

# MERCENARIES

Although any warriors — with the exception of the Undead — can be mercenaries, certain races or special units or creatures are exclusively available as mercenaries.

## **General rules**

Mercenaries can only be used in mercenary commands. All rules for mercenaries apply; see pages 30-31 of the F.W. Companion of Nick Lund and the updates to it reported in the general rules of this armies book.

In the following pages are listed the units and the races that can be enlisted to form mercenary commands.

For the mercenaries, as for the allied commands, we have introduced the rule that exists incompatibility among the races belonging to the Darkness and those lined up with the Light forces; any races, as for example Barbarians and Men-at-Arms, they can be lined up some time with one side, others with the other one.

## **Armies of the Light:**

- High elves
- Wood elves
- Halfmen
- Dwarfs

## **Armies of the Darkness:**

- Dark & Damned elves
- Goblins & Hobgoblins
- Orcs, Ogres & Trolls
- Ratmen

Amazons, Barbarians and Men-at-Arms can be lined up by the armies of the Light and by the armies of the Darkness.

Undeads made part of the armies of the Darkness and are not allied with any, except some special cases.

## **Mercenaries:**

- Sherwood archers belong to the faction of the Light, Horse Raiders can be lined up by some armies of the Light or by some of the Darkness; all the other mercenaries are belonging to the faction of the Darkness.

The following general rule apply:

- in an army it is not possible to line up units and individuals of the Light faction together to other of the Dark side.

## ARCHERS OF SHERWOOD.

### General rules

- They can be enlisted as mercenary by the Men-at-Arms and from the armies of the faction of the Light that can have an allied command of Men-at-Arms.

### Archers of Sherwood (base size 2.5 x 2.5 cm).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Vet.	Trib.	-	-	1	Med	Lb/Hd	15cm	no	no	night	11	"+4EI"	5	20

#### Notes:

- The Company has one unit only, that it has to obligatorily line up the following specials:

### Specials (base size 2.5 x 2.5 cm).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Robin	Elite	Trib.	+.1	-1	1\5	Med	Lb/Hd	15cm	6	no	night	85	-	-	-
Marian	Elite	Trib.	-	-	2	Med	Lb/Hd	15cm	7	no	night	29	-	-	-
Little Johnn	Elite	Trib.	+.2	-1	5	Med	Lb/Hd	15cm	7	si	night	105	-	-	-
Will Skarlet	Elite	Trib.	+.1	-	1\3	Med	Lb/Hd	15cm	7	no	night	95	-	-	-
Tuck	Ave	Trib.	-	-	1	Lt	Hd	20cm	7	no	night	83	-	-	-

#### Notes:

- Robin Hood is the leader of the Archers of Sherwood unit and he is even a sniper champion (the cost of the leader and of the sniper champion is already included in that of the profile).
- Lady Marian is a special fighter ; with an increase of + 15 points she can be considered the second sniper champion of the unit.
- Little John can be the normal champion of the unit ( the increase of cost for the champion is already included in the cost of the profile ).
- Will Skarlet is a scout; with an increase of + 15 points he can be considered the third sniper champion of the unit.
- The increase of strength ( for Robin, Marian, Little Johnn and Will Skarlet ) applies only when they fight in hand-to-hand combat, not when they use the bow; ditto for the value: when they are shooting with bow the value will be = 1.
- Tuck monk is a priest; he may have a talisman ( it is a sacred relic that handed with him); he may be lined up to contact of base with other priests, even of an other command.
- The cook of the Company is a dwarf, that he is the musician of the unit too ( he doesn't fight neither be shoot with the bow; he costs 5 points only, he is only taken in consideration for the threats tests).
- This unit won't have the standard bearer, but the Robin Hood presence will furnish it the same bonus, (the cost of +10 points of the standard bearer is already included in that of the Robin Hood profile ).

### Special rules.

- All the components of the Company of the Sherwood archers will be to consider in short distance already at 30 cm from the adversary.
- All the components of the company make use of the special abilities scheduled for the Wood elves: (see the F.W. Companion by Nick Lund).

### Sniper champion.

- He will throw his 1D6 for every volley shot with his unit, in accordance with the normal rules by the Rules Book.
- He will throw, he only, a further 1D6 for every volley made by the unit in that phase and he will have a further bonus of +1 to the hit test; this be tight will have to be done obligatorily against the same target of the unit of which the champion does part and, if he will kill, he will be able throw 1D6 to verify if has killed a Special of the enemy unit or an Individual joined to the same unit.

## MERCENARY HARPIES.

### General rules

- They can be enlisted as auxiliary troops by the Dark & Damned elves or as mercenary by the armies that can have an allied command of Dark & Damned elves.

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

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Arpy	Ave	Trib.	-	-	1	Lt	T&C	25cm	no	no	day	8	-	5	20

### Notes:

- it is a flying unit but it count as Infantry to the ends of the composition of the army.

## MERCENARY BUGBEARS.

### General rules

- They can be enlisted as mercenaries by the Orcs and by the Goblins and from the armies that can have an allied command of this two races.

### Bugbear 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
Bugbears	Ave	Fan.	.+1	-	1	Med/Sh	Hd	13cm	no	no	day	5	-	5	20

## MERCENARY BERSERKER CYCLOPSES.

### General rules

- They can be enlisted as mercenaries by the Dark & Damned elves or by the armies that can have an allied command of this two races.

### Berserker cyclopes mercenary (*base size 5 x 5 cm.*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Ciclopi Berserk.	Ave	Fan.	.+5	-4	5	Med	2-Hd	20cm	5	yes	day	104	-	1	3

### Special rules.

- the Berserker cyclopes follow the special rules: "Giant Creatures" and "Linebreaker".

## MERCENARY SINISTER ELVES

### General rules

- ❑ They can be enlisted as mercenaries by the Dark & Damned elves or by the armies that can have an allied command of this two races.
- ❑ Even they can be enlisted as auxiliary by the Dark elves; in this case it won't be necessary to constitute for them a special allied or mercenary command.

### INFANTRY

#### Sinister elf 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
Infantry	Vet.	Trib	-	-	1	Med/Sh	Hd	15cm	no	no	no	9	"+4EI"	5	20

#### Sinister elf 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
Berserker	Vet.	Trib	-	-	1	Med	2-Hd	15cm	no	no	no	23	-	5	10
bloodlust	Elite	"	.+1	-1	2	"	"	20cm	7	"	"	"	-	"	"

### UNITS WITH MISSILE WEAPONS

#### Sinister elf crossbowmen *(base size 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Xbowmen	Vet.	Trib.	-	-	1	Med	Cb\Hd	15cm	no	no	no	13	"+4EI"	5	10

#### Notes:

- ❑ Sinister elf crossbowmen are armed with deadly special repeating crossbows.

#### Crossbowmen champions.

- ❑ Sinister elves can line up a crossbowmen champions in the crossbowmen units.
- ❑ The crossbowmen champion will follow the rules of the sniper champions of the Sherwood Company.

#### Special rules

##### Special Repeating Crossbow.

- ❑ the Sinister elf crossbowmen are armed with deadly repeating crossbows.
- ❑ This type of weapon will be able to shoot 2 volley together without having the penalty to darken the sky or 3 or 4 volleys by darkening the sky.
- ❑ This special crossbow hits and kills as a normal crossbow.

### Sinister elf Individuals

#### Sinister elf battleleaders *(base size 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Battleleader	Elite	Trib.	.+1	-	2	Med	2-Hd	15cm	7	no	no	30+Ldr	-	-	-

### Sinister elf individuals (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	Elite	Trib.	.+1	-1	5	Med/Sh	Hd	15cm	7	no	no	77	-	-	-
Destroyer	Elite	Trib.	.+2	-1	10	Med	2-Hd	15cm	5	no	no	172	-	-	-
Scout	Elite	Trib.	-	-	1	Med	Hd	15cm	7	no	no	70	-	-	-
Banner	Elite	Trib.	-	-	1	Med	Hd	15cm	7	no	no	55	-	-	-
Herald	Elite	Trib.	-	-	1	Med	Hd	15cm	7	no	no	45	-	-	-

#### Notes:

- ❑ The standard-bearer and the heralds can be only lined up if the battleleader is a Sinister elf.

- ❑ **Marksman.** 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.

### Wizard, priestesses and 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.	Trib.	-	-	1	Lt	Hd	20cm	7	no	no	13+magic	-	-	-
Priestess	Vet.	Trib.	-	-	1	Lt	Hd	20cm	7	no	no	88	-	-	-
Soothsayer	Vet.	Trib.	-	-	1	Lt	Hd	20cm	7	no	no	57	-	-	-

### Special rules

### Sinister elves commands.

Sinister elves often form bands that are offered as mercenaries to many war lords.

In dispensation to when pointed out in the F.W. Companion, a mercenary command of Sinister elves has to always line up a wizard and a priestess or a female soothsayer. This triplex control reflects the distrust that this malefic elves feed in the comparisons of their same brothers.

The Sinister elves can be played in the following way:

- ❑ They can be lined up as normal auxiliary troops in an army of Dark elves; in this case it won't be necessary to line up their individuals.
- ❑ They can be assigned to a command entirely composed by Sinister elves enlisted as mercenary by the races that are able to have the Dark elves as allied; in such case to the order of the Sinister elf battleleader, it will have to be even a wizard and a priestess or a female soothsayer.
- ❑ Sinister elf units can be assigned to a mercenary command at the orders of a Dark elf battleleader with other units of Dark and Damned elves; in this case the presence of the Sinister elf wizard and of the priestess ( or soothsayer) won't be essential.

### Poisoned darts.

- ❑ The Sinister elves have a full access to lethal poisons and therefore the units of crossbowmen, the crossbowmen on condor and those that have the crossbow pistol, they can use poisoned darts ( see the rules for poisoned arrows in the F.W. Companion by Nick Lund); in the case of the Sinister elves ( as for Dark & Damned elves) the poisoned darts will be considered as poisoned arrows!

## WARRIORS AND CREATURES OF THE CHAOS.

### General rules

- ❑ They can be enlisted as mercenaries by the Dark & Damned elves, or by the armies that can have an allied command of this two races.
- ❑ They can be enlisted as mercenaries even from an Undead army at the order of a Spectre on Wyvern (warrior-wizard warchief).

### Chaos foot knights (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warrior	Vet.	Fan.	.+1	-	1	Xh	2-Hd	10cm	no	no	day	13	"+4EI"	5	20

### Chaos half giant destroyers (*base size 5 x 5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Half giant	Ave	Fan.	.+6	-3	6	Xh	2-Hd	12cm	5	yes	day	127	-	1	3

#### Special rules.

- ❑ the Chaos destroyers apply the special rules: “Giant Creatures” and “Linebreaker”.

### Baalzhab, High demon of Hell (*base size 4 x 4 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Baalzhab	Vet.	Fan.	.+3	-2	4	Lt	T&C	26cm	6	yes	day	78+magic	-	-	-

#### Notes:

- ❑ Baalzhab is a demon wizard and he can made all the spells scheduled for the wizards.
- ❑ Baalzhab will have a +1 in the test to evoke a demon: *see the F.W. Companion.*
- ❑ Baalzhab is a winged creature then he can fly.

## DWORGAR: DWARVES OF THE CHAOS.

### General rules

- ❑ They can be enlisted as mercenaries by the Dark & Damned elves or by the armies that can have an allied command of this two races.
- ❑ They can be enlisted as mercenaries even from an Undead army at the order of a Wraith on Wyvern (warrior-wizard warchief).

### INFANTRY

#### Dworgar warriors (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 Vet.	Fan.		-	-	1	Med/Sh	Hd	13cm	no	no	day	7	"+4EI"	5	20
Warriors Vet.	Fan.		-	-	1	Med	2-Hd	13cm	no	no	day	7	"+4EI"	5	20

#### Dworgar 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
Berserker Ave	Fan.		-	-1	2	Lt	pist/Hd	17cm	8	no	day	11	-	5	20

#### Notes:

- ❑ Maximum one unit for every command and they cannot explore.
- ❑ They have a pistol and one hand weapon: rules for the **short-range weapons** applies.

#### Dworgar body guards (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Guards	Elite	Fan.	.+1	-	2	Xh/Sh	Hd	8cm	8	no	day	28	-	4	6

#### Notes:

- ❑ Maximum one Unit and only in the command whose battle leader is a Dworg.

### UNITS WITH MISSILE WEAPONS

#### Dworgar arquebusiers (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Arquebusier	Vet.	Fan.	-	-	1	Med	Hg/Hd	13cm	no	no	day	9	"+4EI"	5	10

### INDIVIDUALS

#### Dworgar battle leaders (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Battleleader Elite	Fan.		.+1	-	2	Xh	2-Hd	8cm	7	no	day	32+Ldr	-	-	-

#### Dworgar individuals (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	Elite	Fan.	.+1	-1	5	Xh	2-Hd	8cm	7	no	day	84	-	-	-
Destroyer	Elite	Fan.	.+2	-1	10	Xh	2-Hd	8cm	5	no	day	156	-	-	-
Scout	Elite	Fan.	-	-	1	Lt	pist/Hd	17cm	7	no	day	68	-	-	-
Herald	Vet.	Fan.	-	-	1	Med	Hd	13cm	7	no	day	39	-	-	-
Banner	Vet.	Fan.	-	-	1	Med	Hd	13cm	7	no	day	49	-	-	-

#### Notes:

- ❑ Seeing the rules for the Destroyer in the F.W. Companion of Nick Lund, |pag|. 36.
- ❑ The Scout has a pistol and one hand weapon: rules for the **short-range weapons** applies

## MERCENARY RAIDERS HORSES.

### General rules

- ❑ They can be enlisted as mercenaries by the Barbarians or by the armies that can have an allied command of Barbarians.

### UNITS WITH MISSILE WEAPONS

#### Mounted archers *(base size 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Vet	Trib.	-	-1	1	Med	B/Hd	35cm	no	no	night	16	"+4EI"	5	20

#### Notes:

- ❑ It is considered as a mounted infantry unit.

### CAVALRY

#### Horse raiders warriors *(base size 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Rider	Vet.	Trib.	-	-	1	Med	Sp	35cm	7	no	night	26	"+12EI"	3	20
with horse	"	"	.+1	-1	3	"	c&z	"	"	"	"	"	"	"	"

#### Notes:

- ❑ Every model can have a shield to the cost of +6 points.
- ❑ Every model can have Save Throw 6 to the cost of +7 points.

### INDIVIDUALS

#### Horse raider individuals *(base size 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	Elite	Trib.	.+2	-1	6	Med/Sh	Hd	35cm	6	no	night	104	-	-	-



## MERCENARY HALF ORCS MERCENARIES.

### General rules

- They can be enlisted as mercenaries by the Orcs and by the Goblins or by the armies that can have an allied command of this two races.

### INFANTRY

#### Half-orc 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
Infantry	Ave	Fan.	-	-	1	Med/Sh	Hd	15cm	no	no	no	8	"+3Vet"	5	20

#### Half-orc shock troops *(base size 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Shock trooper	Vet.	Fan.	.+1	-1	1	Med	2-Hd	15cm	no	no	no	12	"+4EI"	5	10

### UNITS WITH MISSILE WEAPONS

#### Half-orc 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
Archer	Ave	Fan.	-	-	1	Med	B/Hd	15cm	no	no	no	10	"+3Vet"	5	20

### INDIVIDUALS

#### Half-orc individuals *(base size 2.5 x 2.5)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	Elite	Fan.	.+2	-1	5	Med	2-Hd	15cm	7	no	no	83	-	-	-
Hero	Elite	Fan.	.+2	-1	5	Mde/Sh	Hd	15cm	7	no	no	83	-	-	-

## MERCENARY MINOTAURS OF CHAOS.

### General rules

- They can be enlisted as mercenaries by the Dark & Damned elves or by the armies that can have an allied command of this two races.

### Terrible creatures

#### Minotaur warriors (base size 4 x 4 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Minotaur	Ave	Trib.	.+3	-2	4	H	2-Hd	12cm	6	yes	day	53	"+12Vet"	2	10
Minotaur	Ave	Trib.	.+3	-2	4	H/Sh	Hd	12cm	6	yes	day	53	"+12Vet"	2	10

#### Minotaur berserkers (base size 4 x 4 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Berserker	Ave	Fan.	.+3	-2	4	Lt	2-Hd	20cm	6	yes	day	54	-	2	5

#### Minotaur half giants (base size 5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Half giant	Ave	Fan.	.+6	-3	6	Med	2-Hd	15cm	5	yes	day	123	-	1	3

#### Special rules.

- The Half giant minotaur applies the special rules: "Giant creatures" and "Linebreaker".

### Individuals

#### Minotaur battleleaders (base size 4 x 4 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Battleleader Elite	Fan.	Fan.	.+3	-2	5	H	2-Hd	12cm	6	yes	day	100+ldr	-	-	-

#### Minotaur individuals (base size 4 x 4 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	Elite	Fan.	.+2	-1	5	H	2-Hd	12cm	7	yes	day	95	-	-	-
Destroyer	Elite	Fan.	.+2	-1	10	Lt	2-Hd	20cm	5	yes	day	183	-	-	-
Herald	Vet.	Fan.	.+3	-2	4	H	Hd	12cm	6	yes	day	80	-	-	-
Banner	Vet.	Fan.	.+3	-2	4	H	Hd	12cm	6	yes	day	90	-	-	-

#### Notes:

- Standard-bearer and heralds can only be lined up if the battleleader is a Minotaur.

## SPECIALS.

### SPECTRE ON WYVERN (UNDEAD WARRIOR-WIZARD WARCHIEF).

#### General rules

- As warrior-wizard warchief he may assume the command of a multiethnic army composed by Orcs, Goblins, Dark and Damned elves and with others that can be lined up by these races, or he can be the warrior-wizard warchief of an Undead army.

#### Spectre on Wyvern (*base size 5 x 7.5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Spectre	Elite	Und	.+2	-1	5	Xh	2-Hd	10cm	6	yes	day	108	-	-	-
												"+ldr +magic"			
Wivern	Vet.	Fan.	.+5	-4	5	H	T&C	30cm	4	"	"	201	"	"	"

#### Notes:

- The Spectre on Wyvern is lined up as warchief-wizard only.
- As long as the Wyvern is alive in combat it will only use its profile and all the hits will have to be addressed against it; the same if it is a target of a unit with missile weapons.
- When the Wyvern is killed the player who control it must throw a Save Throw for the Spectre; if he survives then he can continue to operate with his profile (at foot)<sup>1</sup>.
- This Spectre produces the Undead dread as all the Spectres of the Undead army: see *the rules in the Necromants of the F.W. Companion by Nick Lund*.
- The Wyvern apply the special rules: “**Giant Creatures**” and “**Linebreaker**” and it can fly.

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<sup>1</sup> And of course the miniature must be substituted with another representing a Spectre on foot.