Mercenaries • 660pts

Mercenaries 3.6.0, Daemons of War 3.6.0

Mercenary Leader [1] - 125pts

Qua 4+ | Def 4+ | Tough 9

Armor(4+)*, Battle-Hardened, Caster(2), Hero, Repel Ambushers, Tough(9)

Weapon	RNG	ATK	AP	SPE
Hand Weapon	-	A6	-	-

Item	SPE
Combat Shield	Armor(4+)*
Mercenary Psychic	Caster(2)
Beast Companion	Repel Ambushers

*Defense bonus from items are already included in the Def stat.

Mercenary Hanger-On [1] - 160pts

Qua 5+ | Def 5+ | Tough 9

Battle-Hardened, Hero, Piercing Marksman Aura, Tough(9)

Weapon	RNG	ATK	AP	SPE
Burst Shotgun	12"	A8	1	-
Hand Weapon	-	A2	-	-

Item	SPE
Munitioner	Piercing Marksman Aura

Mercenary Fighters [3] - 70pts

Qua 5+ | Def 4+ | Tough 3

Armor(4+)*, Battle-Hardened, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Hand Weapons	-	A2	-	-

Item	SPE
Combat Shield	Armor(4+)*

*Defense bonus from items are already included in the Def stat.

Nani

Mercenary Fighters [3] - 85pts

Qua 5+ | Def 4+ | Tough 3

Armor(4+)*, Battle-Hardened, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Great Weapons	-	A2	2	-

Item	SPE
Combat Shield	Armor(4+)*

*Defense bonus from items are already included in the Def stat.

Barbari

Mercenary Gunners [3] - 85pts

Qua 5+ | Def 5+ | Tough 3

Battle-Hardened, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Battle Rifles	24"	A2	-	-
3x Strikes	-	A2	-	-



Blood Hounds [3] - 135pts

Qua 4+ | Def 5+ | Tough 3

Defensive Frenzy, Fast, Ravage(2), Tough(3), Warbound

Weapon	RNG	ATK	AP	SPE
3x Flame Claws	-	A2	-	Thrust

Item	SPE
Malicious Predator	Fast
Spiked Collars	Ravage(2)
War Boon	Defensive Frenzy

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

Armor(X): Counts as having Defense X+.

Battle-Hardened: If most models in this unit have this rule, they get +1 to Morale Test rolls when shot/charged from over 9"/6" away.

Blast: Ignores Cover, and after resolving other special rules, each hit is multiplied by X. Hits must be split evenly between the target and all enemy units within 3" of any model from the target (defender picks how), but each unit may only take up to as many hits as models in it

Caster: Gets X spell tokens at the start of each round, but can't have more than 6 at once. Once per activation, before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Pick a target and roll one die, and on 4+ resolve the spell's effect. Models within 18" of the Caster may spend any number of spell tokens at the same time before rolling to give the Caster +1/-1 to the roll per token.

Defensive Frenzy: If most models in this unit have this rule, place one token on this unit when it fully destroys an enemy unit, up to a max. of two tokens. For each token this unit gets +1 to Defense rolls until the end of the game.

Enhanced Warbound: If this model has Warbound, enemies always take wounds on unmodified results of 1 to block from Warbound (instead of only when shooting/charging enemies over 9"/6" away).

Fast: Moves +2" when using Advance, and +4" when using Rush/Charge.

Hero: Units within 6" of friendly Heroes may use the Hero's Quality for Morale Tests as long as the Hero isn't Shaken.

Melee Evasion: Enemies get -1 to hit rolls in melee when attacking units where most models have this rule.

Piercing Marksman: When shooting at enemies over 9" away, this model's weapons get AP(+1).

Piercing Marksman Aura: This model's unit and up to 2 friendly units picked before the start of the game get Piercing Marksman. If this model is killed, picked models that are deployed lose the rule.

Purge: When attacking units that are Shaken or Fatigued, this weapon/spell gets AP(+2).

Ravage(X): Once per round, when it's this model's turn to strike in melee, roll X dice before attacking, unless this unit is Fatigued. For each 6+ the target takes one wound.

Relentless: When this model shoots at enemies over 9" away, unmodified result of 6 to hit deal 1 extra hit (only the original hit counts as a 6 for special rules).

Repel Ambushers: Enemy units using Ambush must be set up over 12" away from this model's unit.

Surge: For each unmodified result of 6 to hit, this weapon/spell deals 1 extra hit (only the original hit counts as a 6 for special rules).

Thrust: When charging, gets +1 to hit rolls and AP(+1) in melee.

Tough: Once a model has taken as many wounds as its Tough value, it is killed (remove from play).

Warbound: When this model shoots/charges enemies over 9"/6" away, unmodified results of 1 to block hits from weapons deal 1 extra wound.

Mercenaries Army Spells

Shock Speed (1): Pick one friendly unit within 12", which moves +2" when using Advance actions and +4" when using Rush/Charge actions once (next time the effect would apply).

Expel Threat (1): Pick one enemy model within 18" in line of sight, which takes 2 hits with AP(1). This effect is resolved as if the target was a unit of [1].

Calculated Foresight (2): Pick up to two enemy units within 18" in line of sight, which friendly units gets Relentless against once (next time the effect would apply).

Electric Tempest (2): Pick one enemy unit within 12" in line of sight, which takes 4 hits with Surge. Roll as many dice as hits to see if "on rolls of 6" effects trigger.

Psy-Injected Courage (3): Pick up to three friendly units within 18", which get +1 to Morale Test rolls once (next time the effect would apply).

Searing Burst (3): Pick one enemy unit within 18" in line of sight, which takes 9 hits.

Daemons of War Army Spells

Terrifying Fury (1): Pick one enemy unit within 18" in line of sight, which must take a morale test. If failed, it becomes Fatigued.

Brutal Massacre (1): Pick one enemy unit within 6", which takes 3 hits with AP(1) and Purge.

Fiery Protection (2): Pick up to two friendly units within 12", which get Melee Evasion once (next time the effect would apply).

Headtaker Strike (2): Pick up to two enemy units within 6", which take 4 hits with AP(2) each.

War Boon (3): Pick up to three friendly units within 18", which get Enhanced Warbound once (next time the effect would apply).

Flame of Destruction (3): Pick one enemy unit within 24" in line of sight, which takes 3 hits with Blast(3).