

WEBSTOR

Wounds:

1D6 + 8

Move:

4

Weapon Skill:

3

Ballistic Skill:

3+

Strength:

3

Toughness:

3 (4)

Initiative:

5

Attacks:

1



**Equipment:** Grappling Hook. See equipment card for more details.

**Weapons:** Laser Blaster which causes 1D6+3 Wounds. Roll equal to or above the distance between Webstor and the target. Grappling hook which causes 1D6+3 Wounds.

**Armour:** Fast Pack body armour, giving him +1 Toughness.

**Pinning:** Breaks from pinning on a roll of 2+

**Special Rules**  
See the back of the card for Webstor'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 ·

Cocoon

Webstor has the ability to shoot out a fine web, that Cocoons his enemies. Instead of a normal attack and if the enemy is within a range of 3 squares, Webstor may attempt to Web an enemy f a successful roll is made against Webstor's Ballistic Skill, the enemy is webbed. While Webbed, an enemy is hit automatically with any future attacks by Webstor, with no modifiers for Toughness and Armour.

Spider Agility

Webstor is a skilled climber, and accomplished escape artist. This makes Webstor very difficult to keep pinned in one place. Webstor can break from pinning on a roll of 2+

Webstor and Treasure

Webstor's armour is specially designed to work as one with his Grappling Hook, unless his armour is destroyed Webstor will not change his armour but he may wear any armour type if he has none, or helmet, he may carry a regular shield or Buckler. Webstor may use any ranged weapon. Webstor may use any magical scrolls.

GRAPPLING HOOK

Webstor can use his grappling hook to traverse large gaps. Webstor does not need to use a bridge when crossing gaps. Roll a D6 on a 2+ he safely crosses. On a roll of 1 Webstor falls and any rules apply.



Webstor can also escape pits using his grappling hook, apply the same rule as using a rope, to see if the grappling hook breaks.

EQUIPMENT