

# Dwarven Pathfinder

<b>Cost to Hire:</b>	35pg
<b>Upkeep:</b>	15pg
<b>Rating:</b>	12

*Dwarven Pathfinders are young Dwarves who, unusually, do not like life beneath the mountains. They join a party because they seek adventure.*

## **Special Rules**

Hard to Kill – Treat an Injury roll of 5 as Stunned.

Hard Head – Ignore special rules for maces/clubs/etc.

Hatred (Orcs and Goblins, Vermin Swarm, Infernal Dwarves)

Stamina – Ignore movement penalties for armour.

Explorer – you may roll an extra dice during the Exploration phase.

## **Special Skills**

### **True Grit**

Treat Injury rolls of 1-3 as Knocked Down, 4-5 as Stunned, 6 as Out of Action.

### **Combat Master**

When using a weapon with the Parry special rule, the warrior parries if they roll equal to or more than the enemy's to hit roll.

### **Thick Skull**

If this warrior rolls a Stunned result on an Injury Roll, the result is changed to Knocked Down on a D6 roll of a 3+. If wearing a helmet, this roll is a 2+.

### **Extra Tough**

This warrior can re-roll on the Serious Injuries table.

### **Resource Hunter**

This warrior can modify one Exploration Phase dice by -1/+1.

### **Infiltrate**

This Hero is always placed on the battlefield after the opposing party and can be placed anywhere on the table as long as it is out of sight of the opposing party and more than 12" away from an enemy model. If both parties have models with Infiltrate, roll a D6 to decide who deploys them first.

### **Maximum Statistics**

<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Dwarf	3	7	6	4	4	3	5	4	10

### **Equipment**

Axe, Dagger, Crossbow, Light Armour

### **Warrior Profile**

#### **Pathfinder**

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
3	4	3	3	3	1	2	1	9

**Skills** – Combat, Shooting, Special