**WARBAND LORE**

*The Deadwood Wildhunt is a savage yet strangely noble race of elven barbarians, ruling over the decaying swamps of the Deadwood with a brutal code of honour. Led by the iron-fisted 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, but their worshippers see 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 revered and feared, a tyrant who wields the power of the divine to keep her people bound to their 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 riflemen who 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 in the name of Manu and Soni. Captives are given a grim choice—fight for their lives in sacred rituals or be offered as sacrifices beneath the twin lights of Moon or Sun. Yet, despite their savage ways, the Wildhunt holds an unshakable armour in their bloodstained faith, seeing themselves as custodians of a terrible, sacred balance between life and death.*

**ALLEGIENCES**

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

Host of Black Roses

*The Host of Black Roses are sworn to the will of their tyrannical Queen of Black Roses, whose beauty is matched only by her cruelty. Clad in dark armour adorned with blood-stained roses, they ride into battle on massive black wolves, their howls echoing through the twilight like a death knell. 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 purpose, they are feared across the land, for 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. Steeped in the dark 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 ruthless 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*:

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| --- | --- | --- | --- |
| **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 |

**UNIT SELECTION**

All *Deadwood Wildhunt* units are listed as below:

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| --- | --- |
| **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 longspear (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.* | |

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| **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.* | |

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| **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.* | |

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| **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.* | |

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| **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.* | |

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| **Black Roserider (80pts)**  *Host of Black Roses only* | |
| *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.* | |

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| **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.* | |

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| **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 a Deadwood shooter to join the ranks of the Sunfire Snipers, they need to be able to shoot an acorn from a burntoak tree from half a mile away.* | |