

# Werewolf Hunting Pack



**Werewolves are hunters, stalkers, and ambushers, working in packs to bring down those larger or more numerous than themselves. With their sharp teeth and vigorous regeneration, even unarmed they are a challenge, but augmented with human weapons they are almost unstoppable.**

Werewolves form semi-isolated packs deep in the forest, only trading with human neighbours when the full moon is not for some time. Most nights the hunters of the pack will be sent out to forage game for the pack. Sometimes lone humans will count as game. Occasionally, when a pack grows too large a new pack will be formed and will wander the wilderness, looking for a new territory.

## Special Rules

All Werewolves are subject to the following special rules:

**Excellent Senses.** Werewolves have senses unmatched by mere humans, specifically hearing and smell. Werewolves detect hidden enemies from twice as far away as other warriors (i.e. twice their Initiative value in inches).

**Secretive.** The werewolves are by nature and necessity a shy and secretive race. A Werewolf Warband may *never* include hired swords or Dramatis Personae that are not of Werewolf blood.

**Regenerate.** Werewolves can recover from injuries that would end a mere mortal. Whenever an enemy successfully inflicts a wound on a werewolf roll a D6, on a result of 4 or more the wound is ignored and the werewolf is unhurt. werewolves may not regenerate wounds caused by fire (including fire-based magic), silver, or wolfsbane.

**Human Appearance:** When not in combat werewolves can choose to appear humanlike or wolflike. Because of this, for the purposes of any post-game event (e.g. exploration roll) or such-like, the werewolf warband counts as a human warband.

**Claws and Teeth.** When in their battle-form, i.e. during a game, werewolves have sharp claws and teeth. If they are in combat with no weapon for any reason they do not count as unarmed and their claws will also count as an additional weapon for the purposes of an extra attack.

## Choice of Warriors

A Werewolf Warband must include a minimum of three models. You have 500 gold crowns to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 12.

**Beornwulf:** Each Werewolf Warband must have one Beornwulf to lead it – no more, no less.

**Rünwulf:** Your Warband may include up to one Rünwulf.

**Byrewulf:** Your Warband may include up to two Byrewulfs

**Weremaeg:** Your Warband may include any number of Weremaeg.

**Wulfmaeg:** Your warband may include any number Wulfmaeg.

## Starting Experience

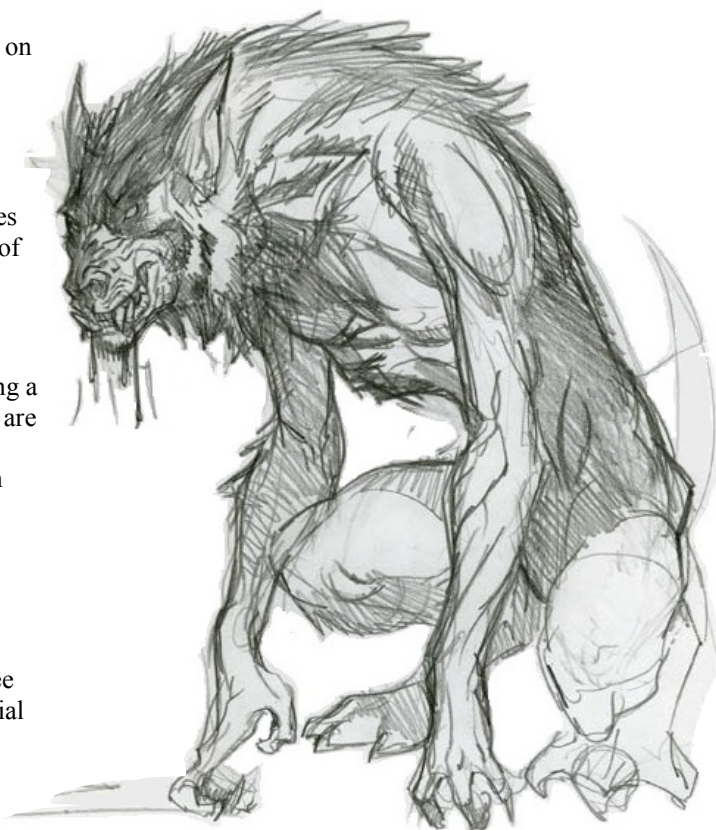
A **Beornwulf** starts with 20 experience.

**Rünwulfs** start with 8 experience.

**Byrewulfs** start with 0 experience.

**Weremaeg** start with 0 experience.

**Wulfmaeg** start with 0 experience.



## Maximum Characteristics

Characteristics for Werewolf warriors may not be increased beyond the maximum limits shown on the following profile. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchman can only add +1 to any characteristic.

Although they have werewolf blood, weremaeg are basically human and so use the human maximum profile.

Profile	M	WS	BS	S	T	W	I	A	Ld
Werewolf	6	6	5	5	5	4	7	5	9

Profile	M	WS	BS	S	T	W	I	A	Ld
Wulfmaeg	9	6	0	4	4	3	6	4	8



## Heroes



### 1 Beornwulf

75 Gold Crowns to hire

The Beornwulf is the leader of the warband, 'Beorn' being the local word for 'Chief'. As with all Alphas, the Beornwulf will be the biggest, strongest, smartest, most unifying werewolf in the pack. There may be others in the pack that are stronger or smarter or otherwise better than the alpha in one respect or another, but, on the whole, the Beorn will be the mightiest over all.

Profile	M	WS	BS	S	T	W	I	A	Ld
Beornwulf	5	4	4	4	4	2	5	1	8

**Weapons/Armour:** The Beornwulf may use weapons and armour chosen from the werewolf equipment list



#### SPECIAL RULES

**Leader:** Any models in the Warband within 6" of the Beornwulf may use his Leadership instead of their own.

**Werewolf:** The Beornwulf is a werewolf and so has all the advantages and disadvantages of such.

**Infectious Bite:** The Beornwulf can transmit his lycanthropy to those he attacks. If a human model goes out of action to the Beornwulf and survives then he must make a T test at the start of every post-game sequence after the one he was bitten in. For each test failed he will gain a point of Strength. The instant his strength reaches 6 he will turn into a werewolf and leave the warband to seek his own kind. A single dose of Wolfsbane will halt the progression of the infection i.e. he will automatically pass the next test required. Two doses consumed simultaneously will cure the infection.

### o'1 Rünwulf

80 Gold Crowns to hire

The Rünwulf is the shaman of the group. Using the power of the runes he can learn of the past and the present and also attempt to direct the flow of magic to better serve his pack.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rünwulf	5	4	3	4	4	2	5	1	7

**Weapons/Armour:** The Rünwulf can be armed with weapons and armour chosen from the Werewolf Equipment list.

#### SPECIAL RULES

**Werewolf:** The Rünwulf is a werewolf and so has all the advantages and disadvantages of such.

**Wizard:** The Rünwulf is a wizard and may learn spells from the Werewolf Runes section. The Rünwulf starts with one spell selected in the normal manner.

Runes count as spells. Runes will only last one game. Each rune may only be inscribed once on any given subject. All runes are inscribed before the game starts. Each rune may only be inscribed once, but if you roll a duplicate spell then instead of making the difficulty one lower you may gain the ability to inscribe that rune on an additional hero.

### o'2 Byrewulfs

50 Gold Crowns to hire

Byrewulfs (byre – teenager) are the children, nieces, or nephews of the Beornwulf himself. They are young and unproven, but have been werewolves since birth and are ready to start taking their place in the battles of the pack.

Profile	M	WS	BS	S	T	W	I	A	Ld
Byrewulf	5	2	2	3	4	2	4	1	6

**Weapons/Armour:** Werewulfs can be armed with weapons and armour chosen from the Werewolf Equipment list.

#### SPECIAL RULES

**Werewolf:** The Byrewulf is a werewolf and so has all the advantages and disadvantages of such.



# Benchmen



## Weremaeg

### 25 Gold Crowns to hire

The weremaeg (man-kin) are werewolf yennorks that are stuck in the human form. For whatever reason, since birth the little 'switch' that allows them to shift from human to wolf and back again simply doesn't work.

Although slower and weaker than their full werewolf relatives they are still valued members of the warband for their calmer tempers and ability to enter towns and settlements with impunity.

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

**Weapons/Armour:** Weremaeg can be armed with weapons and armour chosen from the Werewolf Equipment list.

### SPECIAL RULES

**Human enough:** Weremaeg are in human shape and so count as humans.

**New Path:** If the Weremaeg rolls That Lad's Got Talent then you may send him off to learn a new trade instead of becoming a hero. If you choose to send him off, pay the hire fee of the human Hired Sword of your choice (representing apprentice fees, starting equipment purchase, etc.)

and roll a d6. The Weremaeg will be missing for that many games, but when he returns he will be the Hired Sword you chose. He will follow all the rules

of a hired sword (especially upkeep payments) and will no longer count as part of your warband except in the manner hired swords do. You must keep any equipment he had before he was sent off.

## Wulfmaeg

### 20 Gold Crowns to hire

Wulfmaeg (wolf-kin) are yennorks that are locked in the wolf form. They are just as fierce as a normal wolf, but are much smarter and more capable of independent action and reasoning than your average wolf.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wulfmaeg	9	3	0	3	3	1	3	1	6

**Weapons/Armour:** Wulfmaeg are animals and are armed with their claws and teeth and may never be equipped with any weapons, or armour that needs a hand (e.g. shields). Wulfmaeg armour costs twice as much. Wulfmaeg heroes may only be equipped with equipment that has no active use i.e. no decision needs to be made on when to use it, e.g. lucky charms, holy relics, etc.

### SPECIAL RULES

**Animal:** The wulfmaeg are in wolf shape and so count as animals, specifically wolves. They may, however, still earn experience and level as normal.



## Werewolf Equipment List

### Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Club/mace.....	3 gc
Axe.....	5 gc
Halberd*.....	10gc
Spear*.....	10 gc
Sword.....	10 gc
Double-Handed Weapon*.....	15 gc

\* Weremaeg only

### Missile Weapons

Bow*.....	10 gc
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### Armour

Toughened leathers.....	10 gc
Light Armour*.....	20 gc
Shield*.....	5 gc
Helmet.....	10 gc



## Werewolf special equipment

Although expensive, the means of combating werewolves is fairly well known to almost everyone. Werewolf special equipment is available to all warbands in a campaign that includes werewolves.

### Silver Weapons

+60 gold crowns

**Availability:** Rare 11

Melee weapons that have been covered in silver will count as a normal weapon against anyone except a werewolf. Against a werewolf each wound will cause d3 wounds. A roll of 4+ will cause a wound, unless you needed less to cause a wound. Wounds caused by silver cannot be regenerated or healed during the game. You may purchase any weapon normally available to your warband as a silvered weapon by rolling the rarity of the weapon as 11 and then rolling for the cost of the weapon

in the normal rare trade manner. The cost is the same as the base weapon plus the additional 60 gold.

If you wish to silver an existing weapon you must still roll the rarity, but may instead pay a total of 80 gold for the silvering.

### Silver bullets

20 gold crowns

**Availability:** Rare 10

Bullets fashioned from silver are one of the more well-known ways of combating werewolves. Small round balls of silver suitable for black-powder weapons may be purchased by the suitably determined (and wealthy).

Silver bullets may be fired from any black-powder weapon or sling and will wound as if they were silvered. Against non-wolves or non-werewolves the bullets will count as normal ammunition.

There are enough bullets to last for one game.

### Silver Powder

20 gold crowns

**Availability:** 8

Poison. For those that cannot afford to have their weapons silvered, some will resort to a mixture of silver dust mixed with animal fat and then smeared on their weapons. Weapons with silver powder on them will count as being silver.

Although silver powder counts as a poison for equipment purposes, it may still be purchased and used by warbands that normally cannot use poison.

### Wolfsbane

15 gold crowns

**Availability:** Rare 10

Poison. Wolfsbane grows in many forests and is known for its deadly effect on wolves and werewolves alike.

All wounds caused by a weapon poisoned with wolfsbane will be doubled. In addition to this, wounds caused by a wolfsbane poisoned weapon will never need more than a 4+ to cause a wound and cannot be healed during the game. Wolfsbane affects wolves and werewolves only.



## Werewolf skill table

Werewolf Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

Heroes	Combat	Shooting	Academic	Strength	Speed	Special
Beornwulf	✓		✓	✓	✓	✓
Rünwulf	✓		✓	✓	✓	✓
Byrewulf	✓			✓	✓	✓





# Special Werewolf skills

When rolling a new skill, a werewolf or wolf hero may select one of these skills instead.

## Hunter's Senses

The werewolf can sniff out or hear those that are out of sight better than others in their pack.

The werewolf may test to charge those that are up to 6" away and out of line-of-sight, instead of just 4"

## Complete Healing

After being wounded, the flesh of the werewolf flows and ripples as their flesh merges and their bones reknit, the injuries fading away.

In each recovery phase the werewolf is out of combat, they may roll a d6 for every wound they have lost. On a 4+ the wound is recovered. In addition to this, At the end of each post-game phase roll a d6. On a 6 you may remove one lasting injury suffered from your roster (from this werewolf only, of course).

## Terrible Claws

The werewolf's claws are particularly long and sharp. When attacking with the claws they will cause critical wounds on a 5+ instead of a 6+. A 5 will not cause a critical if a 5 is the minimum required to wound.

## Bloodthirst

When the werewolf tastes blood (i.e. causes an unsaved wounding hit) he enters into an uncontrollable rage and becomes Frenzied.

## Chilling Howl

The werewolf has a bonechilling howl that evokes primal fear in all those that hear it. Make a leadership test instead of charging (you do not need to have a valid charge). If they pass then all enemy models on the board that have no friendly models in line of sight must make an All Alone test just as if they had been engaged by multiple opponents. If they fail they are broken in the normal manner. This counts as a fear test as well so models immune to fear are immune to this test also.

## Bestial Savagery

The werewolf can tear apart a human in a particularly brutal manner. When the werewolf takes a model out of action all enemies within 3" must pass a fear test or be broken and flee as if they had failed an all alone test. Those immune to fear are immune to this skill.

## Pack hunter

The werewolf is particularly adept at taking advantage of openings made by its packmates. The werewolf will gain a bonus attack when attacking a model that is also engaged by a member of its warband.

## Heavy Pelt

The werewolf's pelt and hide are notably thick. The werewolf gains +1 to its armour save, or a 6+ armour save if it had none.



# Werewolf Magic

The magic of the werewolves is the magic of runes. Although not as sophisticated or as powerful as the legendary runes of the dwarfs, they are never-the-less still quite effective.

## 1 Fehu (rune of wealth)

Difficulty 9

*The Runewulf inscribes the rune of wealth on a runeboard and then casts the runes upon it in an effort to find the path of greatest wealth for the warband.*

If the werewolf that had this rune inscribed for them did not go out of action then they may make a leadership test at the start of the exploration phase. If they pass, then they may dictate the result of their own exploration dice. This must be done before any other exploration dice are rolled. Rerolls may be used on the dictated dice, but the result will be random – not dictated.

## 2 Algiz (rune of protection)

Difficulty 6

*Before the pack leaves the den the Rünwulf inscribes this rune on the armour or hide of one of his packmates to protect him from danger.*

The warrior that this rune is enscribed on gains a 6+ save against all hits. In addition to this, they may reroll any failed tests except rout tests. If they have any other save that saves against hits, they will instead gain +1 to that save.

## 3 Kenaz (rune of fire)

Difficulty 8

*The Rünwulf inscribes the rune of fire onto the a weapon to imbue it with the power of fire.*

The fighter that is carrying the weapon may make a Ld test at the start of their turn. If they pass, their attacks gain +1S and flaming. They will also count as a light source. This effect will last until the start of their next turn. Werewolf claws are a valid target for this rune.

## 4 Isa (rune of ice)

Difficulty 6

*The Rünwulf inscribes the rune of ice onto the armour of either himself or his companion. Ice immediately begins to form a protective barrier all over the warrior.*

The subject with the ice rune gains +1 to their armour save. In addition to this, they are immune to any hot or cold weather effects.

## 5 Dagaz (rune of luck)

Difficulty 9

*The Rünwulf inscribes the rune of luck onto an amulet and fastens it around the neck of the warrior to bring good fortune to the warrior during the battle.*

The fighter gains d6 rerolls that can be used on any dice during the game. Any not used during the game can be used during the exploration phase.

## 6 Thurisaz (rune of the giant)

Difficulty 10

*The Rünwulf uses a fine knife to cut this rune into the skin of the subject, the cuts turning instantly to scars as the energy is poured in to activate the rune..*

The subject grows to enormous size and strength. They gain +2 speed, +2 strength, and +2 wounds. They also become a Large Target and cannot use any weapons or armour. This rune is cast during the Equip phase of the post game sequence. If successfully inscribed you may place the weapons and armour into the stash in the normal manner.