

Wealthy Mercenaries

Wealthy Mercenaries are soldiers who have mutinied, and now hire themselves out to the highest bidder. They are mostly from the merchant-classes, and have a large reserve of gold to dip into.

Special Rules

Party members receive a +1 bonus to all Rarity rolls.

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
600pg	3-15

Hired Hands and Legendary Figures

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

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Captain	1	20	60pg
Champion	1-2	8	35pg
Youngblood	1-2	0	15pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Warrior	-	25pg
Marksman	1-7	25pg
Swordsman	1-5	35pg

Equipment

Warrior	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Axe / Shield / Buckler	5pg
Sword / Spear / Halberd / Bow / Helmet	10pg
Morning Star / Double-handed weapon	15pg
Pistol	15pg (30pg for a brace)
Light Armour	20pg
Crossbow	25pg
Duelling pistol	25pg (50pg for a brace)
Heavy Armour	50pg

Marksman	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Axe / Shield	5pg
Sword / Bow / Helmet	10pg
Long Bow	15pg
Pistol	15pg (30pg for a brace)
Light Armour	20pg
Crossbow	25pg
Blunderbuss	30pg
Handgun	35pg
Masterwork Long Rifle	200pg

Warrior Profiles

Captain

The Captain is a veteran of many wars. Tired of the miniscule pay offered in the army, the Captain has struck out on their own.

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

Equipment – any from Warrior list.

Skills – Combat, Shooting, Academic, Strength, Speed

Special Rules

Leader

Champion

A Champion is the toughest and bravest warrior in a mercenary party. They are often former officers who served under the Captain.

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

Equipment – any from Warrior list.

Skills – Combat, Shooting, Strength

Youngblood

Youngbloods are foolish youths who think that joining a Mercenary band will be a great adventure. Many die horrific deaths.

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

Equipment – any from Warrior list.

Skills – Combat, Shooting, Speed

Warrior

Warriors are former soldiers.

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

Equipment – any from Warrior list.

Marksman

Marksmen are former hunters who see more of a future in mercenary work than shooting rabbits.

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

Equipment – any from Marksman list.

Swordsman

Swordsmen, while they would never admit it, are likely former bandits.

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

Equipment – any from Warrior list.

Special Rules

When armed with a sword, a Swordsman can re-roll to hits in the turn they charge.