

# Outlaws

*Outlaws are benevolent bandits.*

## Special Rules

Bowman – this model can only carry one missile weapon, and this must be a bow of any kind. This model must always have a bow if the party has the gold to equip them.

## Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

Starting Gold	Model Count
500pg	3-15

## Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none"><li>• Bard</li><li>• Beast Hunter</li><li>• Bounty Hunter</li><li>• Duelist</li><li>• Elven Ranger</li><li>• Freelancer</li><li>• Gladiator</li><li>• Halfling Ranger</li><li>• Prospector</li><li>• Roadwarden</li><li>• Scout</li><li>• Warlock</li><li>• Winter Ranger</li><li>• Witch</li></ul>	<ul style="list-style-type: none"><li>• Demicus, the Great Wizard</li><li>• Emyur, the Dawnblade</li><li>• Mad Michael</li><li>• Yahn the Sneak</li></ul>

## Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Outlaw Leader	1	20	60pg
Champion	1-2	8	35pg
Petty Thief	1-2	0	20pg
Cleric	1*	8	35pg

\*the Cleric takes the spot of either a Champion or Petty Thief.

## Henchmen

Henchmen	Number Allowed	Cost to Hire
Marksman	1-7	25pg
Outlaw	-	25pg

## **Special Equipment**

### **Hunting Arrows**

A model equipped with a short bow, bow, long bow, or elf bow, can also equip these arrows. They add +1 to Injury rolls.

### **Forest Cloak**

If the wearer is within a forest, any shooting attacks aimed at them are at a further -1 to hit. Any spell targeting the model misses on a 4+.

## **Equipment**

<b>Hero</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Staff/Club/Mace	3pg
Axe / Shortbow / Shield	5pg
Sword / Spear / Bow / Helmet	10pg
Longbow	15pg
Light Armour	20pg
Double-handed Weapon / Hunting Arrows	30pg
Forest Cloak	50pg

<b>Henchman</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Staff/Club/Mace	3pg
Axe / Shortbow / Shield	5pg
Sword / Spear / Bow / Helmet	10pg
Double-handed Weapon	30pg

## **Warrior Profiles**

### **Outlaw Leader**

*The Outlaw Leader is often an exiled political dissident.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	4	4	3	3	1	4	1	8

**Equipment** – any from Hero list.

**Skills** – Combat, Shooting, Academic, Strength, Speed

### **Special Rules**

Leader

Bowman

### **Champion**

*Champions are old followers of the Outlaw Leader.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	4	3	3	1	3	1	7

**Equipment** – any from Hero list.

**Skills** – Combat, Shooting, Strength

### **Special Rules**

Bowman

### **Petty Thief**

*Petty Thieves are youths exiled by local authorities for their minor crimes.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	2	3	3	3	1	3	1	6

**Equipment** – any from Hero list.

**Skills** – Combat, Shooting, Speed

### **Special Rules**

Bowman

### **Cleric**

*Clerics are priests who see good in the hearts of the outlaws.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	3	3	3	1	3	1	7

**Equipment** – any from Hero list.

**Skills** – Academic

### **Special Rules**

Wizard – Prayers of Sonnstahl

### **Marksman**

*Marksmen are outlaw rangers.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	3	3	3	1	3	1	7

**Equipment** – any from Henchman list.

### **Special Rules**

Bowman

Ignore shooting penalties for enemies in cover.

### **Outlaw**

*Outlaws are petty criminals and political refugees who have banded together to fight for a good cause.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	3	3	3	1	3	1	7

**Equipment** – any from Henchman list.

### **Special Rules**

Bowman

## **Prayers of Sonnstahl**

1. Hammer of Sonnstahl
2. Hearts of Steel
3. Soulfire
4. Shield of Faith
5. Healing Hand
6. Armour of Righteousness

### **Hammer of Sonnstahl – Difficulty 7**

Cast on self. The warrior gains +2 S in close combat and Multiple Wounds (2). This lasts until the caster's next magic phase.

### **Hearts of Steel – Difficulty 8**

Range 8". Effects all friendly models within range. These models within range are Immune to Psychology, and the party leader gains +1 Ld when taking a Rout test (to a max of 10). This lasts until the caster is Knocked Down, Stunned, or taken Out of Action.

### **Soulfire – Difficulty 9**

Range 4". Effects all enemies within range. Each enemy takes a S3 hit with no armour saves allowed. Against any Daemonic, Undead, or suitably supernatural creature, the hit is instead S5.

### **Shield of Faith – Difficulty 6**

Cast on self. The caster is immune to all Prayers and Rituals. At the beginning of each of the caster's turns, roll a D6. On a 1-2, the shield disappears.

### **Healing Hand – Difficulty 5**

Range 2". Targets a friendly model within range. The target is restored to full W. If the target is Knocked Down or Stunned, they immediately stand up and continue as normal.

### **Armour of Righteousness – Difficulty 9**

Cast on self. The caster gains a 2+ armour save and causes Fear. Lasts until the caster's next Magic Phase.