

Combat Skills

<p>Weapons Training: Close</p> <p>Warrior can use all close combat weapons, not just those on his list.</p> <ul style="list-style-type: none">This skill does not grant proficiency with shields.	<p>Dodge: Great Weapons</p> <p>Warrior has a 6+ ward save vs. Great Weapons.</p> <ul style="list-style-type: none"><i>(Ward saves stack. - A natural 1 always fails to save.)</i>
<p>Overrun</p> <p>All of warrior's close combat hits vs. enemies that are outnumbered in close combat are critical hits.</p> <ul style="list-style-type: none"><i>(Even if warrior would only hit on a 6.)</i>	<p>Veteran</p> <p>Warrior can ignore 1 Campaign Injury that does not reduce initiative or leadership.</p> <ul style="list-style-type: none">This skill may be taken multiple times.
<p>Sixth Sense</p> <ul style="list-style-type: none">Warrior may re-roll failed Initiative tests for charging enemies out of line-of-sight.Enemies must re-roll successful Initiative tests for charging this warrior without line-of-sight.	<p>Guardian</p> <ul style="list-style-type: none">Warrior's armour save from Shield is increased to 5+.While fighting with a Hand Weapon and a Shield, this warrior's armour save cannot be negated beyond 6+. <i>(No effect vs. attacks that ignore armour saves.)</i>
<p>Steadfast</p> <p>Warrior has a 6+ ward save vs. close combat attacks as long as he is outnumbered in close combat.</p> <ul style="list-style-type: none"><i>(Ward saves stack. A natural 1 always fails to save.)</i>	<p>Duellist</p> <p>Warrior has a 5+ ward save vs. close combat attacks as long as he is fighting a single opponent and there are no other warriors (<i>friends or foes</i>) within 3" of him.</p>
<p>Swashbuckler</p> <p>Warrior has +1 Attack on profile while fighting with two Hand Weapons.</p>	<p>Strike to Injure</p> <p>Warrior's critical hits with Hand Weapons, Spear or Halberd have +2 to rolls on the critical hits chart.</p>
<p>Stubborn</p> <p>Warrior may re-roll failed fear and panic test.</p> <ul style="list-style-type: none">Warrior must have the 'leader' ability to choose this skill.	<p>Halberdier: Defensive</p> <p>Warrior gains a 6+ armour save vs. close combat attacks while fighting with Halberd.</p> <ul style="list-style-type: none"><i>(This can be combined with other armour and negated by the strength of the attacker as normal.)</i>

Shooting Skills

<p>Quick Shot Warrior may fire twice at the same target with sling or any kind of bow.</p> <ul style="list-style-type: none"> If he does, both shots have an additional -1 to hit. 	<p>Rapid Reload Warrior can move and fire with 'Move or Fire' weapons.</p> <ul style="list-style-type: none"> <i>(With -1 to hit for moving and shooting as normal.)</i>
<p>Crack Shot Warrior ignores the -1 to hit for cover.</p>	<p>Eagle Eyes Warrior ignores the -1 to hit for 'Stealth'.</p>
<p>Weapons Training: Ranged Warrior can use all missile weapons, not just those on his list.</p>	<p>Gunslinger / Knifeslinger Warrior ignores the -1 to hit for firing multiple shots with Throwing Stars/Knives or two Pistols.</p>
<p>Sentry Warrior ignores the -1 to hit for shooting from Overwatch.</p>	<p>Yeoman Warrior may re-roll one missed roll to hit with Long Bow in each of his own shooting phases.</p> <ul style="list-style-type: none"> The re-roll has an extra -1 modifier.
<p>Besieger</p> <ul style="list-style-type: none"> When using Crossbow, Handgun or Long Rifle, this warrior does not have to be elevated 2" or more above the ground to be set to Overwatch. Furthermore, warrior also ignores the penalty for shooting 3" or more upwards with these weapons. 	<p>Sniper</p> <ul style="list-style-type: none"> Warrior always ignores the -1 to hit for shooting longer than 18". Each shooting phase, warrior may take a Leadership test: If passed, warrior may shoot at any target, not just the closest. Warrior must have 'Eagle Eyes' to choose this skill.
<p>Trick Shooter All enemy ward saves have an extra -1 modifier versus this warrior's shooting attacks with weapons other than Throwing Axes.</p> <ul style="list-style-type: none"> Warrior must have 'Crack Shot' to choose this skill. 	<p>Aim to Injure Warrior's critical hits with shooting weapons have +2 to rolls on the critical hits chart.</p> <ul style="list-style-type: none"> This bonus is reduced to +1 in any turn where warrior fired more than one shot.

Academic Skills

Impeccable Care

Whenever one of warrior's blackpowder weapons misfires, roll a D6:

- **(1-3)** Roll on the misfire chart as normal
- **(4-6)** Ignore misfire and treat it as a normal miss instead.

Streetwise

Warrior has two rarity rolls after each battle instead of the normal one.

- *(Heroes taken out of action cannot look for rare items.)*

Love of Learning

Whenever this warrior gains an advance, you may always choose to make it a new skill. Decide before rolling to see what the advance would have been.

- Warrior immediately gains +D3 experience when choosing this skill.
- *(This can cause him to level up.)*

Meditation

- If the warrior is a wizard, he may ignore his first miscast each battle, though the spell still fails.
- If warrior is a priest he gains +1 to all prayer casting rolls.
- *(This skill does not grant extra power dice in any way.)*

Animal Handler

Friendly Animals within 6" of warrior may re-roll one missed roll to hit in each close combat phase.

- Requires line-of-sight.
- The re-roll has an extra -1 modifier.
- Warrior cannot use this skill while he is *hiding or fleeing*.
- Multiple warriors with this skill **do not** allow multiple re-rolls.

Artefact Hunter

Whenever the warband finds an Artefact you may re-roll the roll to see which artefact is found.

- Multiple warriors with this skill allow multiple re-rolls.
- The newest result must always be accepted.
- Warriors **may** use this skill even while they are *out of action* but not if they are missing the battle entirely. *(E.g. through an injury.)*

Poisonmaker

Two of warrior's hand weapons, or one of his other weapons, are poisoned at the start of each battle.

- You choose which weapon(s) are poisoned.
- *(Poison: May re-roll natural 1s to wound.)*

Apothecary

Warrior is Immune to Poison and can ignore one campaign injury that reduces initiative or leadership.

- This skill may be taken multiple times.

Arcane Lore

You may re-roll any one result on the 'Random Happenings' chart each battle.

- Warrior must be deployed to use this skill.

Tactician

- When this warrior is deployed, your warband gains +1 Manpower.

Strength Skills

<p>Strongman Warrior has +1 Strength to all close combat attacks with weapons other than Hand Weapons.</p>	<p>Resilient: Hand Weapons Warrior has +1 Toughness vs. attacks from Hand Weapons.</p> <ul style="list-style-type: none"> No effect if warrior is armed with any Hand Weapons himself. 																						
<p>Weapons Training: Armour Warrior becomes proficient with all Suits of Armour and ignores Initiative penalties for wearing Heavy Armour and Full Plate Armour.</p> <ul style="list-style-type: none"> This skill does not grant proficiency with Shields. 	<p>Scar Dog Whenever warrior is hit by a critical hit, roll a D6:</p> <ul style="list-style-type: none"> (1-3) Roll on the critical hit chart as normal (4-6) Ignore critical effects and treat hit as a normal hit instead. 																						
<p>Rageful Swing Warrior may re-roll 1 failed roll to hit each turn while fighting with Flail or Morning Star.</p>	<p>Halberdier: Offensive Warrior causes critical hits on natural 5-6 to hit when fighting with Halberd.</p> <ul style="list-style-type: none"> This skill has no effect against enemies that warrior would only hit on rolls of 6. 																						
<p>Resilient: Ranged Warrior has +1 Toughness vs. shooting attacks.</p> <ul style="list-style-type: none"> No effect if warrior is armed with any missile weapons himself. <i>(No effect vs. spells/prayers.)</i> 	<p>Impale All of warrior's attacks with Javelins or Throwing Axes have +1 Strength and enemies successfully wounded by them are knocked D3" directly away from warrior.</p> <ul style="list-style-type: none"> <i>(Knockback: See special rules.)</i> 																						
<p>Butchery Enemy ward saves and regeneration saves can be negated by the strength of this warrior's attacks with Throwing Axes and close combat weapons other than Hand Weapons or Spears. (<i>'Armour Piercing' effects are not counted towards this.</i>)</p> <table border="1" data-bbox="151 1809 774 1921"> <thead> <tr> <th>S</th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th>9</th> <th>10</th> </tr> </thead> <tbody> <tr> <td>Save</td> <td>-</td> <td>-</td> <td>-</td> <td>-1</td> <td>-2</td> <td>-3</td> <td>-4</td> <td>-5</td> <td>-6</td> <td>-7</td> </tr> </tbody> </table>	S	1	2	3	4	5	6	7	8	9	10	Save	-	-	-	-1	-2	-3	-4	-5	-6	-7	<p>Strongman II</p> <ul style="list-style-type: none"> Warrior's attacks with Great Weapons have an additional +1 Strength. While this warrior is fighting with a Great Weapon, enemies armed with Spears or Halberds cannot use the 'reach,' 'strike first,' and 'interception bonus' abilities of these weapons against him. Warrior must have the 'Strongman' skill to choose this skill.
S	1	2	3	4	5	6	7	8	9	10													
Save	-	-	-	-1	-2	-3	-4	-5	-6	-7													

Speed Skills

Scale Surfaces Warrior automatically passes Initiative tests for climbing up and down.	Leap Warrior cannot be <i>intercepted</i> when charging. He can still be intercepted during a normal move.
Dodge: Ranged This warrior has a 6+ ward save vs. shooting attacks. <ul style="list-style-type: none">No effect vs. Blackpowder weapons.<i>(Ward saves stack. - A natural 1 always fails to save.)</i>	Sprint Warrior has +2" to the total distance moved when running, up to a maximum of 10". <ul style="list-style-type: none">No effect when charging.
Dodge: Polearms Enemies armed with Spears or Halberds cannot use the 'reach,' 'strike first,' and 'interception bonus' abilities of these weapons when striking at this warrior or trying to <i>intercept</i> him.	Alley Cat <ul style="list-style-type: none">Warrior may jump down any distance with no dice rolls needed.This skill may be used for Diving Charges.<i>(This skill has no effect when falling.)</i>
Quick Draw <ul style="list-style-type: none">Warrior's shots with Sling or Short Bow ignore the -1 to hit for shooting from Overwatch.Warrior does not have to be elevated 2" or more above the ground to be set to Overwatch with Sling or Short Bow.	Backstab <ul style="list-style-type: none">Warrior's attacks with Hand Weapons are Armour Piercing (1) vs. enemies that are outnumbered in close combat.Enemies that are outnumbered in close combat cannot take ward saves vs. this warrior's attacks with Hand Weapons.
Snap Shot Warrior may re-roll one missed roll to hit with Sling, Short Bow, or Throwing Stars / Knives in each of his own shooting phases. <ul style="list-style-type: none">The re-roll has an extra -1 modifier.	Stealth When warrior is in cover, shooting against him suffers an additional -1 to hit.
Dodge: Free Hacks Warrior has a 5+ ward save vs. "Free Hacks." <ul style="list-style-type: none"><i>(Ward saves stack. - A natural 1 always fails to save.)</i>	Sneak Enemies set to Overwatch cannot shoot at this warrior. <ul style="list-style-type: none"><i>(They will shoot at the next warrior that would move into their line-of-sight instead.)</i>