

BLACK ROSE

Deadwood Wildhunt

WARBAND LORE

The Deadwood Wildhunt is a savage and noble race of elven barbarians, ruling over the decaying swamps of the Deadwood with a brutal code of honour. Led by the capricious Queen of Black Roses, they serve two ancient gods—Manu, the Moon God of shadows and fate, and Soni, the Sun Goddess of fire and judgment. These twin deities demand unceasing bloodshed; their worshippers viewing this not as mindless slaughter, but as a sacred duty—a balance between life and death, light and darkness. The Deadwood elves, though fierce and merciless in battle, hold a grim reverence for the cycles of nature and the eternal dance between the gods. Their queen is both loved and feared, a tyrant who wields the power of the divine to keep her people bound to this violent faith. In her rule, honour and cruelty coexist, with each battle fought in the name of fate and sacrifice.

In the depths of the swamp, the Deadwood Wildhunt strikes with terrifying precision. Their warbands are a blur of speed and savage force, with the crack of rifle fire from the cover of twisted trees and spearmen who emerge like wraiths from the murk. They fight as one with the swamp, using its gloom and tangled terrain to ambush enemies who dare trespass. But it is their light cavalry, mounted on gaunt, feral wolves, that are most feared. These riders are the guardians of the Deadwood, hunting down invaders and lost travellers alike, dragging them back to face judgment before Manu and Soni. Captives are given a grim choice—fight for their lives in a blood duel or be offered as sacrifices beneath the twin lights of moon or sun. Yet, despite their savage ways, the Wildhunt holds an unshakable position in their bloodstained faith, seeing themselves as custodians of a terrible – yet blessed, balance between life and death.

ALLEGIANCES

The Deadwood Wildhunt can be fielded as one of three distinct Allegiances:

Host of Black Roses

The Host are those bound to the Queen of Black Roses by vow. Clad in dark wolfskins adorned with blood-stained rose threading, they ride into battle on massive black wolves, their howls echoing through the twilight like a death scream. The Host's warriors fight with savage precision, their spears striking with the force of vengeance as they carve through enemies, driven by the Queen's ruthless ambition and the ancient oaths they cannot break. Though noble in their upholding of their word, they are feared across the bogs. It is said where the Host of Black Roses rides, the scent of death follows.

All units gain the **Queen's Charge** special rule.

Mooncult of Manu

The Mooncult of Manu are bound to the will of a reclusive caste of lunar priests, whose eerie chants echo beneath the pale light of the moon. Touched by the magic of prophecy, the cult's warriors are guided by visions of blood-soaked futures, each step in battle foretold by the whispers of their god. With lunar sorcery, they summon spectral wolves and owls, spirit animals that hunt alongside them in the gloom, tearing into the souls of their enemies as much as their flesh. Cloaked in shadows and prophecy, the Mooncult fights with a cold, relentless purpose, believing themselves the instruments of fate's cruel design, marked by the moon to fulfil Manu's sinister will.

All units gain the **Moonlight Recall** special rule.

Sunfires of Soni

The Sunfires of Soni belong to a secret cult of sharpshooters, their rifles blazing like the merciless rays of their Sun Goddess. Each shot is a prayer of flame, as their bullets, dipped in sacred oils, ignite their enemies in roaring infernos, turning the battlefield into a pyre of scorched earth. They fight with relentless precision, believing that the fires they unleash are the purifying wrath of Soni, burning away all who stand

in defiance of her blazing will. For the Sunfires, victory is not just in death, but in the searing light of judgment that leaves nothing but ash in their wake.

All units gain the **Merciless Sunlight** special rule.

WEAPON CHOICES

Below lists all Weapon choices available to the Deadwood Wildhunt:

Weapon	Hits	Range	Rules
MELEE			
Gnarled staff	1	0"	Two-handed
Ritual dagger	1	0"	/-
Deadwood shortspear	D2	0"	/-
Deadwood axe	D2	0"	/-
Deadwood longspear	D3	0"	Two-handed
Deadwood glaive	D3	0"	Penetration 1, Two-handed
RANGED			
Bag of javelins	D2	6"	Two-handed
Bogfire pistol	1	12"	/-
Bogfire rifle	1	24"	Two-handed
Bogfire rifle w/ bayonet	1	24"	Bayonet, Two-handed
Burntoak shortbow	D2	24"	Penetration 1, Two-handed
Burntoak longbow	D3	30"	Penetration 1, Two-handed, Unwieldy
CASTER			
Moonlight cure	1	18"	Cleanse
Living roots	D2	18"	Ensnare
Swamp flame	D3	18"	Burn 1
Moonfire blast	D3	18"	Burn 1



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UNIT SELECTION

All Deadwood Wildhunt units are listed as below:

Deadwood Spearman (50pts)

Class	Weapon Slots
Skirmisher	Melee/Ranged
Wounds	Willpower
3	9
Abilities	
Force of Arms, Marksman	
Weapon choices	
Choose one:	
Deadwood axe (free)	
Deadwood shortspear (free)	
Deadwood longspears (20pts)	
Deadwood glaive (30pts)	
Choose one:	
Bag of javelins (free)	
Description	
The backbone the Queen's forces, the Deadwood Spearmen lay down their lives to defend the swamps.	

Deadwood Rifleman (50pts)

Class	Weapon Slots
Hunter	Ranged/Ranged
Wounds	Willpower
3	8
Abilities	
Brutal Assault, Marksman	
Weapon choices	
Choose one:	
Bogfire pistol (free)	
Choose one:	
Bag of javelins (free)	
Bogfire rifle (20pts)	
Bogfire rifle w/ bayonet (30pts)	
Description	
When not on the frontlines the Deadwood Riflemen spend their days hunting the wild wolves and mega-flora that inhabit the Deadwood.	

Swamp Hermit (50pts)

Class	Weapon Slots
Nightblade	Melee/Caster
Wounds	Willpower
2	9
Abilities	
Overflowing Power, Stealth	
Weapon choices	
Choose one:	
Gnarled staff (free)	
Deadwood axe (free)	
Choose one:	
Swamp flame (40pts)	
Living roots (40pts)	
Description	
As uncontrollable as the swampland they exist in,	

Swamp Hermits emerge from the gloom of Deadwood in a flurry of fire and living roots.

Bog Wildling (40pts)

Class	Weapon Slots
Scout	Melee/Ranged
Wounds	Willpower
2	8
Abilities	
Brutal Assault, Stealth	
Weapon choices	
Choose one:	
Deadwood shortspear (free)	
Choose one:	
Bag of javelins (free)	
Bogfire rifle (20pts)	
Description	
Drawn from the swampfolk that make up the Deadwood, Bog Wildlings excel at harassing the enemy and disappearing quickly.	

Bog Wolfrider (60pts)

Class	Weapon Slots
Knight	Melee/Ranged
Wounds	Willpower
3	8
Abilities	
Brutal Assault, Force of Arms, Mounted, Mount (Bog Wolf)	
Weapon choices	
Choose one:	
Deadwood shortspear (free)	
Deadwood axe (free)	
Deadwood longspear (20pts)	
Deadwood glaive (30pts)	
Choose one:	
Bag of javelins (free)	
Bogfire rifle (20pts)	
Description	
Trained to ride from a young age, the Bog Wolfriders form closer bonds with their wolves than most do their loved ones.	

Black Roserider (80pts)

Class	Weapon Slots
Hunter	Ranged/Ranged
Wounds	Willpower
4	9
Abilities	
Brutal Assault, Marksman, Mounted, Mount (Bog Wolf)	
Weapon choices	
Choose one:	
Bogfire pistol (free)	
Deadwood rifle (20pts)	
Deadwood rifle w/ bayonet (30pts)	
Burntoak shortbow (40pts)	

Burntoak longbow (50pts)

Choose one:

Bogfire pistol (free)

Description

Elite riders handpicked from wolfrider families, Black Roseriders are raised from birth alongside their black wolf companions. They are inseparable.

Manu Moonpriest (70pts)

Mooncult of Manu only

Class	Weapon Slots
Priest	Melee/Caster
Wounds	Willpower
2	10
Abilities	
Sacred Chant, Heal, Precognition	
Weapon choices	
Choose one:	
Gnarled staff (free)	
Ritual dagger (free)	
Choose one:	
Moonfire blast (40pts)	
Moonlight cure (40pts)	
Description	
Highest among those of the Mooncult, the Manu Moonpriests use their gifts of prophecy to foretell opportunities to strike their foes or aid their allies.	

Sunfire Sniper (80pts)

Sunfires of Soni only

Class	Weapon Slots
Archer	Ranged/Ranged
Wounds	Willpower
3	9
Abilities	
Marksman, Rapid Fire, Sunfire Shot	
Weapon choices	
Choose one:	
Bogfire pistol (free)	
Bogfire rifle (20pts)	
Bogfire rifle w/ bayonet (30pts)	
Burntoak shortbow (40pts)	
Burntoak longbow (50pts)	
Choose one:	
Bogfire pistol (free)	
Description	
It is said that for an aspirant to join the ranks of the Sunfire Snipers, they need to be able to shoot an acorn on a burntoak tree from half a mile away.	