

## **Musicians 0-1 40gc**

Musicians are important to a warband both during and after a battle. They can sing and tell tales to raise extra income, sing songs of valor during battle to embolden the troops, and rally the troops when things look bad. Each race has their own type of musician. They may choose from the Academic, speed or the chart below when they advance. They may also choose from their own racial charts if they have one.

### **Human/Mercenary**

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

Equipment: Weapons and Armor from the Mercenary Equipment List and Musician Equipment list

### **Possessed**

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

Equipment: Weapons and Armor from the Possessed Equipment List and Musician Equipment list

### **Witch Hunters**

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

Equipment: Weapons and Armor from the Witch Hunter Equipment List and Musician Equipment list

### **Sisters of Sigmar**

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

Equipment: Weapons and Armor from the Sisters of Sigmar Equipment List and Musician Equipment list

## Undead

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

Equipment: Weapons and Armor from the Undead Equipment List and Musician Equipment list

## Skaven

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	1	3	1	7

Equipment: Weapons and Armor from the Skaven Equipment List and Musician Equipment list

## Dwarf

M	WS	BS	S	T	W	I	A	Ld
3	3	2	3	4	1	2	1	9

Equipment: Weapons and Armor from the Dwarf Warrior Equipment List and Musician Equipment list

When they are bought they have a random skill (roll a d6) When they advance they may choose a skill from this list, their race list, the academic list or the speed list.

**1 Minstrel** – The musician is a masterful tale teller and gains extra income for the warband. Add 2d6 gold to coffers between battles.

**2 Fighting Songs** – the musician has in his selection of songs many a fighting ballad. These ballads dispel fear. Any musician with this ability sings in battle emboldening the troops. Any friendly troop within 12" does not suffer from fear or all alone tests.

**3 Charisma** – A musician with this ability attracts others to the warband. He also is able to rally the troops when they might flee. You may add 1 warrior to your warband and may reroll any failed rout test. The second test stands.

**4 Cacophony** – The musician is able to create awful noises with his instrument or voice causing anyone within 6" to run in fear. (including those immune to psychology)

**5 Lore** – The musician knows the lore of the area and may +/- 1 from one die roll when searching.

**6 Master of Lore** – The musician knows the lore of the area very well and may add one die when searching. The musician may only gain this skill if he has Lore. (If you roll a six when starting count it as Lore.)

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## **Musician Equipment List**

A musician must have an instrument to play so he can sing songs, tell tales and make hideous noises.

**Flute** – 5gc rare 5

These are made of wood or bone. They add +1 to your leadership roll.

**Lyre**- 5gc rare 9

These are made of wood with strings strung to play tunes. When using this with the minstrel skill it adds 1d6 to the gold earned.

**Drum**- 10gc common

These are barrels with a tanned hide stretched over them to make the sound. The mallet may be used as a club and the drum as a shield.

**Horn**-10gc rare 9

These are brass or silver horns that can make a lot of noise when used. They increase the range of Cacophony by 6 inches.