

Bounty Hunter

Cost to Hire:	40pg
Upkeep:	15pg
Rating:	20

Bounty Hunters will join a party if it will help them to capture their quarry – often a member of a rival adventuring party.

Special Rules

Nominate one enemy Hero at the beginning of the skirmish. The Bounty Hunter has +1 to hit this Hero, and must always move towards them, unless the Bounty Hunter can shoot them. If the Bounty Hunter takes the Hero Out of Action, they gain the Hero's gold value as payment, half of which goes to the party. The Bounty Hunter also gains an extra D3 Experience if they survive the skirmish. Additionally, the Hero taken Out of Action does not roll on the Serious Injuries table, instead being treated as Captured.

Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

Equipment

Sword, Dagger, Pistol, Crossbow, Heavy Armour, Helmet, Rope and Hook, Lantern.

Warrior Profile

Bounty Hunter

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

Skills – Combat, Shooting, Strength, Speed