

DRAMATIS PERSONAE

By Sam Sedghi, Jamie Webb & Andres Olivares.

DIJIN KATAL, THE RENEGADE ASSASSIN

*How many years have I walked the earth?
How many plains have I seen that stretch to
the horizon? How many cities are there that
are crammed with the filth and dregs of this
world? And how many dark places have been
my refuges? Yet I still miss that dreaded place
Clar Karond... my home. I wonder what is
happening amongst my kin what devious
politics abound. Oh, how I miss the intrigue
of a true civilisation. These are strange times.
I never desired to travel to this hot insect-
infested land of Lustria but now I am here it
has a strange hold on me. I have delivered
many to the grace of Khaine within this
jungle. This jungle seems to cry out for blood.
Although my murderous instincts have grown
the animal inside is now in sated. What has
become of me?*

*Still, my blades run with the blood of my
enemies the only thing that brings me
comfort. I have the murderous instinct, which
my people have practised for thousands of
years and the addiction is strong. That night
when I saw the broken bodies of my own kin
on the floor in the carnival of horrors I knew
that killing was my sole purpose. I also knew
that it didn't matter who would be my prey -
friend or foe it makes to difference to the
unquenchable thirst within. And now my
comrades hunt me. Although my thirst for
another murder is great in good time soon it
shall be quenched. My life is for Khaine.*

*My goal? To find some meaning to this
mundane existence...*

Known as 'The Hunter in the Shadows', 'The Thrice Cursed Renegade', 'He who Thirsts' and 'Kinslayer', among other things, Dijin Katal as greatly feared and loathed and that's just by his own people. The covens of the Druchii have a price on Katal's head and demand that he be captured alive for the Hag Queen's pleasure. Few know this Druchii's chequered past when they hire him in fact most are not even aware that he is Druchii, such is their ignorance.

Hire fee: 85 gold crowns; 40 gold crowns upkeep.

May be Hired: Any warband except for Amazons, Shadow Warriors, Dark Elves (obviously) and any warband that includes and type of Elven hired sword may hire Dijin Katal.

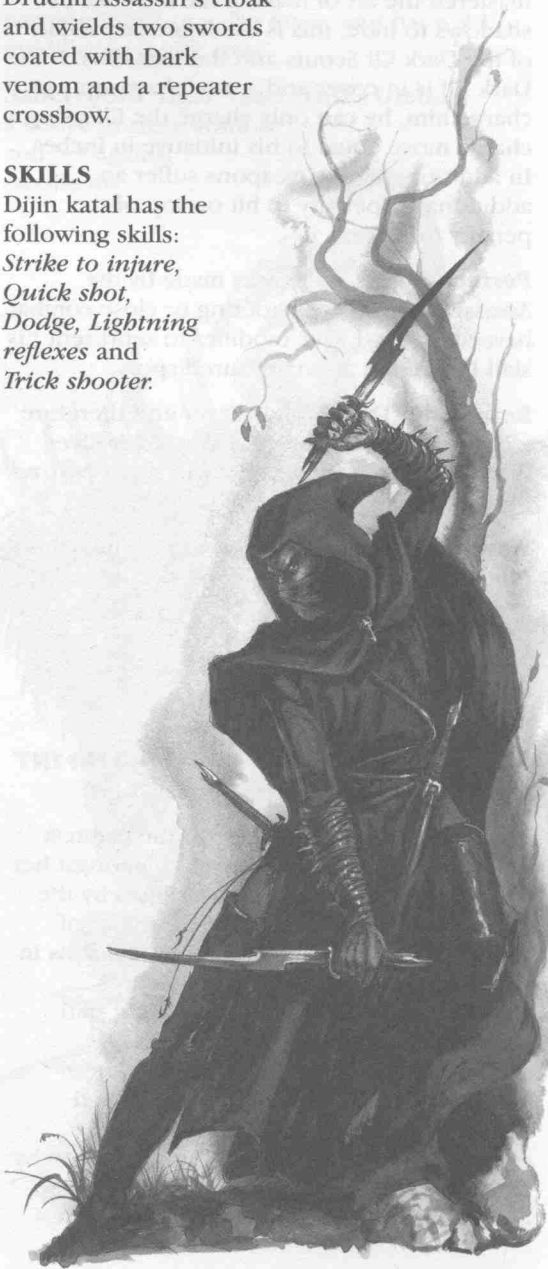
Rating: Dijin Katal increases the warbands rating by 70 points.

Profile	M	WS	BS	S	T	W	I	A	Id
	5	7	5	4	3	2	7	2	8

Weapons/Armour: Dijin Katal wears a Druchii Assassin's cloak and wields two swords coated with Dark venom and a repeater crossbow.

SKILLS

Dijin katal has the following skills:
*Strike to injure,
Quick shot,
Dodge, Lightning
reflexes and
Trick shooter.*



SPECIAL RULES

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between the two races have been very long and bloody affairs. The Dark Elves are very bitter since they have been exiled from Ulthuan and thus they hate any High Elf warriors including High Elf Hired Swords.

Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot hidden enemies from twice as far away than normal warriors (i.e. twice their Initiative value in inches).

Shadows Embrace: The Dark Elf has mastered the art of making the best use of shadows to hide, this is the legendary ability of the Dark Elf Scouts and the Assassins. If the Dark Elf is in cover and a model attempts to charge him, he can only charge the Elf using a charge move equal to his initiative in inches. In addition, missile weapons suffer an additional -1 penalty to hit on top of the penalty for cover.

Perfect Killer: All attacks made by the Assassin, whether in shooting or close combat, have an extra -1 save modifier to represent his skill in striking at unarmoured spots.

Renegade: Dijin is a kinslayer and therefore a renegade in Druchii eyes. Any Dark Elves that Dijin is fighting against will suffer *Hatred* towards him.

Wanderer: See Aenur page 153 of the main rulebook.



PENTHESILEA, MARK OF THE SERPENT

'I am the hunter and you are my prey.'

Penthesilea is known as one of the greatest Amazon warriors and is a legend amongst her people. The Amazons were outraged by the oafish menfolk of the Norse settlement of Skeggi when they captured some Amazons in a raid planning to keep them as slaves. Penthesilea led a warband on a night raid against the timber halls of the Norse settlement. Her silent warriors slew the guards and they liberated their captured sisters. Before she could make good her escape, however, Penthesilea was set upon by the Norse Jarl Sigursen the Impaler, he who had led the raid to enslave her sisters. She

slew this giant of a man in single combat and held his severed head high causing the rest of the Norse to flee. To further quench her thirst for revenge she kidnapped Sigursen's entire family to be used as slaves and sacrifices to the Serpent God. The battle of Skeggi was a milestone battle for the Amazons. None had accomplished what Penthesilea had. For it was her and her small band of Amazon warriors that had taken the fight straight to the supposedly invulnerable Norse stronghold and rescued their sisters slaying many men in the process. It was her brilliant guerrilla tactics and her ruthlessness that won the day. Since then, the men of the New World settlements live in fear and shudder at the mention of her name. Tales have it that no man has survived an encounter with her and many a mighty warrior's head hangs from her belt its mouth sewn shut as a sign of obedience.

Hire fee: Use the same hire table as Bertha Bestraufung on page 155 of the rulebook.

Maybe Hired: Penthesilea will only join Amazon Warbands.

Rating: 70 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5*	5	4	4	4	2	5*	2	8

Weapons/Armour: Star Sword, Star Blade, Amulet of the Moon and wears Enchanted Skins (see Amazon equipment).

SKILLS

Mesmerising dance, Savage Fury, Elixir of life, Weapon Master, Concealment.

SPECIAL RULES

Amazon. She is an Amazon and therefore all of the Amazon special rules apply.

Mark of the Serpent. The High Serpentine Priestesses have blessed the warrior prime with the greatest gift any warrior can bear in the name and glory of their race. The mark of the serpent. This magical tattoo is only given to the worthiest of Amazons warriors. Penthesilea gains +1 to her movement and Initiative (as marked by* on her profile).

Man-Hater: Having seen so many of her sisters captured or killed by raiders who are predominantly men she has developed a loathing for these uncouth, primitive creatures. Penthesilea is subject to *Hatred* of all human males (I'm sure we can work out which figures are male here!) and has many of their heads hanging from her belt.

DRENOK JOHANSEN, WIELDER OF THE GREAT AXE

The great sagas of the Norse tribes tell of a mighty warrior known as the Wielder of the Great Axe. Long ago in the icy, inhospitable tundra of the Norse land a young clansman with fire in his eyes and passion in his heart left his clan in search of his father's fate. His father was Johan warrior-prime, Chieftain of the Clan Icefang, possessed by a demon of Khorne. His father had disappeared rumoured to have travelled across the seas. Leaving the clan in a self-imposed exile he was never seen again in the lands of his birth.

After many a long year within the realms of the Old World Drenok took ship to the New World in search of his father. Weeks dragged on into months and months into years until finally the day came when the two mortals finally crossed paths. Only then did Drenok truly know fear. For when Drenok looked into the face of his father he saw the Daemon within. A titanic struggle ensued between father and son. The battle was fierce and long, lasting for many hours. With each wound Drenok inflicted upon this demon, his father, anguish and rage consumed his soul. Finally his father fell and the battle was won. But this was no true victory this was a day of mourning. For Drenok had now lost a part of his soul he could never reclaim. He gazed upon the great axe, which lay at the feet of his father's corpse and realised it to be the legendary axe of the Icefang, his clan. Lifting the mighty axe above his head, his hair braids blowing in the wind he roared in defiance of world. His quest would be to bring honour to the death of his father.

Hire fee: 70 gold crowns to hire: +30 gold crowns upkeep.

Maybe Hired: Norse and human warbands may hire Drenok.

Rating: Drenok increases the warbands rating by 70 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	6	3	4	4	2	4	2	8

Weapons/Armour: Drenok wields the great axe of the Icefang and he wears Sabertooth Tiger Hide.

SKILLS

Fearsome, Strongman, Combat master and Step aside.

SPECIAL RULES

Berserker: If Drenok is reduced to zero wounds roll 1D6. On a score of 4+ he stands fighting until the end of the turn. You must roll every turn or he will be Out of Action.

Ice fang Axe: A massive double-handed axe, this weapon has been handed down through the ancestors of Ice fang throughout the generations. It is said that a revered ancestor used the axe and slew a great White Dragon many centuries ago.

The axe is the same as a double-handed weapon but it can also *Parry* and has a +1 modifier to injury rolls.

Sabertooth Tiger Hide: Gives Drenok a 6 save in close combat and 5+ against missile fire.

