*HP*	*Def*	*Res*	*Arm*
	6	**3**	**3**	**0**

Armour Proficiency
Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*
	1	**3**	**3**	**0**	**3**	**3**

Weapon Proficiency
Dagger, Club, Hammer, Axe, Sword, Crossbow, Pistol, Bow, Longbow, Blunderbuss, Handgun, Repeater Gun, Hunting Rifle



Seasoned Soldier 35 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**5**	**2**	**0**	

Defensive	*HP*	*Def*	*Res*	*Arm*
	6	**4**	**3**	**0**

Armour Proficiency
Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*
	1	**4**	**3**	**0**	**4**	**3**

Weapon Proficiency
Dagger, Club, Hammer, Axe, Sword, Morning Star, Spear, Halberd, Great Weapon, Crossbow, Pistol, Duelling Pistol, Bow

Halfling Scout 25 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: halfling

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**8**	**5**	**2**	**0**	**Not Strong**, Strider (Forest, Tree), May not Ride

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**2**	**0**	Leather Armour, Light Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**2**	**0**	**4**	**4**	Dagger, Club, Hammer, Axe, Sword, Bow, Longbow

Not Strong: Universal Rule
The model cannot ever gain Strength Skills.

Ogre 150 pts

Height: Large | Base: 40x40mm
Type: Infantry | Species: Ogre

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	6”	**12”**	**7**	**20**	**6**	**0**	Fear (0), May not Ride, Slow Learner, **Combat Oriented**

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**4**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**3**	**4**	**1**	**2**	**2**	Dagger, Club, Hammer, Axe, Sword, Great Weapon

Combat Oriented: Universal Rule
The model cannot gain any Skills except Combat and Strength Skills.

Ruffian 25 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**10**	**5**	**2**	**0**	Fearless, May not Ride

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**2**	**2**	Dagger, Club, Hammer, Axe, Sword, Great Weapon

Highborn Elves (HE)

Arandai Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Arandai Market instead of the Local Market. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Bitter Arrows	15	0	15	6
Moonlight Arrows	20	0	20	6
Forest Cloak	50	0	50+10MS	11
Fey Runestones	50	0	50+2MS	11
Lightweight Heavy Armour	50	0	*60*	*10*
Lion's Fur	50	0	50+10MS	*11*

Configurations

	Grey Watchers	Envoys of the Pearl Throne	Balegan Hunters	Canreig Expedition
Models	3-12	3-12	3-12	3-12
Commander	1	1	1	1
Order Adept	0-3	0-4	-	-
Elder Soldier	-	-	0-2 **[0-4]**	0-3
Mage	0-1	-	-	-
Juvenile	-	-	0-3 **[0-4]**	0-1
Order Novice	0+	0+	-	-
Citizen Soldier	-	-	0+	0+
Citizen Archer	-	-	0+	0+
Highland Lion	-	-	0-2	-
Elven Horse	0-2	-	-	-

Grey Watchers

The Commander gains +1 Ballistic Skill, +1 Offensive Skill and +1 Defensive Skill on their **profile**.

All Heroes and Henchmen gain Armour Proficiency for Forest Cloaks.

Envoys of the Pearl Throne

The Commander gains +1 Ballistic Skill, +1 Offensive Skill and +1 Defensive Skill on their **profile**.

Order Adepts gain +2 Experience, +1 Offensive Skill and +1 Defensive Skill on their **profile**.

Balegan Hunters

The Commander gains +1 Strength, +1 Offensive Skill and +1 Defensive Skill on their **profile**.

Elder Soldiers gain +1 Strength on their **profile**.

All Heroes and Henchmen gain Armour Proficiency for Lion's Fur.

Canreig Expedition

The Commander gains **Wizard (1; special)**. The model has no choice of Path, instead, each time the model generates a spell, randomize a spell from the chart below. Reroll any duplicates **repeatedly**. The model **cannot** lower the casting value as a normal Wizard can when rolling a duplicate.

1	Quicksilver Lash (Alchemy)
2	Altered Sight (Cosmology)
3	Healing Waters (Druidism)
4	Awaken the Beast (Shamanism)
5	Raven's Wing (Witchcraft)
6	Fountain of Youth (Druidism)

Elder Soldiers gain +1 Agility on their **profile**.

The Juvenile gain access to Academic Skills.

Highborn Skills

Fey Reflexes: Attack Attribute - Close Combat
The model gains **Lightning Reflexes**, unless it has Limited Motions.

Hide in Shadows: Universal Rule
Grey Watchers warband only

For the purpose of finding this model, enemy model's halve their Detection Aura.

Infiltration: Universal Rule
Grey Watchers warband only

The model gains **Scout**.

Martial Discipline: Universal Rule
Discipline Tests taken by the model other than All Alone Tests, are subject to Minimised Roll.

Master of Runes: Universal Rule
When using a Fey Runestone, the model has a +1 modifier to the roll to Dispel.

Moonlight Merchant: Universal Rule
Envoys warband only

While this model is part of the Warband and is not Delayed, the Warband can purchase Moonlight Arrows for Cost of 10+MS pts and a Rarity of 4.

See in Shadows: Universal Rule
Grey Watchers warband only

For the purpose of declaring charges, the model is considered to have an infinitely large Detection Aura.

Sniper: Universal Rule
Grey Watchers warband only

The model can use Shooting Weapons and cast Spells while Hidden without having to reveal itself.

Sword Sworn: Attack Attribute - Close Combat
Canreig Expedition warband only

The model part gains a +1 to-hit modifier when attacking with a Great Weapon.

Heroes

Commander 85 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**9**	**5**	**3**	**20**	Unforgiving Allies, Keen Senses	Combat, Shooting, Academic, Speed, Highborn
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**4**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**3**	**0**	**6**	**4**	*Fey Reflexes*	Dagger, Axe Sword, Spear, Great Weapon, Halberd, Lance, Bow, Longbow

Order Adept 50 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**8**	**5**	**3**	**5**	Unforgiving Allies, Keen Senses	Combat, Shooting, Speed, Highborn
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**4**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**3**	**0**	**5**	**4**		Dagger, Sword, Spear, Great Weapon, Bow, Longbow

Elder Soldier 50 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**8**	**5**	**3**	**7**	Unforgiving Allies, Keen Senses	Combat, Speed, Highbor
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**5**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**5**	**3**	**0**	**5**	**3**		Dagger, Sword, Halberd, Great Weapon

Mage 55 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**8**	**5**	**3**	**10**	Wizard (Cosmology, Divination, Pyromancy), Unforgiving Allies, Keen Senses	Combat, Academic, Speed, Highborn

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**5**	**4**	Dagger, Staff, Sword, Bow, Longbow

Juvenile 25 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**7**	**5**	**3**	**0**	Unforgiving Allies, Keen Senses	Combat, Shooting, Speed, Highborn

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**5**	**3**	Dagger, Sword, Great Weapon, Throwing Weapons

Henchmen

Order Novice 20 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**7**	**5**	**2**	**0**	Unforgiving Allies, Keen Senses

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**5**	**3**	Dagger, Sword, Spear, Great Weapon, Bow, Longbow

Citizen Soldier 30 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Elf

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	5”	10”	8	5	2	0	Unforgiving Allies, Keen Senses

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	3	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	3	0	5	4	Dagger, Sword, Spear, Halberd, Great Weapon

Citizen Archer 35 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Elf

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	5”	10”	8	5	2	0	Unforgiving Allies, Keen Senses

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	3	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	3	0	5	4	Dagger, Sword, Bow, Longbow

Highland Lion 70 pts

Height: Standard Base: 25x50mm
Type: Beast Species: Cat

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	8”	10”	6	5	2	0	Keen Senses

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	5	4	2	

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	2	5	5	2	4	0	

Holy Orders (HO)

Holy Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Holy Market instead of the Local Market. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Abramelin Oil	10	0	10+MS	6
Blessed Water Vial	10	0	*10+3MS*	*6*
Holy Relic	15	0	*15+MS*	*8*
Holy Tome	100	0	100+10MS	8
Holy	5+2x Price	0	5+2x Price	0
Pistol	*20*	0	*20*	*8*
Repeater Handbow	*25*	0	*25*	*9*
Sharpened Whip	15	0	15	5
Wrist Pistol				

The following items are unique to the Army. If a Hero or Henchman from any other army ever gains one of these items, it is immediately destroyed.

Holy Tome: Miscellaneous Equipment
The model gains a +1 modifier on all Casting Attempts of Prayers.

Holy: Close Combat Weapon Upgrade
Item: Sword, Flail, Great Weapon, Halberd, Hammer, Sword
Keywords: Inbuilt
The wielder gains Single Wield. Attacks made with the weapon gain Holy Attacks, +1 Strength and +1 Armour Penetration.

Wrist Pistol: Close Combat Weapon
Hands 0. A model can only be equipped with a single Wrist Pistol, but it does **not** count towards the limit of how many Close Combat Weapons the model can carry.

Once per Battle Sequence, when making Close Combat Attacks, the model can choose to fire its Wrist Pistol. When it does, the model gains an additional Close Combat Attack with Strength 4, Armour Penetration 1 and Divine Attacks. Roll to hit as normal.

Configurations

	The Holy Inquisition	Protectors of the Convent	Keepers of the Veil
Models	3-12	3-15	3-15
Inquisitor	1	-	-
Mother Superior	-	1	-
Daemon Hunter	-	-	1-2 **[0-2]**
Minister	-	-	0-1 **[0-2]**
Order Initiate	0-3	0-3	0-3
Augur	-	0-1	-
Prelate	0-1	-	-
Novice	0+	0+	0+
Flagellant	0-5	-	-
Attack Dog	0-5	-	0-5
Oblate	-	0+	0+
Riding Horse	0-2 **{0-2}**	0-2 **{0-2}**	0-2 **{0-2}**
Warhorse	0-2 **{0-2}**	0-2 **{0-2}**	0-2 **{0-2}**

The Holy Inquisition

Order Initiates gain **Hatred (against Wizards),** may take Shooting Skills and gain Weapon Proficiency for Pistols, Duelling Pistols, Repeater Handbows and Crossbows.

Protectors of the Convent

Order Initiates gain +1 Offensive Skill, +1 Defensive Skill on their **profile**, may take Strength Skills and gain Weapon Proficiency for Whips, Flails, Morning Stars, Holy Warhammers and Slings.

Keepers of the Veil

Order Initiates gain **Hatred (against Supernals),** may take Shooting Skills and gain Weapon Proficiency for Pistols, Duelling Pistols, Repeater Handbows, Crossbows and Wrist Pistols.

Holy Order Skills

Absolute Faith: Universal Rule
The model gains **Unbreakable**.

Righteous Fury Attack Attribute - Close Combat
The model gains **Hatred (against Wizards, Undead, Supernal, The Vermin Swarm)**.

Protection of Sunna: Universal Rule
Cannot be taken by the Keepers of the Veil
The model gains **Magic Resistance (3)**.

Sign of Sunna: Personal Protection
Protectors of the Convent only
In the first round of any Close Combat, models with Undead or Supernal suffer a -2 to-hit modifier on any Close Combat Attack directed against the model

Heroes

Inquisitor 60 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	8	5	3	16	Hatred (against Wizards)	Academic, Combat, Shooting, Speed, Strength, Holy Order

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	3	0	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	3	0	4	4	Dagger, Club, Hammer, Axe, Sword, Great Weapon, Pistol, Duelling Pistol, Repeater Handbow, Crossbow

Mother Superior 70 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	8	5	3	20	Fearless, Priest (1; Sunna, Mother)	Academic, Combat, Speed, Strength, Holy Order

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	3	0	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	3	0	4	3	Dagger, Club, Hammer, Axe, Sword, Whip, Flail, Morning Star, Holy Warhammer, Great Weapon, Sling

Daemon Hunter 60 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	8	5	3	16	Hatred (against Supernals)	Academic, Combat, Shooting, Speed, Strength, Holy Order

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	3	0	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	3	0	4	4	Dagger, Club, Hammer, Axe, Sword, Great Weapon, Pistol, Duelling Pistol, Repeater Handbow, Crossbow, Wrist Pistol

Minister 45 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	8	5	3	10	Fearless, Priest (1; Mother)	Academic, Holy Order

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	3	3	0	Leather Armour, Light Armour

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	3	3	0	3	2	Dagger, Club, Hammer, Axe, Sword, Great Weapon

Order Initiate 30 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	7	5	3	5		Academic, Combat, Speed, Holy Order

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	3	3	0	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	3	3	0	3	3	Dagger, Club, Hammer, Axe, Sword, Great Weapon

Augur 30 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	7	5	3	3	**Blessed Sight**, *Explorer*	Academic, Combat, Speed, Holy Order

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	2	3	0	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS		Weapon Proficiency
	1	2	3	0	3	2	**Blessed Guidance**	Dagger, Club, Hammer, Axe, Sword, Whip, Flail, Morning Star, Holy Warhammer, Great Weapon, Sling

Blessed Sight: Universal Rule
The model must reroll all failed Characteristics tests.

Blessed Guidance: Attack Attribute - Close Combat, Shooting
Failed to-hit rolls with the attack must be rerolled.

Prelate 40 pts

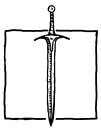
Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**7**	**5**	**3**	**10**	Fearless, Priest (1; Sunna, Ullor, Volund)	Academic, Combat, Strength, Holy Order

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**3**	**2**	Dagger, Club, Hammer, Axe, Sword, Holy Warhammer, Great Weapon

Henchmen



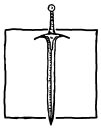
Novice 20 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**6**	**5**	**2**	**0**	

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword, Spear, Great Weapon, Bow, Shortbow



Flagellant 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**6**	**5**	**2**	**0**	Frenzy, May not Ride, Unbreakable

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**4**	**0**	Shield, Buckler

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**3**	**3**	**0**	**3**	**3**	Staff, Flail, Great Weapon, Morning Star

Attack Dog 15 pts

Height: Standard | Base: 25x50mm
Type: Beast | Species: Dog

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	7”	**14”**	**5**	**5**	**2**	**0**	Keen Senses

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**4**	**0**	

Oblate 25 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**5**	**2**	**0**	

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword, Great Weapon

Infernal Dwarves (ID)

Army Model Rules

Chosen of Ashuruk

The model automatically passes all Fear Tests, but still suffers any Discipline modifiers caused by Fear.

Wolfrider

Henchmen with this special rule can be equipped with Wolves, despite Henchmen normally not being able to take Mounts.

Broken

If the model is not within 6" of any friendly model without Broken at the End of its Recovery Phase, and it is **not** Engaged in Combat, Fleeing or Stunned, it must take a Discipline test. If **passed**, the model becomes Dazed. If **failed**, the model starts Fleeing and immediately makes a Flee Move directly away from the closest enemy model.

All Advancement Rolls of '10-12' for Henchmen Groups with Broken must be rerolled **repeatedly** until another result is acquired.

During the Warband Phase, all Henchmen Groups with Broken must take a Discipline test. If the test is passed, all models in that group suffer -1 Discipline on their **profile**. If this would bring the Discipline to a value of 1, all equipment possessed by the models in the Group is moved to the Warband's Stockpile and the models are Vanquished.

Unruly

At the End of each friendly Recover Phase, make an Unruly Roll. To do this, roll a D6 for each model in the Warband with Unruly that is Healthy and **not** Engaged in Combat. For each roll of a natural '1', a single model that added a die to the Unruly Roll must be chosen to Squabble (see below) until the end of the Player Turn. For each roll of 6+, a single model that added a die to the Unruly Roll must be chosen to Rush (see below) until the end of the Player Turn. No model can be given more than one of the effects and no model can be given the same effect two turns in a row.

- **Squabble.** The model becomes Dazed.
- **Rush**. The model gains +1 Advance Rate and +2 March Rate.

Infernal Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Infernal Market instead of the Local. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		**Trading Phase**	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Blunderbuss	30	0	*35*	*10*
Flintlock Axe	50	0	50	10
Gunnery Volley Gun	70	0	60+10MS	12
Infernal Armour	70	0	80	10
Infernal Weapon	60	0	60	12
Lance	20	0	*40*	*8*
Pistol	*20*	0	*20*	*0*
Wolf	30	0	30	*9*

The following items are unique to the Army. If a Hero or Henchman from any other army ever gains one of these items, it is immediately destroyed.

Gunnery Volley Gun: Shooting Weapon
Range 24". Shots D3, 2D3 or 3D3. Strength 4. Armour Penetration 2. Before shooting with this weapon, the controlling player must choose to fire D3, 2D3 or 3D3 shots. If a single natural '6' is rolled (after any reroll), this attack suffers a -1 to-hit modifier; instead, if two or more natural '6' are rolled, the attack fails and the Volley Gun cannot be fired again in this Battle Sequence. This weapon ignores the -1 to-hit modifier from firing multiple shots.

Infernal Armour: Armour
Follows the rules for Plate Armour (may be upgraded as if it was Plate Armour). The wearer gains Aegis (5+, against Flaming Attacks).

Infernal Weapon: Close Combat Weapon
Hands 1. Attacks made with an Infernal Weapon gain +1 Strength, +1 Armour Penetration and **Magical Attacks**.

Configurations

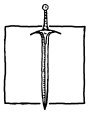
	Hobgoblin Mob	Slavers	Enforcers of Ashuruk
Models	3-15	3-18	3-12
Slave Master	-	1	-
Prophet	-	-	1
Citadel Guard	-	0-3 **[0-4]**	0-4 **[0-4]**
Hobgoblin Chieftain	1	-	-
Hobgoblin Shaman	0-1	-	-
Hobgoblin Backstabber	0-3	0-4 **[0-4]**	0-4 **[0-4]**
Infernal Warrior	-	0-2	0+
Hobgoblin	0+	0-2	0-3
Hobgoblin Shooter	0-5	-	-
Kadim Familiar	-	-	0-2
Orc Slave	-	0+	-
Human Slave	-	0+	-
Gunnery Machine	-	-	0-1
Wolf	0-5	-	-

Slavers

Put in Shackles

If an enemy model ever suffers a 'Captured' result on the Higher Injury Table and this Warband is the captor, the following option is added if the captive is not ransomed or rescued:

- **Put in Shackles**. The captive is Vanquished. The captor Warband gains a new Henchman Group containing a single Captured Slave, see profile below. Each instance of "X" in the profile is collected from the captured model. Any Equipment that the model had is retained by the captor warband and added to its Stockpile.



Captured Slave

Height: X Base: X

Type: X Species: X

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	X"	**X"**	**5**	**X**	**1**	**X**	Broken, X

Defensive	*HP*	*Def*	*Res*	*Arm*			
	X	**X**	**X**	**X**			X

Armour Proficiency
Leather Armour, Light Armour, Shield

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	
	X	**X**	**X**	**X**	**X**	**X**	X

Weapon Proficiency
Dagger, Club, Hammer, Axe, Sword

Infernal Skills

Extra Tough: Personal Protection
The model can reroll any rolls it makes on the Higher Injury Table.

Sturdy: Attack Attribute - Close Combat
The model gains **Devastating Charge (+1 Strength, +1 Armour Penetration)**.

True Grit: Personal Protection
Blunt Attacks no effect against this is model and the model is to never Stunned when reduced to 2 remaining Health Points by a Damage Roll (no need to roll the extra D6).

Engineer: Universal Rule
Prophet only.
If this model was used as one of the two models necessary to fire the Gunnery Machine, and this model did not attempt to cast a spell earlier in this turn, the Gunnery Machine has its Ballistic Skill **set** to 4 in that Shooting Phase.

Master Binder: Universal Rule
Prophet only.
For as long as this model is part of the Warband, an additional 2 Kadim Familiars can be included.

Hobgoblin Skills

Charge Stoppa: Special Attack
If an enemy model declares a charge against this model, and this model is not Engaged in Combat, it may immediately use a special Shooting Attack against the charger, ignoring the Maximum range of the attack. If it does, it cannot use any Close Combat Weapon in the following combat round. In the Combat Round after that, the model can choose hand held equipment as if it were its first combat round.

Confident Rider: Universal Rule
The model gains **Strider (Upper Levels)**.

Ded Shooty: Attack Attribute - Shooting
The model gains **Quick to Fire**.

Hidden Strike: Special Attack
The model makes this attack at its own Agility. In addition to its Close Combat Attacks. Choose a model in base contact, which suffers a single hit with the same Strength and Armour Penetration of the model using Hidden Strike.

Infiltration: Universal Rule
The model gains **Scout**.

Heroes

Slave Master 90 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	3”	**9”**	**9**	**5**	**3**	**20**	Chosen of Ashuruk, *Strong Legs*	Academic, Combat, Shooting, Strength, Infernal

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	7	**5**	**4**	**0**	Light Armour, Heavy Armour, Plate Armour, Infernal Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**5**	**4**	**1**	**3**	**4**	Dagger, Club, Hammer, Axe, Spear, Sword, Great Weapon, Halberd, Whip, Brazier Iron, Flintlock Axe, Pistol, Infernal Weapon

Prophet 90 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	3”	**9”**	**9**	**5**	**3**	**20**	Chosen of Ashuruk, *Strong Legs*, Wizard (1; Alchemy, Pyromancy, Occultism)	Academic, Combat, Shooting, Strength, Infernal

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	7	**4**	**4**	**0**	Light Armour, Heavy Armour, Plate Armour, Infernal Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**4**	**1**	**2**	**4**	Dagger, Club, Hammer, Axe, Spear, Sword, Great Weapon, Halberd, Whip, Brazier Iron, Flintlock Axe, Pistol, Infernal Weapon

Citadel Guard 50 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	3”	**9”**	**9**	**5**	**3**	**5**	Chosen of Ashuruk, *Strong Legs*	Combat, Shooting, Strength, Infernal

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	7	**4**	**4**	**0**	Light Armour, Heavy Armour, Plate Armour, Infernal Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**2**	**3**	Dagger, Club, Hammer, Axe, Spear, Sword, Great Weapon, Halberd, Whip, Flintlock Axe, Pistol

Hobgoblin Chieftain 60 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Goblin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**8**	**5**	**3**	**16**	Unruly	Combat, Shooting, Strength, Speed, Hobgoblin

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**4**	**4**	Dagger, Club, Hammer, Axe, Sword, Spear, Light Lance, Lance, Sling, Shortbow, Bow

Hobgoblin Shaman 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Goblin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**7**	**5**	**3**	**10**	Wizard (1, Occultism, Pyromancy, Witchcraft), Unruly	Academic,Speed, Hobgoblin

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword, Spear, Light Lance, Sling, Shortbow, Bow

Hobgoblin Backstabber 35 pts

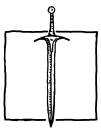
Height: Standard | Base: 20x20mm
Type: Infantry | Species: Goblin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**6**	**5**	**3**	**5**	Unruly	Combat, Speed, Assassin, Hobgoblin

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword, Spear, Light Lance, Lance, Sling, Shortbow, Bow

Henchmen



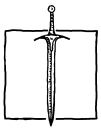
Infernal Warrior 40 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	3”	**9”**	**9**	**5**	**2**	**0**	Chosen of Ashuruk, *Strong Legs*

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	7	**4**	**4**	**0**	Light Armour, Heavy Armour, Plate Armour, Infernal Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**2**	**3**	Dagger, Club, Hammer, Axe, Spear, Sword, Great Weapon, Halberd, Whip, Blunderbuss, Pistol



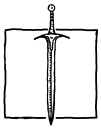
Hobgoblin 20 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Goblin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**6**	**5**	**2**	**0**	Wolfrider, Unruly

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword, Spear, Light Lance, Sling, Shortbow, Bow



Hobgoblin Shooter 30 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Goblin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**6**	**5**	**2**	**0**	Wolfrider, Unruly

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**	Quick to Fire
							Dagger, Club, Hammer, Axe, Sword, Spear, Light Lance, Sling, Shortbow, Bow

Kadim Familiar 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Supernal

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
Ground	**4”**	**8”**	**10**	**5**	**3**	**0**	Supernal, Fear (0), Fly (6”, 6”), Never Learns
Fly	**6”**	**6”**					

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	6	**3**	**3**	**0**		Aegis (5+), Aegis (2+, against Flaming Attacks)

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**4**	**0**	**4**	**3**	Flaming Attacks

Orc Slave 20 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Orc

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**5**	**5**	**1**	**0**	Broken

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**4**	**0**	Leather Armour, Light Armour, Shield

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**2**	**3**	Dagger, Club, Hammer, Axe, Sword

Human Slave 15 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**5**	**5**	**1**	**0**	Broken

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Shield

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword

Gunnery Machine 40 pts

Height: Standard Base: 40x40mm
Type: Infantry Species: -

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	3”	**6”**	**10**	**15**	**1**	**0**	**Inanimate**, Never Learns, Unbreakable, May not Climb

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	12	**1**	**4**	**3**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	0	**0**	**0**	**0**	**0**	**3**	Gunnery Volley Gun

Inanimate: Universal Rule
The Gunnery Machine cannot Recover Health Points and cannot make any Close Combat Attacks. It cannot ever change its Health State from Healthy. It cannot declare or Intercept Charges and cannot perform Charge Moves. It can only move if it starts and ends the Move within 1” of a friendly model with Chosen of Ashuruk that is not Engaged in Combat, Knocked Down, Stunned or Fleeing.

The Gunnery Machine can only fire its own Shooting Weapon if at least 2 friendly models with Chosen of Ashuruk are within 1” of it. Ignore models that are Engaged in Combat, Knocked Down, Stunned or Fleeing. If this is done, those models cannot use any other Shooting Attack in this phase.

Iron Crowns (IC)

The Free Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Free Market instead of the Local Market. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Duelling Pistol	*35*	0	*35*	*10*
Handgun	*35*	0	*35*	*8*
Hunting Rifle	160	0	*160+5MS*	*12*
Pike	*15*	0	*15*	5
Pistol	*20*	0	*20*	*8*
Rapier	*15*	0	*15*	5

Configurations

	Pontefreddini	Myra	Santa Regina
Models	3-15	3-15	3-15
Iron Captain	1	1	1
Marshal	0-2	0-2	0-2
Youngster	0-2	0-2	0-2
Legionnaire	0+	0+	0+
Marksman	0-7	0-7	0-7
Duellist	0-5	0-5	0-5
Pirate Freebooter	0-2	0-3	0-2
Elf Delinquent	0-2	-	0-2
Dwarf Desperado	0-2	0-2	0-2
Barbarian Berserker	0-2	0-2	0-2
Horse	0-2 **{0-2}**	0-2 **{0-2}**	0-2 **{0-2}**
Warhorse	0-2 **{0-2}**	0-2 **{0-2}**	0-2 **{0-2}**

Pontefreddini

All Heroes and Henchmen in the Warband gain Hatred (against The Vermin Swarm).

The Iron Captain gains +4 Experience and +1 Ballistic Skill on their **profile**.

Marshals gain +3 Experience and +1 Ballistic Skill on their **profile**.

Youngsters gain +1 Experience and +1 Ballistic Skill on their **profile**.

Myra

The Leader of the Warband gains Hatred (against Dread Elves) and can reroll failed Rout Checks if there are any models from the Dread Elf army on the table.

Marshals and Youngsters may **not** take Shooting and Speed Skills but may take Academic and Strength Skills.

Santa Regina

Start the campaign with an additional 100 pts (normally 600 pts).

Iron Crown Skills

Traveller of the High Seas: Universal Rule
For as long as this model is part of the Warband, the Upkeep of all Pirate Freebooters is **set** to 2.

Fey Friend: Universal Rule
For as long as this model is part of the Warband, the Upkeep of all Elf Delinquents is **set** to 2.

Mountaineer: Universal Rule
For as long as this model is part of the Warband, the Upkeep of all Dwarf Desperados is **set** to 2.

Dark Pacts: Universal Rule
For as long as this model is part of the Warband, the Upkeep of all Barbarian Berserkers is **set** to 2.

Heroes

Iron Captain 60 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**8**	**5**	**3**	**16**		Academic, Combat, Shooting, Speed, Strength, Iron Crown

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Pavise, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**4**	**4**	Dagger, Club, Hammer, Axe, Sword, Halberd, Spear, Pike, Morning Star, Rapier, Great Weapon, Bow, Pistol, Duelling Pistol, Crossbow

Marshal 35 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**7**	**5**	**3**	**10**		Combat, Shooting, Speed

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Pavise, Helmet

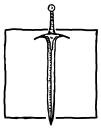
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**4**	**3**	Dagger, Club, Hammer, Axe, Sword, Halberd, Spear, Pike, Morning Star, Rapier, Great Weapon, Bow, Pistol, Duelling Pistol, Crossbow

Youngster 15 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**6**	**5**	**3**	**0**		Combat, Shooting, Speed
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**2**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Pavise, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**2**	**3**	**0**	**3**	**2**		Dagger, Club, Hammer, Axe, Sword, Halberd, Spear, Pike, Morning Star, Rapier, Great Weapon, Bow, Pistol, Duelling Pistol, Crossbow

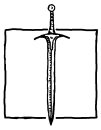
Henchmen



Legionnaire 25 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	
	4”	**8”**	**7**	**5**	**2**	**0**		
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**3**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Pavise, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**		Dagger, Club, Hammer, Axe, Sword, Halberd, Spear, Pike, Morning Star, Rapier, Great Weapon, Bow, Pistol, Duelling Pistol,



Marksman 30 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	
	4”	**8”**	**7**	**5**	**2**	**0**		
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**3**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Pavise, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**		Dagger, Club, Hammer, Axe, Sword, Longbow, Pistol, Duelling Pistol, Crossbow, Handgun, Hunting Rifle

Duellist 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**5**	**2**	**0**	

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	6	**4**	**3**	**0**	Deflect	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler,, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**4**	**3**	Dagger,, Sword, Rapier, Great Weapon,, Pistol, Duelling Pistol,

Pirate Freebooter 30 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**5**	**12**	**0**	Strider (Deep Water)

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	6	**3**	**3**	**0**		Leather Armour, Light Armour, Heavy Armour, Shield, Buckler,, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**	Devastating Charge (+1 Strength +1 Armour Penetration)	Dagger, Club, Hammer, Axe, Sword, Halberd, Spear, Rapier, Great Weapon, Bow, Pistol, Duelling Pistol, Handgun

Dwarf Desperado 40 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	3”	**9”**	**9**	**5**	**12**	**0**	*Strong Legs*

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**4**	**0**	Light Armour, Heavy Armour, Plate Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**2**	**3**	Dagger, Club, Hammer, Axe, Sword, Halberd, Spear, Morning Star, Great Weapon, Pistol, Crossbow, Handgun

Elf Delinquent 30 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**8**	**5**	**12**	**0**	Keen Senses

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**5**	**4**	Dagger, Hammer, Axe, Sword, Rapier, Halberd, Spear, Great Weapon, Bow, Longbow

Barbarian Berserker 40 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**5**	**12**	**0**	Fearless, Frenzy

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**4**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword, Flail, Morning Star, Halberd, Great Weapon

Kingdom of Equitaine (KoE)

Army Model Rules

The Blessing: Personal Protection
The model gains Aegis (6+). Before rolling for first turn (during step 5 of the Deployment Phase), decide if the Warband Prays or not. If it does, models with The Blessing gain Aegis (5+, against Strength 5 or more), but such models cannot take any Voluntary Action in their first Player Turn.

Feudal Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Feudal Market instead of the Local Market. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Lance	30	0	30	*8*
Riding Horse	35	0	40	*8*
Warhorse	70	0	80	*12*

Configurations

	Crusaders	**Damsel's Entourage**
Models	3-12	3-12
Knight of the Quest	1	-
Damsel	-	1
Knight Aspirant	0-2	0-2
Squire	0-3	0-2
Peasant Levy	0+	0+
Peasant Bowman	0+	0+
Peasant Crusader	0-3	-
Brigands	0-2	-
Equitan Unicorn	-	0-1
Riding Horse	0-6 **{0-6}**	0-5 **{0-5}**
Warhorse	0-6 **{0-6}**	0-5 **{0-5}**

Crusader Skills

Further the Quest: Attack Attribute - Close Combat
Questing Knight only. Attacks by the model gain a +1 to-hit modifier against models with Fear.

Oath of Fealty: Universal Rule
Knight Aspirant only

The model gains Commanding Presence with the following restrictions: It has a range of range 3" and can only benefit Henchmen and Squires.

Skilled Horseman: Universal Rule
If mounted and equipped with Barding, the model does **not** suffer -1 Advance Rate nor -2 March Rate.

Virtue of Discipline: Universal Rule
Once per game, the model can reroll a single failed Discipline test.

Virtue of Daring: Universal Rule
The model adds +D3 to its Charge Range.

Virtue of Noble Disdain: Attack Attribute - Close Combat
The model gains **Hatred (against models equipped with a Shooting Weapon)**.

Virtue of Purity: Universal Rule
The model gains **Magic Resistance (3)**.

Virtue of Renown: Attack Attribute - Close Combat
Knight of the Quest only. The model gains **Grievous Attacks (D3, against Large models)**.

Virtue of Valor: Attack Attribute - Close Combat
The model must reroll failed to-hit rolls against enemy Heroes.

Heroes

Knight of the Quest 80 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4"	**8"**	**8**	**5**	**4**	**20**	Fearless, *Skilled Horseman*, **Questing Oath**	Combat, Speed, Strength, Crusader
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**5**	**3**	**0**			The Blessing	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**5**	**4**	**0**	**4**	**2**		Dagger, Club, Hammer, Sword, Morning Star, Great Weapon, Lance

Questing Oath: Universal Rule
When the model charges an enemy model with Fear, its gains +2" Charge Range.

Knight Aspirant 30 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4"	**8"**	**7**	**5**	**4**	**5**		Combat, Speed, Crusader
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**3**	**3**	**0**			The Blessing	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**2**		Dagger, Club, Hammer, Sword, Morning Star, Great Weapon, Lance

Damsel 80 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**7**	**5**	**4**	**13**	**Beloved**, Magic Resistance (1), Not a Leader, Wizard (1; Divination, Druidism, Shamanism)	Academic, Spee,

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	6	**3**	**3**	**0**	The Blessing	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**2**	Dagger, Sword, Staff

Beloved: Universal Rule
When this model is the target of a charge, friendly Heroes and Henchmen can make Intercept Moves when the charging enemy model is up to 6” away (instead of the regular 2”).

Models within 6” of a friendly model with Beloved gain +1 Discipline, to a maximum of 9.

Squire 15 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

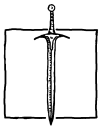
Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**6**	**5**	**2**	**0**	Serf, **Lowborn**	Combat, Speed

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	Leather Armour, Light Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**3**	**2**	Dagger, Club, Hammer, Axe, Sword, Spear, Bow, Longbow

Lowborn: Universal Rule
The model cannot be mounted unless the Knight of the Quest and all Knight Aspirant in the Warband are mounted.

Henchmen



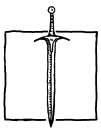
Peasant Levy 10 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**5**	**5**	**2**	**0**	May not Ride

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	Leather Armour, Light Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword, Spear, Halberd, Great Weapon



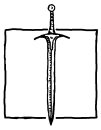
Peasant Bowman 15 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**5**	**5**	**2**	**0**	May not Ride

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	Leather Armour, Light Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**3**	**3**	Axe, Sword, Bow, Longbow



Peasant Crusader 40 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**5**	**2**	**0**	May not Ride, Fearless, Frenzy

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**1**	**3**	**0**	Leather Armour, Light Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**3**	**3**	**0**	**3**	**3**	Hatred

Dagger, Club, Hammer, Axe, Sword, Spear

Brigand 30 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**5**	**5**	**2**	**0**	May not Ride

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	Leather Armour, Light Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**2**	**3**	**0**	**3**	**3**	Quick to Fire	Dagger, Club, Axe, Sword, Bow, Longbow

Equitan Unicorn 150 pts

Height: Standard | Base: 25x50mm
Type: Beast | Species: Unicorn

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	10”	**20”**	**8**	**20**	**3**	**0**	Magic Resistance (2), Strider (Forest, Tree), **Mount**
Mount	**10”**	**20”**	**R**	**R+20**	**R+3**	**R**	

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	9	**5**	**4**	**1**	Aegis (6+)
Mount	**R+1**	**R**	**4**	**R+1**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**5**	**4**	**1**	**5**	**0**	

Mount: Universal Rule
During step 4 of the Pre-Game Sequence, when Equipment and abilities are activated, the Damsel may choose to use the Equitan Unicorn as a Mount. If so, apply the normal rules for mount and use the characteristics profiles above labeled as ‘Mount’. The model also changes its Type to Cavalry. If the combined model is taken Out of Action, both parts must roll injuries separately.

Ogre Khans (OK)

Ogre Bazaar

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Ogre Bazaar instead of the Local Market. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Hand Cannon	70	0	70	11
Hunting Spear	35	0	35	8
Iron Fist	25	0	25	8
Silk Clothes	40	0	40	6

Configurations

	Hunting Party	Shaman's Trail	Scrapling Revolution
Models	3-9	3-9	3-15
Mammoth Hunter	1	-	-
Shaman	-	1	-
Tribeling	0-2	0-2	-
Scrapling Foreman	-	-	1
Scrapling Trapper	0-1	-	0-4 **[0-4]**
Wiseling	-	-	0-1 **[0-4]**
Scrapling Runt	0+	0+	0+
Sabretooth Tiger Cub	0-2	-	-
Kin-Eater	-	0-1	-
Woolly Rhino	-	-	0-1

Ogre Skills

Son of the Avalanche: Special Attack
The model gains **Impact Hits (1)**.

Rotten Jaw: Attack Attribute - Close Combat
The model gains **Poisonous Attacks**.

Trolleater: Universal Rule
The model gains **Fortitude (5+)**, **Regeneration (6+)** and **Stupidity**.

Headhunter: Universal Rule
At the end of any Close Combat Phase in which the model has killed one or more models and is not Fleeing, it Recovers D3-1 Health Points

Hoardmaster: Universal Rule
Cannot be taken by the Shaman.
The model gains **Weapon Master** and Armour Proficiency for Plate Armour.

Hunter Training: Universal Rule
Hunting Party Tribeling only.
The model gains **Swiftstride** and gains Weapon Proficiency for Hunting Spears and Crossbows.

Fire Blessing: Universal Rule
Shaman with Pyromancy only.
The model gains **Aegis (2+, against Flaming Attacks)**, **Flaming Attacks** and **Breath Attack (Strength 3, Flaming Attacks)**.

Heroes

Mammoth Hunter 180 pts

Height: Large | Base: 40x40mm
Type: Infantry | Species: Ogre

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	6”	**12”**	**8**	**20**	**3**	**20**	Fear (0), Slow Learner, Swiftstride	Combat, Shooting, Strength, Ogre

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	12	**4**	**4**	**0**	Leather Armour, Light Armour, Heavy Armour, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**4**	**4**	**1**	**3**	**4**	Dagger, Club, Hammer, Sword, Halberd, Great Weapon, Iron Fist, Hunting Spear, Crossbow

Shaman 180 pts

Height: Large | Base: 40x40mm
Type: Infantry | Species: Ogre

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	6”	**12”**	**8**	**20**	**3**	**20**	Fear (0), Slow Learner, Wizard (1; Pyromancy, Shamanism, Thaumaturgy)	Academic, Combat, Strength, Ogre

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	12	**3**	**4**	**0**	Leather Armour, Light Armour

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**3**	**4**	**1**	**3**	**3**	Dagger, Club, Hammer, Sword, Great Weapon, Iron Fist

Tribeling 75 pts

Height: Large | Base: 40x40mm
Type: Infantry | Species: Ogre

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	6”	12”	7	20	3	3	Fear (0), Slow Learner	Combat, Strength, Ogre

Defensive	HP	Def	Res	Arm	Armour Proficiency
	9	2	4	0	Leather Armour, Light Armour, Heavy Armour, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	2	2	4	1	2	2	Dagger, Club, Hammer, Sword, Halberd, Great Weapon, Iron Fist, Handcannon

Scrapling Foreman 55 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Goblin

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	7	5	3	16		Academic, Combat, Shooting, Speed, Trickster

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	3	3	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	3	3	0	4	4	Dagger, Club, Hammer, Axe, Sword, Spear, Shortbow, Sling, Net

Scrapling Trapper 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Goblin

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	6	5	3	5	*Set Traps*	Combat, Shooting, Speed, Trickster

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	2	3	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	2	3	0	3	4	Dagger, Club, Hammer, Axe, Sword, Spear, Shortbow, Sling, Net

Wiseling 30 pts

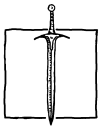
Height: Standard | Base: 20x20mm
Type: Infantry | Species: Goblin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**6**	**5**	**3**	**10**	Wizard (1; Occultism, Pyromancy, Witchcraft)	Combat, Speed, Trickster

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	Leather Armour, Light Armour

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Staff, Sword, Shortbow, Sling, Net

Henchmen



Kin-Eater 130 pts

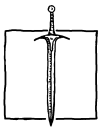
Height: Large | Base: 40x40mm
Type: Infantry | Species: Ogre

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	6”	**12”**	**7**	**20**	**3**	**0**	Fear (0), Fearless, Slow Learner, Ambush, Unarmed, **Scar Tissue**

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	12	**2**	**4**	**0**	Fortitude (5+)

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**2**	**4**	**1**	**2**	**0**	Hatred

Scar Tissue: Universal Rule
The first time the Kin-Eater rolls a ‘10-12’ on an Advancement Roll it gains +1 Resilience instead of the usual effect. The second time it gains +3 Health Points. Any further such results must be rerolled **repeatedly** until another result is acquired.



Scrapling Runt 15 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Goblin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**6**	**5**	**2**	**0**	

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword, Spear, Shortbow, Sling, Net

Sabretooth Tiger Cub 55 pts

Height: Standard | Base: 25x50mm
Type: Beast | Species: Cat

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	8”	**16”**	**5**	**5**	**2**	**0**	Keen Senses

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**4**	**0**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**4**	**4**	**1**	**4**	**0**	

Woolly Rhino 135 pts

Height: Large | Base: 40x40mm
Type: Beast | Species: Rhino

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	6”	**12”**	**5**	**20**	**3**	**0**	Fear (0), **Mount**
Mount	**6”**	**12”**	**R**	**R+20**	**R+3**	**R**	

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	15	**3**	**4**	**2**	
Mount	**15**	**R**	**4**	**R+1**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	3	**3**	**5**	**2**	**2**	**0**	

Mount: Universal Rule
During step 4 of the Pre-Game Sequence, when Equipment and abilities are activated, a single Hero in the Warband may choose to use the Woolly Rhino as a Mount. If so, apply the normal rules for mount and use the characteristics profiles above labeled as ‘Mount’. The model also changes its Type to Cavalry. If the combined model is taken Out of Action, both parts must roll injuries separately.

Orcs and Goblins (OnG)

Greenhide Races

Greenhide Races are a special kind of Attack Attributes. Henchman Group must be of a single Greenhide Race.

Common Orc
The model gains **Unruly**.

Iron Orc
The model gains **Fearless** and +1 Maximum Defensive Skill. The model part gains +1 Maximum Offensive Skill.

Feral Orc
The model gains **Unruly**, **Fearless** and **Frenzy**. The model part gains +1 Maximum Attack Value.

Common Goblin
The model gains **Unruly**.

Cave Goblin
The model gains **Unruly.** The model part gain and +1 Maximum Agility

Forest Goblin
The model gains **Unruly** and **Strider (Tree, Forest)**

Army Model Rules

Unruly: Universal Rule
At the End of each friendly Recover Phase, make an Unruly Roll. To do this, roll a D6 for each Unruly model in the Warband that is:

- Healthy,
- **not** Engaged in Combat,
- and **not** within the Inspiring Presence range of a friendly model.

For each roll of a natural '1', a single model that added a die to the Unruly Roll must be chosen to Squabble (see below) until the end of the Player Turn. For each roll of 6+, a single model that added a die to the Unruly Roll must be chosen to Rush (see below) until the end of the Player Turn. No model can be given more than one of the effects and no model can be given the same effect two turns in a row.

- **Squabble.** The model becomes Dazed.
- **Rush**. The model gains Frenzy, +1 Advance Rate and +2 March Rate.

Shambolic: Universal Rule
The model cannot declare Charges and cannot perform Charge Move. In its Movement Phase, the model cannot perform any Voluntary Actions and instead performs a 2D6" Erratic Moves in a random direction. If a double is rolled the model suffers a hit with Strength 3 and Armour Penetration 10 before being moved.

Tribal Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Tribal Market instead of the Local Market. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Gnasher Prodder	15	0	15	8
Mad Mushrooms	15	0	15	0
Plate Armour	70	0	*80*	*10*
Poison Infusion*	10+2x Price	0	10+2x Price	*11*
Wrecking Ball	15	0	15	0

*Forest Goblin Warband only

The following items are unique to the Army. If a Hero or Henchman from any other army ever gains one of these items, it is immediately destroyed.

Wrecking Ball: Close Combat Weapon
Cannot be equipped to a Mounted model. If the wielder activates a Mad Mushroom during the Pre Battle Sequence, the wielder can activate this weapon during the End of any of its Recovery Phases, provided it is Healthy. When activated, the wielder is subject to the following until the end of the Game Sequence:

- Has its Strength **set** to 5, its Armour Penetration **set** to 3 and its Agility **set** to 10.
- Gains Unbreakable, Hard Target (1), Impact Hits (2D3) and Grind Attacks (D3).
- Cannot perform Close Combat Attacks (but can perform Special Attacks).
- Gains Shambolic, but may choose the direction of its Erratic Move in the turn the Wrecking Ball is activated.
- Cannot perform any Voluntary Actions, except making Erratic Moves.
- Cannot become Fleeing, Knocked Down or Dazed, it remains Healthy instead.
- Cannot become Stunned, it is taken Out of Action instead.
- At the end of the Game Sequence the wielder is taken Out of Action.

Gnasher Prodder: Close Combat Weapon
Uses rules for Spear, with the following addition: Pet Gnashers are kept in control if the wielder is within 12".

Configurations

	Green Tide	Iron Horde	Arachnids	Cave Dwellers
Models	3-20	3-12	3-20	3-20
Orc Chief	1	1	-	-
Orc Shaman	0-1 **[0-4]**	-	-	-
Orc 'Eadbasher	0-2 **[0-4]**	0-2	-	-
Orc Lowling	0-2 **[0-4]**	0-2	-	-
Goblin Chief	-	-	1	1
Goblin Brave	0-2 **[0-4]**	-	0-4 **[0-4]**	0-4 **[0-4]**
Goblin Witch Doctor	-	-	0-1 **[0-4]**	0-1 **[0-4]**
Common Orc Lad	0+	0+	-	-
Goblin Runt	0+	-	0+	0+
Gnasher	0-3	-	-	0-7
Troll	0-1	0-1	-	0-1
Huntsman Spider	-	-	0-1	-
Scuttle Spider	-	-	0-2	-

Green Tide

The Orc Chief and Orc 'Eadbashers must be of the Common Orc Greenhide Race.

Iron Horde

The Orc Chief and Orc 'Eadbashers must be of the Iron Orc Greenhide Race.

Arachnids

The Goblin Chief, Goblin Witch Doctor, Goblin Braves and Goblin Runts must be of the Forest Goblin Greenhide Race.

A single Henchman Group of Forest Goblin Runts can be given Fearless, Frenzy and +1 Attack Value on their **profile** for 10 pts each.

A single other Henchman Group of Forest Goblin Runts can be given the *Knife-Fighter* Skill for 5 pts each.

Cave Dwellers

The Goblin Chief, Goblin Witch Doctor, Goblin Braves and Goblin Runts must be of the Cave Goblin Greenhide Race.

Orc Skills

Armed to the Teeth: Attack Attribute - Close Combat
Iron Orc race only.
The model gains **Weapon Master**.

Blunt Force: Attack Attribute - Close Combat
The model gains Blunt Attacks.

Born to Fight: Attack Attribute - Close Combat
The model gains +1 Strength and +1 Armour Penetration in the first Round of Combat.

Thick Skull: Personal Protection
Blunt Attacks have no effect against this model and the model is never Stunned when reduced to 2 remaining Health Points by a Damage Roll (no need to roll the extra D6).

War Cry!: Universal Rule
If the Leader of the Warband has War Cry!, once per battle you may choose to utter a War Cry. This must be done imminently before making the Unruly Roll. In this turn, the Leader and all models within its Inspiring Presence range automatically gains the effects of Rush. In addition, all the dice part of the Unruly Roll have a +2 modifier and units can be given Rush in this turn even if they were given it in the previous.

War Hide: Personal Protection
Iron Orc race only.
The model gains +1 Armour.

Goblin Skills

Bold Rider: Universal Rule
Cave Goblin race only.
The model can use a Gnasher as a Mount (see the Gnasher profile).

Expert Bouncer: Universal Rule
Cave Goblin race only.
If mounted on a Gnasher, the model gains **Fly (3", 6")**. This Skill can be duplicated once. If so, the model gains Fly (6", 12").

Infiltration: Universal Rule
Cannot be taken by Forest Goblin race models.
The model gains **Scout**.

Mad Git: Universal Rule
Cave Goblin race only.
The model gains +5 Upkeep on its **profile**. For the purpose of using a Wrecking Ball, the model always counts as having used Mad Mushrooms.

Natural Poison: Attack Attribute - Close Combat, Shooting
Forest Goblin race only.
The model gains **Poison Attacks**.

Shady: Attack Attribute - Close Combat
The model gains Lightning Reflexes in the first Round of Combat.

Way of the Webbing: Universal Rule
Forest Goblin race only.
The model gains **Ambush**.

Heroes

Orc Chief

Height: Standard Base: 25x25mm
Type: Infantry Species: Orc

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**8**	**5**	**3**	**20**		Combat, Shooting, Speed, Strength, Orc
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**4**	**4**	**0**				Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**4**	**0**	**3**	**3**	Born to Fight	Dagger, Club, Hammer, Axe, Sword, Spear, Halberd, Great Weapon, Bow, Crossbow

Must become one of the following Greenhide Races.
Characteristics modifiers are applied to the model’s **profile**.

Common Orc Chief
(75 pts)
The model gains the Common Orc Greenhide Race.

Iron Orc Chief
(80 pts)
The model gains the Iron Orc Greenhide Race, **+4** Experience, **+1** Offensive Skill, **+1** Defensive Skill and gains Armour Proficiency for Plate Armour.

Orc ‘Eadbasher

Height: Standard Base: 25x25mm
Type: Infantry Species: Orc

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**7**	**5**	**3**	**10**		Combat, Shooting, Strength, Orc
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**4**	**4**	**0**				Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**3**	**0**	**2**	**3**	Born to Fight	Dagger, Club, Hammer, Axe, Sword, Spear, Halberd, Great Weapon, Bow, Crossbow

Must become one of the following Greenhide Races.

Common Orc ‘Eadbasher
(40 pts)
The model gains the Common Orc Greenhide Race.

Iron Orc ‘Eadbasher
(45 pts)
The model gains the Iron Orc Greenhide Race and gains Armour Proficiency for Plate Armour.

Orc Shaman 40 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Orc

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4"	8"	7	5	3	13	Wizard (1; Pyromancy, Shamanism, Thaumaturgy)	Strength, Orc

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	3	4	0	Leather Armour, Light Armour

Offensive	Att	Off	Str	AP	Agi	BS		Weapon Proficiency
	1	3	3	0	2	3	Common Orc	Dagger, Club, Hammer, Axe, Staff, Sword, Great Weapon, Bow, Crossbow

Orc Lowling 20 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Orc

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4"	8"	6	5	3	0		Combat, Shooting, Orc

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	2	4	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS		Weapon Proficiency
	1	2	3	0	2	2	Common Orc	Dagger, Club, Hammer, Axe, Sword, Spear, Halberd, Great Weapon, Bow, Crossbow

Goblin Chief 50 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Goblin

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4"	8"	7	5	3	16		Academic, Combat, Shooting, Speed, Goblin

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	3	3	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	3	3	1	3	4	Dagger, Club, Hammer, Axe, Sword, Spear, Halberd, Great Weapon, Shortbow

Must become one of the following Greenhide Races.

Forest Goblin Chief
The model gains the Forest Goblin Greenhide Race. The model gains Weapon Proficiency for Throwing Weapons.

Cave Goblin Chief
The model gains the Cave Goblin Greenhide Race. The model gains Weapon Proficiency for Nets, Gnasher Prodders and Wrecking Balls.

Goblin Brave 30 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Goblin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**6**	**5**	**3**	**5**		Combat, Shooting, Speed, Goblin

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword, Spear, Halberd, Great Weapon, Shortbow

Must become one of the following Greenhide Races.
Characteristics modifiers are applied to the model’s **profile**.

Common Goblin Brave
The model gains the Common Goblin Greenhide Race. The model gains **+1** Ballistic Skill. The model gains Weapon Proficiency for Bows.

Forest Goblin Brave
The model gains the Forest Goblin Greenhide Race. The model gains **+1** Ballistic Skill. The model gains Weapon Proficiency for Throwing Weapons.

Cave Goblin Brave
The model gains the Cave Goblin Greenhide Race. The model gains **+1** Offensive Skill and **+1** Defensive Skill. The model gains Weapon Proficiency for Nets, Gnasher Prodders and Wrecking Balls.

Goblin Witch Doctor 40 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Goblin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**6**	**5**	**3**	**10**	Wizard (1; Pyromancy, Thaumaturgy, Witchcraft)	Academic, Speed, Goblin

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**2**	**3**	**0**	**3**	**3**	Forest Goblin	Dagger, Club, Hammer, Axe, Staff, Sword, Shortbow, Throwing Weapons

Must become one of the following Greenhide Races.

Forest Goblin Witch Doctor
The model gains the Forest Goblin Greenhide Race. The model gains Weapon Proficiency for Throwing Weapons.

Cave Goblin Witch Doctor
The model gains the Cave Goblin Greenhide Race. The model gains Weapon Proficiency for Nets and gains Armour Proficiency for Leather Armour.

Henchmen

Orc Lad

Height: Standard Base: 25x25mm
Type: Infantry Species: Orc

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**5**	**2**	**0**	

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**4**	**0**	Leather Armour, Light Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**2**	**3**	Dagger, Club, Hammer, Axe, Sword, Spear, Halberd, Great Weapon, Bow

Must become one of the following Greenhide Races.
Characteristics modifiers are applied to the model’s **profile**.

Common Orc Lad
(25 pts)
The model gains the Common Orc Greenhide Race. The model gains Weapon Proficiency for Crossbows and Armour Proficiency for Heavy Armour.

Feral Orc Lad
(40 pts)
The model gains the Feral Orc Greenhide Race, Aegis (6+) and **+1** Attack Value. The model suffers **-1** Defensive Skill.

Goblin Runt 15 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Goblin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**6**	**5**	**2**	**0**	

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**2**	**3**	Dagger, Club, Hammer, Sword, Spear, Shortbow

Must become one of the following Greenhide Races.

Common Goblin Runt
The model gains the Common Goblin Greenhide Race. The model gains +1 Discipline. The model gains Weapon Proficiency for Bows.

Forest Goblin Runt
The model gains the Forest Goblin Greenhide Race. The model gains +1 Discipline. The model gains Weapon Proficiency for Throwing Weapons.

Cave Goblin Runt
The model gains the Cave Goblin Greenhide Race. The model gains +1 Agility and **Mushroom Muncher**. The model gains Weapon Proficiency for Nets, Gnasher Prodders and Wrecking Balls.

Mushroom Muncher: Universal Rule
The model can be equipped with Mad Mushrooms (despite being a Henchman). All models in the group must activate their Mad Mushrooms if any one does.

Troll 180 pts

Height: Large | Base: 40x40mm
Type: Infantry | Species: Troll

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	6”	**12”**	**3**	**20**	**6**	**0**	Fear (0), Never Learns, Stupidity

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	12	**3**	**4**	**0**		Fortitude (4+), Regeneration (4+)

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	2	**3**	**5**	**1**	**1**	**0**	**Troll Belch**	Hammer, Axe, Great Weapon

Troll Belch: Special Attack
Instead of making its usual attacks the model may choose to make a single Troll Belch attack. Choose a model in base contact. That model suffers a hit with Strength 5 and Armour Penetration 10.

Gnasher 50 pts

Height: Standard | Base: 20x20mm
Type: Beast | Species: Gnasher

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**5**	**5**	**3**	**0**	Fearless, **Go Wild!, Mount**
Mount	**5”**	**10”**	**R**	**R+5**	**R+3**	**R**	

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	
Mount	**R**	**R**	**R**	**R+1**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**4**	**5**	**2**	**4**	**0**	

Go Wild!: Universal Rule
Unless mounted (see below), if the model is not within 6” of a friendly model without Go Wild! at the End of its Recovery Phase, it gains Shambolic until the End of its next Recovery Phase.

During the Warband Phase, if there are more models with Go Wild! than there are Cave Goblins in the Warband, any excess are Vanquished.

Mount: Universal Rule
During step 4 of the Pre-Game Sequence, when Equipment and abilities are activated, a single Hero with the *Bold Rider* Skill may choose to use the Gnasher as a Mount. If so, apply the normal rules for mount and use the characteristics profiles above labeled as ‘Mount’. The model also changes its Type to Cavalry. If the combined model is taken Out of Action, both parts must roll injuries separately.

Huntsman Spider 180 pts

Height: Large | Base: 50x50mm
Type: Beast | Species: Spider

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	7”	**14”**	**7**	**20**	**6**	**0**	Fear (0), Strider (Forest, Tree), **Wall Crawler, Mount**
Mount	**7”**	**14”**	**R**	**R+20**	**R+6**	**R**	

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	12	**3**	**4**	**2**	
Mount	**12**	**R**	**4**	**R+2**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	3	**3**	**4**	**1**	**4**	**0**	Poison Attacks

Wall Crawler: Universal Rule
The model loses May Not Climb gained by its Type.

Mount: Universal Rule
During step 4 of the Pre-Game Sequence, when Equipment and abilities are activated, the Forest Goblin Chieftain may choose to use the Huntsman Spider as a Mount. If so, apply the normal rules for mount and use the characteristics profiles above labeled as ‘Mount’. The model also changes its Type to Cavalry. If the combined model is taken Out of Action, both parts must roll injuries separately.

When making Climb Maneuvers, use the Agility of the Mount.

Outlaws (OL)

Scoundrels Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Scoundrels Market instead of the Local Market. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Brass Knuckle	10	0	10	5
Forest Cloak	50	0	70	13
Hunting Arrows	10	0	*15+MS*	*8*
Iron Fist	25	0	25	7
Trident	15	0	15	8

Configurations

	Forest Bandits	Pit Fighters
Models	3-15	3-15
Bandit Leader	1	-
Pit King	-	1
Champion	0-2 **[0-4]**	0-2 **[0-4]**
Rookie	0-2 **[0-4]**	0-2 **[0-4]**
Pit Seeker	-	0-1 **[0-4]**
Outcast Monk	0-1 **[0-4]**	-
Veteran Combatant	0-7	0-7
Combatant	0+	0+
Ogre Pit Fighter	-	0-1
Riding Horse	0-2 **{0-2}**	0-2 **{0-2}**
Warhorse	0-2 **{0-2}**	0-2 **{0-2}**

Forest Bandits

All Henchmen and Heroes in the Warband, except the Outcast Monk, must be equipped with a Shortbow, Bow, Longbow or Sylvan Longbow. Any model without one during the Warband Phase is Vanquished.

Champions, Rookies and Veteran Combatants gain +1 Ballistic Skill on their **profile**.

Champions, Rookies, Veterans Combatants and Combatants gain Weapon Proficiency for: Shortbow, Bow, Longbow

Champions, Rookies, Veterans Combatants and Combatants gain Armour Proficiency for: Forest Cloaks

Champions and Rookies gain access to Shooting Skills.

Pit Fighters

Champions, Rookies, Veterans Combatants and Combatants gain the *Gladiator* Skill.

Champions and Veteran Combatants gain +1 Agility on their **profile**.

Champions, Rookies and Veteran Combatants gain+1 Offensive Skill and +1 Defensive Skill on their **profile**.

Champions, Rookies, Veteran Combatants and Combatants have Weapon Proficiency for: Morning Star, Halberd, Flail, Iron Fist, Trident, Brass Knuckle, Nets

Champions and Rookies gain access to Pit Fighter Skills.

Trial by Combat

If an enemy model ever suffers a 'Captured' result on the Hero Injury Chart and this Warband is the captor, the following option is added if the captive is not ransomed or rescued:

- **Trial by Combat**. The captor chose a Hero from its Warband to battle the captive in the pit. The two models will fight in close combat until one is reduced to zero Health Points. Randomize who charged. Both models count as being within a Building during the entire combat. The model that wins gains +2 Experience and adds 50 pts to its Warband's Treasury. The model that loses must immediately roll on the Injury Chart, rerolling any results of: 'Robbed'; 'Captured'; 'Hardened'; 'Sold to the Pits'. If the captive model loses, all of its equipment is retained by the captor Warband.

Pit Fighter Skills

Arms Master: Attack Attribute - Close Combat
The model does **not** gain Single Wield from using Morning Stars.

Body Slam: Special Attack
The model gains **Impact Hits (1)**.

Bulging Biceps: Attack Attribute - Close Combat
The model counts as having charged in all rounds of combat for the purpose of Devastating Charge.

Force of Will: Universal Rule
The first time the model is taken Out of Action each game, mark the spot. During the End of its following Recovery Phase, the model must take a Resilience test. If failed, the model may test again during the End of its next Recovery Phase, but with a -1 modifier for each time previously failed (making it easier to succeed). If the test is passed, the model is Re-animated on the spot where it stood, Dazed and with D6 Health Points remaining.

Grizzled Veteran: Universal Rule
The model gains **Unbreakable**.

Heroes

Bandit Leader 60 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**8**	**5**	**3**	**16**		Academic, Combat, Shooting, Speed, Strength

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet, Forest Cloak

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**4**	**4**	Dagger, Club, Hammer, Axe, Sword, Spear, Great Weapon, Shortbow, Bow, Longbow

Pit King 80 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**8**	**5**	**3**	**20**		Academic, Combat, Speed, Strength, Pit Fighter

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**5**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**5**	**4**	**0**	**4**	**3**	*Gladiator*	Dagger, Club, Hammer, Axe, Sword, Morning Star, Great Weapon, Halberd, Spear, Flail, Iron Fist, Trident, Brass Knuckle, Nets

Champion 35 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**7**	**5**	**3**	**7**		Combat, Strength

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword, Spear, Great Weapon,

Rookie 20 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**6**	**5**	**3**	**0**		Combat, Speed
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**2**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**2**	**3**	**0**	**3**	**3**		Dagger, Club, Hammer, Axe, Sword, Spear, Great Weapon

Outcast Monk 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

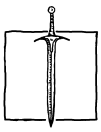
Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**7**	**5**	**3**	**10**	Priest (0; Sunna, Volund, Karadon)	Academic
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**3**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**		Dagger, Club, Hammer, Axe, Staff, Sword, Great Weapon, Shortbow, Bow, Longbow

Pit Seeker 50 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Dwarf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	3”	**9”**	**9**	**5**	**3**	**10**	Not a Leader, Unbreakable, May not Ride	Combat, Strength, Pit Fighter, Dwarven (see DH army), Seeker (see DH army)
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	7	**4**	**4**	**0**				
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**4**	**1**	**2**	**2**	*Gladiator*	Dagger, Club, Hammer, Axe, Sword, Morning Star, Great Weapon, Halberd, Spear, Flail, Iron Fist, Trident, Brass Knuckle, Nets

Henchmen



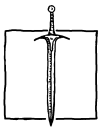
Veteran Combatant 35 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**5**	**2**	**0**	

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword, Spear, Great Weapon



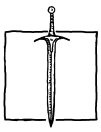
Combatant 20 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**5**	**2**	**0**	

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword, Spear, Great Weapon



Ogre Pit Fighter 150 pts

Height: Large Base: 40x40mm
Type: Infantry Species: Ogre

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	6”	**12”**	**7**	**20**	**6**	**0**	Fear (0), Slow Learner, **Combat Oriented**

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	12	**3**	**4**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	2	**3**	**4**	**1**	**2**	**2**	*Gladiator*	Dagger, Club, Hammer, Axe, Sword, Morning Star, Great Weapon, Halberd, Spear, Flail, Iron Fist, Trident, Brass Knuckle, Nets

Combat Oriented: Universal Rule
The model cannot gain any Skills except Combat, Strength and Pit Fighter Skills.

Saurian Ancients (SA)

Jungle Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Jungle Market instead of the Local Market. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Blowpipe	*15*	*0*	*15*	*8*
Fire Bolas	30	0	30	10
Poison Infusion	10+2x Price	0	10+2x Price	*11*

The following items are unique to the Army. If a Hero or Henchman from any other army ever gains one of these items, it is immediately destroyed.

Fire Bolas: Shooting Weapon
Range 8". Shots 1. Strength 4. Armour Penetration 1. Quick to Fire. Flaming Attacks

Army Model Rules

Cold Blooded: Universal Rule
Discipline Tests made by the model are subject to Minimised Roll.

Configurations

	Amphibians	Strike Force
Models	3-15	3-12
Skink Priest	1	1
Saurian Veteran	-	1
Skink Captain	0-1	-
Skink Brave	0-3	0-3
Skink Hunter	0+	0+
Saurian Warrior	-	0-4
Caiman	0-1	-
Chameleon	0-5	-
Young Salamander	0-1	-
Raptor	-	0-1

Saurian Skills

Can only be taken by models of the Saurian Species.

Blessed Warrior: Universal Rule
In any game in which this model is deployed, the Warband gains an additional Fate Reroll. This Fate Reroll can however only be used for To Hit rolls, To Wound rolls, Armour Save rolls, Aegis Save rolls or Characteristics Test made by this model.

Born Predator: Attack Attribute - Close Combat
The attack must reroll natural to-hit rolls of '1'.

Frightening Roar: Personal Protection
The model gains Distracting in the first round of any combat.

Great Jaws: Attack Attribute - Close Combat
The model gains an additional Close Combat Attack. This attack never benefits from any weapons the model uses and is resolved at Strength 5 and Armour Penetration 2.

Skink Skills

Can only be taken by models of the Skink Species.

Blessed Warrior: Universal Rule
In any game in which this model is deployed, the Warband gains an additional Fate Reroll. This Fate Reroll can however only be used for to-hit rolls, to-wound rolls, Armour Save, Aegis Save or Characteristics Test made by this model.

Infiltrating: Universal Rule
The model gains **Scout**.

Poisonous Bite: Attack Attribute - Close Combat
The model gains an additional Close Combat Attack. This attack never benefits from any weapons the model uses and is resolved at Strength 3, Armour Penetration 0 with Poison Attacks.

Silent Hunter: Personal Protection
The model gains **Hard Target**.

Heroes

Skink Priest 40 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Skink

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	6"	**12"**	**7**	**5**	**3**	**16**	Wizard (Druidism, Shamanism), Cold Blooded, May not Ride, Strider (Deep Water), **Rare Leader**	Academic, Speed, Skink

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	6	**2**	**3**	**1**	Unusual Shape	Light Armour

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**4**	**3**	Dagger, Club, Hammer, Axe, Staff, Sword, Shortbow, Javelin, Throwing Weapons, Blowpipe, Net

Rare Leader: Universal Rule
This is the only model that can ever be the Leader in the Warband. All the models in the Warband are Vanquished only if the Warband is without a Leader for two consecutive Warband Phases.

Saurian Veteran 100 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Saurian

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	8	10	3	13	Cold Blooded, Not a Leader, Slow Learner	Combat, Strength, Saurian

Defensive	HP	Def	Res	Arm		Armour Proficiency
	6	4	4	2	Unusual Shape	Light Armour, Heavy Armour, Shield, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	2	4	4	1	2	0	Dagger, Club, Hammer, Axe, Sword, Great Weapon, Spear, Halberd, Lance

Skink Captain 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Skink

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	6”	12”	6	5	3	10	Cold Blooded, Not a Leader, May not Ride, Strider (Deep Water)	Shooting, Speed, Skink

Defensive	HP	Def	Res	Arm		Armour Proficiency
	6	3	3	1	Unusual Shape	Light Armour, Shield, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	3	3	0	5	4	Dagger, Club, Hammer, Axe, Sword, Spear, Shortbow, Javelin, Throwing Weapons, Blowpipe, Net, Fire Bolas

Skink Brave 15 pts

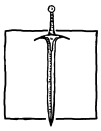
Height: Standard | Base: 20x20mm
Type: Infantry | Species: Skink

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	6”	12”	5	5	3	5	Cold Blooded, Not a Leader, May not Ride, Strider (Deep Water)	Shooting, Speed, Skink

Defensive	HP	Def	Res	Arm		Armour Proficiency
	6	2	2	1	Unusual Shape	Light Armour, Shield, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	2	3	0	4	3	Dagger, Club, Hammer, Axe, Sword, Spear, Shortbow, Javelin, Throwing Weapons, Blowpipe, Net, Fire Bolas

Henchmen



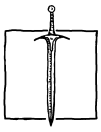
Skink Hunter 25 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Skink

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	6”	**12”**	**6**	**5**	**2**	**0**	Cold Blooded, May not Ride, Strider (Deep Water)

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	6	**2**	**2**	**1**	Unusual Shape	Light Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**4**	**4**	Dagger, Club, Hammer, Axe, Sword, Spear, Shortbow, Javelin, Throwing Weapons, Blowpipe, Net, Fire Bolas



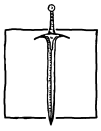
Saurian Warrior 50 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Saurian

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**8**	**10**	**2**	**0**	Cold Blooded, Slow Learner

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	6	**3**	**4**	**2**	Unusual Shape	Light Armour, Heavy Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**3**	**3**	**0**	**1**	**0**	Dagger, Club, Hammer, Axe, Sword, Great Weapon, Spear, Halberd



Chameleon 30 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Skink

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	6”	**12”**	**6**	**5**	**2**	**0**	Cold Blooded, May not Ride, Strider (Deep Water), Hard Target, Scout

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	6	**2**	**2**	**1**	Unusual Shape	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**4**	**4**	Dagger, Club, Hammer, Axe, Sword, Spear, Javelin, Blowpipe

Caiman 170 pts

Height: Large | Base: 40x40mm
Type: Infantry | Species: Caiman

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	6”	**12”**	**7**	**20**	**4**	**0**	Cold Blooded, Fear (0), Never Learns, Strider (Deep Water)

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	12	**3**	**4**	**3**	Light Armour, Heavy Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	3	**3**	**5**	**2**	**2**	**0**	Great Weapon, Halberd

Young Salamander 100 pts

Height: Large | Base: 40x40mm
Type: Beast | Species: Salamander

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	6”	**12”**	**6**	**10**	**4**	**0**	Cold Blooded, Strider (Deep Water), **Controlled**

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	9	**3**	**4**	**3**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**4**	**1**	**4**	**0**	Breath Attack (Str 4, Flaming Attacks)

Controlled: Universal Rule
If the model is not within 6” of a Hero from the Warband at the End of its Recovery Phase, it is gains Stupidity until the end of the Player Turn.

Sylvan Elves (SE)

Army Model Rules

Dances of Cenyrn: Universal Rule
At the start of each Round of Combat, the model must choose to gain one of the effects listed below. The model cannot make the same choice two times in a row (even if in separate combats).

Dance of Bedevilments	Fear (1).
Dance of Biting Wind	+1 Armour Penetration and **Lethal Strike**.
Dance of the Parting Mists	**Aegis (+3, max 3+)**, -1 Strength and -1 Armour Penetration.
Dance of Whirling Blades	+1 Attack Value.

Forest Walker: Universal Rule
The model gains Strider (Forest, Tree) and **must** reroll to-wound rolls of '1' with their Close Combat Attacks when within a Forest or within 3" of a Tree.

Trewi Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Trewi Market instead of the Local Market. When the Warband is started, all items on the Trewi Market are considered Common to the Warband, and if an item has two listed Costs, the first one is used. In all Trading Phases, only the second is used. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		**Trading Phase**	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Cold Forged Light Armour	40	0	*55*	*11*
Elven Cloak	30	0	30	11
Forest Cloak	50	0	70	13
Lucky	3x Price	0	*15+3x Price*	*11*
Mithril	2x Price	0	*15+2x Price*	*11*
Hunting Arrows	10	0	*15+MS*	8
Healing Herbs	30	0	30	*8*
Sylvan Longbow	25	0	25+3MS	8

Configurations

	Wyscan Patrol	Great Forest	Blade Dancer Troupe
Models	3-15	3-15	3-15
Chieftain	1	1	-
Troupe Master	-	-	1
Druid	0-1 [0-4]	0-1 [0-4] {0-3}	0-1 [0-4] {0-3}
Pathfinder	0-1 [0-4]	0-3 [0-4] {0-3}	-
Blade Dancer	0-1 [0-4]	-	0-3 [0-4] {0-3}
Youngling	0-3 [0-4]	0-3 [0-4]	0-3 [0-4]
Sylvan Archer	0+	0+	0-4
Forest Guard	0-3	0-3	0+
Sylvan Sentinel	0-5	0-5	-
Dryad	0-3	0-3	0-3
Thicket Beast	0-1	0-1	-
Elven Horse	0-2	0-2	-

Wyscan Patrol

Heroes and Henchmen that are recruited during the Pre Battle Sequence become Delayed during the following Warband Phase (and thus become available after the next Warband Phase).

The Warband gains a +2 modifier to its Rarity Roll.

Great Forest

The Warband gains a +1 modifier to its Rarity Roll.

Blade Dancer Troupe

Younglings gain +3 Experience and +1 Defensive Skill on their **profile**. They also gain May not Ride and Dances of Cenyrn.

The Armour Proficiency of Younglings is **set** to: Buckler, Forest Cloak, Elven Cloak.

The Weapon Proficiency of Younglings is **set** to: Dagger, Axe, Sword, Halberd, Great Weapon, Throwing Weapons, Javelins.

Blade Dancer Skills

Aerial Fury: Universal Rule
When making Change Moves the model may take an Agility Test. If passed the model counts as making a Diving Charge. If failed, the model becomes Knocked Down (before performing the Charge Move).

Enchanted Tattoos: Universal Rule
The model gains **Aegis (6+)** and **Magic Resistance (1)**.

Ritual Trance: Universal Rule
During the Pre Battle Sequence, the model can choose to gain Fearless and Feel no Pain for the duration of the Game Sequence.

Sylvan Skills

Tree Singing: Universal Rule
Druid only.
The model can cast the following spell:

Tree Singing

Casting Value	*Range*	*Type*	*Duration*	*Effect*
5+ {8+}	**12"**	Ground	Instant **{Lasts this Game}**	The Target point must be on Ground Level. Perform one of the following: • Move a Tree terrain piece within 6" of the Target point to the Target point. • Move a Forest terrain piece within 3" of the Target point to the Target Point. • **{Place a Tree terrain piece on the Target point.}**

Fey Archery: Attack Attribute - Shooting
The model gains **Quick to Fire**.

Fey Reflexes: Attack Attribute - Close Combat
The model gains Lightning Reflexes, unless it has Limited Motions.

Fey Quickness: Personal Protection
The model gains **Dodge (+1, max 4+)**. This Skill can be duplicated.

Fey Protection: Universal Rule
The model gains **Magic Resistance (3)**.

Hide in Shadows: Universal Rule
For the purpose of finding this model, enemy model's halve their Detection Aura.

Infiltration: Universal Rule
The model gains **Scout**.

Luck: Universal Rule
The model can reroll a single failed to-hit, to-wound, Armour Save or Aegis Save roll during each Game.

One with the Target: Attack Attribute - Shooting
If the model has not moved in the same turn as it shoots, a single of its Shots hits automatically.

Resource Hunter: Universal Rule
Max one per Warband.
The model can modify the result of a single D6 part of the Exploration Dice roll by ±1, provided the model is not Delayed in that phase.

Sniper: Universal Rule
The model can use Shooting Weapons and cast Spells while Hidden without having to reveal itself.

Set Traps: Universal Rule
Instead of shooting in the Shooting Phase, the model may place a Trap Marker in base contact with itself. You may not place Trap Markers if there are 4 or more Trap Markers placed by your models on the board.

If any model (friend or foe) without this Skill comes within 2" of a Trap Marker, that model suffers a hit with Strength 3 and Armour Penetration 1. This counts as a Ranged Attack. Remove the Trap Marker afterwards.

Unerring Accuracy: Attack Attribute - Shooting
The model causes Critical Wounds when using a Bow, Longbow or Sylvan Longbow on successful to-wound rolls of 5+.

Heroes

Chieftain 70 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**8**	**5**	**3**	**20**	Keen Senses, Careful Allies, Forest Walker	Academic, Combat, Shooting, Speed, Strength, Sylvan

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**5**	**3**	**0**	Leather Armour, Light Armour,, Shield, Buckler, Helmet, Forest Cloak, Elven Cloak

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**5**	**4**	**0**	**6**	**5**	*Fey Reflexes*	Dagger, Hammer, Axe, Sword, Morning Star, Spear, Great Weapon, Bow, Longbow, Sylvan Longbow, Sling, Throwing Weapons, Javelins

Troupe Master 90 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**8**	**5**	**3**	**24**	Keen Senses, Careful Allies, Forest Walker, May not Ride, *Leap*, Dances of Cenyrn	Academic, Combat, Speed, Strength, Sylvan, Blade Dancer

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**6**	**3**	**0**	Buckler, Forest Cloak, Elven Cloak

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**5**	**4**	**0**	**6**	**3**	*Fey Reflexes*	Dagger, Axe, Sword, Halberd, Great Weapon, Throwing Weapons, Javelins

Pathfinder 55 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**8**	**5**	**3**	**10**	Keen Senses, Careful Allies, Forest Walker, Scout, May not Ride	Shooting, Speed, Sylvan

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Shield, Buckler, Helmet, Forest Cloak, Elven Cloak

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**6**	**5**	Dagger, Hammer, Axe, Sword, Bow, Longbow, Sylvan Longbow, Throwing Weapons

Druid 60 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**8**	**5**	**3**	**13**	Wizard (Cosmology, Druidism, Shamanism), Keen Senses, Careful Allies, Forest Walker	Academic, Shooting, Speed, Sylvan

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Forest Cloak, Elven Cloak

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**6**	**4**	Dagger, Hammer, Axe, Staff, Sword, Bow, Longbow, Sylvan Longbow, Sling, Throwing Weapons, Javelins

Blade Dancer 75 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**8**	**5**	**3**	**13**	Keen Senses, Careful Allies, Forest Walker, May not Ride, *Leap*, Dances of Cenyrn	Combat, Shooting, Speed, Sylvan, Blade Dancer

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**5**	**3**	**0**	Buckler, Forest Cloak, Elven Cloak

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**6**	**3**	Dagger, Axe, Sword, Halberd, Great Weapon, Throwing Weapons, Javelins

Youngling 25 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**7**	**5**	**3**	**0**	Keen Senses, Careful Allies, Forest Walker	Combat, Shooting, Speed, Sylvan

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour,, Shield, Buckler, Helmet, Forest Cloak, Elven Cloak

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**5**	**3**	Dagger, Hammer, Axe, Sword, Morning Star, Spear, Great Weapon, Bow, Longbow, Sylvan Longbow, Sling, Throwing Weapons, Javelins

Henchmen

Sylvan Archer 30 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**8**	**5**	**2**	**0**	Keen Senses, Careful Allies, Forest Walker

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Shield, Buckler, Helmet, Forest Cloak

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**5**	**4**	Dagger, Hammer, Axe, Sword, Morning Star, Spear, Bow, Longbow, Sylvan Longbow, Sling, Throwing Weapons, Javelins

Sylvan Sentinel 40 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**8**	**5**	**2**	**0**	Keen Senses, Careful Allies, Forest Walker

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Shield, Buckler, Helmet, Forest Cloak

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**3**	**0**	**5**	**4**	**Poison Tips**	Dagger, Hammer, Axe, Sword, Bow, Longbow, Sylvan Longbow, Throwing Weapons

Poison Tips: Attack Attribute - Shooting
The model’s Shooting Attacks made with Bows, Longbows and Sylvan Longbow gain Poison Attacks.

Forest Guard 40 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Elf

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**8**	**5**	**2**	**0**	Keen Senses, Careful Allies, Forest Walker

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**5**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet, Forest Cloak, Elven Cloak

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**5**	**3**	**0**	**5**	**3**	Devastating Charge (+1 Armour)	Dagger, Hammer, Axe, Sword, Morning Star, Spear, Sling, Throwing Weapons, Javelins

Dryad 55 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Spirit

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**8**	**5**	**2**	**0**	Forest Walker, Fearless, Never Learns

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	6	**4**	**4**	**0**		Aegis (5+), Flammable

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**4**	**4**	**1**	**5**	**0**	Magical Attacks

Thicket Beast 150 pts

Height: Large | Base: 40x40mm
Type: Infantry | Species: Spirit

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**8**	**40**	**6**	**0**	Forest Walker, Fearless, Never Learns, Fear (0), Unarmed

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	12	**4**	**5**	**3**		Aegis (5+), Flammable

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	3	**4**	**4**	**2**	**3**	**0**	Magical Attacks

Tsardom of Volskaya (ToV)

Tundra Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Tundra Market instead of the Local Market. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Barrel of Booze	20	0	25+2MS	6
Bear-Claw Necklace	40	0	40+3MS	9
Duelling Pistol	*35*	0	*35*	*10*
Handgun	*35*	0	*35*	*8*
Pistol	*20*	0	*20*	*8*

Configurations

	Cossack Scouting Party
Models	3-15
Stotnik	1
Bear Tamer	0-1
Esaul	0-1
Youth	0-3
Soldat	0+
Cossack	0+
Streltsy	0-3
Trained Bear	0-1
Riding Horse	0-2 **{0-2}**
Warhorse	0-2 **{0-2}**

Tundra Skills

Experienced Drunkard: Personal Protection
The model gains **Flammable** and **Distracting**.

Gun Rest: Attack Attribute - Shooting
If the model is equipped with a Halberd, it gains Accurate when using a Handgun or Crossbow.

Herb Lore: Universal Rule
Instead of shooting in the Shooting Phase, the model can choose to heal itself or a friendly model within 1". Models engaged in combat cannot be healed. The healed model immediately Recovers 2D3 Hit Points.

Horse Archer: Attack Attribute - Shooting
The model ignores To Hit modifiers from Moving and Shooting when mounted and using a Shortbow or Bow.

Well Connected: Universal Rule
In the Trading phase, for each model with this Skill in the Warband that is not Delayed, roll an additional D6 for the Rarity Roll and discard the lowest (discard after any rerolls have been made).

Heroes

Stotnik 70 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**8**	**5**	**3**	**16**	**Inheritance**	Academic, Combat, Shooting, Speed, Strength, Tundra
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**4**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**3**	**0**	**4**	**4**	Hatred (against DL and WDG)	Dagger, Club, Hammer, Axe, Sword, Morning Star, Great Weapon Halberd, Spear, Throwing Weapons, Shortbow, Bow, Crossbow, Pistol, Duelling Pistol

Inheritance: Universal Rule
Whenever a Stotnik is recruited, a family heirloom **must** be purchased for it in the same sequence (this applies both when the Warband is created and later in the campaign). The Heirloom can be any piece of equipment. If the Stotnik is not equipped with the Heirloom, it suffers -1 Dis, -1 Def, -1 Off, -1 Str, -1 AP, -1 Agi and -1 BS. If lost, a replacement Heirloom can be bought at 150% its normal price, which removes the modifier.

Esaul 35 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**7**	**5**	**3**	**7**		Combat, Shooting, Speed, Tundra
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**4**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**3**	**0**	**3**	**3**	Hatred (against Dl and WDG)	Dagger, Club, Hammer, Axe, Sword, Morning Star, Great Weapon Halberd, Spear, Throwing Weapons, Shortbow, Bow, Crossbow, Pistol, Duelling Pistol

Bear Tamer 35 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

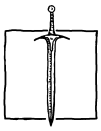
Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**7**	**5**	**3**	**10**		Combat, Speed, Strength, Tundra
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**3**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**4**	**1**	**3**	**3**		Dagger, Club, Hammer, Axe, Sword, Morning Star, Great Weapon Halberd, Spear, Throwing Weapons, Shortbow, Bow, Crossbow, Pistol, Duelling Pistol

Youth 15 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**6**	**5**	**3**	**0**		Combat, Shooting, Speed, Strength, Tundra
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**2**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**2**	**3**	**0**	**3**	**2**		Dagger, Club, Hammer, Axe, Sword, Morning Star, Great Weapon Halberd, Spear, Throwing Weapons, Shortbow, Bow, Crossbow, Pistol, Duelling Pistol

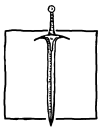
Henchmen



Soldat 25 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	
	4”	**8”**	**7**	**5**	**2**	**0**		
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**3**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**		Dagger, Club, Hammer, Axe, Sword, Morning Star, Great Weapon, Halberd, Spear, Throwing Weapons, Shortbow, Bow, Crossbow, Pistol, Duelling Pistol



Cossack 30 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	
	4”	**8”**	**7**	**5**	**2**	**0**		
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**3**	**3**	**0**				Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**3**	Hatred (against Dl and WDG)	Dagger, Club, Hammer, Axe, Sword, Morning Star, Great Weapon, Halberd, Spear, Throwing Weapons, Shortbow, Bow, Crossbow, Pistol, Duelling Pistol

Streltsy 25 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	4”	8”	7	5	2	0	

Defensive	HP	Def	Res	Arm
	6	2	3	0

Armour Proficiency
Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	
	1	3	3	0	3	3	*Gun-Rest*

Weapon Proficiency
Dagger, Club, Hammer, Axe, Sword, Morning Star, Great Weapon, Halberd, Spear, Bow, Crossbow, Pistol, Duelling Pistol, Handgun

Trained Bear 145 pts

Height: Large | Base: 40x40mm
Type: Beast | Species: Bear

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	8”	12”	6	20	2	0	Fear (0), Trained

Defensive	HP	Def	Res	Arm
	9	3	5	1

Armour Proficiency

Offensive	Att	Off	Str	AP	Agi	BS	
	2	3	5	2	2	0	Bear Hug

Weapon Proficiency

Bear Hug: Attack Attribute - Close Combat
If the model hits a single enemy model with two or more Close Combat Attacks in the same combat round, those attacks gain +2 Armour Penetration and Grievous Attacks (1).

Trained: Universal Rule
The Leader does not have Commanding Presence for the purpose of the Trained Bear, instead the Bear Tamer does. If the Trained Bear is not within range of that Commanding Presence, it gains Stupidity.

If the Bear Tamer is taken Out of Action but the Trained Bear is not, the Bear Tamer will treat any results of ‘Sold to the Pits’ , ‘Robbed’ and ‘Captured’ as ‘ Full Recovery’ instead.

At the end of the Warband Phase, if the Warband does not contain a Bear Tamer that is not Delayed, the Trained Bear is Delayed.

Undying Dynasties (UD)

Naptaan Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Naptaan Market instead of the Local Market. When the Warband is started, all items on the Naptaan Market are considered Common to the Warband, and if an item has two listed Costs, the first one is used. In all Trading Phases, only the second is used. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		Trading Phase	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Aspen Bow	15	0	15	7
Bitter Arrows	20	0	20	*12*
Fire Arrows	15	0	15	*9*
Poison Infusion	10+2x Price	0	10+2x Price	*11*

The following items are unique to the Army. If a Hero or Henchman from any other army ever gains one of these items, it is immediately destroyed.

Aspen Bow: Shooting Weapon
Range 24". Shots 1. Strength 3. Armour Penetration 0. Attacks with this weapon ignore all shooting modifiers to hit (negative and positive). Can be Upgraded as if it were a Bow.

Configurations

	Monarch's Entourage	Mason's Menagerie	Death Cult
Models	3-15	3-15	3-15
Nomarch	1	-	-
Tomb Architect	-	1	-
Death Cult Hierarch	0-1 **[0-5]**	-	1
Acolyte	0-5 **[0-5]**	0-5 **[0-5]**	0-5 **[0-5]**
Tomb Harbinger	0-3 **[0-5]**	0-3 **[0-5]**	0-3 **[0-5]**
Skeleton	1+	1+	1+
Necropolis Guard	0-5	-	0-3
Sand Stalker	-	0-1	-
Shabti	-	0-1	0-1
Large Vulture	0-2	-	-
Skeletal Steed	0-2	0-2	0-2

Death Cult

The Death Cult Hierarch gains +1 Discipline on its **profile**, but costs 65 pts.

Acolytes may take Academic Skill.

Undying Skills

Death is Only the Beginning: Universal Rule
Death Cult Hierarch only.
The model can cast the following spell:

Death is only the Beginning

Casting Value	*Range*	*Type*	*Duration*	*Effect*
6+	**12"**	Augment	Instant	The target Recovers D3+1 Health Points.

Aspen Sight: Attack Attribute - Shooting
The model gains Weapon Proficiency for Aspen Bow and gains access to Shooting Skills.

Autonomous: Universal Rule
The model can make March Moves as if it were not Undead.

Hierarchical Studies: Universal Rule
Acolyte in Death Cult warband only.
Max two per Warband.
The model gains **Wizard (0; Cosmology, Divination, Evocation)**.

Hierophant: Universal Rule
Death Cult Hierarch only.
The model gains **Fortitude (6+)** and **Regeneration (6+)**. Whenever the model casts Death is Only the Beginning, it gains a +1 modifier to the Casting Attempt.

Master of Stone: Universal Rule
Tomb Architect only.
All friendly models of the Ensouled Statue Species within Commanding Presence range of this model (if it has one) gains Fortitude (5+).

Mender of the Dead: Universal Rule
Tomb Architect only.
At the start of the Injury Phase, if this model was not taken Out of Action in the previous Game Sequence, choose another Undead model in the Warband. In this phase, that model can reroll a single D6 part of its roll on an Injury Chart.

Undying Will: Universal Rule
Nomarch only.
At the start of the Close Combat phase, choose a single friendly Undead model of Standard Height within the Commanding Presence range of this model (if it has one). That model gains +2 Offensive Skill, +2 Defensive Skill and Leath Strike for the remainder of the phase.

Unphased: Personal Protection
The model **can** declare Charges and perform both Charge Moves and March Moves while Dazed.

Heroes

Nomarch 90 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Mummy

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**8**	**5**	**3**	**20**	Undead	Academic, Combat, Strength, Undying

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	9	**4**	**4**	**0**	Flammable	Light Armour, Heavy Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**4**	**1**	**3**	**3**	**Mummy’s Curse**	Dagger, Club, Hammer, Sword, Axe, Flail, Halberd, Great Weapon, Lance

Mummy’s Curse: Special Attack
When the Nomarch is taken Out of Action, the model that caused the final wound suffers a single hit with Strength 6 and Armour Penetration 10. This is treated as a Ranged Attack.

Tomb Architect 65 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Mummy

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**8**	**5**	**3**	**20**	Undead	Academic, Combat, Strength, Undying

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**4**	**0**	Light Armour, Heavy Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Sword, Axe, Flail, Halberd, Great Weapon, Whip

Death Cult Hierarch 40 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Mummy

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**7**	**5**	**3**	**16**	Undead, Wizard (1; Cosmology, Divination, Evocation)	Academic, Speed, Undying

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Light Armour

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**2**	**3**	Dagger, Club, Hammer, Sword, Axe, Staff

Acolyte 15 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Mummy

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**7**	**5**	**3**	**0**	Undead	Combat, Speed, Undying
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**2**	**3**	**0**				Light Armour, Heavy Armour, Shield, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**2**	**3**	**0**	**3**	**2**		Dagger, Club, Hammer, Sword, Axe, Flail, Halberd

Tomb Harbinger 65 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Wight

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**7**	**5**	**3**	**10**	Undead, Not a Leader	Academic, Combat, Strength, Undying
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**4**	**4**	**0**			Flammable	Light Armour, Heavy Armour, Shield, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**4**	**1**	**3**	**2**	Lethal Strike, Magical Attacks	Dagger, Club, Hammer, Sword, Axe, Flail, Halberd, Great Weapon

Henchmen

Skeleton 15 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Undead

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**5**	**5**	**2**	**0**	Undead, Never Learns
Defensive	*HP*	*Def*	*Res*	*Arm*			*Armour Proficiency*
	6	**2**	**3**	**0**			Light Armour, Heavy Armour, Shield, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**2**	**2**	Dagger, Club, Hammer, Axe, Sword, Spear, Aspen Bow

Necropolis Guard 40 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Undead

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**8**	**5**	**2**	**0**	Undead, Never Learns

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**4**	**0**	Light Armour, Heavy Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**4**	**1**	**3**	**2**	Lethal Strike, Magical Attacks	Dagger, Club, Sword, Axe, Hammer, Halberd

Shabti 190 pts

Height: Large | Base: 40x40mm
Type: Infantry | Species: Ensouled Statue

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**8**	**20**	**2**	**0**	Undead, Never Learns, Fear (0)

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	12	**4**	**4**	**2**	Light Armour, Heavy Armour

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	3	**4**	**5**	**2**	**3**	**2**	Sword, Halberd, Great Weapon

Large Vulture 100 pts

Height: Standard | Base: 40x40mm
Type: Beast | Species: Undead

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
Ground	**2”**	**4”**	**4**	**20**	**2**	**0**	Undead, Fly (9”, 18”)
Fly	**9”**	**18”**					

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	9	**3**	**4**	**0**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**3**	**4**	**1**	**3**	**0**	

Sand Stalker 190 pts

Height: Large | Base: 50x100mm
Type: Beast | Species: Ensouled Statue

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	7”	**14”**	**8**	**25**	**2**	**0**	Undead, Fear (1), **Underground Ambush**

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	12	**3**	**4**	**2**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	2	**3**	**4**	**1**	**3**	**4**	**Petrifying Gaze**	Sword, Halberd

Petrifying Gaze: Shooting Weapon
Range 12”, Shots 1, Str 2, AP 10, Quick to Fire. When rolling to wound with this attack, use the target’s Agility instead of the target’s Resilience. For models with more than one model part, use the highest Agility value.

Underground Ambush: Universal Rule
The model follows the rules for Ambush, with the following exception: If the model uses Ambush, instead of entering the Battlefield from a table edge, place the model anywhere on the Battlefield on Ground Level and abiding the Model Spacing rule. Then roll a D6:

- If 5-6 is rolled, the model arrives where it was initially placed.
- If 1-4 is rolled, the Last Player must choose a new position for the model, still on Ground Level and abiding the Model Spacing Rule, within 2D6” of the original position.

Vampire Covenant (VC)

Army Model Rules

Devoted: Universal Rule
If the Vampire Courtier is Knocked Down or Stunned at the Start of Movement Phase, models with Devoted must end any Tactical, March and Charge Moves they make closer to the Vampire Courtier than they were when the move started. If the Vampire Courtier is taken Out of Action, models with Devoted gain Hatred and Frenzy but only against the model that took Vampire Courtier Out of Action, until the end of the game.

Autonomous: Universal Rule
The model can make March Moves as if it were not Undead.

Configurations

	Von Karnstein	Lamia	Brotherhood of the Dragon	Strigoi	Nosferatu
Models	3-15	3-15	3-12	3-12	3-15
Vampire Courtier	1	1	1	1	1
Demi-vampire	0-1 **[0-3]**	0-1 **[0-3]**	0-1 **[0-2]**	0-3	0-1 **[0-4]**
Necromancer	0-1	0-1	-	-	-
Blood Servant	0-3 **[0-3]**	0-3 **[0-3]**	0-2 **[0-2]**	-	0-4 **[0-4]**
Barrow King	-	-	0-2	-	0-1 **[0-4]**
Beloved	-	0-1 **[0-3]**	-	-	-
Zombie	0+	0+	0+	0+	0+
Ghoul	0+	-	-	0+	-
Skeleton	-	0+	0+	-	0+
Barrow Guard	-	-	0-5	-	0-5
Dire Wolf	0-5	0-5	0-5	0-5	-
Great Bat	0-2	-	-	0-2	-
Blood Slave	-	0-5	0-3	-	0-3
Zombie Ogre	0-1	-	-	-	-
Phantom	-	-	-	-	0-2
Skeletal Steed	-	-	0-2	-	-

Von Karnstein

The Vampire Courtier gains +1 Disciple on its **profile**.

The Vampire Courtier and the Demi-vampire gain Weapon Proficiency for Halberds.

Lamia

The Vampire Courtier gains +1 Agility on its **profile**.

The Vampire Courtier and the Demi-vampire gain Weapon Proficiency for Whips and Slings. They lose Armour Proficiency for Heavy Armour and Helmets.

Blood Servants and Blood Slaves gain **Devoted** and Weapon Proficiency for Slings.

Blood Servants may take Speed Skills.

Brotherhood of the Dragon

The Vampire Courtier gains +1 Offensive Skill and +1 Defensive Skill on its **profile**.

The Vampire Courtier and the Demi-vampire gain Weapon Proficiency for Morning Stars, Halberds and Lances, but lose Weapon Proficiency for Bows and Shortbows. They also gain Armour Proficiency for Plate Armour.

Blood Servants may take Shooting Skills.

A single Henchman Group of Skeletons may be upgraded to Skeleton Archers for 5 pts/model. Skeleton Archers gain +1 Ballistic Skill on their **profile**.

Strigoi

The Vampire Courtier and all Demi-vampires gain +1 Health Points on their **profile**, and gain the Wing Stumps skill (Bloodline). They also lose Weapon Proficiency for Bows and Shortbows, and lose all Armour Proficiencies.

Nosferatu

The Vampire Courtier suffers -1 Attack Value, -1 Offensive Skill and -1 Defensive Skill on its **profile**, but gains Wizard (**1**; Cosmology, Evocation, Occultism) and gains access to Necromancy Skills.

The Demi-vampire suffers -1 Offensive Skill and -1 Defensive Skill on its **profile** but gains Wizard (**0**; Cosmology, Evocation, Occultism) and gains access to Necromancy Skills.

The Vampire and the Demi-vampire lose Weapon Proficiency for Bows and Shortbows and lose Armour Proficiency for Heavy Armour, Shields, Bucklers and Helmets.

Necromancy Skills

Arise!: Universal Rule
The model can cast the following spell:

Arise!

Casting Value	*Range*	*Type*	*Duration*	*Effect*
<6+> {8+}	**12"**	Ground	<Instant > **{Lasts this Game}**	Target point must be on Ground Level. <Reanimate> **{Summon}** a Zombie<, True Name Zombie or Skeleton> on the target point.

Mastery of the True Name: Universal Rule
Can only be taken by a wizard that knows at least one spell from Evocation.

At the end of the Injury Phase, the controlling player may choose any single Hero that was Vanquished during this phase (if any) and immediately add a True Name Zombie (see profile below) to the Warband as a new Henchman group, provided the Warband does not already contain a True Name Zombie.

True Name Zombie 15 pts

Height: Standard Base: X
Type: Infantry Species: Undead

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	X"	**X"**	**2**	**X**	**1**	**X**	Undead, Never Learns, **True Name**, X
Defensive	*HP*	*Def*	*Res*	*Arm*			
	X	**X**	**X**	**X**			X
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	
	X	**X**	**X**	**X**	**1**	**1**	X

True Name: Universal Rule
In the model's profile, replace any instance of 'X' with the corresponding value or text from the Vanquished Hero. The model retains Weapons and Armour Equipment from the Vanquished Hero, all other Equipment is lost. The model's Equipment can never be reallocated, nor can the model be given any new Equipment. The model still has the same Alignment as the rest of the Warband.

Bloodline Skills

Only models of the Vampire Species can ever take these Skills.

Shapeshifter (X): Universal Rule
Von Karnstein only.
This Skill can be taken three times. Each time this Skill is taken, choose a new form from the following: **Mist Form**, **Bat Form** or **Wolf Form.** If the model is Healthy at the End of its Recovery Phase it can choose to enter any of the forms it has Skill for, or revert back to its normal form. While in another form, the model cannot use Miscellaneous Equipment and gains the corresponding profile found below, use the models original characteristics in place of any *.

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Species*	*Base*	*Height*	*Type*
Mist	**4"**	**8"**	*	*	*	*	Undead, Ghost Step	Vampire	20x20mm	Standard	Infantry
Bat	**1"**	**2"**	*	*	*	*	Undead, Fly (8",16")	Vampire	40x40mm	Standard	Beast
Wolf	**9"**	**18"**	*	*	*	*	Undead	Vampire	25x50mm	Standard	Beast
Defensive	*HP*	*Def*	*Res*	*Arm*							*Armour Equipment*
Mist	*	*	*	*			Aegis (5+), Aegis (2+, against non-Magical Attacks)				None
Bat	*	**3**	**3**	*							None
Wolf	*	**4**	**3**	*							None
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*					*Weapons*
Mist	**1**	*	**3**	**1**	*	**0**	Magical Attacks				None
Bat	**2**	**3**	**3**	**0**	*	**0**					None
Wolf	**3**	**4**	**4**	**0**	*	**0**	Devastating Charge (+1 Str, +1 AP)				None

Arcane Knowledge: Universal Rule
Nosferatu only.
Spells cast by the model gain an additional 6" range. This effect is decreased to an additional 3" range for Aura spells. Spells without Range are not affected.

Curse of the Blood: Personal Protection
Strigoi only.
The model gains **Regeneration (6+)** and **Fortitude (+1, max 5+)**. This Skill can be duplicated once.

Dark Arts: Universal Rule
Vampire Courtier only.
The model gains access to Necromancy Skills. The model gains **Wizard (0; X)** where X is determined by the Bloodline of the model:

- **Von Karnstein** - Evocation, Occultism
- **Brotherhood of the Dragon** - Occultism
- **Lamia** - Evocation, Witchcraft
- **Strigoi** - Shamanism

Dragon's Strength: Attack Attribute - Close Combat
Brotherhood only.
The model gains +1 Maximum Strength, gains +1 Strength on their **profile**, and ignores the Limited Motions keyword of any Suit of Armour it wears.

Innocence Lost: Attack Attribute - Close Combat
Lamia only.
The model gains **Lightning Reflexes**, provided it is not equipped with any Armour Equipment.

Inspiring Leader: Universal Rule
Brotherhood only.
If the Leader has this Skill, the Maximum number of models that can be included in the Warband is increased by 2.

Master Strike: Attack Attribute - Close Combat
Brotherhood only.
The model causes Critical Wounds in Close Combat on successful to-wound rolls of 5+.

Quickblood: Personal Protection
The model gains **Dodges (6+)**.

Perfect Warrior: Attack Attribute - Close Combat
Brotherhood only
The model gains **Lethal Strike** and **Weapon Master**.

Seduction: Personal Protection
Lamia only.
The model gains **Deflect**.

Transfix: Universal Rule
Lamia and Von Karnstein only.
At the start of every combat round, the controlling player can choose an enemy model in base contact with the model. Unless the model is Fearless, it must take a Discipline test. If failed, it cannot perform Close Combat Attacks in this combat round and all attacks directed at it gaina +1 to-hit modifier.

Winged Horror: Universal Rule
Models with Wing Stumps only.
The model gains **Fly (3", 6")**. This Skill can be duplicated once. If so, the model gains Fly (6", 12").

Wing Stumps: Universal Rule
Cannot be taken by Brotherhood.
The model can take the Winged Horror Skill.

Heroes

Vampire Courtier 110 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vampire

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	6”	12”	8	10	3	20	Undead, Autonomous	Academic, Combat, Speed, Strength, Bloodline

Defensive	HP	Def	Res	Arm	Armour Proficiency
	9	4	4	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	2	4	4	1	5	4	Dagger, Club, Hammer, Axe, Sword, Spear, Great Weapon, Shortbow, Bow

Demi-vampire 55 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vampire

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	7	5	3	5	Undead, Autonomous, **Transformation Complete**	Academic, Combat, Speed, Strength, Bloodline

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	3	3	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	3	4	0	3	3	Dagger, Club, Hammer, Axe, Sword, Spear, Great Weapon, Shortbow, Bow

Transformation Complete: Universal Rule
If, during the Warband Phase, the Warband has no Vampire, roll a D6 for each Demi-vampire (one at a time). On 4+ that Demi-vampire gains +2 Advance rate, +4 March rate and is Vanquished. A Vampire Courtier is added to the Warband with the exact same Characteristics, Skills, Experience, Weapon Proficiency, Armour Proficiency and Equipment as the Vanquished Demi-vampire.

Necromancer 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	7	5	3	7	Wizard (1; Alchemy, Evocation)	Academic, Speed, Necromancy

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	3	3	0	Leather Armour, Light Armour

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	3	3	0	3	3	Dagger, Club, Hammer, Axe, Staff, Sword, Shortbow, Bow

Blood Servant 15 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4"	8"	6	5	3	0		Combat, Strength
Defensive	**HP**	**Def**	**Res**	**Arm**				**Armour Proficiency**
	6	2	3	0				Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet
Offensive	**Att**	**Off**	**Str**	**AP**	**Agi**	**BS**		**Weapon Proficiency**
	1	2	3	0	3	2		Dagger, Club, Hammer, Axe, Sword, Spear, Halberd, Great Weapon, Shortbow, Bow, Sling

Barrow King 70 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Wight

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4"	8"	8	5	3	10	Undead, Not a Leader	Combat, Strength
Defensive	**HP**	**Def**	**Res**	**Arm**				**Armour Proficiency**
	6	4	4	0				Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet
Offensive	**Att**	**Off**	**Str**	**AP**	**Agi**	**BS**		**Weapon Proficiency**
	1	4	4	1	3	3	Lethal Strike, Magical Attacks	Dagger, Axe, Sword, Morning Star, Spear, Halberd, Great Weapon

Beloved X pts

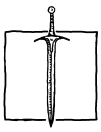
Height: Standard | Base: 20x20 mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	X"	X"	X	X	X	X	Devoted, **Ensnared**, X	X
Defensive	**HP**	**Def**	**Res**	**Arm**				**Armour Proficiency**
	X	X	X	X			X	X
Offensive	**Att**	**Off**	**Str**	**AP**	**Agi**	**BS**		**Weapon Proficiency**
	X	X	X	X	X	X	X	X

Ensnared: Universal Rule
When recruited, choose a human Hero with Discipline 7 or lower from another Army (and Configuration) other than: Dark Cults, Ullsberg or Holy Orders. Models that are Priests or Wizards cannot be chosen.

In the Ensnared model's profile, replace any instance of 'X' with the corresponding value or text from the chosen Hero. The model still has the same Alignment as the rest of the Warband.

Henchmen



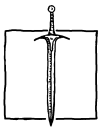
Skeleton 15 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Undead

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**4**	**5**	**2**	**0**	Undead, Never Learns

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**2**	**2**	Dagger, Club, Hammer, Axe, Sword, Spear, Halberd, Great Weapon, Shortbow, Bow



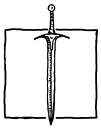
Barrow Guard 45 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Wight

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**5**	**2**	**0**	Undead, Never Learns

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**4**	**0**	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**4**	**1**	**3**	**2**	Lethal Strike, Magical Attacks	Dagger, Axe, Sword, Morning Star, Spear, Halberd, Great Weapon



Zombie 6 pts

Height: Standard Base: 20x20mm
Type: Infantry Species: Undead

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**2**	**5**	**3**	**0**	Undead, Never Learns

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**1**	**3**	**0**	Light Armour, Heavy Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**1**	**3**	**0**	**1**	**0**	Club, Axe, Hammer, Great Weapon

Ghoul 40 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Ghoul

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**6**	**5**	**2**	**0**	

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**4**	**0**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**3**	**3**	**0**	**3**	**0**	Poison Attacks

Direwolf 30 pts

Height: Standard | Base: 25x50mm
Type: Beast | Species: Undead

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	9”	**18”**	**3**	**5**	**2**	**0**	Undead

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**0**	Devastating Charge (+1 Str, +1 AP)

Great Bat 65 pts

Height: Standard | Base: 40x40mm
Type: Beast | Species: Undead

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
Ground	**1”**	**2”**	**3**	**10**	**2**	**0**	Undead, Fly (9”, 18”)
Fly	**9”**	**18”**					

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	9	**3**	**3**	**0**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**3**	**3**	**0**	**3**	**0**	

Zombie Ogre 140 pts

Height: Large | Base: 40x40mm
Type: Infantry | Species: Undead

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	6”	12”	2	20	10	0	Undead, Never Learns, Fear (1)

Defensive	HP	Def	Res	Arm	Armour Proficiency
	12	3	4	0	Light Armour, Heavy Armour, Shield, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	2	3	4	1	1	0	Club, Axe, Hammer, Great Weapon

Blood Slave 25 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	4”	8”	7	5	2	0	

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	3	3	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	3	3	0	3	3	Hammer, Axe, Sword, Spear, Halberd, Great Weapon, Shortbow, Bow

Phantom 60 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Undead

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	6”	12”	4	10	2	0	Undead, Never Learns, Fear (1), Ghost Step

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	3	3	0	Aegis (5+), Aegis (2+, against non-Magical Attacks)

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	3	3	1	1	0	Magical Attacks

The Vermin Swarm (VS)

Army Model Rules

Vermin Swarm: Universal Rule
The model adds +1 to its move distance when making Flee Moves.

Augmentations (X): Universal Rule
When the model is recruited, it **must** be upgraded with between one and X mutations chosen from the table below, where X is the number within the brackets of the Model Rule. The cost of the model is increased by the value in the rightmost column. Models cannot be given duplicates of a single mutation.

Mutation	**Effect**	**Cost** (pts)
Great Paws	The model gains **Devastating Charge (+1 Str, +1 AP)**.	50
Long Legs	The model gains **Swiftstride** and gains +1 Advance Rate and +2 March Rate on its **profile**.	40
Prehensile Tail	At the start of each Round of Combat, choose a model in base contact, that model suffers-1 Attacks Value, to a minimum of 1, in this combat round.	40
Corrosive Blood	At the end of each Close Combat Phase, if this model suffered at least one unsaved wound, all models in base contact with the model suffers a hit with Toxic Attacks.	30
Hidden Quills	At the start of each combat round, all enemy models in base contact suffer a Strength 1 hit that cannot cause Critical Wounds.	35
Gnarled Hide	The model's Armour is **set** to 2 and cannot be improved beyond this.	30
Extra Arm	The model gains an additional hand that can be used as any hand. The model can be equipped with one additional Close Combat Weapon (normally 3).	40
Hideous	The model gains **Fear (0)**. If the model already had this Model Rule, it instead gains Fear (1).	40
Tunneling Teeth	When models with Scout are deployed, the controlling player may place a marker as if it were a model with Scout. The model with this mutation gains **Ambush**, which it must use and must enter the game by being placed in contact with the marker instead of a board edge.	50

Vermin Market

When purchasing a piece of Equipment, Warbands from this Army can choose to use the Vermin Market instead of the Local Market. When the Warband is started, all items on the Vermin Market are considered Common to the Warband, and if an item has two listed Costs, the first one is used. In all Trading Phases, only the second is used. If a Cost or Availability is marked with *grey italic* text, it is identical to that of the Local Market.

	Starting the Warband		**Trading Phase**	
Item	**Cost** (pts)	**Rarity**	**Cost** (pts)	**Rarity**
Blunderbuss	*35*	0	*35*	*10*
Disease Dagger	15	0	15	8
Fighting Claw	*20*	0	*20*	4
Gas Globes	25	0	25	11
Handgun	*35*	0	*35*	*8*
Jezail	130	0	130+5MS	12
Lightning Coil	70	0	70+5MS	13
Mechanical Limbs	90	0	100+4MS	14
Naphtha Launcher	180	0	180+5MS	12
Naphtha Thrower	60	0	60+3MS	12
Pavice	*25*	0	*25*	*8*
Pistol	*20*	0	*20*	*8*
Plague Flail	40	0	40	9
Plague Sword	40	0	40	11
Poison Infused Sword*	35	0	35	8
Ratlock Pistol	35	0	35+MS	10
Vial of Blight	25	0	25+2MS	9
Warp Amulet	10	0	10+MS	5
Warp Mist	10	0	10+MS	5

* Sicarra warband only

The following items are unique to the Army. If a Hero or Henchman from any other army ever gains one of these items, it is immediately destroyed.

Plague Sword: Close Combat Weapon
Hands 1. The wielder gains **Deflect**. Attacks made with a Plague Sword gain **Grievous Attacks (1)**.

Plague Flail: Close Combat Weapon
This weapon follows the rules for Flail, with the following addition:

In Close Combat, the wielder **must** perform a single special Close Combat Attack against a model in base contact and against itself. This is resolved at Initiative Step 10, hits automatically and has Toxic Attacks.

Disease Dagger: Close Combat Weapon
Hands 1. Attacks made with this weapon gain **Poison Attacks** and **Toxic Attacks**.

Ratlock Pistol: Shooting Weapon
Shots 1, Range 12", Str 5, AP 3, Magical Attacks, Small Firearm, Slow Reload, Quick to Fire.

Jezail: Shooting Weapon
Shots 1, Range 36", Str 6, AP 4, Magical Attacks, Slow Reload, Accurate, Move or Fire. Can always pick targets other than the closest enemy model. If rolling a natural '1' to hit, the bearer suffers 1 hit with Toxic Attacks.

Lightning Coil: Shooting Weapon
Shots D6, Range 18", Str 2, AP 3. Can be fired simultaneously as another Shooting Weapon.

Each time the weapon is fired, the target of the first shot is chosen as normal. For all following shots, ignore the normal rules for choosing targets, including range to the shooter. Instead, the target of the second shot **must** be the model (friend or foe) closest to, and within 12" of the first target. Randomise in case of equal distance. Continue in the same way for all remaining shots, each time selecting a **new** model as target. If an eligible target cannot be chosen (i.e. no models within 12" that haven't been hit), all further shots are wasted.

Shots from this weapon hit automatically.

Mechanical Limbs: Armour Equipment - Other
The wearer gains +1 Armour, +1 Strength and +1 Armour Penetration. The wearer also gains an additional hand, can be equipped with an additional Close Combat Weapon (normally 3) and an additional Shooting Weapon (normally 2). The model cannot be equipped with any Hand Held Armour.

Naphtha Launcher: Shooting Weapon
Shots 1, Range 18", Str 5, AP 1, **Scatter Shot**, Quick to Fire, Slow Reload, Magical Attacks, Flaming Attacks, Grievous Attacks (D3). Ignores Cover.

Naphtha Thrower: Shooting Weapon
The model gains Breath Attack (Str 3, AP 0, Flaming Attacks). If rolling a natural '6' for the number of hits caused, the bearer suffers 1 hit with Toxic Attacks.

Gas Globes: Shooting Weapon
Range 8", Shots 1, AP 10, Quick to Fire, Accurate, Magical Attacks.

After choosing the target, roll a D6 and choose up to that many additional targets, all within 2" of the original target. If a natural '6' is rolled, the shooter is also automatically hit by the weapon. Roll to hit for all other targets following the normal rules.

The weapon does **not** suffer the -1 to-hit modifier from firing multiple shots. Hits from this weapon ignore the target's Resilience and are instead **set** to wound on 4+.

Vial of Blight: Miscellaneous Equipment
One Use Only. Can be used immediately after the wearer is taken Out of Action by a Close Combat Attack. The model that made the Close Combat Attack must take a Resilience test. If failed, that model is taken Out of Action and the wearer is Reanimated as Stunned and with a single Health Point remaining.

Warp Amulet: Miscellaneous Equipment
One Use Only. Can be used at any time to grant a Fate Reroll. This Fate Reroll can however only be used for to-hit, to-wound, Armour Save or Aegis Save rolls made by the wearer.

Warp Mist: Miscellaneous Equipment
One Use Only. Can be used during the Pre Battle Sequence if the model is equipped with a Plague Flail. The model gains Hard Target until the end of the game.

Configurations

	Centurion	Sicarra	Plague Brotherhood	Fetthis Broodmasters	Rakachit
Models	3-20	3-15	3-15	3-20	3-15
Chief	1	-	-	1	-
Assassin	-	1	-	-	-
Plague Patriarch	-	-	1	-	-
Machinist	-	-	-	-	1
Vermin Adept	-	-	-	0-2 **[0-4]**	0-2 **[0-4]**
Magister	0-1 **[0-4]**	0-1 **[0-4]**	-	0-1 **[0-4]**	0-1 **[0-4]**
Gutter Blade	-	0-2 **[0-4]**	-	-	-
Footpad	0-1 **[0-4]**	0-3 **[0-4]**	-	-	-
Plague Disciple	-	-	0-2 **[0-4]**	-	-
Plebeian	0-3 **[0-4]**	-	0-3 **[0-4]**	0-3 **[0-4]**	0-3 **[0-4]**
Rat-at-Arm	0+	0+	0+	0+	0+
Vermin Guard	0-5	0-2	-	0-2	0-2
Giant Rat	0+	0+	0+	0+	0+
Plague Brethren	0-2	-	0+	-	-
Wolf Rodent	0-2	-	-	0-5	-
Weapon Team	0-1	-	-	-	0-5
Vermin Hulk	0-1	0-1	0-1	0-1	-
Thunder Hulk	-	-	-	-	0-1

Plague Brotherhood

Attacks with Toxic Attack have a -1 modifier To Wound against all Heroes and Henchmen in the Warband with the Vermin Species. All Heroes and Henchmen of the Vermin Species gain +1 Maximum Resilience.

Plebeians gain Weapon Proficiency for Flails and Plague Flails.

Fetthis Broodmasters

The Chief gains +1 Advance rate and +2 March Rate on its **profile**.

Vermin Adepts gain +1 Strength on their **profile**.

Plebeians gain **Augmentations (2)** and gain +1 Offensive Skill, +1 Defensive Skill and +5 Experience on their **profile**. Their cost is increased to 20 pts.

The Vermin Hulk gains **Augmentations (2)**. Its cost is increased to 200 pts.

The Chief, Vermin Adepts and Plebeians gain Weapon Proficiency for Whips.

Rakachit

Vermin Adepts gain access to Academic Skill and gain +1 Ballistic Skill on their **profile**.

Vermin Adepts, Plebeians and Rat-at-Arms gain Weapon Proficiency for Pistols, Handguns, Gas Globes, Ratlock Pistol and Blunderbusses.

Vermin Skills

Art of Silent Death: Attack Attribute - Close Combat
Sicarra only.
When fighting with Fighting Claws or without a weapon, the model causes Critical Wounds on successful to-wound rolls of 5+.

Beast Master: Universal Rule
Fetthis Broodmasters only.
Friendly models with Never Learns within 6" of the model **must** reroll failed Discipline tests.

Black Hunger: Universal Rule
During the End of its Recovery Phase the model may activate this skill if it is Healthy. Until its next Recovery Phase, the model gains +D6 Advance Rate, +1 Attack Value, Fearless and Frenzy. At the end of the Player Turn this was activated, the model suffers a single Strength 3 Hits with no saves allowed.

Callous: Attack Attribute - Shooting
The model can shoot into combats containing friendly models, randomizing hits just like when shooting into combats containing only enemy models.

Censer Fury: Attack Attribute - Close Combat
Plague Brotherhood only.
When fighting with a Plague Flail, the model gains +1 Attack Value and **Hatred**.

Contagious: Attack Attribute - Close Combat
Plague Brotherhood only.
When the model is Removed from Table, all models in base contact suffer a hit with Toxic Attacks.

Enhancement: Universal Rule
Fetthis Broodmasters only.
The model gains **Augmentations (1)** and must immediately choose a single mutation for free.

Ignore Pain: Personal Protection
Plague Brotherhood only.
The model gains **Feel no Pain**.

Infiltration: Universal Rule
Cannot be taken by Plague Brotherhood.
The model gains **Scout**.

Play Dead: Personal Protection
Sicarra only.
The model can reroll any rolls it makes on the Higher Injury Chart.

Quick Quick Loader: Universal Rule
In the Shooting Phase, when the model fires a Ratlock Pistol or a Jezail, roll a D6. On 4+ that shot is reloaded in the same phase.

Rotten Body: Universal Rule
Plague Brotherhood only.
Any attacks directed against the model lose Poison Attacks (if they have it). If the model is taken Out of Action as the result of an attack with Toxic Attacks, the model is only Removed from Table instead.

Tail Fighting: Attack Attribute - Close Combat
Cannot be taken by Plague Brotherhood.
The model gains an additional hand that can use a single one-handed Close Combat Weapon. The model can be equipped with one additional Close Combat Weapon (normally 3).

Unholy Chant: Universal Rule
Plague Brotherhood only.
Once per game, during the End of its Recovery Phase the model may activate this skill if it is Healthy. Until the Start of its next Recovery Phase, all models in the Warband may reroll failed Discipline tests.

Wall Runner: Universal Rule
Cannot be taken by Plague Brotherhood.
The model can make Climb Manoeuvres during March Moves and Charge Moves. If used during a Charge Move, the model gains Strikes Last in the following Combat Round. During Advance Moves, the model automatically passes all Agility tests made as part of Climb Manoeuvres.

Heroes

Chief 70 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vermin

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	5”	10”	7	5	3	20	Vermin Swarm	Academic, Combat, Shooting, Speed, Strength, Vermin

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	3	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	4	1	5	4	Dagger, Club, Hammer, Sword, Spear, Flail, Halberd, Great Weapon, Sling, Javelin, Pistol, Ratlock Pistol

Assassin 70 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vermin

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	6”	12”	7	5	3	24	Vermin Swarm	Assassin, Academic, Combat, Shooting, Speed, Strength, Vermin

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	3	0	Leather Armour, Light Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	3	2	6	4	Dagger, Club, Hammer, Sword, Spear, Halberd,, Great Weapon, Fighting Claw, Throwing Weapons, Sling, Pistol, Blowpipe, Ratlock Pistol,

Plague Patriarch 80 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vermin

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	5”	10”	7	5	3	20	Vermin Swarm, , Fearless, Frenzy, Wizard (1; Occultism)	Academic, Combat, Shooting, Speed, Strength, Vermin

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	4	0	Leather Armour, Light Armour, Shield, Buckler

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	4	0	4	3	Dagger, Club, Hammer, Sword, Spear, Flail, Halberd, Great Weapon, Sling, Disease Dagger, Plague Flail, Plague Sword

Machinist 70 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vermin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**7**	**5**	**3**	**16**	Vermin Swarm	Academic, Combat, Shooting, Speed, Strength, Vermin

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet, Mechanical Limbs

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**4**	**1**	**4**	**4**	Dagger, Club, Hammer, Sword, Spear, Flail, Halberd, Great Weapon, Sling, Javelin, Pistol, Handgun, Ratlock Pistol, Gas Globes, Blunderbuss, Lightning Rod, Naphtha Thrower

Vermin Adept 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vermin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**6**	**5**	**3**	**10**	Vermin Swarm	Combat, Strength, Shooting, Speed, Vermin

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**5**	**3**	Dagger, Club, Hammer, Sword, Spear, Halberd, Great Weapon, Sling, Javelin

Magister 45 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vermin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**6**	**5**	**3**	**10**	Vermin Swarm, Wizard (1; Witchcraft, Thaumaturgy)	Academic, Speed, Vermin

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**4**	**3**	Dagger, Club, Staff, Hammer, Sword, Spear, Halberd, Sling

Gutter Blade 40 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vermin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	6”	**12”**	**6**	**5**	**3**	**10**	Vermin Swarm	Assassin, Combat, Shooting, Speed, Vermin
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**4**	**3**	**0**				Leather Armour, Light Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**4**	**3**	**0**	**5**	**4**		Dagger, Club, Hammer, Sword, Spear, Halberd, Great Weapon, Fighting Claw, Throwing Weapons, Sling, Pistol, Blowpipe, Ratlock Pistol

Footpad 20 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vermin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	6”	**12”**	**6**	**5**	**3**	**5**	Vermin Swarm	Combat, Shooting, Speed, Vermin
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**3**	**3**	**0**				Leather Armour, Light Armour, Shield, Buckler, Helmet
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**3**	**0**	**4**	**3**		Dagger, Club, Hammer, Sword, Spear, Halberd, Great Weapon, Fighting Claw, Throwing Weapons, Sling, Pistol, Blowpipe, Ratlock Pistol

Plague Disciple 40 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vermin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**6**	**5**	**3**	**7**	Vermin Swarm, Fearless, Frenzy	Combat, Shooting, Speed, Vermin
Defensive	*HP*	*Def*	*Res*	*Arm*				*Armour Proficiency*
	6	**3**	**4**	**0**				Leather Armour, Light Armour, Shield, Buckler
Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	1	**3**	**3**	**0**	**4**	**2**	*Censer Fury*	Dagger, Club, Hammer, Sword, Spear, Flail, , Great Weapon, Halberd, Sling, Disease Dagger, Plague Flail

Plebeian 15 pts

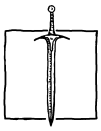
Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vermin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	5”	**10”**	**5**	**5**	**3**	**0**	Vermin Swarm	Combat, Shooting, Speed, Vermin

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**2**	**3**	**0**	**4**	**2**	Dagger, Club, Hammer, Sword, Spear, Halberd, Great Weapon, Sling, Javelin

Henchmen



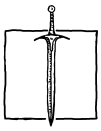
Rat-at-Arm 20 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vermin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**5**	**5**	**2**	**0**	Vermin Swarm

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**4**	**3**	Dagger, Club, Hammer, Sword, Spear, Halberd, Great Weapon, Sling, Javelin



Vermin Guard 35 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vermin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**5**	**5**	**2**	**0**	Vermin Swarm

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**5**	**3**	Dagger, Club, Hammer, Sword, Spear, Halberd, Great Weapon

Giant Rat 15 pts

Height: Standard | Base: 20x20mm
Type: Beast | Species: Rodent

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	7”	**14”**	**5**	**5**	**1**	**0**	Vermin Swarm, **Numerous**

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**4**	**0**	

Numerous: Universal Rule
Each model with Numerous after the two first counts as only half a model for the purpose of maximum number of models in the Warband.

Plague Brethren 30 pts

Height: Standard | Base: 20x20mm
Type: Infantry | Species: Vermin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**5**	**5**	**2**	**0**	Vermin Swarm, Fearless, Frenzy

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**4**	**0**	Leather Armour, Light Armour, Shield, Buckler

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**2**	Dagger, Club, Hammer, Sword, Spear, Flail, Halberd, Great Weapon, Sling, Disease Dagger, Plague Flail

Wolf Rodent 30 pts

Height: Standard | Base: 25x50mm
Type: Beast | Species: Rodent

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	9”	**18”**	**5**	**5**	**2**	**0**	Vermin Swarm

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**3**	**3**	**1**	**3**	**0**	

Weapon Team 40 pts

Height: Standard | Base: 25x50mm
Type: Infantry | Species: Vermin

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**5**	**5**	**2**	**0**	Vermin Swarm, **Team**

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	9	**3**	**3**	**0**	Unusual Shape	Leather Armour, Light Armour, Heavy Armour, Pavise,, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**3**	**3**	**0**	**4**	**3**	Dagger, Club, Hammer, Sword, Jezail, Naphtha Launcher

Team: Universal Rule
For the purpose of All Alone, the model counts as being Large.

Vermin Hulk 180 pts

Height: Large | Base: 40x40mm
Type: Infantry | Species: Vermin Hulk

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	6”	**12”**	**6**	**20**	**2**	**0**	Vermin Swarm, Fearless, Fear (0), Never Learns, **Controlled**

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	12	**2**	**5**	**1**	

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	3	**3**	**5**	**2**	**4**	**0**	

Controlled: Universal Rule
If the model is not within 6” of a Hero from the Warband at the End of its Recovery Phase, it is gains Stupidity until the end of the Player Turn.

Thunder Hulk 250 pts

Height: Large | Base: 50x50mm
Type: Infantry | Species: Vermin Hulk

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	6”	**8”**	**6**	**20**	**15**	**0**	Vermin Swarm, Fearless, Fear (0), Never Learns, **Controlled**, **Unreliable, Fused**

Defensive	*HP*	*Def*	*Res*	*Arm*		*Armour Proficiency*
	12	**2**	**5**	**1**	2x Heavy Armour	Heavy Armour

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*		*Weapon Proficiency*
	3	**3**	**5**	**2**	**4**	**3**	Naphtha Launcher	Naptha Launcher

Controlled: Universal Rule
If the model is not within 6” of a Hero from the Warband at the End of its Recovery Phase, it gains Stupidity until the end of the Player Turn.

Unreliable: Universal Rule
During the End of its Recovery Phase, the controlling player may roll a D6. If no roll is made the model cannot perform any Voluntary Actions in this Player Turn. On the roll of ‘1’, roll a D6 on the following chart:

1	**Explodes:** The model and all other models within 6” suffer a Strength 5 Hit. The model is then Removed from Table (note that it is **not** taken out of Action).
2	**Goes Berserk:** For the rest of the game the model cannot declare Charges and cannot perform Charge Move. The model also cannot perform any Voluntary Actions in its Movement Phase but will instead make a 2D6” Erratic Move in a random direction.
3	**Shuts Down:** For the rest of the game the model cannot declare Charges and cannot perform Charge Move. The model also cannot perform any Voluntary Actions in its Movement Phase. The model is also hit automatically in close combat.
4	**Loss of Control:** In its next Charge Phase, the model cannot declare Charges and cannot perform Charge Move. In its next Movement Phase the model cannot perform any Voluntary Actions but will instead make a 2D6” Erratic Move in a random direction.
5-6	**Freezes:** Until the next Recovery Phase the model cannot perform any Voluntary Actions in its Movement Phase and is hit automatically in close combat.

Fused: Universal Rule
The model cannot be given any additional Equipment, nor can its Equipment ever be removed or reallocated.

Warriors of the Dark Gods (WDG)

Army Model Rules

Battle Fever: Universal Rule
The model **must** reroll any natural rolls of '1' when rolling for Charge Range.

Daemonic Forge: Universal Rule
When the model reaches Experience 16, instead of gaining a normal Advancement in the Advancement Phase, the model gains the status of Warrior, apply the following in order:

1. Any Suit of Armour worn by the model is immediately destroyed.
2. The model gains:
    - **Hell-Forged Armour**,
    - **Path of the Favoured**,
    - **Fearless**,
    - +10 Rating,
    - +1 Maximum Strength, to a maximum of 5,
    - +1 Maximum Armor Penetration, to a maximum of 2,
    - +2 Maximum Offensive Skill,
    - +1 Maximum Defensive Skill,
    - and +1 Maximum Resilience, to a maximum of 5.
3. Unless a Heavy Armour was destroyed during step 1, the model becomes Delayed during its next Warband Phase.

Hell-Forged Armour: Armour Equipment - Suit of Armour
Cannot be bought, upgraded, reallocated or sold. Can only be acquired through Daemonic Forge. The wearer gains +3 Armour, **Aegis (5+, against Toxic Attacks)**. Hell-Forged Armour ignores Unusual Shape.

Path of the Favoured: Universal Rule
The model must reroll failed All Alone Tests.

If the model is taken Out of Action without having taken an enemy model Out of Action in the same Game Sequence, you must roll a D6 for it at the end of the following Injury Phase. On the roll of a '1-2', the model:

- gains +2 Advance Rate,
- gains +4 March Rate,
- gains **Wanderer (6+)**,
- suffers -3 Defensive Skill,
- suffers -1 Offensive Skill,
- suffers -1 Maximum Defensive Skill,
- loses Path of the Favoured,
- and gains **Path of the Exiled**.
- Additionally, if the model had the *Chosen* Skill, it replaces it with the *Forsworn* Skill. It also loses any Favour of the Dark Gods it had.

Path of the Exiled: Universal Rule
The model must reroll failed All Alone Tests.

If the model is taken Out of Action without having taken an enemy model Out of Action in the same Game Sequence, you must roll a D6 for it at the end of the following Injury Phase. On the roll of a '1-2', the model is Vanquished. If the Configuration Table allows it, a Wretched One is immediately added to the Warband for free.

Favours of the Dark God

Favour of Kuulima - Goddess of Envy
Attack Attribute - Close Combat

The model gains Swiftstride. The model **must** reroll any natural rolls of '1' when rolling for Charge Range. In addition, a Charging model part with this Favour **must** reroll any natural to-hit rolls of '1'.

Whenever the model takes an enemy model with a weapon Out of Action using a Melee Attack, it **must** immediately steal a weapon from it, chosen at random. The weapon must be a Close Combat Weapon or Shooting Weapon available on the Local Market. The model with this Favour permanently gains Weapon Proficiency for this weapon. If necessary, it **must** discard a weapon of choice to make room for the new weapon. The model that is robbed may retain any discarded weapon if it wishes.

Favour of Sugulag - God of Greed
Attack Attribute - Close Combat

The model gains **Weapon Master** and may be equipped with an additional Close Combat Weapon (normally 4 including Weapon Master). Additionally, the model may choose up to three Close Combat Weapons from the Local Market and gain Weapon Proficiency for them. Equipment cannot be reallocated from the model, as if it were a Hireling.

Favour of Nukuja - Goddess of Sloth
Universal Rule

The model gains +1 Resilience on its **profile** but suffers -2 March Rate on its **profile**. During the Charge Phase and the Movement Phase, the model suffers -2 Agility. In any game in which this model is deployed, the Warband gains an additional Fate Reroll. This Fate Reroll can however only be used for To Hit rolls, To Wound rolls, Armour Save rolls, Aegis Save rolls or Characteristics Test made by this model

Favour of Savar - God of Pride
Universal Rule

Discipline Tests taken by the model are subject to Minimised Roll.

When your warband is Routed (voluntarily or involuntarily), all your models with this Favour are **not** be Removed from Table like the rest of the warband. During each following Recovery Phase, instead of taking a Rout Check, each of your models with this Favour **must** take a Discipline Test. If failed, the model is Removed from Table. (This test **cannot** be voluntarily failed.)

Favour of Akaan - God of Gluttony
Attack Attribute - Close Combat

The model gains **Feel no Pain**. In each Game Sequence, the first time the model takes an enemy model Out of Action using a Melee Attack, it gains +1 Strength on all its Close Combat Attacks until the end of the Game Sequence.

Favour of Vanadra - Goddess of Wrath
Attack Attribute - Close Combat

The model part gains Lightning Reflexes but Close Combat Attacks allocated towards the model gain +1 to hit.

Favour of Cibaresh - God of Lust
Universal Rule

The model gains **Strider**. It gains the ***Hit and Run*** and ***Taunt*** Skills. The model also gains access to Assassin Skills.

Configurations

	Path Walkers	Åsklanders
Models	3-12	3-15
Path Walker	0-6 **[0-6]**	-
Sorcerer	0-1 **[0-6]**	
Jarl	-	1
Huskarl	-	0-2 **[0-4]** **{0-3}**
Berserker	-	0-2 **[0-4]** **{0-3}**
Bondsman	-	0-2 **[0-4]**
Barbarian Brawler	0+	0+
Barbarian Hunter	0-2	0-5
Warhounds	0-5	0-5
Wretched One	0-2	0-1
Black Steed	0-2	0-2

Path Walkers

When the Warband is started, if the Leader of the Warband is of Human race, it gains the following on its **profile**: **+7** Experience, **+1** Str, **+1** Rating, **+1** Armour Penetration, **+1** Agility, **+1** Offensive Skill and **+1** Defensive Skill.

Åskland Skills

Berserk Charge: Attack Attribute - Close Combat
When the model charges, failed to-hit rolls from attacks made with Axes and Great Weapons **must** be rerolled.

Crushing Blow: Attack Attribute - Close Combat
Attacks made by the model ignore Deflect, Block and Distracting.

Daemonic Pact: Universal Rule
Max 1 per Warband.
The model loses Battle Fever and gains **Daemonic Forge** and +5 Rating on its **profile**. The model also reduces its Experience by 10, unchecking boxes on its Experience Track. This does **not** affect any Advancements the model has gained.

If the model ends up with 16 Experience or more, the model's next Advancement will trigger Daemonic Forge.

Fury of the Bear: Attack Attribute - Close Combat
The model gains **Lightning Reflexes** and **Frenzy**.

Longship Raids: Universal Rule
If the Leader of a Warband has this Skill, during the Activate Equipment step of the Pre-Game Sequence the controlling player can select up to D3 models (roll each time the Skill is used) from the Warband. These models cannot be Large nor have Never Learns. The selected models gain Ambush for the duration of this game.

Shield Master: Personal Protection
When fighting with a Shield, the model gains Deflect.

Unrelenting: Universal Rule
The model **must** reroll all failed Discipline Tests except for Rout Checks.

Pact Skills

Arcane Lore: Universal Rule
The model can use a Tome of Magic or a Book of the Dead as if it were a Wizard.

Chosen: Universal Rule
Models with Path of the Favoured only.
Before taking this Skill, the model must pass a Discipline Test and a Strength Test. If either fails, the model must choose another Skill.

The model gains a **Favour of a Dark God** of choice.

Luck of the Dark Gods: Personal Protection
The model gains **Aegis (+1, max 5+)**. This Skill can be duplicated once.

Forsworn: Personal Protection
Models with Path of the Exiled only.
Before taking this Skill, the model must pass a Discipline Test and a Strength Test. If either fails, the model must choose another Skill.

The model gains +1 Armour on its **profile**, to a maximum of 1. It gains **Fear (0)** and +3 Maximum Health Points. It also switches its Height to Large and its base to 40x40mm.

Twice-Forged: Personal Protection
Models with Hell-Forged Armour only.
The model gains **Limited Motions** and +1 Armour on its **profile**, to a maximum of 1.

Heroes

Path Walker Y pts

Height: Z | Base: 25x25mm
Type: Infantry | Species: X

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4"	**8"**	**8**	**10**	**3**	**0**	Daemonic Forge, **Undiscriminating**	Combat, Strength, Speed, Pact

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**4**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Hell-Forged Armour, Shield, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**3**	**0**	**3**	**3**	Dagger, Club, Hammer, Axe, Sword, Halberd, Great Weapon, Flail

Undiscriminating: Universal Rule
When the model is recruited, you must choose a Species for it from the chart below. This determines its cost and Height, and confers Model Rules and **profile** modifiers.

Species (X)	Cost (Y)	Height (Z)	Profile modifiers and Model Rules	Limit
Beast-man	80	Standard	+1 Adv, +2 Mar	0-3
Dwarf	90	Standard	-1 Adv, +1 Mar, +1 Res, -1 Agi, *Strong Legs*	0-3
Elf	100	Standard	+1 Adv, +2 Mar, +3 Exp, +2 Agi, **Keen Senses**	0-2
Human	50	Standard	-	0-5
Ogre	250	Large	+2 Adv, +4 Mar, +15 Rat, +3 Upk, +5 Exp, +3 HP, -1 Def, +1 Res, -1 Off, +1 Att, +1 Str, +1 AP, -1 Agi, **Slow Learner**	0-1
Orc	80	Standard	+1 Res, -1 Agi	0-2
Saurian	150	Standard	+5 Rat, +3 Exp, +1 Res, +1 Att, -2 Agi, +2 Arm, **Unusual Shape, May not Ride, Slow Learner**	0-1

Sorcerer 45 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	8	5	3	16	Battle Fever, Wizard (1, Alchemy, Evocation, Occultism)	Academic, Combat, Speed

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	3	0	Leather Armour, Light Armour, Heavy Armour, Plate Armour, Shield, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	3	0	3	3	Dagger, Club, Hammer, Axe, Sword, Halberd, Great Weapon, Throwing Weapons

Jarl 70 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	8	5	3	20	Battle Fever	Combat, Strength, Speed, Åskland

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	4	3	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	2	4	4	0	4	3	Dagger, Club, Hammer, Axe, Sword, Spear, Flail, Great Weapon, Throwing Weapons

Huskarl 90 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Mutant

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules	Skills Lists
	4”	8”	7	5	3	10	Battle Fever	Combat, Strength, Åsland

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	5	3	0	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	4	1	4	3	Dagger, Club, Hammer, Axe, Sword, Spear, Flail, Great Weapon, Throwing Weapons

Berserker 45 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**7**	**5**	**3**	**7**	Battle Fever, Fearless, Frenzy, Swiftstride, May not Ride	Combat, Strength, Åskland

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**4**	**0**	Leather Armour, Light Armour, Heavy Armour, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	2	**4**	**4**	**0**	**4**	**3**	Dagger, Club, Hammer, Axe, Sword, Spear, Flail, Great Weapon, Throwing Weapons

Bondsman 15 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*	*Skills Lists*
	4”	**8”**	**6**	**5**	**3**	**0**	Battle Fever	Combat, Speed, Åskland

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**2**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**3**	**3**	**0**	**3**	**2**	Dagger, Club, Hammer, Axe, Sword, Spear, Flail, Great Weapon, Throwing Weapons

Henchmen

Barbarian Brawler 30 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Human

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	4”	**8”**	**7**	**5**	**2**	**0**	Battle Fever

Defensive	*HP*	*Def*	*Res*	*Arm*	*Armour Proficiency*
	6	**3**	**3**	**0**	Leather Armour, Light Armour, Heavy Armour, Shield, Buckler, Helmet

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	*Weapon Proficiency*
	1	**4**	**4**	**0**	**3**	**2**	Dagger, Club, Hammer, Axe, Sword, Spear, Great Weapon, Flail, Throwing Weapons

Barbarian Hunter 25 pts

Height: Standard | Base: 25x25mm
Type: Infantry | Species: Human

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	4"	8"	7	5	2	0	Battle Fever, **Shooter**

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	3	3	0	Leather Armour, Light Armour, Shield, Buckler, Helmet

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	4	3	0	3	3	Dagger, Club, Hammer, Axe, Sword, Spear, Shortbow, Bow, Javelins

Shooter: Universal Rule
If the model becomes a Hero, it can choose to gain access to Shooting Skills as one of its two lists, despite there being no Heros in the Warband with access.

Warhound 20 pts

Height: Standard | Base: 25x50mm
Type: Beast | Species: Dog

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	8"	16"	5	5	2	0	Keen Senses, **Release the Hounds**

Defensive	HP	Def	Res	Arm	Armour Proficiency
	6	3	3	0	

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	1	3	3	0	4	0	

Release the Hounds: Universal Rule
If your Warband contains one or more models with Release the Hounds, you can activate it once per game during your Recovery Phase. When activated, all friendly models with Release the Hounds gain +6″ March Rate and **Devastating Charge (+1 Att, +1 Str)** during this Player Turn.

Wretched One 200 pts

Height: Large | Base: 40x40mm
Type: Infantry | Species: Irredeemable

Global	Adv	Mar	Dis	Rat	Upk	Exp	Model Rules
	-	-	5	20	3	0	Unbreakable, Wanderer (4+), Unarmed, Never Learns, **Irredeemable**

Defensive	HP	Def	Res	Arm	Armour Proficiency
	12	2	4	0	Fortitude (5+), Feel no Pain

Offensive	Att	Off	Str	AP	Agi	BS	Weapon Proficiency
	D6+1	4	4	0	1	0	

Irredeemable: Universal Rule
Unless Engaged in Close Combat, the model will make a 3D6" Erratic Move (in a direction chosen by the controlling player) in its Movement Phase. The model cannot perform any Voluntary Actions, except fighting in Close Combat and making Erratic Moves.

Change Log

0.9.97

Alignments removed. Each Warband can choose Devotion freely.

Dark Cults --> Daemon Legions

- Redesigned to fit better with T9A:FB. Summoning with lots of daemons added.
- Conductor --> Cult Leader: Gain +1 spell, -4 Exp, -1 Def, -1 Off, -3 Agi
- Gifted One --> Inner Sectarian
- Plague Cart, -2 Res, +2 Arm, Feel no Pain, Unusual Shape, access to Light Armour

DE

- New skills added to better reflect T9A:FB
- Blade of Nabh, +5 cost, gain access to Hatred

HE

- Citizen Soldier, split from Archer, -5 cost
- Citizen Archer, new entry to keep the soldiers cheaper.

HO

- Holy Warhammer --> Holy upgrade
- Keepers of the Veil, new configuration
- Daemon Hunter, new entry to lead the Keepers
- Minister, new entry part of the Keepers
- Prelate, +5 cost, +1 Def, +1 Off, -1 BS, lose access to shooting weapons
- Novice, +5 cost, +1 BS

ID

- Gunnery Machine clarified

KoE

- Damsel gain Not a Leader

OK

- Tribeling, -1 Exp
- Wasteling removed (not necessary since Exploration Dice decoupled from no. of Heroes)

Ong

- Well 'Ard → War Hide
- 'Ard Head → Thick Skull

UD

- Aspen Sight, grants access to Shooting Skills
- Unphased, also allows March Moves when dazed

WDG

- Path Walker, dwarf gain Strong Legs