

# Deathseeker

<b>Cost to Hire:</b>	25pg
<b>Upkeep:</b>	10pg
<b>Rating:</b>	12

*Deathseekers are disgraced Dwarfs who seek death in battle. They will join a party in the hopes that the group find a suitably impressive enemy for the Deathseeker to fight.*

## 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)

Immune to Psychology

## 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.

### Ferocious Charge

Double this warrior's attacks on the turn in which they charge. They suffer a -1 to hit for this turn.

### Monster Slayer

The warrior always wounds their opponent on a 4+, unless a lower result would normally be needed.

### Berserker

The warrior adds +1 to hit in close combat for the turn in which they charge.

### **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	5	3	5	4	10

### **Equipment**

Hiring player chooses – two axes, or a double-handed weapon.

### **Warrior Profile**

#### **Deathseeker**

<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	4	1	2	1	9

**Skills** – Combat, Strength, Special