

# SELLSWORDS

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These warriors were designed as additions to the Human Mercenaries Warband, but can be used by other Warbands if your opponents agree.

## HEROES

0-1 **WIZARD**.....35 Gold Crowns to hire

The mysterious Wyrdstone have attracted the Wizards attention and many of them have "allowed" themselves to be hired by a Warband. They are a valued addition as their spells of fire and destruction often tips a battle in their favour.

Profile	M	WS	BS	S	T	W	I	A	LD
Wizard	4	2	2	3	3	1	3	1	7

**Weapons and armour:** The Wizard may be equipped from the Wizard Equipment List.

## SPECIAL RULES

**Wizard:** The Wizard have a magic level of 1, you may upgrade this to magic level 2 for a cost of +30 GC.

0-2 **DWARF TREASURE HUNTERS**.....35 Gold Crowns to hire

The Empire houses a large population of Dwarfs whose ancestors settled in the Empire generations ago. They are skilled craftsmen and many of them have been employed to accompany a Warband to authenticate any Wyrdstone found. In the Empire not all mercenaries are humans, many a Dwarf warrior sell his axe these days.

Profile	M	WS	BS	S	T	W	I	A	LD
Dwarf	3	4	3	3	4	1	2	1	9

**Weapons and armour:** The Dwarfs may have equipment from the Dwarf Equipment list.

## HENCHMEN

0-1 **OGRE BODYGUARD**.....200 Gold Crown to hire

An Ogre stands almost twice as tall as a man and massive like a bull. Ogres are notoriously unbothered who they fight for and those that can afford, or dare, to employ them will be a force to be reckoned with. However Ogres are slow of mind and if you happen to upset an Ogre you risk losing your head, literally.

<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>
Ogre	6	3	2	4	5	3	3	2	7

**Weapons and armour:** The Ogre may have equipment from the Ogre Equipment list.

### **SPECIAL RULES**

**Fear:** The Ogre causes *Fear*.

### **OGRE EQUIPMENT LIST**

#### **Hand-to-hand combat**

##### **weapons:**

Dagger (first free)	2 GC
Mace	3 GC
Hammer	3 GC
Sword	5 GC
Battleaxe	5 GC
Flail	15 GC
Double-handed Weapon	15 GC

##### **Missile Weapons:**

None

##### **Armour:**

Shield	5 GC
Helmet	10 GC
Light Armour	20 GC

### **WIZARD EQUIPMENT LIST**

#### **Hand-to-hand combat**

##### **weapons:**

Dagger (first free)	2 GC
Mace	3 GC
Staff	3 GC

Sword 5 GC

**Missile Weapons:**

None

**Armour:**

None

**DWARF EQUIPMENT LIST**

**Hand-to-hand combat  
weapons:**

Dagger (first free) 2 GC

Hammer 3 GC

Sword 5 GC

Battle axe 5 GC

Pick (count as axe) 5 GC

Spear 10 GC

Flail 15 GC

Double-handed weapon 15 GC

**Missile weapons:**

Throwing axe 5 GC

Pistol 15 GC

(30 for a brace)

Crossbow 25 GC

Blunderbuss 35 GC

Handgun 35 GC

**Armour:**

Shield 5 GC

Helmet 10 GC

Light armour 20 GC

Heavy armour 50 GC

Dwarf armour 75 GC