



Channel Rats

River Strigany, Exiles of Strigos

The survivors of Strigos were scattered to the winds when their lands were destroyed and have since taken up a nomadic life. They roam the Empire in caravan trains or river barges, making money (in trade and craft) when they can and stealing when they can't. Their history under the Vampires ensures they maintain their travelling lifestyle, marking them not just as thieves and cutthroats but also necromancers and servants of darkness. In truth most of them are simple woodsmen, entertainers or vagabonds, but a few do know something of witchcraft, a little of fortune telling, and a large amount of Vampire lore. Those mystics (the Petrus) were taught the true and complete history of their people, and they carry the secret knowledge from those ancient days, as well as the promise of their Strigos lords to one day return and lead them back to glory.

The Strigany are exiles, a wild-faced nomadic people plying their trade on the riverbanks of the Reik and the canals of Marienburg from water-caravans, stubby thick-waisted salt barges. Tenacious grifters, Strigany persist in soliciting rustic wares, strange curatives and flaunt fortunetelling skills from the riverfront.

Strigany live in caravans and on square-rigged river barges and riverboats. Their vessels are in poor shape.

River life

Gypsies are found on the rivers of the Old World as well as roads. Their watercrafts are similar to passenger boats, but are always brightly painted and cluttered with pots, herbs and other rustic paraphernalia.

The human empire of Strigos worshipped vampires as gods, but their undead deities couldn't save them from the might of butchering greenskins. When the few escapees staggered north into the Old World, the stricken people met a wall of hatred from the other human tribes, but they had nowhere else to turn.

They wander there still, now calling themselves the Strigany, and are hated no less, even though the centuries have erased the memories of their blood-soaked empire from the minds of their countrymen. Mirroring the rootless land caravans of their people, the Strigany meander up and down the Reik in small boat communities, moving from one persecution to the next. Their dreary, poorly maintained vessels are often moored far from civilisation, where they prey on the superstitions of passing riverfolk by selling charms and wards for whatever coin they can. They are a desperate people, often clinging to the half-forgotten legends that say that their ancient vampiric masters will someday return to lift them from their pathetic lives. As rumours of these throwback beliefs ripple outward and are heard by outsiders, the continued

vampire worship doesn't help those Strigany who are trying to move on from their past. Rather, it ensures that their persecution at the hands of outsiders continues. The Strigany are quickly blamed for any local problem without a more obvious culprit, and over-zealous witch hunters are all too eager to accuse them of transporting diseased undead in their rotten barges. By the time their innocence is proven in these cases, their boats are already burnt to the waterline.

Vampirism

The truth of the matter is that although the Strigany maintain a proud family orientated culture ascended from a long line, they have shadowy traditions, and exist under the unnatural influence of ancient evil.

The Old Fathers are their watchers and protectors. The gypsies reverence is of Ushoran, Lord of Masques, Celebrations and Festivities. The Strigoi are the past masters of the Strigany. Strigoi vampires; terrors of the dark, child-stealers, throat-tearers and haunters of the grave.

Prince Ushoran of the First Children sought out a place to build a new kingdom became ruler of Mourkain, capital city in the valley of Strigos. During the dreaded reign of Nagash, he deposed the ruling priest-king Kadon replacing their worship of Nagash as a god with that of his Vampire line. He even restored Abhorash's principle of only feeding upon criminals and enemy captives, so once again the people would have nothing to fear from their immortal masters. The kingdom became vast and powerful before it was struck low by an immense tide of orcs instigated by agents from rival bloodlines. After the great prince was slain his surviving children-in-darkness became terrified of exposure. They were forced to live secretly in lost or remote places to avoid extermination. Forgotten, they fed on leprous hermits in murky forests or in graveyards on ghouls, vermin and the already dead. A century later, the devolution of once proud lords left them beasts hidden in shadow.

The Strigoi still remember what it was like to be lords and they continue to act as such. Shadow courts and kingly ways become warped as their grotesque physical forms. Princely creatures to the last whose lifestyles drive them ever deeper into their own dark natures.

Without a kingdom, the last remnants of Ushoran's people were left to wander the Old World, feared and hated by all others for their vampire-tainted past. Isolated and shunned from human communities, the predations of the Strigoi vampires upon these travelling folk remain unnoticed. Many amongst welcome their once and future kings. A wise Strigoi does not stay long with the gypsy caravans, for they attract witch hunters and vampire agents who realise the dark reputation of these folk is based in truth.

A fashionable account of river piracy inked by the talented quill of playwright, street performer and suspected werecreature Stuart Cresswell exposing the romantic shenanigans of Strigany gypsies and the ancient malice of their dark defenders, inspired by Robert Earl.

Special rules

Lucky White Heather: The Strigany travel the waterways constantly, stopping to trade at any jetties and trading with boats they meet on their way, providing herbal remedies, luck charms, curios and divinations. While they are a welcome sight in remote areas and slum districts they visit, bringing news and well as trade goods, they are never encouraged to stay long. There are always thefts, accidents and more curious incidents when Strigany are about!

A favourite con is to palm off a few herbs wrapped in horsehair on unsuspecting customers. These charms tend not to be genuine. Strigany are so persistent that anyone will buy their damned lucky charms just to be rid of them! Even if riverfolk do not wish to receive their company a 'transaction' of sorts can still occur.

Instead of searching for a rare item during the post battle sequence, one of the Heroes prepares to con or rob a Hero chosen from another warband! Whenever a Hero from a Strigany warband participates in a job by visiting another warband roll a D6: On a roll of 1 the Strigany Hero involved has pushed his luck and got lynched, roll on the Serious Injuries Chart and apply the result. On a 2-5 the other warband is forced to buy a fake lucky charm for D6 gold crowns. On a roll of 6 the Strigany steals an item while they are distracted! Choose an item belonging to a Hero for the pesky Strigany to steal. If your post battle sequence rolls have been overseen by another player, arrange for the other player to inform the victim of the theft! To maximise the drama this should happen when the player announces the use of a pilfered item!

Shadowy Traditions: Vampiric thraldom entails being fed off by their dark master. Beguilement inspires champion feats from a Swain. The compelled warrior risks all in aspiring to become a Surrogate vampire or vampiress. The price of power is steep when the reward itself means receiving the Dark Kiss (or Blood Kiss) and if the bloodsucking sire chooses to make 'get' of one of his favourites then the warrior becomes one of the Nightbreed. Nor do the Strigoi grant the Dark Kiss to any, unless in exceptional cases. Their risk of exposure is far greater after the deed so it is gifted only to those most diligent to the Strigos line.

The Petru is an enchanter able to summon one of the Old Fathers. Instead of searching for a rare item during the post battle sequence, the Petru can request for one of his family to be granted an audience with the Old Father. On a successful Leadership test one of the other Heroes in the warband must visit their ancient master in the post battle sequence. If the test was failed this painstaking process means the Petru must miss the next battle.

One of the Heroes in the warband may pay a visit to the Old Father to seek his blessing. Choose a human warrior in the warband for the vampire to beguile and roll on the Father-in-Darkness chart. The leader or a spellcaster may not seek a blessing. A Hero with mutations receives a -1 modifier.

Father-in-Darkness chart

D6 Result

- | D6 | Result |
|-----|--|
| 1-3 | Unworthy Son: The warrior is an unwelcome guest. Sensing dirty deeds and crimes past awakens the base nature of the Strigoi. Remove the Hero from the warband list as the Old Father swiftly punishes him by draining the warrior like a vintage bottle of plonk! |
| 4 | Fortunate Son: The Old Father examines the Hero curiously, nothing more. On the bright side his throat was not ripped out! |
| 5 | Favourite Son: The Old Father quells his bestial urge to feast on the Hero. The Hero gets to sample Vampire Blood and becomes a Blood-swain. The characteristics of the beguiled warrior increase as follows; +1 Initiative and +1 Attack. If the Blood-swain visits the Old Father again apply a +1 modifier to the result. |
| 6 | Son-in-darkness: The Old Father chooses to make 'get' of his favourite son! He becomes a Surrogate Vampire. The characteristics of the Surrogate increase as follows; +1 Movement, +1 Toughness, +1 Wound, +1 Initiative and +1 Attack. If a Blood-swain becomes a Surrogate the increases are not cumulative. Vampires treat a <i>stunned</i> result on the Injury chart as <i>knocked down</i> . Surrogates cause <i>fear</i> , are immune by poison and are subject to the 'Red Thirst'. |

"It's an old wives tale that all those killed by vampires rise as vampires themselves. Sire vampires turn their get by the Dark Kiss. That means they give their own altered blood to favoured victims as they drink from them."

— Rosanna Ophuls, Scryer

Red Thirst: Recently turned vampirekind will be tempted to glut themselves. Roll a D6 at the start of each turn. On a roll of 1 the Surrogate must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on a roll of 6 they become subject to *frenzy* for that turn.

"I'll tell you what's disgusting. A grave-rotted thirsty monster glutting itself fat on the blood of your lovely children or dear old grandma. That's what's disgusting."

— Antiochus Bland, Temple Father of Morr




Choice of warriors

A Strigany warband must include a minimum of three models. You have 600 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Domnu: Each Strigany warband must have one Caravan Master.

Petru: Your warband may include a single Petru.

Tinker: Your warband may include a single Tinker. 

Truants: Your warband may include up to two Truants.

Gypsies: Your warband may include any number of Gypsies.

Dead-eyes: Your warband may include up to two Dead-eyes.

Fugitives: Your warband may include up to two Fugitives.

Vagabonds: Your warband may include up to four Vagabonds.

Water Caravan: Each Strigany warband must include one Riverboat or River Barge. If there are no rivers in your campaign then you should replace the River Boat with a Wagon and two horses. If you do this then replace 'Rigger' skill with 'Handyman' to allow your Tinker to repair the wagon.

Starting experience

A **Domnu** starts with 20 Experience.

A **Petru** starts with 8 Experience.

A **Tinker** starts with 12 Experience.

Truants start with 0 Experience.

Henchmen start with 0 Experience.

"Interestingly the name Strigoi hints at an association with the travelling caravans of the Strigany, wandering hither and yon throughout the Empire and beyond with no kingdom to call their own. The Strigany have long since been rumoured to harbour the evil Strigoi within their ranks, but nothing has ever been proven."

— Ludolf Traugott, Priest of Verena

Strigany equipment lists

The following lists are used by River Strigany warbands to pick their equipment.

STRIGANY EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Boat hook	8 gc
Cutlass/Sword	10 gc
Double-handed weapon	15 gc

Missile Weapons

Belaying pin	3 gc
Net	5 gc
Fish-hook shot	10 gc
Throwing knives	15 gc
Pistol	15 gc (30 for brace)
Crossbow	25 gc
Blunderbuss*	30 gc
Handgun	35 gc

Armour

Buckler	5 gc
Toughened leathers	5 gc
Light armour	20 gc

Miscellaneous Equipment

Rope & hook	5 gc
Rabbits foot**	5 gc
Compass*	45 gc
Telescope*	75 gc
Riverboat	100 gc
River barge	200 gc

*Tinker only

**Heroes only

PETRU EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace/Staff	3 gc
Cutlass/Sword	10 gc
Spear	10 gc

Miscellaneous Equipment

Rabbits foot	5 gc
Lucky charm	10 gc
Tarot cards	50 gc

Strigany skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Domnu	✓	✓		✓	✓	✓
Petru			✓		✓	✓
Tinker		✓	✓		✓	✓
Truant	✓			✓	✓	✓

Strigany special equipment

This equipment is only available to the River Strigany, and no other warband may purchase it.

belaying pin

3 gold crowns
Availability: Common

A typical watercraft contains many short lengths of carved wood. They are set up in racks in convenient places in the barge, around which rigging can be secured or belayed. These pins make useful projectiles and river folk quickly proficient at hurling them.

Range: 6' **Strength:** As user -1
Special Rules: Thrown weapon, +1 Enemy armour save

boat hook

8 gold crowns
Availability: Common

Normally used to pull in ropes or floating debris from the Reik, their long reach is useful in a boarding action and a wicked thrust helps bring enemies to the point!

Range: Close Combat **Strength:** As user -1
Special Rules: Strike first, Two-handed

fish-hook shot

10 gold crowns
Availability: Rare 7

Hook shot is a fine rope or chain with a weighted fishing hook or scythe tied to its end. River gypsies use the range of this curious barbed weapon to waylay their victimizers.

Range: 3" **Strength:** 3
Special Rules: Thrown weapon, Precise, Caused fall

SPECIAL RULES

Thrown weapon: Models using a fish-hook shot do not suffer penalties for range or moving.

Precise: A model using a fish-hook shot is so practiced in the use of this weapon that he may attack enemy models that are engaged in close combat. However the hook shot is useless when the warrior himself is engaged in close combat.

Caused fall: The warrior may declare to try and cause an enemy model to fall instead of causing damage. The warrior must roll to hit as normal and then pass a Strength test. If the test is successful, the enemy model counts as *knocked down*. Apply a +1 modifier to the Strength test against large models. When a mount gets *knocked down*, the rider falls off (see 3-4 on the Whoa Boy! chart).



compass

45 gold crowns
Availability: Rare 9

A compass is an invaluable aid on land or at sea, helping travellers navigate more accurately. In scenarios where players roll to determine which side deploys first, a warband with a compass may re-roll their result. If the Hero with the compass is missing the battle it cannot be used. If both sides have a compass then no re-rolls are allowed.

wicker man

50 gold crowns (Petru only)
Availability: Rare 12

Golems follow the commands of a Petru. They can be fashioned using witchcraft from mud with wicker, driftwood, or (when available) flesh parts. They are lifeless constructs in the shape of a man. Retainers that never make excuses or ask for a fix.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wicker Man	4	2	0	4	4	1	1	1	5

SPECIAL RULES

Zombified: Golems use all of the special rules for a zombie; Cause *fear*, May Not Run, No Brain etc.

Construct: A Wicker Man ignores any injury rolled on the Injury chart on the roll of a 4+ and continue fighting, so a Golem has the possibility of taking more damage than their 1 Wound would suggest. This is not an armour save and so it is not modified by the Strength of the attack. This rule is ignored for wounds caused by magic or magic weapons.

scuttling hand

40 gold crowns
Availability: Rare 11

A hand cut from a corpse of a murderer, called a 'Hand of Glory', is well known by warlocks for its magical properties. It is a common ingredient in spells, but it has other, more amusing uses. Vampires have perfected a way of reanimating these hands for use as assistants, attendants, and even familiars. They are only able of causing a paltry amount of damage in a fight but can be used as a distraction at a vital moment.

Profile	M	WS	BS	S	T	W	I	A	Ld
Scuttling Hand	3	1	0	1	1	1	4	1	7

Special Rules: Immune to Psychology, Dodge, Scale Sheer Surfaces, Silent Move

SPECIAL RULES

Silent Move: Scuttling Hands always remain *hidden* unless they attack an enemy warrior.

1 Domnu

65 gold crowns to hire

The stoic Caravan Master is the family member amongst all of the gypsy caravans with the sharpest wits and the most bulging muscles. He leaves the fable telling and rhetoric to mystical seers. Every level headed Domnu keeps one grizzled eye on the prize and another overseeing the safety of his kindred.

Profile	M	WS	BS	S	T	W	I	A	Ld
Domnu	4	4	3	4	3	1	3	2	8

Equipment: The Domnu may be equipped with weapons and armour chosen from the Strigany equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Domnu may use his Leadership value instead of his own when taking Leadership tests.

Prize-fighter: The Caravan Master suffers no penalties whatsoever for fighting unarmed and receives +1 Attack when doing so.

Bear Hug: Wrestling and fist fighting are traditional Strigany sport. The barrel-chested Domnu is victor of many contests. If the Domnu hits the same enemy warrior with both of his unarmed attacks in the same round of combat, the player may choose to make a single Bear Hug attack instead of resolving the attacks normally. If the option is chosen, each player must roll a D6 and add his warrior's Strength to the roll. If the Domnu's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no armour save allowed. If the enemy warrior's total is higher, the warrior has broken the Domnu's hold and suffers no damage from the attack.

0-1 Petru

40 gold crowns to hire

Acting as keepers of lore and procurers for their ancient masters, Strigany mystics are respectfully regarded with suspicion by their own kind. In the Empire their legacy of witchcraft and eldritch trickery is greeted with open hostility. After a disagreeable fortune telling, a few Marienburg crime lords have even arranged the drowning of a waterfront witch.

"I sense a cloud of evil in this place... beware the dead, for they walk among you wearing the faces of the living."

— Taciana Stirbei, Strigany Mystic

Profile	M	WS	BS	S	T	W	I	A	Ld
Mystic	4	2	2	2	3	1	4	1	7

Equipment: The Petru may be equipped with weapons and armour chosen from the Petru equipment list. The Petru always carries a secret pouch of spell ingredients.

SPECIAL RULES

Wizard: Petrus are Strigany mystics and have two spells generated from the Charms & Hexes list.

Necromancy: Knowing a little of the black arts, Petrus may randomly determine a new spell from the Necromancy list instead of learning a new skill.

Potions: Offering curatives through supplying suspicious potions, the Petru carries assorted philtres for the purpose of remedial thaumaturgy. A single Hero in the warband may chance upon the Petru before battle to risk one of these vitalogist wares. Roll a D6 to discover the draught's effect.

D6 Result

- | D6 | Result |
|-----|---|
| 1 | Debilitating: The potion is simply too potent for the Hero and weakens them. They receive -1 to Toughness for the whole of the next battle until they can roll a 6 on a D6 in the recovery phase to shrug off the ill effects. |
| 2-3 | Strength: The Hero is infused with strength as he quaffs the potion. He receives a +1 Strength bonus until he rolls a 1 on a D6 in the recovery phase. |
| 4-5 | Resilience: An inner resilience passes through the Hero. He receives a +1 bonus to Toughness until he rolls a 1 on a D6 in the recovery phase. |
| 6 | Fortitude: The Hero's constitution is increased and he feels ready to take anyone on. He gains an extra wound for the whole battle. However, once lost the wound cannot be restored. |

0-1 Tinker

45 gold crowns to hire

Itinerant mender of pots, kettles, pans, drifter skilled in minor mechanical work, a Tinker has become jack-of-all-trades. A Tinker barter for parts and tools to keep cartwheels on caravan trains from falling off and sifts canal flotsam for driftwood and rigging to prevent river barges sinking into the Reik.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tinker	4	2	2	3	3	1	3	1	7

Equipment: A Tinker may be equipped with weapons, armour and miscellany chosen from the Strigany equipment list.

SPECIAL RULES

Grifter: Tinkers are crooked dealers! Like a merchant, a Tinker allows trading deals to be arranged with other warbands.

Rigger: The Tinker is skilled in fixing minor damage to watercraft. If the boat or barge is stationary and has not moved during the last turn then if the Tinker is in contact with it, he may repair one previously damaged location. ie, a paddle or mast. The Hero may do nothing else that turn and the vehicle may not be moved. A ship cannot be repaired if an enemy model is in contact with the Tinker or the watercraft.

02 Truants

25 gold crowns to hire

The mischief making of truants does nothing to mend the ill reputation of the Strigany. Most youngbloods are bone idle malingerers until an opportunity arises to set the next harmless prank in motion! Only then does the recklessness of youth reveal their competitive streak and thirst for adventure.

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

Equipment: Truants may be equipped with weapons and armour chosen from the Strigany equipment list.

"It's always good to know what's around the next corner. So the petrus tell us."

— Mihai Brock, Strigany Youngblood

SPECIAL RULES

Spry: A Truant is used to climbing in and out of portholes, as well as running along rooftops with catlike stealth. To reflect this, a Truant may run or charge while climbing.

Taunt: After years of baiting persecutors into drunken brawls, this Strigany has learned some of the most vile insults in the Empire. During the Shooting phase, the Truant may choose to taunt one enemy instead of shooting with a missile weapon. The Truant must be able to see the enemy and taunting requires a line of sight as it would for shooting. The player should insult the enemy warrior whenever possible (perhaps his hat looks like a strangled parrot or his mother was a Bretonnian!) and the enemy then takes a Leadership test. If he passes, nothing happens but if he fails he must spend his next movement phase trying to get into close combat with the Truant who taunted him.

The Unternehmung

From the Guide To Vampires

When Captain Schluter of the good ship *Unternehmung* took on two of the River Strigany as crew, he paid no heed to the ridiculous rumours of superstitious sailors. The Strigany proved to be hard working and knew their way around as it they were born to it. All this nonsense about being in league with the powers of darkness was clearly rot. Then the food spoiled. Every last morsel on board went bad, weeks out from land. His crew's bellies started grumbling, and so did they. Mutiny was inevitable, and the Strigany, having proven sound fellows, were its ringleaders.

The first order of business was to round up the captain and those crewmembers still loyal to him and lock them in the brig. The second order of business was to haul them back out of the brig and cook them up to replace the spoiled supplies. The *Unternehmung* sailed for weeks with no sight of land, and more and more prisoners were eaten. But each time another scapegoat was chosen to go in the pot, the crew only seemed to get hungrier. The hunger was like a living thing, gnawing at their bellies and whispering dark thoughts into their brains.

When Nanosh of the Strigoi finally climbed out of his coffin of grave dirt stowed in the hold and showed himself, his servants had done their work. Every surviving member of the *Unternehmung's* crew was a ravening ghoul, ready to serve their new captain eagerly if it meant fresh meat. Now, Nanosh and the *Unternehmung* crew sail through seas of blood, launching night-time raids on ships and coastal towns, dragging screaming meat back onto their ships for future meals. Even the pirates of Sartosa fear the *Unternehmung* and her ghoulish crew.

Genshmen

Gypsies

25 gold crowns to hire

Considered a ghoulish menace by nobles, the people of Strigos are scavenger folk not outlaws. River gypsies are especially treated with disdain, being referred to as wharf vermin, and channel rats by everyone who has paid the tax collectors their due.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gypsy	4	3	3	3	3	1	3	1	7

Equipment: Gypsies may be equipped with weapons and armour chosen from the Strigany equipment list.

0.2 Dead-eyes

50 gold crowns to hire

Best known among the crew for spectacular knife-throwing acts, these savvy marksmen are more than a match for any carnival trick shooter. Vagrants pick up snippets of foreign dialects and customs with the same ease as the hodgepodge of missiles found stowed in their arsenal.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dead-eye	4	3	4	3	3	1	3	1	7

Equipment: Dead-Eyes may be equipped with weapons and armour chosen from the Strigany equipment list.

SPECIAL RULES

Dead Eye Shot: The Dead-Eye has the eyes of an eagle and can hit the smallest target. He ignores to hit modifiers for cover when shooting or throwing his weapon.

Target Practice: The warrior can fire a single missile attack when being charged. Models that stand and shoot suffer a -1 modifier to hit.

Weapons Expert: See page 122 of the Mordheim Rulebook.

0.2 Fugitives

40 gold crowns to hire

Codebreakers are once noble hedonists who became victims of accidental circumstances; usually they committed crimes of passion and piracy. Whether these freelancing buccaneers have stolen hearts or burglarised cargo the only thing awaiting fugitives of justice is the hangman's noose if the constabulary catches up with a masqued cad.

Profile	M	WS	BS	S	T	W	I	A	Ld
Fugitive	4	4	3	3	3	1	4	1	7

Equipment: Fugitives may be equipped with weapons and armour chosen from the Strigany equipment list.

SPECIAL RULES

Charismatic: Heartless seducers oozing machismo. A romantic rogue to the last, any model from the opposite sex (Sisters of Sigmar, Amazons, Kislev Ranger etc), must make a Leadership test if they wish to charge a Fugitive.

0.4 Vagabonds

15 gold crowns to hire

Penniless and ragged mariners or weatherworn footloose wanderers can be found among travelling companies all over the Empire. The law has a low tolerance of refugees because they turn to banditry or piracy. Vagabonds viewed as common criminals form bonds with gypsies for mutual protection, or so they are led to believe! Welcoming outsiders under this pretence are Petrus with other designs.

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

Equipment: Vagabonds may be equipped with weapons and armour chosen from the Strigany equipment list.

Strigany special skills

River Strigany may choose to use the following skill list instead of the standard skill lists.

Knowledge of Myths and Legends: The Hero has spent most of their life chasing rumours of promised glory and heeding cryptic prophecies of those with supernatural abilities. During the Exploration phase, if the Hero was not taken *out of action*, you may re-roll one dice, keeping the second result even if it is worse.

Bull Rush: This warrior can use his massive girth to overpower his opponents. When he charges, the Hero may attempt to knock down his opponent rather than making his normal attacks. Roll to hit once with a +1 to hit modifier, though no roll to wound is necessary. Instead, if the warrior hits with this attack, the opposing model is *knocked down*.

Songster: Entertaining shanties and novelty songs boost the morale of all those around. Any friendly model within 6" of the Hero may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

Prize-fighter: The Hero suffers no penalties whatsoever for fighting unarmed and they receive +1 Attack when doing so.

Animal Charmer (eg. Dog Charmer): The Hero can control up to five animals using Strigany charms provided that they remain within 6" of him. If an animal is not within 6" of the Animal Charmer in the Movement phase, they will move D6" in a random direction. If that takes them into contact with a model, either friend or foe, it will attack as if charging.

Infiltration: A Strigany with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Charms & Hexes

Charms and Hexes are the magic of witchcraft. They involve copious amounts of spell ingredients and painstaking incantations but they can be devastating reducing enemies to pitiful wrecks and infusing comrades with almost incomprehensible luck.

D6 Result

- 1 Scry** **Difficulty 6**
The Petru uses ancient divining crystals to foretell the future and influence the actions of her comrades.

For the duration of the turn one Hero or Henchman may re-roll D3 dice rolls and +1 or -1 to the result.

- 2 Curse** **Difficulty 6**
The Mystic bestows a powerful curse on one of his enemies that saps their confidence and resolve.

One enemy model within 12" of the Petru must re-roll all successful dice rolls for the duration of this and their next turn.

- 3 Dust of the Blind** **Difficulty 9**
Casting a handful of dust into the air, the Petru blows it around him, blinding his enemies.

One enemy model within 16" of the Petru is struck instantly blind. They may not shoot, charge or run, are at half Weapon Skill and will move in a random direction at the start of their turn. The blindness lasts until the Petru casts another spell or moves.

- 4 Age of Stone** **Difficulty 8**
Whispering words of ancient power the Mystic causes an enemy to age rapidly before their very eyes, making them weak and feeble!

One enemy model within 12" of the Petru will be severely debilitated and all of their characteristics are reduced by -1 for the duration of this and their next turn.

- 5 Warrior's Bane** **Difficulty 7**
Muttering a dark and malicious incantation the Petru causes a warrior's grip to loosen, making it almost impossible for them to attack.

One enemy model within 18" of the Petru will be unable to use any of their weapons as they perpetually slip from their grasp. They will be unable to shoot and count as fighting with fists in hand-to-hand combat. The enchantment lasts for the duration of this and their next turn.

- 6 Cure** **Difficulty 6**
A faint aura extends from the Petru's body. All who are touched by it feel warmth and vitality flowing through their veins.

All friendly models within 6" of the Petru have a single Wound healed. In addition any *stunned* or *knocked down* models may immediately stand up.