

Barbarians

Barbarians are fanatical warriors of the Dark Gods. They are thoroughly evil. Many have mutations.

Special Rules

Eye of the Gods

Roll 2D6 after every skirmish.

If you lost the previous skirmish, add +1 to the roll for each of your Heroes that was taken Out of Action. On a total of 12 or more, the party leader turns into a Fallen Beast. All of their experience, skills, injuries, and equipment are lost.

If you won the previous skirmish, add +1 to the roll for every enemy model taken Out of Action. On a total of 12 or more, the party leader gains a Mark of the Dark Gods of your choice.

Once a leader receives a Mark of the Dark Gods, that Hero no longer takes an Eye of the Gods test. If the party already contains a Fallen Beast and the Eye of the Gods roll creates another, the affected Hero dies.

The Eye of the Gods rule only applies if the party leader took part in the last skirmish.

Special Skills

Chosen of the Dark Gods

This Hero uses the Warrior maximum profile, and can use the Hero equipment list if they cannot already do so.

Tattooed Body

Only the party leader can have this skill. The Eye of the Gods special rule effect happens on a 10 or more instead of a 12 or more.

Sweeping Blow

Requires the Strongman skill. Whenever the Hero takes an enemy model Out of Action using a double-handed weapon they may immediately make an additional attack against another model in base contact.

Mutant

The Hero can buy one Mutation. This skill can be taken more than once.

Heart of the Warrior

Only the party leader can have this skill. They can re-roll any failed Rout test and are immune to Fear and All Alone tests.

Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Barbarian	4	7	7	4	4	3	7	4	9

Barbarians with the Chosen of the Dark Gods skill use the following maximum statistics instead:

Profile	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	8	8	5	5	3	8	5	9

Starting Gold	Model Count
500pg	3-15

Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none"> • Bard • Bounty Hunter • Duelist • Freelancer • Gladiator • Highwayman • Ogre Mercenary • Scout • Warlock • Witch 	<ul style="list-style-type: none"> • Demicus, the Great Wizard • Yahn the Sneak

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Chieftain	1	20	95pg
Seer	1	8	45pg
Champion	2	8	45pg
Condemned	1	8	55pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Barbarian	-	35pg
Warhound	1-5	15pg
Fallen Beast	1	180pg

Special Equipment

Great Axe (25pg, Rare 8) Heroes with the Chosen of the Dark Gods rule only

Range	Strength
Close Combat	As user +2

Special Rules

Two-Handed

Strike Last

Armour Piercing (1)

Barbed Whip (15pg, Rare 9) Heroes only

Range	Strength
Close Combat	As user

Special Rules

Cannot be Parried

Enrage – as long as the Hero is not involved in close combat, all Warhounds within 4” gain +1 A.

Whipcrack – the Hero receives +1 A in the first round of combat, with the Strikes First special rule.

Mutations**Daemon Soul (20pg)**

4+ Ward Save v Magic

Great Claw (50pg)

The Hero loses the ability to carry weapons in one hand (which means no two-handed weapons aswell). +1 A with a +1 S bonus.

Cloven Hoofs (40pg)

+1 M.

Tentacle (35pg)

The Hero loses the ability to carry weapons in one hand (which means no two-handed weapons aswell). One enemy model in close combat with the Hero suffers -1 A, down to a minimum of 1. The Hero can choose which attack the enemy loses.

Blackblood (30pg)

If the Hero loses a wound in close combat, any model (including friendly models) in base contact suffers a S3 hit (no critical hits).

Spines (35pg)

Any model in base contact with the Hero suffers an automatic S 1 hit at the beginning of each close combat phase (no critical hits).

Scorpion Tail (40pg)

+1 A at S 5. If hitting a model that is Immune to Poison, then S 2.

Extra Arm (40pg)

The Hero has an extra arm that can carry a single-handed weapon, or a shield.

Hideous (40pg)

The Hero causes Fear.

Marks of the Dark Gods

Mark of True Chaos

All party members within the Leader rule's radius can re-roll failed Ld tests.

Seers with this Mark use Rituals of the Dark Gods. Any party with a Seer with this Mark can include up to 3 Wildhorns (see the Beast Herd Raiders) that count toward the maximum members. These Wildhorns re-roll all Veteran advancement rolls.

Mark of Change

Models with this Mark and the Leader special rule who are not already Wizards become a Wizard. They immediately learn one random spell from the Rituals of Change. However, they suffer -1 on casting rolls.

Seers with this Mark use the Rituals of Change. The Seer starts with two spells, one chosen freely, the other randomly as usual.

Mark of Wrath

Models with this Mark and the Leader special rule are subject to Frenzy. They also can dispel spells targeted at them on a 4+.

Seers with this Mark are known as Slaughter Priests, and are no longer Wizards. Take a Ld each time a Slaughter Priest takes an enemy Out of Action in close combat. If passed, the Slaughter Priest gains +1 WS, S, T, or I until the end of the skirmish. A Slaughter Priest can take Strength skills.

Mark of Pestilence

Models with this Mark and the Leader special rule gain +1 T and can re-roll on the Serious Injuries table. In addition, they are Immune to Poison.

Seers with this Mark use the Rituals of Pestilence. The Seer is also Immune to Poison.

Mark of Lust

Models with this Mark and the Leader special rule cannot be attacked by a model that is not Immune to Psychology unless it passes a Ld with 3D6, discarding the lowest result. If failed, the models who failed can be hit automatically in close combat. If passed, the test need not be taken again by that model. The Saurian Ancient special rule, Cold Blooded cannot be used for this Ld test.

Seers with this Mark use the Rituals of Lust. If not taken Out of Action during a skirmish, a Seer with this Mark can, instead of searching for rare items, brew wine for the party (counts as Bugman's Ale).

Equipment

Hero	Cost to Equip
Dagger	1 st free / 2pg
Hammer	3pg
Axe / Shield	5pg
Sword / Halberd / Helmet	10pg
Morning Star / Barbed Whip / Double-handed Weapon / Flail	15pg
Light Armour	20pg
Great Axe	25pg
Heavy Armour	50pg

Henchman	Cost to Equip
Dagger	1 st free / 2pg
Hammer	3pg
Axe / Shield	5pg
Sword / Spear / Helmet	10pg
Morning Star / Flail / Throwing Axes	15pg
Light Armour	20pg

Warrior Profiles

Chieftain

A Barbarian Chieftain has fought their way to the top of the tribe. They are skilled fighters.

M	WS	BS	S	T	W	I	A	Ld
4	5	3	4	4	1	5	1	8

Equipment – any from the Hero list.

Skills – Combat, Strength, Speed, Special

Special Rules

Leader

Seer

A Seer is the Chieftain's most trusted advisor. As well as being excellent warriors, they can also speak with the Dark Gods, who gift them with magical power.

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

Equipment – any from the Hero list.

Skills – Combat, Academic, Special

Special Rules

Wizard (unless the Seer has the Mark of Wrath).

Mark of the Dark Gods – when hired, choose a Mark of the Dark Gods for the Seer.

Champion

A Champion is a veteran Barbarian, who has survived countless bloody battles.

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

Equipment – any from the Hero list.

Skills – Combat, Strength, Special

Condemned

A Condemned is a Barbarian who has given their soul to the Dark Gods. Their bodies and minds are in a constant state of flux.

M	WS	BS	S	T	W	I	A	Ld
4	D6	3	D6	D6	1	4	D3	7

Equipment – see Fate special rule.

Skills – Strength, Speed, Special

Special Rules

Inconsistency – once per turn, whenever needed, determine the Condemned's variable statistics.

Fear

Experience – whenever, due to a level gain, the Condemned would increase one of their variable statistics, roll a D6. The player can choose to either set the variable statistic at this roll, or leave it variable (the advance is lost). The maximum attributes of a Barbarian can never be exceeded.

Fate – once all variable attributes are set, the Condemned can take equipment from the Hero list. However, if the Condemned reaches 90 experience and still has variable attributes, they turn into a Fallen Beast as per the Eye of the Gods rule.

Barbarian

Barbarians form the bulk of the party.

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

Equipment – any from the Henchman list.

Warhound

Warhounds often follow Barbarians in their travels, picking up scraps of food left behind.

M	WS	BS	S	T	W	I	A	Ld
7	4	0	4	3	1	3	1	5

Equipment – teeth and claws.

Special Rules

Animal

Fallen Beast

Sometimes a Barbarian is mutated into a mindless beast by the Dark Gods.

M	WS	BS	S	T	W	I	A	Ld
2D6	3	0	4	5	3	2	D6+1	10

Equipment – horrific appendages.

Special Rules

Fear

Random Movement (2D6)

Immune to Psychology

Cannot gain experience

Large Target

Rituals of the Dark Gods

1. Vision of Torment
2. Eye of the Dark Gods
3. Dark Blood
4. Lure of Chaos
5. Wings of Darkness
6. Word of Pain

Vision of Torment – Difficulty 10

Range 6" or base contact if in close combat. Cast on enemy model. The target is immediately Stunned. If the model cannot be Stunned, they are Knocked Down.

Eye of the Dark Gods – Difficulty 7

Range 6". Cast on any model. Can only be cast successfully once per skirmish. Roll a D6: 1 the model is taken Out of Action. 2-5 the model gains +1 to any characteristic chosen by the caster for the duration of the skirmish. 6 the model gains +1 to all characteristics for the duration of the skirmish.

Dark Blood – Difficulty 8

Range 8". Hits first model in a straight line from caster. Causes D3 S3 hits. After a successful casting, the Seer must roll on the Injury table, treating Out of Action as Stunned.

Lure of Chaos – Difficulty 9

Range 12". Cast on closest enemy model. Roll a D6 and add the Seers Ld to the score. Do the same for the targeted model. If the Seer's total is higher, the Seer gains control of the model until it passes an Ld test in its recovery phase. The model cannot intentionally harm itself, but it will fight models on its own side, and never members of the Barbarian party. If in close combat with the Barbarian party when the spell is cast, the model moves 1" away immediately.

Wings of Darkness – Difficulty 7

The Seer may immediately move anywhere within 12", including into base contact with an enemy model, which counts as charging. If the Seer engages a fleeing enemy in this way, they strike one hit automatically only in the close combat phase, and the enemy will flee again if they survive.

Word of Pain – Difficulty 7

Range 3". All models within range suffer S3 hit with no armour saves allowed.

Rituals of Change

1. Blessing of Change
2. Dispel Magic
3. Foresight
4. Wave of Change
5. Rewards of Change
6. Warping Bolt

Blessing of Change – Difficulty – Automatic

Use before the skirmish, and only once. The Seer cannot cast spells in the skirmish, but gains D3 extra Experience Points following the skirmish.

Dispel Magic – Difficulty 7

The Seer ends all currently active spells.

Foresight – Difficulty 10

Use before the skirmish, and only once regardless of success or failure. Choose an adventuring party involved in the skirmish. One randomly determined Hero from that party misses the skirmish. Models who can cast Magic are immune to this effect.

Wave of Change – Difficulty 9

Range 12". Cast on enemy model. The model suffers a hit with S equal to the difference between the Seer's Experience Points and the model's, to a maximum of 10.

Rewards of Change – Difficulty 8

Cast on the Seer. The Seer gets +1 on any one characteristic per 10 Experience Points they have. Each characteristic can only be increased once by this spell. Lasts until the end of the Seer's next shooting phase, and can be re-cast in that phase.

Warping Bolt – Difficulty 9

Range 12". Cast on any model. The model suffers a S 2 hit with no armour saves allowed. If the model is taken Out of Action, roll for Serious Injuries immediately. If they die, replace the model with a Horror of Change controlled by the Seer until the end of the game. If the Seer is Stunned or taken Out of Action, the Horror of Change is destroyed. The Horror of Change disappears at the end of the skirmish.

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

Equipment – horrific appendages.

Special Rules

5+ Ward Save

Rituals of Pestilence

1. Pestilent Touch
2. Buboes
3. Pestilent Stench
4. Unnatural Disease
5. Scabrous Hide
6. Pestilent Rot

Pestilent Touch – Difficulty 10

Close combat only. Cast on enemy model. If the model is taken Out of Action in the following close combat phase, the model must roll on the Serious Injuries chart immediately. If the model dies, replace it with a Tallyman, under the control of the Seer for the remainder of the skirmish. Seer is Stunned or taken Out of Action, the Tallyman is destroyed. The Tallyman disappears at the end of the skirmish.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	4	1	2	1	7

Equipment – horrific appendages.

Special Rules

5+ Ward Save

Animal

-1 to hit model in close combat

Immune to Poison

Immune to Psychology

Buboes – Difficulty 7

Range 8". Cast on enemy model. The model must pass a T test or lose a wound. No armour saves allowed.

Pestilent Stench – Difficulty 8

Range 6". Effects all models within range. Each model must pass a T test or lose 1 A until their next turn.

Unnatural Disease – Difficulty 10

Range 12". Effects all models within range. Each model suffers a S 3 hit with no armour saves.

Scabrous Hide – Difficulty 8

Cast on the Seer. The Seer gains a 2+ armour save until the beginning of their next shooting phase.

Pestilent Rot – Difficulty 9

Effects all models in base contact. All models effected must take a T test or contract Pestilent Rot.

Pestilent Rot – Immune to Poison. Passes to another model in close combat. If the model hits in close combat, roll a D6 before rolling to wound. On the roll of a 6, the model hit catches the Pestilent Rot. At the start of each skirmish, take a T test. Failure reduces the model's T by 1 permanently, until T reaches 0, which means the model has died. If a 6 is rolled for the T test, then a random member of the party has also contracted Pestilent Rot.

Rituals of Lust

1. Delicious Suffering
2. Dance of the Serpent
3. Endless Torment
4. Mystify
5. A Thousand Voices
6. Temptation

Delicious Suffering – Difficulty 8

Range 3". Effects all models within range. Models must pass a Ld test or are Knocked Down.

Dance of the Serpent – Difficulty 8

Lasts until the beginning of the Seer's next shooting phase. All enemy models that are not Immune to Psychology suffer a -1 to hit the Seer in close combat.

Endless Torment – Difficulty 9

Range 8". Cast on enemy model. The model must -1 from any Injury roll it takes after its next recovery phase. For the duration of the spell, the Seer can do nothing but break the spell at the beginning of their next shooting phase. If attacked in close combat, the Seer is hit automatically and if this occurs, the spell ends.

Mystify – Difficulty 8

Range 8". Cast on enemy model. The model's I is reduced to 1 and they always Strike Last. The spell lasts until the model passes a Ld test in their recovery phase.

A Thousand Voices – Difficulty 8

Range 12". Cast on enemy model. For the duration of the spell, the model reduces its Ld by D3+1 (to a minimum of 2) if it is not Immune to Psychology.

The model must pass a Ld test in its recovery phase to end the spell. The spell is also ended if the Seer takes a wound. This spell can only be cast on one model at a time.

Temptation – Difficulty 7

Range 8". Cast on enemy model. Cannot target model that is Immune to Psychology. The model must pass a Ld test. If failed, the Seer gains control of the model. The model can break the spell by passing a Ld test in its recovery phase. This spell can only be cast on one model at a time. If the Seer is hit, either by a missile or in close combat, they must pass a Ld test or the spell ends.