

DOG OF WAR HENCHMEN

HUMAN DEFAULT TROOPS

0+ HUMAN MERCENARIES – 25 gc each

Alliance: Neutral

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

Equipment: Weapons: Vanguard list, Missiles: Crossbow list, Armor: Greater List

Additional Equipment: Pikes (note: we recommend the revised pikes from the Border Town Burning list. These have been reprinted in the Weapon section for convenience.)

Mercenaries Special Rules: You don't need to pick Mercenaries as one of your Special Troop Types: you may always hire Mercenaries.

0-5 PAYMASTER'S BODYGUARD – 35 gc each

Recruitment: The Bodyguard may be chosen as the Special Troop choice for your Captain. He does not need to have chosen the "Paymaster" ability.

Alliance: Neutral

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

Equipment: Weapons: Vanguard list, Missiles: Crossbow list, Armor: Greater List

Additional Equipment: Pikes

Stubborn: Whenever a Bodyguard fails a Leadership Test, he may reroll the dice, accepting the second result. He may only use this ability if the Captain is still on the game board.

0-1 OGRE BRUTE - 160 Gold Crowns to hire

Alliance: Neutral

M	WS	BS	S	T	W	I	A	Ld
6	3	2	4	4	3	3	2	7

Equipment: Weapons: Regiment & Brute list, Missiles: none, Armor: Greater List

SPECIAL RULES

Fear: Ogre-kin are large, threatening creatures that cause *Fear*. See the Psychology section for details.

Large: Ogre-kin are huge, lumbering creatures and therefore make tempting targets for archers. Any model may shoot at an Ogrekin, even if it is not the closest target.

Skills: An Ogre-kin who becomes a Hero as a result of *The Lad's Got Talent* may choose from the Combat and Strength skills.

Slow Witted: Although Ogres are capable of earning experience and bettering themselves they are not the smartest of creatures. Ogres only gain advances at half the rate of everyone else (I.e they must accrue twice as much experience as normal to get an advance).

HUMAN SPECIALTY TROOPS

0-5 HUMAN MARKSMEN – 30 gc each

Alliance: Neutral

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

Equipment: Weapons: Regiment list, Missiles: Crossbow, Bow, and Blackpowder List; Armor: Lesser Armor List

Additional Equipment: Hochland Long Rifle, Pavise

Mercenaries Special Rules: You don't need to pick Mercenaries as one of your Special Troop Types: you may always hire Mercenaries.

0+ HUMAN ZEALOTS – 20gc each

Alliance: Neutral

M	WS	BS	S	T	W	I	A	Ld
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4	2	2	3	3	1	3	1	6
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Equipment: Regiment List & Brute, Missile: None; Armor: Lesser List

Additional Equipment: Slings, Short Bows, Bows. They may also be equipped with Torches (even though they are not heroes.)

Special Rules:

Faithful: If you have a Caster Hero in your warband, the Zealots gain +3 Leadership, to a max of 10. If the Caster leaves the board or is not fielded, the Zealots lose the bonus for the rest of the game.

0+ HUMAN MARUADERS – 25 gc each

Alliance: Same as their Champion

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

Equipment: Regiment & Brute List; Missile: None; Armor: Greater List

Additional Equipment: Throwing Axes, Javelins

Rough Tutelage: If a Marauder becomes a Hero, he may learn Special skills from the Norse Warband list.

0-5 HUMAN FANATICS – 35 gc each

Alliance: Neutral

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

Equipment: Brute List; Missile: None; Armor: None

Additional Equipment: Flaming Braziers.

Special Rules: Fanatical: They pass any Leadership test they are required to take. If promoted to hero, they do not automatically pass any Rout Tests.

0-5 HUMAN SLAVES – 15 gc

Alliance: Neutral

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

Equipment: Weapons: Regiment, Missiles: None; Armor: None

Additional Equipment: Short Bows, Shields

Special Rules: Driven: if standing within 6" of a Hero armed with a Leather Whip/Cat or a Steel Whip, they may reroll any leadership test. The second result must be accepted.

Fiesty: Whenever a Slave rolls the advance "That Lad's Got Talent", that slave is killed instantly, and removed from your warband.

0-5 HUMAN DRUNKS – 30gc each

Alliance: Neutral

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	2	1	10

Equipment: Vanguard List; Missiles: None; Armor: Greater List

Additional Equipment: Short Bow, Bow, Pistol

Special Rules: **Drunk**: Drunks are blasted out of their tiny minds on rotgut spirits and cheap ale. As such, they automatically pass all Leadership based tests they are required to take.

Uncouth Tutelage: A Drunk that has become a hero may learn any Special skills from the Ostlander Warband list.

0-5 HUMAN ELITES – 35 gc each

Alliance: Neutral

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

Equipment: Vanguard List; Missiles: None; Armor: Greater List

Additional Equipment: Short Bow, Bow, Pistol, Dueling Pistol

Special Rules: When the Specialty Group is hired, you must choose one of the following skills- all of the group members know that ONE skill. This skill may not be changed for another after creation, and any squad

member purchased in the future will also start with that same skill. Choose from: Expert Swordsman, Web of Steel, Pistolier, Strongman, Unstoppable Charge, Pit Fighter, Acrobat.

0-5 HUMAN SEA DOGS – 35gc

Alliance: Neutral

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

Equipment: Weapons: Regiment List, Missiles: Blackpowder List; Armor: Lesser (May use Toughened Leathers)

Additional Equipment: Sea Dogs start with a free Rope and Hook. They may purchase Rapier, Belaying Pin, Cat o' Nine Tails, Hook Hand, Peg Leg

Special Rules: May reroll climbs up, down, and diving charges.

Seasoned Sailor: If a Sea Dog becomes a hero, he may learn Special Skills from the Pirate Warband, and 1 Skill from the Sartosa Pirate Skill List

0-5 HALFLING SCOUTS – 20 gc

Alliance: Neutral

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

Equipment: Weapons: Regimental List, Missiles: Bow List; Armor: Lesser List

Halfling Scout Special Rules: Forester: Suffers no penalty when moving through Wood terrain.

Small hands: May never use Long bows, Elf Bows, Handguns, Long Rifles or Blunderbusses even if they gain an advance roll that would allow them to do so. Such big weapons are built for such tiny hands!

Halfling Skills: If promoted, a Halfling may not learn Strength Skills. He may learn the skill "Infiltrate".

ORC AND GOBLIN SPECIALITY TROOPS

0-5 ORC WARRIORS – 25 gc

Alliance: Evil

Clans: There are two clans of Orcs: Normal Orcs and Savage Orcs. You must choose which clan you are hiring when you first pick Orc Warriors as your Specialty. Some Heroes are only allowed to one clan or the other. (ex. An Orc Big'Un says on his Troop list that he may pick Normal or Savage, while a Black Orc Big'Un only mentions Normal Orcs.)

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

Normal Orc Equipment Lists: Weapon: Regiment & Brute Lists; Missile: None; Armor: Lesser Armor List

Additional Equipment: Bows and Crossbows.

Normal Orc Special Rules: Animosity: (see Da Mob Warband.) Crass Tutelage: If an Orc Warrior becomes a hero, he may learn special skills from the Orc Skill list (see Mark Havener's Orc Warband).

Savage Orc Equipment Lists: Weapon: Regiment & Brute Lists; Missile: Bows; Armor: None

Additional Equipment: Bolas, Javelins, Throwing Axes, Tattoos, Shields.

Savage Orc Special Rules:

Crass Tutelage: If an Orc Warrior becomes a hero, he may learn special skills from the Orc Skill list (see Mark Havener's Orc Warband).

Wild Animosity: At the start of each of your turns, if the Savage Orc isn't in combat, roll 1D6; **1 Squabble:** The squabbling model may not move or shoot this turn. **2-5 Uggg:** The model behaves 'normally'. **6 Waaaagh!** The model immediately makes a full move towards the nearest enemy model, charging it if possible. In its subsequent movement phase, if it is in charge range of an enemy model, it must charge. These charges ignore fear and any other psychology that would prevent the savage orc from charging. **Fear fire** – Savage Orcs fear any model with flaming attacks, carrying a lit item (lantern, torch, brazier), or any flame item. Likewise, any caster that performs a fiery spell within line of sight of a member of a Savage orc, or is maintaining a fire based spell (ex. Flaming Sword spell) causes fear for the entire game.

0+ HOBGOBLIN WARRIORS – 20 gc

Alliance: Evil

M	WS	BS	S	T	W	I	A	Ld
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4	3	3	3	3	1	2	1	6
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Hobgoblin Scout Equipment Lists: Weapon: Regiment; Missile: None; Armor: Lesser Armor

Additional Equipment: Bow, Short Bow, Cat o' Nine Tails

Special Rules:

Assassin's Tutelage: Any Hogoblin that becomes a hero may also learn the "Imperial Assassin" Skills, "Backstabber" & "Hide in Shadow", from the Imperial Assassin Hired Sword.

Bicker: At the start of any turn, roll 1D6 for each Hobgoblin henchman that is not in combat. On a roll of 1, that henchman may do nothing this turn.

Cowardly: Hobgoblins are not renowned for their courage, and are used to running away from danger.

Whenever a Hobgoblin makes a Leadership test for Voluntarily Escaping from Combat, he 3D6 dice and chooses the two lowest dice. However, whenever a Hobgoblin is forced to take an All Alone test (or any other Involuntary test to leave combat), he rolls 3D6 and must pick the two HIGHEST dice.

0+ GOBLIN WARRIORS - 15 gc

Alliance: Evil

Clans: There are two clans of Goblins: Normal Goblins and Forest Goblins. You must choose which clan you are hiring when you first pick Goblin Warriors as your Specialty. Some Heroes are only allowed to one clan or the other. (ex. An Orc Big'Un says on his Troop list that he may pick Normal or Forest, while a Black Orc Big'Un only mentions Normal Orcs.)

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

Normal & Forest Goblin Special Rules:

Insignificant: Most people don't expect much from Goblins, and are therefore not unsettled if Goblins or Cave Squigs break or get cut down in battle. In fact, they expect as much from these weaklings! Therefore, when testing to see if your warband needs to take a Rout test, each Goblin Warrior taken *out of action* only counts as half a model. Therefore, a band of 5 Orcs and 10 Goblins (15 models) would only have to take a test if 4 models fell (4 Orcs or 8 Goblins, or some combination thereof).

Knows His Place: Goblins know better than to talk out of place in front of Orcs. If you have any Orc Heroes in your warband, if a Goblin happens to roll 'That Lad's got talent', he will immediately reroll the advancement until he gets a different advancement.

Normal Goblin Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor

Additional Equipment: Squig Prodder. (See Da Mob warband).

Normal Goblin Special rules: Animosity (see the Da Mob warband.)

Forest Goblin Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: None

Spider Rider Additional Equipment: Tattoos, Shields

Forest Goblin Special Rules:

Wild Animosity: At the start of each of your turns, if the Forest Goblin isn't in combat, roll 1D6; **1 Squabble:**

The squabbling model may not move or shoot this turn. **2-5 Uggg:** The model behaves 'normally'. **6 Waaaagh!**

The model immediately makes a full move towards the nearest enemy model, charging it if possible. In its subsequent movement phase, if it is in charge range of an enemy model, it must charge. These charges ignore fear and any other psychology that would prevent the Forest Goblin from charging. **Fear fire** - Forest Goblins fear any model with flaming attacks, carrying a lit item (lantern, torch, brazier), or any flame item. Likewise, any caster that performs a fiery spell within line of sight of a member of a Forest Goblin, or is maintaining a fire based spell (ex. Flaming Sword spell) causes fear for the entire game.

0-1 Troll - 200 gold crowns to hire

Alliance: Evil

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

Equipment Lists: None. Suffers no penalties for attacking without weapons.

SPECIAL RULES

Fear: Trolls are frightening monsters which cause *fear*.

Stupidity: A Troll is subject to the rules for *stupidity*.

Regeneration: Trolls have a unique physiology that allow them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is

unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 15 gold crowns after every game in order to keep the Troll. If the warband lacks the gold to pay the upkeep, the Captain has the option of sacrificing two Henchmen to the Troll in lieu of buying food (Trolls eat nearly anything). If this fee is not paid (either in gold or in warband members) the Troll gets hungry and wanders off in search of food.

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

0-3 Snotling Mobs - 35 gold crowns to hire

Alliance: Evil

M	WS	BS	S	T	W	I	A	Ld
4	2	2	2	2	3	3	3	5

Equipment Lists: Weapon: None; Missile: None; Armor: None

Additional Equipment: May only be armed with a single Hand Weapon from the following: Dagger, Club, Axe.

SPECIAL RULES

Mass Stupidity: Any Snotling Mob that's within 2" of another Mob is Immune to Psychology.

Brainless: Snotlings are too dumb to gain Experience.

0-5 Cave Squigs- 15 gold crowns to hire

Alliance: Evil

M	WS	BS	S	T	W	I	A	Ld
2D 6	4	0	4	3	1	4	1	5

Equipment Lists: None. Suffers no penalties for attacking without weapons.

SPECIAL RULES

Movement: Cave Squigs do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving Squigs, roll 2D6 for the distance they move. Squigs never run and never declare charges. Instead, they are allowed to contact enemy models with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

Minderz: Each Cave Squig must always remain within 6" of a Goblin Warrior or a Beastmaster, who keeps the creature in line. If a Cave Squig finds itself without a Goblin/Beastmaster within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. If its movement takes it into contact with another model (friend or foe), it will engage the model in hand-to-hand combat as normal. The Cave Squig is out of your control until the end of the game.

Insignificant: When testing to see if your warband needs to take a Rout test, each Squig taken *out of action* only counts as half a model. Therefore, a band of 5 Orcs and 10 Squigs (15 models) would only have to take a test if 4 models fell (4 Orcs or 8 Goblins, or some combination thereof).

Animals: Cave Squigs are animals of a sort and so do not gain experience.

0-1 Gigantic Spider- 200 gold crowns to hire

Alliance: Neutral

M	WS	BS	S	T	W	I	A	Ld
6	3	0	5	5	3	4	2	4

Equipment Lists: None. Suffers no penalties for attacking without weapons.

SPECIAL RULES

Fear: Gigantic Spiders cause fear as described in the Mordheim Rulebook.

Large Monster: Gigantic Spiders are large targets, and may always be shot at regardless if they are closest or not.

Poisonous: The Gigantic Spider's maw drips with vile poisons. When it wounds an enemy and a roll is made on the injury table, 1= knocked down, 2-4= stunned, and 5-6= Out of Action.

Native: Negotiating jungle terrain is no trouble for spiders. They move through jungle without penalty.

Nonsentient: Spiders are affected by the Stupidity rules in the Mordheim rulebook. In addition, they never gain experience, as they are animals.

Climbers: Spiders may climb as normal, despite the fact that they are animals.

May Ride: A Gigantic Spider Rider hero or a Goblin Shaman (with the Ride skill) may ride the gigantic spider if you are using the optional rules for mounts. If so, the rider gains +1 armor save, and moves at the spider's rate of 6. Shooting attacks hit the Chieftain on a die roll of 1-2, and the spider on a 3-6. In close combat, the opponent may choose which to hit. The gigantic spider no longer has to check for Stupidity if it is being ridden, as the Chieftain is directing its actions.

DWARF SPECIALTY TROOPS

DWARF SPECIAL RULES: Hard Head (ignore Concussion), Hard to Kill (Treat Injury roll of 5 as Stunned,) Ignore Movement Penalties for Armor. Hates Orc & Goblins. When learning Skills, may not learn Speed Skills. May learn Racial Skills from Dwarf Treasure Hunter Warband.

CHAOS DWARF SPECIAL RULES: Hard Head (ignore Concussion), Hard to Kill (Treat Injury roll of 5 as Stunned,) Ignore Movement Penalties for Armor. When learning Skills, may not learn Speed Skills. May learn Racial Skills from Dwarf Treasure Hunter Warband. Heroes may learn the Possessed mutation "Demon Soul" as a skill, without paying any cost. May not learn any other mutations.

NORSE DWARF SPECIAL RULES: Hard Head (ignore Concussion), Hard to Kill (Treat Injury roll of 5 as Stunned,) Ignore Movement Penalties for Armor. When learning Skills, may not learn Speed Skills. May learn Racial Skills from Dwarf Treasure Hunter Warband. May also learn ONE Special Skill from the Norse Warband.

0-5 DWARF WARRIORS - 40gc

Alliance: Same as Champion

Clan: Will always be the same Type as the Champion (ex. Special Troops from a Chaos Dwarf Champion will always be a Chaos Dwarf Warriors.)

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9

Choose upon Purchase: Dwarf Warriors (G) or Chaos Dwarf (E)

Dwarf Warrior Equipment: Weapons: Vanguard list, Missiles: Crossbow List & Blackpowder List; Armor: Greater

Dwarf Warrior Special Rules: Dwarf (see above).

Chaos Dwarf Warrior Equipment List: Weapons: Vanguard list; Missiles: None; Armor: Greater Armor

Chaos Dwarf Additional Equipment: Blunderbuss

Norse Dwarf Equipment Lists: Weapon: Regiment and Brute Lists; Missile: None; Armor: Lesser Armor List

Norse Dwarf Additional Equipment: Throwing Axe.

Norse Dwarf Warrior Special Rules: Norse Dwarf (see above)

0-5 DWARF BEARDLINGS - 25gc

Alliance: Same as Champion

Clan: Will always be the same Type as the Champion (ex. Special Troops from a Chaos Dwarf Champion will always be a Chaos Dwarf Warriors.)

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

Beardling Equipment: Weapons: Regiment list, Missiles: Crossbow OR Blackpowder List (choose one upon purchase); Armor: Greater Armor List

Dwarf Beardlings Special Rules: Dwarf (see above).

Norse Beardling Equipment Lists: Weapon: Regiment List; Missile: None; Armor: Lesser Armor List

Norse Beardling Additional Equipment: Throwing Axe.

Norse Beardling Warrior Special Rules: Norse Dwarf (see above)

0-5 DWARF STUBBLES - 25gc

Alliance: Same as Champion

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

Stubbles Equipment: Weapons: Regiment list, Missiles: None, Armor: None

Additional Equipment: Tattoos, Dwarf Axes

Stubbles Special Rules: Dwarf (see above),

Slayer-in-Training: when a Stubble rolls "TLGT", instead of gaining an advance, he gains the ability "Immune to Psychology". A Stubble Hero may learn Slayer Special skills (Dwarf Treasure Hunter Warband.)

0-5 DWARF DRUNKS- 40gc

Alliance: Same as Champion

Clan: Will always be the same Type as the Champion (ex. Special Troops from a Chaos Dwarf Champion will always be a Chaos Dwarf Warriors.)

M	WS	BS	S	T	W	I	A	Ld
3	3	2	3	4	1	1	1	10

Dwarf Drunks Equipment: Weapons: Regiment list, Missiles: Crossbow List, Armor: Greater Armor

Drunks Special Rules: Dwarves (see Above), Drunk, Uncouth Tutelage, Stagger (see below).

Norse Dwarf Drunk Equipment Lists: Weapon: Regiment; Missile: None; Armor: Lesser Armor List

Norse Dwarf Additional Equipment: Throwing Axe.

Norse Dwarf Warrior Special Rules: Norse Dwarf (see above), Drunk, Uncouth Tutelage, Stagger (see below).

Drunk: Drunks are blasted out of their tiny minds on rotgut spirits and cheap ale. As such, they automatically pass all Leadership based tests they are required to take. If they become heroes, rout tests are not automatically passed.

Uncouth Tutelage: A Dwarf Drunk that has become a hero may learn ONE Special skills from the Ostlander Warband list.

Stagger: Whenever a drunk attempts to run or declare a charge, roll 1D6: On a roll of 1, his move is reduced by 1D3" (this may cause him to fail his charge). On a roll of 2-4, he runs or charges as normal. On a roll of 5-6, he adds +1D3" inches to his movement.

0-5 DWARF SLAYER PIRATES - 40gc

Alliance: Neutral

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9

Slayer Pirate Equipment: Weapons: Regiment list, Missiles: None; Armor: None

Additional Equipment: Pistols, Tattoos, Belaying Pin, Cat o' Nine Tails, Hook Hand, Peg Leg

Slayer Pirates Special Rules: Dwarf (see above), Outlaw

Picky: The only Missile Weapons a Slayer Pirate may use are Pistols & Thrown Weapons.

Slayer-in-Training: When a Slayer Pirate rolls "TLGT", instead of gaining an advance, he gains the ability "Immune to Psychology". A Slayer Hero may learn ONE Slayer Special skills (Dwarf Treasure Hunter Warband.)

Pirate Background: A Pirate Hero may learn ONE Pirate Skill (from either the Pirate Warband, or the Sartosa Pirate Skill List.)

HIGH ELF, WOOD ELF, DARK ELF AND SEA ELF TROOPS

Elf Special Skills: **Excellent Sight:** Elves can spot *Hidden* enemies from twice as far away than normal warriors. (ie twice their Initiative value in inches).

High Elf Special Rules: May learn Racial Skills from Shadow Elf Warband. May not learn Strength skill "Resilient".

Wood Elf Special Rules: Suffers no penalty when moving through Wood terrain. Unless stated otherwise, may learn Racial Skills from Shadow Elf Warband. May not learn Strength skill "Resilient".

Dark Elf Special Rules: Hate High Elves. May not learn Racial Skills from Dark Elf Warband (Lustria). May not learn Strength skill "Resilient".

Sea Elf Special Rules: Outlaw. He may also learn any Special skills from the Pirate Warband, and 1 Skill from the Sartosa Pirate Skill List.

0-5 ELF WARRIOR - 35gc each

Alliance: Same as Champion

Clan: Will always be the same Type as the Champion (ex. Special Troops from a High Elf Champion will always be High Elves.)

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	3	1	6	1	8

High Elf Warrior Equipment: Weapons: Vanguard List, Missiles: None, Armor: Greater List.

High Elf Additional Equipment: Bow, Long Bow

High Elf Special Rules: High Elf (see above)

Wood Elf Warrior Equipment: Weapons: Vanguard List, Missiles: None, Armor: Lesser List.

Wood Elf Additional Equipment: Bow, Long Bow

Wood Elf Special Rules: Wood Elf (see above)

Dark Elf Warrior Equipment: Weapons: Vanguard List, Missiles: Crossbow List, Armor: Greater List.

Dark Elf Additional Equipment: Bow, Long Bow

Dark Elf Special Rules: Dark Elf (see above)

Sea Elf Equipment Lists: Weapon: Vanguard; Missile: Blackpowder Lists; Armor: Lesser Armor List

Sea Elf Additional Equipment: Long Bow, Belaying Pin, Cat o' Nine Tails, Hook Hand, Peg Leg

Sea Elf Special Rules: Sea Elf (see above)

0-5 ELF RANGER – 35gc

Alliance: Same as Champion

Clan: Will always be the same Type as the Champion (ex. Special Troops from a High Elf Champion will always be High Elves.)

M	WS	BS	S	T	W	I	A	Ld
5	3	4	3	3	1	6	1	8

High Elf Ranger Equipment: Weapons: Regiment List, Missiles: Bow List, Armor: Greater Armor List.

High Elf Special Rules: High Elf (see above)

Wood Elf Ranger Equipment: Weapons: Regiment List, Missiles: Bow List, Armor: Lesser Armor List

Wood Elf Special Rules: Wood Elf (see above)

Dark Elf Ranger Equipment: Weapons: Regiment List, Missiles: Choose one upon purchase; Crossbow List OR Bow List, Armor: Lesser List.

Dark Elf Special Rules: Dark Elf (see above)

Sea Elf Equipment Lists: Weapon: Vanguard; Missile: Blackpowder Lists; Armor: Lesser Armor List

Sea Elf Additional Equipment: Long Bow, Belaying Pin, Cat o' Nine Tails, Hook Hand, Peg Leg

Sea Elf Special Rules: Sea Elf (see above)

0-5 ELF NOVICE – 25gc

Alliance: Same as Champion

Clan: Will always be the same Type as the Champion (ex. Special Troops from a High Elf Champion will always be High Elves.)

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

High Elf Novice Equipment: Weapons: Vanguard List, Missiles: None, Armor: Greater List.

High Elf Additional Equipment: Bow, Long Bow

High Elf Special Rules: High Elf (see above)

Wood Elf Novice Equipment: Weapons: Vanguard List, Missiles: None, Armor: Lesser List.

Wood Elf Additional Equipment: Bow, Long Bow

Wood Elf Special Rules: Wood Elf (see above)

Dark Elf Novice Equipment: Weapons: Vanguard List, Missiles: Crossbow List, Armor: Greater List.

Dark Elf Additional Equipment: Bow, Long Bow

Dark Elf Special Rules: Dark Elf (see above)

Sea Elf Equipment Lists: Weapon: Vanguard; Missile: Blackpowder Lists; Armor: Lesser Armor List
 Sea Elf Additional Equipment: Long Bow, Belaying Pin, Cat o' Nine Tails, Hook Hand, Peg Leg
 Sea Elf Special Rules: Sea Elf (see above)

0-5 ELF GUARD – 45gc

Alliance: Same as Champion

Clan: Will always be the same Type as the Champion (ex. Special Troops from a High Elf Champion will always be High Elves.)

M	WS	BS	S	T	W	I	A	Ld
5	5	3	3	3	1	6	1	8

Elf Guard Special Rules: Upon Purchase, choose one of the following abilities: Expert Swordsman (as Strength skill), Strongman (as Strength skill), or Halberdier (Gains First Strike with Halberds, as if they were spears). Starts with only one, and may not switch. All members of the group must have the same skill. Once it has been picked, it will be the same for all of the Specialty Troops for this type.

Close Ranged: May not use missile weapons.

High Elf Guard Equipment: Weapons: Vanguard List, Missiles: None, Armor: Greater List.

High Elf Guard Special Rules: High Elf

Dark Elf Guard Equipment: Weapons: Vanguard List, Missiles: None, Armor: Greater List.

Dark Elf Guard Special Rules: Dark Elf

0-5 CRAZED ELF – 45gc

Alliance: Same as Champion

Clan: Will always be the same Type as the Champion (ex. Special Troops from a High Elf Champion will always be High Elves.) Crazy Elves bought from a Wood Elf Champion are Wardancers, while those bought from a Dark Elf are Witch Elves.

M	WS	BS	S	T	W	I	A	Ld
5	5	3	3	3	1	6	1	8

Crazed Elf Special Rules: Immune to Psychology.

Crazed: Crazy Elves gain +1 Attack during the first round of combat if they charged this turn.

Close Ranged: May never use Missile Weapons.

Wardancer Equipment Lists: Weapons: None, Missiles: None, Armor: None.

Wardancer Additional Equipment: Dagger, Sword, Swordmaster Blade, Spear, Tattoo.

Wardancer Special Rules: Wood Elf (see above). Spear Master: If wielding a spear, the Wardancer may wield a single-handed non-spear weapon in his second hand, to gain an additional hand. A Wood Elf is NOT able to learn Shadow Elf skills, but may instead learn "Fury of Khaine" and "Fey Quickness" from the Dark Elf Warband list.

Witch Elf Equipment Lists: Weapons: None, Missiles: None, Armor: None.

Witch Elf Additional Equipment: Dagger, Sword, Weeping Blades, Swordmaster Blade, Dark Elf Blade

Witch Elf Specialist Rules: Dark Elves. Crazy Elves still suffer Hatred against High Elves (this is an exception to that they are Immune to Psychology).

0-1 WOOD ELF TREEKIN – 190 gc

Alliance: Good

M	WS	BS	S	T	W	I	A	Ld
5	4	0	4	4	3	4	2	7

Treekin Equipment Lists: None. Suffers no penalties for attacking without weapons.

Tree Kin Special Rules:

Fear: A Treekin causes *Fear*.

Large: A Treekin is Large. Any model attempting to shoot at it gain +1 to hit, and it adds +20 to your warband rating instead of the usual +5.

Barkskin: A Treekin has a 4+ armor save.

Vulnerable to Fire: A Treekin receives double wounds from fire attacks.

Immune to Psychology: A Treekin never needs to take *All Alone Tests* nor is it affected by *Fear*.

Elemental: The Treekin is an elemental force summoned to serve and protect the Asrai. It has a primal mentality and purpose, therefore it gains experience at half rate and is incapable of ever becoming a hero.

LIZARDMEN SPECIAL TROOPS

Skink Special Rules: Aquatic, Coldblooded, Scaly Skin 6+. May move through Jungle without movement penalty. He may learn Skink only skills from the Lustria Lizardman Warband list.

Saurus Special Rules: Coldblooded, Scaly Skin 5+. **Bite attack:** Saurus have a powerful bite attack, this bite attack uses the Saurus' own Strength to wound and receive no penalty for not using a weapon. The Bite attack always strikes last, regardless of who charged or which weapon is used. The Bite even attacks after Double-Handed Weapons. If promoted to Hero, may never learn Academic Skills or use Missile Weapons. He may learn Saurus only skills from the Lustria Lizardman Warband list.

Troglodytes Special Rules: Cold Blooded: Troglodytes are Cold-blooded, and roll 3D6 for each Psychology test, using the lowest 2D6. **Stupidity:** Troglodytes are even simpler than Saurus, and they suffer stupidity. They are Cold-Blooded, and use 3D6 for Stupidity tests, using the lowest 2D6 rolled. **Scaly Skin:** Troglodytes have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of 'no save' on the injury chart will negate the unmodified 6+ save. **Warm-Blood Mistrust:** A troglodyte may NOT use the Leadership of any Warm-Blooded model, including your Leader. However, if a Troglodyte is within 6" of a friendly Coldblooded hero, he may use that hero's Leadership instead of his own. If promoted to Hero, may never learn Academic Skills. He may learn Saurus only skills from the Lustria Lizardman Warband list.

Proxy: Use Saurus. The old 5th Edition Saurus are even better.

Conversions: Clip off the fins, and decorate them with small patches of chain mail & metal armor.

Base: 25 mm.

Max Stats	M	WS	BS	S	T	W	I	A	Ld
Trog	4	5	5	5	5	3	4	4	8

0+ Skinks – 20 gc each

Alliance: As Champion

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

Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: None

Additional Equipment: Halberd, Shields. May also wear Light Armor (and only Light Armor), but costs double to purchase. He may not wear Light Armor that has been worn by anyone but a Lizardman.

Special Rules: Skink (see Above).

0-4 Saurus Braves – 40 gc

Alliance: As Champion

M	WS	BS	S	T	W	I	A	Ld
4	3	0	4	4	1	1	1+1	7

Equipment Lists: Weapon: Regiment & Brute; Missile: None; Armor: None

Additional Equipment: Halberd, Shields, Helmet. May also wear Light Armor (and only Light Armor), but costs double to purchase. He may not wear Light Armor that has been worn by anyone but a Lizardman.

Special Rules: Saurus (see above).

0+ Kroaks – 20 gc

Alliance: Evil

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

6	2	3	3	3	1	4	1	5
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Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: None

Additional Equipment: Halberd, Shields. May also wear Light Armor (and only Light Armor), but costs double to purchase. He may not wear Light Armor that has been worn by anyone but a Lizardman.

Special Rules: Kroak (see Above).

0-1 Kroxigor – 200 gc

Alliance: Neutral

M	WS	BS	S	T	W	I	A	Ld
6	3	0	5	4	3	1	3	8

Kroxigor Equipment Lists: None. Suffers no penalties for attacking without weapons.

Kroxigor Special Rules:

Scaly skin: Kroxigor has a natural save of 4+.

Aquatic: Kroxigor may move through water with no penalty, and count as being in cover whilst in water.

Cause Fear: Kroxigor are large and frightening monsters that cause *Fear*.

Large: Kroxigor stand out amongst the rest of the Warband and may be picked out by an archer even if he is not the closest model.

Animal: Kroxigor are slow-witted creatures that never learn from their mistakes. The Kroxigor doesn't gain experience.

0-5 Cold One Hounds – 30gc each

Alliance: Neutral

M	WS	BS	S	T	W	I	A	Ld
6	3	0	4	4	1	1	1	4

Cold One Hounds Equipment Lists: None. Suffers no penalties for attacking without weapons.

Cold One Special Rules:

Animals: Cold One Beasthounds are animals and all animal rules apply to them, they never gain experience.

Stupidity: Cold One Beasthounds may use the basic Leadership of a Beastmaster if they are within 6" of him. They may never use the Leadership of the warband leader, nor may they benefit from the Beastmaster's increased Leadership if he is within 6" of the leader.

Scaly Skin: Cold One Beasthounds have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of 'no save' on the injury chart will negate the unmodified 6+ save.

Fear: Cold One Beasthounds cause *Fear*.

0-5 Troglodyte Warriors– 25 gc each

Alliance: Neutral

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

Troglodytes Equipment Lists: Regiment & Brute; **Missile:** Short Range **Armor:** None

Additional Equipment: Bows, Halberd, Shields, Helmet. May also wear Light Armor (and only Light Armor), but costs double to purchase. He may not wear Light Armor that has been worn by anyone but a Lizardman.

Special Rules:

Cold Blooded: Troglodytes are Cold-blooded, and roll 3D6 for each Psychology test, using the lowest 2D6.

Stupidity: Troglodytes are even simpler than Saurus, and they suffer stupidity. They are Cold-Blooded, and use 3D6 for Stupidity tests, using the lowest 2D6 rolled.

Scaly Skin: Troglodytes have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of 'no save' on the injury chart will negate the unmodified 6+ save.

Warm-Blood Mistrust: A troglodyte may NOT use the Leadership of any Warm-Blooded model, including your Leader. However, if a Troglodyte is within 6" of a friendly Coldblooded hero, he may use that hero's Leadership instead of his own.

Savage Tutelage: If promoted to Hero, may never learn Academic Skills. He may learn Saurus only skills from the Lustria Lizardman Warband list.

BEASTMEN SPECIAL TROOPS

0+ Ungors – 25 gc each

Alliance: Evil

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

Equipment Lists: Weapon: Regiment; Missile: None; Armor: Lesser Armor

Additional Equipment: Javelins

Special Rules:

Savage Tutelage: If an Ungor becomes a hero, he may learn Special skills from the EiF Beastmen Warband.

0-5 Gors – 35 gc each

Alliance: Evil

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

Equipment Lists: Weapon: Regiment; Missile: None; Armor: Greater Armor

Additional Equipment: Halberds

Special Rules:

Close Combat: If a Gor becomes a Hero, he may never learn Shooting skills.

Savage Tutelage: If an Ungor becomes a hero, he may learn Special skills from the EiF Beastmen Warband.

0-1 Minotaur - **200 Gold Crowns to hire**

Alliance: Evil

M	WS	BS	S	T	W	I	A	Ld
6	4	3	4	4	3	4	3	8

Equipment Lists: Weapon: Regiment; Missile: None; Armor: Greater Armor

Additional Equipment: Halberds

SPECIAL RULES

Fear: Minotaurs are huge, bellowing monsters and cause *fear*. See Psychology section for details.

Bloodgreed: If a Minotaur puts all of its enemies out of action in hand-to-hand combat, it becomes *frenzied* on a D6 roll of 4+.

Animal: A Minotaur is far more bestial than its Beastmen brethren and, although it may gain Experience, it may never become a Hero.

Large: A Minotaur is a huge creature and stands out from amongst its smaller brethren. Any model may shoot at a Minotaur, even if it is not the closest target.

SKAVEN SPECIAL TROOPS

0+ Skaven Verminkin – 20 gc each

Alliance: Evil

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

Equipment Lists: Weapon: Vanguard; Missile: Short Range; Armor: Lesser Armor

SPECIAL RULES

Sycophants: A Skaven that gains “That Lad’s Got Talent” may access the same Special Skills as one of his Skaven Champions. (*Ex. If there is a Skaven Plague Monk hero with access to Clan Pestilans skills, any Skaven henchman that becomes a hero may learn Pestilans Special Skills.*)

0+ Skaven Slaves – 10 gc each

Alliance: Evil

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

Equipment Lists: Weapon: None; Missile: None; Armor: None

Additional Equipment: 1 Dagger only- may not wield additional weapons.

SPECIAL RULES

Life is cheap: Skaven slaves are worthless to a warband. Members of a Dog of War warband may shoot into a close combat that only contains enemies and skaven slaves. Randomise hits.

Fragile: The lives of Skaven Slaves are often mercifully short. Skaven slaves that are taken out of action die on a roll of 1-3 instead of the normal 1-2.

Numerous: Skaven Slaves may be used to increase the Clan Skryre's warband numbers up to 20. For example if there are 15 warriors in your warband, you may add up to 5 skaven slaves. You may never have more than 20 members in your warband for any reason.

Experience: Skaven Slaves don't survive long enough to gain experience.

Worthless: A Warlock Engineer doesn't expect much from slaves, and is therefore not unsettled if skaven slaves break or get cut down in battle. In fact, that's what they're there for! When testing to see if a Clan Skryre warband needs to take a Rout test, each skaven slave taken out of action only counts as half a model. Therefore, a band of 5 warriors and 10 skaven slaves (15 models) would only have to take a test if 4 models fell (4 Skaven or 8 skaven slaves, or some combination thereof).

0-5 Skaven Stormvermin – 30 gc each

Alliance: Evil

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

Equipment Lists: Weapon: Vanguard; Missile: Short Range; Armor: Greater Armor

SPECIAL RULES

Halberdier: Gains First Strike with Halberds, as if they were spears.

Sycophants: A Skaven that gains "That Lad's Got Talent" may access the same Special Skills as one of his Skaven Champions. (Ex. If there is a Skaven Plague Monk hero with access to Clan Pestilans skills, any Skaven henchman that becomes a hero may learn Pestilans Special Skills.)

0-5 Skaven Monks – 30 gc each

Alliance: Evil

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

Equipment Lists: Weapon: Vanguard; Missile: None; Armor: Lesser Armor

Additional Weapons: Disease Daggers

SPECIAL RULES

Immune to Psychology: Immune to Psychology

Diseased Tutelage: When a Skaven Monk becomes a Hero, he may learn Special Skills from the Clan Pestilans list.

0-1 RAT OGRE – 210 gc

Alliance: Evil

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

Equipment Lists: None. Suffers no penalties for attacking without weapons.

SPECIAL RULES

Fear: Rat Ogres are so frightening they cause *fear*.

Stupidity: A Rat Ogre is subject to *stupidity* unless a Skaven Hero or a Beastmaster is within 6" of it.

Experience: Rat Ogres do not gain experience.

Large Target: Rat Ogres are Large Targets as defined in the shooting rules.

UNDEAD SPECIAL TROOPS

0+ Zombies – 15 gc each

Alliance: Evil

M	WS	BS	S	T	W	I	A	Ld
4	2	0	3	3	1	1	1	5

Equipment Lists: None. Suffers no penalties for attacking without weapons.

SPECIAL RULES

Undead: As Undead, they cause Fear, are Immune to Psychology, and Immune to Poison.

May not run: Zombies are slow Undead creatures and may not run (but may charge normally).

No Pain: Zombies treat a *stunned* result on the Injury chart as *knocked down*.

No Brain: Zombies never gain experience. They do not learn from their mistakes. What did you expect?

0-5 Ghouls – 40gc each

Alliance: Evil

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

Equipment Lists: None. Suffers no penalties for attacking without weapons.

Special Rules:

Cause Fear

0+ Skeletons – 20 gc each

Alliance: Evil

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

Equipment Lists: Weapon: Regiment; Missile: Bow; Armor: Greater Armor

SPECIAL RULES

Undead: As Undead, they cause Fear, are Immune to Psychology, and Immune to Poison.

May not run: Skeletons are slow Undead creatures and may not run (but may charge normally).

No Pain: Skeletons treat a *stunned* result on the Injury chart as *knocked down*.

No Brain: Skeletons never gain experience. They do not learn from their mistakes. What did you expect?

0-5 Dire wolves - 50 gold crowns to hire

Alliance: Evil

M	WS	BS	S	T	W	I	A	Ld
9	3	0	4	3	1	2	1	4

Equipment Lists: None. Suffers no penalties for attacking without weapons.

SPECIAL RULES

Charge: Dire Wolves are slaving creatures that overpower their opponents when they charge. Dire Wolves fight with 2 attacks instead of 1 during the turn they charge.

Undead: As Undead, they cause Fear, are Immune to Psychology, and Immune to Poison.

May not Run: Dire Wolves are slow to react and may not run (but may charge normally).

Unliving: Dire Wolves do not gain experience. You can't teach an old dog new tricks!

No Pain: Dire Wolves treat a 'stunned' result on the Injury chart as 'knocked down'.

0-1 Abomination - 190 gold crowns to hire

Alliance: Evil

M	WS	BS	S	T	W	I	A	Ld
4	3	0	4	5	3	2	3	5

Equipment Lists: None. Suffers no penalties for attacking without weapons.

Special Rules:

Undead: As Undead, they cause Fear, are Immune to Psychology, and Immune to Poison.

No Pain: Abominations treat Stunned results as Knocked Down.

No Brain: Abominations do not gain experience.

Large Target: Abominations are Large Targets as defined in the shooting rules.

Powered: A Necromancer has placed a shard of wyrdstone in the Abomination to bring it life. Should the Abomination be removed from combat, the model who took it down receives a shard of wyrdstone. A new shard is then needed to re-animate the Abomination.

Spare Parts: Thanks to the dark magics of their lords and the manner of their construction, Abomination ignore rolls of 1&2 on the post battle Injury Table; they cannot be destroyed.

FIMIR & GNOBLARS

FIMIR SPECIAL RULES:

Causes Fear.

No Depth Perception: Whenever a Fimir charges, it may only move 2D6", to a maximum of 8". A Fimir with the skill "Sprint" will charge 2D6", to a maximum of 12".

Fog Born: Fimir are born in mist and fog. They do not suffer any penalties for Mist or Fog (ex. The Lustria scenario "Fog of War.") They actually use the fog to gauge the distance of their opponent better- in any scenario that involves fog, they temporarily lose the rule "No Depth Perception." They suffer rules for Darkness as normal.

Bog Dweller: Fimirs do not suffer penalty for moving through rivers, bogs, and swamp terrain. For bogs, they count as Aquatic. This does NOT apply to Salt Terrain (ex. Such as Ocean terrain in a Sartosa campaign).

Tail Attack: Most Fimirs have a tail that ends in a club or barb, making it an effective weapon. It is difficult to use to use when attacking a warrior from the front, but is deadly against multiple foes. If a Fimir is in combat with two or more standing opponents, he gains an extra Tail Attack – this tail rolls to hit as normal using the Fimir's strength, and does not gain bonuses or penalties for lack of weapons. When gaining this attack, the Fimir must attack at least 2 or models this attack phase. (Ex. A Fimir with two weapons is in combat with 2 orcs. He gains +1 attack from the Tail Attack, but cannot deliver all 3 attacks to one opponent. He must delegate two attacks to one model, and one to a different model- it does not matter which attacks are tail and which are hand weapon.)

Proxy: The Blood Moon miniatures "Bog Raiders" look almost exactly like Fimirs.

Conversions: Use a Saurus or Orc body. Use a Saurus head as a base, using greenstuff to mold a single eye.

Base: 25 mm.

Max Stats	M	WS	BS	S	T	W	I	A	Ld
Fimir	4	7	4	5	5	3	5	4*	8

Note: We have based these Fimirs on the smaller, "correct" size from HeroQuest. If you own a Larger, 40mm based Fimir, you can still use it- instead, we recommend you use it as a proxy model for a Large model, such as an Ogre, Minotaur, or Kroxigor.

0-5 Fimir Shearl Slaves - 35 gc

Alliance: Evil

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

Equipment Lists: None!

Additional Equipment: A Shearl Slave may be only be armed with ONE hand weapon, chosen from the following: a dagger, a club, or a spear. As he starts with a free dagger, if he gains a second weapon, his dagger is discarded.

Special Rules:

Fimir: Cause Fear, Bog Dweller, No Depth Perception. See Fimir rules for details.

Lowest Caste: Shearl Slaves are so downtrodden that they do not gain experience.

Straight Tails: Unlike other Fimir, Shearls have straight tails. They do NOT get an extra attack from Tail attack rule.

0-3 Fimm Warriors 45 gc

Alliance: Evil

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

Equipment Lists: **Weapon:** Regiment & Brute; **Missile:** None; **Armor:** Lesser Armor

SPECIAL RULES

Additional Equipment: Javelins

Special Rules:

Fimir: Cause Fear, Bog Dweller, No Depth Perception. See Fimir rules for details.

Tail Attack: Fimm Warriors gain a special Tail Attack. See the Fimir rules for details.

GNOBLAR SPECIAL RULES:

Gnoblar Special Rules: Count as Greenskins

Small hands: May never use Long bows, Elf Bows, Handguns, Long Rifles or Blunderbusses.

Sharp Stuff: Come armed with Sharp Stuff for free. This may never be sold (much like the free dagger.) See the

Equipment section for rules).

Bicker: At the start of every turn, roll 1D6 for each Gnoblar henchman that is not in combat. On a roll of 1, the Gnoblar does nothing this turn but argue, and may not move or shoot. If he becomes a hero, he loses the rule "Bicker."

0+ BOGLARS – 15gc

Alliance: Evil

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

Boglar Equipment Lists: Weapon: Regiment; Missile: None; Armor: Lesser Armor

Additional Equipment: Sharp Stuff, Sharp Bows, Javelin, Blowpipe

Boglar Special Rules:

Gnoblar: See rules above.

Swamp Dweller: Boglars are Aquatic and ignore all penalties for water or swamp terrain.

Completely Insignificant: Most people don't expect much from Boglars, and are therefore not unsettled if Boglars or Cave Squigs break or get cut down in battle. In fact, they expect as much from these weaklings! Therefore, when testing to see if your warband needs to take a Rout test, each Boglar Warrior taken *out of action* only counts as half a model. Therefore, a band of 5 Orcs and 10 Boglars (15 models) would only have to take a test if 4 models fell (4 Orcs or 8 Boglars, or some combination thereof).

Knows His Place: Boglars know better than to talk out of place in front of most races. If you don't have any Gnoblar Champions in your warband, if a Boglar happens to roll 'That Lad's got talent', he will immediately reroll the advancement until he gets a different advancement.

Swamp Tutelage: If a boglar becomes a hero, he may also learn the Skink Skills "Infiltrate" and "Great Hunter" from the Lizardman warband list.

0+ GNOBLAR FLINGERS – 15 gc

Alliance: Evil

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

Gnoblar Equipment Lists: Weapon: Regiment; Missile: Short Range; Armor: Lesser Armor

Additional Equipment: Sharp Stuff

Gnoblar Special Rules:

Gnoblar: See rules above.

Insignificant: Most people don't expect much from Gnoblars, and are therefore not unsettled if Gnoblars break or get cut down in battle. In fact, they expect as much from these weaklings! Therefore, when testing to see if your warband needs to take a Rout test, each Gnoblar Warrior taken *out of action* only counts as half a model. Therefore, a band of 5 Orcs and 10 Gnoblars (15 models) would only have to take a test if 4 models fell (4 Orcs or 8 Gnoblars, or some combination thereof).

Knows His Place: Gnoblars know better than to talk out of place in front of most races. If you don't have any Gnoblar Champions in your warband, if a Gnoblar happens to roll 'That Lad's got talent', he will immediately reroll the advancement until he gets a different advancement.

Numerous: Gnoblars may be used to increase the Dog of War's warband numbers up to 20. For example if there are 15 Gnoblars in your warband, you may add up to 5 Gnoblars. You may never have more than 20 members in your warband for any reason.

ANIMAL SPECIAL TROOPS

0+ SMALL ANIMALS – 15 gc each

Alliance: Neutral

M	WS	BS	S	T	W	I	A	Ld
6	2	0	3	3	1	4	1	4

Equipment Lists: None. Suffers no penalties for attacking without weapons.

Special Rules:

Insignificant: Small Animals that have been taken out of action only count as ½ a model when calculating casualties for Rout Tests.

Animals: As animals, they do not gain experience.

Knack: Depending on the type of small animal, they may have an additional use. When you choose Small Animals as a Specialty Troop, choose ONE Knack from the following.

Climbing: The animals may attempt to climb obstacles they encounter. They are so skilled at climbing, in fact, that they may reroll any failed climbing test, accepting the second result.

Clever: May open unlocked doors. May also learn Experience: if it gains 5 Experience, it may roll on the Henchmen Advancement roll, rerolling any results of That Lad's Got Talent. Will not learn more than 5 Experience, and gains no advancement at 2 Experience. May never become a hero.

Cold-Blooded: Rolls 3D6 for Leadership, and takes the lowest two dice.

Venomous: Gains +1 on all rolls to Wound (effectively S4). This has no effect on Armor Saves. Against models that are Immune to Poison, the Small Animals count as S1.

Intrusive: If a hero has the skill Infiltrate, you may deploy the Small Animal within 3" of him at the start of the game, following the rules for Infiltrate. Only 3 Small Animals may be Infiltrated in this way per Infiltrating hero.

Biting: All attacks from a Small Animal receive a -1 to Armor Save.

Numerous: Small animals may be used to increase the Dog of War's warband numbers up to 20. For example if there are 15 Small animals in your warband, you may add up to 5 small animals. You may never have more than 20 members in your warband for any reason.

Flitting: The animal is winged. It may fly 9" each turn in any direction (including vertical), ignoring terrain. However, it may never hide, and this movement is not doubled when running or charging.

Pouncing: Gains an additional attack during any turn that it charged.

Expendable: Small Animals taken out of action do not count at ALL as casualties when taking rout tests.

0-5 FAST ANIMALS – 15 gc each

Alliance: Neutral

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

Equipment Lists: None. Suffers no penalties for attacking without weapons.

Special Rules:

Animals: As animals, they do not gain experience.

0-5 HEAVY ANIMALS – 20 gc each

Alliance: Neutral

M	WS	BS	S	T	W	I	A	Ld
6	4	0	4	3	1	4	1	5

Equipment Lists: None. Suffers no penalties for attacking without weapons.

Special Rules:

Animals: As animals, they do not gain experience.

0-1 LARGE ANIMALS – 145 gc each

Alliance: Neutral

M	WS	BS	S	T	W	I	A	Ld
6	3	0	5	5	2	2	2	6

Equipment Lists: None. Suffers no penalties for attacking without weapons.

SPECIAL RULES

Trained: A Large Animal doesn't care about the warband's mission or enmity for other warbands – it's just following the orders of its trainer. Sometimes it gets bored waiting for orders; for this reason Large Animals are subject to the rules for *Stupidity*. If given 'special attention' by its trainer, it will mind a bit better, so a Large Animal is not required to take these Stupidity tests if the warband's Beastmaster is within 6". In fact this is the only member of the warband the Large Animal will listen to; a Large Animal will never use the warband leader's Leadership for any tests it is required to take. It may use the Beastmaster's leadership if within 6" of him however. Note that the warband cannot control the Large Animal without a Beastmaster. The Trained

Large Animal may not be used in any game in which the warband's Beastmaster does not take part (and this means that if the warband does not include a Beastmaster at all, the warband must keep the Large Animal staked back at camp until they hire a new one!).

Fearsome: A Large Animal is a very scary sight indeed! A Large Animal causes *Fear*.

Animal: Large Animals are (obviously) animals and do not gain experience.

Large: A Large Animal is (understandably) Large. It can be easily shot and adds +20 to your warband rating instead of the normal +5.

MAGICAL SPECIAL TROOPS

0+ Familiars – 15gc

Alliance: Same as Champion

M	WS	BS	S	T	W	I	A	Ld
4	3	0	3	2	1	3	1	10

Equipment Lists: None. Suffers no penalties for attacking without weapons.

Special Rules:

Animals: As animals, they do not gain experience.

SPECIAL RULES

Distracting: Familiars are skilled at being annoying and crass. A Familiar's close combat opponent suffers a -1 to hit modifier on all attacks.

Swarm: You may summon as many Familiars as you wish (ie. you may have more than five Familiars in a Henchman group).

Unnatural: Familiars are ethereal beings and are not made of living flesh but the eternal and unchanging forces of Magic. Therefore they never gain Experience.

Immune to Psychology: Familiars are Magical and do not know the concept of fear. They automatically pass any Leadership-based test they are required to take.

Immune to Poison: Familiars are totally immune to all poisons and diseases.

Magical Aura: Due to the magical, intangible nature of Familiars they have a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells.

Familiars' attacks are also considered as magical.

Magical Instability: Familiars are bound to the world by Sorcery that is highly volatile and unstable. If taken out of action a Familiar is banished and effectively destroyed on a D6 roll of 1-3 (do not roll for injury). In addition, if the warband routs then every Familiar in the warband must take an immediate Leadership test. If this test is failed, then Familiar counts as destroyed.

0-5 Golems - 25 gc each

Alliance: Same as Champion

M	WS	BS	S	T	W	I	A	Ld
4	2	0	3	4	1	1	1	5

Equipment Lists: None. Suffers no penalties for attacking without weapons.

SPECIAL RULES

May not run: Golems are slow Undead creatures and may not run (but may charge normally).

No Pain: Golems treat a *stunned* result on the Injury chart as *knocked down*.

No Brain: Golems never gain experience. They do not learn from their mistakes. What did you expect?

Origin: Depending on the Champion that the Golems are linked too, they have an additional bonus.

Spellcasters with Necromantic spells may choose "Magical" or "Undead."

Clockwork Golems: (From Engineers) If a Clockwork Golem is a sturdy machine. If taken out of action, they only die on a Serious Injury roll of 1 instead of a roll of 1-2.

Flesh Golems (from Undead Champions): Undead Golems cause Fear. Golems count as "Zombies", and may be affected by any necromantic spell that affects Zombies.

Magical Golems (from Casters): Gain a special Armour save of 5+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Golem attacks are also considered as magical.

0-1 Elemental – 240 gc

Alliance: As Champion

Speciality: Depending on the type of Champion, the Elemental will start with a Specialty: Air, Earth, Fire, Water, Wood, Fen, Lava, Frost

M	WS	BS	S	T	W	I	A	Ld
6	3	0	5	5	4	2	3	10

Equipment Lists: None. Suffers no penalties for attacking without weapons.

SPECIAL RULES

Experience: Elementals do not gain experience.

Large Target: Elementals are Large Targets as defined in the shooting rules.

Fear: Elementals are horrifying creatures and cause *Fear*.

Immune to Psychology: Elementals are not affected by psychology and never leave combat.

Immune to Poison: Elementals do not suffer poison (with the exception of the Wood elemental.)

Channeled Strength: If the caster that summoned the Elemental is still on the board, the Elemental treats all results of of his own results of Stunned as Knocked Down. If the summoning caster is NOT on the board, the Elemental treats all of his results of Stunned as “Out of Action.”

Magical Link: Elementals are summoned by a caster. If the caster misses the game, the Elemental cannot be fielded this game. If your caster has died, you must purchase a replacement caster who is also able to pick the Elemental of the same specialty as one of his Special Troops, otherwise the Elemental will sit the game out.

Degradation: Also during each of your recovery phases, roll 1D6: on a roll of 1, the Elemental loses 1 wound. A caster with an item that lets them reroll (such as Rabbit’s Foot) may use their reroll to reroll this result. If this reduces the elemental to less than 1 wound, roll for Injury as normal. The elemental rolls for Degradation AFTER recovery, and thus may be injured the turn it would otherwise recover

Resummon: Anytime the Elemental is taken out of action, you must pay 1D3 x 10 gold to revive it. If not, it cannot be used in any game until the fee has been paid. Luckily, the Elemental does not die, and does not roll for Serious Injury. If you do not have a caster hero in the warband, you cannot attempt to resummon the Elemental.

Specialty: Depending on the type of Elemental, they receive an additional bonus.

Air: Immune to Fog and Mist penalties. Also, may Fly 12” each turn, ignoring terrain – this is not doubled by running or charging. All fire attacks deal double wounds.

Earth: Has the skill Resilient. Ignores difficulty for Rock terrain. All water attacks deal double wounds.

Fire: If it successfully deals damage to a model, it catches fire on 5+ (see “Let the Damned Burn” special rules.) Immune to fire attacks (flaming brazier, flame spells). All water attacks deal double damage, and may not move through water terrain.

Water: Any water terrain within 6” of the Water Elemental can be controlled. During your Shooting Phase, any water terrain piece within 6” can be upgraded or downgraded one difficulty level (ex. Open terrain to difficult terrain, difficult to very difficult, very difficult to impassible). You may change any number of terrain pieces within range any number of times, but only one degree up or down each shooting phase. Likewise, rivers can change speeds from slow moving to fast moving and vice versa. Water elementals ignore ALL penalties for moving through water. Ice and wood attacks deal double.

Wood Elemental: A Wood Elemental is enshrouded with thorns. Any enemy model in base contact with Wood Elemental suffers a S1 at the beginning of each Combat phase. This attack cannot be parried. A Wood elemental ignores all penalties for moving or seeing through wooded terrain. Fire and ice attacks deal double damage.

Fen: The putrid monster smells foul and is blanketed in a swarm of insects. ALL models in base contact with a Fen monster suffers -1 to hit, whether in combat, shooting, spells, etc. Fimirs and any model that is immune to poison ignores this effect. Suffers no penalties for bog or swamp terrain.

Lava: All attacks from a Lava elemental ignore all armor, except for magical saves. The Lava monster ignores all non-magical fire attacks. Ignores lava or fire terrain. Suffers double damage from water or air attacks.

Frost: Whenever a model successfully deals a blow against the Frost Elemental in hand-to-hand combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood. Frost Elementals do not suffer negative effects for cold weather, and no penalty for moving over ice. Suffers double damage from fire attacks.