

Swords for Hire Demo Units

Fey

Fey Warrior Triad
Members: 3

Attributes:
Keywords: Fey
Movement: 20G

Size: 1
Height: 1

Timing: 4
Morale: 4

Hits: 3
Damage Limit: 1

Sight Arcs: Front 270, Flanks 45, no rear arc.

Initiative Conditions:

Has concealment to an enemy aware of unit: *Conceal Self*

Enemy aware of unit, unit has no concealment to that enemy, in terrain that would provide concealment if prone:
Drop Down

Enemy aware of unit, unit has no concealment to that enemy: move towards nearest concealment that does not reveal unit to other enemies.

Skills:

Stealth 2
Alertness 1*
Close Combat 3*
Aimed Fire 3*
Leadership 1*

Equipment:

Fighting Knives (base damage 2)
Heavy Weapons (base damage 4, slow 1: making a *Close Combat* attack with this weapon gives a +1 bonus to other *Close Combat* actions targeting this unit)

Army Value: 5

Feystalker

Attributes:
Keywords: Fey, Animal
Movement: 30G

Timing: 3
Hits: 3
Damage Limit: 3
Morale: 3
Size: 2
Height: 1

Sight Arcs: Front 360

Initiative Conditions:

Single enemy character within 30GSU, with no other enemies within 30GSU of it: *Charge* that character.

Has concealment to an enemy aware of unit: *Conceal Self*

Enemy aware of unit, unit has no concealment to that enemy, in terrain that would provide concealment if prone: *Drop Down*

Enemy aware of unit, unit has no concealment to that enemy: move towards nearest concealment that does not reveal unit to other enemies.

Skills:

Stealth 3
Alertness 3
Close Combat 3

Abilities:

Equipment:

Jaws (base damage 2)
Poisoned Stinger (base damage 1, deals triple damage to Humans)

Army Value: 3

Reborn

Members: 6

Attributes:

Keywords: Fey, Human
Movement: 15G
Timing: 3
Hits: 1
Damage Limit: 1
Morale: 3
Size: 1
Height: 1

Sight Arcs: Front 180, Flanks 45, Rear 90

Initiative Conditions:

Has concealment to an enemy aware of unit: *Conceal Self*

Enemy aware of unit, unit has no concealment to that enemy, in terrain that would provide concealment if prone: *Drop Down*

Enemy aware of unit, unit has no concealment to that enemy: move towards nearest concealment that does not reveal unit to other enemies.

Enemy unaware of unit within 30 GSU and unit unable to use ranged attacks: Move toward enemy unit, and *Charge*.

Enemy unaware of unit within short range of ranged weapon: *Aimed Fire* against that unit

Skills:

Aimed Fire 6/1

Close Combat 6/1

Volley Fire 6/1

Equipment:

Fighting Knives: Base Damage 1
and either

Heavy Weapons: Base Damage 3, slow 1: making a *Close Combat* attack with this weapon gives a +1 bonus to other *Close Combat* actions targeting this unit)

or

Fey Bows: *Concentrated Volley* Base Damage 2, Range 20/40/60, Abilities: Fire Flat: *Aimed Fire* allowed at short range.

Humans

Hunts men

Members: 8

Keywords: Human

Movement: 15G

Timing: 3

Hits: 1

Damage Limit: 1

Morale: 3

Size: 1

Height: 1

Sight Arcs: Front 180, Flanks 45, Rear 90

Army Value: 2

Initiative Conditions:

Has concealment to an enemy aware of unit: *Conceal Self*

Enemy aware of unit, unit has no concealment to that enemy, in terrain that would provide concealment if prone: *Drop Down*

Enemy aware of unit, unit has no concealment to that enemy: move towards nearest concealment that does not reveal unit to other enemies.

Enemy unaware of unit within 30 GSU and unit unable to use ranged attacks: Move toward enemy unit, and *Charge*.

Enemy unaware of unit within short range of ranged weapon: *Aimed Fire* against that unit

Skills:

Aimed Fire 8/1

Close Combat 8/1

Volley Fire 8/1

Stealth 1

Alertness 2/4

Abilities:

Forest Camouflage 1: -1 to *Detect Hidden Entity* checks against this unit when it is receiving concealment from forest terrain.

Equipment:

Bows: *Concentrated Volley* Base Damage 1, Range 20/40/60, Abilities: Fire Flat: *Aimed Fire* allowed at short range.

or

War Spears (thrown): *Aimed Fire* Base Damage 2, range 5/10/15

War Spears (melee) with round shield: Base Damage 1, Combat Range 2, may attack through a size 1 model in ranked combat, -1 to *Close Combat* checks against this unit, +1 to *Close Combat* checks if within the unit's basic Combat Range

Round Shields (Ranged attacks to the front of this unit suffer -1 base damage)

and

Knives: Base Damage 0

Royal Guardsmen

Members: 8

Keywords: Human

Movement: 10G

Timing: 3

Hits: 4

Damage Limit: 1

Morale: 3

Size: 1

Height: 1

Sight Arcs: Front 180, Flanks 45, Rear 90

Army Value: 3

Initiative Conditions:

Attacked by a ranged attack, and not in ranked formation: Move into ranked formation.

Skills:

Close Combat: 8/1

Aimed Fire: 8/1

Volley Fire: 8/1

Abilities:

Shield Wall: A unit of Royal Guardsmen equipped with shields and in ranked formation reduce the Base Damage of attacks from the front by 1.

Equipment:

Sword: Base Damage 1, Parry (*Close Combat* actions against this unit suffer a -1 check penalty)

Javelin: *Aimed Fire* Base Damage 2, 10/15/20

Heavy Shield (attacks to the front of this unit suffer -1 base damage)

Heavy Armour (+3 hits, shown in profile)

Village Militia

Members: 8

Movement: 15G

Timing: 2

Hits: 1

Damage Limit: 1

Morale: 2

Size: 1

Height: 1

Sight Arcs: Front 180, Flanks 45, Rear 90

Initiative Conditions

Enemy within combat range: *Close Combat*

Attacked by enemy ranged attack with no concealment or cover: move as quickly as possible (including using *Double Pace*) towards the nearest available concealment or cover.

Attacked by an enemy since last activation: make an attack action against one or more of the enemies that attacked

Unit unengaged, and Enemy unit within 15 GSU and outside combat range: *Charge* that enemy unit or make *Aimed Fire* attacks against it

Skills:

Close Combat 4/2

Aimed Fire 4/2

Alertness 1

Equipment:

Melee Weapons with Round Shields: Base Damage 1, +1 to *Close Combat* checks

Round Shields (ranged attacks to the front of this unit suffer -1 base damage)

Huntsman Sergeant

Keywords: Human

Movement: 15G

Timing: 3

Hits: 1

Damage Limit: 2

Morale: 3

Size: 1

Height: 1

Sight Arcs: Front 180, Flanks 45, Rear 90

Initiative Conditions

Enemy within combat range: *Close Combat*

Attacked by enemy ranged attack with no concealment or cover: move as quickly as possible (including using *Double Pace*) towards the nearest available concealment or cover.

Attacked by an enemy since last activation: make an attack action against one or more of the enemies that attacked

Unit unengaged, and Enemy unit within 15 GSU and outside combat range: *Charge* that enemy unit or make *Aimed Fire* attacks against it

Skills:

Close Combat 1

Aimed Fire 1

Leadership 1

Alertness 2

Stealth 1

Abilities:

Forest Camouflage 1: -1 to *Detect Hidden Entity* checks against this unit when it is receiving concealment from forest terrain.

Equipment:

Sword and Dagger: Base Damage 1, Two-Blade Parry (-2 to *Close Combat* attacks targeting this character), +1 to

Close Combat checks

Bows: *Concentrated Volley* Base Damage 1, Range 20/40/60, Abilities: Fire Flat: *Aimed Fire* allowed at short range.

Royal Guard Captain

Keywords: Human

Movement: 12G

Timing: 3

Hits: 4

Damage Limit: 3

Morale: 4

Size: 1

Height: 1

Sight Arcs: Front 180, Flanks 45, Rear 90

Army Value: 3

Initiative Conditions:

Attacked by a ranged attack, and not in ranked formation: Move into ranked formation.

Skills:

Close Combat: 2

Leadership: 2

Alertness: 1

Equipment:

Longsword: Base Damage 2, two-handed (may not use a second weapon or shield), Parry (*Close Combat* actions against this unit suffer a -1 check penalty)

Heavy Armour (+3 hits, shown in profile)