

The Horned Hunters



Horned Hunters prowl the woods both within the crater walls of the Taalbaston and throughout Talabecland and claim allegiance only to Taal – the God of nature and wilderness.

The rites of Taal demand great mental, physical, and emotional fortitude from its practitioners. Some see the trappings of civilisation – cities, courts, and the like – as a failing in the interpretation of Taal's will. Followers of Taal avoid firearms and other works of science, preferring to take pride in self strength and natural skill

Taal is represented as a powerfully built man with long, wild hair crowned with the skull of a great stag. He wears animal skins and golden leaves flutter from his beard. In some tales he manifests as one of his totems: a stag or bear. Devotees dress in the image of their patron deity. While Taal is not usually revered in cities, in Talabheim, which is founded on river trade, he is called the Father of Rivers and is the city's foremost God.

Special rules

Woodcraft: Followers of Taal make their homes in the wilderness and shall only frequent towns or cities when it is compulsory for them to do so. They are expert woodsmen and their knowledge of the wilds is unrivalled by all except perhaps the Wood Elves. Horned Hunter warbands move through any difficult terrain they encounter without suffering any movement penalties.

Choice of warriors

A Horned Hunter warband is a cult composed of feral devotees to Taal, the God of nature and the wilds. The warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Horned Hunter: Each Horned Hunter warband must have one Horned Hunter.

Priest of Taal: Your warband may include a single Priest of Taal.

Initiates: Your warband may include up to three Initiates.

Zealots: Any number of models may be Zealots.

Drunken Gang: Your warband may include up to five Drunken Gang.

Warhounds: Your warband may include up to five Warhounds.

Starting Experience



A **Horned Hunter** starts with 20 experience.

Initiates start with 8 experience.

A **Priest of Taal** starts with 12 experience.

Henchmen start with 0 experience.

Horned Hunter equipment list

The following lists are used by Horned Hunter warbands to pick their equipment:

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Mace/Hammer.....	3 gc
Axe.....	5 gc
Sword.....	10 gc
Double-handed weapon.....	15 gc
Spear.....	5 gc

Missile weapons

Longbow.....	15 gc
Bow.....	10 gc
Short bow.....	5 gc

Armour

Light armour.....	20 gc
Toughened Leathers.....	5 gc
Shield.....	5 gc

Miscellaneous

Hunting arrows.....	20 gc
Blessed Stag Hide.....	40 gc
Trip wire.....	15 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger.....	1st free/2 gc
Mace/Hammer.....	3 gc
Axe.....	5 gc
Sword.....	10 gc
Spear.....	5 gc

Missile weapons

Bow.....	10 gc
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Armour

Toughened Leathers.....	5 gc
Shield.....	5 gc



Horned Hunter Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Horned Hunter	✓	✓		✓	✓	✓
Initiates	✓	✓		✓	✓	✓
Priest of Taal	✓		✓	✓	✓	✓



Horned Hunter special skills



Horned Hunter Heroes may choose to use the following Skill list instead of any of the standard Skill tables available to them.

master trapper

This huntsman is a masterful trap setter. Trip wire range has been extended by this warrior to reach 4". Traps set by a master trapper are triggered by a score of 2+.

infiltration

A warrior 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.

foul odour

Worshippers of Taal are one and all prodigious drinkers and none too hygienic! This warrior rises head and shoulders above the rest. After a lifetime of drinking, liquor has little effect on him any more... not that this stops him from consuming massive quantities!

His unwashed clothes and sweat reek of alcohol and all living enemies (not Undead or Possessed) are at -1 to

hit him in close combat. In addition, the warrior cannot carry any open flames (torch, lantern, etc.) and fire attacks made against him are resolved at +1 Strength as his beer soaked clothing burns readily.

animal friendship

Having grown up amidst the animals of the forest this warrior exudes a certain charm to all 'normal' animals (warhorses, warhounds, etc.). Animals will never attack him and up to two wardogs (see Mordheim book, page 54) that the warrior owns do not count against the maximum number of models in the Warband.

pathfinder

Taal has gifted this hunter with an uncanny ability to find paths through unexplored territories. Roll one additional D6 during the exploration phase. A warband may only contain one pathfinder.

hide in shadows

The hunter has learned to crouch unseen in any cover they can find. Enemy models must halve their Initiative when attempting to find this warrior when he is *Hidden*.



Horned Hunter special equipment



Blessed Stag Hide (40 gold crowns / Rare 10)

The animal skin is worn as a drape and is a symbol of honour once blessed by the hierarchs of Taal. A blessed hide bestows unchallenged grace to the wearer allowing the re-roll of a failed Initiative test once per turn.

Trip Wire (15 gold crowns / Common)

Horned Hunters are expert trappers. A Hero may set a trap if he spends a turn doing nothing else (he may not set traps if he's just recovered from being *knocked*

down). Place a marker in base contact with the Hero. When a model, friend or foe, moves within 2" of the marker he risks setting off the trap – roll a D6. On a score of 3+ he has triggered the trap and suffers a S4 hit (note that the Hero won't trigger his own traps).

If the trap did not wound the model or it didn't trigger, the victim may finish his move otherwise he is placed *knocked down* or *stunned* 2" from the marker. The marker is removed whether the trap was triggered or not.



Heroes



1 Horned Hunter

60 Gold Crowns to hire

The Horned Hunters are deeply zealous and shun the city of Talabheim. They safeguard pilgrims from the predations of bandits and hunt down dangerous beasts and the Mutants that flout Taal's will.

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

Weapons/Armour: A Horned Hunter may be equipped with weapons and armour chosen from the Horned Hunter equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Horned Hunter may use his Leadership value when taking Leadership tests.

Hang the Bandit!: A Horned Hunter *bates* all Bandits and Outlaws.

0:1 Priest of Taal

45 Gold Crowns to hire

It is said that every priest of Taal is born during the darkest phase of the moon. A few Priests are ordained by their hierarchs to live in the wilderness, following the Path of Taal. They are guardians of wild places and those who wander them. To the creatures of Chaos lurking in the woods, they are terrors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	7

Weapons/Armour: A Priest of Taal may be equipped with weapons chosen from the Horned Hunter equipment list.

SPECIAL RULES

Prayers: A Priest of Taal may use the prayers of Taal listed below.

Strictures: Priests of Taal may never wear heavy armour.



0:3 Initiates

40 Gold Crowns to hire

Part of their initiation into this group is to undergo extensive tattooing, covering their chest and face. These feral hunters serve as masterful scouts.

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

Weapons/Armour: Initiates of Taal may be equipped with weapons chosen from the Horned Hunter equipment list.

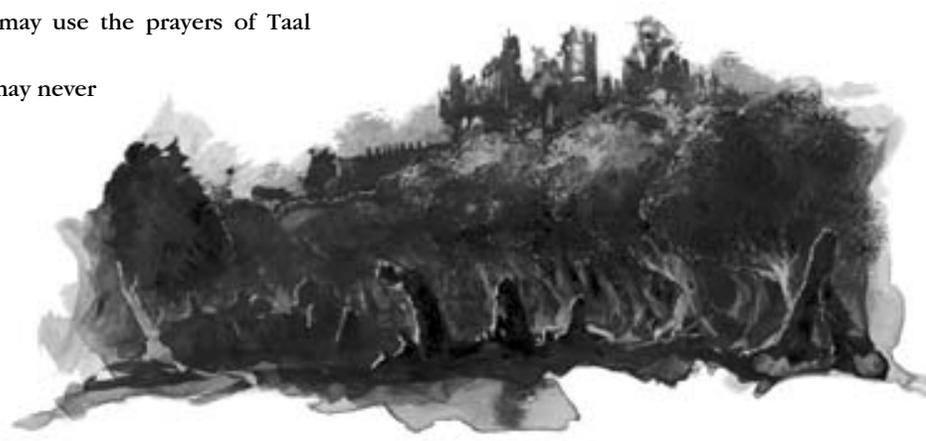
SPECIAL RULES

Infiltrator: A warrior 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.

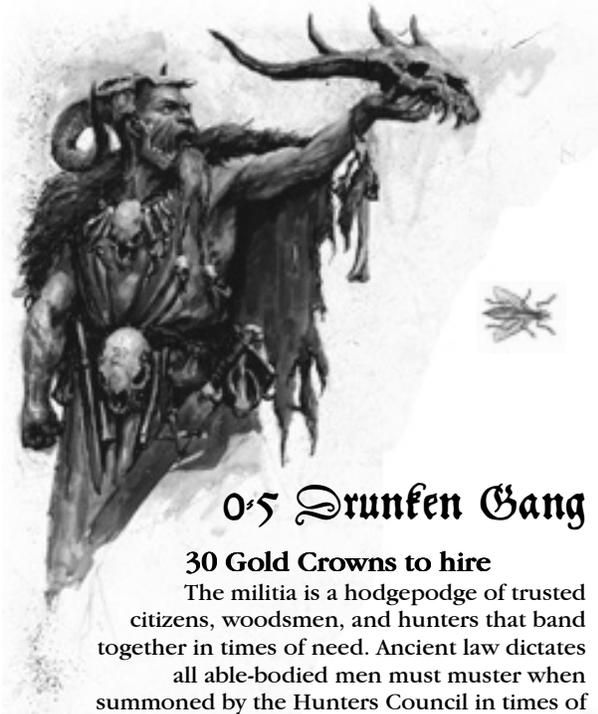
Hang the Bandit!: Taal's Initiates *bate* all Bandits and Outlaws.

Strictures: Taal's Initiates may never wear armour.





Henchmen



0.5 Drunken Gang

30 Gold Crowns to hire

The militia is a hodgepodge of trusted citizens, woodsmen, and hunters that band together in times of need. Ancient law dictates all able-bodied men must muster when summoned by the Hunters Council in times of war. Though how many come depends on the amount of Rotfire moonshine consumed the night before. For this reason the army commonly refers to them as the 'Drunken Gang'. Despite its malign reputation, the militia is capable, made up of rugged and dependable Talabeclanders.

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

Weapons/Armour: Drunken Gang may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

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.



Zealots

20 Gold Crowns to hire

While they lack the fiery rhetoric of most zealots, Taal's followers are still fervent in their beliefs. They give up much in the way of a material life. They shun normal clothing and armour and wear animal skins, loincloths or less.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	7

Weapons/Armour: Zealots may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Strictures: Zealots may never wear armour.

0.5 Warhounds

15 Gold Crowns to hire

Horned Hunters often keep packs of ferocious hunting dogs. With their huge jaws and powerful bite, they are perfect for hunting down (and tearing apart) any bandits, beasts and mutants.

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

Weapons/Armour: Jaws and brutality! Warhounds never use or need weapons and armour.

SPECIAL RULES

Animals: Warhounds are animals and thus do not gain experience



Prayers of Taal

Taal is the God of Nature and demands the respect of all those who enter the wild regions of the Empire. He is portrayed as a tall, broad-shouldered man with long, wild hair and a thick beard. He wears a stag skull as a helm and is clothed in bison and bear skins. He is often called the Lord of Beasts. His followers include rangers, trappers and those who live in the wilds of the Empire.

Prayers of Taal work like the Prayers of Sigmar although the Taal Priest never wears armour.

D6 Result

1 Stag's Leap (Difficulty 7)

Many of Taal's priests wear a stag skull as a symbol of their devotion and the Forest Lord's power can be used to emulate the speed and beauty of this magnificent beast.

The Priest of Taal may immediately move anywhere within 9", including into base-contact with the enemy, in which case he counts as charging and gains a +1 Strength to his first round of attacks. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit at +1 Strength and then his opponent will flee again (if he survives).

2 Blessed Ale

Difficulty 5

Like his brother Ulric, Taal has a great appetite for the strong ales of the Northern Empire. During the summer equinox each Priest opens one keg of ale (at least!) in Taal's honour.

Drinking a flask of Taal-blessed ale (the priest is assumed to carry as many flasks as are needed) may heal any one model within 2" of the Priest (including himself). The warrior is restored to his full quota of Wounds. In addition, any living enemy models (not Undead or Possessed) within 2" of the Priest will lose 1 Attack during the next round of combat due to the potent fumes of the ale.

3 Bear's Paw

Difficulty 7

Many an armoured knight has been knocked to the ground by the surprising Strength of the followers of Taal. Although traditionally called 'Bear's Paw' this spell is sometimes referred to as 'Moose's Breath' by those who have felt its power.

The Priest invokes the blessing of Taal on himself or a single friendly model within 6". The target receives a bonus of +2 to his Strength until the Priest's next turn.

4 Earthshudder

Difficulty 9

Taal's domain includes both the earth and the skies and his power can reach out even into the dark streets of Mordheim. When his name is invoked three times and the blood of an eagle is poured on the ground, the Lord of the Wild will cause thunder to rumble and the earth to shake.

The spell is cast on a single building within 4". Any enemy models touching the building will suffer a single S3 hit. In addition the building will collapse and any models on it will count as having fallen to the ground (for example a model falling 5" to the tabletop must pass two Initiative tests to avoid taking D3 S5 hits.) Remove the terrain feature from the board for the rest of the game.

5 Tanglefoot

Difficulty 8

It is said that when Taal walked the earth, living things would spring up behind him as he passed. A portion of his power can be summoned by his followers to help regrow forests and aid in the return of the land to its natural state.

Plants, vines and even small trees burst forth from the earth, hindering all those who attempt to move through them. All models (friend as well as foe) with the exception of friendly Zealots within 12" of the Priest can only move at 1/2 speed until the next shooting phase.

6 Summon Squirrels

Difficulty 7

Taal is the master of all beasts both great and small. Those who anger him may be mauled by a mountain lion or drowned in a flood caused by an angry beaver.

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.

