

# **Druids**

*Druids wish to cleanse ruins of Weirdstone, and will scour them in search of the corrupted ore. They hope that by removing the Weirdstone, the ruins will be reclaimed by nature. They are often followed by woodsmen and merry-makers.*

## **Special Rules**

### **Woodcraft**

This model can move through any forest terrain with no penalty.

## **Special Skills**

### **Master Trapper**

This warrior's Trip Wire range is increased to 4", and traps set by the warrior are triggered on a 2+.

### **Infiltrate**

This Hero is always placed on the battlefield after the opposing party and can be placed anywhere on the table as long as it is out of sight of the opposing party and more than 12" away from an enemy model. If both parties have models with Infiltrate, roll a D6 to decide who deploys them first.

### **Foul Odour**

All non-Undead and Supernatural enemies suffer -1 to hit the warrior in close combat. In addition, the warrior cannot carry any open flames, and any fire based hits on them are resolved at +1 S.

### **Nature's Friend**

The warrior will never be attacked by a 'normal' creature with the Animal rule (consider real-life animals as normal in this case, e.g. dogs, horses). In addition, any Warbeasts the warrior owns do not count towards the maximum party members.

### **Pathfinder**

One party member only. Roll an additional D6 during the Exploration Phase if the warrior is alive.

### **Hide in Shadows**

An enemy model attempting to detect this Hero must halve its I (rounding up) before measuring distance.

## **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	3-12

## **Hired Hands and Legendary Figures**

Hired Hands	Legendary Figures
<ul style="list-style-type: none"><li>• Bard</li><li>• Beast Hunter</li><li>• Elven Mage</li><li>• Elven Ranger</li><li>• Halfling Ranger</li><li>• Roadwarden</li><li>• Scout</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></ul>

## **Heroes**

Hero	Number Allowed	Start XP	Cost to Hire
Horned Hunter	1	20	60pg
Druid	1	12	45pg
Initiate	1-3	8	40pg

## **Henchmen**

Henchmen	Number Allowed	Cost to Hire
Drunk	1-5	30pg
Zealot	-	20pg
Warhound	1-5	15pg

## **Special Equipment**

### **Blessed Stag Hide (40pg, Rare 10)**

The warrior can re-roll one I test per turn.

### **Trip Wire (15pg)**

A Trip Wire can be set if the warrior does nothing else this turn. Place a marker in base contact with the warrior. When any model moves within 2" roll a D6. On a 3+, the model suffers a S4 hit (no critical hits). The warrior cannot set off their own trap. The trap is removed regardless of whether it was triggered or not.

## **Equipment**

<b>Hero</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Mace / Hammer	3pg
Axe / Spear / Short Bow / Toughened Leathers / Shield	5pg
Sword / Bow	10pg
Double-handed weapon / Longbow / Trip Wire	15pg
Light Armour / Hunting Arrows	20pg
Blessed Stag Hide	40pg

<b>Henchman</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Mace / Hammer	3pg
Axe / Spear / Toughened Leathers / Shield	5pg
Sword / Bow	10pg

## **Warrior Profiles**

### **Horned Hunter**

*The Horned Hunter is the leader of the party. They are at home in the wilds of the world.*

<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, Strength, Speed, Special

### **Special Rules**

Woodcraft

Leader

Hatred (Bandits, Outlaws)

### **Druid**

*The Druid is the spiritual guide of the party.*

<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	7

**Equipment** – any from Hero list.

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

### **Special Rules**

Woodcraft

Wizard – Uses Prayers of the Forest.

May never wear Heavy Armour.



### **Initiate**

*Initiates are followers of the Horned Hunter who hope to one day have their own band of followers.*

<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** – Combat, Shooting, Strength, Speed, Special

### **Special Rules**

Woodcraft

Initiates start with the Infiltrate skill.

Hatred (Bandits, Outlaws)

May never wear armour.

### **Drunk**

*Druidic bands are often followed by drunken militia, who love nothing more than to wander the wilderness acting like beasts. The Druids tolerate them – wine is a gift from nature, after all.*

<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**

Woodcraft

Immune to Psychology

### **Zealot**

*These nature-lovers follow the Druids because they believe their goals are shared.*

<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	2	3	3	1	3	1	7

**Equipment** – any from Henchman list.

### **Special Rules**

Woodcraft

May never wear armour.

### **Warhound**

*Warhounds can be found with most Druidic warbands. They are treated as equals within the group, rather than as pets.*

<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>
6	4	0	4	3	1	4	1	5

**Equipment** – none.

### **Special Rules**

Animal

## **Prayers of the Forest**

1. Stag's Leap
2. Blessed Wine
3. Bear's Paw
4. Earthshudder
5. Tanglefoot
6. Summon Squirrels

### **Stag's Leap – Difficulty 7**

The Druid can immediately move anywhere within 9", and if they move into base contact with an enemy, count as charging, and gain +1 S for the first round of combat.

### **Blessed Wine – Difficulty 5**

Range 2". A single model (including the Druid) is restored to full wounds. In addition, any model, friend or foe (other than Undead or Supernatural creatures) within 2" lose 1 A to a minimum of 1 in the next round of combat.

### **Bear's Paw – Difficulty 7**

Range 6". Cast on a friendly model. The target receives +2 S until the player's next turn.

### **Earthshudder – Difficulty 9**

Range 4". Cast on a single building. Any models touching the building suffer a S3 hit (no critical hits). In addition, the building collapses, and any models inside Fall from the height at which they were. Remove the building.

### **Tanglefoot – Difficulty 8**

Range 12". All models (friend or foe) with the exception of friendly Zealots within range can only move at ½ speed until the next Magic Phase.

### **Summon Squirrels – Difficulty 7**

Range 12". Cast on a single enemy model. The target suffers 2D6 S1 hits with no armour saves allowed.