

Dwarven Treasure Hunter

Cost to Hire:	55pg
Upkeep:	30pg
Rating:	24+Exp

Dwarves are well known for their gold-lust, and Dwarven Treasure Hunters take the stereotype to the extreme. They will join with a successful party in the hopes of finding great wealth. They are particularly good at tracking down hidden stashes.

Special Rules

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

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

Stamina – Ignore movement penalties for armour.

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

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.

Maximum Statistics

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

Special Equipment

Map Collection (Dwarven Treasure Hunter Hired Hand only)

This item is exactly like a regular Map item, except that a roll of a 6 instead gives the player one extra Exploration dice. This dice is not rolled however – once all other dice are rolled, the player may choose what value the dice has.

Equipment

Gromril Armour, Helmet, Double-handed Weapon, Dagger, Hammer, Map Collection.

Warrior Profile

Dwarven Treasure Hunter

M	WS	BS	S	T	W	I	A	Ld
3	5	4	3	4	1	2	1	9

Skills – Combat, Strength