

Hochland Huntmaster

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Hochland Huntsmaster

70 gold crowns to hire +30 gold crowns to upkeep

Hunters in the lands of Hochland are reknowned for their skills. Coupled with their deadly long rifles, they can shoot down targets at up to 300 feet. Hochland Huntsmasters are experienced veterans that have come to Mordheim to hunt the best prey of all, humans, and whatever strange monsters that are brewing in the Pit.

May be Hired: Mercenaries, Witch Hunters and Sisters of Sigmar may hire Hochland Huntsmasters.

Rating: A Hochland Huntsmaster increases the warbands's rating by +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Huntmaster	4	4	5	3	3	1	5	1	8

Equipment: Hochland long rifle and a hunting knife that counts as a Sword. Hochland Huntsmasters never wear any armour as it impedes their movement and is too noisy. The exception to this is elven Ithilmar armour.

Skills: A Hochland Huntsmaster may choose from Shooting and Speed skills when he gains a new skill.

SPECIAL RULES

Sniper. A Hochland Huntsmaster is not deployed at the beginning of the game. He is deployed at the beginning of the second turn of play within 16" of the player's table edge. He is considered Hidden after deployment. This represents the Huntsmaster spending the entire first turn looking for a good sniping position.

Excellent Sight. Trained to spot the stealthiest of prey, the Hochland Huntsmaster spots Hidden enemies from two times as far as other warriors (ie, twice his Initiative value in inches).

Independent. Hochland Hunters work alone and their fierce independence means that they do not have to take All Alone tests.