

· SPECIAL RULES ·

Trollslayer Skill

All Trollslayers are exceptional fighters able to identify the smallest chink in an opponent's armour. Whenever a Trollslayer scores a natural 6 when rolling to hit, this shows that he has made a perfect blow, cleaving through the Monster's defences with ease. For that blow only, the Trollslayer has a Strength of 7 when working out how many Wounds he causes.

Trollslayers and Treasure

The only items of treasure that a Trollslayer can keep and use are axes and hammers and those magical items that do not deal with spell casting.

Trollslayers never use a shield or wear armour of any sort. Items such as Fire Bombs, Potions of Healing, Boots of Swiftiness, Lightning Fire Ring etc. are fair game, whilst Quake Scrolls, Enchanted Shields and Ensorcelled Blades are clearly out of the question.

Trollslayers and Escaping

Trollslayers never run away. It just isn't their nature to do so, no matter how grim the situation. This is particularly reflected in the Trollslayer's pinning dice rolls. In addition, if possible, he always engages the largest Monster on the board in hand-to-hand combat.

Secondly, the Trollslayer never uses the Escaping Table from the Adventure book. If the rest of the Warriors declare they are running away, the Trollslayer takes the lantern and carries on alone!

TROLLSLAYER

Wounds: 1D6+10
Move: 4
Weapon Skill: 4
Ballistic Skill: 6+
Strength: 3
Toughness: 4
Initiative: 2
Attacks: 1



Equipment: Stonebread.

Weapon: Rune Axe. This magical axe causes 1D6 Wounds plus his Strength plus an extra Wound every time it strikes (1D6+3+1).

Armour: Trollslayers never wear armour – never, ever – the mere thought of it upsets them a lot.

Pinning: The Trollslayer escapes from pinning on a roll of 6+.

Special Rules:

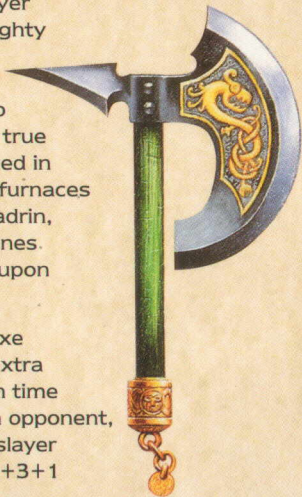
See the back of this card for the Trollslayer's special rules.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

RUNE AXE

The Trollslayer carries a mighty Rune Axe which he considers to be his only true friend. Forged in the blazing furnaces of Karak-Kadrin, powerful runes are etched upon its blade.

The Rune Axe causes an extra Wound each time it strikes an opponent, so the Trollslayer causes $1D6+3+1$ damage.



STONEBREAD

No-one but a Dwarf would even contemplate eating Stonebread, as you might just as well ask for a mouthful of broken teeth. The Trollslayer is so tough however, he can happily crunch on a piece even when he is in the midst of battle. The Trollslayer carries three pieces of Stonebread. When he eats a piece of Stonebread, the Trollslayer regains 1D6 Wounds.