

Snipers

To qualify as a real sniper is a model should:

- Be armed with a long range missile weapon.
- Have a Ballistic Skill of 4 or higher.
- Be placed somewhere high up in a commanding position.

Apart from the HS elven ranger, the best snipers are heroes that have access to shooting skills (and takes some of them). Henchmen are the worst long-term choice for snipers as they can't improve very much.

The role of a sniper

The ultimate goal of a sniper is to take OOA as many important models as possible. But just by his presence in a commanding position, a sniper can help winning a battle. If the enemy are so afraid of the sniper that no enemy models dare expose themselves to him, then the enemy can't effectively attack or respond to your movements. The effect of this should be that your close combat specialists can attack the enemy where you choose and that are half a battle won.

Examples of snipers

The HS elven ranger/the halfling cook. Skill increases should be 'Trickshooter' & 'Quickshot'.

A Witch Hunter with crossbow and the skills 'Trickshooter', 'Nimble' & 'Quickshot'.

Examples of snipers in combat

Take the multiplayer scenario 'The Pool'. In this scenario the objective is to have your heroes fishing after wyrdstone in a small pool. And they will likely as not have to use more than one turn looking around for wyrdstones.

One very good sniper with 'Quickshot', or 2-3 snipers, in positions from where they can shoot anyone in the pool can have an effect on this scenario out of all proportions. Most players are unwilling to move their heroes out to be shot like fish in a barrel, so they will not even consider to fish for wyrdstones. Instead they will have to try to win the scenario by routing everyone else.

The player with the snipers (assuming only one player has some) still have to option to fish for wyrdstones so his options are greater - thus he has the advantage in the scenario.