

Stirland Mercenaries

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Stirland mercenary warbands use the normal rules for Human Mercenaries, with the following additions:

- The long bow is added to the Heroes' missile weapons listing at a cost of 15gc.
- Any member of the warband using a longbow adds an additional -1 to the save modifier when firing upon an opponent.
- Stilanders use the following skills table:

STIRLAND MERCENARIES					
	<u>Combat</u>	<u>Shooting</u>	<u>Academic</u>	<u>Strength</u>	<u>Speed</u>
Mercenary Captain	X	X	X	X	X
Champion	X	X		X	
Youngblood	X	X			X