

## Mercenaries

Some view mercenaries as a helpful boon to reinforce their troops while others, at best, see them as a necessary evil on the road to victory.

Whatever the truth may be, mercenary companies do exist and provide a useful twist to the standard army lists, allowing groupings of options that would otherwise be unavailable for an army.

### Mercenary Companies

Mercenary companies have between 2 and three unit selections. They all possess a troop selection, and most possess a hero and war machine, but not all have both.

When selecting a mercenary company, you must take the entire mercenary company. When determining victory conditions if point costs are applicable, divide the total cost by the total number of units in the company to determine the value of each unit.

No more than ¼ your total points may be spent on mercenary companies unless you field an army entirely made of mercenary forces.

If you elect to take an army of all mercenary companies, all troops lose the Mercenary ability.

This document includes a couple mercenary companies for use and the special rules not in the core Kings of War rules.

Any Mercenary Company may only be used once in an army.

### Creating Mercenary Companies

Mercenary Companies tend to possess three abilities shared by all of it's members similarly to an army list. The first is the Mercenary ability which all mercenaries possess unless fighting in an all mercenary force.

The second is a racial trait, one that is shared by the army its members are related to. With the last being something specific it's members are known for.

## Abilities

### Ancient (n)

*The will of centuries gives strength to all allies.*

Allies within (n)" of this unit may roll 3 dice when taking Nerve tests and keep the highest.

### Blessed

*The hand of heaven is quite a thing indeed.*

All units within 6" gain Regeneration (1) or increase their existing Regeneration by 1 if they already have it.

Units with this ability ignore Cursed

### Blood Lust

*When blood is drawn, the animal instincts rise to the surface far more quickly.*

+1 Melee if damage is greater or equal to the units nerve score

### Claptrap

*While this device may surprise many with its speed, the fact that they tend to self destruct doesn't.*

When charging, this unit may move an additional Xd6" and taking 2X damage. At the end of a turn that this ability is used, it must take a standard nerve test

### Cursed (Unit)

*We be cursed men, always remember that...*

When an enemy routes due to an attack caused by this unit, roll 1d6. On a 5 or 6, a new unit of (Unit) comes into play in its place.

### Demonic Pact

*Signed with the blood of a virgin...*

All units within 6" gain Crushing Strength (1) and Piercing (1) or increase their existing Crushing Strength and/or Piercing by 1

Units with this ability ignore Cursed

### Fae Nature

*The fey are not of our world, and tend to be a bit odd.*

This unit does not suffer the usual effects of Wavering after a Nerve Test, instead the unit may immediately be moved to within 6" any natural terrain feature.

**Horror**

*Some things should never be experienced*

When this unit regroups, roll 1d6. On a 1 or 2, regroup as normal. On a 3 or 4, the opponent moves back 1". On a 5 or 6, the opponent moves back 1d6".

**Hour of the Worg**

*As the moon rises, the wolves gather...*

This unit gains +1 attack per point of damage it has

**I Smell A Rat**

*Death isn't always as final as it seems.*

At the beginning of a turn in which any of your units have suffered a Rout, roll 1d6 for each unit. On a 1 or 6, that unit returns to play 1d6" from the enemy that defeated it.

**Ill Wind**

*Sometimes the winds can be an omen of things to come*

Allies within 12" of this unit gain +1 Defense against ranged attacks

**Judgement**

*Fear the wrath of the gods...*

When an opponent makes a nerve test after being attacked by this unit, you may make them reroll the highest result. If this ability is used, the reroll must be used even if the end result is better than the first.

**Mercenary**

*Reputation for a mercenaries performance tends to add to the generals reputation about as much as that of the companies leader*

This unit is worth ½ it's point cost when determining victory conditions.

**Protector**

*Blessed is he who gives themselves for friends.*

When an ally within 6" takes damage, the enemy must roll a D6, on a 4 or higher, the damage is halved, but this unit takes the damage. This damage does not force a nerve test.

**Regeneration (X)**

*Some creatures heal far faster than one might expect.*

Recover X damage from this unit at the beginning of the round

**Smite (n)**

*The hand of the holy or unholy damages many.*

This unit deals +(n) damage on attacks against an enemy of an alignment that opposes it.

**Swarm**

*Sometimes, you're just out numbered, on others, you're REALLY outnumbered...*

After a successful Nerve test, you recover 1d6-1 points of damage

**Swashbuckler**

*You expect me to fight fair?*

When this unit is attacked, the attacker makes a second attack on itself using its own values, but the number of attacks is equal to the number of misses both from their own skill and your defense.

**Unstable**

*Whoever designed this thing seems somewhat suicidal*

When this unit suffers a Rout, all units (allied and enemy) take 1d6-1 attacks using this units Attack value and all other modifiers

**Walking Wood**

*The living essence of the woods surges forth*

When initially placed, these units may be placed within 6" of any natural terrain feature.

**Yo! Ho!**

*We plunder and pillage and rifle and loot...*

After dealing damage, roll a D6, on a 6, this unit gains a -1 Me, -1 Ra, +1 De, or +1 Ne.

## Blood Wolves

The werewolf curse is a horrid thing, but there are a few who have managed to free their minds from the blood curse.

Though they have regained their minds, the need for battle still howls within them. The blood Wolves sate this need for violence by hiring themselves out to other forces and are a terrifying presence on the battlefield.

Their leader, the wolf lord Lycander, they also tend to bring forth a strange mist that spreads from their shaman's ancient totem of a giant wolf bound in chains.

### Company Stats

**Alignment:** Neutral

**Company Special Rules:** All units have *Blood Lust*, *Hour of the Worg*, and *Mercenary*

**Cost:** 500 pts

### Troop

#### Blood Purged Mercenary

*A handful of warriors awakened from the madness of their curse, they fight to prevent the hunger from stealing their minds once more*

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	7	4+	-	4+	8	4

**Special:** Crushing Strength (1), Headstrong, Regeneration

### War Engine

#### Bound Wolf Totem Mercenary

*An ancient relic of a primeval people, this symbolizes the fight to contain the beast within to those who bear a curse.*

Type	Sp	Me	Ra	De	At	Ne
WarEng	0	-	5+	5+	-	4

**Special:** Ill Wind, Inspiring, Regeneration (1), Zap! (6)

### Hero/Monster

#### Lycander Mercenary

*A massive werewolf with white fur, Lycander strives to free his wolves from their curse...*

Type	Sp	Me	Ra	De	At	Ne
H/M	7	4+	-	5+	6	6

**Special:** Crushing Strength (2), Headstrong, Individual, Regeneration (2)

## Rattletrap's Renegades

Few know the actual origin of the infamous band of mercenaries known as Rattletrap's Renegades.

Few don't have at least some passing knowledge of the nearly suicidal machines they tend to bring to the field with them.

Most suspect their casualty list is far higher than any other similar force, but they tend to take the enemy down with them as well.

These ratmen tend to have their foes scurrying to put barriers between them and this merry band of maniacs since they crawled out of the gutter.

### Company Stats

**Alignment:** Neutral

**Company Special Rules:** All units have *I Smell A Rat*, *Mercenary*, and *Unstable*

**Cost:** 500

### Troop

#### Rodent Torches Mercenary

*Carrying unusual weapons that spray fire, these ratlings are occasionally prone to exploding.*

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	6+	4+	3+	10	2

**Special:** Breath Attack (10), Nimble, Swarm

### War Engine

#### Panjandrum Mercenary

*Like a deranged hamster wheel, this hunk of junk is designed to plow into the enemy as quickly as possible*

Type	Sp	Me	Ra	De	At	Ne
WarEng	8	5+	-	4+	8	4

**Special:** Claptrap, Headstrong

### Hero/Monster

#### Rattletrap Mercenary

*While a savage fighter, few argue that this ratling is as addled in the head as his forces tend to leave the sanity of those who hire him.*

Type	Sp	Me	Ra	De	At	Ne
H/M	6	4+	4+	5+	2	6

**Special:** Heal (4), Individual, Zap! (6)

## The Crew Of The Ashen Queen

To many the fate of the Ashen Queen is a ghost story. Few realize that the strange tides that claimed this ship are not quite a fairy tale, and the truth is far worse than the stories claim...

It is a tale of a pirate band who raided the wrong town and were cursed to roam the waters of the world until they have brought back their stolen loot ten fold...

### Company Stats

**Alignment:** Neutral

**Company Special Rules:** All units have *Cursed* (*Cursed Pirates*), *Mercenary*, and *Yo! Ho!*

**Cost:** 500 pts

### Troop

#### Cursed Pirates Mercenary

*Cursed to roam the seas, looking for ways to take more booty to buy their freedom from the curse...*

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	5	6+	6+	4+	10	5

**Special:** Evil Dead, Horror

### War Engine

#### Ashen Canon Mercenary

*One of the rusty ships canons of the Ashen Queen...*

Type	Sp	Me	Ra	De	At	Ne
War Eng	2	-	5+	5+	8	3

**Special:** Elite, Piercing (2)

### Hero/Monster

#### Captain Jaques De Shade Mercenary

*A tragic figure, forced to lead one more raid in exchange for a full pardon for him and his crew, little had he known what fate held for him.*

Type	Sp	Me	Ra	De	At	Ne
H/M	6	4+	5+	5+	6	8

**Special:** Elite, Evil Dead, Horror, Individual, Inspiring, Swashbuckler

## The Sylvanod

There have long been stories of magical woods, some full of ancient guardians and living trees. When blood is spilled near such things, occasionally the spirits of these woods take shape and join the fray.

Few see such a gathering revel of the Fey unleashed upon the world, and fewer still ever wish to see a second.

### Company Stats

**Alignment:** Neutral

**Company Special Rules:** All units have *Fae Nature*, *Mercenary*, and *Walking Wood*

**Cost:** 500 pts

### Troop

#### Satyr Revelers Mercenary

*Beware the Satyrs, and their fickle nature*

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	6	4+	-	5+	10	2

**Special:** Steadfast, Crushing Strength (1)

#### Drvad Rangers Mercenary

*Fear the arrows of those who bend and warp the wood all about them.*

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	6	6+	4+	5+	10	2

**Special:** Elite, Ill Wind, Piercing (1)

### Hero/Monster

#### Old Wood Mercenary

*These trees have uprooted themselves to walk about the battlefield...*

Type	Sp	Me	Ra	De	At	Ne
H/M	5	5+	-	3+	12	12

**Special:** Ancient, Crushing Strength (3), Elite, Horror, Inspiring

## Heavenly Host

The souls of the just and pure call out for aid, and sometimes those in service to higher powers come to deliver a miracle.

Few mortals dare stand in the way of those wielding such power.

### Company Stats

**Alignment:** Good (Only)

**Company Special Rules:** All units gain *Blessed*, *Mercenary*, and *Smite* (2)

**Cost:** 500 pts

### Troop

#### Guardian Angel Mercenary

*Sent to protect those who fight for their ideals*

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	8	5+	-	5+	10	6

**Special:** Fly, Protector, Steadfast

#### Angelic Choir Mercenary

*The songs of the Angels encourage the penitent*

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	6	6+	5+	5+	10	6

**Special:** Fly, Heal (10), Inspiring, Musician

### Hero/Monster

#### Archangel Mercenary

*An angelic champion sent to purge the wicked*

Type	Sp	Me	Ra	De	At	Ne
H/M	6	4+	6+	6+	6	12

**Special:** Crushing Strength (3), Elite, Fly, Heal (5), Judgement, Smite (+2)

## Demonic Legion

The forces of the underworld are always ready to unleash some hell upon the world.

They follow only the strongest of champions, and even then there is quite the risk upon ones soul for just calling them forth.

### Company Stats

**Alignment:** Evil (Only)

**Company Special Rules:** All units gain *Demonic Pact*, *Mercenary*, and *Smite* (2)

**Cost:** 500 pts

### Troop

#### Possessed Mercenary

*Inhabiting the bodies of mortals, the Possessed sow fear and confusion*

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	5	5+	-	5+	10	6

**Special:** Cursed (Possessed), Horror, Steadfast

#### Abomination Mercenary

*Those who hear these unholy monsters coming tend to flee.*

Type	Sp	Me	Ra	De	At	Ne
Cav (5)	8	-	5+	5+	10	6

**Special:** Blood Lust, Fly, Horror, Zap! (10)

### Hero/Monster

#### Fallen One Mercenary

*Once a scion of the heavens, now this creature is but a mockery of all that it once was*

Type	Sp	Me	Ra	De	At	Ne
H/M	8	5+	5+	6+	8	12

**Special:** Crushing Strength(3), Cursed (Possessed), Elite, Fly, Horror, Unstable, Zap! (8)

## **Acknowledgements**

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This supplement written by SotF