

• BOUNTY HUNTER •

A new character for Warhammer Quest

By Gav Thorpe

Gav's back on the case following the successes of the Halfling Thief and Kislevite Shaman

with a cigar-chompin, icy staring Bounty Hunter bot on the trail of the Outlaw character from issue 33.

Gav's got a few more characters up his sleeve that we're going to feature in the



next issue of Deathblow magazine – so keep your eyes peeled. We haven't developed any special rules for when you battle

a party that includes both the Bounty Hunter and the Outlaw characters because we thought that you would take wicked pleasure in doing that yourselves!

• INTRODUCTION •

Where there are people, there is always crime. Where there is crime, there is always a Bounty Hunter. These grim stalkers of the criminal elements in society earn their money hunting down wrongdoers and bringing them to justice, often with a crossbow bolt or a knife. The law of the Empire is very regional and disjointed, and many people fall foul of unknown taboos and customs. While one Bounty Hunter would let such inadvertent criminals go, another might only be interested in the reward for completing his current mission. Most Bounty Hunters fall into the second category, they are not interested in reasons, they know no mercy and are wholly concerned with the payment after a successful capture or termination.

Not only criminals are hunted down by Bounty Hunters, many towns and castles have a standing reward for proof of slain Goblins, Beastmen,

Chaos worshippers and other threats. A Bounty Hunter in between missions will often venture into the wilds and ambush scattered groups of such creatures and take their ears, heads or thumbs as proof for his reward.

Bounty Hunters gain a reputation for themselves by completing missions, being utterly ruthless and hard bitten. When they arrive in a town or city their usual reception is one of two extremes; they are welcomed with open arms as a great hero (and usually asked to run one or two unsavoury characters out of town) or they are treated with open hostility and suspicion, the inhabitants scared of the fear and misery that generally follows such men.

Bounty Hunters are lonely and introspective men, normally concerned with no one but themselves. The most important thing to them is their bounty and all other considerations, including self comfort and preservation, take second place. A lot of

Old Worlders are under the impression that Bounty Hunters are shallow and callous men and only care about gold, and this is in fact true in some cases. Other Bounty Hunters have very personal reasons for choosing their career, such as vengeance for the loss of a loved one or personal torment or torture at the hands of those he hunts.

Their abilities and skills make Bounty Hunters very good as spies. Accurate information on the whereabouts of Orc tribes, Skaven hide-outs and Chaos worshippers is highly prized by the authorities and can be very well rewarded. Of course, the majority of Bounty Hunters prefer nothing better than the thrill of the hunt, the chase of the quarry and the surge of adrenaline as another mark is made...

• STARTING AS A BOUNTY HUNTER •

You may choose to start as a Battle-level 1 Bounty Hunter

instead of one of the Warriors in the Warhammer Quest game.

Equipment

The Bounty Hunter starts the game armed with a special repeating crossbow and equipped with some Iron Rations.

Repeating Crossbow: This has a range of 8 squares and fires three shots each time it is fired. It has a magazine of three bolts and takes a turn to reload. The Bounty Hunter may not move or attack while he reloads the Repeating Crossbow.

Iron Rations: The Bounty Hunter carries a pack of food to sustain him on his mission. He starts the adventure with D6+2 iron rations, each of which will heal 2 wounds when eaten. Once all of the iron rations have been eaten, discard this card. Any Warrior may eat Iron rations (providing the Bounty Hunter is alive and wants to!).

Special Skill

The Bounty Hunter does not always have to act in the Warriors' phase according to his Initiative. Roll 1D6 at the start of the turn, after Power has been rolled. On a roll of 5 or 6 you may choose when you take your turn. You may not Interrupt another Warrior's action once he has started, but you may take your turn before the Warrior with the Lantern. If you roll a 4 or less you must take your turn according to your Initiative.

OUTLAW EVENT CARD

Most important to the Bounty Hunter Warrior character is the Outlaw Event card. You make this using a spare event card and then this should be shuffled into the Event deck

like any other Event card. If the Outlaw is drawn he will attack the Bounty Hunter, there is no need to use the Warrior counters. In addition, turn over the next Event card and play that as normal. The Outlaw is only worth gold to the Bounty Hunter, other Warriors gain nothing for killing him. The Outlaw is not worth any Treasure on his own, though the Event card drawn with him may be.

• ADVANCED RULES •

Reputation

A Bounty Hunter must always seem to be above mere men. He cannot show weakness or emotion and must be determined to see things through to the end, no matter what the outcome will be. A Bounty Hunter that is famous for his hard-bitten attitude and total lack of remorse is feared by ordinary folk, but has few friends. Most Bounty Hunters prefer it this way.

In certain situations a Bounty Hunter will gain a point of Reputation. Reputation affects the welcome a Bounty Hunter will gain in settlements, and the way people will treat a Bounty Hunter in Stores and Ale Houses.

The most common circumstances that lead to an increase in Reputation are to successfully collect a Bounty, by demonstrating his combat skills in public (such as a duel or brawl) and bringing in the heads, ears or feet of powerful and dangerous Monsters.

You will lose Reputation if the Bounty Hunter does the following things; fails to collect a Bounty, loses face in public or returns from an adventure with little evidence of killing Monsters.

A Bounty Hunter starts his career with 1 point of Reputation

See the Bounty Hunters in Settlements and Bounty Hunters and Events sections for more details.

EVENTS

Bounty Hunters pride themselves on their unbiased attitude and their ruthlessness. They cannot be seen to back down from a challenge or they will 'lose face' and their authority will not be respected. A Bounty Hunter may never avoid a confrontation such as a duel.

Because of his contacts, a Bounty Hunter can cash in on encounters with bandits, thieves and the like. If the Bounty Hunter is involved in the 'Reward' Settlement Event or 'Prisoner', 'Ambush' and 'Brigands' results on the Hazards Table he gains 2D6x10 gold if he concludes the Event successfully.

On the Events and Hazards mentioned above, and on the 'Duel' settlement Event, there is a chance that the Bounty Hunter can scare off the attackers simply by being who he is. Roll 1D6 and add Bounty Hunter's Reputation. On a roll of 10 or more the opponents are scared off, treat the event as if you had rolled a 6 on the dice.

On all of the above Events the Bounty Hunter gains +1 Reputation if he concludes the event successfully, and loses -1 Reputation if he fails to defeat his opponents.

SETTLEMENTS

Whenever a Bounty Hunter reaches a settlement he should roll 1D6 and add the Bounty Hunter's Reputation to the score. Look up the result on the following chart.

WELCOME TABLE

Roll 1D6+Reputation

5 or less – The townsfolk don't recognise the Bounty Hunter, no special rules apply.

6-8 – A few people of the settlement know the Bounty Hunter and tell others. Whenever the Bounty Hunter enters a shop, roll 1D6. On a roll of 1-5 any items bought cost the Bounty Hunter their normal price. On a roll of 6 any items bought are at half-price. Roll once now for all items the Bounty Hunter buys.

9-10 – A small welcoming committee meets the Bounty Hunter at the town's outskirts. Roll 1D6 and add the Bounty Hunter's Reputation. On a roll of 7 or more the townsfolk are scared of him and the Bounty Hunter does not need to pay living expenses while in the settlement. On an unmodified roll of 1 the inhabitants chase the Bounty Hunter out as a troublemaker and a war-bringer.

11-12 – The inhabitants openly stare at the Bounty Hunter as he walks past. The Bounty Hunter does not have to pay living expenses while he is here, and any shops the Bounty Hunter enters will sell him equipment at half price if the Bounty Hunter can score 9 or more on 1D6+ his Reputation, rolled once for each shop.

13 or more – When news of the Bounty Hunter's arrival spreads a large part of the criminal fraternity flees the settlement. The Bounty Hunter does not have to pay living expenses while here, and the grateful inhabitants pay the Bounty Hunter 1D6x50 gold for his services.

The Bounty Hunter may visit the following Locations; General Store, Gunsmith, Weaponsmith, Armourer, Animal Trader, Temple, Gambling Den, Fighting School and Pit Fighter Armoury (if a Bounty Hunter has the Pit Fighter Warrior pack), Alchemist and the Fletcher. If a Bounty Hunter visits the Alehouse roll on the table opposite instead of the one in the Warhammer Quest rulebook.

The Watch House

The Bounty Hunter must visit the Watch House to claim his bounties and find wanted posters for future quarries. The first thing a Bounty Hunter must do (unless he is training) is visit the Watch House when he reaches a settlement. The Watch house has a location roll of 7.

Claiming bounties

If the Bounty Hunter has killed or captured an Outlaw from the previous dungeon, he must roll on the following table to collect his money.

BOUNTY TABLE

Roll 1D6

1. Unfortunately, the Outlaw the Bounty Hunter has brought to justice is not the man who is wanted, and the Bounty Hunter must pay him 1D6x100 gold to shut him up (or his family if the Bounty Hunter terminated the Outlaw in the line of duty). The Bounty Hunter does not get any money for this Outlaw and you should keep the Wanted poster, for obvious reasons.

2. The Outlaw has been found innocent for some of his crimes while the Bounty Hunter was hunting him, reduce the number of crimes

he is wanted for by 1D6 (randomly generate which ones are removed), and adjust his Bounty value accordingly. If the Outlaw was found innocent of all of his crimes see result 1 above.

3-4. You get paid for a job well done.

5. Another D3 crimes have been added to the bounty since the Bounty Hunter left, work them out as usual and adjust the Outlaw's Bounty value accordingly.

6. Another D6 crimes have been added to the bounty since the Bounty Hunter left, work them out as usual and adjust the Outlaw's Bounty value accordingly.

Wanted Posters

After he has any Bounties the Bounty Hunter looks around for any more Wanted posters that he hasn't seen yet. Roll 1D6 on the following table.

WANTED TABLE

Roll 1D6

1. Someone else has brought in one of the Bounty Hunter's Outlaw's. Draw an Outlaw counter and remove him from Bounty Hunter's wanted list.

2. There are no new wanted posters.

3-5. The Bounty Hunter finds another Wanted poster, generate the Outlaw as normal.

6. There are D3 more Wanted posters, generated as normal.

Arms Merchant

The Bounty Hunter may also visit the Arms Merchant location to buy supplies and equipment. The Bounty Hunter may not sell items back to the Arms Merchant.

·ALEHOUSE TABLE·

2D6

RESULTS

A shadowy figure makes a dash for it as the Bounty Hunter enters and he gives chase. Create an Outlaw using the rules given later. Outside, the Bounty Hunter finds the Outlaw accompanied by D6 henchmen and the Bounty Hunter must fight them all. Place a corridor section on the table and suitable models, no model can leave the board section. Fight out the action as normal. The Thugs have the following profile:

M	WS	BS	S	T	W	I	A	AR	DAM	GOLD
4	3	6+	3	3	4	4	1	0	1	60

If the Bounty Hunter defeats them all then he gains the Bounty and Reputation as if he had brought the Outlaw in (alive if the Outlaw is wanted dead or alive). If the criminals knock the Bounty Hunter to zero wounds they rob him of 2D6x50 gold and the Bounty Hunter loses -1 wound permanently. If this happens the Bounty Hunter also loses 1 point of Reputation. When the Bounty Hunter rolls the Power dice consult the following table:

Power Roll**Event**

1

D6 more thugs arrive to help the Outlaw

2

The Watch arrives and arrest everybody who must pay 1D6x200 gold fine or spend 2D6 days in jail during which time the Bounty Hunter does not pay living expenses but cannot do anything else (this applies to the Bounty Hunter and any other Warriors involved in the fray).

3-5

No event

6

One of the other Warriors turns up to help the Bounty Hunter. Draw a Warrior counter to see who it is and place them randomly at one end of the alley.

3

As the Bounty Hunter steps into the Ale House a burly man rises from the smoke by the fireplace and calls him by name. The Bounty Hunter recognises him as an old foe who has escaped justice many times before. Roll up an Outlaw as shown later in this Warrior pack. The Outlaw offers the Bounty Hunter a chance to fight him in single combat. Roll 1D6 and add the Bounty Hunter's Initiative. If the Bounty Hunter scores 7 or more he reaches to his belt, unslings his Repeating Crossbow and shoots the thug between the eyes. If the Bounty Hunter rolls a 6 or less he is grabbed and disarmed before he can react. Roll 1D6 and add the Bounty Hunter's Weapon skill, this is the Bounty Hunter's total for the combat. Now roll 1D6 and add the Outlaw's Weapon skill to find out the total of the Bounty Hunter's enemy. If the Bounty Hunter scores higher he has won, and methodically takes the Outlaw apart with telling blows from his fists. If the Bounty Hunter's total is equal the combat is drawn and the felon manages to escape the Bounty Hunter again. If the Bounty Hunter scores less he is pummelled by the Outlaw's huge fists and left unconscious in a back alley and loses 1 Wound permanently. If he is defeated the Bounty Hunter loses 2D6x50 gold and 1 point of Reputation.

4

As the Bounty Hunter stalks into the ale House he notices a young, keen eyed boy staring at him through the haze. As the Bounty Hunter settles down in a shadowy corner the boy approaches the Bounty Hunter and sits down opposite. He introduces himself as an orphan who's parents were recently killed in a bandit raid and he pleads the Bounty Hunter to hunt down the offenders. Roll 1D6 and add the Bounty Hunter's Initiative. If he scores 6 or less the Bounty Hunter does not notice the boy stealing a pouch of money from his belt. Lose 2D6x20 gold. If the Bounty Hunter rolls 7 or more he catches the 'orphan' trying to steal from him and flings him into the street. The barman apologises and offers the Bounty Hunter free drinks for the trouble. (continued over)

•ALEHOUSE TABLE (cont)•

2D6	RESULTS
5-9	Roll on the ordinary Ale House chart, with no modifier.
10	As the Bounty Hunter sits in the corner out of anybody's way, he spies a tough looking man enter. The newcomer demands wine in a loud Bretonnian voice. Recognising the accent the Bounty Hunter sneaks up behind the man and places his sword in the small of the Outlaw's back. The man turns round slowly and the Bounty Hunter's first suspicions are confirmed. The Bretonnian is a famous thief, wanted all over the Old World for a long list of crimes, and notoriously good at escaping from prisons. Work out his profile as detailed later in this Warrior pack, and gain the bounty as usual (if the Outlaw is wanted Dead or Alive the Bounty Hunter takes him in Alive).
11	As the Bounty Hunter settles down to a pleasant tankard of ale he hears shouts and the sounds of a fight from outside. Slamming the door open the Bounty Hunter is confronted with the sight of two men brawling in the street. In a low, menacing voice the Bounty Hunter tells them to cease their quarrel or he will take them to the watch on charges of Breaking the Peace and Assault. Roll 1D6 and add the Bounty Hunter's Reputation. On a roll of 8 or more they stop fighting, dust themselves off and depart. The owner of the Ale House thanks the Bounty Hunter for his intervention and gives him 2D6x40 gold for keeping things under control. If the Bounty Hunter rolls 7 or less the fighters ignore him and the Bounty Hunter is forced to intervene physically. When the watch arrive everybody is arrested for Disorderly Behaviour and the Bounty Hunter must pay a 2D6x 10 gold fine and lose one point of Reputation.
12	The Bounty Hunter walks into the Ale House as a brawl is in full swing. The Bounty Hunter is stopped in his tracks when he notices an Ogre standing in the middle of the room swinging a bench, while happily singing a 'Smashin' song in a loud, tone-deaf bellow. Calmly stepping in to the fray the Bounty Hunter clubs a man over the head with the hilt of his sword. He then proceeds to punch, kick and throw everybody out. At the end of it all only the Bounty Hunter and the Ogre are left standing. The Bounty Hunter looks at him and the Ogre smiles sheepishly and puts his hands up. During the fight the Bounty Hunter managed to knock out some wanted criminals who had been stirring up trouble. Gain one point of Reputation and 3D6x 200 gold.

•BOUNTY HUNTER TRAINING & SKILLS•

A Bounty Hunter trains like any other Warrior, spending a week being taught by more experienced men, and paying them for their time. When the Bounty Hunter gains a skill roll 2D6 on the following chart, just like the Warriors' in the Warhammer Quest boxed game.

2 Fast Draw

(As Imperial Noble)

3 Evade

(As Elf)

4 Marksman

The Bounty Hunter is an expert at finding weaknesses in an opponent, using his knowledge to fire crippling shots at his enemies.

When the Bounty Hunter rolls a natural 6 to hit with his Repeating Crossbow he may fire the next shot into exactly the same spot. If he does this then do not work out damage immediately, but roll to hit again straight away. If this also hits add the damage together before making any deductions for Toughness,

armour, etc. If the Bounty Hunter rolls several sixes in a row keep adding the damage together until he fails to roll a six or runs out of shots in the turn.

5 First Aid

The Bounty Hunter has learnt how to best stitch up wounds, apply tourniquets and other field medicine. When the Bounty Hunter heals himself or another Warrior with Bandages roll 1D6. If the score is equal to or greater than that shown on the table below he manages to heal

•THE ARMS MERCHANT•

ITEM	STOCK	COST(BUY)	SPECIAL RULES
Repeating Crossbow			
Magazines			
Normal	3	25	Lasts one adventure.
Six-shooter	8	200	May fire 6 shots before reloading (3 bolts per shot). Lasts one adventure
Nine-shooter	10	500	May fire 9 shots before reloading (3 bolts per shot) Lasts one adventure
Kwikfire Repeating Crossbow	11	5000	This Repeating Crossbow may be fired twice per turn if the Bounty Hunter does not move. Count each shot as separate. May not be re-loaded, so special six-shooter magazine is required (see above)
Concealed Blade	9	500	If the Bounty Hunter is knocked to zero Wounds, roll 1D6. On a roll of 6 the Bounty Hunter gains an immediate attack against the Monster that just attacked.
Dark cloak	10	750	Monsters are at -1 to hit the Bounty Hunter.
Manacles	9	600	A captured Outlaw does not escape if the Bounty Hunter can roll 3 or more on 1D6 when he defeats the Outlaw.

additional number of wounds, as shown below.

Title Success roll Effect

Novice N/A N/A

Champ 4+ +2 Wounds

Hero 4+ +3 Wounds

Lord 3+ +3 Wounds

6 Killing Blow

(As Dwarf skill)

7 Crack Shot

The Bounty Hunter is a great shot with missile weapons, timing his shooting with a pin point accuracy. The Bounty Hunter does an extra number of wounds with missile weapons, as shown on the table below

Title Effect

Novice N/A

Champ +1D6 Wounds

Hero +1D6+3 Wounds

Lord +2D6 Wounds

8 Dirty Blow

(As Pit Fighter skill)

9 Attitude

The Bounty Hunter drives a hard bargain and has no qualms about arguing over rewards and Bounties. You may add +1 to rolls on the Bounty and Wanted Posters tables, but a roll of 1 is still a result of 1 on the table.

10 Sureshot

(As Elf skill)

11 Magic Resistance.

The Bounty hunter is unaffected by magic (friendly or hostile) on a D6 roll of 5+. For more information see the Magic Resist monster ability in the Bestiary.

12 Rapid Reload

The Bounty Hunter has learnt how to change the magazine in his Repeating Crossbow with little thought or effort, his hand blurring between his belt and weapon with astonishing speed. The Bounty Hunter does not need to spend a turn to reload his Repeating Crossbow. (with the Kwikfire Crossbow he can fire twice per turn even with a 3-bolt magazine!)

•OUTLAWS•

The Bounty Hunter goes down dungeons to root out felons and criminals who have taken refuge there. When he starts his career the Bounty Hunter is already chasing one Outlaw. His Wanted poster and Outlaw counter have been covered already.

During the course of the Bounty Hunter's adventures he will gain more Wanted posters, and will be after a larger number of Outlaws as he go up through the levels. Whenever the Bounty Hunter is asked to generate an Outlaw or Wanted poster follow the procedure given below, and write out the Outlaw's name on one of the Outlaw counters provided. All of the Outlaw counters should be placed in a cup in the same way as the Warrior counters.

When the Bounty Hunter draws the Outlaw Event card, or runs into an Outlaw in a different situation, the Bounty Hunter should follow these rules. Draw an Outlaw counter from the cup to see who the Bounty Hunter has managed to track down. Place the Outlaw like any other monster, if he has a missile weapon he will be placed like missile armed Monsters. Draw the next Event card immediately and carry on as normal.

Claiming Bounties

Sometimes a Bounty Hunter may wish to take an Outlaw alive, either to get more money or because the authorities want to put him on trial for his crimes. If a Bounty Hunter wishes to do this then when he reduces an Outlaw to zero wounds roll a D6. On a roll of 1 the last

blow really was fatal and the Outlaw is dead, on a 2 or more the Outlaw is unconscious but alive.

The Bounty Hunter then has a choice of tying up the Outlaw and coming back for him, or dragging him through the dungeon with him. If the Bounty Hunter decides to leave the Outlaw then place his counter in the board section where he was encountered. When the Bounty Hunter has completed the adventure (or changes his mind and decides to go back for him) the Bounty Hunter must go back to that room to collect him and then escape the dungeon as normal. However, roll 1D6 when he gets to the room the Outlaw is in, on a roll of 1 the Outlaw has escaped.

If the Bounty Hunter takes the Outlaw with him the Outlaw cannot escape, but he does take up the Bounty Hunter's attention as he has to keep an eye on him. While dragging an Outlaw with him the Bounty Hunter loses his ability to try and interrupt the normal Initiative order.

Once the Bounty Hunter leaves the dungeon he must get the Outlaw back to a settlement. Once again roll 1D6 and add the Bounty Hunter's Initiative, on a roll of 6 or less the Outlaw manages to escape from the Bounty Hunter during the long journey.

If the Bounty Hunter ever has an Outlaw escape (in the dungeon or while travelling to a settlement) the Bounty Hunter immediately loses 1D3 points of Reputation, and should place the Outlaw counter back in the cup.

Generating Outlaws

1. Find the level on the table.

Look up your Warrior's battle level on the following table to find out which profiles are possible.

2. Roll for profile. Roll 1D6 for the Outlaw's profile and fill in a Wanted poster with the details. Also roll for the Outlaw's weapons and equipment now. The Outlaw has 1D6 rolls on the following table. He will always use the highest strength weapon he owns, and the toughest armour. If you do not roll a hand-to-hand weapon you may assume that the Outlaw is armed with a normal sword. The Bounty Hunter will combine a piece of armour, a shield and a helmet to make his Toughness as high as possible.

EQUIPMENT TABLE

Roll 1D6

- 1-2. Armour. Roll 1D6 on the armour table.
- 3-4. Hand-to-Hand Weapon. Roll 1D6 on the Hand-to-Hand Weapons table.
5. Missile Weapon. Roll 1D6 on the Missile Weapons table.
6. Special. Roll 1D6 on the Special equipment table.

ARMOUR TABLE

Roll 1D6

1. Helmet, +1 Toughness
2. Great Helm, +2 Toughness
3. Shield, +2 Toughness
4. Leather armour, +2 Toughness
5. Mail armour, +3 Toughness
6. Plate armour, -1 Movement, +4 Toughness

.OUTLAW ABILITIES TABLE.

D66	ABILITY
11	<i>Ambush</i> , 4+. See The Bestiary section of the Warhammer Quest rulebook. If rolled again this ability adds +1 to the Outlaw's ambush roll.
12	<i>Ambush</i> , Magic 4+. See The Bestiary section of the Warhammer Quest rulebook. If rolled again this ability adds +1 to the Outlaw's ambush roll.
13	<i>Armed with Bow</i> (Str 4). If rolled again increase the Bow's strength by 1.
14	<i>Dodge</i> 6+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent results of this ability add +1 to the Outlaw's Dodge roll.
15	<i>Magic Weapon</i> . See The Bestiary section of the Warhammer Quest rulebook.
16	<i>Frenzy</i> 5+. See The Bestiary section of the Warhammer Quest rulebook.
21	<i>Slippery character</i> . The Outlaw is adept at escaping. If the Bounty Hunter leaves him to collect later, he will have escaped on a 1 or 2, instead of a roll of 1. If the Bounty Hunter takes him with him, roll 1D6 for each subsequent combat the Bounty Hunter is in. On a roll of 1 he manages to use the noise and distraction of combat to slip away. If he escapes, follow the normal rules given earlier.
22	<i>Fear</i> (Bounty Hunter's battle-level +3). See The Bestiary section of the Warhammer Quest rulebook.
23	<i>Dodge</i> 6+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent results of this ability add +1 to the Outlaw's Dodge roll.
24	<i>Magic Item</i> . See The Bestiary section of the Warhammer Quest rulebook.
25	<i>Partner</i> . The Outlaw is accompanied by his partner in crime. Roll another Outlaw, they will both be found together.
26	<i>Hate</i> . The Outlaw Hates the Bounty Hunter. See The Bestiary section of the Warhammer Quest rulebook.
31	<i>Hypnotise</i> 5+. See The Bestiary section of the Warhammer Quest rulebook.
32	<i>Ignore Blows</i> 6+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent rolls of this result add +1 to the dice roll.
33	<i>Dodge</i> 6+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent rolls of this ability add +1 to the Outlaw's Dodge roll.
34	<i>Magic Item</i> . See The Bestiary section of the Warhammer Quest rulebook.
35	<i>Henchmen</i> . The Outlaw is accompanied by his band of D6 henchmen. These Henchmen have the profile shown on the Outlaw table, and act as Guards for the Outlaw. See The Bestiary section of the Warhammer Quest rulebook for details of Guards.
36	<i>Magic Weapon</i> . See The Bestiary section of the Warhammer Quest rulebook.
41-42	<i>Magic 1</i> . See The Bestiary section of the Warhammer Quest rulebook. Roll on this table to see which type of Magic he uses: 1-2 Chaos 3-5 Necromantic 6 Chaos Dwarf
	The Outlaw is treated like a Magic User for all purposes. Subsequent rolls of this ability increases the level of the Outlaw (Necromantic Magic 1 becomes Necromantic Magic 2, for example)
43	<i>Magic Dispel</i> 5+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent rolls of this ability add +1 to the Outlaw's dispel roll.
44	<i>Magic Resist</i> 5+. See The Bestiary section of the Warhammer Quest rulebook. If Bounty Hunter roll this result again, add +1 to the Outlaw's Magic Resist roll.

(continued over)

.OUTLAW ABILITIES TABLE (cont).

D66	ABILITY						
45	<i>Special deal</i> The Outlaw is currently negotiating a deal between two rival factions, who both have representatives with him. Draw 2 Event cards to see who is with the Outlaw.						
46	The Outlaw has +1 <i>Attack</i> .						
51	<i>Parry</i> 5+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent results of this ability add +1 to the Outlaw's Parry roll.						
52	<i>Henchmen</i> . The Outlaw is accompanied by his partners, drinking cronies, or other associates. Draw 2 Even cards instead of one to see who is with the Outlaw.						
53	<i>Dodge</i> 6+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent rolls of this ability add +1 to the Outlaw's Dodge roll.						
54	<i>Never Pinned</i> . See The Bestiary section of the Warhammer Quest rulebook.						
55	<i>Poison</i> . See The Bestiary section of the Warhammer Quest rulebook.						
61	<i>Ignore Blows</i> 6+. See The Bestiary section of the Warhammer Quest rulebook. Subsequent rolls of this result add +1 to the dice roll.						
62	<i>Magic Item</i> . See The Bestiary section of the Warhammer Quest rulebook.						
63	<i>Protection Ring</i> . See The Bestiary section of the Warhammer Quest rulebook.						
64	The Outlaw has +1 <i>Weapon skill</i> , adjust his profile accordingly.						
65	<i>Magic 1</i> . See The Bestiary section of the Warhammer Quest rulebook. Roll on this table to see which type of Magic he uses: <table> <tr> <td>1-2</td><td>Chaos</td></tr> <tr> <td>3-5</td><td>Necromantic</td></tr> <tr> <td>6</td><td>Chaos Dwarf</td></tr> </table> <p>The Outlaw is treated like a Magic User full all purposes. Subsequent rolls of this ability increases the level of the Outlaw (Necromantic Magic 1 becomes Necromantic Magic 2, for example)</p>	1-2	Chaos	3-5	Necromantic	6	Chaos Dwarf
1-2	Chaos						
3-5	Necromantic						
6	Chaos Dwarf						
66	<i>Magic Item</i> . See The Bestiary section of the Warhammer Quest rulebook for full details.						

HAND-TO-HAND TABLE

- Roll 1D6
- 1-3. Sword
4. Battle axe, +1 Strength
5. Warhammer, +2 Strength, Re-roll if he has a shield
6. Two handed sword, -1 to hit, +3 Strength, re-roll if he has a shield.

MISSILE WPN TABLE

- Roll 1D6
- 1-2. Bow (strength 3)
3. Crossbow (strength 4)
4. Repeater crossbow

(S 4, fires twice per turn)

- 5-6. Throwing Spear (Strength 6, see Bestiary section of Warhammer Quest Roleplay Book)

SPECIAL EQUIPMENT TABLE

- Roll 1D6
- 1-2. Ring of protection, +1 Toughness
- 3-4. Enchanted blade., 1 hand to hand weapon does an extra 1D6 wounds.
5. Runes of warding, gains Magic Resist (6). See

Bestiary section of Warhammer Quest Roleplay Book.

6. Crown of Death, does Fatal Damage (1D3). See Bestiary section of Warhammer Quest Roleplay Book.

3. Roll abilities. Some Outlaw's at higher levels have special abilities, the number of them is indicated on their profile. Roll a D66 and look up the special rule on the chart. Do this for each special ability.

4. Other details. Using the charts provided, find out what the Outlaw's name is

and what crimes he is wanted for.

5. Calculate Bounty. Using the chart at the end of this section work out how much gold the Outlaw is worth to the Bounty Hunter Warrior. Times the Bounty Hunter's Battle-level by 1,000. When Bounty Hunter earn this much gold from bounties, possibly carried over from several Outlaws, the Bounty Hunter Reputation goes up by +1.

If an Outlaw rolls more than one result of Hate, Henchmen, Magic Armour, Magic Weapon, Never Pinned, Poison, Protection Ring, Special Deal or Slippery Character re-roll the result.

Outlaw Names

Roll D66 for the Outlaw's first name and then for what nickname he has taken to himself or been dubbed with by the authorities.

Outlaw's crimes

To find out how many crimes the Outlaw is wanted for, roll 1D6. If the first roll is a 1, the Bounty Hunter may roll again. If the second roll is a one the Bounty Hunter is stuck with it. Add the number shown on the table below to the score. The final total is the number of rolls on the Crimes table below.

CRIMES TABLE

Bounty Hunter	Crimes
Novice	+1
Champion	+2
Hero	+4
Lord	+6

You must now find out if the Outlaw is wanted Alive, Dead or the authorities don't mind what state he is in. To find this simply add up the Wanted modifiers for the crime,

shown on the table below, and look up the result on the Wanted table. If he is wanted Alive, the Bounty Hunter must take the Outlaw back to the settlement as detailed earlier. If the Outlaw is wanted Dead or Alive the Bounty Hunter gains an additional 10% of the bounty for going to the trouble of taking them in alive.

You must also add up the additional bounty the Outlaw is worth because of the crimes he has committed. This is added to the Outlaw's gold value when the Bounty Hunter collects the bounty.

WANTED HOW? TABLE

Wanted points	State
2 or less	Alive
3-5	Dead or Alive
6 or more	Dead!

•ROLEPLAYING BOUNTY HUNTERS•

Bounty Hunters are usually grim, forbidding men, with cynical humour and cold ruthlessness. Mercy and compassion are concepts that are unknown to them, and their only consideration is the next bounty.

Bounty Hunters are adept at stalking and hiding, using the shadows to mask their approach. They are often mildly paranoid, and have heightened reflexes to danger and unexpected occurrences.

A Bounty Hunter's usual solution to a problem is to kill something, hoping that this will bring about the desired solution. However, they do have a logical streak of mentality, and are good at practical answers to problems, though theoretical dilemmas leave them helpless.

OUTLAW NAMES

D66	NAME	TITLE
11	Damion	Red-hand
12	Sven	Head Stealer
13	Alberto	The Lizard
14	Konrad	The Bloodthirsty
15	Erik	The Hook
16	Heinrich	The Snake
21	Kadarak	Red Axe
22	Pierre	The Insane
23	Angelo	The Despoiler
24	Yashmir	The Foul
25	Dietrich	The Doomed
26	Carl	The Strong
31	Boris	The Damned
32	Ivan	The Black-hearted
33	Gunter	The Demented
34	Fabio	The Hooded
35	Henri	The Mighty
36	Ernst	The Pestilent
41	Jarl	The Twisted
42	Konstantine	The Crazy
43	Ulric	The Wolf
44	Mikhail	The Grim
45	Niall	The Savage
46	Orpheus	The Cruel
51	Turgen	The Monstrous
52	Ranaldo	One-eye
53	Xavier	The Weasel
54	Pablo	The Mad
55	Leonardo	The Inhuman
56	Vladimir	The Abhorred
61	Wilhelm	The Sly
62	Siegfried	Deathbringer
63	Horst	Scar Face
64	Zagreb	The Daemon-hearted
65	Erich	Peg Leg
66	Elthwe	Daemonsson

•CRIMES TABLE•

D66 ROLL	CRIME	WANTED POINTS	ADDITIONAL BOUNTY
11	Spreading dissent	0	200 gold
12	Raiding	1	450 gold
13	Murder-roll 1D6		
	1-2 Peasant	0	250 gold
	3-4 Merchant	1	500 gold
	5 Minor noble	2	750 gold
	6 High noble	3	1000 gold
14	Robbery	0	250 gold
15	Treason	4	1500 gold
16	Arson	1	350 gold
21	Burglary	0	150 gold
22	Cattle theft	0	200 gold
23	Extortion	0	300 gold
24	Chaos follower	3	750 gold
25	Subversion	1	350 gold
26	Heresy	1	400 gold
31	Necromancy	2	750 gold
32	Piracy	1	250 gold
33	Slave trading	1	200 gold
34	Highway robbery	0	150 gold
35	Handling stolen goods	0	75 gold
36	Kidnapping- Roll 1D6		
	1-2 Noble's son/ daughter	1	500 gold
	3-5 Elector's son/ daughter	2	750 gold
	6 Emperor's son/ daughter	3	1000 gold
41	Blackmail	1	400 gold
42	Looting	1	250 gold
43	Treachery	1	250 gold
44	Spying	1	500 gold
45	Forgery	0	300 gold
46	Worshipping false gods	1	150 gold
51	Sabotage	1	250 gold
52	Genocide	4	1250 gold
53	Assassination	1	300 gold
54	Grand Larceny	1	250 gold
55	Horse theft	0	200 gold
56	Cut-purse	0	100 gold
61	Sedition	1	150 gold
62	Sorcery	2	500 gold
63	Cut-throat	1	100 gold
64	Smuggling	0	50 gold
65	Anarchist	0	150 gold
66	Jailbreaking	1	100 gold

SO GASTON DE LA LIBRE, I have caught you once again! Adel 'Black Knight' Kurzte leapt from the balcony, his dark green cloak fluttering around him. The other Warriors groined from the doors at the far end of the guard room.

The felon looked aghast at the approaching Bounty Hunter, then shouted at the Skaven milling around him confusion.

Don't just stand there you cheese-headed morons! Kill them!

Adel's Repeating Crossbow juddered in his hand and three of the Skaven assassins fell writhing to the ground. Casting aside the empty magazine he shifted another into place and leapt to one side. The Assassin lurking in the shadows sprawled at Adel's feet, its falling lunge casually avoided. Adel snapped its neck with a swift kick and brought down three more Skaven with his Repeating Crossbow.

While the other Warriors battled the remaining Skaven, Adel advanced upon the outlaw, who leapt to a table and drew a savage looking axe from a scabbard across his back.

Taking me in again? I'm sure my wrists will be really aching after I have had them slapped!

Adel drew a long poniard with his left hand and slung his Repeating Crossbow onto his belt. Advancing slowly, he drew a glittering sabre and leapt up to the table, next to Gaston. The bilt guard rammed into the outlaw's face and a steel toed boot landed a blow in the Bretonnian's groin, sending him flying off the table top to land face down in a pile of straw bedding.

Adel turned the Outlaw over with his feet, and Gaston offered up his wrists for the manacles. Adel raised his outlass and smiled grimly.

Sorry to disappoint you, Gaston! Adel dropped the parchment Bounty poster and Gaston only saw the words 'Wanted Dead!' before Adel brought the sword down and severed his neck...

•BOUNTY HUNTER BATTLE-LEVEL TABLE•

Level	Gold	Title	Weapon Skill	Ballistic Skill	Strength	Dice	Damage	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills	Escape	Pinning
1	0	Novice	3	4+	3	1	1	3	1D6+8	3	1	0	4	0	4+	4+
2	2000	Hunter	3	4+	3	1	1	3	2D6+8	4	1	1	4	1	4+	4+
3	4000	Hunter	4	4+	4	1	1	3	3D6+8	4	2	1	4	2	4+	4+
4	8000	Hunter	4	3+	4	1	1	3	3D6+8	4	2	2	5	3	4+	4+
5	12000	Stalker	4	3+	4	2	2	4	4D6+8	5	2	2	5	4	3+	3+
6	18000	Stalker	5	3+	4	2	2	4	5D6+8	5	3	2	5	5	3+	3+
7	24000	Stalker	5	3+	4	2	2	4	5D6+8	5	3	3	6	6	3+	3+
8	32000	Stalker	6	3+	4	2	2	4	6D6+8	5	4	3	6	6	2+	2+
9	45000	Killer	6	3+	4	3	3	4	6D6+8	6	4	4	6	7	2+	2+
10	50000	Killer	6	2+	4	3	3	4	6D6+8	6	5	4	6	7	2+	2+

(The Bounty Hunter's Move characteristic is 4 and remains at 4 throughout his Battle-Levels.)

House Rules

WANTED

Dead/Alive/Both

Name:

Wanted For:

Crime

Points

Extra Bounty

Bounty:

M	WS	BS	S	T	W	I	A	ARM	DAM

Equipment

Abilities

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