

Army of Kislev 7.10

Overview

In its current form, the Kislev army represents a Contingency Force only deployed with an Empire army of 1,000+ points. Although this may work well for those who seek to simply add Kislevite Allies to their existing Empire force, I believe it detracts from the flavor and theme of an actual Kislevite army. After all, since they are on the border of Chaos and are a sovereign nation, why shouldn't they have their own army list?

The release of the 6th Edition Storm of Chaos supplement tied it all together for me with the Middenland army list. This army for the City of the White Wolf closely matches the feel and flavor of what a Kislevite standing force would look like; but as the nation of the Bear.

In quick terms, what this list becomes is a Middenland Army with the Kislevite Contingency applied to it.

Special Rules

Blessing of Ursun

The presence of a Priest of Ursun adds one dice to the Dispel pool of the army.

Crush the Weak

Priests of Ursun, the Grand Master, Seneschal and any units they are with will hate models with a Leadership of 6 or lower, even if normally Immune to Psychology. This has no effect on other characters in the unit or the characters' mount.

Full Plate Armour

Knights ride into battle wearing all-enclosing suits of armour, crafted by Dwarfen smiths and kept in great honor in the armories of the Chapter house. Such armor is very rare, but offers the best protections available to Mankind. Full plate armor gives a 4+ armor save.

Glorious Charge

Any unit charged by a unit with the Glorious Charge rule and unit strength 5 or more must make a panic test.

Prayers of Ursun

In each Magic Phase a Priest of Ursun can use one of the following Prayers, counting it as a Bound Spell with Power Level 3.

Battle Howl: Remains in Play until dispelled or the Priest attempts to use another Prayer. As long as the Battle Howl is in effect the Priest and any unit he is with adds d3" to their charge moves. If the charge is failed, the extra movement is wasted; make a normal move towards the target.

Destruction: Every enemy model in base contact with the Priest suffers a single Strength 4 hit.

Winter's Chill: All enemy units engaged in close combat with the Priest or the unit he is with must take a Leadership test. If failed, they suffer -1 to hit penalty in the next Close Combat phase. Note that this is not a psychology test.

Fury of Ursun: Remains in play until it is dispelled or the Priest attempts to use another Prayer. The Priest and any unit he leads becomes *Immune to Psychology*.

LORDS

Knights Grand Master Points: 145

The ruling warriors of Kislev are the Grand Masters of the Knights Griffon or the Sons of Ursa.

Profile	M	WS	BS	S	T	W	I	A	Ld
Grand Master	-	6	3	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5
Great Bear	6	3	0	5	4	3	3	3	5

You must field a minimum of 1 unit of knights from the appropriate Order of the Grand Master.

Equipment: Hand weapon, full plate armor and either a lance and shield or a great weapon.

Mount: Barded warhorse.

Options:

- Upgrade the barded warhorse to a Great Bear for +24 points.
- May choose up to 100 points of magic items from the Kislev magic items list.

Special Rules

Crush the Weak

Master of Battle: Grand Masters are veterans of hundreds of battles and are so strong in their faith that they are *Immune to Psychology*. In addition, if a Grand Master joins a unit of Knights of his own Order, they too are Immune to Psychology as long as he remains with the unit.

Great Bears are Monstrous mounts *Cause Fear*. They are subject to Stupidity after their rider has been removed from play. (Make Monster Reaction rolls first).

Ice Princess / Winter Warlock

Points: 175

The land of Kislev is precariously close to the Dark Lands of Chaos to the north, which makes the practice of most potent magics all the more difficult. Those who attempt to practice the standard Lores taught in the Empire too easily fall under the sway of Chaos. Therefore, the most potent of Wizards in Kislev focus exclusively on the practice of Ice Magic, which is more closely aligned with the land and weather than other, less predictable Lores.

Profile	M	WS	BS	S	T	W	I	A	Ld
Princess or Warlock	4	3	3	3	4	3	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5

Magic: An Ice Princess or Winter Warlock is a Level 3 Wizard and may only use the Lore of Ice.

Equipment: Hand weapon.

Options:

- May be upgraded to a Level 4 Wizard for +35 points.
- May ride a warhorse (+15 pts), which may have barding (+6 pts) or may ride in a Sled (+75 pts).
- May choose up to 100 points of magic items from the Kislev magic items list.

Snow Sled

An Ice Princess or Winter Warlock may be mounted in a Snow Sled, which for all intents and purposes is a chariot with scythed wheels. The rules for a character mounted in a chariot on page 64 of the Warhammer rulebook are to be used.

Profile	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	D6+1	-
Warhorse	8	3	0	3	3	1	3	1	5
Crewman	-	3	3	3	3	2	3	1	7

Unit Size: 1 sled pulled by 2 barded warhorses. Crewed by a driver.

Equipment: Hand weapon.

Armour Save: Chariot and crew 4+. Confers +2 armour save on the Warlock or Princess.

Options:

- A second crewman armed with a halberd may be added for +5 points.

HEROES

Seneschal of the Great Bear

Points: 50

The assistants and understudies of the Grand Masters, the Seneschal is still an able bodied warrior in the Kislevite tradition. In addition, they tend to be more active in political roles and associate with a wider part of the force (not just the Knightly Orders).

Profile	M	WS	BS	S	T	W	I	A	Ld
Seneschal	4	5	3	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Hand Weapon.

Options:

- May have a great weapon (+4 pts), an additional hand weapon (+4 pts) and/or a pistol (+6 pts).
- May wear either light armor (+2 pts), heavy armor (+4 pts) or full plate armor (+8 pts), and may also carry a shield (+2 pts).
- May ride a barded warhorse (+20 points).
- May choose up to 50 points of magic items from the Kislev magic items lists.

Special Rules

Crush the Weak

The Seneschal is a veteran warrior and is *Immune to Panic*. In addition, any unit he leads becomes *Immune to Panic* as long as he remains a part of the unit.



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Boyar Points: 50

Mid-ranking officers of the army that represent the Tzarina, the presence of a Boyar can bolster the resolve of troops around them once they enter the fray. Boyars also act as the liaisons between Kislev and her allies..

Profile	M	WS	BS	S	T	W	I	A	Ld
Boyar	4	5	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Hand weapon

Options:

- May have a Great Weapon (+4 pts), additional hand weapon (+4 pts). Or, if mounted, he may have a lance (+4 pts).
- May choose either a bow (+6 pts), a handgun (+10 pts) or a pistol (+7 pts).
- May wear light armour (+2 pts), heavy armour (+4 pts) and may carry a shield (+2 pts).
- May ride a Warhorse (+10 pts), which can have barding (+4 pts).
- May choose up to 50 points of magic items from the Kislev magic items lists.

Special Rules

Boyars are resolute officers forged over long years of war. Boyars are *Stubborn*. In addition, any unit he leads also becomes *Stubborn* as long as he is part of the unit.

Battle Standard Bearer

One Boyar in the army can carry the Battle Standard for +25 points. The battle standard bearer cannot be the army's general, even if he has the highest Leadership value. The battle standard bearer cannot choose any non-magical equipment except for light armour or heavy armour and/or barding for his steed. He can have any magic banner (no points limit), but if he carries a magic banner, he cannot carry any other magic item.



Witch or Wizard Points: 65

Witches and Wizards in the land of Kislev may either dabble in the Lore of Beasts, as it too communes closely with the elements around them, or they may use the Lore of Ice, a decision that may elevate them to greater status in the future.

Profile	M	WS	BS	S	T	W	I	A	Ld
Witch or Wizard	4	3	3	3	3	2	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Magic: A Witch or Wizard is a Level 1 Wizard and may use either the Lore of Ice or the Lore of Beasts.

Equipment: Hand weapon.

Options:

- May be upgraded to a Level 2 Wizard for +35 points.
- May ride a warhorse (+10 pts), which may have barding (+4 pts).
- May choose up to 50 points of magic items from the Kislev magic items list.



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Priest of Ursun

Points: 95

Profile	M	WS	BS	S	T	W	I	A	Ld
Priest	4	4	3	4	4	2	4	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Hand weapon

Options:

- May have an additional hand weapon (+4 pts) or a great weapon (+4 pts).
- May wear light armour (+2 pts) or heavy armour (+4 pts) and may carry a shield (+2 pts).
- May ride a Warhorse (+10 pts), which can have barding (+4 pts).
- May choose up to 50 points of magic items from the Kislev magic items list and the Priests of Ursun list.

Special Rules

Crush the Weak; Prayers of Ursun; Blessing of Ursun



CORE UNITS

Kislevite Spearmen

Pts/model: 5

Kislevite Spearmen are the backbone of the peasant levy of the army. Those who are not wealthy enough to have horses or are in the service of a landlord usually turn out as part of the spearmen levy.

Profile	M	WS	BS	S	T	W	I	A	Ld
Spearman	4	3	3	3	3	1	3	1	7
Corporal	4	3	3	3	3	1	3	2	7

Unit Size: 10+

Equipment: Hand weapon, spear, light armor.

Options:

- May be equipped with shields for +1 pt/model.
- Upgrade one spearman to a musician for +4 pts.
- Upgrade one spearman to a Standard Bearer for +8 pts.
- Upgrade one spearman to a Corporal for +8 pts.



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Long Axemen

Pts/model: 5

The Long axemen of Kislev are of the Gospodar tribe and have long fought using these weapons in battle. They are often accompanied by a Boyar of their tribe to further bolster their fighting capabilities.

Profile	M	WS	BS	S	T	W	I	A	Ld
Axeman	4	3	3	3	3	1	3	1	7
Corporal	4	3	3	3	3	1	3	2	7

Unit Size: 10+

Equipment: Great weapon (long axe)

Options:

- May be equipped with light armor for +1 pt/model.
- Upgrade one axeman to a musicians for +4 pts.
- Upgrade one axeman to a Standard Bearer for +8 pts.
- Upgrade one axeman to a Corporal for +8 pts.

Special Rules

The long axe is a well-balanced weapon and can be used as a regular hand weapon in combat. This allows the unit to give up the bonus (and penalties) of wielding Great Weapons without actually being equipped with a hand weapon. In addition, they can choose to change the swing of the weapon in the middle of combat. Therefore, the owning player simply states if he is going to swing them with 2-hands as a Great Weapon or as a regular hand weapon at the start of each close combat phase. This will affect the strength of the attack and initiative order.

Ungol Archers

Pts/model: 8

The bow is a common weapon in Kislevite households as it is a primary means for hunting and many will even shoot fish in the shallow northern streams.

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

Unit Size: 10-20

Equipment: Hand weapon, bow.

Options:

- Promote one Archer to a Marksman for +5 pts.
- Upgrade any number of units to Huntsmen for +2 points/model.

Special Rules

Skirmishers. Huntsmen are *Scouts*.



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Kossars Pts/model: 9

One of the most noteworthy units in the Kislev army is the combined arms training of the Kossars.

Profile	M	WS	BS	S	T	W	I	A	Ld
Kossar	4	3	3	3	3	1	3	1	7
Corporal	4	3	3	3	3	1	3	2	7

Unit Size: 10+

Equipment: Hand weapon, bow, great weapon.

Options:

- Upgrade one Kossar to a musician for +5 pts.
- Upgrade one Kossar to a Standard Bearer for +10 pts.
- Upgrade one Kossar to a Corporal for +10 pts.

Special Rules

Kossars are a combined arms unit trained to wear down the oncoming enemy with bow fire before engaging them in close combat. They are so skilled at this that they may use a Stand & Shoot reaction even if the enemy would normally be considered too close in which to do so. In addition, for enemies who are more than have their base move distance away, the Kossars do not incur a -1 to hit penalty for firing at a charging enemy.

0-1 Hawks of Misha 35 pts per base

Misha is a Goddess of Kislev who, legend has it, was carried away to the mountains by a flock of hawks. In times of need, it is said she sends a flock of her birds to assist the armies of Kislev.

Profile	M	WS	BS	S	T	W	I	A	Ld
Hawks	1	3	0	2	2	4	1	4	3

Hawks of Misha do not count towards your minimum Core unit requirements.

Unit Size: 3-10

Special Rules

Flying Unit, Swarm, Cause Fear, Unit Strength 3.

Hawks of Misha are small flying creatures and tend to flutter around in a disorienting flock. Therefore, they only fly 10" per turn, rather than 20".

Ungol Horse Archers Pts/model: 17

Mounted Ungols trace their lineage to the Steppes of the East and the prolific horsemen of the Hung tribe. As such they are naturally adept at horsemanship and firing a bow on the ride.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ungol	4	3	4	3	3	1	3	1	7
Corporal	4	3	4	3	3	1	3	2	7
Warhorse	8	3	0	3	-	1	3	1	-

Unit Size: 5+

Equipment: Hand weapon & bow.

Options:

- Upgrade one Horse Archer to a musician for +7 pts.
- Upgrade one Horse Archer to a Standard Bearer for +14 pts.
- Upgrade one Horse Archer to a Corporal for +14 pts.

Special Rules

Fast Cavalry



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Winged Lancers Pts/model: 24

The mainstay of the Kislev cavalry is the winged lancers, who trace their lineage back to the Gospodar horsemen of the kingdom. They are recognizable by the large wings that make a shrill shrieking when they charge.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ungol	4	4	3	3	3	1	3	1	8
Corporal	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	-	1	3	1	-

Unit Size: 5+

Equipment: Hand weapon, lance, heavy armor & shield.

Options:

- Upgrade one Lancer to a musician for +8 pts.
- Upgrade one Lancer to a Standard Bearer for +16 pts.
- Upgrade one Lancer to a Corporal for +16 pts.

Special Rules

Glorious Charge



0-1 Knights Griffon Pts/model: 23

Like the Knightly Orders of the Empire, the Knights Griffon are the resident Order for Kislev.

Profile	M	WS	BS	S	T	W	I	A	Ld
Knight	-	4	3	3	3	1	3	1	8
Corporal	-	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	-	1	3	1	-

Unit Size: 5+

Equipment: Hand weapon, full plate armor, shield and lance. Knights ride either a barded warhorse.

Options:

- Upgrade one Knight to a musician for +8 pts.
- Upgrade one Knight to a Standard Bearer for +16 pts.
- Upgrade one Knight to a Corporal for +16 pts.
- You may upgrade the Knights to be Inner Circle Knights at a cost of +3 points per model. Units of Inner Circle Knights have a Strength of 4.
- A standard bearer may carry a magic standard worth up to 50 points.

SPECIAL UNITS

0-2 Kreml Guard Pts/model: 11

The Kreml Guard are the personal guardians of the Tzarina and the sacred institutions of Kislev. As personal guardians, these units tend to be a little more common because of the frequency of Chaos insurgents in the kingdom..

Profile	M	WS	BS	S	T	W	I	A	Ld
Kreml Guard	4	4	3	3	3	1	3	1	8
First Sergeant	4	4	3	3	3	1	3	2	8

Unit Size: 10+

Equipment: Hand weapon, heavy armor, shield & halberd

Options:

- Any unit may replace their heavy armor, shield and halberd with full plate armor and great weapon for +1 point per model.
- Upgrade up one Kreml Guard to a musician for +6 points.
- Upgrade one Kreml Guard to a Standard Bearer for +12 pts.
- Upgrade one Kreml Guard to a Champion for +12 pts.
- You may upgrade one of Kreml Guard to be the Tzarina's Personal Guard at a cost of +2 points per model. The Tzarina's Personal Guard have a Strength 4.
- One unit may carry a Magic Standard worth up to 50 pts.

Special Rules

Stubborn



Warriors of Kislev

Pts/model: 4

As an independent land full of many migratory tribes and peoples, there are many capable fighters who fall outside of the formal State training of the other units. However, unlike the peasant levies of spearmen, warriors tend to spend their time working the frontiers, employed as mercenaries or plying the seas as traders and privateers. Therefore, they are capable fighters in their own right. Because many of them form up into informal bands of militia in their villages, on vessels or as mercenary units, it is not uncommon for them to show up as part of the greater Kislevite army.

Profile	M	WS	BS	S	T	W	I	A	Ld
Swordsman	4	4	3	3	3	1	3	1	7
Corporal	4	4	3	3	3	1	3	2	7

Unit Size: 10+

Equipment: Hand weapon.

Options:

- May be equipped with light armor (+1 pt/model) and may also carry shields (+1 pt/model).
- Upgrade one swordsman to a musician for +5 pts.
- Upgrade one swordsman to a Standard Bearer for +10 pts.
- Upgrade one swordsman to a Corporal for +13 pts.

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War Dogs

Pts/model: 7

War Dogs have long been used in the Steppes of Kislev to sniff out bands of Chaos raiders or horrific monsters hiding in the lairs. They are frequently used in the haunted city of Praag to uncover Daemons or Chaos Cultists that may still be lurking since the city's liberation.

Profile	M	WS	BS	S	T	W	I	A	Ld
War Dog	7	3	3	3	3	1	3	1	5
Hunt Master	4	4	3	3	3	1	3	1	7
Warhorse	8	3	0	3	-	1	3	1	-

Unit Size: 5-20

Equipment: Hunt Masters wear light armor and carry a spear. They ride warhorses.

Options:

- Swap one War Dog for a Hunt Master for +15 points.

Special Rules

Fast Cavalry

War Dogs and their Hunt Masters are accustomed to pursuing prey through the woodlands of Kislev and they suffer no movement penalties for moving through woods. They may not be joined by any characters (other than one Hunt Master), but do not cause panic for any other units in the army (except other War Dog units).

The Hunt Master is purchased as an upgrade and is treated like a unit Champion in all respects.

Great Bears

Pts/model: 45

It is only appropriate that the land dedicated to Ursus, the Father Bear, have a unit of such great beasts in their army.

Profile	M	WS	BS	S	T	W	I	A	Ld
Great Bear	6	3	0	5	4	3	3	3	5
Hunt Master	4	4	3	3	3	1	3	1	7

Unit Size: 5-20 (combined models)

Equipment: Hunt Masters wear light armor and carry a spear.

Options:

- One or more Hunt Masters may be added to the unit for +5 points each.

Special Rules

Great Bears *Cause Fear*. As long as there is a Hunt Master in the unit, the Great Bears may function normally. However, if all Hunt Masters have been removed, then the unit of Great Bears is subject to Stupidity.

Missile hands and impact hits are randomized against the unit, hitting Bears on a 1-5 and a Hunt Master on a 6. In Close Combat, the Hunt Master may attack from behind a single row of Great Bears by utilizing their spears. They cannot, however, be targeted as long as they are fighting from behind the Bears themselves. Only 1 Hunt Master may hide/fight from behind a single bear at a time.

0-1 Gryphon Legion or Druzhina

Pts/model: 26

Although 2 distinctly separate units, the Gryphon Legion and the Druzhina share similar traits in combat. Thus, they are shown as a combined unit entry.

The Gryphon Legion are the elite regiment of Winged Lancers in Kislev and are found functioning as a personal military escort to the Tzar or Tzarina. When not at war in Kislev, they are found working for the Electors of the Empire or as a mercenary unit for wealthy nobles in Marienburg.

The Druzhina are an informal unit of elite horsemen from the Ungol tribal areas of the East. Rather than getting formal recognition from the Tzar or Tzarina, the Druzhina function as an elite militia unit where the individual riders from different villages or tribes goes to rendezvous with the rest of the unit before riding off to do battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
Lancer	-	4	3	4	3	1	4	1	8
Corporal	-	4	3	4	3	1	4	2	8
Warhorse	8	3	0	3	-	1	3	1	-

Unit Size: 5+

Equipment: Hand weapon, lance, heavy armor, shield. They ride warhorses.

Options:

- Upgrade one Lancer to a musician for +8 pts.
- Upgrade one Lancer to a Standard Bearer for +16 pts.
- Upgrade one Lancer to a Corporal for +16 pts.

Special Rules

Glorious Charge



0-1 Sons of Ursa

Pts/model: 50

The most noted Knightly Order in Kislev are the Sons of Ursa; a unit of bear riding men and/or Dwarfs who ride these beasts into combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
Knight	-	4	-	3	-	-	3	1	8
Corporal	-	4	-	3	-	-	3	2	8
Great Bear	6	3	-	5	4	3	3	3	-

Unit Size: 3+

Equipment: Hand weapon, heavy armor & great weapon or light armor, shield and lance.

Armor Save: 5+

Options:

- Upgrade one Knight to a musician for +8 pts.
- Upgrade one Knight to a Standard Bearer for +16 pts.
- Upgrade one Knight to a Corporal for +16 pts.
- You may upgrade any unit of Knights to be Inner Circle Knights at a cost of +3 points per model. Units of Inner Circle Knights have a Strength 4.
- A standard bearer may carry a magic standard worth up to 50 points.

RARE UNITS

Bearmen of Ursun Pts/model: 8

The Bearmen of Ursun would be considered the radical warriors of Kislev. Dissatisfied with the precarious position that Kislev plays in the world, they devote their lives to fighting the incursions of Chaos and, occasionally, sparring with troops of the Empire whom they believe play Kislev as a second-rate nation; simply as a buffer between themselves and the lands of Chaos. Faithfulness is one of the leading qualities of the bear and these bearskin-clad warriors try to emulate the qualities of their sacred symbol.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bearman	4	4	3	4	3	1	3	1	8
Bear Father	4	4	3	4	3	1	3	2	8

Unit Size: 5-15

Equipment: Hand weapon.

Options:

- Any unit may be equipped with light armor (+1 pt/model), and may also carry shields (+1 pt/model).
- Any unit may be equipped with additional hand weapons (+2 pts/model) or great weapons (+2 pts/model).
- Upgrade up one Bearman to a musician for +5 pts.
- Upgrade one Bearman to a Standard Bearer for +10 pts.
- Upgrade one Bearman to a Bear Father for +10 pts.

Special Rules

Stubborn, Skirmishers. When Bearmen line up for combat, the command group is automatically moved to the front center of the fighting rank.

Great Cannon Pts/model: 100

Although gunpowder weapons are not as common in Kislev, they have been deemed necessary to combat the elements of Chaos that threaten the kingdom and are also used to defend fortresses or assault the strongholds of powerful Chaos Lords in the Northern Wastes. Both major war machines are manufactured in Kislev as the School of Gunnery in Nuln has transferred the knowledge to produce these weapons to their allies in the North.

Profile	M	WS	BS	S	T	W	I	A	Ld
Great Cannon	-	-	-	10	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7

Unit Size: 1 Cannon and 3 crewmen

Equipment: The crewmen have hand weapons

Special Rules

Great Cannons follow the rules for War Machines in the Warhammer rulebook.

Mortar Pts/model: 75

Profile	M	WS	BS	S	T	W	I	A	Ld
Mortar	-	-	-	-	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7

Unit Size: 1 Mortar and 3 crewmen

Equipment: The crewmen have hand weapons

Special Rules

Mortars are treated as stone throwers in the Warhammer rulebook with the following exceptions:

The Mortar uses the large 5" template:

	Strength	Wounds Caused	Armor Save
Normal Hit	3	1	-1
Under the Hole	6	D3	None

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MORTAR MISFIRE CHART

D6	Result
1	Boom! The Mortar shell explodes before it is fired. The Mortar and crew are destroyed.
2-3	Dud. The fuse fizzles and the mortar fails to fire. It takes a complete turn to clear the shell and replace it with a new one. The Mortar cannot shoot this turn or the next turn.
4-6	Short Fuse. The shell explodes in mid air, so the shot has no effect this turn.

Handgunners

Pts/model: 8

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

Unit Size: 10+

Equipment: Hand weapon, hand gun

Options:

- Upgrade one Handgunner to a musician for +5 pts.
- Upgrade one Handgunner to a Marksman for +5 pts.
- Upgrade one Handgunner to a Standard Bearer for +10 pts.
- The Marksman may carry a Hochland long rifle instead of a handgun for (+20 pts) or a brace of pistols (free).

Special Rules

Hochland Long Rifles have a range of 36” and the shooter may target anything he can see. This includes picking out characters in a unit, crewmen behind a war machine, a character in a chariot or on a monstrous mount. He incurs a -1 penalty for choosing to single out a target in this manner.

War Wagon

Points: 100

Profile	M	WS	BS	S	T	W	I	A	Ld
War Wagon	-	-	-	5	5	4	-	-	-
Crewman	-	3	3	3	3	1	3	1	7
Warhorses	8	3	0	3	3	1	3	1	5

Unit Size: 1 wagon pulled by 2 barded warhorses and crewed by 8 men.

Equipment: The crewmen wear light armor and are equipped with spears.

Saving Throw: 4+

Options:

- Any number of crewmen may be given bows for +2 pts/model or handguns for +3 points per model. Or, you may upgrade the entire crew to Kossars for +24 points.

Special Rules

Large Target. Due to its size, the War Wagon is not destroyed if wounded by a hit of Strength 7 or more. The War Wagon is treated as a chariot regarding movement and inflicts d6+2 impact hits when it charges.

When firing at the War Wagon with missile weapons, the wagon itself is hit on a d6 roll of 1-5. The crew are hit on a roll of 6. In close combat, all crewmen can fight against models on any side of the War Wagon and they may be targeted by opponents in close combat much like a character on a monstrous mount. If all crewmen are killed, then the War Wagon remains stationary as an obstacle on the battlefield.

The War Wagon is Unbreakable as long as it is in Close Combat. It is otherwise subject to all other psychology rules.

MAGIC ITEMS

Magic Weapons

Ice Blade	30 points
On a roll to hit of 6, the Frost Blade wounds automatically with no Armor save possible.	
Storm Hammer	30 points
Great Weapon. Grand Master or Seneschal only. Models wounded on the turn the wielder charges may not attack that turn.	
Sword of Striking	30 points
+1 to hit	
Sword of Battle	25 points
+1 Attack	
Sword of Might	20 points
+1 Strength	
Biting Blade	10 points
-1 Armor Save	

Magic Armor

Armor of Ursa	40 points
Heavy Armor. Attacks against the wearer in close combat suffer a -1 Strength penalty. This will also affect the attack's armor save modifier. Wearer is Immune to Light magic.	
Helm of the Kreml	35 points
Grants a 6+ armor save and can be combined with other armor as normal. In addition, the wearer takes a Ld test at the start of every Close Combat phase. If passed, the wearer gains +1 Strength for the duration of that phase.	
Enchanted Shield	10 points
Shield. Confers a 5+ armor save.	

Talismans

Heart of Kislev	40 points
5+ Ward Save. Wearer gains +1 to their Weapon Skill.	
Cloak of Anraheir	25 points
Magic Resistance (1). Wearer counts as causing <i>Fear</i> to all Beastmen and Minotaur models. (This means that the bearer is not affected by <i>Fear</i> caused by Minotaurs).	
Talisman of Protection	15 points
6+ Ward Save.	

Arcane Items

Dispel Scroll	25 points
One Use Only. Automatically dispel an enemy spell.	
Power Stone	25 points
One Use Only. +2 dice to cast a spell.	
Claw Totem	15 points

Enchanted Items

Bane of the Craven	30 points
Neither the unit that carries the Bane of the Craven nor any unit they charge may ever voluntarily flee as a charge reaction. Other charge reactions may be taken normally.	
Pelt of Horros	20 points
The wearer may re-roll one failed To Wound roll in each Close Combat phase.	
Claw Totem	15 points
The character and any unit he is with may roll one extra dice when pursuing fleeing enemies and discard the lowest roll.	

Magic Standards

Banner of Kislev	40 points
The unit carrying the banner is Immune to Fear and Terror.	
Standard of Ursa	40 points
All missile fire against the unit (including magic missiles) suffers a -1 penalty to its Strength. Other types of attacks, including spells that are not magic missiles are unaffected.	
Warrior Standard	35 points
The unit carrying this banner adds +d3 to its leadership when making a Break Test, to a maximum of their original Leadership value. Therefore, if a unit loses combat by 4 and rolls a 3, then it takes its Break Test at -1 Leadership. If this same unit only lost combat by 2, then it would make its Break Test based on its unmodified Leadership value.	
War Banner	25 points
+1 to Combat Resolution.	

PRIESTS OF URSUN LIST

The following items can only be taken by Priests of Ursun. Although they count against the Magic Items points allowed by a Priest, they are not considered magical items and they cannot be dispelled or disenchanting in any way. (Their attacks do not count as magical attacks either). However, more than one may be taken by a single Priest or multiple priests in an army.

Amber Fang **35 points**

Priests carrying an Amber Fang may use an additional Prayer in each of his Magic phases. He may only successfully use each Prayer once, meaning he must attempt to use a Prayer that he has not successfully used in that phase.

Sacred Dagger **30 points**

Priests bearing the Sacred Dagger may add the current rank bonus of the unit he accompanies to the Power level of his Prayers.

Fang of the Father Bear **25 points**

One Use Only. Before using a Prayer, a Priest may declare he is using a Fang of the Father Bear. The Prayer counts as being cast with Irresistible Force.

Shard of Ursa **15 points**

One Use Only. The Shard adds +1 to a Dispel roll. This means it can be used to negate a 'double 1' when multiple dice are used to attempt to dispel an opposing spell.

Shards only ever confer a +1 modifier to a Dispel roll, regardless of how many of them are on the table. The owning player makes his dispel roll and then declares if he is going to use his shard to modify the roll. If he does, that particular shard is destroyed.

Bear's Head Emblem **10 points**

One Use Only. Before making a dispel roll, the player can declare he is using a Bear's Head Emblem (and how many he will use if he wishes to use more than one). Each Bear's Head Emblem used confers an additional Dispel die that can be rolled. These can be added to other Dispel dice being used, or they can be used exclusively (without using any Dispel dice from the player's dice pool).

Premise:

Hawks of Miska: Vampire Counts Bat Swarm

Great Bears: Skaven Rat Ogres. Modified for Sons of Ursa to accommodate rider (Pack Master) and mount.