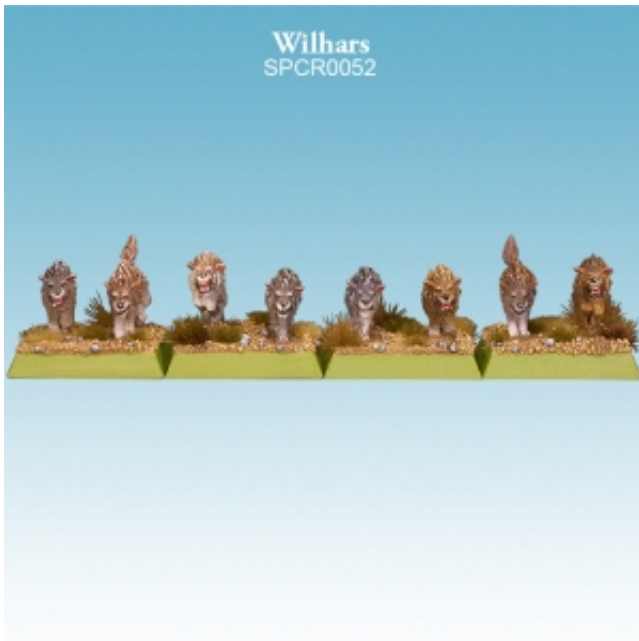


Link to the product: <https://www.spellcrow.com/wilhars-p-1034.html>



## Wilhars

Price	<b>8 £</b>
Availability	<b>Available</b>
Shipping time	<b>24 hours</b>
Number	<b>SPCR0052</b>
EAN	<b>5060600647116</b>
Manufacturer	<b>Spellcrow</b>

### Product description

The set contains 8 one-piece high-quality resin miniatures of Wilhars and four 25 mm square plastic bases. Require assembly, cleaning and painting. Scenic bases not included. The miniatures are dedicated for the [Dirandis](#) army in *Argatoria Wargame*.

Scale: 10 mm

Design and sculpting: Marek Rurarz, Piotr Pirianowicz

### Wilhars Tactics

Wilhars are an extremely fast wild cavalry destined to charge at any enemy units that may possibly interrupt tactical advance of your Dirandis army. Secure your hordes and offensive units by fielding two or three one-rank units of Wilhars on the flanks. Charge at such enemy units that are a potential distraction for your main strike forces – these are usually single ranks or single models used as a bait, but also more numerous foes scheming against your key units and preparing to charge them at the right moment.

If you target an enemy Horde, make sure Wilhars will position that Horde in a way that it will get closer to your other units and give them a clear path for the charge from the flank or rear.

With Weapon Skill 2, you should rather not count that they will do a lot of damage. The Wild Speed of Wilhars is their greatest advantage and should be used to spoil the enemy's tactics, charge first at the key enemy forces and position them conveniently for your other units, buying you some time.

Try not to deploy Wilhars too far from your army. Their task is to help your other units, so they should not run freely on the flanks when the heat of the battle takes place in the middle of the field.

### Colour scheme:

[Dirandis](#)

Fur – grey, white, brown

Paws, bellies, muzzles – light grey, white, light brown