BARMAN
(?)
10
2
2 - 3
2 - 4
–
3
2

«What can I get you?»
Equipment : Apron. Beer mug.
Abilities : Bane / Tavern Patron. Cure / 6.
Toxic / 1.
Rank : Villager Irregular.

Model by HASSLEFREE MINIATURES, painted by FAT GOBLIN

Special

BARWENCH
10
3
2 - 2
3 - 2
–
3
2

«Five beer coming up!»
Equipment : Beer mugs. Dishcloth.
Abilities : Cure / 6. Feint. Reorientation.
Toxic / 1.
Rank : Villager Irregular.

Model by HASSLEFREE MINIATURES, painted by ANGELA IMRIE

Special

TAVERN PATRON
7,5
0
1 - 4
1 - 3
–
5
0

«You', you're, me, me bes' mate, y'are!»
Equipment : Beer mug.
Abilities : Bravery. Fanaticism. Luck.
Predictable. Reinforcement. Toxic / 0.
Rank : Villager Irregular

Model by HASSLEFREE MINIATURES, painted by ANGELA IMRIE

Special

CHILD
7,5
4
1 - 2
3 - 1
1
1
–1

«I don't wanna!»
Equipment : Rocks / STR 2, range 2-5-10.
Abilities : Harassment. Infiltration. Reflexes.
Reinforcement. Vulnerable.
Small Size.
Rank : Villager Irregular

Model by HASSLEFREE MINIATURES, painted by MIKKEL NYBOE

Special

MINSTREL
10
3
2 - 3
2 - 3
3
5
2

«Here's a number you might recognise … »
Equipment : Lute / STR 0, range 1-5-15
Abilities : Dodge. Leadership / 5. Rallying
Cry. Survival Instinct.
Rank : Villager Irregular.

Model by HASSLEFREE MINIATURES, painted by SHAUN WATSON

Special

TORTURER
10
1
2 - 5
3 - 5
–
4
4

«This won't hurt a bit … »
Equipment : Hood.
Abilities : Brutal. Hardened. Righteous.
Ruthless.
Rank : Villager Irregular.

Model by HASSLEFREE MINIATURES, painted by SONNY

Special

OLD-TIMER
7,5
1
1 - 3
2 - 3
–
4
3

*«When I was your age, kids showed some
respect to their elders!»*
Equipment : Cane.
Abilities : Hard-boiled. Parade.
Rank : Villager Irregular.

Model by HASSLEFREE MINIATURES, painted by ALESSIO CISBANI

Special

OLD WOMAN
7,5
1
1 - 2
2 - 2
–
6
5

«Would you like a sweet, dear?»
Equipment : Handbag.
Abilities : Righteous. Vulnerable.
Rank : Villager Irregular.

Model by HASSLEFREE MINIATURES, painted by MIKKEL NYBOE

Special

STRUMPET
10
4
2 - 3
2 - 3
–
3
1

«Come here, big boy … »
Equipment : Revealing Dress.
Abilities : Bane / female fighters. Ferocious.
Predictable. Ruthless. Vivacity.
Rank : Villager Irregular.

Model by HASSLEFREE MINIATURES, painted by ANGELA IMRIE

Special

VILLAGE IDIOT

10

0

1 - 5

2 - 4

-

0

0

«Whut?»
Abilities : Immunity / Head.
Insensitive / 6. Loyal / 1.
Rank : Villager Irregular.

Model by HASSLEFREE MINIATURES, painted by MAHON

Special

VILLAGERS

Villagers may be added as a "wild card" in a *Confrontation*® battle. Players should decide by mutual agreement how many villagers will be deployed (if at all), or a scenario may specify which and/or how many villagers are to be used.

Approach
During the approach phase, make an activation sequence for the villagers by shuffling their cards together. Before making the Tactical roll, all players roll a die. They then take it in turns (from highest to lowest roll) to draw a card from the villagers' activation sequence and deploy the corresponding model(s) on the battlefield, regardless of the armies' deployment zones. Once all villagers have been deployed, players proceed with the normal approach of their armies.

Activation Sequence
The activation sequence for villagers is created during the activation phase of each turn by randomly shuffling all the villagers' cards together.
No Tactical roll is made for the villagers in the strategic phase. Rather, when a player gets the lead, he may choose to play the top card of the villagers' activation sequence instead of from his own activation sequence. He may *not* do this if he also activated a villager last time he had the lead, nor if he has no cards left in his own activation sequence.
Villagers' cards may not be placed in reserve.
An activated villager is under the player's control until the end of the combat phase of the current turn, and is friendly to all of that player's fighters during that time. Still, a villager *is never* considered to be part of the army of the player currently controlling him!
If any cards remain in the villagers' activation sequence at the end of the turn, the remaining villagers are not activated. The remaining cards are shuffled into the activation sequence for the next turn.

Movement and Combat
When a villager is activated, the player whose turn it is may control the model, subject to all normal rules for fighters.
If a villager is to charge or engage a fighter who has Courage, the villager must roll a Courage test as if the other fighter causes Fear equal to his Courage value.
In a fray, each villager is under the control of the player who activated that villager during the activation phase. It is possible for different villagers in a fray to be under the control of different players, and to attack each other.

Mystic Phase
Villager magicians and faithful recover mana gems and calculate their T.F. in the mystic phase as any other fighter. Gems must be evenly split between all elements a magician masters.

Victory Points & Objectives
Unless specified otherwise by the scenario, vilagers are never worth any Victory Points. They are also not taken into account to determine if a camp occupies or controls an objective.