

HORNED HUNTERS

Warband Type

Horned Hunters

Warband total cost

346 gold coins

Figher Limit

13 / 12

Treasures

0 pieces

Warband Rating

116

Warchest

7 gold coins

Rout Limit

4

Warband Stash

Your stash is empty.

Fighter List

- 1x Priest of Morr
- 1x Horned Hunter
- 1x Priest of Taal
- 3x Initiate
- 5x Drunken Gang
- 2x Warhounds

Warband Rules

Woodcraft

Horned Hunter warbands move through any difficult terrain they encounter without suffering any movement penalties.

Death Marcher

Priest of Morr

0

M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	8	0

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'.

Death Marcher

The priest is immune to fear. All friendly models within 3" of him gain +1 to their Leadership.

Weapon	Range	Strength	Traits
Holy Staff	Melee	as User	Concussion, Two-handed;Holy Weapon

Holy Relic

A model with a holy relic will automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before. You can only ignore the first Leadership test in any single game – owning two or more holy relics will not allow you to ignore second and subsequent tests.



Alrik von Falkenberg

Horned Hunter

80

M	WS	BS	S	T	W	I	A	Ld	XP
4"	4	4	3	3	1	4	1	8	20

Leader

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

Hatred (All Outlaws & Bandits)

Warriors who fight enemies they hate in hand-to-hand combat may re-roll any misses when they attack in the first turn of each hand-to-hand combat.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
2x Axe	Melee	as User	Cutting edge
Bow	24	3	-



Tamme Gaudner

Priest of Taal

50

M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	3	3	3	1	3	1	7	12

Summon Squirrels (7)

With this spell the Priest invokes the wrath of the Lord of Beasts, summoning forth dozens upon dozens of enraged squirrels. The furious rodents assault one enemy within 12" of the Priest, crawling inside the warrior's clothing and armour, pelting him with nuts and causing numerous tiny bites and welts. The target suffers 2D6 Strength 1 hits. No armour saves allowed.

Strictures

Unit may never wear heavy armour.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Spear	Melee	as User	Unwieldy, Lightning Reflexes



Gustav Havenbruch

Initiate

56

M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	7	8

Strictures

Unit may never wear heavy armour.

Hatred (All Outlaws & Bandits)

Warriors who fight enemies they hate in hand-to-hand combat may re-roll any misses when they attack in the first turn of each hand-to-hand combat.

Infiltration

A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate roll a D6 for each and the lowest roll sets up first.

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



Otto Feuerherz

Initiate

56



M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	7	8

Strictures

Unit may never wear heavy armour.

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



Hans Radener

Initiate

56



M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	7	8

Strictures

Unit may never wear heavy armour.

Hatred (All Outlaws & Bandits)

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



Drunken Gang

5x Drunken Gang

165



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

Drunk

The militia are blasted out of their tiny minds on Rotfire moonshine and cheap ale. As such, they automatically pass all Leadership-based tests they are required to take.

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

Warhounds

2x Warhounds

30



M	WS	BS	S	T	W	I	A	Ld	XP
6"	4	0	4	3	1	4	1	5	0

Animal

Cannot gain experience.



WEAPON TRAITS

Holy Relic

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Concussion

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

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

Holy Weapon

Gain a +1 bonus on all to wound rolls against any Possessed or Undead models. Note that you will still need to score a 6 before any modifiers in order to cause a critical hit. Only Matriarchs and Sister Superiors may carry two Sigmarite warhammers.

Cutting edge

This weapon has an extra save modifier of -1 (e.g. a model with Strength 4 has a -2 save modifier with this weapon)

Unwieldy

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

Lightning Reflexes

A warrior with this weapon always strikes first in the first turn of hand-to-hand combat even when charged.