Mercenary Warband

Maximum Warband Size: 15
Take Rout Tests Once 4 or more models are *out of action*
Hired Swords Available: All

All Except Marksman Weapons List

Close Combat Weapons
Dagger……free
Club……7gc
Axe……10gc
Sword……10gc
Spear……10gc
Halberd……15gc
Great Weapon……15gc
Morning Star……15gc

Missile Weapons
Pistol……20gc
Duelling Pistol……30gc
Bow……10gc
Crossbow……25gc

Armour
Light Armour……10gc
Heavy Armour……25gc
Shield……10gc
Buckler……7gc
Helmet……10gc

Marksman Weapons List

Close Combat Weapons
Dagger……free
Club……7gc
Axe……10gc
Sword……10gc

Armour
Light Armour……10gc
Heavy Armour……25gc
Shield……10gc
Helmet……10gc

Missile Weapons
Bow……10gc
Long Bow……15gc
Crossbow……25gc
Blunderbuss……25gc
Handgun……35gc
Long Rifle……75gc
Pistol……20gc
Duelling Pistol……30gc

Home Provinces

- When creating a Mercenary Warband you must choose a Home Province.
- This has a special effect on your Captain and Champion as detailed below.

Heroes

1 Mercenary Captain

Comb	Shoot	Acad	Stren	Speed
V	V	V	V	V

Cost: 60gc
Starting XP: 20
Max Stats: Human

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

SPECIAL RULES
Leader
<u>Reikland:</u> (Colonel): Leader range 12”
<u>Middenheim:</u> (Fearless): Immune to Fear
<u>Marienburg:</u> (Freetrader): Streetwise

0-2 Champions

Comb	Shoot	Acad	Stren	Speed
V	V		V	

Cost: 35gc
Starting XP: 6
Max Stats: Human

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

SPECIAL RULES
<u>Reikland:</u> (Officers): Have Ld8 and the Leader ability *(Their Max Ld remains 9)*
<u>Middenheim:</u> (Wolf Pelts): 6+ Armour Save vs. shooting. No effect vs. Blackpowder.
<u>Marienburg:</u> (Jack of all Trades): Have access to all five Skill Lists

0-2 Youngbloods

Comb	Shoot	Acad	Stren	Speed
V	V			V

Cost: 15gc
Starting XP: 0
Max Stats: Human

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

Henchmen

Warriors

Cost: 25gc
Starting XP: 0
Max Stats: Human

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

0-7 Marksmen

Cost: 25gc
Starting XP: 0
Max Stats: Human

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

0-5 Veterans

Cost: 35gc
Starting XP: 0
Max Stats: Human

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

Picture, Painting and Modelling by Leszczu

Max Stats for Humans

M	WS	BS	S	T	W	I	A	LD
4	6	6	4	4	3	6	4	9

Witch Hunter Warband

Maximum Warband Size: 12
Take Rout Tests Once 4 or more models are *out of action*
Hired Swords Available: All except Warlock

Captain and Witch Hunter Weapons List

Close Combat Weapons
Dagger……free
Club……7gc
Axe……10gc
Sword……10gc
Brazier……10gc
Great Weapon……15gc

Missile Weapons
Pistol……20gc
Duelling Pistol……30gc
Crossbow Pistol……15gc
Crossbow……25gc

Armour
Light Armour……10gc
Heavy Armour……25gc
Shield……10gc
Buckler……7gc
Helmet……10gc

Zealot Weapons List

Close Combat Weapons
Dagger……free
Club……7gc
Axe……10gc
Sword……10gc
Brazier……10gc
Spear……10gc
Great Weapon……15gc

Missile Weapons
Bow……10gc

Armour
Light Armour……10gc
Heavy Armour……25gc
Shield……10gc
Helmet……10gc

Priest Weapons List

Close Combat Weapons
Dagger……free
Club……7gc
Great Weapon……15gc
Sigmarite Great Hammer…25gc

Missile Weapons
Crossbow……25gc

Armour
Light Armour……10gc
Heavy Armour……25gc
Shield……10gc
Helmet……10gc

Flagellant Weapons List

Close Combat Weapons
Fail……15gc
Great Weapon…….15gc
Sigmarite Great Hammer…25gc

Missile Weapons
None

Armour
None

Witch Hunter Special Equipment

Sigmarite Great Hammer 25gc rare 9+
Strength Bonus: +2 Strength on all attacks
Great Weapon: Does not strike first when Charging. *(Compare Initiative unless opponent has strike first.)*
Concussion: Ignore No Pain and Jump Up
Crushing Blow: Uses the following Injury Table: 1-4: Stunned 5-6: Out of Action
Holy: +1 to Injury Rolls vs. Vampires, Zombies, Dire Wolves, Mutants and the Possessed.
Two-Handed
(Two Handed Weapon, Great Weapon)

Brazier 10gc common
Clumsy: All attacks with Brazier has -1 to hit
Set on Fire: A model wounded by Brazier must roll equal to or under his Toughness on a D6 or suffer an additional S2 hit.
- This extra hit does not cause additional 'Set on Fire' hits.

Braziers cannot cause Critical Wounds
Hits are Flaming Attacks
(One Handed Weapon, Other)

Rules for Blessings

- Blessings are a Special Skill that can be taken by Warrior Priests.
- Flagellants that are promoted may take Blessings as one of their two skill lists.

Special Skills: Blessings

Protection of Sigmar
3+ Ward Save against Spells, both friendly and hostile. Other models may still be affected.

Absolute Faith
Warrior is Immune to Fear and All Alone.

Utter Determination
Warrior may fight back in Close Combat even while *knocked down*.

Righteous Fury
Warrior *Hates* all members of Undead, Possessed or Skaven warbands. *(Excluding Hired Swords.)*

Sign of Sigmar
Warrior causes *fear* in Vampires, Zombies, Dire Wolves, Mutants and the Possessed even if they are normally Immune to Fear.

Heroes

1 Witch Hunter Captain

Comb	Shoot	Acad	Stren	Speed
V	V	V	V	V

Cost: 60gc
Starting XP: 20
Max Stats: Human

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

SPECIAL RULES
Leader, Hates Wizards

0-1 Warroir Priest

Comb	Shoot	Acad	Stren	Speed
V		V	V	

Cost: 37gc
Starting XP: 8
Max Stats: Human

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

SPECIAL RULES
Level 1 Priest (Prayers of Sigmar): Starts with 1 random Prayer
SPECIAL RULES
<u>Access to Special Skill List:</u> Blessings

0-3 Witch Hunters

Comb	Shoot	Acad	Stren	Speed
V	V	V		V

Cost: 25gc
Starting XP: 4
Max Stats: Human

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

SPECIAL RULES
Hates Wizards

Henchmen

Zealots

Cost: 17gc
Starting XP: 0
Max Stats: Human

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	3	1	3	1	7

0-5 Flagellants

Cost: 40gc
Starting XP: 0
Max Stats: Human

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

SPECIAL RULES
Immune to Fear and All Alone
<u>Devastating Charge:</u> Flagellants have +1 A the turn they Charge
<u>Promotion:</u> May choose Blessings as a Skill List if promoted

0-5 Warhounds

Cost: 20gc
Starting XP: 0

M	WS	BS	S	T	W	I	A	LD
6	4	-	4	3	1	4	1	5

SPECIAL RULES
<u>Animals:</u> Cannot Climb, Cannot Capture Scenario Objectives, No Experience, No Weapons or Armour, No Penalties for Fighting Unarmed

Max Stats for Humans

M	WS	BS	S	T	W	I	A	LD
4	6	6	4	4	3	6	4	9

Sisters of Sigmar Warband

Maximum Warband Size: 15
Take Rout Tests Once 4 or more models are *out of action*
Hired Swords Available: Pit Fighter, Halfling Cook, Ogre Bodyguard

Max Stats for Humans

M	WS	BS	S	T	W	I	A	LD
4	6	6	4	4	3	6	4	9

Sisters Weapons List

Close Combat Weapons
Dagger……free
Club……7gc
Sword……10gc
Fail……15gc
Great Weapon……15gc
Steel Whip……15gc
Sigmarite Hammer……17gc

Missile Weapons
Sling……7gc

Armour
Light Armour……10gc
Heavy Armour……25gc
Shield……10gc
Buckler……7gc
Helmet……10gc

Sisters Special Equipment

Sigmarite Hammer **17gc** **common**
Strength Bonus: +1 Strength on all attacks
Concussion: Ignores No Pain and Jump Up
Unwieldy: Wielder can only have Shield or Buckler in the other hand.
Holy: +1 to Injury Rolls versus Vampires, Zombies, Dire Wolves, Mutants and the Possessed.
(Hand Weapon, Club)

Steel Whip **15gc** **common**
Charges: Wielder gains +1 A the turn she charges.
Reach: Wielder ignores Spears and Halberds 'Strike First' ability when charging.
Two-Handed
(Two Handed Weapon, Other)

Rules for Blessings

- Blessings are a Special Skill that can be taken by all Heroes of a Sister Warband.
- Blessings may be taken any time a Sister gains a new skill.
- Sister Henchmen that are promoted to heroes may take Blessings as one of their two skill lists.

Special Skills: Blessings

Protection of Sigmar
3+ Ward Save against Spells, both friendly and hostile. Other models may still be affected. *(Prayers are not Spells.)*

Righteous Fury
Warrior *Hates* all members of Undead, Possessed or Skaven warbands. *(Excluding Hired Swords.)*

Absolute Faith
Warrior is Immune to Fear and All Alone.

Utter Determination
Warrior may fight back in Close Combat even while *knocked down*.

Sign of Sigmar
Warrior causes *fear* in Vampires, Zombies, Dire Wolves, Mutants and the Possessed even if they are normally Immune to Fear.

Picture, Painting and Modelling by Perfectus Art Studio

Heroes

1 Sigmarite Matriarch

Comb	Shoot	Acad	Stren	Speed
V		V	V	V

Cost: 75gc
Starting XP: 20
Max Stats: Human

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

SPECIAL RULES
Leader, Level 2 Priest (Prayers of Sigmar): Starts with 2 random Prayers
Access to Special Skill List: Blessings

0-1 Augur

Comb	Shoot	Acad	Stren	Speed
		V		V

Cost: 25gc
Starting XP: 0
Max Stats: Human

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	3	1	3	1	7

SPECIAL RULES
Blessed Sight: Augur may re-roll failed 'To Hit' rolls and Climb Tests
Protection of Sigmar: Augur has a 3+ Ward Save against Spells, both Friendly and Hostile
Access to Special Skill List: Blessings

0-3 Sister Superior

Comb	Shoot	Acad	Stren	Speed
V		V	V	V

Cost: 30gc
Starting XP: 6
Max Stats: Human

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

SPECIAL RULES
Access to Special Skill List: Blessings

Henchmen

Sigmarite Sister

Cost: 25gc
Starting XP: 0
Max Stats: Human

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

SPECIAL RULES
Promotion: May choose Blessings as a Skill List if promoted

0-10 Novices

Cost: 15gc
Starting XP: 0
Max Stats: Human

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

SPECIAL RULES
Young at Heart: Novices that are promoted to Heroes may choose three skill lists, rather than their normal two
Promotion: May choose Blessings as a Skill List if promoted

0-3 Shield Maidens

Cost: 30gc
Starting XP: 0
Max Stats: Human

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

SPECIAL RULES
Metal-Clad: Natural 6+ Armour Save that can be negated and combined with other armour as normal *(Note that in spite of the name, they do not carry actual Shields but rather pavises on their backs. They may be equipped with Shields, though.)*
Promotion: May choose Blessings as a Skill List if promoted

Undead Warband

Maximum Warband Size: 15
Take Rout Tests Once 4 or more models are *out of action*
Hired Swords Available: Warlock, Ogre Bodyguard

Max Stats for Humans

M	WS	BS	S	T	W	I	A	LD
4	6	6	4	4	3	6	4	9

Max Stats for Vampires

M	WS	BS	S	T	W	I	A	LD
6	8	6	7	5	4	9	4	10

Max Stats for Ghouls

M	WS	BS	S	T	W	I	A	LD
4	5	-	4	4	4	6	5	7

Vampire, Necromancer and Dreg Weapons List

Close Combat Weapons
Dagger……..free
Club……7gc
Axe……10gc
Sword……10gc
Spear……10gc
Great Weapon……..15gc
Halberd……..15gc

Missile Weapons
Bow……10gc

Armour
Light Armour……10gc
Heavy Armour……..25gc
Shield……..10gc
Buckler……7gc
Helmet……10gc

Special Skills: Vampiric Powers

- You may choose from these skills when the Vampire gains a skill.
- You must also pay the gc cost.

Forbidden Lore 35gc
Vampire is a Level 1 Wizard (Necromancy) and gains 1 random Spell

Hunter in the Dark 20gc
Vampire can fly 12” instead of moving

Heroes

1 Vampire

Comb	Shoot	Acad	Stren	Speed
V		V	V	V

Cost: 110gc
Starting XP: 20
Max Stats: Vampire

M	WS	BS	S	T	W	I	A	LD
4	4	4	4	4	2	4	2	8

SPECIAL RULES
Leader
Undead: **Cause Fear, Immune to Poison, Immune to Psychology,**
No Pain: **Treats Stunned as Knocked Down** *(Except while Mounted)*
Access to Special Skill List: **Vampiric Powers**

0-1 Necromancer

Comb	Shoot	Acad	Stren	Speed
		V		V

Cost: 35gc
Starting XP: 6
Max Stats: Human

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	3	1	3	1	7

SPECIAL RULES
Level 1 Wizard (Necromancy): Starts with 1 random Spell

0-3 Dregs

Comb	Shoot	Acad	Stren	Speed
V			V	

Cost: 20gc
Starting XP: 0
Max Stats: Human

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	3	1	3	1	7

SPECIAL RULES
Strong Limbs: **Dregs cannot be taken *out of action* by Falling** *(They are simply stunned.)*

Henchmen

Zombies

Cost: 20gc
Starting XP: 0

M	WS	BS	S	T	W	I	A	LD
4	2	-	3	3	1	1	1	5

SPECIAL RULES
Undead: **Cause Fear, Immune to Poison, Immune to Psychology**
No Pain: **Treats Stunned as Knocked Down**
Brainless: **No Experience, No Weapons or Armour, No Penalties for Fighting Unarmed**

Ghouls

Cost: 37gc
Starting XP: 0
Max Stats: Ghoul

M	WS	BS	S	T	W	I	A	LD
4	2	-	3	4	1	3	2	5

SPECIAL RULES
Cause Fear, Alive! *(Not Undead.)*, No Weapons or Armour, No Penalties for Fighting Unarmed

0-5 Dire Wolves

Cost: 50gc
Starting XP: 0
Base Size: 20x50mm (Cavalry Base)

M	WS	BS	S	T	W	I	A	LD
7	3	-	4	3	1	2	1	4

SPECIAL RULES
Devastating Charge: **Dire Wolves have +1 A the turn they Charge**
Undead: **Cause Fear, Immune to Poison, Immune to Psychology**
No Pain: **Treats Stunned as Knocked Down**
Animals: **Cannot Climb, Cannot Capture Scenario Objectives, No Experience, No Weapons or Armour, No Penalties for Fighting Unarmed**

Cult of the Possessed Warband

Maximum Warband Size: 15
Take Rout Tests Once 4 or more models are *out of action*
Hired Swords Available: Warlock, Pit Fighter

Magister, Mutant and Brethern Weapons List

Close Combat Weapons
Dagger……free
Club……7gc
Axe……10gc
Sword……10gc
Spear……10gc
Great Weapon……15gc

Missile Weapons
Bow……10gc

Armour
Light Armour……10gc
Heavy Armour……25gc
Shield……10gc
Helmet……10gc

Darksoul Weapons List

Close Combat Weapons
Dagger……free
Club……7gc
Axe……10gc
Sword……10gc
Great Weapon……15gc
Flail……15gc

Missile Weapons
None

Armour
Light Armour……10gc
Heavy Armour……25gc
Helmet……10gc

Beastman Weapons List

Close Combat Weapons
Dagger……free
Club……7gc
Axe……10gc
Sword……10gc
Great Weapon……15gc
Flail……15gc

Missile Weapons
Bow……10gc

Armour
Light Armour……10gc
Heavy Armour……25gc
Shield……10gc
Helmet……10gc

Rules for Mutations

- Mutations are a Special Skill list that can only ever be taken by Possessed and Mutants.
- Mutations may be taken any time a Mutant or Possessed gains a new skill.
- Mutations also cost gold in addition to counting as an experience advance.
- Mutants and Possessed may *start* with one or more mutations whenever recruited.
- Each Mutation bought in this way will move the hero's starting XP up to the next Advance Threshold. *(Advance Thresholds are 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83, and 90 experience.)*
- When buying starting mutations, the first is bought at its base cost, the 2nd at +10 gc, the 3rd at +15 gc, the 4th at +20gc of the base price and so on.

Special Skills: Mutations

Cloven Hoofs……..15gc
Warrior has +1 Movement

Tentacle……20gc
Warriors within 1" of warrior cannot recover from *knocked down*.

- No effect while Mutant is knocked down or stunned himself.
- Tentacle has no effect on warrior's ability to use weapons.

Great Claw……30gc
If warrior is Possessed: One attack each turn has +1 Strength and an extra -1 modifier to the enemy's Armour Save
If warrior is Mutant: Warrior looses one arm and can only use a single Dagger, Club, Axe or Sword. But warrior also gains 1 attack that has +1 Strength and an extra -1 modifier to the enemy's Armour Save.

- The Claw counts towards the penalty for fighting with two Weapons.

Extra Head……65gc
Warrior gains No Pain: Treats *Stunned* as *Knocked Down* except while Mounted.

Hideous……25gc
If warrior is Mutant: Warrior Causes Fear
If warrior is Possessed: Enemies must test for *fear* each round, not just the first.

Daemon Soul……15gc
Wizards within 6" of warrior add +2 to their Spellcasting rolls.

- Stacks with other modifiers.
- Also effects enemy Wizards.
- No effect while Mutant is knocked down or stunned himself.

Horns……20gc
Warrior has an extra Strength 3 attack the turn he charges.

- This attack does not count towards the penalty for Fighting with two Weapons.

Scorpion Tail……30gc
Warrior has an extra Strength 2 attack each turn that is *poisonous*. *(A 6 to hit wounds automatically. Such automatic wounds are never Critical.)*

- This attack does not count towards the penalty for Fighting with two Weapons.

Rules for Rewards of the Shadowlord

- Whan a Magister of Mutant gains an experience advance they may roll on the Reward of the Shadowlord table instead.
- No other warriors may ever use this table.
- Roll 2D6 and consult the table.

Advance Table: Rewards of the Shadowlord

2 Wrath of the Shadowlord!
Warrior is mutated beyond recognition and lost. Remove him from the warband but keep his weapons, armour and equipment.

3-6 Nothing Happens
No rewards. The experience advance is forfeit.

7-8 Mutation
Roll a D6:

1: Entropic Mutation: Warrior permanently suffers -1 to one of his characteristics chosen by you.

2-5: Beneficial Mutation: Warrior gains any one mutation of your choice for free, except for Extra Head.

6 Extra Head: Warrior gains the Extra Head mutation for free. If he already has it, he may choose another mutation which he gains for free.

9-10 Daemon Weapon
Warrior may offer a normal Club, Axe, Sword or Great Weapon up for the Shadowlord.

- If it is a Club, Axe or Sword, it now gains +1 Strength and +1 to hit
- If it is a Great Weapon it now gains +2 Strength and +2 to hit
- Weapon cannot be sold or swapped but may be robbed as normal.

11-12 Chaos Armour
Warrior's body is fused in Chaos Armour, that cannot be removed, robbed, swapped or sold.

- Chaos Armour gives a 4+ Armour Save and does not confer Initiative penalties.
- Warrior can cast spells while wearing Chaos Armour as long as he does not combine it with other Armour.

Pictures, Painting and Modelling by Gomez

Heroes

1 Magister

Comb	Shoot	Acad	Stren	Speed
V		V		V

Cost: 75gc
Starting XP: 20
Max Stats: Human

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

SPECIAL RULES
Leader, Sorcery, Level 2 Wizard (Chaos Rituals): Starts with 2 random Spells

0-2 Possessed

Comb	Shoot	Acad	Stren	Speed
V			V	V

Cost: 90gc
Starting XP: 12
Max Stats: Possessed
Base Size: 25x25mm (Heavy Infantry Base)

M	WS	BS	S	T	W	I	A	LD
5	4	-	4	4	2	4	2	7

SPECIAL RULES
Cause Fear, Never uses Weapons or Armour, No Penalties for Fighting Unarmed, Cannot take the 'Weapons Training Skill' *(May use Miscellaneous Equipment as Normal)*
Access to Special Skill List: Mutations

0-2 Mutants

Comb	Shoot	Acad	Stren	Speed
V				V

Cost: 25gc
Starting XP: 0
Max Stats: Human

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

SPECIAL RULES
Access to Special Skill List: Mutations

Henchmen

Brethren

Cost: 23gc
Starting XP: 0
Max Stats: Human

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

0-5 Darksouls

Cost: 35gc
Starting XP: 0
Max Stats: Human

M	WS	BS	S	T	W	I	A	LD
4	2	-	4	3	1	3	1	7

SPECIAL RULES
Immune to Fear and All Alone
Metal-Clad: Natural 6+ Armour Save that can be negated and combined with other armour as normal.

0-3 Beastmen

Cost: 37gc
Starting XP: 0
Max Stats: Beastman
Base Size: 25x25mm (Heavy Infantry Base)

M	WS	BS	S	T	W	I	A	LD
5	4	3	3	4	1	3	1	6

Max Stats for Humans

M	WS	BS	S	T	W	I	A	LD
4	6	6	4	4	3	6	4	9

Max Stats for Possessed

M	WS	BS	S	T	W	I	A	LD
5	8	-	6	4	4	7	5	10

Max Stats for Beastmen

M	WS	BS	S	T	W	I	A	LD
5	7	6	4	4	4	6	4	8

Skaven Clan Eshin Warband

Maximum Warband Size: 20
Take Rout Tests Once 5 or more models are *out of action*
Hired Swords Avaliable: Warlock

Max Stats for Skaven

M	WS	BS	S	T	W	I	A	LD
6	6	6	4	4	3	7	4	7

Assassin Adept and Night Runner Weapons List

Close Combat Weapons
Dagger……..free
Axe……10gc
Sword……10gc
Flail……15gc
Spear……10gc
Halberd……15gc
Great Weapon……..15gc
Weeping Blade……..25gc
Fighting Claw……10gc

Missile Weapons
Sling……..7gc
Warplock Pistol……..30gc
Blowpipe……7gc
Throwing Stars……..10gc

Armour
Light Armour……10gc
Buckler……7gc
Helmet……10gc

Sorcerer and Verminkin Weapons List

Close Combat Weapons
Dagger……..free
Club……7gc
Axe……10gc
Sword……10gc
Spear……10gc
Great Weapon……..15gc
Halberd……..15gc

Missile Weapons
Sling……..7gc
Warplock Pistol……..30gc

Armour
Light Armour……10gc
Shield……10gc
Helmet……10gc

Eshin Special Skills

Black Hunger
Warrior may choose to gain +1WS and +1 A the turn he charges.

- However, if there are any enemies within 1" at the end of the turn where he did this, he takes 1 S4 hit with no armour saves allowed.
- Hit cannot cause Critical Wounds.

Art of Silent Death
Critical hits caused by warrior are tripled to three wounds

Tail Fighting
Warrior may use a Dagger, Club, Axe or Sword in his Tail.

- Tail Fighting counts towards the penalty for fighting with two weapons.

Perfect Killer
Extra -1 Armour Save modifier on all attacks made by warrior, in both shooting and close combat. *(No effect with Spells cast by warrior.)*

Eshin Special Equipment

Weeping Blade **25gc** **rare 9+**
Parry: +1 Initiative when determining who strikes first
Poisonous: A 6 to hit wounds automatically. Such automatic wounds are never Critical.
(Hand Weapon, Sword)

Blowpipe **7gc** **rare 7+**
Range: 14"
Strength: 2
Long Range: -1 BS when firing more than 7"
Stealth: Can be fired while hidden without revealing shooter
Poisonous: A 6 to hit Wounds Automatically. Such automatic wounds are never Critical.
(Missile Weapon, Other)

Fighting Claw **10gc** **rare 7+**
Parry: +1 Initiative when determining who strikes first
Balanced Pair: A warrior fighting with two Fighting Claws ignores the -1 to hit for Fighting with Two Weapons. No effect if warrior is wielding a third weapon with Tail Fighting.
(Hand Weapon, Other)

Warplock Pistol **30gc** **rare 9+**
Range: 6"
Strength: 5
Stand and Shoot
(Missile Weapon, Blackpowder Weapon, Pistol)

Heroes

1 Assassin Adept

Comb	Shoot	Acad	Stren	Speed
V	V		V	V

Cost: 85gc
Starting XP: 20
Max Stats: Skaven

M	WS	BS	S	T	W	I	A	LD
4	4	4	4	3	1	5	1	7

SPECIAL RULES
Leader, Perfect Killer
Access to Special Skill List: Eshin

0-1 Eshin Sorcerer

Comb	Shoot	Acad	Stren	Speed
		V		V

Cost: 37gc
Starting XP: 8
Max Stats: Skaven

M	WS	BS	S	T	W	I	A	LD
5	3	3	3	3	1	4	1	6

SPECIAL RULES
Level 1 Wizard (Magic of the Horned Rat):
Starts with 1 random Spell

0-3 Night Runners

Comb	Shoot	Acad	Stren	Speed
V	V			V

Cost: 35gc
Starting XP: 6
Max Stats: Skaven

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

SPECIAL RULES
Access to Special Skill List: Eshin

Henchmen

Giant Rats

Cost: 10gc
Starting XP: 0

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

SPECIAL RULES
<u>Animals:</u> Cannot Climb, Cannot Capture Scenario Objectives, No Experience, No Weapons or Armour, No Penalties for Fighting Unarmed

0-9 Verminkin

Cost: 27gc
Starting XP: 0
Max Stats: Skaven

M	WS	BS	S	T	W	I	A	LD
5	3	3	3	3	1	4	1	5

0-1 Rat Ogre

Cost: 190gc
Starting XP: 0
Base Size: 40x40mm (Monster Base)

M	WS	BS	S	T	W	I	A	LD
6	3	-	5	5	3	4	3	4

SPECIAL RULES
<u>Monster:</u> Cause Fear, Suffers Stupidity, No Weapons or Armour, No Experience, No Penalties for Fighting Unarmed, Cannot Hide, Cannot Capture Scenario Objectives, Adds and Additional +15 to Warband Rating and Rolls on the Heroes' Post-Game Injury Chart. *(Monsters Climb as normal.)*

SUMMARY AND EXPLANATION OF CHANGES

Mercenaries

- Swordsmen changed to Veterans and loose Expert Swordsman. The skill was very random, and it dictated to players how they should arm their models. Good design leaves such decisions up to the player. Therefore, they have gotten BS4 instead of Expert Swordsman. This gives players some interesting options as they must ponder how to get the most out of their WS4 BS4 troops that are easily lost as long as they are henchmen.

Witch Hunters

- Witch Hunter Heroes reduced from 8 to 4 starting XP. This reflects their true starting characteristics and skill list options.
- Warrior Priest down from 40gc to 37gc. This reflects his true starting characteristics and skill list options.
- Zealots down from 20 to 17gc.
- Wardogs up from 15 to 20gc.
- Flagellants replace buggy special rules with Immune to Psychology and Ballistic Skill 0.
- Flagellants down from Ld 10 to Ld 7. No reason to have Ld 10 as they are Immune to Psychology anyway. This allows us to get rid of the rule where they could not become the Leader.
- Flagellants have -1 S and +1 A the turn they charge. The game is less luck-based this way and it allows Flagellants to gain four XP advances just like any other henchmen. Under the old rules, they had to sink one advance into BS even though they could never use Missile Weapons. Well no more!

Sisters of Sigmar

- Sigmarite Matriach gains two starting Prayers because she starts with 20xp and will level slower than other casters. This is balanced by the fact that she can still only cast a single prayer each turn.
- Sigmarite Matriach up from 70 to 75gc.
- Sister Superior down from 35 to 30gc.
- Augur has cleaned up her special rules so that it is absolutely clear what she can re-roll and what she can't. Instead of diffuse terms, she also gains a 4+ ward save against spells.
- Augur has no exploration skill as of the moment.
- Novices that are promoted to heroines get to choose three skill lists rather than the normal two. Otherwise they would be completely worthless.

Undead

- Dregs down from 20 to 17gc
- Necromancer down from 8 to 6 starting XP
- Undead is now a batch rule for easy reference and so that you know what counts as Undead and what doesn't for the purposes of Sigmarite Hammers and Prayers/Spells.
- Dire Wovles are now Animals. In GW's original book, they weren't and could legally Climb and so on.
- Dire Wolves get M7 and may now run. This avoids the old 18" charge range

- Zombies may now run. They sucked too much before. We considered giving them M3 but even so, they would still suck too much.
- Zombies up from 15 to 20gc.

Cult of the Possessed

- Magister starts with I4 like any one Warband Leader.
- Magister gains two starting Prayers because he starts with 20xp and will level slower than other casters. This is balanced by the fact that he can still only cast a single spell each turn.
- Magister gains Sorcery to make up for the fact that he is the only leader with only three skill lists.
- Magister up from 70 to 75gc
- Beastmen -1 W, -1Ld, +1 M, down from 45 to 37gc
- Darksouls replace buggy Special Rules with Immune to Psychology
- Darksouls have no BS as they could never use Missile Weapons anyway
- Darksouls now have a natural 6+ armour save to reflect what their fluff says about them. (Garbed in scales).
- Brethern -1 Ld, 23gc. Possessed have up to seven models that ignore fear and psychology. And their stardard troops are WS3 BS3. So they need a little weakness to balance out.
- Darksouls cannot use Shields. They are supposed to be a glass cannon.
- Cannot hire Ogre Bodyguard Hired Sword. (Too much Close Combat beef in one warband.)

Skaven Clan Eshin

- Sorcerer looses access to Eshin skill list. This was unfluffy and gave him too many lists compared to his starting XP.
- Assassin up from 60 to 85gc. He was horribly underprinced, it must have been a mistake to price him the same as a standard human Captain when he is infinitely better.
- Assassin Adept looses Academic skills
- Black Skaven and Night Runners merged into 0-3 Night Runners. Skaven was the only warband that could start with six heroes. Quite unfair.
- Giat Rats down from 15 to 10gc
- Rat Ogre down from 210 to 190gc
- Rat Ogre rolls on the post game chart for Heroes (so you don't have a 33,33% chance of loosing 190 gc like under the old rules)
- Warplock Pistol down from 35 to 30gc
- Warlplock Pistol looses extra -1 armour save (now has -2 AS total)
- Verminkin are 0-9. So Skaven will have to fill their last 5 slots with Giant Rats if they want them. 20 xp gaining, weapon wield henchmen was simply too much and too good.
- Fighting Claws cleaned up their mess of special rules. Can now ignore Dual Wield penalties and Parry.
- Eshin Sorcerer down from 45 to 37gc