

Friesenhammer

Cosmic predators, sworn to eradicate our world.

All sorts of horrors are wreaking havoc on our cursed world. Anyone who stands in their way is damned. Enslaved, tortured, suffering eternal torment. Only the luckier ones are killed immediately.

One of these horrors is the Friesenhammer. The Friesenhammer is a tribe of cosmic predators who mercilessly destroy all life on a world and sacrifice it to their totem. Then they move on to find new victims, leaving behind a devastated world. Anyone who wants to drive the tribe from their world must destroy this totem.



The totem is protected by the Friesenhammer's most skilled hunters. Whoever wants to destroy the totem must first kill "The Brain", "The Heart" and "The Voice" of the tribe.

Scene

Battlefield

Vegetation, ruins of a small village. Place the objective on the center of one edge.

Deployment

Warbands deploy from opposite edges adjacent of the edge of the objective.

Objective (QL3+)

The objective is the totem of the Friesenhammer tribe. The player who destroys (Taken out) the objective wins the game.

The objective can only be destroyed, when all Hunters are Taken out.

Horror

The three Hunters deploy spread across the centre of the board in as good concealment as is available.

The three Warped Hunters act individually but are only truly defeated when all three are killed.

The Brain (Fierce, QL3+)

Charge Launcher (R2x2)

Wicked Claw (M1x6 – Lethal: Treat Shock Rolls of 7 as Taken Out)

The Heart (QL3+)

Hunter Rifle (R1x4)

Gore (M2x2, x2 Damage if the unit moved immediately before this attack)

The Voice (Precise, QL3+)

Hunter Rifle (R1x4)

Tear (M3x1, attack rolls of 5 or 6 cause x2 Damage)

Keen Eye: Ignore penalties for shooting at an obscured target.



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Fierce: ReRoll when Fighting

Nimble: ReRoll when Moving or Saving vs. Ranged

Precise: ReRoll when Shooting

Nexuses

The three Hunters are bound to each others hatred for all beings, sworn in a co-dependent trinity. They cannot die until they have seen that they can all be made to bleed.

Place a Nexus next to each Hunter, moving it with them. It cannot be targeted on its own, but is destroyed when its Hunter is Wounded for the first time. All three Nexuses must be destroyed before any of the Hunters can be killed.

Trigger the following effects as each successive Nexus is destroyed.

Nexus	Effect
1	All Hunters make a Free Recovery or Attack.
2	All Hunters are Exhausted.
3	All Hunters gain Nimble



Response

Response Roll at the end of each Round if the Horror is alive.

1. The Brain makes a Free Attack.
2. The Voice makes a Free Move.
3. The Heart makes a Free Shoot.
4. The Brain launches a Shock Charge against the closest standing target (R2x1 - Any unit that is hit is automatically Downed)
5. The Voice fires a Mass Slug (R1x6)
6. The Heart fires a Glitter Lance (R1x4 - Ignore Save modifiers)

Solo/Coop

The Hunters have a pack of hounds to call on. Each time a Nexus is Destroyed, deploy a Warped Hound from the centre of the nearest table edge.

Warped Hound (Nimble, Fierce, QL4+)

Claws and Jaws (M3x1)

Scent: Treat this unit as if they can always see the nearest enemy.