

BUZZ-OFF

Wounds: 1D6 + 7
Move: 4 (Fly)
Weapon Skill: 4
Ballistic Skill: 5+
Strength: 4
Toughness: 3 (4)
Initiative: 4
Attacks: 1



Equipment: Compound Visor. See equipment card for more details.

Weapons: Electro-Shock Axe which only Buzz-Off may wield and causes 1D6 + Strength wounds, and on a natural roll over 6, also stuns the enemy for one turn.

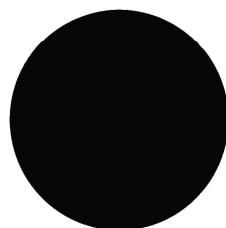
Armour: Buzz-Off has natural armour of Chitin giving overall Toughness of 4.

Pinning: Buzz-Off can never be pinned

Special Rules

See the back of the card for Buzz-Off'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



· SPECIAL RULES ·

Fly

Buzz-off has the ability to fly. This means in combat he can never be pinned, and can change targets as he wishes. Buzz-Off may move to any empty square on the board within his Movement range, ignoring all obstacles in his way.

Buzz-Off and Treasure

Buzz-Off may not wear any armour or a Helmet, but he may carry a regular shield or Buckler. Buzz-Off may use any ranged weapon. Buzz-Off has a distrust of magic and will not use any magical scrolls.

Electro-Shock Axe

Buzz-Off's axe has the ability to send a bolt of electricity through it's target, causing muscles to spasm and the target to be stunned. If a natural roll of 6 occurs when rolling for Damage, the target is also stunned for one turn. During this time they may not make any sort of action, and if attacked are hit automatically,

COMPOUND VISOR

Buzz-off has a visor that gives him X-ray vision. At the start of any turn, instead of taking an action, Buzz-Off can use his X-ray vision to see through an unexplored doorway.



Place the next dungeon room for the door X-rayed. Take and look at the Event card for that room, and place it face down on the board section. You may choose to tell the other Warriors.

EQUIPMENT