

NEW HIRED SWORD – HALFLING THIEF

25 GC to hire/10 GC Upkeep

Halflings excel at making themselves inconspicuous. This probably has something to do with their small stature, unassuming manner and predilection to walking around barefooted, but be that as it may, not all halflings are equally skilled at being unseen when they want to be. The Halfling thief is a master at sneakiness, sticky-fingers, and feigned innocence. Adding one to your warband is always a dicey situation at best, as you're always certain that the other warriors are going to come up a few crowns light by the end of the adventure.

May be Hired: The Halfling Thief may be hired by the following warbands: Human Mercenaries, Kislevites, and any Wood Elf, High Elf, or Dwarf warband.

Rating: A Halfling Thief increases the warband's rating by +14 points, plus 1 point for each experience point he has.

Profile M	WS	BS	S	T	W	I	A	Ld
4	2	4	2	2	1	4	1	7

Weapons and Armour: An Thief is equipped with a Sword, Dagger, and Throwing Daggers. He carries a rope and grapple as well.

SPECIAL RULES

Infiltrator: The Thief is an expert at sneaking close to the enemy without being detected. He may always be placed on the battlefield after the opposing warband(s), and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models that infiltrate in this way, roll off to see which player places his infiltrators first.

Pick Locks: A Thief knows how to open doors that others find impossible, using special tools of the trade and heavily guarded techniques, a good Thief can pretty much go anywhere he pleases. When testing to open a locked door, the Thief uses the 'Ripping the Door off its Hinges' method, but rolls against his Initiative, not his Strength, and in addition does not suffer the normal -2 modifier.

Cutpurse: A Thief makes his profession by 'finding' things others have 'lost'. To represent this, at the end of the game when the warband rolls to find Treasures, they receive one additional Treasure as long as the Thief wasn't taken Out of Action during the game.

Skills: A Halfling Thief may choose from Speed and Shooting skills. He may also choose from the special Halfling Thief Skills below.

New Skills

If the Halfling Thief rolls a skill as an advance, he may choose to take the following skill instead of his normal skill selections.

Wily Thief (Thief Only): The Thief is an expert at quickly finding the valuables on a victim before moving on. To reflect this, if the Thief takes out any members of the enemy warband during a game (and he was not Taken Out of Action himself), the Halfling Thief's warband receives one additional Treasure (this does not affect the opposing warband's number of Treasures...just assume this is one they WOULD have gotten and leave it at that). This is of course in addition to the normal +1 Treasure he already adds through his 'Cutpurse' special rule.