

HIRED SWORDS

SHADOW WARRIOR

35 gold crowns to hire +15 gold crowns upkeep

Shadow Warriors are High Elves from the desolate war-ravaged land of Nagarythe, where the Witch King once held court. This leads their kin to mistrust and ostracise them. These angry lost souls are often used as scouts and skirmishers for High Elf forces, as well as wandering sell-swords looking to quench their bitter hatred of the Dark Elves. Though not as skilled a scout as the Ranger, the Shadow Warrior is as deadly with his bow and sword as any Elf.

May be Hired: The Shadow Warrior may be hired by High Elf and all Human warbands, but may not be hired by a warband that is evil (eg Possessed) or one that includes an evil Hired Sword (eg Dark Elf Assassin).

Rating: A Shadow Warrior increases the warband's rating by +12 points plus 1 point per Experience point he has.

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

Equipment: A Shadow Warrior carries a sword, longbow, dagger, shield and wears Light Armour.

Skills: A Shadow Warrior may choose from Combat or Shooting skills when he gains a new skill. In addition he may choose his skill from the Shadow Warriors Special Skill list in Town Cryer 10.

SPECIAL RULES

Hates Dark Elves: Shadow Warriors seethe with bitterness when facing Dark Elves and follow the rules for *Hatred* in the Mordheim rulebook.

Excellent Sight: Elves have eyesight unmatched by mere humans. The Shadow Warrior spots *Hidden* enemies from twice his Initiative value in inches away.

Bitter Enemies: If the last fight was against Dark Elves or a warband containing a Dark Elf Hired Sword, the upkeep cost is waived for that game.

Infiltration: A Shadow Warrior can infiltrate. See the Skaven skill of the same name.

BIG GAME HUNTER

40 gold crowns to hire +18 gold crowns upkeep

There are many reasons why adventurers risk life and limb exploring the mysterious continent of Lustria. The lure of riches and arcane knowledge brings a steady flow of greedy individuals but some are drawn in search of legendary creatures rumoured to inhabit the lush jungle. Expert game hunters are paid vast sums of money by flamboyant Old World nobles in order to bring back these exotic creatures. These rare beasts are displayed in the private zoos and gardens of nobles or can be found hanging from the walls of their palaces. Game hunters are skilled trackers and hunters having spent most of their lives hunting game in the forests of the Old World. They are well equipped and not inexpensive to hire.

May be Hired: The Big Game Hunter can be hired by any human Warband.

Rating: A Big Game Hunter increases the warband's rating by +16 points plus 1 point per Experience point he has.

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

Equipment: Sword, Dagger, Net, Light Armour, Hunting Rifle (same as a Hochland Long Rifle).

Skills: The Big Game Hunter can choose from Shooting or Academic skills when he gains a new skill.

SPECIAL RULES

Set Traps: The Hunter may place up to six counters to represent these traps on the board immediately after the Hunter model is placed. They must be placed at ground level with at least 6" between them. Any model (except the Hunter) that moves within 3" of a trap counter must roll a D6. On a 1-3, nothing happens. On a 4-6, the model takes a single hit automatically at the strength shown on the dice. The trap counter is then removed. A single model can only set off one trap at a time. If an animal of any sort is put Out of Action by a trap, it is automatically captured after the game to be sent to the Old World.