

Sombres Mutants (Possédés) - Louis

Name	ID	Unit Type	##	M	WS	BS	S	T	W	I	A	Ld	Save	Exp	Cost	Equipment	Kills	
Rating 211 Treasury: 31 couronnes Number of models: 15 (4 to rout) Maximum number: 15 Beastmen max: 5 7 6 4 5 4 6 4 9 Possessed max: 6 8 0 6 6 4 7 5 10 Magister, Mutant & Brethren max: 4 6 6 4 4 3 6 4 9																		
Sartek	Roi	Magister (Hero)	1	3"	4	4	3	3	1	3	1	8	3/4+	29	110	Dagger; Hvy Armour; Shield Helmet	0	
Leader: Any model within 6" of the Master may use his leadership instead of their own. Sorcery: +1 to casting spells Warrior Wizard: May wear armour and cast spells 4. Lure of Chaos: 12" R, closest enemy. Caster and enemy roll a D6 + Ld. If caster > enemy: control enemy until Ld test passed in its turn. No suicide. Move 1" if engaged HtH with enemy; Difficulty (x9-1=8)																		
Claw	Dame	Possessed (Hero)	1	5"	5	0	4	4	3: 000	4	2+1	7	-	21	140	NA	7	
Cause Fear Great Claw (+1A at +1S) Resilient: -1 Strength to all Close combat hits Sprint: Movement X3 when running or charging Advance: +1W, +1WS																		
Chavez	Valet	Possessed (Hero)	1	5"	4	0	5	4	2: 00	4	3	7	-	14	90	NA	2	
Cause Fear Advance: +1A, +1S																		
Scorpion	10	Mutant (Hero)	1	4"	3	3	3	3	2: 00	3	2/3+1	7	4+/5+	8	126	Dagger; Mace (x2); Shield Light Armour	2	
Scorpion Tail (+1A at S5) Extra Arm (+1A or shield/buckler) Scale Sheer Surfaces: Can climb up or down 8" without making Initiative test. Advance: +1A, +1W																		
Pustule	9	Mutant (Hero)	1	4"	4	3	3	3	1	3	1/2	7	4+/5+	3	66	Dagger; Mace (x2); Shield Light Armour	0	
Blackblood (If wound lost in HtH combat, anyone in base contact suffers a Strength 3 hit (no crit) from corrosive blood) Advance: +1WS																		
Smash - bouclier	8	Beastmen (Hero)	1	4"	4	3	3+2	4	2: 00	3	1	7	5+	7	97	Dagger; 2H Mace Heavy Armour	1	
Lad's Got Talent!: Hero (Combat & Strength) Step Aside (5+ save in HtH combat) Resilient: -1 Strength to all Close combat hits Strike to Injure: +1 to all Injury rolls in HtH combat																		
Kane - 5 cornes	4	Beastmen 1	1	4"	5	3	4	4	2: 00	3	1/2	7	-	6	66	Dagger; Mace; Hammer;		
Krush - 3 cornes			1											6	66			
Advance: +1S, +1WS																		
Joon - cheveux noirs	3	Brethren 1	1	4"	4	3	3	3	1	4	1/2	7	-	6	43	Dagger; Mace; Short Bow		
Jervis - pantalons bleus			1											6	43			
Jimmy - lance			1											6	43			
Jerry - bouclier			1											6	43			
Advance: +1WS, +1Initiative																		
Ianos - fermier	2	Brethren 2	1	4"	3	4	3	3	1	3	1/2	8	-	6	43	Dagger; Mace; Short Bow		
Ikolos - gourdin			1											6	43			
Irfanos - black knife			1											6	43			
Advance: +1BS, +1Ld																		
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Bow	1 Attack, 24" R, S3.																	
Dagger	+1 armour save, or save of 6+ if the model has none.																	
2H Mace	+2 Strength. Concussion. Always strike last in combat. Requires 2 hands to use.																	
Heavy Armour	Basic D6 saving throw of 5+. -1 movement if used with a Shield. Serious Injury Save of 5+.																	
Helmet	If the model is 'Stunned', roll a dice - on a 4+ it is 'Knocked Down' instead.																	
Light Armour	6+ Armour Save.																	
Mace	Concussion: Injury rolls of 2-4 cause the victim to be 'Stunned'.																	
Shield	+2 AS in HtH, +1 AS versus Missile. Mounted or pistols only add +1 to AS in HtH. -1 M if used with Hvy Armour																	
Short Bow	1 Attack, 16" R, S3. Can Run and Fire.																	
Notes:	Heroes get new advances at 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 experience. Henchmen and Hired Swords get new advances at 2, 5, 9 and 14 experience.																	