

• HUNTER •

The Hunters are a proud race, who are spread through the forests and plains of the old world. They live off the land, and are renowned for their unique weapons. They live very secludedly and are seldom seen, but occasionally a hunter will stray from the clan on specific quest or another such reason. They can be quite intimidating with almost every member of their clan being around 6 foot and possessing great strength.

The Hunter is skilled in the ways of the land and animal lore, using what they know to aid them in battle and survival. Hunters dislike armour, especially heavy metal armour, and mainly rely on their speed and natural strength in a combat situation., causing them to be a deadly foe.

• EQUIPMENT •

Equipment: Herb Grinding Tools.
 Weapon: Dagger, causing 1D4 Wnds.
 Armour: None.
 Special Rules: Hunter's Crossbow

The Hunter is treated as a Barbarian for most circumstances with the following exceptions:

The Hunter will not under any circumstances sell his Crossbow or Dagger, for he believes these are the only true weapons he can trust. If he loses them somehow, he will instantly lose 1 Luck point.

The Hunters dislike all forms of armour, preferring to be agile rather than be weighted down. They can only wear up to 2 points of armour as a suit of armour (eg. light armour) but they will never wear any armour that restricts their movement. They will never use shields of any kind, and although they will wear helmets, they will never a Great Helmet or a Norse Helm.

• SPECIAL RULES •

HUNTER'S CROSSBOW

The Hunter's Crossbow is the Hunters main weapon. It looks almost like a large crossbow, only there are two arrow bolts attached with a firing apparatus each. The Crossbow is tightly attached to the right forearm of the Hunter, and is constructed in such a way that he can fire the bolts without the use of his other hand. The Crossbow has a range of 8 squares. Normally for one volley, both bolts are fired simultaneously (calculate the damage from each bolt separately and add together for the total) at a single target (only one to roll to hit is needed). The Hunter may wish to distribute his bolts between different targets (one or more bolts each) with one volley. If he wishes to do this, then he must roll 1D6 before he attacks. If a 4, 5 or 6 is rolled then he is able to fire at another target. For each target above 2 subtract -1 from the dice roll. A roll to hit is needed for each different target.

For every 1 Ballistic Attack gained, the warrior may fire his full volley of bolts once, (eg. A Hunter with 2 Ballistic attacks may fire 2 full volleys of bolts at any one or more targets he wishes.)

Reloading the crossbow takes no extra time, for the Hunters left hand fingers are always interlocked with new bolts ready to load. When the Hunter wishes to use another weapon in his left hand such as a sword or dagger, he will have to sacrifice 1 Attack and 1 Ballistic Attacks to reload his crossbow. When the Hunter progresses to higher levels he will construct stronger bows with more bolts.

Hunters have two different types of attacks. Because they are such expert crossbowmen they have a separate Ballistic Attack which also increases as they progress through Battle Levels. Hunters construct new Crossbows for themselves from the woods when they are experienced enough.

LAND LORE

The Hunters have an in depth knowledge of the land and can effectively make provisions. He uses his Herb Grinding Kit to grind special herbs into powder and then mixes it with other berries and leaves to make a suitable meal. Each week travelled in the wilderness the Hunter may try to make provisions by rolling 1D6:

- 1-4 The Hunter is unable to find enough ingredients to make any provisions.
- 5 The Hunter finds enough ingredients for 1 provision.
- 6 The Hunter finds enough ingredients for 2 provisions.

These provisions will not go off until after the next adventure.

COURAGE

The Hunters, being fearless warriors are more courageous than the usual warrior. They get +1 to all Fear rolls.

UNITE BEASTS

The Hunter has lived with animals for his entire life and can, to a degree, communicate with them, and call them to his aid. If and when a battle occurs in the wilderness, the Hunter may try this skill by rolling 1D6:

- 1-3 The Hunter lets out a mighty call but apparently there are no animals in the area.
- 4-5 The Hunters call alerts a nearby beast who joins the hunter to fight by his side. Roll once on the appropriate Beast table.
- 6 The surrounding area is alive with life and the Hunter's call attracts 2 creatures. Roll twice on the appropriate Beast table.

These animals will fight as a normal creature, controlled by the Hunter. Animals are normally scared of larger Monsters and as such may

attempt to escape the battle in order to preserve their life. When any animal reaches half of its Starting Wounds or below there is a chance it might run away. Roll 1D6 and add the Hunter's Battle Level. If the result is 6 or more the animal continues to battle. If the result is less than six the beast loses morale and runs off. The Hunter must do this at the end of every turn for each animal under his influence. The higher the Battle Level of the Hunter, the more chance the animals will respect him and stay and fight.

THE OLD WORLD

- 1 Boar
- 2 Eagle
- 3 Crocodile
- 4 Leopard
- 5 Lion
- 6 Bear [1-3] Black Bear, [4-6] Grizzly Bear

BOAR

Boars are very vicious, with long sharp tusks that can rip a Warrior to shreds within minutes. They are normally found in the forests of the Old World, but have been known to venture into the dungeons to search for food.

	Boar
Wounds	7
Move	7
Weapon Skill	3
Ballistic Skill	-
Strength	3
Toughness	3
Armour	-
Initiative	3
Attacks	1
Damage	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Boar	2	3	4	4	4	4	5	5	5	6

Boar
 Impale.

EAGLE

Eagles are mainly airborne, swooping down and tearing at their opponents with their mighty claws.

	Eagle
Wounds	6
Move	8
Weapon Skill	3
Ballistic Skill	-
Strength	3
Toughness	2
Armour	-
Initiative	7
Attacks	1
Damage	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Eagle	2	3	4	4	4	4	5	5	5	6

Eagle
Fly, Claw 6+.

CROCODILE

Crocodiles, although seemingly slow, attack with deadly speed and accuracy. Many a Warrior has had their legs ripped off by the crocodiles viciously sharp teeth.

	Crocodile
Wounds	12
Move	3
Weapon Skill	4
Ballistic Skill	-
Strength	5
Toughness	4
Armour	-
Initiative	4
Attacks	1
Damage	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Crocodile	2	3	3	4	4	4	4	4	5	5

Crocodile
Crocodile Attack.

Crocodile Attack

If a Crocodile attacks a Warrior and kills him (reduces him to zero Wounds) roll 1D6. On a roll of 1 or 2 the Crocodile decides to drag his body back to the swamp and eat it. Remove both models from the board.

LEOPARD

A Leopard is crafty as it is quick, stealthily moving through the trees until it makes a sudden fatal attack.

	Leopard
Wounds	10
Move	5
Weapon Skill	4
Ballistic Skill	-
Strength	4
Toughness	4
Armour	-
Initiative	7
Attacks	2
Damage	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Leopard	2	3	3	4	4	4	4	4	5	5

Leopard
Ambush 3+.

LION

The Lion is strong and proud, and has a large bushy orange mane. Lions spend most of the day resting, but when they hunt they tear into an opponent with their sharp claws and teeth.

	Lion
Wounds	12
Move	5
Weapon Skill	4
Ballistic Skill	-
Strength	5
Toughness	4
Armour	-
Initiative	6
Attacks	1
Damage	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Lion	2	3	3	4	4	4	4	4	5	5

Lion

For every Monster the Lion kills, the Hunter may add +1 to the morale roll for the Lion to see if he runs away or not.

BEARS

Bears are large animals often found deep in the forests of the Old World. Normally they are peaceful creatures but when they feel threatened they rip into their opponents with sharp deadly claws. Their strong arms can wrap around a Warrior and slowly squeeze the life out of him.

	Black Bear	Grizzly Bear
Wounds	15	15
Move	5	5
Weapon Skill	3	3
Ballistic Skill	-	-
Strength	4	5
Toughness	4	5
Armour	-	-
Initiative	3	4
Attacks	2	3
Damage	2D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Black Bear	2	3	4	4	4	4	5	5	5	6
Grizzly Bear	2	3	4	4	4	4	5	5	5	6

Black Bear
Hug 6+.

Grizzly Bear
Hug 6+.

Bears are fearless creatures and therefore do never need to take a morale test.

LOST KINGDOMS

- 1 Anaconda
- 2 Jaguar
- 3 Chimpanzees
- 4 Alligator
- 5 Komodo Dragon
- 6 Gorilla

ANACONDA

Anacondas are huge snakes that either swallow their victims whole or coil around them and break their bodies into pulp.

	Anaconda
Wounds	8
Move	6
Weapon Skill	4
Ballistic Skill	-
Strength	5
Toughness	4
Armour	-
Initiative	6
Attacks	1
Damage	Special

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Anaconda	2	3	3	4	4	4	4	4	5	5

Anaconda
Ambush 6+; Anaconda Attack.

Anaconda Attack

When the Anaconda hits a Warrior it will try and either swallow him whole or constrict around him. If the Warrior's Strength is 3 or less the Anaconda will attempt to swallow the Warrior. Roll 1D6. On a roll of 5-6 the victim is swallowed and is out of the game. On a roll of 1-4 the Warrior manages to evade the Anaconda's mouth and instead takes 1D6+5 Damage. If the Warrior's Strength is greater than 3 the Anaconda will attempt to coil and constrict around him. Roll 1D6. On a roll of 5-6 the Anaconda wraps its body around the Warrior. The victim takes 1D6 unmodified Wounds per turn. The snake stays coiled around the Warrior until the Warrior makes a successful Strength test of 7 at the beginning of the Warriors' Phase.

JAGUAR

The Jaguar is a stealthy predator, attacking its enemies from the shadows.

	Jaguar
Wounds	9
Move	6
Weapon Skill	4
Ballistic Skill	-
Strength	3
Toughness	3
Armour	-
Initiative	6
Attacks	2
Damage	1D6

<u>ENEMY'S WS</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Jaguar	2	3	3	4	4	4	4	4	5	5

Jaguar

Ambush 4+.

If the Jaguar ever leaves the battle due to a failed morale roll there is a chance he will come back in. At the start of every turn after he has left roll 1D6. On a roll of 5 or 6 the Jaguar re-enters the combat (roll for *Ambush* again) and is immune to any further morale tests.

CHIMPANZEES

When the Hunter calls Chimpanzees, they aren't actually placed on the board but are located in the surrounding trees. Roll 1D6 for the number of Chimpanzees in the trees. Each of these can throw a rock once per turn at a random enemy. The Chimpanzees have a Ballistic Skill of 3+ and the damage each rock causes is 1D6. Since they are not actually in the battle they are not affected by the usual morale roll.

ALLIGATOR

The Alligator is much the same as its cousin, the Crocodile. The only noticeable difference is that an Alligator's snout is fatter and less raised

	Alligator
Wounds	12
Move	3
Weapon Skill	4
Ballistic Skill	-
Strength	5
Toughness	4
Armour	-
Initiative	5
Attacks	1
Damage	1D6

<u>ENEMY'S WS</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Alligator	2	3	3	4	4	4	4	5	5	

Alligator

-

KOMODO DRAGON

This giant lizard is about 2 metres long and is a fierce fighter, using its claws and powerful jaws.

	Komodo Dragon
Wounds	6
Move	3
Weapon Skill	4
Ballistic Skill	-
Strength	4
Toughness	3
Armour	-
Initiative	4
Attacks	1
Damage	2D6

<u>ENEMY'S WS</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Komodo Dragon	2	3	3	4	4	4	4	5	5	

Komodo Dragon

-

GORILLA

The great gorillas of the jungles of Lustria pound their victims into the ground with their great hands and arms.

	Gorilla
Wounds	10
Move	4
Weapon Skill	4
Ballistic Skill	-
Strength	5
Toughness	4
Armour	-
Initiative	5
Attacks	2
Damage	2D6

<u>ENEMY'S WS</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Gorilla	2	3	3	4	4	4	4	5	5	

Gorilla

Hug 6+.

Due to their immense stature, the Gorilla is hardly worried about a fight. Add +2 to the morale roll for the Gorilla.

NORSCA

- 1 Snow Wolves (1D3)
- 2 Walrus
- 3 Ice Falcon
- 4 Elephant Seal
- 5 Polar Bear
- 6 Yeti



SNOW WOLF

Snow Wolves roam the snowy wastelands of Norsca, hunting in packs. Scavengers, these animals are hated by the Norse as they are often seen carrying off livestock in their mouths.

	Wolf
Wounds	3
Move	9
Weapon Skill	3
Ballistic Skill	-
Strength	4
Toughness	3
Armour	-
Initiative	4
Attacks	1
Damage	1D6

<u>ENEMY'S WS</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Snow Wolf	2	3	4	4	4	5	5	5	6	

Snow Wolf

Feed; Gang Up.

WALRUS

The Walrus is a fierce combatant because of its huge tusks and bloated size. Although rather slow, it can tear a Warrior to pieces with its sharp tusks.

	Walrus
Wounds	6
Move	2
Weapon Skill	2
Ballistic Skill	-
Strength	4
Toughness	3
Armour	-
Initiative	4
Attacks	1
Damage	2D6

<u>ENEMY'S WS</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Walrus	3	4	4	4	5	5	6	6	6	6

Walrus

-

ICE FALCON

The Ice Falcon darts in and out with its razor sharp beak, pinpointing weak points in its victims and striking with unnerving accuracy.

	Ice Falcon
Wounds	4
Move	8
Weapon Skill	4
Ballistic Skill	-
Strength	3
Toughness	2
Armour	-
Initiative	7
Attacks	2
Damage	Special

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Ice Falcon	2	3	3	4	4	4	4	4	5	5

Ice Falcon
Fly; Ice Falcon Attack.

Ice Falcon Attack

Because of its pinpoint accuracy and razor sharp beak, the Ice Falcon will hit its enemies on a roll of 2+. An attack by the Ice Falcon causes 1D4 unmodified damage as it always strikes for the head. If a Monster has a helmet then the damage is modified for armour only.

ELEPHANT SEAL

The Elephant Seal is a lot larger than a normal seal, but also a lot stupider. Its ferocity is almost unmatched throughout the Norse wilderness.

	Elephant Seal
Wounds	6
Move	2
Weapon Skill	3
Ballistic Skill	-
Strength	4
Toughness	3
Armour	-
Initiative	4
Attacks	1
Damage	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Elephant Seal	2	3	4	4	4	4	5	5	5	6

Elephant Seal

-

Elephant Seals are not really brave, they are just very stupid. Therefore when making a morale test for the Elephant Seal, add +3 to the dice roll.

POLAR BEAR

Polar bears are cousins of the bears found in the Old World. They have a thick layer of white fur to protect them from the freezing cold conditions in Norsca.

	Polar Bear
Wounds	15
Move	6
Weapon Skill	3
Ballistic Skill	-
Strength	4
Toughness	4
Armour	-
Initiative	3
Attacks	2
Damage	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Polar Bear	2	3	4	4	4	4	5	5	5	6

Polar Bear

-

Polar Bears have strong sense of will and should add +2 to their morale tests.

YETI

Yetis live in caves in the mountains of Norsca. They rarely let themselves be seen by man, but when they do it is to kill them and drag them back to their caves, before eating them.

	Yeti
Wounds	20
Move	6
Weapon Skill	4
Ballistic Skill	6+
Strength	4
Toughness	4
Armour	-
Initiative	3
Attacks	2
Damage	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Yeti	2	3	3	4	4	4	4	4	5	5

Yeti

Fear 5; Hug 6.

Yetis, on occasion come to a call of the Hunter. They are unsure of the call when they approach and then they see a group of Warriors fighting a group of Monsters. Its first impulse is of course to attack the Warriors, but then it hesitates, remembering the call of the Hunter. (This would mean to a beast or animal, "I have lived among the beasts and helped you, now I call on you to help me. Respect my wishes, as I respect yours." The Yeti, with its meagre brain, thinks twice. Roll 1D6. On a 1-4 the Yeti attacks the warriors as normal. On a 5-6 the Yeti is overcome with a strange feeling - is it respect, or a primitive form of honour? It does not know, but it runs in to fight at the Hunters side. At the end of the combat, if the Yeti is still there, it and the Hunter exchange a silent look, then it runs off into the snow.

• SETTLEMENTS •

The Hunter can enter a settlement in exactly the same way as the other warriors can, and has no shop restrictions. The people actually like the Hunters in the town, for they know of the noble code of which they live and also know that they can be trusted - a rare quality.

The Hunter rarely has an uneventful day in the settlement as he is always busy, so when one is rolled he must roll 2D6 on the following table:

2-3 This really is an uneventful day!

4 The Hunter is walking through the streets when he starts noticing many of the people in this settlement are very poor. He strides up to a group of the homeless, a deep pity filling him as they look up. Knowing he is far better off than the poor people in front of him, he gives them 1D6 x 100 Gold. The cheers he hears as he walks off make him swell with pride. Add 1 non-permanent luck.

5 The Hunter stumbles upon an archery tournament currently underway and decides to join up, paying the 100 Gold entrance fee. At first the other archers laugh and scoff at the Hunters Crossbow but allow him in anyway. Roll 1D6 and add the Hunter's Ballistic Skill (eg. 4+ would be 4). If the total is less than 8 he has won the tournament and the other archers gasp in astonishment. He walks up and collects his prize money of 1D6 x 100 Gold. If the Hunter lost then he walks away in shame 100 Gold poorer

6 The Hunter discovers that his bladed weapon is rather blunt and decides it needs sharpening. Finding the Blacksmith he is told that it will cost 100 Gold, for the Blacksmith is quite busy. The Hunter will pay this if he has it otherwise that weapon is at -1 damage until sharpened.

7 The Hunter is in a crowded market when suddenly a woman yells out that her money has been stolen. Without wasting a moment the Hunter leaps over two tables laden with goods, and lands directly in front of the culprit who looks up at the huge man in front of him. The Hunter grabs him around the collar and pulls him forward, then punches him square in the face with his other hand. The unconscious thief falls to the ground and is soon picked up by the authorities. The money is returned and although a reward is offered the Hunter refuses and walks on down the street.

8 The Hunter is approached by a beautiful maiden who asks the Hunter to marry her. He does not refuse the demand but states that marriage is against the beliefs of the Hunters. With that she turns abruptly and storms off. The Hunter shrugs his shoulders and goes to complete his business.

9 During the night an assassin enters the warriors room, but the Hunter is never truly asleep and knows of the intruder. There is a flash of metal from under the assassins garments, then suddenly the Hunter has leapt up and stabbed the assassin in the throat, silencing his screams. 200 Gold and old map is all he has on him. The map shows the way to a city where everything is half price! The warriors may travel there after the next adventure, although it takes an extra 1D6 weeks.

10 The Hunter is approached by four men with bows who state they are going on a hunting expedition and would like him to come with them. If he does roll 1D6:

1-2 The Hunter has no luck today. He has a bad days hunting.

3-4 A good days hunting is had by the Hunter who may add 4 provisions.

5-6 An excellent hunt gives the Hunter 6 provisions.

11 The Hunter is recognised by the owner of the general store. He refreshes the Hunters memory about how he saved him and his cart from marauding Ogres! He regrets that he was unable to pay you back and calls you over to his shop where he says any one purchase is the warriors for free, (eg. a group of provisions or bandages, or a rope etc.)

12 For the good deeds to the land the Hunter has been awarded 1 piece of Treasure from the royal treasury by the King himself. Take 1 Treasure Card.

• SKILLS •

The Hunter has the following skills available to him as he goes up his Battle Levels. To determine which specific skill he learns when given the opportunity, roll 2D6:

2 TRACKING

Movement is heard from the next room, but the Warriors fear that they won't survive another major battle. The Hunter crouches low examining his surroundings and finds certain kinds of scratches on the flagstones. Rising, the Hunter states that there is likely a horde of demons in the following room. The Warriors make a strategic retreat and live to tell the tale, this time.

When a room has been placed the Warrior may roll 1D6. On a 4, 5, or 6 the next event card for that room may be looked at. If the card is Monsters then the type and amount may be determined so the Warriors know what to expect.

3 STRENGTHENED BOW

The Hunter Pulls his crossbow out and exchanges the firing bands with a stronger fibrous substance he has discovered in the wilderness.

The Hunters bow now has an extra range of 3 squares, and +1 Str to bolts Strength. If the Hunter builds a new crossbow he utilises this skill in it's construction, therefore adding the same bonuses.

4 MARKSMANSHIP

The Hunter has been touching up on his marksmanship.

The Hunter now gets +1 to Ballistic Skill. If already at 1+ then roll again at this chart.

5 CALL OF THE WILD

Seeing the oncoming enemy the Hunter lets out a wild call putting him into a blood rage. Monsters are thrown asunder and the battle is over almost before it has begun.

Once per adventure the Hunter may at the start of any battle make a "Call of the Wild." If he wishes to then he must roll 1D6. On a 4+ he succeeds and gains 1D6 strength until all monsters on the board are dead.

6 EYE OF THE EAGLE

Again and again the crossbows bolts smash uselessly against the Chaos Warriors armour. Then the Hunter spots a gap in his enemies armour, unloading his crossbows into it and felling his foe.

The Hunter now knows the ins and outs of different armour types. Whenever fighting an enemy with armour, every hit he may roll 1D3 for the amount of armour that can be ignored.

7 ENDURANCE OF THE BEAR

Summing up all his energy the Hunter endures the continuous blows of the enemy.

The Hunter may use this once per adventure. He must state he is using this skill before he is attacked. Roll 1D6. This is the number of hits upon the Warrior (whether they are from Monsters or Events) that this skill is effective. While active, for every hit inflicted on the Hunter he may roll 1D6. On a roll of 1 the damage is worked out as usual. On any other number the blow is ignored.

8 BLOW OF THE LION

The Hunter lets out a mighty roar calling the powers of the jungle to his aid. A new found strength flows through his body as he charges into battle.

Once per adventure the Hunter may roll an extra 1D6 damage dice for each successful hit.

9 POUNCE OF THE JAGUAR

The Beastmen waited in the shadows for the Warriors approach, then suddenly they were attacked from behind! The Hunter cleaves through their ranks destroying any chance of their victory.

When new Monsters are placed on the board the Hunter may roll 1D6. On a 4,5 or 6 the Hunter has pounced on the Monsters before anyone else has attacked, effectively meaning he has an extra Warriors' Phase. This over rides any monsters *Ambush* or *Magic Ambush* special abilities.

10 STING OF THE SCORPION

Having mixed a frothy poison in the wilderness, the Hunter smears his dagger whilst in battle. He stabs at the nearest foe, and before long the creature is spasming on the flagstones in agony.

Once per adventure the Hunter may utilise this skill. The poisonous substance must be placed on a sharp weapon. After this is done, the first foe to be hit suffers the effects of the poison. At the start of every turn thereafter the creature must take 1D4 unmodified damage until dead.

11 COURAGE OF THE TIGER

*"The tiger fears nothing, and nor shall I."
-Rackshal, Hunter chief*

Whenever a Fear roll is made, the Hunter may roll 2 dice instead of 1 and choose the highest. He still keeps the +1 bonus though.

12 STRIKE OF THE COBRA

The cobra has been known to strike at more than one animal at a dazzling speed, for an animal angered is an animal to be feared.

The Hunter may use this skill once per adventure. He must give up all normal attacks to do this. It allows him to strike every Monster in an adjacent square to him. (only with a hand to hand weapon). The Hunter must still roll to hit as normal.

• ROLEPLAY
MODIFIERS •

ACTION	MODIFIER
Barge Aside	+1
Bluff Enemies	-1
Climb on Shoulders	+2
Climb Wall	+3
Construction	+2
Crawl	+1
Difficult Shot	+4
Disarm Enemy	0
Disarm Trap	-1
Distract Enemy	-1
Duck	+2
Fight Defensively	-
Hide	0
Hold Door	0
Identify	0
Improvise Weapon	-
Interrogate	0
Jump	+2
Kick Over	0
Leap	+1
Lift Trapdoor	0
Listen at Door	+2
Loosen/Tie Bonds	0
Make Bandages	-2
Make Rope	-1
Move Heavy Objects	0
Pick Lock	-4
Play Dead	+2
Read	-5
Search Object	-1
Search Rooms	-1
Start Fires	+4
Stun Enemies	0
Swing on Rope	+2
Take Cover	-
Understand Speech	-4
Wait/Interrupt	-
Wedge Door	0

• HUNTER BATTLE LEVEL TABLE •

Battle Level	Gold	Title	Move	WS	BS	Str	Dam. Dice	T	Wounds	I	A	Luck	WP	P	Skills
1	0	Warrior	4	3	4+	3	1	4	1D6+5	3	1	0	3	5+	0
2	2,000	Warrior	4	3	4+	4	1	4	1D6+5	3	1	1	3	5+	1
3	4,000	Champion	4	3	3+	4	1	4	2D6+5	4	1	1	3	5+	2
4	8,000	Champion	4	4	3+	4	1	4	2D6+5	4	2	2	3	4+	3
5	12,000	Champion	5	4	3+	4	2	4	3D6+5	4	2	2	3	4+	3
6	18,000	Hero	5	5	2+	4	2	4	3D6+5	4	2	3	4	4+	4
7	24,000	Hero	5	5	2+	4	2	4	4D6+5	4	2	3	4	4+	4
8	32,000	Hero	5	6	2+	4	2	5	4D6+5	4	2	3	4	4+	5
9	45,000	Lord	6	6	2+	4	2	5	5D6+5	5	2	4	4	3+	6
10	50,000	Lord	6	7	2+	4	3	5	5D6+5	5	3	4	5	3+	7

• CROSSBOW PROGRESSION •

Battle Level	Ballistic Attacks	Bolts	Strength	Range
1	1	2	2	8
2	1	2	2	8
3	1	3	2	9
4	1	3	2	9
5	1	3	3	10
6	1	3	3	10
7	2	4	3	11
8	2	4	4	11
9	2	5	4	12
10	2	6	5	12

Hunter © [Ben Head](#)