



Dwarf Treasure Hunter

By Jake Thornton



55 gold Crowns to hire
+ 30 gold crowns upkeep

Dwarfs are famed for their love of gold, ale and adventure, not necessarily in that order. Since the disaster at Mordheim they have come to the ruins in ever-increasing numbers, some seeking riches, but many just after a good fight. They're well known as tough warriors and are very much sought after as hired muscle by other warbands, but the Treasure Hunters have other benefits too. Dwarf Treasure Hunters are specialists in finding riches that other people have tried to hide and, as such, can add considerably to a warband's purse.

May be Hired: Mercenaries and Witch Hunters may hire a Dwarf Treasure Hunter. Warbands of Dwarf Treasure Hunters are considered rivals to these individual prospectors and so may not hire them. Warbands that include Elves may hire Dwarf Treasure Hunters, but must pay double the normal upkeep after each battle. Dwarfs won't put up with pointy-eared folk unless they have to, or are adequately compensated for their sufferance.

Rating: A Dwarf Treasure Hunter increases the warband's rating by +24 points plus one point for each Experience Point he has.

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

Equipment: Gromril armour, helmet, mining pick, dagger, hammer, treasure maps and lantern rig (see below).

Skills: A Dwarf Treasure Hunter may choose from Combat or Strength skills when he gains a new skill.

SPECIAL RULES

Hard to Kill: Dwarfs are tough, resilient individuals who are only taken out of action on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as Out Of Action.

Hard Head: Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out.

Hates Orcs & Goblins: See the Psychology section of the rules for details on the effects of hatred.

Mining Pick: This is a two-handed weapon and uses the same rules as a double-handed axe, hammer, etc.

Lantern Rig: The lantern rig allows the Treasure Hunter to use the lantern and still keep both hands free for weapons. Otherwise it follows the normal rules for lanterns.

Treasure Maps: Over his time in the ruins, the Treasure Hunter has acquired a number of treasure maps. Call it greed if you must, professional interest if you're more polite. Some of these are obvious fakes, but there are many that seem promising. At least, on first glance. Each battle the Dwarf Treasure Hunter will choose one map and see where it leads. Roll a D6 at the end of each battle which the Dwarf Treasure Hunter survives without going Out Of Action.

1 Ambush!: The Dwarf Treasure Hunter is ambushed by D3 brigands who planted the fake map to lure the unwary to their doom. Immediately fight a close combat between the brigands and the Treasure Hunter with the brigands going first and counting as charging. The Brigands have the stats of a Human Mercenary Warrior (page 71 of the rulebook) and are armed with a club and dagger.

2 Poor Fake: It quickly becomes obvious that this is a feeble forgery and is utterly worthless. The Treasure Hunter uses it to light his pipe.

3 Looted Hoard: It was a good map, but someone beat you to it! Mind you, there's enough left to add +1 to the number of shards collected by your warband this game.

4 Cellar: When Dwarfs say "treasure", they don't always mean gold. This map leads to a forgotten cellar of a ruined pub and contains a small barrel of Bugman's finest ale – treasure indeed! This works like the one in the rules, but there's only enough to give to D6 warriors. Decide when you want them to drink it and roll to see how many it'll go round. The first warrior to drink from the barrel must be the Dwarf Treasure Hunter himself. The barrel cannot be sold, and if the Treasure Hunter is not retained he'll manage to take this with him when he goes.

5 Real Treasure Map: Roll one extra Exploration dice.

6 Jackpot!: You get one extra Exploration dice. However, do not roll this along with the rest of them. Instead, roll the Exploration dice you'd normally be entitled to first. Then choose the result of the extra dice instead of rolling it (potentially making doubles into triples, etc). Once you've done this, resolve the results of the exploration as normal.

Note that these results are not cumulative. The Treasure Hunter consults a different map each battle, and so the results only apply to that battle (or, more accurately, to the actions between that battle and the next).