

WILDWOOD RANGERS

Wildwood Rangers are tasked with hunting and slaying those monstrous abominations that despoil the majesty of nature. It is a calling that they carry out swiftly and brutally with their curved draich blades.



MELEE WEAPONS

Ranger's Draich

Range

2"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Wildwood Rangers has any number of models, each armed with a Ranger's Draich.

WILDWOOD WARDEN: 1 model in this unit can be a Wildwood Warden. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Guardians of the Kindred: *The Wildwood Rangers track and slay the monstrous creatures that despoil the woods of the realms.*

A Ranger's Draich has a Damage characteristic of 2 instead of 1 if the target is a **MONSTER**.