

THE IX AGE

FANTASY BATTLES



Grand Companies of the Mercenary States

Army Book (Core Rules)

2nd Edition, version 2021 beta 2 – April 1, 2021

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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: the-ninth-age.com. Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: the-ninth-age.com/license.html. Edited with \LaTeX .

Army Specific Rules

A Nation of Cities

A Character with a City-State affiliation cannot join a unit that contains one or more models with a different City-State than the Character. Ignore this rule if your General is a Merchant Prince.

Ancient Rivalry

Army cannot include units from the Hobgoblin or Orc Races if Dwarfs are present.

City-State Allegiances

Some unit entries in this Army Book include City-State Allegiances, followed by the name of a City-State in brackets. If the army includes at least one Character matching the City-State written in brackets in a unit entry, and the unit contains a champion, the unit gains access and affiliation to the associated City-State options.

Hard to Hire

There may never be more characters with the Distrust rule in the army list than there are characters without it.

More Money for Us

Units ignore the Discipline penalty for units that are at 25% or less of its starting Health Points when performing a Rally Test, if the model with Keeper of Coin is on the Battlefield.

Race

Unit profiles contain the additional Characteristic Race, shortened Rac, this is the Race type of the unit.

Army Model Rules

Universal Rules

Distrust

The model gains **Not a Leader**. Unless specifically stated otherwise, Characters cannot join a unit with models that have a Race other than Human or their own Race. Only units made up entirely of models of the Character's Race may use the Character's Discipline. If the Character is in a unit that includes any models not of their own Race, use the next Discipline available for the unit when taking Discipline Tests.

Independent

Characters may never join units containing models with this rule, unless specifically stated otherwise.

Irregulars

The model gains **Hard Target (1)**, **Light Troops**, **Skirmisher**, and loses Scoring (if it has it).

Keeper of Coin

One of a Kind. A Mercenary States Army **must** include a single model with this Universal Rule. The model counts as Battle Standard Bearer. At the end of any phase in which the Keeper of Coin is removed as a casualty or when the Keeper of Coin Breaks from Combat, all friendly units within range of the model's "Rally Around the Flag" **must** immediately take a special Panic test at -1 Discipline that cannot benefit from Commanding Presence in place of the normal test when a friendly unit is destroyed. If a unit fails this test it becomes **Disorganized** and it cannot

perform any voluntary actions. Units that are **Disorganized** will automatically Flee as Charge Reaction and **must** take a Discipline test at Movement Phase Step 2 until it is passed. Any unit rolling double '6' for this Discipline test will immediately Flee towards the nearest table edge. They may be rallied as normal in the following turns. Units in Close Combat, Fleeing or Fearless do not have to test.

Veteran

Veteran units are a 0–3 Choice in Mercenary States armies. Some unit profiles contain characteristic profile entries in [**brackets**], the model's characteristics are **set** to these values when the veteran option is chosen, other units are Veteran by default. For +25 pts, the Champion gains +1 Health Point to a maximum of 3, +1 Agility, +1 Offensive Skill, +1 Defensive Skill, in addition to the normal Attack Value increase associated with being a Champion. Model parts with Harnessed are not affected.

Armoury

Brace of Pistols – Shooting Weapon

Range 12", Shots 2, Str 4, AP 2, **Quick to Fire**. Counts as Paired Weapons in close combat.

Javelin – Shooting Weapon

Range 12", Shots 1, Str as user, AP as user, **Quick to Fire**

Light Crossbow – Shooting Weapon

Range 18", Shots 1, Str 4, AP 0, **Quick to Fire**

Pavise – Armour Equipment

The model gains +3 Armour against Ranged Attacks.

Special Items

Weapon Enchantments

Eastern Dragonsteel 65 pts
Enchantment: Hand Weapon.
The wielder gains +1 Offensive Skill, **Lightning Reflexes**, **Magical Attacks**, and **Parry** while using it.

Domingo's Arbalest 45 pts
Models on foot only.
Enchantment: Crossbow.
Range 36", Shots 1, Str 5, AP 2, **Accurate**, **Move or Fire**, **Multiple Wounds (D3)**.

Gilded Blade of Antinous 45 pts
Enchantment: Close Combat Weapon.
This weapon has **Impact Hits (D3)** at +1 Strength when the wielder's unit is charged in its Front Facing. Attacks made with this weapon have **Battle Focus**.

Armour Enchantments

Jovian's Golden Protection 70 pts
Cannot be taken by models with Towering Presence.
Enchantment: Heavy Armour and Plate Armour.
Attacks against the wearer with **Lethal Strike** lose that Attack Attribute and when wearer suffers a wound from an attack with **Multiple Wounds (X)**, reduce X by half, rounding fractions up. The wearer's model Melee Attacks are at -2 Agility.

Glittering Dragonscales 35 pts
Standard Height models only.
Enchantment: Shield.
The wearer gains **Distracting**.

Banner Enchantments

Standard of Honorius 70 pts
Cannot be taken by units that count towards Core.
The bearer's unit **must** reroll all natural to-hit rolls of '1' with its Close Combat Attacks.

Banner of Leopold 50 pts
The bearer's unit gains **Fearless**.

Paychest of Severinus 50 pts
Enchantment: Paychest.
Units that use this model's **Rally Around the Flag** for Break tests are subject to Minimised Roll.

Artefacts

Prism of Ibn al-Haytham 55 pts
Dominant.
On a roll of 4+ during Siphon the Veil, the bearer may convert Veil Tokens into Magic Dice for a cost of 2:1 (instead of 3:1). Then at the end of the Siphon the Veil subphase, all Veil Tokens that have not been converted into Magic Dice are discarded.

Guido's Lucky Coin 10 pts
One use only. Choose to use this item before a to-hit, to-wound, discipline tests, or saves rolls are performed by the model, remove one dice and on a 1-3 that dice is counted as having rolled a '1' and on a 4-6 that roll is counted as a '6'. If this results in the dice roll being successful then this item may be used again.

City-States

Regillum

75 pts

The model gains **Accurate** and ignores penalty for cover of any type when shooting. If this model is your General, any unit while joined by this model ignores Soft Cover and treats Hard Cover as Soft when using Crossbows.

City-State Allegiances: **Crossbowmen** and **Dismounted Stradiots**

Vercelli

65 pts

General only.

You **must** take at least one *Non-Human Characters* in your army list when choosing this City-State. The points value of one non-Character unit of the same Race as one of your Non-Human Characters **may** be counted as Core, except Veteran Ogres. Additionally, one Non-Human Character may take Consigliere. In that case, no units other than Human and the Consigliere's Race may be included in the army.

—Additional Options—

Consigliere (Non-Human Characters)

pts-

50

Consigliere: Universal Rule.

The model gains **Keeper of Coin** rule. Non-Character units of the same Race gain **Bodyguard (Keeper of Coin)**.

Cales

60 pts

Any unit joined by this model gains **Fight in Extra Rank**. If this model is your General the army may contain only Humans and no other Races, additionally any upgrades taken by units of Pikemen or Sellswords counts toward Core instead of Best Money Can Buy or Legendary Curiosities & Armoury (when applicable).

Ostia

60 pts

The model gains +2 Offensive Skill, +1 Defensive Skill, **Fearless** and may reroll all failed to-hit rolls in the Melee Phase. If this model is your General, any unit while joined by this model are immune to the effects of Fear and the unit automatically passes Panic Tests caused by Terror, when the enemy model causing it is located in the front arc.

Asti

50 pts

General only. Cannot be taken by models with Towering Presence.

The model's **Commanding Presence** range is increased by 6".

Cyrno

50 pts

Standard Height models only.

The model gains **Engineer** (3+).

—Additional Options—

One choice only:

Repeater Pistol (4+)

Long Rifle (3+)

Repeater Gun (4+)

12

15

15

Long Rifle: Shooting Weapon.

Range 48", Shots 1, Str 5, AP 3, **Multiple Wounds (2, against Standard)**, **Unwieldy**

Repeater Gun: Shooting Weapon.

Range 24", Shots 3, Str 4, AP 2, **Unwieldy**

Repeater Pistol: Shooting Weapon.

Range 12", Shots 3, Str 4, AP 2, **Quick to Fire**. If the model is also equipped with a Pistol or a Brace of Pistols, this weapon gains Shots 4.

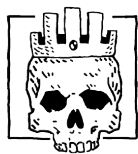
Falerii

50 pts

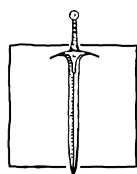
The model's unit may reroll failed Discipline Tests to March or Redirect Charges. If the model is on foot, whenever its unit is successfully charged, the model's unit may choose to perform a Combat Reform and lose Stubborn (if it has it) for the duration of the Player Turn. This Combat Reform is performed after all charges against the model's unit have been resolved, and follows the normal rules for Combat Reforms.

City-State Allegiances: **Pikemen**

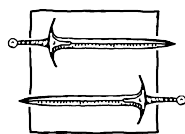
Army Organisation



Characters
Max. 35%



Core
Min. 25%



Special
No limit



Best Money Can Buy
Max. 25%



**Legendary
Curiosities &
Armoury**
Max. 25%

Characters (Max. 35%)



Commander
155 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (£\$¥) counts towards Best Money Can Buy. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Rac	Model Rules
	4"	8"	9	Hm	Veteran Campaigner
Defensive	HP	Def	Res	Arm	
	3	5	4	0	Plate Armour
Offensive	Att	Off	Str	AP	Agi
Commander	4	6	4	1	5

— Model Rules —

Veteran Campaigner: Universal Rule.
If the General has this rule, the limit on Veteran units is increased by 1.

— Options —

Special Items	up to 200
May take a City-State Allegiance	no limit
Shield	10
One choice only:	
Pistol (3+)	5
Brace of Pistols (3+)	10
Crossbow (2+)	10
One choice only:	
Great Weapon	5
Halberd	5
Lance	5
Paired Weapons	5

— Mount Options —

Horse	55
Pegasus	65
Mountain Roc (£\$¥)	180
War Elephant (£\$¥)	340



Captain

110 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rac	Model Rules			
	4"	8"	8	Hm				
Defensive	HP	Def	Res	Arm				
	3	5	4	0	Plate Armour			
Offensive	Att	Off	Str	AP	Agi			
Captain	3	5	4	1	4			
— Options —			pts—		— Mount Options —		pts—	
Special Items				up to 100	Horse	55		
May take a City-State Allegiance Shield				no limit	Pegasus	70		
One choice only:				5				
Pistol (3+)	5	Crossbow (3+)	10					
Brace of Pistols (3+)	10							
One choice only:				5				
Great Weapon	5	Lance	5					
Halberd	5	Paired Weapons	5					



Merchant Prince

160 pts

single model

One of a Kind

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (£\$¥) counts towards Best Money Can Buy. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Rac	Model Rules			
	4"	8"	8	Hm	Deep Pockets			
Defensive	HP	Def	Res	Arm				
	3	4	4	0	Plate Armour			
Offensive	Att	Off	Str	AP	Agi			
Merchant Prince	3	4	4	1	4			
— Model Rules —			pts—		— Mount Options —		pts—	
Deep Pockets: Universal Rule.					Horse	55		
If the General has this rule, the limit on Best Money Can Buy Category is increased by 15%.					Pegasus	65		
					War Elephant (£\$¥) (General only)	310		
— Options —			pts—					
Special Items				up to 250				
Keeper of Coin*				free				
Shield				5				
One choice only:				5				
Pistol (3+)	5	Crossbow (3+)	10					
Brace of Pistols (3+)	10							
One choice only:				5				
Great Weapon	5	Lance	5					
Halberd	5	Paired Weapons	5					

*If model is on foot, Army may include a *Paycart*.



Quartermaster

110 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rac	Model Rules						
	4"	8"	8	Hm	Keeper of Coin						
Defensive	HP	Def	Res	Arm							
	2	4	4	0	Heavy Armour						
Offensive	Att	Off	Str	AP	Agi						
Quartermaster	3	4	4	1	4						
Options			pts-			Mount Options			pts-		
Special Items				up to 100			Horse	55			
Plate Armour				15			Paychest & Bodyguard	85			
Shield				5							
One choice only:											
Pistol (3+)	8	Crossbow (3+)		10							
One choice only:											
Great Weapon	5	Lance		5							
Halberd	5	Paired Weapons		5							



Guild Assassin

140 pts

single model

0–2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rac	Model Rules	
	4"	8"	8	Hm	Master Duelist, Not a Leader, Professional Courtesy, Strike from the Shadows	
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Aegis (5+, against Melee Attacks)	
Offensive	Att	Off	Str	AP	Agi	
Guild Assassin	3	7	4	2	6	Multiple Wounds (2, against Characters)

Model Rules

Master Duelist: Universal Rule.

The model may perform Make Way moves even when it is in base contact with an enemy model.

Professional Courtesy: Universal Rule.

The model cannot join units that contain another model from the same unit entry.

Strike from the Shadows: Universal Rule.

The model cannot be deployed during the Deployment Phase. Instead, at the start of any Player Turn, the owner may choose an unengaged friendly Standard Infantry unit that is not Fleeing and apply the following rules:

- Remove a non-Champion R&F model from the chosen unit and deploy the model inside that unit.
- You cannot remove the last R&F model from a unit, and removing the model never causes a Panic Test.
- The model cannot voluntarily leave its unit during the Player Turn in which it was deployed.
- If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game.

Options			pts-			Options			pts-		
Special Items				up to 100			One choice only:				
Poison Attacks				20			Throwing Weapons (1+)	8			
							Light Crossbow (2+)	10			
							Pistol (3+)	10			
							Paired Weapons	10			



Guild Wizard

145 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



Units with an upgrade marked with [LCA] also count towards Legendary Curiosities & Armoury. You may not include a model with Emissary of Shadow when a model with Oracle of Light is present.

Global	Adv	Mar	Dis	Rac	Model Rules
	4"	8"	7	Hm	Wizard Apprentice
Defensive	HP	Def	Res	Arm	
	3	3	3	0	
Offensive	Att	Off	Str	AP	Agi
Guild Wizard	1	3	3	0	3

— Magic Options — pts —

One choice only:

Wizard Adept	75
Wizard Master	225
Oracle of Light (One of a Kind) [LCA]	105
Emissary of Shadow (One of a Kind) [LCA]	115
Priestess of the Old-World (OoaK) [LCA]	125



Alchemy



Divination



Pyromancy



Thaumaturgy

— Options — pts —

Special Items	up to 100
If Wizard Master	up to 200

May take a **City-State Allegiance** (General only) no limit

Light Armour	5
Pistol (4+)	8

— Mount Options — pts —

Horse	10
Horned Raptor (Priestess of the Old-World only)	35
Pegasus (Wizard Master only)	60

— Optional Model Rules —

Beast Axe: Close Combat Weapon.

Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and **always** strike at Initiative Step 0. The wielder gains +2 Defensive Skill unless wielding another weapon. This weapon cannot be enchanted with Weapon Enchantment from the List of Common Special Items.

Emissary of Shadow: Universal Rule.

The model's Attack Value is **set** to 3, and must select spells from **Occultism** or **Witchcraft** (instead of the Paths normally available to it). The model gains **Mystic Mastery, Not a Leader, Wizard Adept, Beast Axe**, and may not take a mount.

Mystic Mastery: Universal Rule.

The model can select its spells from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path. This overrides the normal Spell Selection rules connected to being a Wizard Adept. If this model is on the Battlefield, all dispelling attempts of non-bound spells from this model's chosen path cast by enemy models gain a +1 Dispelling Modifier.

Oracle of Light: Universal Rule.

The model's Attack Value is **set** to 2, and must select spells from **Cosmology** or **Divination** (instead of the Paths normally available to it). The model gains **Mystic Mastery, Not a Leader, Wizard Adept**, Halberd, and may not take a mount.

Priestess of the Old-World: Universal Rule.

The model must select spells from **Druidism**, **Evocation** or **Shamanism** (instead of the Paths normally available to it) gains **Poison Attacks, Wizard Adept**, Paired Weapons, and may only take a Horned Raptor as a mount. One unit of Freelancers may be mounted on Horned Raptors.



Disgraced Highborn Dragonlord

750 pts

single model

One of a Kind

Height Gigantic

Type Beast

Base 100×150 mm



The Dragonlord & its mount count towards Characters. Ancient Dragon (625 pts) counts towards Best Money Can Buy and Legendary Curiosities & Armoury.

Dragonforged Armour, Shield, and Devastating Charge (Fear) should be included as part of this entry but are not due to the unit's Gigantic height.

Global	Adv	Mar	Dis	Rac	Model Rules	
Ground	6"	12"	9	Elf	Distrust, Fly (7", 16"), Light Troops	
Fly	7"	16"				
Defensive	HP	Def	Res	Arm		
	8	6	6	4		
Offensive	Att	Off	Str	AP	Agi	
Dragonlord	3	6	4	1	7	Devastating Charge (+1 Att), Lightning Reflexes, Lance
Ancient Dragon	6	6	7	4	3	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed
— Options — pts —						
Special Items	up to 50					
Bow (1+)	10					



Non-Human Characters

Must become one of the following 5 unit choices below

(1) Dwarf Goldseeker

130 pts

single model

Height Standard

Type Infantry

Base 20×20 mm

Global	Adv	Mar	Dis	Rac	Model Rules	
	3"	9"	9	Dw	Distrust	
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Shield Wall*, Plate Armour	
Offensive	Att	Off	Str	AP	Agi	
Dwarf Goldseeker	3	7	4	1	3	Sturdy*
— Options — pts —						
Special Items	up to 150					
Shield	10					
	One choice only:					
	Crossbow (3+) 5					
	Pistol (3+) 5					
	Great Weapon 5					

*See *Mercenary Dwarfs* unit choice for rules.

(2) Elf Ranger

120 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rac	Model Rules	
	5"	10"	9	Elf	Distrust, Martial Discipline* , Pathfinder , Scout, Strider	
Defensive	HP	Def	Res	Arm		
	3	7	3	0	Woodland Cloak	
Offensive	Att	Off	Str	AP	Agi	
Elf Ranger	3	5	4	1	7	Lightning Reflexes, Opportunist , Bow (1+)

—Model Rules—

Opportunist: Attack Attribute – Close Combat.
When fighting an enemy unit in the enemy's Flank or Rear Facing while only being Engaged in the Front Facing, a model part with this rule must reroll failed to-hit rolls.

Pathfinder: Universal Rule.
Despite having Distrust, this model can join units of Halflings or Stradiots, that may use this model's Discipline. On foot, the Elf Ranger may during step 8 of the Pre-Game Sequence, nominate a unit of Dismounted Stradiots, Halflings, Hired Duelists or Mercenary Elves. This unit gains **Ambush**, and this model must either be deployed or Ambush in this unit.

Woodland Cloak: Personal Protection.
The model gains **Hard Target (2)** if they do not join a unit and on foot.

*See *Mercenary Elves* unit choice for rules.

—Options—

	pts
Special Items	
(Not Armour Enchantments)	up to 100
Replace Bow with Longbow (1+)	5
Light Armour	5
Shield	5
One choice only:	
Paired Weapons	5
Light Lance	10

—Mount Options—

	pts
Replace Scout with Elven Horse	45

(3) Orc Marauder

130 pts

single model

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Rac	Model Rules	
	4"	8"	8	Orc	Distrust, Tribal Chief , Weapon Master	
Defensive	HP	Def	Res	Arm		
	3	5	5	0	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Orc Marauder	3	7	4	1	3	Born to Fight*

—Model Rules—

Tribal Chief: Universal Rule.
May join a unit of Mercenary Orc Crossbowmen. While joined to a unit of Mercenary Orc Crossbowmen, R&F Mercenary Orc Crossbowmen gain **Weapon Master**.

—Options—

	pts
Special Items	up to 100
Replace Heavy Armour with Plate Armour	10
Shield	5
Pistol (4+)	10
Crossbow (3+)	10

—Options—

	pts
Paired Weapons	5
Spear	5
Halberd	7
Great Weapon	10

*See *Mercenary Orc Crossbowmen* unit choice for rules.

(4) Ogre Wanderer

210 pts

single model

Height Large
Type Infantry
Base 40×40 mm



Units with an upgrade marked with [LCA] also count towards Legendary Curiosities & Armoury.

Global	Adv	Mar	Dis	Rac	Model Rules	
	6"	12"	8	Og	Distrust	
Defensive	HP	Def	Res	Arm		
	4	5	5	0	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Ogre Wanderer	4	5	5	2	3	Sons of the Avalanche*
— Options —			pts—		— Optional Model Rules —	
Special Items	up to 100			Hand Cannon: Shooting Weapon.		
One choice only:				Range 24", Shots D6, Str 4, AP 2, Quick to Fire		
Brace of Ogre Pistols (3+)*	10			Ogre Crossbow: Shooting Weapon.		
Ogre Crossbow (3+)	10			Range 30", Shots 1, Str 2 [5], AP 1 [3], Area Attack (1×5)		
Hand Cannon (4+) [LCA]	35					
One choice only:						
Paired Weapons	5					
Iron Fist*	15					
Great Weapon	25					

*See *Mercenary Ogres* unit choice for rules.

(5) Outlander Chieftain

140 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rac	Model Rules	
	4"	8"	8	Ou	Distrust, Fearless, Frenzy, Mark of the Bear	
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Outlander Chieftain	3	6	4	1	5	Devastating Charge (+1 Att, +1 Str, +1 AP)

— Model Rules —

Mark of the Bear: Universal Rule.

While joined to a unit of Outlander Berserkers, the model and R&F Outlander Berserkers gain **Battle Focus** and **Hatred**.

— Options —		pts—	— Options —		pts—
Special Items	up to 100		One choice only:		
Heavy Armour	10		Paired Weapons		5
Shield	5		Great Weapon		10
Throwing Weapons (3+)	5				

Character Mounts



Elven Horse

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	C	Feigned Flight, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Elven Horse	1	3	3	0	4	Harnessed



Horned Raptor

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Horned Raptor	2	3	4	1	2	Harnessed



Horse

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Horse	1	3	3	0	3	Harnessed



Mountain Roc

Height **Large**
Type **Cavalry**
Base 50×75 mm

The mount and its rider count towards Characters. The mount also counts towards Best Money Can Buy.

Global	Adv	Mar	Dis	Model Rules	
Ground	6"	12"	C	Fear, Fly (7", 14"), Light Troops, Towering Presence	
Fly	7"	14"			
Defensive	HP	Def	Res	Arm	
	4	C	6	0	
Offensive	Att	Off	Str	AP	Agi
Mountain Roc	4	5	5	3	4

Options	pts	Optional Model Rules
Monstrous Visage*	50	Monstrous Visage: Universal Rule. The model gains Frenzy and Devastating Charge (+1 Att, +1 Agi, Terror) .

*This upgrade cost counts towards Legendary Curiosities & Armoury and not Characters or Best Money Can Buy.



Paychest & Bodyguard

Height **Standard**
Type **Infantry**
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	C	Paychest	
Defensive	HP	Def	Res	Arm	
	4	C	C	C+1	
Offensive	Att	Off	Str	AP	Agi
Bodyguard	4	4	5	2	4

Model Rules
Paychest: Universal Rule. The model's Rally Around the Flag range is increased by 6". If the model is removed as a casualty while Engaged in Close Combat, friendly units will gain Hatred against the unit that caused the casualty.



Pegasus

Height **Large**
Type **Cavalry**
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules	
Ground	7"	14"	C	Fly (8", 16"), Light Troops	
Fly	8"	16"			
Defensive	HP	Def	Res	Arm	
	C	C	4	C+1	
Offensive	Att	Off	Str	AP	Agi
Pegasus	3	3	5	2	3

Options	pts
May increase to Armour (C+2)*	50

*This upgrade cost counts towards Legendary Curiosities & Armoury and not Characters.



War Elephant

Height **Gigantic**
Type **Beast**
Base **50×100 mm**

The mount and its rider count towards Characters. The mount also counts towards Best Money Can Buy.

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	C	Stubborn	
Defensive	HP	Def	Res	Arm	
	6	3	6	2	
Offensive	Att	Off	Str	AP	Agi
War Elephant	4	3	6	3	2

Options _____ pts-

One choice only:

Howdah	50
May increase to Armour (3)*	60

Optional Model Rules _____

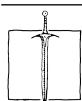
Howdah: Universal Rule.

The model gains an additional model part:

Offensive	Att	Off	Str	AP	Agi	Model Rules
Crew	3	4	3	0	3	Battle Focus, Halberd

*This upgrade cost counts towards Legendary Curiosities & Armoury and not Characters or Best Money Can Buy.

Core (Min. 25%)



Crossbowmen

150 pts + 14 pts/extra model

10-20 models 0-40 Models/Army



Height Standard
Type Infantry
Base 20x20 mm



Units with an upgrade marked with [LCA] also count towards Legendary Curiosities & Armoury.

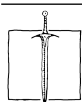
Global	Adv	Mar	Dis	Rac	Model Rules	
	4"	8"	7	Hm	Scoring	
Defensive	HP	Def	Res	Arm		
	1	3	3	0		
Offensive	Att	Off	Str	AP	Agi	
Crossbowman	1	3	3	0	3	
[Veteran]	1	3	3	0	3	
Options			pts-	City-State Allegiances (Regillum)		pts-
Veteran Crossbowmen and improve Shooting Weapon to (3+)*			3/model	Dreadnoughts (One of a Kind) [LCA]		10/model
Must choose (one choice only):				Command Group Options		pts-
Crossbow (4+)			free	Champion		10
Light Crossbow (4+)			2/model	Musician		10
Light Armour [Veteran only]†			2/model	Standard Bearer		10
Pavise			4/model	Banner Enchantment		no limit
Optional Model Rules						

Dreadnoughts: Universal Rule.

The model gains **Aegis (6+, against Ranged Attacks)**, **Independent**, **Veteran**, **Crossbow (4+)**, **Pavise**, **Plate Armour**, and may not take **Light Crossbow** upgrade.

*This upgrade cost counts towards Best Money Can Buy and not Core.

†This upgrade cost counts towards Legendary Curiosities & Armoury and not Core.



Hired Duelists

80 pts + 6 pts/extra model

10-25 models 0-4 Units/Army



Height Standard
Type Infantry
Base 20x20 mm

Global	Adv	Mar	Dis	Rac	Model Rules	
	4"	8"	7	Hm	Scoring	
Defensive	HP	Def	Res	Arm		
	1	3	3	0		
Offensive	Att	Off	Str	AP	Agi	
Hired Duelist	1	4	3	0	3	
Options			pts-	Command Group Options		pts-
Irregulars (0-15 Models/Unit, 0-2 Units/Army)			1/model	Champion		10
Buckler			2/model	Musician		10
Throwing Weapons (4+)			3/model	Optional Model Rules		
One choice only:				Buckler: Armour Equipment.		
Paired Weapons			2/model	The wearer gains a +1 Armour against Close Combat Attacks only.		
Pistol (4+)			4/model			



Freelancers

160 pts + 30 pts/extra model

5-15 models



0-4 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm



Units with an upgrade marked with [LCA] also count towards Legendary Curiosities & Armoury.

Global	Adv	Mar	Dis	Rac	Model Rules
	7"	14"	8	Hm	Scoring
Defensive	HP	Def	Res	Arm	
	1	3[4]	3	2	Heavy Armour
Offensive	Att	Off	Str	AP	Agi
Knight	1	3	3	0	3
[Veteran]	1	4	4	1	3
Horse	1	3	3	0	3 Harnessed

Options

pts-

Veteran Freelancers and replace	
Heavy Armour with Plate Armour*	12/model
Shield	5/model
Must choose (one choice only):	
Great Weapon	free
Light Lance	free
Lance	2/model
Halberd [Veteran only]	4/model
Paired Weapons	6/model

Command Group Options

pts-

Champion	10
Pistol (3+) [Veteran only]	8
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

If the army has a Guild Wizard with the **Priestess of**

the Old-World upgrade, replace Horse

with **Horned Raptor**

(One of a Kind) [LCA] 5/model

*This upgrade cost counts towards Best Money Can Buy and not Core.



Pikemen

180 pts + 12 pts/extra model

20–50 models



Height Standard
Type Infantry
Base 20×20 mm



Units with an upgrade marked with [LCA] also count towards Legendary Curiosities & Armoury.

Global	Adv	Mar	Dis	Rac	Model Rules						
	4"	8"	7[8]	Hm	Scoring						
Defensive	HP	Def	Res	Arm							
	1	3[4]	3	0	Light Armour						
Offensive	Att	Off	Str	AP	Agi						
Pikeman	1	3	3	0	3	Pike					
[Veteran]	1	4	3	0	3	Pike					
— Options —			pts —			— Command Group Options —			pts —		
Veteran Pikemen and replace						Champion			10		
Light Armour with Heavy Armour*			4/model			Replace Pike with Pistol (3+)			4		
Plate Armour [Veteran only]†			2/model			Musician			10		
— City-State Allegiances (Falerii) —			pts —			Standard Bearer			10		
Mixed Formation and replace one Pike equipped model with one Light Crossbow (4+) equipped model.						Banner Enchantment			no limit		
[Veteran only] (One of a Kind) [LCA]			3/model								

Model Rules

Pike: Close Combat Weapon.

Two-Handed. Attacks made with a Pike gain **Fight in Extra Rank x2**, +1 Armour Penetration, which is reduced to **Fight in Extra Rank** when Charging. In the First Round of Combat after being charged in the front, the wielder strikes at Initiative Step 10, may only make 1 attack per round and gain an additional +2 Armour Penetration provided the model's unit is not Engaged in either in their Flank or Rear Facing. Only Infantry can use Pikes.

Optional Model Rules

Mixed Formation: Universal Rule.

All Light Crossbow equipped models gain **Front Rank** and unit may not take Plate Armour upgrade.

*This upgrade cost counts towards Best Money Can Buy and not Core.

†This upgrade cost counts towards Legendary Curiosities & Armoury and not Core.



Sellswords

140 pts + 10 pts/extra model

15-40 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rac	Model Rules
	4"	8"	7	Hm	Scoring
Defensive	HP	Def	Res	Arm	
	1	3[4]	3	0	
Offensive	Att	Off	Str	AP	Agi
Sellsword	1	3	3	0	3
[Veteran]	1	4	3	0	4

Options	pts-	Command Group Options	pts-
Veteran Sellswords*	3/model	Champion	10
Must choose (at least one choice):		Musician	10
Shield	2/model	Standard Bearer	10
One choice only:		Banner Enchantment	no limit
Light Armour	2/model		
Heavy Armour [Veteran only]†	4/model		
One choice only:			
Javelin (4+)	2/model		
Bow (4+) (0-30 Models/Army)	4/model		
One choice only:			
Paired Weapons	2/model		
Spear and Shield	3/model		
Halberd	4/model		
Great Weapon	6/model		
If equipped with a Shooting Weapon			
Irregulars			
(0-15 Models/Unit, One of a Kind)	2/model		

*This upgrade cost counts towards Best Money Can Buy and not Core.

†This upgrade cost counts towards Legendary Curiosities & Armoury and not Core.

Special (No limit)



Paymaster's Bodyguard

160 pts + 16 pts/extra model

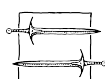
15-45 models



One of a Kind

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rac	Model Rules						
	4"	8"	8	Hm	Bodyguard (Keeper of Coin), Scoring						
Defensive	HP	Def	Res	Arm							
	1	4	3	0							
Offensive	Att	Off	Str	AP	Agi						
Pymst. Bodyguard	1	4	4	1	4	Devastating Charge (Lethal Strike)					
— Options —			pts-			— Command Group Options —			pts-		
Must choose (one choice only):						Champion	10				
Halberd						free	Weapon Enchantment	up to 50			
Shield						free	Musician	10			
Halberd and Shield						2/model	Standard Bearer	10			
Must choose (one choice only):						Banner Enchantment	no limit				
Heavy Armour						free					
Plate Armour						3/model					



Halflings

70 pts + 6 pts/extra model

10-35 models

One of a Kind

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rac	Model Rules						
	4"	8"	8	Hb	Strider (Forest)						
Defensive	HP	Def	Res	Arm							
	1	2	2	0							
Offensive	Att	Off	Str	AP	Agi						
Halfling	1	2	2	0	5						
— Options —			pts-			— Command Group Options —			pts-		
Must choose (one choice only):						Champion	10				
Light Armour, Spear & Shield, and gains Scoring						3/model	Musician	10			
Sling (2+) (0-25 Models/Unit)						4/model	Standard Bearer	10			
Bow (3+) (0-25 Models/Unit)						5/model	— Optional Model Rules —				
If equipped with a Shooting Weapon							Sling: Shooting Weapon.				
Irregulars (0-20 Models/Unit)						20	Range 18", Shots 1, Str 3, AP 0, Quick to Fire				
If equipped with a Bow											
Scout (0-20 Models/Unit)						20					



Mercenary Ogres

160 pts + 50 pts/extra model

3-13 models

0-1 Units/Army*

Height Large
Type Infantry
Base 40x40 mm



*0-2 Units/Army if Army includes Ogre Wanderer. If Veteran Ogres are present then Mercenary Ogres are **One of a Kind** and also counts towards Best Money Can Buy.

Global	Adv	Mar	Dis	Rac	Model Rules	
	6"	12"	7[8]	Og	Scoring, Scrapling Lookout	
Defensive	HP	Def	Res	Arm		
	3	3[4]	4	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Ogre	3	3	4	1	2	Sons of the Avalanche
[Veteran]	4	4	5	2	3	Sons of the Avalanche

Model Rules

Scrapling Lookout: Universal Rule.

If a unit includes a Standard Bearer or a Battle Standard Bearer with Scrapling Lookout, there must be fewer than 3 R&F models before hits can be distributed onto Characters with the same Type and Height as the unit.

Sons of the Avalanche: Special Attack.

The model part gains **Impact Hits (1)**. If its unit has 2 or more Full Ranks, the model part gains **Impact Hits (2)**. A Character with Sons of the Avalanche instead gains **Impact Hits (D3)**, or **Impact Hits (D3+1)** if its unit has 2 or more Full Ranks. In addition, the model is immune to the effects of Fear from enemy models.

Options

Veteran Ogres and replace Light Armour with Heavy Armour, **must** use Veteran Options below and gain

Battle-Scarred (0-8 Models/Unit) 42/model

Must choose (one choice only):

Paired Weapons free

Iron Fist 10/model

Great Weapon & Heavy Armour 20/model

Veteran Options

One choice only:

Great Weapon 5/model

Paired Weapons 7/model

Halberd 10/model

Iron Fist 14/model

Brace of Ogre Pistols (4+)† 25/model

Command Group Options

Champion 10

Musician 10

Standard Bearer 10

Banner Enchantment [Veteran only] no limit

Optional Model Rules

Battle-Scarred: Universal Rule.

Veteran Ogres may be given up to two of the following upgrades listed below (the upgrades must be written on the Army List). The models gain:

- Accurate
- Devastating Charge (+1 Str, +1 AP)
- Lethal Strike
- Magic Resistance (2)
- Plate Armour
- Poison Attacks
- Swiftstride
- Vanguard

Brace of Ogre Pistols: Shooting Weapon.

Range 24", Shots 2, Str 4, AP 2, **Quick to Fire**. Counts as Paired Weapons in close combat.

Iron Fist: Close Combat Weapon.

The wielder gains +1 Armour and +1 Attack Value unless using another weapon. If the wielder is on foot, it also gains **Parry**. This weapon cannot be enchanted with Weapon Enchantment from the List of Common Special Items.

†(0-6 Models/Unit)



Outlander Berserkers

200 pts + 13 pts/extra model

15-40 models



0-3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rac	Model Rules						
	4"	8"	7	Ou	Fearless, Frenzy, Scoring						
Defensive	HP	Def	Res	Arm							
	1	3	3	0	Light Armour						
Offensive	Att	Off	Str	AP	Agi						
Outlander Berserker	1	3	3	0	4	Devastating Charge (+1 Att, +1 Str, +1 AP)					
Options			pts-			Command Group Options			pts-		
Throwing Weapons (4+)				2/model	Champion				10		
One choice only:					Musician				10		
Paired Weapons				free	Standard Bearer				10		
Shield				2/model							
Great Weapon				5/model							



Pit Fighters

100 pts + 24 pts/extra model

5-15 models

0-2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rac	Model Rules						
	4"	8"	8	Hm	Fearless, Light Troops, Skirmisher, Veteran						
Defensive	HP	Def	Res	Arm							
	1	4	3	0	Hard Target (1), Light Armour						
Offensive	Att	Off	Str	AP	Agi						
Pit Fighter	2	4	4	1	3						
Options			pts-			Command Group Options			pts-		
Must choose (one choice only):					Champion				10		
Shield				2/model							
Javelin (3+) and Shield				4/model							
Nets and Spear				4/model							
Paired Weapons				4/model							

Optional Model Rules

Nets: Universal Rule.

At the start of each Round of Combat, each unit with one or more models with Nets must choose one enemy unit in base contact and roll a D6. On 2+ the chosen unit is Netted. On a roll of '1' the unit with Nets is Netted. Units Netted one or more times suffer -1 Strength and -1 Armour Penetration until the end of the Round of Combat.



Stradiots

Must become one of the following 3 unit choices below

0–4 Units/Army

(1) Dismounted Stradiots

100 pts + 14 pts/extra model

5–10 models

Height Standard

Type Infantry

Base 20×20 mm



Units with an upgrade marked with [LCA] also count towards Legendary Curiosities & Armoury.

Global	Adv	Mar	Dis	Rac	Model Rules
	4"	8"	7	Hm	Light Troops, Scout, Skirmisher
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Dismounted Stradiot	1	3	3	0	3
Options			pts-	City-State Allegiances (Regillum)	
Must choose (one choice only):				Marksmen (One of a Kind) [LCA] 6/model	
Bow (4+)			free	Command Group Options	
Light Crossbow (4+)			2/model	Champion 10	
				Musician (Marksmen only) 10	
Optional Model Rules					

Marksmen: Universal Rule.

The model gains **Accurate, Independent, Quick to Fire, Vanguard, Veteran**, Crossbow (3+), Light Armour, loses Scout, and may not take a different Shooting Weapon.



(2) Flying Stradiots

190 pts + 32 pts/extra model

5–10 models

One of a Kind

Height Standard

Type Cavalry

Base 40×40 mm

The unit counts both towards Special and Legendary Curiosities & Armoury.

Global	Adv	Mar	Dis	Rac	Model Rules
Ground	2"	4"	7	Hm	Feigned Flight, Fly (6", 12"), Independent, Light Troops, Veteran
Fly	6"	12"			
Defensive	HP	Def	Res	Arm	
	2	3	3	1	
Offensive	Att	Off	Str	AP	Agi
Flying Stradiot	1	3	3	0	3 Winged Marksmen , Crossbow (4+)
Options			pts-	Command Group Options	
Paired Weapons			4/model	Champion 10	
Model Rules					

Winged Marksmen: Attack Attribute – Shooting.

The model has no penalty for moving and shooting, unless moving using its Ground Movement.

(3) Mounted Stradiots

140 pts + 26 pts/extra model

5-10 models

0-3 Units/Army
0-25 Models/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Rac	Model Rules
	8"	16"	7	Hm	Feigned Flight, Light Troops, Vanguard
Defensive	HP	Def	Res	Arm	
	1	3	3	1	
Offensive	Att	Off	Str	AP	Agi
Trooper	1	3	3	0	3
Horse	1	3	3	0	3 Harnessed

Options	pts	Command Group Options	pts
Replace Light Troops with Armour (2)	4/model	Champion	10
Must choose (at least one choice):		Musician	10
Light Armour	2/model	Standard Bearer	10
Shield	2/model		
Light Lance	2/model		
One choice only:			
Bow (4+)	2/model		
Light Crossbow (4+)	2/model		

Best Money Can Buy (Max. 25%)



Unique Mercenary Units

Must become one of the following 4 unit choices below

0-2 Units/Army

(1) Dread Elf Exiles

200 pts + 38 pts/extra model

5-10 models

One of a Kind

Height Standard
Type Infantry
Base 20x20 mm

Global	Adv	Mar	Dis	Rac	Model Rules	
	5"	10"	8	Elf	Independent, Light Troops, Scout, Skirmisher, Veteran	
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Hard Target (1), Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Dread Elf Exile	1	5	3	0	5	Lightning Reflexes, March and Shoot, Poison Attacks (Shooting only), Ruthless Efficiency , Great Weapon, Repeater Crossbow (3+)

— Model Rules —

Repeater Crossbow: Shooting Weapon.

Range 18", Shots 2, Str 3, AP 0. [When shooting from Short Range, the weapon gains +1 Armour Penetration.](#)

Ruthless Efficiency: Attack Attribute – Close Combat.

The attack gains +1 to wound during the First Round of Combat.

— Optional Model Rules —

Repeater Handbow [X]: Shooting Weapon.

Range 12", Shots X, Str 3, AP 1, **Accurate**, **Quick to Fire**.

— Command Group Options —

	pts-
Champion	included
Repeater Handbow [2] (2+)	8
Paired Weapons	10

— Command Group Options —

	pts-
Musician	10
Standard Bearer	10

(2) Hobgoblin Wolf Riders

140 pts + 15 pts/extra model

5-15 models

0-1 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm

Global	Adv	Mar	Dis	Rac	Model Rules	
	9"	18"	6	Hgb	Feigned Flight, Independent, Insignificant, Light Troops, Vanguard	
Defensive	HP	Def	Res	Arm		
	1	3	3	1	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Hobgoblin Rider	1	3	3	0	3	
Wolf	1	3	3	0	3	Harnessed

— Options —

	pts-
Poison Attacks (Close Combat Rider only)	6/model
Light Lance	1/model
Shield	1/model
Bow (4+)	2/model

— Command Group Options —

	pts-
Champion	included
Musician	10
Standard Bearer	10

(3) Mercenary Orc Crossbowmen

310 pts + 20 pts/extra model

15-30 models



One of a Kind

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Rac	Model Rules						
	4"	8"	7	Orc	Independent, Scoring, Veteran						
Defensive	HP	Def	Res	Arm							
	1	4	4	0	Heavy Armour						
Offensive	Att	Off	Str	AP	Agi						
Merc. Orc Xbowman	1	4	4	1	2	Born to Fight , Crossbow (4+)					
— Options —			— pts —			— Command Group Options —			— pts —		
Paired Weapons				1/model	Champion	included					
Shield				1/model	Musician	10					
Halberd				2/model	Standard Bearer	10					
Spear				2/model							
Great Weapon				3/model							

Model Rules

Born to Fight: Attack Attribute – Close Combat.

The model part's Close Combat Attacks gain +1 Strength and +1 Armour Penetration during a Round of Combat

- If it is the First Round of Combat.
- Or if the model part's unit is Steadfast at the start of the Round of Combat.

(4) Skink Raptor Raiders

190 pts + 36 pts/extra model

5-15 models

One of a Kind

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Rac	Model Rules						
	8"	16"	6	Sk	Cold-Blooded , Feigned Flight, Independent, Strider (Water Terrain), Vanguard						
Defensive	HP	Def	Res	Arm							
	1	2	3	3	Shield						
Offensive	Att	Off	Str	AP	Agi						
Skink Raider	1	2	3	0	3	Light Lance					
Horned Raptor	2	3	4	1	2	Harnessed					
— Model Rules —			— pts —			— Command Group Options —			— pts —		
Cold-Blooded: Universal Rule.					Champion	included					
The model's Discipline Tests are subject to Minimised Roll.					Musician	10					
					Standard Bearer	10					
— Options —			— pts —			— Optional Model Rules —			— pts —		
One choice only:					Poisoned Javelin: Shooting Weapon.						
Javelin (4+)				2/model	Range 12", Shots 1, Str as user, AP as user, Poison Attacks, Quick to Fire						
Poisoned Javelin (4+)				8/model							



Mercenary Dwarfs

150 pts + 15 pts/extra model

10–30 models



0–2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm



Units with an upgrade marked with [LCA] also count towards Legendary Curiosities & Armoury.

Global	Adv	Mar	Dis	Rac	Model Rules						
	3"	9"	9	Dw	Bodyguard (Dwarf Goldseeker), Scoring						
Defensive	HP	Def	Res	Arm							
	1	4	4	0	Shield Wall , Heavy Armour						
Offensive	Att	Off	Str	AP	Agi						
Mercenary Dwarf	1	4	3	0	2	Sturdy					
[Veteran]	1	4	4	1	2	Sturdy					
Options			pts			Command Group Options			pts		
Veteran Dwarfs (One of a Kind)			4/model			Champion			10		
Vanguard (0–20 Models/Unit, One of a Kind)			2/model			One choice only:					
Shield			2/model			Pistol (3+)			5		
Spear and Shield			3/model			Brace of Pistols (3+)			10		
Great Weapon			4/model			Weapon Enchantment [Veteran only]			up to 50		
Crossbow (4+)			5/model			Musician			10		
If the unit contains a Champion and Veteran upgrade						Standard Bearer			10		
May choose one of the following:						Banner Enchantment			no limit		
Rangers (0–20 Models/Unit) [LCA]			5/model								
Pirates (0–20 Models/Unit) [LCA]			8/model								

Model Rules

Shield Wall: Personal Protection.

While using a Shield, the model gains **Aegis (6+, against Close Combat Attacks)**. This is improved to **Aegis (5+, against Close Combat Attacks)** if the attacker is Charging. This Special Save can only be used against attacks from enemies Engaged in the model's unit's Front Facing.

Sturdy: Attack Attribute – Close Combat.

The model gains **Devastating Charge (+1 Str, +1 AP)** and it does not suffer from negative to-hit modifiers from a Stand and Shoot Charge Reaction.

Optional Model Rules

Pirates: Universal Rule.

The model gains **Aegis (6+)**, **The bigger they are...**, **Fearless**, **Unbreakable**, **Weapon Master**, **Yer comin' with me!**, **Brace of Pistols (4+)**, **Great Weapon**, loses **Heavy Armour**, **Scoring**, and may not take any other equipment or **Weapon Enchantment** options.

Rangers: Universal Rule.

The model gains **Scout**, **Strider (Forest)**, and **Crossbow (3+)**.

The bigger they are...: Universal Rule.

When Charging a unit that contains at least one Large or Gigantic model, the model gains **Swiftstride** for the Charge Range roll during the Charge Phase.

Yer comin' with me!: Attack Attribute – Close Combat.

In order to use this Attack Attribute, the unit **must** be at least as wide as it is deep at the start of the Round of Combat. Close Combat Attacks made by models with this Attack Attribute can **never** wound on worse than 4+. In addition, when a model with this Attack Attribute is removed as a casualty during the Melee Phase due to an enemy Melee Attack, it **must** immediately, before removal, perform a single Close Combat Attack with the following rules and restrictions:

- The attack is **always** resolved with Strength 5 and Armour Penetration 2.
- The owner **must** choose one of the following options:
 1. The attack is allocated towards the model that caused the casualty.
 2. The attack is allocated towards a R&F model in that model's unit. The hit is distributed onto the unit.

In either case, the model with Yer comin' with me! is considered in base contact with the attacked model, and the models count as Engaged in the same Facings as their units.
- This Attack Attribute cannot be used for casualties caused by Impact Hits.



Mercenary Elves

160 pts + 16 pts/extra model

10–30 models



0–1 Units/Army

Height Standard
Type Infantry
Base 20×20 mm



Units with an upgrade marked with [LCA] also count towards Legendary Curiosities & Armoury.

Global	Adv	Mar	Dis	Rac	Model Rules						
	5"	10"	8	Elf	Martial Discipline, Scoring						
Defensive	HP	Def	Res	Arm							
	1	4	3	0	Light Armour						
Offensive	Att	Off	Str	AP	Agi						
Mercenary Elf	1	4	3	0	5 Lightning Reflexes						
Options			pts-			Command Group Options			pts-		
Shield				2/model	Champion						10
Spear and gains Fight in Extra Rank				2/model	Weapon Enchantment						up to 50
Light Lance				2/model	Musician						10
Bow (3+)				6/model	Standard Bearer						10
May choose one of the following:					Banner Enchantment						no limit
If the army has a mounted Elf Ranger and the unit contains a Champion											
Elven Outriders [LCA]											
(0–10 Models/Unit, One of a Kind)				12/model							
If the unit has a Full Command Group											
Sylvan Woodsmen [LCA]											
(0–15 Models/Unit, One of a Kind)				18/model							

Model Rules

Martial Discipline: Universal Rule.

If more than half of a unit's models have Martial Discipline, their Discipline Tests, other than Break or Panic Tests, are subject to Minimised Roll.

Optional Model Rules

Elven Outriders: Universal Rule.

The model gains an **Elven Horse** mount, **Veteran**, and loses Scoring. While joined by mounted Elf Ranger, R&F models and Elf Ranger gain **Hard Target** (1), **Parting Shot**, and **Skirmisher**.

Master Archer: Attack Attribute – Shooting.

When shooting with a Sylvan Longbow, all models with Master Archer in a unit may choose to gain either +2 Armour Penetration or +2 to hit.

Parting Shot: Universal Rule.

As a special Charge Reaction, a unit containing at least one model with this rule may declare a Parting Shot Charge Reaction. All models with Parting Shot in the unit perform a Shoot Charge Reaction. Immediately after this, the unit performs a Flee Charge Reaction. The roll for the Flee Distance of the Parting Shot Charge Reaction is subject to Minimised Roll.

Sylvan Blades: Close Combat Weapon.

Follows the rules for Paired Weapons. In addition, attacks made with Sylvan Blades gain +1 Armour Penetration.

Sylvan Longbow: Shooting Weapon.

Follows the rules for Longbow. In addition, attacks made with a Sylvan Longbow gain Armour Penetration 1 and **Quick to Fire**. Also, when shooting from Short Range, their Strength is **set** to 4.

Sylvan Woodsmen: Universal Rule.

The model gains **Feigned Flight**, **Independent**, **Light Troops**, **Magic Resistance (2)**, **Master Archer**, **Strider (Forest)**, **Vanguard**, **Veteran**, **Sylvan Longbow** (3+), loses Martial Discipline, Scoring, and may take no other equipment. Additionally, one model gains **Aegis (6+)**, **Front Rank**, **Sylvan Blades**, loses Sylvan Longbow and Light Armour, this model also counts as a Champion for all other purposes.



Paycart

245 pts

single model

One of a Kind

Height Standard
Type Construct
Base 50×100 mm

Your army cannot include a Paycart unless you have a Merchant Prince on foot with Keeper of Coin option.

Global	Adv	Mar	Dis	Rac	Model Rules	
	7"	7"	8	Hm	Independent, Protect the Gold , Swiftstride	
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Guards (4)	2	4	4	1	4	Lethal Strike, Blunderbuss (5+) , Halberd
Horse (2)	1	3	3	0	3	Harnessed
Chassis			5	2		Impact Hits (D6), Inanimate

Model Rules

Blunderbuss: Shooting Weapon.

Range 12", Shots 1, Str 5, AP 3, **Accurate**, **March and Shoot**, **Quick to Fire**. Does not suffer the negative to-hit modifier from a Stand and Shoot Charge Reaction

Protect the Gold: Universal Rule.

The model is a Standard Bearer and gains **Rally Around the Flag** with the following restrictions: It has a range of 6" and can only benefit units that do not include Characters. If the Paycart is Engaged in the Combat, friendly units in the same combat Break Tests are subject to Minimised Roll. If the Paycart is removed from play for any reason, all units within 6" must immediately take a special Panic test that cannot benefit from Commanding Presence in place of the normal test when a friendly unit is destroyed. If a unit fails this test it becomes **Disorganized** and follows the Keeper of Coin rules for **Disorganized** units. Units in Close Combat, Fleeing or Fearless do not have to test.

Legendary Curiosities & Armoury

(Max. 25%)



Mercenary Giant

265 pts

single model

0-2 Units/Army

Height Gigantic

Type Infantry

Base 50×75 mm

If a Veteran Giant is present then Mercenary Giant is **One of a Kind**.

Global	Adv	Mar	Dis	Rac	Model Rules	
	7"	14"	8[9]	Gi	Giant See, Giant Do	
Defensive	HP	Def	Res	Arm		
	7	3[4]	5	1		
Offensive	Att	Off	Str	AP	Agi	
Mercenary Giant	5	3	5	2	3	Rage
[Veteran]	6	4	5	2	3	Rage

Model Rules

Giant See, Giant Do: Universal Rule.

At the end of a friendly Movement Phase, if the model is in contact with a Forest Terrain Feature it may lose its current weapon (if applicable) and gain Uprooted Tree.

Rage: Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

Options	pts	Options	pts
Veteran Giant*	65	One choice only:	
Big Brother	30	Uprooted Tree	5
Light Armour	20	Shield	20
		Giant Club	30
		Hurl Attack (5+) [(4+) if Veteran]	50

Optional Model Rules

Big Brother: Universal Rule.

The model's Health Points are **set** to 8, and its base size is changed to 75×100 mm. The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

Giant Club: Close Combat Weapon.

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Hurl Attack: Artillery Weapon.

Catapult (4×4), Range 6-36", Shots 1, Str 3 [7], AP 0 [4], [**Multiple Wounds (D3, Clipped Wings)**]. A Mercenary Giant that only Pivots (and moves no further) during its owner's Movement Phase ignores the to-hit modifier from Moving and Shooting in the next Shooting Phase.

Uprooted Tree: Close Combat Weapon.

Attacks made with this weapon hit automatically and have their Strength **set** to 5 and their Armour Penetration **set** to 0.

*This upgrade cost counts towards Best Money Can Buy and not Legendary Curiosities & Armoury.



Black Powder Artillery

single model

0–3 Units/Army*

Height Standard
Type Construct
Base 60 mm round

*0–2 Units/Army if Army includes a Horse Artillery unit.

Global	Adv	Mar	Dis	Rac	Model Rules	
	4"	4"	7	Hm	War Machine	
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	AP	Agi	
Crew	3	3	3	0	3	Move or Fire

— Options — pts —

Must choose one of the following Artillery Weapons:

- Ribault (4+)** (0–1 Units/Army) 200
- Cannon (4+)** (0–2 Units/Army) 245

— Optional Model Rules —

Cannon: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- **Cannon**, Range 72", Shots 1, Str 4 [10], AP 0 [10], **Area Attack (1×5)**, [**Multiple Wounds (D3+1, Clipped Wings)**]
- **Volley Gun**, Range 12", Shots 2D6, Str 4, AP 4

Ribault: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- **Volley Gun**, Range 30", Shots 1D6+2, Str 5, AP 2
- **Volley Gun**, Range 24", Shots 2D6+2, Str 4, AP 2. If a Misfire is rolled, –2 to any rolls on the Misfire Table.



Torsion Artillery

Must become one of the following 4 unit choices below

0–4 Units/Army

(1) Ballista

95 pts

single model

0–3 Units/Army

Height Standard
Type Construct
Base 60 mm round

Global	Adv	Mar	Dis	Rac	Model Rules	
	4"	4"	7	Hm	War Machine	
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	AP	Agi	
Crew	3	3	3	0	3	Move or Fire, Ballista (4+)

— Model Rules —

Ballista: Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5)**, [**Multiple Wounds (D3)**]

(2) Dwarven Axe Thrower

165 pts

single model

One of a Kind

Height Standard
Type Construct
Base 60 mm round

Global	Adv	Mar	Dis	Rac	Model Rules	
	3"	3"	10	Dw	Fearless, Unbreakable, Veteran, War Machine	
Defensive	HP	Def	Res	Arm		
	4	1	4	0	Aegis (6+)	
Offensive	Att	Off	Str	AP	Agi	
Crew	2	4	4	1	2	Move or Fire, Weapon Master, Yer comin' with me!* , Dwarven Axe Thrower , Great Weapon, Paired Weapons

—Model Rules—

Dwarven Axe Thrower: Artillery Weapon.
Flamethrower, Range 18", Shots 1, Str 4 {5}, AP 1 {2}, {**Lethal Strike**}. If a Misfire is rolled, +1 to any rolls on the Misfire Table.

—Options—

Seeker-Engineer[†]

pts-

30

—Optional Model Rules—

Seeker-Engineer: Universal Rule.

The Dwarven Axe Thrower gains +1 Health Point. If a Misfire is rolled, +1 to any rolls on the Misfire Table. The model gains an additional model part:

Offensive	Att	Off	Str	AP	Agi	Model Rules
Seeker-Engineer	2	5	4	1	2	Engineer, See Crew

*See *Mercenary Dwarfs* unit choice for rules.

[†]This upgrade cost counts towards Best Money Can Buy and not Legendary Curiosities & Armoury.

(3) Halfling Catapult

120 pts

single model

One of a Kind*

Height Standard
Type Construct
Base 60 mm round

*One additional unit may be taken if Army includes a Halflings unit.

Global	Adv	Mar	Dis	Rac	Model Rules	
	4"	4"	8	Hb	Strider (Forest), War Machine	
Defensive	HP	Def	Res	Arm		
	4	1	4	0		
Offensive	Att	Off	Str	AP	Agi	
Crew	3	2	2	0	5	Move or Fire, Catapult (3+)

—Model Rules—

Catapult: Artillery Weapon.

Catapult (3×3), Range 6–36", Shots 1, Str 2 [5], AP 0 [6], [**Multiple Wounds (D3)**]

(4) Scorpio-Ballista

60 pts + 40 pts/extra model

2-4 models

0-2 Units/Army

Height Standard
Type Infantry
Base 25×50 mm

Global	Adv	Mar	Dis	Rac	Model Rules	
	4"	8"	7	Hm	Independent	
Defensive	HP	Def	Res	Arm		
	2	2	3	0	Pavise	
Offensive	Att	Off	Str	AP	Agi	
Crew	2	3	3	0	3	Scorpio-Ballista (4+)

Model Rules

Scorpio-Ballista: Shooting Weapon.

Range 36", Shots 1, Str 5, AP 2, **Move or Fire, Multiple Wounds (D2*), Reload!**. This weapon counts as a War Machine for the Engineer rule. If the Scorpio-Ballista only Pivots (and moves no further) during its owner's Movement Phase it does not count as Moved in the next Shooting Phase.

*This is performed by rolled a D6, on a 1-3 that dice is counted as having rolled a '1' and on a 4-6 that roll is counted as a '2'.



Horse Artillery

200 pts

single model

One of a Kind

Height Standard
Type Construct
Base 60 mm round

The unit counts both towards Best Money Can Buy and Legendary Curiosities & Armoury.

Global	Adv	Mar	Dis	Rac	Model Rules	
	6"	6"	7	Hm	Limber and Caisson, Vanguard (6), Veteran, War Machine	
Defensive	HP	Def	Res	Arm		
	5	1	4	1		
Offensive	Att	Off	Str	AP	Agi	
Crew	3	3	3	0	3	Light Cannon (4+)
Horse	1	3	3	0	3	Harnessed

Model Rules

Light Cannon: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- **Cannon**, Range 48", Shots 1, Str 3 [7], AP 0 [6], **Area Attack (1×5)**, [**Multiple Wounds (D2*, Clipped Wings)**]
- **Volley Gun**, Range 12", Shots 2D6, Str 3, AP 2

Limber and Caisson: Universal Rule.

This unit may declare a Flee Charge Reaction despite being a War Machine. If a Misfire is rolled, -2 to any rolls on the Misfire Table if the unit Moved in the owner's previous Movement Phase.

*This is performed by rolled a D6, on a 1-3 that dice is counted as having rolled a '1' and on a 4-6 that roll is counted as a '2'.



Accursed Legion

240 pts + 11 pts/extra model

20-40 models

One of a Kind

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rac	Model Rules	
	4"	8"	4	Ud	Ashes to Ashes, Fearless, Independent, Legionnaires Curse, Solders of the Dead, Undead	
Defensive	HP	Def	Res	Arm		
	1	2	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Accursed Legionnaire	1	3	3	1	2	Hatred (against Undead)

Model Rules

Ashes to Ashes: Universal Rule.

At the end of any phase in which the Master is removed as a casualty, every unit in the army with one or more models with Ashes to Ashes **must** pass a Discipline Test or lose a number of Health Points equal to the amount by which the test was failed, with no saves of any kind allowed. These Health Point losses are allotted following the rules for Unstable, except that they can never be allotted to models that do not have Ashes to Ashes. The number of Health Points lost is reduced by 1 if the unit is within range of Rally Around the Flag.

At the start of each friendly Player Turn after the Master has been removed as a casualty, unit **must** once again pass a Discipline Test or lose Health Points as described above.

Legionnaires Curse: Universal Rule.

If any model in the unit causes a Standard (Infantry or Cavalry) model to be removed as a casualty in close combat, it adds a friendly model following the rules for Raise Health Points. This can Raise a unit's number of models above its starting number. However, it will not restore the Battlefield Wight if taken, replace it with a basic unit champion.

Solders of the Dead: Universal Rule.

May not use Commanding Presence. Champion counts as Master for **Ashes to Ashes**. Unit may march and has Scoring as long as the Champion has not been removed as a casualty.

Command Group Options	pts-	Command Group Options	pts-
Champion	included	Musician	10
Great Weapon	10	Standard Bearer	10
Battlefield Wight* (profile below)	100+	Banner Enchantment	no limit

*This upgrade cost counts towards Best Money Can Buy and not Legendary Curiosities & Armoury.

Battlefield Wight

The Battlefield Wight is an option for the unit Champion.

Height Standard
Type Infantry
Base 20×20 mm

Replace the unit Champion's profile with this one instead.

Global	Adv	Mar	Dis	Rac	Model Rules
	4"	8"	8	Ud	Fear, Legendary Warrior , Undead
Defensive	HP	Def	Res	Arm	
	2	4	4	0	Aegis (6+), Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Battlefield Wight	3	5	4	1	3 Hatred (against Undead), Weapon Master

Model Rules

Legendary Warrior: Universal Rule.

The model loses First Amongst Equals. At the start of each Round of Combat, the model **must** select one of the following Attack Attributes: Battle Focus, Lethal Strike, or Multiple Wounds (2, against Standard and Infantry or Beasts or Cavalry). The Attack Attribute effects last until the end of the Round of Combat.

Options	pts	Options	pts
Special Items	up to 50	Great Weapon	10
Replace Heavy Armour with Plate Armour	10	Halberd	10
Paired Weapons	4		

Quick Reference Sheet

Characters

Commander	Adv	4"	Mar	8"	Dis	9	Rac	Hm		Veteran Campaigner
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0		Plate Armour
Commander	Att	4	Off	6	Str	4	AP	1	Agi	5
Captain	Adv	4"	Mar	8"	Dis	8	Rac	Hm		
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0		Plate Armour
Captain	Att	3	Off	5	Str	4	AP	1	Agi	4
Merchant Prince	Adv	4"	Mar	8"	Dis	8	Rac	Hm		Deep Pockets
Standard, Infantry	HP	3	Def	4	Res	4	Arm	0		Plate Armour
Merchant Prince	Att	3	Off	4	Str	4	AP	1	Agi	4
Quartermaster	Adv	4"	Mar	8"	Dis	8	Rac	Hm		Keeper of Coin
Standard, Infantry	HP	2	Def	4	Res	4	Arm	0		Heavy Armour
Quartermaster	Att	3	Off	4	Str	4	AP	1	Agi	4
Guild Assassin	Adv	4"	Mar	8"	Dis	8	Rac	Hm		Master Duelist, Not a Leader, Professional Courtesy, Strike from the Shadows
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0		Aegis (5+, against Melee Attacks)
Guild Assassin	Att	3	Off	7	Str	4	AP	2	Agi	6
Guild Wizard	Adv	4"	Mar	8"	Dis	7	Rac	Hm		Wizard Apprentice
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0		
Guild Wizard	Att	1	Off	3	Str	3	AP	0	Agi	3
Disgraced Dragonlord	Adv	6"	Mar	12"	Dis	9	Rac	Elf		Distrust, Fly (7", 16"), Light Troops
Gigantic, Beast	HP	8	Def	6	Res	6	Arm	4		
Dragonlord	Att	3	Off	6	Str	4	AP	1	Agi	7
Ancient Dragon	Att	6	Off	6	Str	7	AP	4	Agi	3
Dwarf Goldseeker	Adv	3"	Mar	9"	Dis	9	Rac	Dw		Distrust
Standard, Infantry	HP	3	Def	6	Res	5	Arm	0		Shield Wall, Plate Armour
Dwarf Goldseeker	Att	3	Off	7	Str	4	AP	1	Agi	3
Elf Ranger	Adv	5"	Mar	10"	Dis	9	Rac	Elf		Distrust, Martial Discipline, Pathfinder, Scout, Strider
Standard, Infantry	HP	3	Def	7	Res	3	Arm	0		Woodland Cloak
Elf Ranger	Att	3	Off	5	Str	4	AP	1	Agi	7
Orc Marauder	Adv	4"	Mar	8"	Dis	8	Rac	Orc		Distrust, Tribal Chief, Weapon Master
Standard, Infantry	HP	3	Def	5	Res	5	Arm	0		Heavy Armour
Orc Marauder	Att	3	Off	7	Str	4	AP	1	Agi	3
Ogre Wanderer	Adv	6"	Mar	12"	Dis	8	Rac	Og		Distrust
Large, Infantry	HP	4	Def	5	Res	5	Arm	0		Heavy Armour
Ogre Wanderer	Att	4	Off	5	Str	5	AP	2	Agi	3
Outlander Chieftain	Adv	4"	Mar	8"	Dis	8	Rac	Ou		Distrust, Fearless, Frenzy, Mark of the Bear
Standard, Infantry	HP	3	Def	4	Res	5	Arm	0		Light Armour
Outlander Chieftain	Att	3	Off	6	Str	4	AP	1	Agi	5

Character Mounts

Elven Horse	Adv	9"	Mar	18"	Dis	C				Feigned Flight, Light Troops, Vanguard
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1		
Elven Horse	Att	1	Off	3	Str	3	AP	0	Agi	4
Horned Raptor	Adv	8"	Mar	16"	Dis	C				
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2		
Horned Raptor	Att	2	Off	3	Str	4	AP	1	Agi	2
Horse	Adv	7"	Mar	14"	Dis	C				
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2		
Horse	Att	1	Off	3	Str	3	AP	0	Agi	3
Mountain Roc	Adv	6"	Mar	12"	Dis	C				Fear, Fly (7", 14"), Light Troops, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	6	Arm	0		
Mountain Roc	Att	4	Off	5	Str	5	AP	3	Agi	4

Paychest & Bodyguard	Adv	4"	Mar	8"	Dis	C						Paychest
Standard, Infantry	HP	4	Def	C	Res	C	Arm	C+1				
Bodyguard	Att	4	Off	4	Str	5	AP	2	Agi	4		Harnessed, Lethal Strike
Pegasus	Adv	7"	Mar	14"	Dis	C						Fly (8", 16"), Light Troops
Large, Cavalry	HP	C	Def	C	Res	4	Arm	C+1				
Pegasus	Att	3	Off	3	Str	5	AP	2	Agi	3		Harnessed
War Elephant	Adv	6"	Mar	12"	Dis	C						Stubborn
Gigantic, Beast	HP	6	Def	3	Res	6	Arm	2				
War Elephant	Att	4	Off	3	Str	6	AP	3	Agi	2		Harnessed, Impact Hits (2D3)

Core

Crossbowmen	Adv	4"	Mar	8"	Dis	7	Rac	Hm				Scoring
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0				
Crossbowman	Att	1	Off	3	Str	3	AP	0	Agi	3		
[Veteran]	Att	1	Off	3	Str	3	AP	0	Agi	3		
Hired Duelists	Adv	4"	Mar	8"	Dis	7	Rac	Hm				Scoring
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0				
Hired Duelist	Att	1	Off	4	Str	3	AP	0	Agi	3		
Freelancers	Adv	7"	Mar	14"	Dis	8	Rac	Hm				Scoring
Standard, Cavalry	HP	1	Def	3[4]	Res	3	Arm	2				Heavy Armour
Knight	Att	1	Off	3	Str	3	AP	0	Agi	3		
[Veteran]	Att	1	Off	4	Str	4	AP	1	Agi	3		
Horse	Att	1	Off	3	Str	3	AP	0	Agi	3		Harnessed
Pikemen	Adv	4"	Mar	8"	Dis	7[8]	Rac	Hm				Scoring
Standard, Infantry	HP	1	Def	3[4]	Res	3	Arm	0				Light Armour
Pikeman	Att	1	Off	3	Str	3	AP	0	Agi	3		Pike
[Veteran]	Att	1	Off	4	Str	3	AP	0	Agi	3		Pike
Sellswords	Adv	4"	Mar	8"	Dis	7	Rac	Hm				Scoring
Standard, Infantry	HP	1	Def	3[4]	Res	3	Arm	0				
Sellsword	Att	1	Off	3	Str	3	AP	0	Agi	3		
[Veteran]	Att	1	Off	4	Str	3	AP	0	Agi	4		

Special

Pymst. Bodyguard	Adv	4"	Mar	8"	Dis	8	Rac	Hm				Bodyguard (Keeper of Coin), Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0				
Pymst. Bodyguard	Att	1	Off	4	Str	4	AP	1	Agi	4		Devastating Charge (Lethal Strike)
Halfings	Adv	4"	Mar	8"	Dis	8	Rac	Hb				Strider (Forest)
Standard, Infantry	HP	1	Def	2	Res	2	Arm	0				
Halfling	Att	1	Off	2	Str	2	AP	0	Agi	5		
Mercenary Ogres	Adv	6"	Mar	12"	Dis	7[8]	Rac	Og				Scoring, Scrapling Lookout
Large, Infantry	HP	3	Def	3[4]	Res	4	Arm	0				Light Armour
Ogre	Att	3	Off	3	Str	4	AP	1	Agi	2		Sons of the Avalanche
[Veteran]	Att	4	Off	4	Str	5	AP	2	Agi	3		Sons of the Avalanche
Outlander Berserkers	Adv	4"	Mar	8"	Dis	7	Rac	Ou				Fearless, Frenzy, Scoring
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0				Light Armour
Outlander Berserker	Att	1	Off	3	Str	3	AP	0	Agi	4		Devastating Charge (+1 Att, +1 Str, +1 AP)
Pit Fighters	Adv	4"	Mar	8"	Dis	8	Rac	Hm				Fearless, Light Troops, Skirmisher, Veteran
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0				Hard Target (1), Light Armour
Pit Fighter	Att	2	Off	4	Str	4	AP	1	Agi	3		
Dismounted Stradiots	Adv	4"	Mar	8"	Dis	7	Rac	Hm				Light Troops, Scout, Skirmisher
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0				Hard Target (1)
Dismounted Stradiot	Att	1	Off	3	Str	3	AP	0	Agi	3		
Flying Stradiots	Adv	2"	Mar	4"	Dis	7	Rac	Hm				Feigned Flight, Fly (6", 12"), Independent, Light Troops, Veteran
Standard, Cavalry	HP	2	Def	3	Res	3	Arm	1				
Flying Stradiot	Att	1	Off	3	Str	3	AP	0	Agi	3		Winged Marksmen, Crossbow (4+)

Mounted Stradiots	Adv	8"	Mar	16"	Dis	7	Rac	Hm		Feigned Flight, Light Troops, Vanguard	
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	1			
Trooper	Att	1	Off	3	Str	3	AP	0	Agi	3	
Horse	Att	1	Off	3	Str	3	AP	0	Agi	3	Harnessed

Best Money Can Buy

Dread Elf Exiles	Adv	5"	Mar	10"	Dis	8	Rac	Elf		Independent, Light Troops, Scout, Skirmisher, Veteran	
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0		Hard Target (1), Heavy Armour	
Dread Elf Exile	Att	1	Off	5	Str	3	AP	0	Agi	5	Lightning Reflexes, March and Shoot, Poison Attacks (Shooting only), Ruthless Efficiency, Great Weapon, Repeater Crossbow (3+)
Hobgoblin Wolf Riders	Adv	9"	Mar	18"	Dis	6	Rac	Hgb		Feigned Flight, Independent, Insignificant, Light Troops, Vanguard	
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	1		Light Armour	
Hobgoblin Rider	Att	1	Off	3	Str	3	AP	0	Agi	3	
Wolf	Att	1	Off	3	Str	3	AP	0	Agi	3	Harnessed
Merc. Orc Xbowmen	Adv	4"	Mar	8"	Dis	7	Rac	Orc	☞	Independent, Scoring, Veteran	
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0		Heavy Armour	
Merc. Orc Xbowman	Att	1	Off	4	Str	4	AP	1	Agi	2	Born to Fight, Crossbow (4+)
Skink Raptor Raiders	Adv	8"	Mar	16"	Dis	6	Rac	Sk		Cold-Blooded, Feigned Flight, Independent, Strider (Water Terrain), Vanguard	
Standard, Cavalry	HP	1	Def	2	Res	3	Arm	3		Shield	
Skink Raider	Att	1	Off	2	Str	3	AP	0	Agi	3	Light Lance
Horned Raptor	Att	2	Off	3	Str	4	AP	1	Agi	2	Harnessed
Mercenary Dwarfs	Adv	3"	Mar	9"	Dis	9	Rac	Dw	☞	Bodyguard (Dwarf Goldseeker), Scoring	
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0		Shield Wall, Heavy Armour	
Mercenary Dwarf	Att	1	Off	4	Str	3	AP	0	Agi	2	Sturdy
[Veteran]	Att	1	Off	4	Str	4	AP	1	Agi	2	Sturdy
Mercenary Elves	Adv	5"	Mar	10"	Dis	8	Rac	Elf	☞	Martial Discipline, Scoring	
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0		Light Armour	
Mercenary Elf	Att	1	Off	4	Str	3	AP	0	Agi	5	Lightning Reflexes
Paycart	Adv	7"	Mar	7"	Dis	8	Rac	Hm		Independent, Protect the Gold, Swiftstride	
Standard, Construct	HP	4	Def	4	Res	5	Arm	2		Heavy Armour	
Guards (4)	Att	2	Off	4	Str	4	AP	1	Agi	4	Lethal Strike, Blunderbuss (5+), Halberd
Horse (2)	Att	1	Off	3	Str	3	AP	0	Agi	3	Harnessed
Chassis					Str	5	AP	2	Agi		Impact Hits (D6), Inanimate

Legendary Curiosities & Armoury

Mercenary Giant	Adv	7"	Mar	14"	Dis	8[9]	Rac	Gi		Giant See, Giant Do	
Gigantic, Infantry	HP	7	Def	3[4]	Res	5	Arm	1			
Mercenary Giant	Att	5	Off	3	Str	5	AP	2	Agi	3	Rage
[Veteran]	Att	6	Off	4	Str	5	AP	2	Agi	3	Rage
Black Powder Artillery	Adv	4"	Mar	4"	Dis	7	Rac	Hm		War Machine	
Standard, Construct	HP	5	Def	1	Res	4	Arm	0			
Crew	Att	3	Off	3	Str	3	AP	0	Agi	3	Move or Fire
Ballista	Adv	4"	Mar	4"	Dis	7	Rac	Hm		War Machine	
Standard, Construct	HP	5	Def	1	Res	4	Arm	0			
Crew	Att	3	Off	3	Str	3	AP	0	Agi	3	Move or Fire, Ballista (4+)
Dwarven Axe Thrower	Adv	3"	Mar	3"	Dis	10	Rac	Dw		Fearless, Unbreakable, Veteran, War Machine	
Standard, Construct	HP	4	Def	1	Res	4	Arm	0		Aegis (6+)	
Crew	Att	2	Off	4	Str	4	AP	1	Agi	2	Move or Fire, Weapon Master, Yer comin' with me!, Dwarven Axe Thrower, Great Weapon, Paired Weapons
Halfling Catapult	Adv	4"	Mar	4"	Dis	8	Rac	Hb		Strider (Forest), War Machine	
Standard, Construct	HP	4	Def	1	Res	4	Arm	0			
Crew	Att	3	Off	2	Str	2	AP	0	Agi	5	Move or Fire, Catapult (3+)
Scorpio-Ballista	Adv	4"	Mar	8"	Dis	7	Rac	Hm		Independent	
Standard, Infantry	HP	2	Def	2	Res	3	Arm	0		Pavise	
Crew	Att	2	Off	3	Str	3	AP	0	Agi	3	Scorpio-Ballista (4+)

Horse Artillery	<i>Adv</i>	6"	<i>Mar</i>	6"	<i>Dis</i>	7	<i>Rac</i>	Hm		Limber and Caisson, Vanguard (6), Veteran, War Machine	
Standard, Construct	<i>HP</i>	5	<i>Def</i>	1	<i>Res</i>	4	<i>Arm</i>	1			
Crew	<i>Att</i>	3	<i>Off</i>	3	<i>Str</i>	3	<i>AP</i>	0	<i>Agi</i>	3	Light Cannon (4+)
Horse	<i>Att</i>	1	<i>Off</i>	3	<i>Str</i>	3	<i>AP</i>	0	<i>Agi</i>	3	Harnessed
Accursed Legion	<i>Adv</i>	4"	<i>Mar</i>	8"	<i>Dis</i>	4	<i>Rac</i>	Ud		Ashes to Ashes, Fearless, Independent, Legionnaires Curse, Solders of the Dead, Undead	
Standard, Infantry	<i>HP</i>	1	<i>Def</i>	2	<i>Res</i>	3	<i>Arm</i>	0		Light Armour, Shield	
Accursed Legionnaire	<i>Att</i>	1	<i>Off</i>	3	<i>Str</i>	3	<i>AP</i>	1	<i>Agi</i>	2	Hatred (against Undead)
Battlefield Wight	<i>Adv</i>	4"	<i>Mar</i>	8"	<i>Dis</i>	8	<i>Rac</i>	Ud		Fear, Legendary Warrior, Undead	
Standard, Infantry	<i>HP</i>	2	<i>Def</i>	4	<i>Res</i>	4	<i>Arm</i>	0		Aegis (6+), Heavy Armour, Shield	
Battlefield Wight	<i>Att</i>	3	<i>Off</i>	5	<i>Str</i>	4	<i>AP</i>	1	<i>Agi</i>	3	Hatred (against Undead), Weapon Master

Aim Table

Name	Aim	Shooting Model
Blunderbuss	5+	Paycart Guards
Brace of Ogre Pistols	3+	Ogre Wanderer
	4+	Veteran Ogres
Brace of Pistols	3+	Commander, Captain, Merchant Prince, Champion (Mercenary Dwarfs)
	4+	Mercenary Dwarfs [Pirates]
Bow	1+	Dragonlord, Elf Ranger
	3+	Halflings, Mercenary Elves
	4+	Sellswords, Dismounted Stradiots, Mounted Stradiots, Hobgoblin Wolf Riders
Crossbow	2+	Commander
	3+	Cpt, MPr, QM, Dw GSk, OM, Xbowmen [Veteran], Dis. Stradiots [Marksmen], Merc. Dw [Rgr]
	4+	Crossbowmen, Flying Stradiots, Mercenary Dwarfs, Mercenary Orc Crossbowmen
Hand Cannon	4+	Ogre Wanderer
Javelin	3+	Pit Fighters
	4+	Sellswords, Skink Raptor Raiders
Light Crossbow	2+	Guild Assassin
	3+	Crossbowmen [Veteran]
	4+	Crossbowmen, Pikemen [Mixed Formation], Dismounted Stradiots, Mounted Stradiots
Long Rifle	3+	Characters
Longbow	1+	Elf Ranger
Ogre Crossbow	3+	Ogre Wanderer
Pistol	3+	Cdr, Cpt, MPr, QM, Guild Assassin, Dw GSk, Champion (Pk, Merc. Dw, FrLnc [Veteran])
	4+	Guild Wizard, Orc Marauder, Hired Duelists
Poisoned Javelin	4+	Skink Raptor Raiders
Repeater Crossbow	3+	Dread Elf Exiles
Repeater Gun	4+	Characters
Repeater Handbow [2]	2+	Champion (Dread Elf Exiles)
Repeater Pistol	4+	Characters
Scorpio-Ballista	4+	Scorpio-Ballista
Sling	2+	Halflings
Sylvan Longbow	3+	Mercenary Elves [Sylvan Woodsmen]
Throwing Weapons	1+	Guild Assassin
	3+	Outlander Chieftain
	4+	Hired Duelists, Outlander Berserkers
Ballista	4+	Ballista Crew
Cannon (1) and (2)	4+	Black Powder Artillery Crew
Halfling Catapult	3+	Halfling Crew
Hurl Attack	5+	Mercenary Giant
	4+	Mercenary Giant [Veteran]
Light Cannon (1) and (2)	4+	Horse Artillery Crew
Ribault (1) and (2)	4+	Black Powder Artillery Crew

Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Blunderbuss	-	12"	5	3	1	Accurate March and Shoot No penalty Stand and Shoot Quick to Fire
Brace of Ogre Pistols	-	24"	4	2	2	Quick to Fire
Brace of Pistols	-	12"	4	2	2	Quick to Fire
Hand Cannon	-	24"	4	2	D6	Quick to Fire
Javelin	-	12"	User	User	1	Quick to Fire
Light Crossbow	-	18"	4	0	1	Quick to Fire
Long Rifle	-	48"	5	3	1	Multiple Wounds (2, against Standard) Unwieldy
Ogre Crossbow	-	30"	2 [5]	1 [3]	1	Area Attack (1×5)
Poisoned Javelin	-	12"	User	User	1	Poison Attacks Quick to Fire
Repeater Crossbow	-	18"	3	0	2	When shooting from Short Range, the weapon gains +1 Armour Penetration.
Repeater Gun	-	24"	4	2	3	Unwieldy
Repeater Handbow [X]	-	12"	3	0	X	Accurate Quick to Fire
Repeater Pistol	-	12"	4	2	3	Quick to Fire, +1 Shots with Pistol or Brace of Pistols
Scorpio-Ballista	-	36"	5	2	1	Move or Fire Multiple Wounds (D2) Reload!
Sling	-	18"	3	0	1	Quick to Fire
Ballista	-	48"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3)]
Cannon (1)	Cannon	72"	4 [10]	0 [10]	1	Area Attack (1×5) [Multiple Wounds (D3+1, Clipped Wings)]
Cannon (2)	Volley Gun	12"	4	4	2D6	-
Dwarven Axe Thrower	Flamethrower	18"	4 {5}	1 {2}	-	{Lethal Strike}
Halfling Catapult	Catapult (3×3)	6–36"	2 [5]	0 [6]	1	[Multiple Wounds (D3)]
Hurl Attack (Merc. Giant)	Catapult (4×4)	6–36"	3 [7]	0 [4]	1	[Multiple Wounds (D3, Clipped Wings)]
Light Cannon (1)	Cannon	48"	3 [7]	0 [6]	1	Area Attack (1×5) [Multiple Wounds (D2, Clipped Wings)]
Light Cannon (2)	Volley Gun	12"	3	2	2D6	-
Ribault (1)	Volley Gun	30"	5	2	1D6+2	-
Ribault (2)	Volley Gun	24"	4	2	2D6+2	-



Changelog

2021 beta 2

- Removal of blue from last changes.
- Added new artefact [Prism of Ibn al-Haytham](#).
- Light Crossbow: Now Armour penetration 0.
- Repeater Crossbow: Now gains Armour penetration 1 while in short range.
- Blunderbuss: Now quick to fire, march and shoot, ignore stand and shoot penalties, is always Str 5 AP 3 and all units with it moved from Aim (3+) to Aim (5+)
- Disgraced Highborn Dragonlord 800 ↘750.
- War Elephant
 - May increase to Armour (3) 75 ↘60.
 - Howdah 60 ↘50.
- Ballista 90 ↗95.
- Mercenary Giant 290 ↘265.

2021 beta 1

- Removal of blue from last changes.
- Usage of 'While' for effects added.
- Guido's Lucky Coin, rewording.
- Regillum, rewording.
- Distrust, rewording.
- Mystic Mastery, rewording.
- Pike, rewording.
- Guild Assassin, choice per army limited to 0-2.
- Master Duelist, renamed, rewording.
- Strike from the Shadows, new rule.
- Blunderbuss, rewording.
- Veteran, clarified.
- Elven Outriders, rewording.
- Orc Marauder
 - additional weapon options added.
 - Tribal Chief updated.
- Mercenary Orc Crossbowmen, additional weapon options added.
- Champion, Musician, Standard Bearer 20 ↘10.