

Engineer's Guild

The Engineer's Guild has branches in every human city. The Guild will often gather money (and research) by hiring out small groups of their members.

Special Rules

Gunpowder Master – This model can always buy Gunpowder weapons at the price listed in the Equipment list below, and rarity rolls for Gunpowder weapons are at +2. This model will never use a non-Gunpowder ranged weapon.

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">• Bard• Beast Hunter• Deathseeker• Duelist• Freelancer• Gladiator• Halfling Ranger• Ogre Mercenary• Prospector• Roadwarden• Scout• Warlock• Winter Ranger• Witch Hunter	<ul style="list-style-type: none">• Demicus, the Great Wizard• Mad Michael• Yahn the Sneak

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Officer	1	20	60pg
Instructor	1	12	45pg
Graduate	1	8	45pg
Student	2	0	20pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Gunner	-	25pg
Marksman	1-7	30pg
Pistolier	1-5	35pg

Special Equipment

Double-barrelled Pistol (25+D6pg, Rare 9 or 46+2D6 pg, Rare 10 for a brace)

Range	Strength
6"	4

Special Rules

Prepared Shot

Armour Piercing (1)

Shoot in Close Combat

Double-barrelled – Before firing, you must declare if you are firing a single- or double-barrelled shot. If firing a single shot, treat as a normal pistol. Otherwise:

- Roll one to hit dice for both shots.
- Roll two dice to wound if the to hit is successful.
- Place two tokens on the model after firing. In the next shooting phase, remove one to represent one barrel being reloaded. You cannot shoot in the same phase as you reload, even if you are reloading a second barrel.

Bash with Butt

Double-barrelled Duelling Pistol (45+2D6pg, Rare 11 or 80+4D6pg, Rare 12)

Range	Strength
9"	4

Special Rules

Prepared Shot

Armour Piercing (1)

Shoot in Close Combat

Accuracy

Double-barrelled (see Double-barrelled Pistol)

Bash with Butt

Double-barrelled Handgun (60+2D6pg, Rare 10)

Range	Strength
24"	4

Special Rules

Prepared Shot

Armour Piercing (1)

Move or Fire

Double-barrelled (see Double-barrelled Pistol)

Repeater Handgun (60+2D6pg, Rare 11)

Range	Strength
24"	4

Special Rules

Armour Piercing (1)

Move or Fire

Fire Thrice – this Handgun can be fired more than once, up to a maximum of three. If firing more than one shot, roll each to hit individually with a -1 penalty. Each shot can be fired at a separate target, as long as all targets are within 3" of each other.

Experimental – if a roll to hit of 1 is rolled, roll a further D6. On a 1, the Repeater Handgun explodes, destroying the weapon, and hitting the user with a S4 hit (no critical hits). On a 2-5, the weapon is rendered useless for the rest of the skirmish.

Slow Prepared Shot – to reload the Repeater Handgun, the user must do nothing at all for an entire turn. The user must defend itself if in close combat, and this counts as doing something!

Repeater Pistol (30+2D6pg, Rare 9)

Range	Strength
6"	4

Special Rules

Cannot be used in a brace

Armour Piercing (1)

Move or Fire

Fire Thrice – this Handgun can be fired more than once, up to a maximum of three. If firing more than one shot, roll each to hit individually with a -1 penalty. Each shot can be fired at a separate target, as long as all targets are within 3" of each other.

Experimental – if a roll to hit of 1 is rolled, roll a further D6. On a 1, the Repeater Handgun explodes, destroying the weapon, and hitting the user with a S4 hit (no critical hits). On a 2-5, the weapon is rendered useless for the rest of the skirmish.

Slow Prepared Shot – to reload the Repeater Handgun, the user must do nothing at all for an entire turn. The user must defend itself if in close combat, and this counts as doing something!

Quick Reload – this weapon will always be able to fire a single shot. If it is fired thrice (or twice), the model must follow the Slow Prepared Shot rule in order to fire multiple shots again.

Hand-held Mortar (80+2D6pg, Rare 12)

Range	Strength
24"	4

Special Rules

Armour Piercing (1)

Prepared Shot

Move or Fire

Experimental

Scatter – If the user rolls a miss to hit, the shot will land 2D6" away in a random direction.

Explosive Radius – any models within 1 ½" of target are also hit.

Pigeon Bomb (30+2D6pg, Rare 8)

Range	Strength
Unlimited"	4

Special Rules

Move or Fire

Explosive Radius (see Hand-held Mortar)

Temperamental – do not use the BS of the user to hit. Instead, roll a D6. On a 5+, the pigeon hits. On a 2-4, the pigeon explodes mid-flight. On a 1, the pigeon explodes in the warrior's hands. Resolve the shot as if it has hit the warrior (using Explosive Radius!).

Equipment

Guild Member	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Axe / Shield / Buckler	5pg
Sword / Spear / Halberd / Helmet	10pg
Pistol	10pg (20pg for brace)
Morning Star	15pg
Light Armour	20pg
Double-barrelled Pistol / Duelling Pistol	20pg (35pg for brace)
Handgun / Superior Gunpowder	25pg
Double-barrelled Duelling Pistol	35pg (65pg for brace)
Double-barrelled Handgun	45pg
Heavy Armour	50pg

Marksman	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Axe / Shield	5pg
Sword / Helmet	10pg
Pistol	10pg (20pg for brace)
Blunderbuss / Light Armour	20pg
Double-barrelled Pistol	20pg (35pg for brace)
Repeater Pistol / Handgun / Pigeon Bombs / Superior Gundpowder	25pg
Double-barrelled Handgun	45pg
Repeater Handgun / Heavy Armour	50pg
Hand-held Mortar	70pg
Masterwork Long Rifle	100pg

Warrior Profiles

Officer

An Officer is a Veteran Guild Member who oversees the “research” conducted by the group.

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

Equipment – any from Guild Member list.

Skills – Combat, Shooting, Academic, Strength, Speed

Special Rules

Gunpowder Master

Leader

Starts with Hunter Skill

Instructor

The Instructor’s role is to educate the group on the use of gunpowder weaponry, and to record any the result of the group’s “experiments”.

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

Equipment – any from Guild Member or Marksman list.

Skills – Shooting, Academic, Speed

Special Rules

Gunpowder Master

Instructor – all friendly models within 3” of the Instructor receive +3” to Pistol (and variant pistol) range, and +6” to all other Gunpowder weapons.

Graduate

Graduates are senior students of the guild who assist the Instructor in the teaching of lessons.

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

Equipment – any from Guild Member list.

Skills – Combat, Shooting, Strength, Speed

Special Rules

Gunpowder Master

Student

Students are usually volunteers who have grown bored with study at the Guildhall.

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

Equipment – any from Guild Member list.

Skills – Combat, Shooting, Speed

Special Rules

Gunpowder Master

Gunner

Gunners are untrained assistants who do the menial tasks for the rest of the group. They have inadvertently picked up a lot of knowledge while doing so.

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

Equipment – any from Guild Member list.

Special Rules

Gunpowder Master

Marksman

Marksmen are Guild Members who have been specifically trained for combat, rather than academia.

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

Equipment – any from Marksman list.

Special Rules

Gunpowder Master

Pistolier

Pistoliers have dedicated their time with the Guild to the mastery of pistols.

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

Equipment – any from Guild Member list.

Special Rules

Gunpowder Master

Pistol Mastery – this model can re-roll failed to hits when firing a pistol in close combat.