

# MARODEURS OF TZARINAS'S TRIBE

## Warband Type

Kislevites

## Warband total cost

338 gold coins

## Figher Limit

14 / 15

## Treasures

2 pieces

## Warband Rules

Your warband has no special rules

## Warband Rating

120

## Warchest

36 gold coins

## Rout Limit

4

## Warband Stash

Your stash is empty.

## Fighter List

1x Priest of Morr

1x Druzhina Captain

1x Bear Tamer

1x Esaul

2x Youths

6x Warriors

3x Streltsi

## Death Reaper

Priest of Morr

0 


M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	4	3	1	3	1	8	1

### Protected by Morr

This priest never rolls for serious injury after being taken out of action. Instead on a roll of 4+, the Priest gains a 'Secret of Vantor'.

### Fearsome

The warrior causes Fear in opposing models.

Weapon	Range	Strength	Traits
Scythe	Melee	+1	Difficult to use, Two Handed
			

## Vasnow the Wolf

Druzhina Captain

92 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	4	4	3	3	1	3	1	8	21

### Leader

Any warband member within 6 of this warrior may use its Leadership characteristic when taking any Leadership tests.

### Inheritance

When the Kislevite warband is first created, the Druzhina Captain is allowed to purchase one item from the Kislevite Warrior equipment list at half the normal cost. If the item is ever lost (e.g., from a Robbed result on the Serious Injury chart), the Captain MUST replace it with a finely-made substitute as quickly as possible. To replace an ancestral item, the Captain must purchase the same item of equipment at 150% of its normal price. Until the item is replaced, the Captain suffers a -1 penalty to all tests and rolls to hit.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Halberd	Melee	+1	Two-handed
Bow	24	3	-

### Heavy Armour (5+ AS)

Gain -1 movement penalty when combined with a shield.



## Bogumil the Terrible


Bear Tamer

45 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	4	3	1	3	1	7	9

### Bear Handler

Kislevite warband that includes a Bear Tamer is allowed to purchase a Bear as a henchman. This Bear has been trained to follow the Tamer's commands, and so will automatically pass its Stupidity tests when within 6 of the Bear Tamer (even if the Tamer has been knocked down or Stunned).

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Halberd	Melee	+1	Two-handed
			

## Bozhyn the Orc Hewer

Esaul

45 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	4	3	3	3	1	3	1	7	9

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Halberd	Melee	+1	Two-handed
			

### Sveatopolk the Bloody

Youths

31



M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	2	3	3	1	3	1	6	1

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
2x Hammer	Melee	as User	Concussion
Bow	24	3	-
★			

### Liudyn Gmelin

Youths

31



M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	2	3	3	1	3	1	6	1

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
2x Hammer	Melee	as User	Concussion
Bow	24	3	-
★			

### Grim Saviours of the Corrupted Forest

5x Warriors

140



M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	7	1

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Hammer	Melee	as User	Concussion

### Disgraced Hunters of the Frozen Hall

3x Streltsi

114



M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	7	1

#### Gun Rest

If armed with both halberd and handgun, the Streltsi receives a + 1 on his 'to hit' roll with the handgun, as long as he did not move that turn (this applies even if the warrior has a skill that allows him to move & shoot with his handgun - he must not move if he is to rest the gun).

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Hammer	Melee	as User	Concussion
Bow	24	3	-

### Defenders of the Shadow Forest

Warriors

28



M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	7	0

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Hammer	Melee	as User	Concussion

## WEAPON TRAITS

### Difficult to use

A model using this weapon may not use a second weapon or buckler in his other hand but may carry a shield.

### Two-handed

A model using this weapon may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting

### Shield Dependency

Gain -1 movement penalty when combined with a shield.

### Concussion

When using this weapon a roll of 2-4 on the injury table is treated as stunned.