

# BARBARIANS

## Allies:

- Barbarian armies can have one Allied Command from any of the following races:
  - Dwarves, Elves, Men-at-Arms, Orcs, Ratmen, Trolls.
- See in the special rules, those scheduled for the Allied Commands.

## Mercenaries:

- Barbarian armies can have one Mercenary Command of warriors and creatures from any of the following races:
  - Dragons, Ogres, Orcs, Ratmen, Trolls and those Mercenaries that can be recruited by the Barbarians or their Allies.
- See in in the special rules, those scheduled for the Mercenary Commands.

## General rules:

- A barbarian army can have any talismans, costing 100 points each.

## INFANTRY

### **Barbarian Infantry** (*base size 2.5 x 2.5 cm*)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warriors	Aver.	Fan.	.+1	-	1	Lt/sh	Hd	20cm	no	no	night	5	"+3vet"	5	20
Warriors	Aver.	Fan.	.+1	-	1	Lt	2-Hd	20cm	no	no	night	5	"+3vet"	5	20

### **Barbarian Berserkers** (*base size 2.5 x 2.5 cm*)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Berserkers	Aver.	Fan.	.+1	-	1	lg	2-Hd	20cm	no	no	night	17	-	5	10
bloodlust	Vet.	"	.+2	-1	2	"	"	25cm	7	"	"	"	-	"	"

#### Notes:

- See the Special Rules: "Berserker".
- Maximum one Unit for each 1000 army points.

### **Bodyguard** (*base size 2.5 x 2.5 cm*)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Bodyguard	Elite	Fan	.+1	-	2	Md	2-Hd	20cm	8	no	night	32	-	5	10

#### Notes:

- Maximum one Unit for every 1000 army points.
- This Unit must be in the Warchief's command.

## UNITS WITH MISSILE WEAPONS

### **Barbarian Archers** (*base size 2.5 x 2.5 cm*)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archers	Aver.	Fan.	.+1	-	1	Lt	B&Hd	20cm	no	no	night	6	"+3vet"	5	20

## CAVALRY

### Barbarian Horse Riders (*base size cm. 2.5 x 5*)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warrior	Aver.	Fan.	+.1	-	1	Med/Sh	Hd	35cm	7	no	night	26	"+9vet"	3	20
with horse	"	"	"	-1	3	"	H&H	"	"	"	"	"	-	"	"

### Barbarian Tiger Riders (*base size cm. 2.5 x 5*)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warrior	Vet.	Fan.	+.1	-	1	Lt/Sh	Hd	37cm	6	yes	night	63	"+12EI"	3	10
with tiger	"	"	+.2	-2	4	"	T&C	"	"	"	"	"	-	"	"

**Notes:**

- They can have a medium armour (chain mail), with an additional cost of **+1 point** for model; in this case, the movement (Mov) will be of **32 cm**.
- Maximum one Unit for every 2000 army points.**

### Barbarian war chariot drawn by two horses (*base size 5 x 10 cm*)

Nome	Qual.	Tipo	For.	Res.	Val.	Cor.	Arm.	Mov.	Sal.	Ter.	Luce	Pun.	Mig.	Min.	Max.
chariot	Aver.	Fan.	+.1	-1	4	Lt/Sh	H&H	32cm	6	no	night	34	"+16vet"	2	5
1°round	"	"	"	"	7	"	"	"	"	"	"	"	"	"	"

**Note:**

- See the special rules: “War chariots”, “Special profile 1<sup>st</sup> round” and “Linebraker”.

### Barbarian war chariot drawn by two tigers (*base size 5 x 10 cm*)

Nome	Qual.	Tipo	For.	Res.	Val.	Cor.	Arm.	Mov.	Sal.	Ter.	Luce	Pun.	Mig.	Min.	Max.
chariot	Vet.	Fan.	+.2	-1	5	Lt/Sh	T&C	35cm	5	yes	night	100	"+23EI"	1	4
1°round	"	"	"	"	9	"	"	"	"	"	"	"	"	"	"

**Note:**

- See the special rules: “War chariots”, “Special profile 1<sup>st</sup> round” and “Linebraker”.
- Maximum one Unit for every 2000 army points.**

## TERRIBLE CREATURES

### Barbarian War Rhino (*base size 7.5 x 10 cm*)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
War Rhino	Aver.	Fan.	+.8	-6	12	Med	H&H	25cm	4	yes	night	412	-	1	1

**Notes:**

- See the special rules: “Giants Creatures” and “Linebraker”
- It can have the same crew of the War mammoth at the same cost; in this case the Mov will be reduced to 20 cm..

### Barbarian War Mammouth (*base size 7.5 x 10 cm*)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Mammouth	Aver.	Fan.	+.8	-6	12	Med	H&H	20cm	4	yes	night	412	-	1	1
Archers	Aver.	Fan.	+.1	-	1	Lt	B	-	-	-	night	-	-	3	3

**Notes:**

- See the special rules: “Giants Creatures” and “Linebraker”

### Barbarian Half Giant ( base size 5 x 5 cm)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Half Giant	Aver.	Fan.	+.4	-3	5	Med	2-Hd	20	5	yes	night	103	-	1	6

#### Notes:

- See the special rules: “Giants Creatures” and “Linebraker”

### Barbarian War Giant ( base size 12.5 x 12.5 cm )

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
War Giant	Aver.	Fan.	+.14	-9	18	Med	2-Hd	30	4	yes	night	762	-	1	1

#### Notes:

- See the special rules: “Linebreaker”, “Giant Creatures” and “Hurling boulders”.

#### Hurling boulders.

- During the shooting phase the War Giant has the ability to hurl boulders as per the following rules and method.
- The giant will start the battle with two boulders. Use volley counters, make some boulder counters, or use a couple of small stone.
- Extra boulders can be purchased at a cost of 25 points per boulder.
- The giant cannot start the battle with more than four boulders.
- The range of a hurled boulders is 10 cm (= 4 inches).
- There is no long or short range.
- The giant can blacken the sky at a maximum of two boulders per turn.
- The giant can hurl boulders during the shooting phase whilst in combat. He can target the unit he is currently in combat with.
- The giant cannot hurl boulders over any unit.
- The giant cannot pick up boulders upon the battlefield.

#### **The hurling method:**

- **To Hit.** For each boulder roll 1D6. Any ones equal a complete miss. The score on the dice equals the number of hits.
- **To kill.** Work out the kills as normal for a two hands weapon with +2 of strength..

## INDIVIDUALS

### Barbarian King on shield - Warchief - ( base size 5 x 5 cm)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
King	Elite	Fan.	+.2	-1	5	Med	2-Hd	15cm	6	no	night	89+C	-	-	-
Bearer	Vet	Fan.	+.1	-	1	"	Hd	"	"	"	"	-	-	2	2

#### Notes:

- The Barbarian King can be Warchief only.
- The Barbarian King and the two bearers will form a unit of Individuals.
- The Barbarian King can replace the two hands weapon with one hand and shield without variations of cost.
- The Barbarian King and his bearers will can only joining to a unit in base of 2.5 x 2.5 cm which will have to be adjusted its Mov to those of the Barbarian King’s bearers.

### Barbarian Battle Leader and Warchief

(base size 2.5 x 2.5 cm on foot, 2.5 x 5 cm on horse or on tiger)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
on foot	Elite	Fan.	+.2	-	2	Med/Sh	Hd	20cm	7	no	night	33+C	-	-	-
on horse	Elite	Fan.	+.2	-1	4	Med/Sh	Hd	35cm	6	no	night	63+C	-	-	-
on tiger	Elite	Fan.	+.3	-2	5	Med/Sh	Hd	35cm	6	yes	night	92+C	-	-	-

## Barbarian Individuals (base size 2.5 x 2.5 cm on foot, 2.5 x 5 cm on horse or on tiger)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	Elite	Fan.	.+2	-1	5	Lt	2-Hd	20cm	7	no	night	80	-	-	-
on horse	Elite	Fan.	.+2	-2	8	Med/Sh	Hd	35cm	6	no	night	150	-	-	-
on tiger	Elite	Fan.	.+3	-2	10	Med/Sh	Hd	35cm	6	yes	night	196	-	-	-
Scout	Vet.	Fan.	.+1	-	1	Lt	Hd	20cm	7	no	night	65	-	-	-
Herald	Vet.	Fan.	.+1	-	1	Lt	Hd	20cm	7	no	night	39	-	-	-
on horse	Vet.	Fan.	.+1	-1	3	Lt	Hd	37cm	7	no	night	54	-	-	-
on tiger	Vet.	Fan.	.+2	-1	4	Lt	Hd	37cm	7	yes	night	78	"+12EI"	-	-
Banner	Vet.	Fan.	.+1	-	1	Lt	Hd	20cm	7	no	night	49	-	-	-
on horse	Vet.	Fan.	.+1	-1	3	Med/Sh	Hd	35cm	7	no	night	64	-	-	-
on tiger	Vet.	Fan.	.+2	-1	4	Med/Sh	Hd	35cm	7	yes	night	88	"+12EI"	-	-
Destroyer	Elite	Fan.	.+2	-1	10	Lt	2m	20cm	5	no	night	162	-	-	-
Courier	Vet.	Fan.	.+1	-	1	Lt	1m	30cm	7	no	night	49	-	-	-

**Destroyers:** it will apply the rules scheduled for the Destroyer Hero ( see F.W. Companion of Nick Lund, pag. 36.).

- **Marksmen.** Use the profile of the relevant figure you wish to turn into a marksman; the Quality is always the highest (that is, uprated). Points costs are the cost of the figure outlined above, multiplied by 10.

## Barbarian Wizards, Priests, Soothsayers (base size 2.5 x 2.5 cm)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wizard	Vet.	Fan.	.+1	-	1	Lt	Hd	20cm	7	no	night	11+M	-	-	-
Priest	Vet.	Fan.	.+1	-	1	Lt	Hd	20cm	7	no	night	86	-	-	-
Soothsayer	Poor	Fan.	.+1	-	1	Lt	Hd	20cm	7	no	night	47	-	-	-

## Shapeshifter Shaman with Giant Snake

(base size: Shaman 2,5 x 2,5 cm, Giant Snake 4 x 4 cm)

Nome	Qual.	Tipo	For.	Res.	Val.	Cor.	Arm.	Mov.	Sal.	Ter.	Luce	Pun.	Mig.	Min.	Max.
Shaman	Vet.	Fan.	.+1	-	1	Lt	Hd	20cm	7	no	night	86	-	-	-
Snake	Vet.	Trib.	.+1	-1	3	ns	C&T	25cm	7	yes	night	-	-	-	-

### Notes:

- The Shapeshifter shaman of the Barbarians is a Priest that he has the power to change him in a giant snakes.
- When he is in the form of snake, the Shaman cannot invoke the Gods (Changing Events).

### Method:

- In an any phase of every turn of game, the player decides to summon the change of his Shapeshifter shaman in the giant snakes (totem) to they connected.
- If the Shaman is in base to base contact with other miniatures the change is not possible.

### Method:

- The "Changing Events" is made by the Shapshifter Shaman (Priest), with the general rules.
- If the invocation of the Gods is successful, the Shaman changes him in a giant snake.
- The miniature of the Shaman must be substituted with that of the giant snake.
- From the following turn, at any time, the Shaman (Priest) is able to take again his original form, without any formality, even in the case he is involved in combat.
- Every turn, at the beginning of the Threat phase, the player that play this Shaman has to perform a test with the throw of 1D6 for every shamen that are been changed in giant snakes:
  - with a result = 1 the shaman takes again his original form;
  - the miniature of the giant snake must be substituted with that of the Shaman.

### Giant snake.

- The shamen that is transformed in a giant snake will act as an individuals, but won't be able to invoke the Gods (Changing Events) untill he remains in this form..
- In the fight against this giant snake, every Save Throw that the adversary has to effect will have a penalty of -1.