

HALFLING THIEF

Wounds: 1D6 + 3
 Move: 4
 Weapon Skill: 3
 Ballistic Skill: 4+
 Strength: 2
 Toughness: 3
 Initiative: 5
 Attacks: 1(2)



Equipment: Thieving Tools. See equipment card for more details.

Weapons: The Halfling Thief fights with a short sword and a dagger. See the back of this card for more details on his weapons.

Armour: The Halfling Thief wears no armour, and has an overall toughness of 3.

Pinning: The Halfling Thief is never pinned by monsters larger than himself. He escapes on a roll of 4+ for smaller monsters.

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

Weapons: The Halfling Thief fights with a short sword, which causes 1D6+2 Wounds.

The Halfling Thief also carries a small dagger. When directly behind a monster the Halfling may use his dagger for an extra attack. The dagger causes 1D6 Wounds.

· SPECIAL RULES ·

The Halfling Thief is a master at his craft and has perfected a number of Thieving Skills as below:

Pick Pockets: The Halfling may attempt to steal gold from any monster. Roll 1 D6 each time he attempts to pick pocket.

1 - 3 : The monster sees the Halfling Thief and immediately attacks him.

4 - 6 : The Halfling Thief is successful and steals the monsters value in gold.

Hide in Shadows: When monsters are placed on the board, the Halfling Thief may attempt to hide in the shadows instead of fighting. Roll 1D6 and add his initiative. If the score is equal to or higher than the monsters, then he is successful and may not be attacked. When hiding the Halfling Thief may not move or attack, if he does he is seen and is attacked as normal.

THIEVES TOOLS



"You hold up your hand, halting the Warriors before they blunder into the deadly trap. Examining the trigger, you pull out your tools and get to work"

When you find a trap or an 'Event' Card triggers a trap, you may attempt to disarm it. Roll 1 D6:

1 : You set off the trap and take double the damage you would normally take.

2 - 4 : You set off the trap and take the normal damage caused.

5 - 6 : You successfully disarm the trap discard the trap.

