

# Winter Ranger

<b>Cost to Hire:</b>	30pg
<b>Upkeep:</b>	15pg
<b>Rating:</b>	15

*Winter Rangers are at home in the coldest places in the world. They are expert trackers and hunters, and many parties will gladly pay for such skills.*

## Special Rules

Heart Strike – when shooting at a Large Target, if the Ranger rolls a 6 to hit, followed by a wound roll of 5+, the model is killed instantly with no saves whatsoever.

Hunter's Cloak – a Hidden Ranger can shoot and not be revealed unless the target passes an I test.

Seeker – one Exploration dice can be modified +1/-1.

Immune to All Alone

## Special Skills

Animal Call – when Hidden, at the end of their movement, the Ranger can confuse and confound enemies with animal calls. Any enemy within 18" must, if not able to charge this game turn, take a Ld before moving. If failed, the Ranger may move the model its normal movement in any direction.

Herb Lore – any model in base contact with the Ranger can be healed at the start of the Recovery Phase. Roll a D6. On a 4+, the model has 1 wound restored. The Ranger cannot move if they use this skill.

## Maximum Statistics

<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Human	4	6	6	4	4	3	6	4	9

## Equipment

Bow, Sword

## Warrior Profile

### Winter Ranger

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	4	3	3	1	4	1	7

**Skills** – Shooting, Speed, Special