

Battle Monks

Battle Monks spend their lives mastering the art of fighting. They are holy warriors, and will only offer their services to those who display the upmost virtue. They are led and sponsored by a powerful noble and often joined by the noble's household guards. Commoners who hold the party in awe often follow them, though they are largely ignored.

Special Rules

Honour

Dragon Monks and Warrior Monks may never wear armour of any kind. They will never use poison or venom of any kind.

Special Skills

Energy Focus

At the start of the close combat phase, if fighting unarmed, the Hero can choose to reduce their A and increase their S at a 1:1 ratio. This applies until the next close combat phase.

Lightning Speed

The Hero may triple their M while running or charging, even when there are enemy models within 8".

Leap of Faith

The Hero cannot be Intercepted while charging. They may Escape from Combat without having to pass a Ld test and may declare a leaping charge at the same time in the same turn.

Human Shield

If two or more models are engaged in close combat with the Hero, they may choose to grab one to use it as a shield instead of using normal attacks. The Hero must pass an I test after the first model has attacked, but before the second model attacks. If successful, the second (and potentially third, fourth etc.) model's attacks hit the first model. This applies until the next combat phase. If the I test is failed, the Hero and second model fight as normal.

Warmonger

Emissary only. The Emissary may make a Ld test before the skirmish. If passed, D3+1 Peasant Followers join the party for the skirmish (this may exceed the maximum party size). Each Peasant Followers has the Hatred special rule for the duration of the skirmish.

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">BardScout	<ul style="list-style-type: none">Emyur, the Dawnblade

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Emissary	1	20	60pg
Officer	1	12	40pg
Dragon Monk	1-3	15	55pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Soldier	-	25pg
Warrior Monk	1-5	35pg
Raging Peasants	1-5	10pg

Special Equipment

Katana (20pg, Rare 10)

Range	Strength
Close combat	As user +1

Special Rules

Two-handed

Parry

Masterwork Longsword (75pg, Rare 12) Emissary only

Range	Strength
Close combat	As user

Special Rules

Parry

Armour Piercing (1)

Mastercrafted – attacks with this weapon have +1 I and +1 WS.

Quarter Staff (15pg)

Range	Strength
Close combat	As user

Special Rules

Parry

Balanced - +1 I.

Freestyle – the model can use this weapon one-handed but only when using the free hand for unarmed combat. This gives +1 A, but the model cannot use any kind of weapon or shield in the free hand.

Chain Sticks (20pg, Rare 7) Dragon Monks and Warrior Monks only

Range	Strength
Close combat	As user

Special Rules

Two-handed

Flurry - +2 A in the first round of combat. Otherwise counts as two hand weapons.

Fish-hook Shot (10pg, Rare 7) Dragon Monks and Warrior Monks only

Range	Strength
3"	3

Special Rules

Thrown weapon

Precise – a model using a fish-hook shot is able to target enemies in close combat, unless the model itself is in close combat.

Caused Fall – the model must declare they are attempting to cause a fall instead of a normal attack. Roll to hit as normal, then pass an S test. If successful, the enemy model is Knocked Down. Apply a +1 modifier to the S test if the model is a Large Target.

Equipment

Soldier	Cost to Equip
Dagger	1 st free / 2pg
Shield	5pg
Spear / Sword / Bow / Helmet	10pg
Katana / Light Armour	20pg
Crossbow	25pg
Duelling Pistol	30pg / 60pg for brace
Handgun	35pg
Silk Cloak (Emissary only)	40pg
Heavy Armour	50pg
Masterwork Longsword (Emissary only)	75pg

Monk	Cost to Equip
Axe	5pg
Spear / Sword / Fish-hook Shot	10pg
Quarter staff / Throwing stars	15pg
Katana / Chain Sticks	20pg

Warrior Profiles

Emissary

The Emissary is a wealthy noble seeking glory through combat and exploration. They are the party's connection to the powerful people of the world. It is through them that supplies and equipment are procured.

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

Equipment – any from the Soldier list.

Skills – Shooting, Academic, Speed, Special

Special Rules

Leader

Decree – when the Emissary dies, you are able to purchase a new one. Until you do so, no new party members or equipment can be bought.

Officer

Officers are the leaders of the household guard of the Emissary, and are often related by blood to them.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	1	4	1	7

Equipment – any from the Soldier list.

Skills – Combat, Shooting, Strength, Speed

Dragon Monk

Dragon Monks are holy warriors who have pledged allegiance to the Emissary.

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

Equipment – any from the Monk list.

Skills – Combat, Academic, Strength, Speed, Special

Special Rules

Honour

Expert Martial Artist – in close combat, Dragon Monks suffer no penalty for unarmed combat, and gain +1 A when unarmed. They also caused critical hits on a 5+ if fighting unarmed. If using a quarter-staff, the unarmed hand can cause critical hits on a 5+.

Soldier

Soldiers are the Emissary's household guard.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Equipment – any from the Soldier list.

Warrior Monk

These are the apprentice monks who follow and learn from the Dragon Monks.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	4	1	7

Equipment – any from the Monk list.

Special Rules

Honour

Martial Artist - in close combat, Warrior Monks suffer no penalty for unarmed combat, and gain +1 A when unarmed.

Peasant Followers

Peasant Followers see the Emissary and his court as near-divine beings. They have left their mundane lives to bask in the glory of the party. The Emissary, however, sees them as scum, and largely ignores them.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Equipment – farming tools.

Special Rules

Peasant – counts as fighting unarmed but with no penalties for doing so.

Simple Folk – never gain Experience Points.

Mob – a Peasant Follower gets +1 Ld for each friendly Peasant Follower within 3". They do not benefit from the Leader rule.

Insignificant – Peasant Followers who are Out of Action do not count for Rout tests.

Downtrodden – a Peasant Follower does not roll on the Injury table, they are simply taken Out of Action.