



Myrina and Her Keiki



"In the years before the comet when I was but a boy, a parade brought many creatures from far off lands through my city. A tiger is a beautiful creature when behind bars. But when the bars are not there, you no longer focus on its beauty. Your own inferiority is all that fills your mind, as it decides whether you live or die."

An overheard story from one armed Jacque

Whilst many men drool over the drunken tales of the sunkissed warrior women of the distant jungle, they have not had the pleasure of their company, nor felt the strength of their attacks. There are rumours of one who still walks these dark streets – seeking revenge on her captors before she can be truly free.

Brought to this damned city many years ago Myrina seeks only to return to her distant home and drink once more from the Waters of Veja.

The Amazons are an adoptive society and in keeping with this she has taken a young orphaned girl under her wing, who she refers to as Keiki, her "cub".

Hire Fee: 70 gold crowns to hire as a pair.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Myrina and Keiki.

Rating: Myrina and Keiki increase the warband's rating by +40 points.



Myrina

Standing taller than most men, those who stumble upon Myrina would rather pay for her to fight alongside them than risk being her enemy. Her muscled physique may be daunting, but her glare is akin to that of a wild animal who has known captivity, and now free, she is not above toying with her prey.

Before a battle Myrina speaks strange words over a huge sword which she wields with ease, and causes the blade to glow with fire. For many, the eerie blue blade will be the last thing they see.

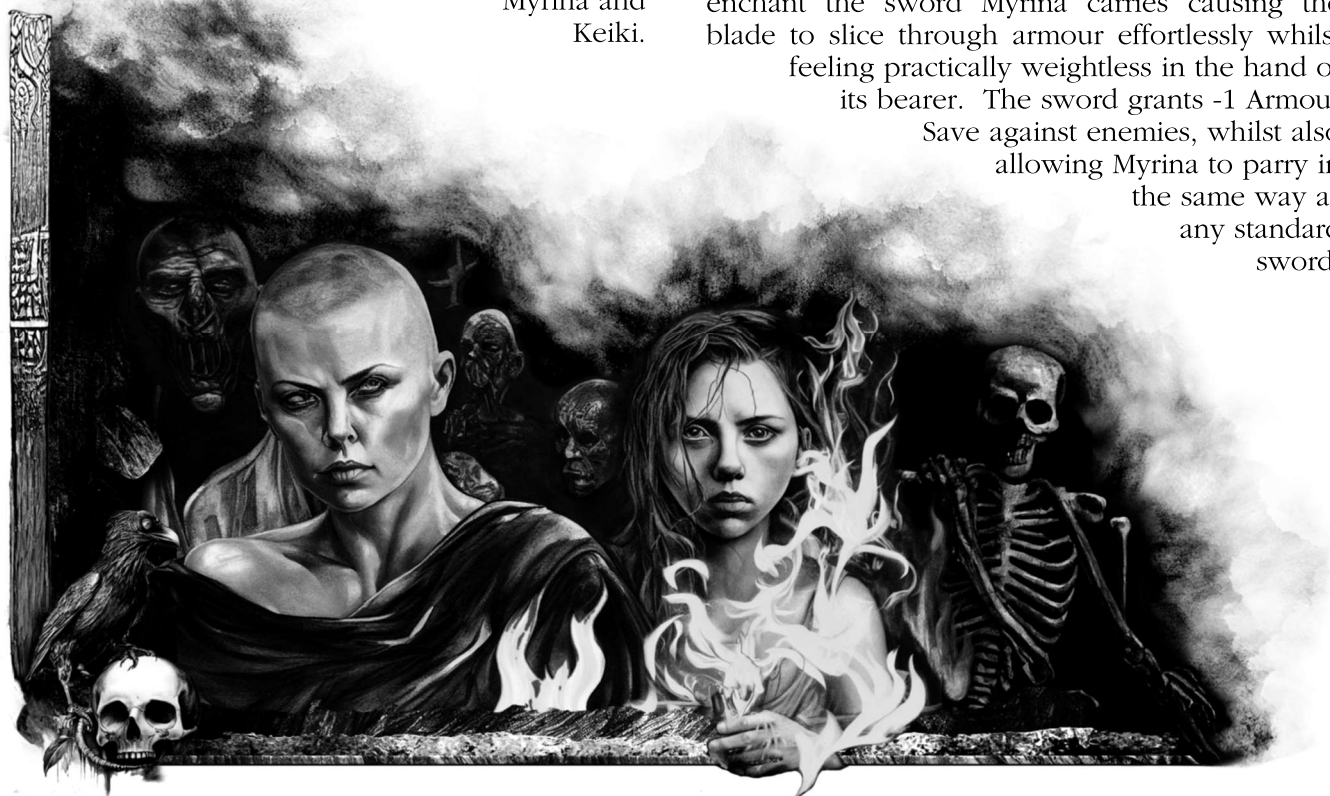
	M	WS	BS	S	T	W	I	A	Ld
Myrina	4	4	3	4	4	2	4	2	7

Weapons/Armour: Myrina carries a two-handed sword.

Skills: Myrina has the following skills: *Strongman* and *Step Aside*.

SPECIAL RULES

Light of the Ancients. The Blessings of Rigg will enchant the sword Myrina carries causing the blade to slice through armour effortlessly whilst feeling practically weightless in the hand of its bearer. The sword grants -1 Armour Save against enemies, whilst also allowing Myrina to parry in the same way as any standard sword.



Keiki

Barely taller than a goblin (on a good day), Keiki makes up for her lack of experience with her blind enthusiasm and the pointy end of her spear.



Whilst initially she was just glad to feel protected by her towering companion, listening to Myrina's stories of the distant jungle cities, Keiki too finds herself longing for those far off shores. Myrina was never interested in learning Keiki's real name, but this was a small price to pay for the last year she had not died under the guidance of the Amazon. But as Keiki now too finds herself dreaming of the Serpent Queen and the lone isle of gold, Myrina prays that the goddess will not take another cub from her. Myrina's journey has long been lonely – but she is just starting to get used to this Keiki. Perhaps this one will last longer.

	M	WS	BS	S	T	W	I	A	Ld
Keiki	4	2	2	2	2	1	3	1	6

Weapons/Armour: Keiki carries a spear.

SPECIAL RULES

Nervous. Keiki must pass a leadership test before charging an enemy (these do not double up if the enemy has a rule which would also cause this). If she fails she may still move elsewhere but may not attempt to charge another enemy. If she successfully engages an enemy in combat and causes a wound, she will not have to test (based on this rule) before charging that enemy for the remainder of the game.

Loyal. Keiki will stay within 8 inches of Myrina at all times. If forced to move more than 8 inches from Myrina, she will move directly towards Myrina at every opportunity until within 8 inches of her.

False Courage. She will automatically pass any leadership tests to enter a combat which already involves Myrina.

SPECIAL RULES

These special rules apply to Myrina and Keiki as a pair.

Wanderers. The pair only ever stays with a warband for the duration of the battle. A warband who used Myrina and Keiki in their last battle may not seek them out until they have fought at least one battle without them.

A Found Family. If Keiki is taken out of action then Myrina will count as Frenzied, and become immune to all psychology for the remainder of the game. In addition, if Myrina is knocked down but later gets up, she retains the Frenzy rule, until taken out of action. However, if Myrina is taken out of action, leave her model face down on the board. Keiki will move directly towards Myrina at every opportunity until in base contact with her model. If her path to Myrina is blocked by any enemy models roll a D6 each time. On a 3+ she will slip past the enemy and continue to her movement towards Myrina. If she fails to roll a 3+ she will engage the enemy in combat and count as having charged. Once she reaches Myrina she must remain within 1 inch of Myrina, but if any enemy models move within 1 inch of Myrina's body Keiki will attack them and will always count as having charged.

