

WILD RIDERS

Wild Riders are vengeful fey warriors that bound into battle upon mystical steeds. They display a reckless indifference to danger as they direct their mounts to trample and gore the enemy while stabbing out with hunting spears.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Spear	2"	2	3+	4+	-1	1
Antlers and Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Wild Riders has any number of models, each armed with a Hunting Spear.

MOUNT: This unit's Fey Steeds attack with their Antlers and Hooves.

WILD HUNTER: 1 model in this unit can be a Wild Hunter. Add 1 to the Attacks characteristic of that model's Hunting Spear.

STANDARD BEARER: 1 in every 5 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 5 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Unbound Fury: *These warriors embody nature's vengeful wrath.*

This unit's Hunting Spears have a Rend characteristic of -2 instead of -1 and a Damage characteristic of 2 instead of 1 if this unit made a charge move in the same turn.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, WANDERER, WILD RIDERS