

Prospector

Cost to Hire:	2 Weirdstone
Upkeep:	1 Weirdstone
Rating:	15

Prospectors are old Weirdstone hunters from way back. They have seen it all, and despite being a bit rusty when it comes to fighting, are valuable for their ability to sniff out Weirdstone. Unfortunately, they are rather obsessed with the stuff, and will greedily guard any they can get their hands on.

Special Rules

A Prospector has the Weirdstone Hunter and Resilient Skills.

Immune to Fear

Any skirmish involving extra Weirdstone in possession of warriors in which the Prospector has some Weirdstone on him will be lost.

Old Coot – roll a D6 at the end of each skirmish. On a 1, the Prospector has finally lost it and wanders off from the party.

Maximum Statistics

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

Equipment

Blunderbuss, Two-handed Weapon

Warrior Profile

Prospector

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

Skills – Strength, Speed