

Scout

Cost to Hire:	10pg
Upkeep:	5pg
Rating:	9

Scouts can be found leading solitary lives throughout the remote places of the world. Occasionally they will lend their skills to a friendly adventuring party.

Special Rules

Not a Fighter – a Scout taken Out of Action dies on a 1-3 instead of a 1-2.

Special Skills

Expert Hunter – when Hidden, this warrior can only be detected at half enemy I (rounding up). They can also fire a missile weapon while Hidden and remain so.

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

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

Equipment

Bow, Sword, Dagger

Warrior Profile

Scout

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	4	1	6

Skills – Combat, Speed, Shooting, Special