

HUMAN DEMOLITIONS EXPERT

By Tommy Punk based on the Dwarf Sapper rules by Todd Luikart

May he hired: Any warband may hire a Demolitionist, though they would either be desperate or as crazy as he is.

Cost: 60 GC to hire, no upkeep as the Demolitionist never stays.

Rating: The Demolitionist increases the warband's rating by +25.

Profile M WS BS S T W I A LD

Demolitionist 4 3 3 3 3 1 4 1 7

Equipment: Brace of pistols, dagger and molotov cocktails.

SPECIAL RULES

Demolition Expert: The Demolitionist can attempt to blow up a building, he is not very reliable and uses inferior powder. If you want to blow up a building in your deployment zone then roll a D6 on this table at the start of your first turn. If you want to blow up a building somewhere else than the Demolitionist must spend a turn inside the building before he can Roll a D6 on the following table. The Demolitionist must be in the building that he intends to blow up when you roll on this table, he is a crazy bastard.

1-2: Fuse goes out, must be relit.

2-4: Blows next turn.

5-6: Blows right now.

When the building blows the terrain piece is leveled. Remove it or replace it with craters and corner ruins. All models on or inside the piece must pass an initiative test to dive out of the way or suffer a D3 S5 hits. Models on the second level or above must also take a falling test.

Skills: Demolitionists are always in demand and even though are not entirely sane, they never have time to stay with a warband and they don't gain experience.