

WARSCROLL WILDERCORPS HUNTERS



Trackers, scouts and outdoorsmen, the Wildercorps are experts in attacking from the cover of thick foliage and broken ground. Their warhounds surge forward, sinking fangs into flesh even as skilled marksmen pick out their targets with crossbows and arbalests.

MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Crossbow		18"	2	4+	4+	-1	1
Hunting Arbalest		18"	2	3+	3+	-2	D3
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Weapons		1"	2	4+	4+	-	1
Ferocious Bite		1"	3	4+	3+	-	1

Each model in a Wildercorps Hunters unit is armed with a Hunting Crossbow and Hunting Weapons.

WILDERCORPS WARDEN: 1 in every 11 models in this unit must be a Wildercorps Warden. That model is armed with a Ferocious Bite in addition to its other weapons. Wildercorps Wardens can issue commands to their own unit.

TRAILHOUNDS: 4 in every 11 models in this unit must be a Trailhound. Each of those models is armed with a Ferocious Bite instead of any other weapons.

ARBALESTER: 1 in every 11 models in this unit must be an Arbalester. That model is armed with a Hunting Arbalest instead of a Hunting Crossbow.

Expert Trackers: These soldiers are tasked with scouting ahead of the main advance, luring out enemy warriors and alerting their allies to any dangers that lie before them.

After deployment but before the first battle round begins, this unit can make a normal move (it cannot run).

Hidden and Dangerous: Lurking unseen by the enemy, Wildercorps Hunters stalk their quarry sometimes for days on end before they launch surprise volleys of crossbow bolts from hidden positions.

This unit is not visible to enemy units while it is in cover or while it is more than 12" away from them. In addition, improve the Rend characteristic of this unit's missile weapons by 1 while it is in cover.

KEYWORDS ORDER, CITIES OF SIGMAR, HUMAN, FREEGUILD, WILDERCORPS HUNTERS



CITIES OF SIGMAR (NOVEMBER 2023)

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES	BASE SIZE
Wildercorps Hunters	11	140		For each Freeguild Steelhelms unit included in an army, 1 Wildercorps Hunters unit can be included in the army as a Battleline unit.	40mm [2], 28.5mm [3], 25mm [6]