

Tilean Warband

From the Alcatani Fellowship to the Venators of Volland, the Tileans have scoured the Warhammer world for centuries in search of riches. Hiring themselves out for any job that will bring a gold ducat and doesn't offend their handful of morals, the Tilean adventurer seeks fame, fortune and to satisfy his lust for battle.

The land of Tilea is home to some of the most wealthy and aloof people in the Old World. A land that is divided by its own competition of trade and separated by personal feuds and warring city-states. It is civic pride and a desire Tilean. To this end, the Tileans have become proficient sailors and explorers. They set sail for all ports in the Old World and drop anchor off the shores of far distant lands in search of gold and precious artifacts that can often bring a hefty price in any market of the world.

Marco Columbo discovered Lustria in 1492, and since that time many great explorers and merchants have travelled to Lustria to seek their fortunes. In Lustria – Cities of Gold, the Tileans have made their claim to the New World. They seek the treasures of the ruined Lizardmen cities.

A Tilean warband is unlike any other warband that is present in Lustria. A player can theme a Tilean war band to suit the needs of his campaign.

Tilean warbands are often hired to explore the steamy jungles either by their patron city-state or by wealthy merchants or guilds. There are many city-states in Tilea to base a warband's history on although only the most prominent three will be dealt with here. You can create a pirate warband hailing from Sartosa or a warband of acolytes of the patron god Lucan from Luccini if you so desire. Whatever warband suites your fancy you'll find that the land of Tilea is rich with history to base it upon. You'll also find a Tilean warband to be structured much like the mercenary warbands of Mordheim but there are subtle differences that reflect the rich Tilean history.

Due to the historical nature of the Tilean rules a conversion chart will be published in the future to convert your Tilean warband for exploring the ruins of Mordheim.

Special Rules

MIRAGLEANS

The Miragleans are deadly accurate with the city's official weapon, the crossbow. Therefore Miraglean Heroes have a +1 to hit when using crossbows only. Marksmen get a +1 to hit with any missile weapon they use (this is included in

the marksmen's profile). All Mirageleans have a deep-seated hatred toward Skaven. This dates back to the red pox outbreak of 1812 when three quarters of the population of the city perished. When fighting Skaven a Miragelean warband will be affected by the rules for Hatred towards them. Hired swords are not affected by the Hatred rule.

REMASENS

In 1487 a fleet of Dark Elf warships invaded the coastal city of Remas and ever since the people of that city have a deep dislike of the Druchii. A warband they encounter. To represent this, the Remasen player is allowed to re-roll any rout test one time and must abide by the second roll. This only applies when fighting Dark Elves. Remasen officers are steadfast individuals whose years of training have afforded them excellent leadership. The leadership value of a Remasen captain, champion and young blood are always one point higher regardless of whom they are fighting.

TRANTIOS

A warband hailing from Trantio will be the best-equipped and most experienced human warband in Lustria. To represent this a Trantio war band will always start a one-off match with an extra 100 gc and in a Lustrian campaign they will start with an extra 20% gc added to their total.

Choice of Warriors

Your warband must include a minimum of 3 models to a maximum of 15 models. You have 500 points to assemble your warband with. The maximum characteristics for each type will be the same as any Mordheim mercenary war band.

Heroes

Captain: Each Tilean Warband must have one Captain to lead it – no more, no less.

Champion: Your Warband may include up to two Champions.

Youngbloods: Your Warband may include up to two Youngbloods.

Henchmen

Warriors: Your Warband may include any number of Warriors.

Duellists: Your Warband may include up to five Duellists.

Marksmen: Your Warband may include up to seven Marksmen.

Starting Experience

A Captain starts with 20 experience.

Champions start with 8 experience.

Youngbloods start with 0 experience.

Henchmen start with 0 experience.

Hired Swords

A Tilean warband can use any Hired Sword available to the Mercenary warbands in the Mordheim rulebook including the following:

Shadow Warrior (Town Cryer 13).

Big Game Hunter (Town Cryer 13).

Expert Marksman (The Best of Town Cryer as the "Tilean Marksmen").

Unless noted otherwise, Hired Swords cannot benefit from individual city-state rules given to each warband.

Special Equipment

Pike (12 gcs Rare 7)

The Pike is a special weapon in Lustria – Cities of Gold. It is somewhat longer than a spear and is weighted so that it can be wielded efficiently between the trees and underbrush that is so common in the jungle.

A model wielding a pike can strike first in the first round of combat even when charged by a model wielding a spear. After the initial round of combat resolve strikes in Initiative order. The model can change to normal hand-to-hand weapons after the initial round.

Due to its considerable length, a model that has a pike can attack another model from up to 3" away without being a part of a hand-to-hand melee.

Pikes have to be used with both hands therefore only 1 attack is allowed. The model also cannot take advantage of a shield or buckler while using a pike.

Only man-sized or larger creatures can use pikes. Skaven, Skinks, Halflings, etc, cannot.

Tilean Skill Tables

Miragleans

	Combat	Shooting	Academic	Strength	Speed
Captain	×	×	×	×	×
Champion	×	×			×
Youngblood	×	×		×	

Remasens

	Combat	Shooting	Academic	Strength	Speed
Captain	×	×	×	×	×
Champion	×		×	×	
Youngblood	×		×		×

Trantios

	Combat	Shooting	Academic	Strength	Speed
Captain	×	×	×	×	×
Champion	×	×			
Youngblood					

Tilean Equipment List

Hero Equipment List

Henchmen Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Hammer	3 gc
Spear	10 gc
Sword	10 gc
Double-Handed Weapon	15 gc
Morning Star	15 gc
Rapier (Town Cryer 7)	15 gc

Missile Weapons

Pistol (30 for a brace)	15 gc
Duelling Pistol (50 for a brace)	25 gc
Bow	10 gc
Crossbow	25 gc

Armour

Helmet	10 gc
Light Armour	20 gc
Shield	5 gc
Buckler	5 gc

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	5 gc
Mace	3 gc
Sword	10 gc

Missile Weapons

Pistol (30 for a brace)	15 gc
Duelling Pistol (50 for a brace)	25 gc
Long Bow	15 gc
Crossbow	25 gc
Handgun	35 gc
Hunting Rifle	200 gc

Armour

Helmet	10 gc
Light Armour	20 gc

Heroes

1 Captain

60 Gold Crown to hire

A Tilean Captain is a tough professional soldier and has more often than not fought for years in the regular inter city-state conflicts of his homeland. These men are used to the carnage and suffering of the battlefield and seek to claim riches in the new world.

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

Weapons/Armour: The Captain can be armed with weapons and armour chosen from the Tilean Equipment list.

SPECIAL RULES

Leader: Any model in the Warband within 6" of the Captain may use his Leadership instead of their own.

0-2 Champions

35 Gold Crowns to hire

Champions are often the trusted sergeants of the warband captain and are entrusted with ensuring the iron-hard discipline necessary to keep a warband together in a foreign land.

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

Weapons/Armour: Champions can be armed with weapons chosen from the Tilean Equipment list.

0-2 Youngbloods

15 Gold Crowns to hire

These are young fighters who are still inexperienced but eager for the untold riches that Lustria has to offer.

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

Weapons/Armour: Youngbloods may be equipped with weapons and armour from the Tilean Equipment list.

Henchmen

(may be bought in groups of 1-5 models)

Warriors

25 Gold Crowns to hire

These are the grim, veteran soldiers that usually make up the mercenary armies of the warring Dukes of the Tilean City States.

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

Weapons/Armour: Warriors can be armed with weapons and armour chosen from the Tilean Equipment list.

0-5 Duellists

35 Gold Crowns to hire

Tilea is famous for its many vendettas from the rich noble houses down to even the poorest families. The notorious cloak and dagger duellists of the darkened alleys of Tilea find their way to the remotest parts of the world selling the unique killing abilities to the mercenary companies.

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

Weapons/Armour: Duellists can be armed with weapons and armour chosen from the Tilean Equipment list.

SPECIAL RULES

Cloak & Dagger: Duellists are adept at fighting using their billowing cloaks to swirl at an enemy distracting him and warding off blows. The Duellist counts as using a shield in close combat.

0-7 Marksmen

25 Gold Crowns to hire

Tileans are renowned as experts with the crossbow and these soldiers are the missile backbone of the warband. In a savage and merciless world it pays well to be able to despatch your foe from a distance.

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

Weapons/Armour: Marksmen can be armed with weapons and armour chosen from the Marksmen Equipment list.