

# Arctic Mercenaries

*Arctic Mercenaries hail from the frozen wastes of the world. They are as tough as the terrain they call home, and often find themselves in conflict with the evil denizens of the edges of the world.*

## Maximum Statistics

All members (except the Bear) are Human 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

Starting Gold	Model Count
500pg	3-15

## Hired Hands and Legendary Figures

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

## Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Arctic Captain	1	20	80pg
Bear Tamer	1	10	35pg
Veteran Mercenary	1	8	35pg
Youth	1-2	0	15pg

## Henchmen

Henchmen	Number Allowed	Cost to Hire
Warrior	-	25pg
Nomad	-	30pg
Handgunners	1-3	25pg
Trained Bear	1	145pg

## **Special Equipment**

### **Vodka (35+2D6pg, Rare 8)**

One use only. Use before the start of the skirmish. All warriors in the adventuring party gain +1 Ld (to a max of 10) for the game. In addition, each warrior must take a T test. A failure results in -1 I for the game.

### **Bear-Claw Necklace (75+3D6pg, Rare 9)**

A warrior wearing the necklace is subject to Frenzy.

## **Equipment**

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

<b>Handgunner</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free, 2pg
Mace / Hammer	3pg
Axe / Shortbow / Shield	5pg
Sword / Halberd / Spear / Bow / Helmet	10pg
Morning Star / Double-handed Weapon	15pg
Pistol	15pg (30pg for a brace)
Light Armour	20pg
Duelling Pistol	25pg (50pg for a brace)
Crossbow	25pg
Handgun	35pg

## **Warrior Profiles**

### **Arctic Captain**

*Arctic Captains are hardened leaders, usually former military commanders. Some are minor nobles seeking fame and fortune.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	4	4	3	3	1	3	1	8

**Equipment** – any from Warrior list.

**Skills** – Combat, Shooting, Academic, Strength, Speed

### **Special Rules**

Leader

Inheritance – When created, the Arctic Captain is allowed to purchase one item at half the normal cost. If this item is lost in any way, the Arctic Captain must replace it with the same item of equipment at 150% of its normal cost. Until the item is replaced, the Arctic Captain suffers a -1 penalty to all tests and rolls to hit.

### **Bear Tamer**

*Bear Tamers are respected in arctic climes. They dedicate their lives to raising and training arctic bears, which are sacred to many in the frozen wastes.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	3	4	3	1	3	1	7

**Equipment** – any from Warrior list.

**Skills** – Combat, Strength, Speed

### **Special Rules**

Bear Handler – An Arctic Mercenary adventuring party can only include a Bear as a Henchman if a Bear Tamer is included also. The Bear will automatically pass its Stupidity test when within 6" of the Bear Tamer (even if the Bear Tamer is Knocked Down or Stunned).

### **Veteran Mercenary**

*Veteran Mercenaries are former soldiers who sell their skills to highest bidder.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	4	3	3	3	1	3	1	7

**Equipment** – any from the Warrior list.

**Skills** – Combat, Shooting, Speed

### Youth

*Many mercenary bands employ reckless youths to serve as front line warriors. Though who survive become an important part of the group.*

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

**Equipment** – any from the Warrior list.

**Skills** – Combat, Shooting, Strength, Speed

### Warrior

*Warriors form the backbone of an mercenary party.*

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

**Equipment** – any from the Warrior list.

### Nomad

*True frontier warriors, Nomads despise evil doers and abominations, which are a constant threat to their homes.*

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

**Equipment** – any from the Warrior list.

### **Special Rules**

Hatred (any adventuring party employed by Beast Herds, Daemon Legions, Dread Elves, Infernal Dwarves, The Vermin Swarm, Warriors of the Dark Gods.

### Handgunner

*Blackpowder weapons are rear in the frozen wastes. The lucky arctic warriors who get their hands on them protect them fiercely.*

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

**Equipment** – any from the Handgunner list.

### **Special Rules**

Gun-rest – A Handgunner equipped with both a halberd and a handgun receives a +1 to hit with the handgun, as long as the Handgunner did not move (this applies even if the Handgunner has a skill that allows them to move and shoot with a handgun).

## **Bear**

*Bears are considered sacred animals in the frozen climes of the world. They are often trained and brought to battle.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
6	3	0	5	5	2	2	2	6

**Equipment** – Claws and teeth.

## **Special Rules**

Fear

Stupidity

Animal

**Bear Hug** – If the Bear hits an enemy with both of its attacks in the same round of combat, the player can choose to instead make a Bear Hug attack. Roll a D6 and add S for both models. If the Bear's total is equal to or higher than the attacked model's, the model takes an automatic wound with no armour saves allowed. Otherwise the model escapes the attack.

**Fiercely Loyal** – As long as the Bear is not Out of Action at the end of the game, a Bear Tamer ignores the following results on the Serious Injury table: Sold to the Pits, Robbed, and Captured. If these are rolled, the result is instead Full Recovery.