MARODEURS OF TZARINAS'S TRIBE

Warband Type

Kislevites

Warband total cost

338 gold coins

Figher Limit

14 / 15

Treasures

2 pieces

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

Warband Rules

Your warband has no special rules

Death Reaper

Priest of Morr



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

M	WS	BS	S	Т	W	1	Α	Ld	ХР
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

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М	WS	BS	s	Т	W	I	Α	Ld	XP
4"	3	3	4	3	1	3	1	7	9

45 €

45 €

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
•			

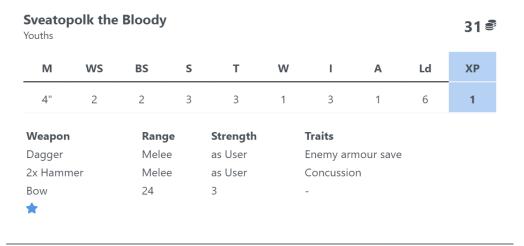
Bozhyn the Orc Hewer

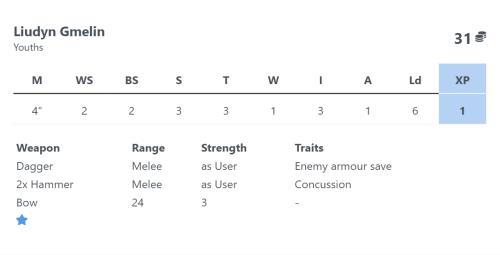
Esaul

92 ₹

М	WS	BS	S	т	W	1	Α	Ld	ХР
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
•			





Grim Saviours of the Corrupted Forest 5x Warriors									140
M	WS	BS	S	Т	W	I	Α	Ld	XP
4"	3	3	3	3	1	3	1	7	1
Weapon Dagger		Range Melee		ength Jser		aits emy armo	our save		
Hammer		Melee		Jser		ncussion	our save		

Disgraced Hunters of the Frozen Hall 114 ₹ 3x Streltsi M WS BS S Т W ı Α Ld ΧP 4" 3 3 3 3 1 3 1 1

Gun Rest

If armed with both halberd and handgun, the Streletsi 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	-



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.