

Veteran Mercenaries

Veteran Mercenaries are soldiers who have mutinied, and now hire themselves out to the highest bidder. They are hardened killers, and the line between them and bandits is very much blurred.

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• 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 | 4 | 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 | 4 | 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.