

SWORDS FOR HIRE RULES (MAY 2022)

In the dangerous and untamed lands of ArcWorlde sometimes a little extra muscle is required, and many warriors roam the countryside offering their services. Some are mighty lone heroes who have gained a name for themselves over decades. Some are unlikely adventurers who found themselves in sticky situations. And some are even renegades from other Factions, who wish to make a name for themselves in the wider world.

If you wish to add a little flavour to your Warband, there are many heroes in ArcWorlde you can hire, if you have the gold required.

SWORDS FOR HIRE RULES

Fighting for Coin

Swords for Hire will work with anyone for the right amount of coin. Any Faction may hire Characters from the Swords for Hire Ruleset.

Personality

Many Swords for Hire are renowned heroes, with multiple Warbands competing to hire their services. There may only ever be one of a Character with this Trait in play. If two or more players wish to add them to their Warband, the player willing to pay the most GP gets to use them.

MERCENARY GOON – 30GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
SWORD FOR HIRE	2	4	7	6

ATTACKS:

- **(2AP) Wallop: Power – 6**
Special Rules: A Critical Hit allows the player to re-roll 1 failed Hit.
- **(1AP) Whack: Power – 4**

Traits & Equipment –

Expendable

Goons are easy to find in the seedier taverns of ArcWorlde, and it is easy to hire more if things go awry. When Goons are Knocked Out, other Characters without this Trait in the Warband do not take Bravery Tests.

“Ruffians of all shapes and sizes find themselves in the business of fighting for coin. The cheaper mercenaries have very little skill in the art of war but being able to wave a club around and look tough is often all that is needed.”

RABBIN TOOD – 65GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
SWORD FOR HIRE	3	4	8	10

ATTACKS:

- **(2AP) Gut Punch: Power – 7**
Special Rules: If a Critical Hit is rolled, reduces the Target's AP by 1 for its next Activation. This does not stack.
- **(1AP) Shin Kick: Power – 4**

Traits & Equipment – Personality, Halfling Ranged Weapon (see Halfling Armoury).

Expert Poacher

Rabbin Tood has earned his infamy amongst the Barons of Hobbleshire by pilfering their lands of any kind of edible game imaginable. When making a Ranged Attack against a Beast, Monster or Titan, even if they are in cover, roll two D6s for the Aiming Roll and choose the highest.

For every Beast that is Knocked Out by an Attack from Rabbin, he gains one Packed Lunch (see Halfling Faction Rules), two for a Monster, and five for a Titan.

“The poor of Hobbleshire tell tales of Rabbin Tood, an infamous poacher who takes food from the rich to give to the poor. Many a destitute family have had their pots filled with the finest game due to Rabbin’s exploits, much to the chagrin of the miserly Barons who control most of the lands of the Halflings.

In times of trouble Rabbin has been known to come to the aide of those who need him or are willing to pay enough gold to give away. His aim with a bow is truer than ever despite his advancing age, and after the fight is over Rabbin delights in showing the survivors exactly how best to roast a Troll.”

BRUNO FOCACCIA – 70GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
SWORD FOR HIRE	3	4	9	10

ATTACKS:

- **(2AP) Flourish: Power – 6**
Special Rules: On a Crit, one more D6 may be rolled for this Attack.
- **(1AP) Feint: Power – 4**
Special Rules: If this Attack removes HP, the next Character who attempts to Attack Bruno must first pass an Easy Feat or lose 1HP instead.

Traits & Equipment – Personality, Dual Weapons, Light Armour (see Common Armoury).

The Scarlet Blur

Bruno is an experienced (and enthusiastic) duelist, whose short stature and lightning quick moves make him a challenge to tackle in single combat. If there is only one enemy Character in base contact, Bruno may re-roll all failed Defence rolls.

“Hailing from the lands of Escandaluca, the rogue known as Bruno Focaccia has a powerful reputation amongst the taverns of ArcWorlde. They say he’s able to carve up a whole roast Bullox with his rapier and steal away with half of it in a blink of an eye. They even say he has had more lovers than hot dinners, and as Bruno is a Halfling that is a staggeringly bold claim.

Fighting in a whirl of scarlet cloaks and flashing blades, few have duelled Bruno and lived to tell the tale. If you can find him, you may hsire him for your cause, but don’t expect to have any wine left in your cellar afterwards.”

THE EXPLORER AND THE ENCHANTED JOURNAL – 90GP

CLASS	AP	MOVEMENT	BRAVERY	HP
SWORD FOR HIRE	3	4	8	8

ATTACKS:

- (1AP) Clumsy Slashing: Power – 4

Traits & Equipment – Personality.

Plot Armour

The Explorer often finds himself in many scrapes, but always seems to escape unscathed. He counts as having Light Armour that may not be Broken.

The Enchanted Journal

The Explorer is always accompanied by his Enchanted Journal, which flaps along beside him on his adventures.

The Enchanted Journal is a Character on a 30mm base. It has no stats, cannot be Knocked Out and cannot interact with any objectives. It may move up to 6” each time the Explorer is Activated.

The Journal may cast Spells from the Lore of the Enchanted Journal. All Spells are cast from the position of the Journal and use its line of sight. Any HP lost due to Overpowering Spells is dealt to the Explorer.

SPELL LIST – THE LORE OF THE ENCHANTED JOURNAL

Discovered in a dusty library, the Enchanted Journal now accompanies The Explorer wherever he goes. Its pages bristle with a life of their own, and the Journal wields a great magical power that it uses readily to protect those it cares for.

SPELL NAME	REQUIRED DRAW	DESCRIPTION
ARCLEAP	14	The Journal thwips itself and The Explorer out of this realm of existence.

		Remove both The Explorer and the Journal from the board, even if either of them is in base contact with an enemy Character. Replace them in base contact within 6” of any table edge as they appear again
TOUCH OF DESTINY	16	The Journal bends the very fabric of reality, and those that it favours are blessed by destiny. Choose a friendly Character on the board. For the rest of the Round, re-roll any failed dice when they are attempting Feats.
CHARMED BLADE	18	With a rustle of its pages, the weapon of an ally thrums with magical energy. Choose one friendly Character within 6” of the Journal. On rolls to Attack, both 5s and 6s count as Critical Hits.
ARCANE KNOWLEDGE	21	The Journal seems to tap into an unknown wealth of knowledge, as if it was connected to all the books of magic ever written. The caster may choose one Spell from any lore in the ArcWorlde game. This may now be successfully cast.

“The individual known as The Explorer is an enigmatic traveller, traversing the countless realms of ArcWorlde in search of knowledge. Accompanied by a sentient Enchanted Journal he found (or met?) on his adventures, his tales and stories are enough to fill countless books. Maybe someday, they will.

Although he is not a man who seeks out conflict, his escapades often put him in danger. Many Warbands from across all the Factions have stories of how they saved him from a scrape, or perhaps captured him, though only the Explorer can say for certain if these tales are true.”

GIANT/GIANTESS – 600GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
SWORD FOR HIRE/TITAN	20	5	9	60

ATTACKS:

- **(4AP) Club Swing: Power – 7**
Special Rules: Targets every Character in Melee range. A Crit knocks a Character Prone if on a 50mm base or less.
- **(2AP) Big Foot: Power: 6**
Special Rules: Re-roll all failed Hits against Prone targets.
- **(1AP) Pick Up : Power – 2**
Special Rules: May only be used against a Character on a 40mm base or less. On a Crit, the target Character is Picked Up. They may not move, and if the Giant moves, they are taken with them and remain in base contact. To escape the target must pass a Medium Feat in their Activation.

Traits & Equipment – Split Activation, Dwindling Strength, Death Throes, Fearsome (see Bestiary Rules).

Long Limbs

Giants famously have very long arms and legs, due to them being...gigantic. This Character may Attack Characters in Melee up to 3” away.

Bellow

Giants famously have very large lungs, due to them being... gigantic. Once per Round, on a Medium Feat all enemy Characters within 6” must make a Bravery Test.

Pick Up And...

Once a Giant has you in their clutches, who knows what they will do to you...If a Giant has successfully Picked Up a Character by rolling a Crit, roll a D6 to see what happens to them:

1 – Drop. The Giant bumbles it and drops them Character on their foot. Both the Giant and the target Character take D6 Hits. The target Character is no longer Picked Up.

2 – Play. The Giant fuffs about with them like they were ArcWorlde’s most terrified children’s doll. No effect.

3 – Lob. With a powerful overarm motion, they are hurled across the battlefield. The Picked Up Character is placed 3D6” away in a direction of the Giant player’s choosing, takes D6 Hits and is Prone. If this movement takes the Character off the board edge, place them on the board edge.

4 – Rummage. The Giant shakes them up and down to see what trinkets they have. If the Picked Up Character holds any Items or Equipment, the Giant player may choose one to take away and give it to the Giant. However, the Giant may not use any Equipment – they are just too big. Looks shiny, though!

5 – Squirrel Away. The Giant stashes them into one of their many bags or pockets. The Picked Up Character may not Activate until the next Round.

6 – Smush. The Giant squishes the unfortunate blighter between their big, meaty mitts. The Picked Up Character takes 2D6 Hits.

“Giants are a relatively commonplace sight in Upper ArcWorlde, especially in the wilder reaches of the continent. Many Giants hail from the heather-strewn heaths of Scotstaine and the Gaelish Isles, and there are rumours of Giants dwelling in the frozen wastes of Norwhere past the Drakensfaal mountains to the north.

Far from the evil creatures in fairy tales used to frighten children, Giants are oftentimes just misunderstood. It’s a difficult being in a world not built for your size, and many Giants live isolated lives away from the ‘littler folk’, so they aren’t chased away with torches and pitchforks. However, some of the more adventurous Giants roam the countryside in search of adventure, and oftentimes sell their services as Swords for Hire in order to pay for the vast quantities of food and drink they require.”