

Name	M	F	S	A	W	H	Cost	Equipment	Special Rules
War Hound	8	+1	+0	10	+2	8	10gc	-	Animal, cannt carry items
Thug	6	+2	+0	10	-1	10	20gc / 1M	Hand Weapon	
Thief	7	+1	+0	10	+0	10	20gc / 1M	Dagger	+3 Trap Roll
Pack Mule	6	+0	+0	10	+0	10	20gc	Dagger	3 item slots
Javelineer	6	+0	+0	10	+0	10	25gc	Javelins	10"
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Archer	6	+2	+2	11	+0	10	50gc	Bow, Dagger, Leather Armour	24"
Crossbowman	6	+2	+2	11	+0	10	50gc	Crossbow, Dagger, Leather Armour	24"
Infantryman	6	+3	+0	11	+0	10	50gc	Two-Handed Weapon, Leather Armour	
Trap Expert	6	+2(1)	+0	11	+1	12	50gc / 1M	2 Daggers, Leather Armour	First Initiative 2 is counted as a 1 for trap purposes (player only), +5 Trap Roll
Musketeer	6	+2	+1(2)	11	+1	10	60gc	Musket, Powder Horn, Leather Armour, Hand Weapon	24", Fire arm (+2 dmg, 20 = Random Encounter, 1 = Missfire Table, half Range = -2 Armour)
Coachman	6	+2	+1(2)	11	+1	10	60gc	Blunderbuss, Powder Horn, Leather Armour, Hand Weapon	14", 1" radius, Fire arm (+2 dmg, 20 = Random Encounter, 1 = Missfire Table, half Range = -2 Armour),
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Tunnel Fighter	6	+3(2)	+0	11	+1	12	80gc	2 Hand Weapons, Leather Armour	Secret Passage on 19+ only for himself though
Tracker	7	+2	+2	11	+1	12	80gc	Staff, Bow, Leather Armour	
Man-at-Arms	6	+3	+0	12	+1	12	80gc	Hand Weapon, Shield, Leather Armour	
Treasure Hunter	7	+4(3)	+0	11	+2	12	80gc / 2M	Hand Weapon, Dagger, Leather Armour	If paid with markers: no movement penalty when climbing
Assassin	6	+2	+0	10	+3	12	80gc / 2M	Hand Weapon	Poison, 2x Bonus when supported, Never a Supporting Figure

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Knight	5	+4	+0	13	+1	12	100gc	Hand Weapon, Shield, Mail Armour	
Templar	5	+4	+0	12	+1	12	100gc	Two-Handed Weapon, Mail Armour	
- Knight/Templar of Order	5	+4	+0	12/13	+1	11	100gc	(same)	Either: Survival Reroll   +1 F/dmg vs. Large   Group Activation (1)   1x/game heal 3 dmg   no wounded effect   +4 Armour vs. elemental Magic
- Knight/Templar of Order	5	+3	+0	12/13	+1	12	100gc	(same)	Either: +2 F vs. Undead/Demons   Poison   +2 F/dmg constructs   two item slots   immune to Beauty, Monstrous Form and Invisibility
Ranger	7	+2	+2	11	+2	12	100gc	Bow, Hand Weapon, Leather Armour	24"
Babarian	6	+4	+0	10	+3	14	100gc	Two-Handed Weapon	
Apothecary	6	+0	+0	10	+0	12	100gc / 2M	Staff, 1x Healing Potion each Game	Can spend an Action to use the potion on a figure in Base Contact
Marksman	5	+2	+3	12	+1	12	100gc	Crossbow, Dagger, Mail Armour	24"
Duellist	6	+3(2)	+1(2)	11	+2	12	100gc	2 Pistols, Powder Horn, Leather Armour, Hand Weapon	10", Fire arm (+2 dmg, 20 = Random Encounter, 1 = Missfire Table, half Range = -2 Armour)
Bard	6	+2	+0	11	+4	12	100gc	Hand Weapon, Leather Armour	Warband Members within 6" gain +1 Will
Crow Master	6	+0	+0	11	+2	10	100gc	Hand Weapon, Leather Armour, Blood Crow	Requires Crow Roost Upgrade (100gc), adds Crow, Cannot carry items
- Blood Crow	9	+0	+0	14	+3	1	-	-	Animal, Flying (ignore all terrain and movement penalties), Cannot carry items
Demon Hunter	6	+2	+2	11	+2	12	100gc + X	Two-Handed Weapon, Crowwbow, Leather Armour	+1 Fight/Damage Bonus vs. Demons, +25gc if Summoner, +25gc if Summon Demon, Imp, Possess, +50gc if Summoning Circle
Demonic Servant	6	+1	+0	10	+4	10	-	-	Aquired by Demonic Servant Spell, Demon, Minor Demonic Attribute (no Backstabber), +1 On Summon Demon Table
Monk	6	+4	+0	10	+4	12	100gc	Bladed Staff (+1 dmg/-1 dmg)	
Mystic Warrior	6	+4	+0	10	+4	12	100gc	-	Magic Attacks, No Unarmed Penalties
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Captain	6	+2	+1	10	+2	12	100gc + %	(choose)	Captain, +3 Trap Roll