

Mercenaries

Mercenaries are soldiers who have mutinied, and now hire themselves out to the highest bidder.

Special Rules

Any model in this party with the Leader rule extends the range of it to 12”.

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	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	4	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.