

RAM MAN

Wounds:

1D6 + 7

Move:

4

Weapon Skill:

3

Ballistic Skill:

5+

Strength:

4

Toughness:

4 (5)

Initiative:

3

Attacks:

1

Equipment: Enchanted Helm. See equipment Card for more details.

Weapons: Axe, causing 1D6+4 Wounds.

Armour: Plated Armour giving him +1 Toughness

Pinning: Breaks from pinning on a roll of 4+

Special Rules
See the back of the card for Ram Man's special rules.

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

· SPECIAL RULES ·

Ramming Speed

Once Ram Man picks up speed he becomes an unstoppable juggernaut. Instead of carrying out any other actions including moving, and if he is not pinned, he can attempt to Ram his enemies.

Ram Man picks up speed and can move up to double his normal movement (total of 8 squares), charging his enemies before smashing into them.

Roll for to Hit as normal, if the hit is successful Ram Man will inflict 1D6 + the number of spaces moved (Maximum 8) Damage to the enemy hit. minus modifiers. The force of the impact also pushes the enemy back 2 squares, if they cannot, due to an obstacle they receive a further 2 damage.

Ram Man can occasionally become dazed from the impact on a roll of 1-2, when rolling for damage, he is dazed and cannot perform any actions the next turn.

Ram Man and Treasure

Ram Man may wear any armour type or helmet (if he changes his helmet, he loses the equipment ability), he may carry a regular shield or Buckler. Ram Man may use any ranged weapon. Ram Man struggles with magic and cannot use any magical scrolls.

ENCHANTED HELM

Ram Man dons his family's ancient mystical Helm that magically absorbs raw force. Using it to Ram into his enemies.

Ram Man's Helm allows him to negate the effects of his Ramming ability. Whilst worn. He will only be dazed as a result of Ramming if a 1 is rolled when rolling for damage.

EQUIPMENT