

Barbarian Explorers

Barbarian Explorers are rugged adventurers seeking wealth and glory in the unknown places of the world. They are greedy and merciless.

Special Rules

Sea Faring

Any boat crewed by this adventuring party has +1" movement.

Special Skills

Barbarian Courage

This warrior can re-roll Fear tests and never takes All Alone tests.

Berserk Charge

When armed with an axe or double-handed weapon, this warrior can re-roll to hits in the turn they charge.

Inspiring

Only a warrior with the Leader special rule can take this skill. Their leadership bubble is 12" instead of 6".

Shield Master

A warrior with a shield can Parry with it.

Crushing Blow

Attacks by this warrior cannot be parried.

Maximum Statistics

All members are Human except for the Ulfwerenar, and have the following maximum statistics profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

Profile	M	WS	BS	S	T	W	I	A	Ld
Ulfwerenar	8	6	0	6	5	4	7	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• 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
Jarl	1	20	70pg
Berserker	2	11	50pg
Ulfwerenar	1	11	90pg
Bondsman	2	0	15pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Barbarian	-	25pg
Wolf	1-5 (must include an Ulfwerenar)	15pg
Hunter	1-5	25pg

Special Equipment

Javelin (5pg)

Range	Strength
8"	As user

Special Rules

Thrown Weapon – no to hit penalty for range or moving.

Equipment

Hero	Cost to Equip
Dagger	1 st free / 2pg
Hammer	3pg
Axe / Shield	5pg
Sword / Helmet	10pg
Double-handed Weapon / Flail / Throwing Axes	15pg
Light Armour	20pg

Henchman	Cost to Equip
Dagger	1 st free / 2pg
Hammer	3pg
Axe / Shield	5pg
Sword / Spear / Helmet	10pg
Double-handed Weapon / Throwing Axes	15pg
Light Armour	20pg

Hunter	Cost to Equip
Dagger	1 st free / 2pg
Hammer	3pg
Axe / Javelin / Shield	5pg
Sword / Spear / Bow / Helmet	10pg
Double-handed Weapon	15pg

Warrior Profiles

Jarl

A Jarl is a minor barbarian chieftain who seeks glory through combat and pillaging.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	3	1	4	2	8

Equipment – any from the Hero list.

Skills – Combat, Strength, Speed, Special

Special Rules

Leader

Berserker

Berserkers live to fight. They will blindly charge into against any odds.

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

Equipment – any from the Hero list.

Skills – Combat, Strength, Special

Special Rules

Frenzy

Ulfwerenar

Ulfwerenar are berserkers who have been mutated by the Dark Gods. When battle is met, they transform into savage wolf-like beasts.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	4	4	2	4	2	7

Equipment – teeth and claws (with no unarmed penalty)

Skills – Combat, Strength, Speed, Special

Special Rules

Fear

Bestial – Immune to Psychology but can never become party leader.

Bondsman

Bondsmen are young fighters looking to gain battle experience. They are often relatives of the Jarl.

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

Equipment – any from the Hero list.

Skills – Combat, Strength, Speed, Special

Barbarian

Trained to fight since birth, Barbarians are ruthless butchers who make up a bulk of the adventuring party.

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

Equipment – any from the Henchman list.

Wolf

Barbarians catch wolves in the wild and train them as others do dogs.

M	WS	BS	S	T	W	I	A	Ld
9	3	0	3	3	1	3	1	5

Equipment – teeth and claws.

Special Rules

Animal

Pack Leader – In the event that no Ulfwerenar is included in the adventuring party due to death or an injury, wolves will not take part in any skirmish.

Hunter

Exiled barbarian rangers often join with adventuring parties to regain their honour.

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

Equipment – any from the Hunter list.