

Ungor Trapper

20 gold crowns to hire +10 gold crowns upkeep

In the twisted forests this lonely Ungor has kept himself alive by not only hunting the animals he has tracked down, but also the unsuspecting humans with his traps and outstanding archery skills.

May be Hired: Beastmen, Cult of the Possessed, Norse, Marauders of Chaos,

Rating: A Ungor Trapper increases the warband's rating by +12 points, plus 1 point for each Experience Point he has.

Profile	M	WS	BS	S	T	W	I	A	LD
Ungor	5	3	4	3	3	1	3	1	6

Equipment: Bow, dagger, club, rope and hook.

Skills: An Ungor Trapper may choose from Speed and Shooting skills when he gains a new skill. In addition, there are several skills unique to Ungor Trappers as detailed below, which he can choose instead of normal skills. Note that these special skills can only be acquired through experience. They are not possessed by a new recruit.



SPECIAL RULES

Set Traps: These skills can be put to great use in the ruins of Mordheim. A Ungor Trapper 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 Ungor Trapper. 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 Ungor Trapper 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. Regardless whether the trap was triggered or not, the marker is removed.

Hunters Eye: The Ungor Trappers keen eyesight and mastery of the bow allow him to pinpoint weak points on opponents body when shooting conferring a +1 on injury rolls after a successful wound caused by shooting.

Excellent Sight: Trained to spot the stealthiest of prey, the Ungor Trapper spots Hidden enemies from two times as far as other warriors (i.e., twice his Initiative value in inches).

Just a Twit: While the Ungor's not as fearless as his bigger conspecifics, a Ungor Trapper who has been OuA, will leave the warband on a 1-3 *and* take 10 gc upkeep with him. You may discard this rule with the *Fearless* skill.

Ungor Trapper Skills:

Mutant

The Ungor may buy one mutation.
See Mutants section on special rules.

Fearless

Immune to *fear* and *terror* and *all alone* tests.

Manhater

Will be affected by the rules of *hatred* when fighting any Human warbands.

