

TM

Warhammer Quest



• DWARF TROLLSLAYER •

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TROLLSLAYER

Dwarfs are proud, honourable individuals who hold long grudges against anyone or anything who wrongs them. Conversely, if they make a promise or owe a favour they will do their utmost to fulfil it, even if the price of doing so is terrible.

This fierce pride means that Dwarfs cannot bear failure, loss or tragedy. If a Dwarf's family is slain, his treasure hoard stolen, or if he fails to fulfil an oath or duty, he is likely to be driven over the edge of sanity by an all-consuming guilt.

Dwarfs affected in this manner often go into a self-imposed exile, wandering off into the wildest and most dangerous areas of the world to seek solace and redemption through an honourable death in battle. They seek out and fight the most ferocious and deadly Monsters they can find, believing that only death at the hands of such terrible beasts will redeem them.

These Dwarfs are known as Slayers. They wear no armour, but their bodies are covered in bright tattoos. Their hair is stiffened with fat and died bright orange, and stands from their heads as huge crests and mohicans.

What many other races cannot understand about Slayers is that even though they are looking for death they never fight to lose. Even in the pits of despair a Slayer remains a proud warrior. He will fight with a ruthless determination devoid of fear until either he or the Monster is dead. If the Slayer dies he has fulfilled his doom. If the Monster dies the Slayer must seek a bigger, yet more powerful creature and try once more.

A Slayer is a useful addition to any band of Warriors, as he will never run from a fight. However, his preoccupation with death means that he will never leave a dungeon until either he is dead, and his body carried out by his companions, or his quest is fulfilled.

INTRODUCTION

These rules are split into three sections: a basic Warhammer Quest section, an Advanced Warhammer Quest section, and a Roleplay section.

The Warhammer Quest rules contain all the rules for using the Trollslayer in your games. The Advanced rules cover all the rules for the

progression of the Trollslayer through the battle-levels, including any skills or special rules, and the final section gives rules for using the Trollslayer in the Roleplay system.

RULES FOR WARHAMMER QUEST

If you wish, you may replace one of the Warriors from the Warhammer Quest game with the Trollslayer. Simply allow one of the players to choose the Trollslayer. The rules which follow explain how to use the Trollslayer in your games.

Remember that if there is no Barbarian in the party, then one of the other Warriors will have to carry the lantern and be the leader.

BIGGER GROUPS OF WARRIORS

If you want to, you can take more than four Warriors on an adventure, adding the Trollslayer to the standard group of Warriors. If you do this, you will have to make sure that there are enough Monsters to go round! The cards and tables from the Warhammer Quest game are based on there being four Warriors, and if you have fifteen different Warriors in the party, then the game as it stands will present no challenge at all! As a general rule, stick to parties of four Warriors, but if you have a party of five or six, then increase the number of Monsters by an equal proportion.

For example, if you have six Warriors in the party, this is 50% more Warriors than the Event cards are set up to deal with. In this case, you should make sure that each time any Monsters appear, there are 50% more of them. If the card says "1D6 Orcs", roll the dice as usual and then multiply the result upwards to match the party size - so a dice roll of 4 Orcs would become 6 Orcs for a party of six Warriors, for example.

STARTING AS A SLAYER

Trollslayers have the following profile:

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

EQUIPMENT

The Trollslayer starts the game with three pieces of Stonebread. He may eat a piece of Stonebread at any time, and will regain 1D6 Wounds when he does so.

WOUNDS

The Trollslayer starts off with 1D6+10 Wounds. Remember that when rolling Wounds, if you roll a 1, you may re-roll the dice, but if you roll a 1 a second time, you must keep it.

WEAPON

The Trollslayer starts the game with a Rune Axe. This is a magical axe which causes an extra Wound every time it strikes, so the Trollslayer causes 1D6+3+1 damage.

TROLLSLAYERS AND ARMOUR

Trollslayers never ever wear armour, nor do they use shields.

TROLLSLAYERS AND TREASURE

The only items of treasure that a Trollslayer may keep and use are axes and hammers and those magical items that don't deal with spellcasting. He never uses a shield or wears armour of any sort. Other items are simply added to his gold total and are then destroyed (so that the other Warriors don't get them). This represents the fact that once he has liberated a valuable item from the Monster who hoarded it he has no desire to keep the treasure for himself.

FIGHTING

Trollslayers may only use axes or hammers in combat, although they may be of any type (throwing axe, battle-axe, etc). Swords, spears, maces etc. are right out! The only 'ranged' weapon a Trollslayer ever uses is a throwing axe - no pistols or bows allowed!

TROLLSLAYERS IN AN ADVENTURE

Trollslayers never run away. To do so would be a great shame indeed. This is partially reflected in the Trollslayer's pinning dice rolls. In addition, if possible, he always engages the largest Monster in the combat in hand-to-hand combat. Secondly, a 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.

SPECIAL TROLLSLAYER SKILL

All Trollslayers are exceptional fighters, able to identify the smallest chink in an opponent's armour, or the weak spot in its scaly hide. Whenever a Trollslayer scores a natural 6 when rolling to hit a Monster, 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.

· ADVANCED RULES ·

The rules in this section are used in conjunction with the Advanced game. They explain all about taking your Trollslayer through the battle-levels, visiting Settlements and gaining skills.

TROLLSLAYERS AND EVENTS

If any Event occurs that requires the Dwarf to give up some of his gold, double the amount he loses. In addition, a Trollslayer cannot back down from any confrontational Event (eg, The Duel) and must always fight to the best of his ability.

TROLLSLAYERS AND GOLD

Although it is a strange concept to apply to Dwarfs, who as a race have perhaps the greatest lust for treasure, Trollslayers have little need of gold. They are seeking death in battle, and so have scant regard for worldly wealth. When generating a Trollslayer roll 1D6 on the following table to determine the maximum amount of gold he can carry at any time.

1	1,000 gold
2-4	2,000 gold
5	3,000 gold
6	4,000 gold

Once a Trollslayer is carrying his maximum amount of gold, any extra gold that he gains he automatically manages to lose on his travels. Where it goes is anyone's guess, and the Trollslayer does not care over much. He simply never seems to have the full amount by the time the Warriors reach town.

This does not stop him from training to go up to the next battle-level, as we shall explain.

· TROLLSLAYERS IN SETTLEMENTS ·

A Trollslayer must make at least one visit to the Alehouse during a single stay in a Settlement, and may make any number of further daily visits. At the start of each day in the Settlement make a Willpower test for the Trollslayer. If he fails, he spends the whole day in the Alehouse. While there he rolls 2D6 as usual, but with a +1 modifier on the dice roll. If the sum is 13 or more, he is so taken with the place that he stays there for 1D6 days, rolling on the Alehouse Events Table to see what happens to him each day.

A Trollslayer may make one visit to the Dwarf Guildmasters for each stay in a Settlement, but may not be entirely welcome. To represent this he rolls one less D6 for the Settlement type to see if he can find it - 2D6 in a city and 1D6 in a town. If he does find a Guildmasters, he may only visit the Runesmith or buy stonebread.

A Trollslayer may also visit the Temple, the Weaponsmith, the General Store, the Animal Trader (even he will need a mule to cart his treasure around), the Alchemist, the Gambling Den and the Trollslayer Shrine during his stay in a Settlement.

Finally, Trollslayers may also visit the Fighting School special location. The rules for the Fighting School may be found in the Pit Fighter Warrior Pack.

EQUIPMENT

Trollslayers do not buy any weapons apart from axes and hammers. They have no need of bandages, provisions or trance stones, as such items only delay them finding death in battle. They are quite happy to buy beer, rope and the like.

Unlike other Dwarfs, a Trollslayer is so tough that he can eat stonebread at any time, even in the middle of a fight if need be. He simply pops a chunk into his mouth and starts to chew.

TRAINING

Trollslayers train at the dedicated Trollslayer Shrine found in all Settlements with a large Dwarf population. The Trollslayer Shrine is a special location, and follows all the usual rules.

As mentioned above, Trollslayers don't tend to keep hold of gold. Instead, when they kill a Monster they keep some token as proof of the deed. These are then taken back to the Trollslayer Shrine. More often than not, some

greatly scarred and grizzled Daemonslayer will be sufficiently impressed to take the Trollslayer aside and pass on some of his knowledge. Trollslayers are quick to learn any combat-related skills and this 'training' takes 1D6 days rather than a whole week.

In order to keep track of a Trollslayer's development, you must keep two separate gold totals. The first is the actual total of gold he has to spend, and the second is the total of the gold value of the Monsters he has killed plus the treasure he has gained.

The first total shows his actual gold, and is used to pay for accommodation, buy new axes etc., whilst in town.

The second total shows how worthy he is of being trained to go up to the next Battle-level. Note that this second total represents the various grisly items he has collected over the course of his adventuring, showing the gold value of the Monsters he has killed. When this total shows that he has collected enough treasure and killed enough Monsters to go up to the next battle-level, he may 'train' the next time he visits the shrine. To do so, he knocks the required amount of gold from this second total, and trains as usual.

For instance, a battle-level 1 Trollslayer has a maximum gold allowance of 1,000 gold. He has killed Monsters and collected treasure to the nominal value of 5,000 gold. However, he only actually has 900 gold, as the rest has been 'lost' during his travels. He has to keep two separate totals. He visits a Trollslayer Shrine to train and crosses 2,000 gold off his nominal total, going up to battle-level 2 and leaving the nominal total at 3,000 gold.

He may then visit other locations and buy other items (axes usually). These have to be paid for out of his 'real' gold - which amounts to 900 gold at the moment.

TROLLSLAYER SHRINE

Whilst in the shrine, the Trollslayer piles most of his gold and other offerings upon the altar of the shrine, and sinks into deep contemplation of the awful event that led him to become a Trollslayer in the first place. Although he knows that he can never redeem himself except through an honourable death, his pride overrides his despair. Sometimes he may gain assistance in his quest for a glorious death through his visit to the shrine.

Extra Donations

When a Trollslayer visits the Slayer Shrine, even if he is not training, he may still hand over 1D6 x 50 gold if he wishes. This comes from his actual gold total, not from the nominal total he has collected for killing Monsters. This represents him handing over extra gold to the Trollslayers in order to alleviate his deep rooted sense of guilt.

Once he has handed over the gold, the player rolls a dice and consults the following table:

- 1 No-one in the shrine is impressed. They all have much more money, and the Trollslayer is thrown out in disgrace. He must leave the shrine immediately.
- 2 The other Trollslayers nod sagely at him, acknowledging him as a fellow Slayer.
- 3, 4 The Trollslayers are impressed, and usher the Trollslayer into the inner chamber of the shrine, to which only the most exalted Trollslayers are allowed access. Make one dice roll on the Inner Chamber Table, to see what happens to him there.
- 5, 6 The Trollslayers are very impressed, and usher the Trollslayer into the inner chamber of the shrine, to which only the most exalted Slayers are allowed access. Make two dice rolls on the Inner Chamber Table, to see what happens to him there.

Trollslayer Shrine Inner Chamber Table

- 1 A Daemonslayer is so taken with the exploits of your Warrior that he offers to paint a particularly impressive tattoo on the Trollslayer's arm. This is a singular honour, and the Trollslayer leaves the shrine feeling even fiercer than usual, ready once more to seek his own death at the hands of a powerful Monster.
- 2 A Giantslayer with an amazing orange mohican which puts the quiff of your Trollslayer to shame offers to do the same job to the Trollslayer's hair. Some time later he emerges with a crest to end all crests, a truly fearsome sight to behold. For the next dungeon, any Monsters who roll a 1 to hit the Trollslayer are so frightened by his appearance that they lose the rest of their attacks for that turn.
Roll another dice now. If you score a 6, then the violent orange crest of hair is set so hard that its effect is permanent.
- 3-5 The Runesmith is at the shrine, on Trollslayer business, and agrees to inscribe a rune on your chosen axe. Roll a dice and see which rune you gain:

- 1, 2 A Rune of Strength. This adds +1 to the Strength of the Trollslayer for the next adventure, after which the rune fades.
- 3, 4 A Rune of Toughness. This adds +1 to the Toughness of the Trollslayer for the next adventure, after which the rune fades.
- 5, 6 A Rune of Rage. Once in the next adventure, the Dwarf may ignore any rules for Initiative and pinning, and may move into combat with the biggest Monster in the room, with a move rate of up to twice his normal move. At the end of the adventure, the rune fades.

As soon as you have rolled to see what rune you have gained, roll another dice. If you score a 6, then the rune is permanent, and does not fade at the end of the next adventure. The Rune of Rage may still only be used once in each adventure, however.

It is possible to put as many runes of this nature as you wish on a single weapon, as you get them.

- 6 Killer blow! A Trollslayer in the inner chamber demonstrates the killer blow attack, lethal in combat. After a few hours' practice, the Trollslayer has mastered the skill to deadly perfection. Every turn, the Trollslayer may nominate a single Attack, before rolling the dice to see whether he hits or not. If he does hit his target with the nominated attack, then he gains an extra follow through attack that turn, resolved immediately, on top of any remaining attacks he may have to make that turn. This attack is resolved just like any other, rolling to hit as usual, etc.

Replacement Rune Axe

If for any reason the Trollslayer loses his trusty Rune Axe, then the Runesmith will replace it with a Rune Axe as owned by the level 1 Trollslayer. He will do this for no cost, as the shame of losing his axe is cost enough to the proud Trollslayer. If a Trollslayer loses his axe, then he must visit the Runesmith for a replacement axe as soon as he reaches a Settlement, and he may not visit the Slayer Shrine during that visit to town, as he is too ashamed.

· TROLLSLAYERS' SKILLS ·

A Trollslayer has the following skills available to him as he goes up his battle-levels. To determine which specific skill he learns when given the opportunity roll 2D6.

2 Brute Strength

This skill allows the Trollslayer to attempt to shove a Monster out of his way. Roll 1D6 and add your Warrior's Strength. If the total is less than or equal to the Monster's Strength it is too big to move and your Warrior fails. If the total is greater than the Monster's Strength it is pushed back into any one of the three squares behind it that is unoccupied (your choice). Having pushed his foe back, your Warrior may now make his normal attacks.

3 Berserk

Each turn, before combat, the Trollslayer may try to go berserk. Roll 1D6, adding +1 for each Monster he has killed during this combat. On an unmodified roll of 1 he is so mad he attacks any Warriors in adjacent squares - each takes 1 Wound, with no modifiers for Toughness or armour. On a modified score of the value in the table below he becomes berserk for the rest of the combat. While berserk, he gets +1 Attacks.

Trollslayer	6+
Giantslayer	5+
Dragonslayer	4+
Daemonslayer	4+

4 Reaction Strike

This skill allows the Trollslayer to make one immediate attack on a single Monster as soon as it is placed on the board next to him. If there is more than one eligible target you may choose which he attacks. The attack is in addition to any attacks that he would make in normal combat. Because this skill is an instinctive reaction to being ambushed, the Trollslayer cannot make a death-blow with this attack and is not subject to any Psychology effects caused by the target.

5 Frenzy

Each turn, before combat, the Trollslayer may attempt to become frenzied and enter a state of utter rage for one turn. Roll 1D6 on the following table. A Trollslayer is at -1 to the roll, a Giantslayer at +0, a Dragonslayer and a Daemonslayer at +1. A natural roll of 1 always fails.

- 1 The Trollslayer loses his senses completely. Instead of attacking a Monster this turn, he attempts to injure himself. He suffers the effect of 1 automatic hit upon himself, resolved just as if he had hit a Monster, including any of his weapon's special abilities and any skills that he has declared he is using.
- 2-4 Your Warrior fails to work himself into a frenzy, and is left feeling rather grumpy. With a wistful sigh, he pulls himself together and fights as normal this turn.
- 5-6 The Trollslayer gets double his normal number of Attacks this turn.

6 Ignore Fear

The Trollslayer is largely unaffected by Fear and Terror. His ultimate wish is to die fighting a terrible Monster, so he is often quite cheerful about the prospect of fighting such a beast.

Your Warrior has the following modifiers to any Fear and Terror rolls:

	Fear	Terror
Trollslayer	+1	+1
Giantslayer	+2	+1
Dragonslayer	+2	+2
Daemonslayer	+3	+2

7 Lessen Blow

The Trollslayer has such a high pain threshold that even the hardest blows have less effect on him than on other Warriors. Every time the Trollslayer is hit subtract the number indicated on the table below from the number of Wounds caused (in addition to subtracting his Toughness, if applicable).

Trollslayer	-2 Wounds
Giantslayer	-3 Wounds
Dragonslayer	-4 Wounds
Daemonslayer	-5 Wounds

8 Ambidextrous

The Trollslayer may now fight with two single-handed axes at the same time. While doing so, he gains the following number of extra Attacks each turn, according to his battle-level. If the weapons differ in the amount of damage they do, you must nominate which the Dwarf is using for each attack.

Trollslayer	+1 Attack
Giantslayer	+1 Attack
Dragonslayer	+2 Attacks
Daemonslayer	+3 Attacks

9 Ignore Blow

The Trollslayer has such a high pain threshold that he simply doesn't feel some blows at all. Each turn your Warrior may try to ignore as many blows as he has Attacks. Roll 1D6 for each incoming Attack he is trying to ignore. On a score equal to or greater the value listed in the table below he may completely ignore any damage caused by that blow.

Trollslayer	6+
Giantslayer	5+
Dragonslayer	5+
Daemonslayer	4+

10 Mighty Blow

This skill allows the Trollslayer to increase the Strength of his blows by trading the number of Attacks he makes. For each Attack your Warrior gives up, he may roll an extra 1D6 Wounds on one of his remaining Attacks.

You must declare that your Warrior is using this skill before rolling his to hit dice.

This skill may be used once per turn.

11 Deathsong

This skill allows the Trollslayer to survive below zero Wounds by drawing on his inner reserves of Strength and Willpower.

As soon as your Warrior is knocked to zero Wounds or below he begins to sing a fearful, grim battledirge – his deathsong. Rather than falling down unconscious, your Warrior remains standing and can continue to fight. Place him on 1 Wound.

Each time your Warrior is hit while singing his deathsong roll 1D6. On a score of 1, 2, 3 or 4 the blow has its normal effect: taking your Warrior below 0 Wounds and into unconsciousness. On a score of 5 or 6 he ignores the blow's effects, remains standing and on 1 Wound.

Your Warrior continues to sing his deathsong and remain on 1 Wound until he is healed in the normal manner.

12 Blood-fever

This skill allows the Trollslayer to trade in all of his Attacks each turn for a single Blood-fever attack. Make an Attack as normal. If you hit the target and kill it with that one blow, your Warrior can step forward one square and, if this takes him into contact with another Monster, he may make another Attack. This process continues until your Warrior fails to kill his opponent.

This skill may be used once per turn.

SPECIAL TROLLSLAYER SKILL

In addition to any other skills that they may have, all Trollslayers are able to identify weak spots in any Monster's defence and strike them with almost unerring accuracy.

Whenever a Trollslayer hits with a natural 6, his Strength is modified to the following value when determining damage for that blow. In addition, the Monster may not use its Ignore Blow or Ignore Pain abilities, if it has them, against this blow.

	<i>Modified Strength</i>
Trollslayer	7
Giantslayer	8
Dragonslayer	9
Daemonslayer	10

· ROLEPLAY GUIDELINES ·

Trollslayers are hard as nails. They live to fight – more accurately they live to die. As such, it is fairly easy to roleplay a Trollslayer. His only choice is to attack the Monsters in as obvious and direct a manner as possible. This might annoy the other players from time to time, especially if they are trying to hide or evade the dragon, and the Trollslayer runs straight in roaring his war cry. Trollslayers are gruff, morbid types, preoccupied with death. Having said that, they are very good fighters, and the Warriors will be hard pressed to find a better companion when faced by hordes of Monsters.

CHARACTERISTIC TESTS

Trollslayers are of course Dwarfs, so more or less all the guidelines for the Dwarf apply to the Trollslayer too. All that you need to bear in mind is that he a more physical Dwarf, and will be better at fighting, barging, enduring pain and the like, and less inclined towards hanging around and picking locks. Not that he is no good at that sort of thing, it's just that he would prefer to get on with the fighting, and leave the fiddly stuff to the others.

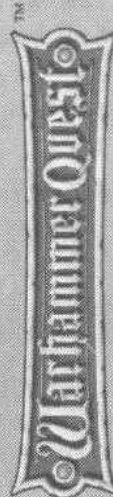
All the negative aspects of being a Dwarf apply to the Trollslayer too – he is not likely to excel at leaping and jumping!

Trollslayers are uncompromising Warriors, singular and determined, and adding one to the party of Warriors is sure to push your Warhammer Quest games further towards the realms of fighting, fighting and perhaps some more... fighting!

TROLLSLAYER BATTLE-LEVEL TABLE

Battle-Level	Gold	Title	Move	WS	BS	Str	Damage Dice	T	Wounds	I	A	Luck	WP	Skills	Pin
1	0	Slayer	4	4	6+	3	1D6 (+1)	4	1D6+10	2	1	1*	5	1	6+
2	2,000	Trollslayer	4	4	6+	3	1D6 (+1)	4	2D6+10	2	2	1	5	1	6+
3	4,000	Trollslayer	4	4	6+	4	1D6 (+1)	4	3D6+10	2	2	2	6	1	6+
4	8,000	Giantslayer	4	5	6+	4	2D6 (+1)	4	4D6+10	3	2	2	6	2	6+
5	12,000	Giantslayer	4	5	5+	4	2D6 (+1)	5	5D6+10	3	2	2	6	2	6+
6	18,000	Giantslayer	4	5	5+	4	2D6 (+1)	5	5D6+10	3	3	3	7	3	5+
7	24,000	Dragonslayer	4	6	4+	4	2D6 (+1)	5	6D6+10	4	3	3	7	3	5+
8	32,000	Dragonslayer	4	6	4+	4	2D6 (+1)	5	6D6+10	4	4	3	7	4	5+
9	45,000	Dragonslayer	4	7	4+	4	3D6 (+1)	5	7D6+10	5	4	4	8	4	5+
10	50,000	Daemonslayer	4	7	3+	4	3D6 (+1)	5	7D6+10	5	4	4	8	5	5+

NOTES: Remember that Trollslayers will never run away, and so do not roll on the Escaping Table from the Adventure Book.



TROLLSLAYER

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· 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:

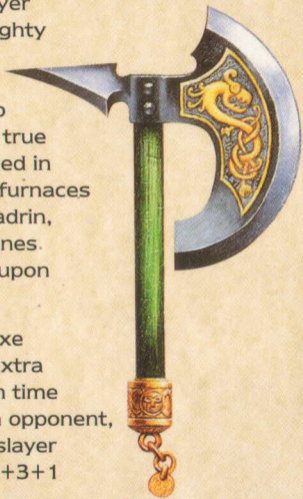
See the back of this card for the Trollslayer's special rules.

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.

Warhammer Quest



DWARF TROLLSLAYER

GAMES WORKSHOP

CITADEL MINIATURES

Warhammer Quest



Contents and components may vary from those illustrated.

Model supplied unpainted.

• DWARF TROLLSLAYER •

Wielding a huge axe, Trollslayers seek heroic death in battle by attacking the largest, most savage monsters in the dungeon. Like all Dwarfs, Trollslayers have a strong sense of honour, and will fulfil their quest or die in the attempt.

In this pack you will find everything you need to play a Dwarf Trollslayer in the Warhammer Quest game, including a rulebook, cards, counters and a specially crafted Dwarf Trollslayer Citadel miniature.



Model designed by Aly Morrison

This is not a complete game. Possession of Warhammer Quest is necessary to use the contents of this box.

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CITADEL COLOUR

Chainmail, Flesh Wash, Chaos Black, Red Wash, Scorpion Green, Dwarf Flesh, Skull White, Blazing Orange.

