

Snake Charmer by Terry Maltman

In the fairs and markets of Araby small crowds will gather. In the center of the crowd an old man will sit playing a flute. Mesmerized by the music or some say by his rhythmic swaying is a deadly venomous snake. The crowd leave him coins for the show he put on. Very few realize that the snake charmer has the ability to control snakes by the force of his will. For anyone who has the money he will bring his snakes to fight for them.

Skills and Experience

Snake charmers start with 0 experience.

Snake charmers use the Skill Tables for Academic and Speed.

Hire Fee: 40GC

Upkeep: 10GC + 5GC per snake

May be hired: Any human warband may hire a snake charmer.

Rating: A snake charmer increases the warband rating by 5 points +1 point for each experience point he has and +5 for each snake.

Profile	M	WS	BS	S	T	W	I	A	Ld
Snake charmer	4	2	2	3	3	1	4	1	7
Snake	3	3	0	3	2	1	1	5	5

Equipment: The snake charmer is equipped with a dagger and a scimitar he also has a flute which doubles as a blowpipe. He starts with 3 snakes.

SPECIAL RULES

Snake charmer: The snake charmer can control up to 5 snakes provided they remain within 6 inches of him. If the snakes move further than 6 inches he loses control. In that case they will move D6 inches in a random direction (use a scatter die). If that takes them into contact with a model, either friend or foe it will attack as if charging.

Immune to poison: The snake charmer has been bitten so many times he is immune to poisons.

Venomous: The snakes are venomous which adds +1 to their strength against living targets. Models immune by poison are unaffected.

Animals: Snakes are animals and do not gain experience.

Snake hunter: After each game the snake charmer may attempt to catch another snake provided he did not go out of action. He must roll under his initiative to catch a snake. He may only attempt to catch one snake after each game. If he fails to catch the snake then on a D6 roll of 1 it bit him and he takes 1 S3 hit.