

# Bugman's Rangers

Why Josef Bugman, you ask? After all, he's detailed in the WFB4 army book and mentioned in the WFB6 edition. There are two reasons for this. First, one of the goals of WFB6 was to tone down the special characters relative to the rank and file troops so that such individuals would not be so dominant on the battlefield. The Josef Bugman of 4th edition was such a character. Second, the troops he commanded were not the Rangers of the 3rd edition WFB. Thus, I see the whole unit as in serious need of an overhaul to make them more interesting in the context of the new edition.



## Vengeance is a Drink Best Served Warm and Frequent

Ever since the torching of his brewery in Wusterburg in the Imperial province of Sudenland, Josef Bugman and his not-so-merry band of Rangers have roamed over hill and dale seeking to wreck their vengeance upon any greenskins they can find. Attacks on greenskin villages are generally launched in the early morning hours when the Orcs and Gobboes are exhausted from a long day of raiding the Manling settlements and fighting among themselves. The timing of these assaults has the beneficial effect of more greenskins getting killed. Bugman's Rangers are also very likely to set ambushes along narrow mountain paths as well as forest tracks.

When the occasion arises and it suits his purposes, Josef Bugman will join his Rangers with other Dwarf warbands and armies to battle their enemy. There are even circumstances where Bugman will ally his band with the Imperial army, especially if they are battling greenskins.

## Use in Warhammer Fantasy Battle

As a force of their own, Bugman's Dwarf Rangers can be used in small battles and skirmishes where 1000 points or less are used. They can also be part of a larger Dwarf army whether as one of the Dogs of War selections. Bugman's Dwarf Rangers may also be a Dogs of War choice for any Imperial army provided that the opponents of that army are not other Dwarfs nor another Imperial army (presumably from another province or opposing forces in a rebellion). They may even join armies raised in the Imperial enclaves of Akendorf and Mortensholm in the Border Princes.

## HEROES

### Josef Bugman

141 points

	M	WS	BS	S	T	W	I	A	Ld
Josef Bugman	3	6	4	5	4	2	3	4	9

**Weapons and Armour:** Great weapon with Runes of Cleaving (+1 S\*) and Fury (+1 A\*), crossbow, light armour & Bugman's Tankard (When wounded, imbiber recovers 1 W per turn, cannot drink if in hand-to-hand).

**Special Rules:** Ancestral Grudge; Relentless; Scout; Forester

## CORE UNITS

### Bugman's Dwarf Rangers

17 points/model

	M	WS	BS	S	T	W	I	A	Ld
Rangers	3	4	3	3	4	1	2	1	9
'Owd' tom Thyksson	3	5	3	3	4	1	2	2	9
Veteran	3	4	3	3	4	1	2	2	9

Unit Size: 10+

**Weapons and Armour:** Great weapon, crossbow & light armour

#### Options:

The unit may be equipped with shields at a cost of +1 pt./model

Include 'Owd' Tom Thyksson as the unit champion at +20 pts. or promote one warrior to Veteran for +16 pts.

Upgrade one Warrior to a Musician for +8 pts.

Upgrade one Warrior to a Standard Bearer for +16 pts.

**Special Rules:** Ancestral Grudge; Relentless; Scouts; Foresters



### Bugman's Beer Cart

	M	WS	BS	S	T	W	I	A	Ld
Beer Cart	6	4	-	3	6	2	2	1	-
Cart Driver	3	4	3	3	4	1	2	1	9

There are occasions when Bugman's Dwarf Rangers are accompanied on the battlefield by their Beer Cart. The presence of their revered ale stiffens the resolve of the Rangers. The Beer Cart never engages in combat and will always try to retreat to the rear (but still on the tabletop) if the enemy tries to engage it in combat. The prime directive of the cart driver is to save the beer.

**Weapons and Armour:** Driver has hand weapon, crossbow & light armour

**Special Rules:** If within 6" of Bugman's Rangers, the presence of the Beer Cart allows a re-roll for any failed test involving leadership.

If the Beer Cart is within 12" of the unit and it comes under enemy attack, Bugman's Rangers will become frenzied and will direct all their attacks against that enemy unit. If they are engaged in hand-to-hand combat, Bugman's Rangers will direct their frenzy against that enemy unit.

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