

SNOUT SPOUT

Wounds: 1D6 + 7
Move: 4
Weapon Skill: 4
Ballistic Skill: 3+
Strength: 4
Toughness: 3 (4)
Initiative: 5
Attacks: 2



Equipment: Eternian Fire-Fighting Pack. See equipment card for more details.

Weapons: Fire Axe which causes 1D6+4 Wounds and Cybernetic Trunk which causes 1D6 Wounds.

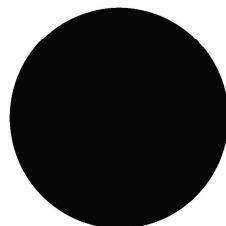
Armour: Leather Eternian firefighting suit, giving him +1 Toughness.

Pinning: Breaks from pinning on a roll of 4+

Special Rules

See the back of the card for Snout Spout'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 ·

Cybernetic Trunk

Snout Spout has a Cybernetic Trunk that gives him 1 additional attack per turn. His trunk can also be used as a make shift rope, but this depends on how far it needs to stretch, when using his trunk as a rope roll a D6

1-3 : The distance is too far for the Warriors to use

4-6 : Snout Spout is able to reach, and the Warriors may use his trunk as if it is a rope (his trunk will not break).

Snout Spout and Treasure

Snout Spout may wear any armour but may not wear a Helmet, he may carry a regular shield or Buckler. Snout Spout may use any ranged weapon. Snout Spout may use any magical scrolls.

ETERNIAN FIRE-FIGHTING PACK

Snout Spout can make use of the water he carries in his Fire-Fighting pack.



In any turn and whilst not pinned, Snout Spout may use his Cybernetic Trunk to spray water at Monsters 1 space away. Roll against Snout Spout's Ballistic Skill. If the roll is a success, the Monster is pushed 2 squares away from Snout Spout.

EQUIPMENT