# The Book of Mercenaries



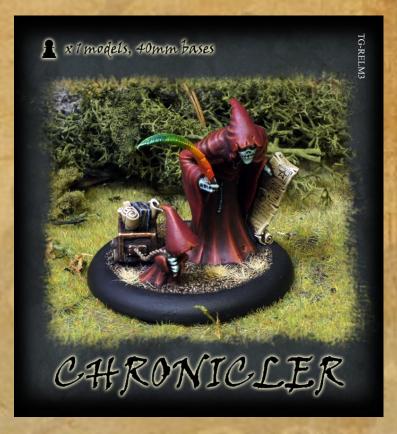
Relican Enclave Collection

1st Edition

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# Mercenary Forces



### 1.The Chronicler

Of the countless worlds I have explored on my eternal quest for knowledge, none have been more fascinating than the strange lands of Relicia.

Relicia is a world on the brink of destruction, a damned forsaken planet where the cruel and the wicked prosper, where the puppet soldiers of a mad king march endlessly to war, where the clockwork suited monks of an enslaved people seek to avenge those who betrayed them so long ago while creatures descended from noble origins rot and fade into obscurity and nothingness.

I am the Chronicler Dammeus, this world as I see it is not my own.

## 2. Banished Knight

Birds are generally held in high regard amongst the Ridendean noble folk but the Kapolop and its closest cousins are seen to be almost divine and therefore deserving of only a noble or natural demise. The untimely death of such a majestic creature is considered to be an omen of impending doom; one which can only be appeased by banishing the Knight responsible for the Kapolops well being . From the accounts I have heard thus far it seems that there is almost never any malicious intent towards the Kapolop on the Knights part and their deaths outside of battle are mostly caused



by blind ignorance and freakish accidents. It is sad to think that so many of the banished wander the lands lonely, shouldering the burden of a guilt that is not justifiably theirs to carry.

Knights dishonoured in such a way will set out alone into the wilds of Relicia on a glory seeking quest of redemption, marketing themselves as swords for hire to any and all who will accept them. Although banished Knights will always attempt to illicit payment for their services they are not strictly sell swords and will often align themselves with forces based purely on the opportunities available to win fame and glory, providing the cause is considered noble of course. The naive hope for redemption is what drives the banished and they live every moment only for the chance to somehow undo their exile.



### 3. Maverick Mike

After a short jaunt through basic training Mike's position was elevated considerably when he was appointed to an elite unit within the Britanan army where he was schooled to ultimately become a Company Sergeant Major. Mike excelled in all manner of warfare and was highly decorated; an anomaly in the reject system. What baffled his creators the most though was the strict level of discipline he was able to inspire in his underlings. All was going well for Mike until one day he was faced with a reality that would force him to question his loyalty to his King.

Faced with certain death beneath the crushing wheels of a Nuem Equitum, Mike ordered his troupe to retreat despite the desperate cries from his superiors to hold fast. Annoyed at the humans blatant disregard for his comrades safety; Mike ordered the Company to fire on their own men.

Such an event was unprecedented and tales of the rebellion quickly spread throughout Unglandan and beyond. Although many who heard the yarn were quick to dismiss it as nothing more than fanciful nonsense, the alarming frequency of sightings of Mike and his Troupe began to worry many.

### 4. Maverick Boys

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Nowadays it is generally accepted that Mike is out there though no one can predict when or where he will strike next. The allegiances he forges are seemingly random and it is thus far unclear as to what drives his rebellion, at times it appears as if he is seeking redemption with reports of him leading the charge alongside his loyal Britanan brothers, his alliances never seem to last long though and it's never long before a contradicting report comes in of Mike spotted marching alongside the wretched Orcnar as well as other hated enemies of the crown.

<u>Maverick Mike</u> is required in a force if you wish to take the Maverick Boys. You may have up to two units of Maverick Boys.



### 5. St Nikolaus

War does not simply just stop due to poor weather conditions for the Britanan Empire and there is always at least one conflict being fought on one front or another at any given time, even at Christmas. It is during these cold winter months that a mysterious figure has begun to appear randomly during times of great need, inspiring the puppet

armies to victory with its glorious antics. The legendary hero has come to be known affectionately as St Nikolaus due to the strange resemblance he bears to a long deceased ambassador from the old days, though the details of his origins are a complete mystery to all.

# 6. The False Kings of the Goblins



# Mercenary sketchbook Art, sketches and sculpture drafts



























### St. Nik



Move

6

Combat

5

Ranged

-

Defence

1

Independent, Mercenary

Damage

2

Naughty or Nice (C)

Morale

9

Whirling Sack of Presents (I)

Let Me Check My List ..... (C)

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Cost 40
Min/Max 1/1

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Naughty or Nice (C): At the start of each turn, before the players roll to see who goes first, the St Nik player may declare if he is going to play Naughty or Nice this turn and gains the corresponding rules as follows:

- Naughty: All Friendly units within 4\* increase their Combat by 1.
- Nice: All Friendly Units within 6" increase their Move by 2" but may not redeploy.

If Naughty or Nice is used, no roll is made to see who chooses to activate first or second. Instead the opponent chooses to activate a unit first or second this turn

Whirling Sack of Presents (I): If this unit causes one or more damage points to an enemy unit in combat, select a different enemy unit within 6" of St Nik. The selected unit receives a hit.

Let Me Check My List..... (C): Once per turn when a unit within 10" and LoS is making a morale check, you may opt to apply an additional +/2 modifier to the check. This must be applied before the morale check is made.

Mercenary: This unit is a Mercenary. A nonMerc force can have a maximum of one of this unit.

### Mercenary Profile: St Nik

Unit Type: Independe	ent		
No. Models in Unit: 1		Unit Cost: 10	Base: 40mm
		Stats	
Move	Def	Dam	Mor
6"	5+	2	+9

Me	elee
Dice	Attack
4	2

#### Attribute:

Let Me Check My List.... (C), Mercenary - Unique (I), Naughty or Nice (C)

#### Advantages:

Whirling Sack of Presents (I)



### Chronicler



Move

8

Combat

Ranged

-

Defence

1

Independent, Mercenary Damage

2

Morale

-

Resolute (I)

Alright Lads, He's Watching Us and Scribbling! (C)

Ah Damn, He's Looking at Us and Scribling! (C)



Cost 35
Min/Max 1/1

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Resolute (I): The Chronicler is considered to automatically pass any Morale check it is required to take.

Alright Lads, He's Watching Us and Scribbling! (C): If a friendly unit activates whilst the Chronicler unit is within Combat Range, you may apply one of the follow to the activating unit for it activation.

- Unit gains Sure Footed and Increases Move by 2
- Remove all Shaken and Lingering Affect counters from the unit.
- The unit may redeploys without gaining a exhausted counter
- Increase Combat by 1
- Increase Ranged by 1/0
- Increase Ranged by 0/3

'Alright Lads, He's Watching Us and Scribbling!' can be used once per turn.

Ah Damn, He's Looking at Us and Scribbling! (C): During the Chroniclers activation the owning player may nominate a single enemy unit within LoS and 10". The nominated unit must immediately make a Morale check with a 4 to the roll. Do not apply other modifiers to the Morale check.

If this Morale check is failed, the nominated unit can not use any (C) attribute during it's not activation.

Mercenary (I): This unit is a Mercenary. A nonMerc force can have a maximum of one of this unit.

### Banished Knight



Move

5

Combat

4

Ranged

-

Defence

1

Independent, Mercenary Damage

2

Morale

9

Ferocious (I)

Banished (I)

Hardened 6 (I)

Mirrored Stance (C)

Sorrowful (C)

Outnumbered? All the Better! (C)

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Cost 40
Min/Max 1/1

Banished (I): This unit may not be taken in a Ridend force.

Ferocious (I): When making a combat roll, the player may reroll 1 die from the attack roll. The second result stands and a die may only be rerolled once.

Hardened 6 (I): For each hit received, roll a D6. For each roll equal to or greater than 6 ignore the damage from one hit.

Mirrored Stance (C): If the Banished Knight is making a melee attack against a unit with a Combat stat higher than the Combat stat of the Banished Knight, increase the Banished Knights Combat to a value equal to the opponents. For example, if the Banished Knight is attacking a unit with a Combat stat of 5, the Banished Knight's Combat stat becomes 5 for that attack.

Sorrowful (C): When an enemy unit within LoS and 5" of the Banished Knight makes a morale check you may apply an additional 2 modifier to the roll. This modifier must be applied before the roll is made. Sorrowful can only be used once per turn.

Outnumber? All the Better! (C): When the Banished Knight is in Melee range with more than one model from the unit it is attacking, increase the Banished Knights Combat by 1 for each model it is in melee range with after the first. For example, if it is in Melee range with 3 models of the same unit, increase the Banished Knights Combat by 2.

You can not use 'Outnumber? All the Better!' and 'Mirrored Stance' in the same activation.

