

## LANTERN

Illuminates the board section the leader is in, plus all adjoining board sections.



## BARBARIAN

Wounds: 1D6+9  
 Move: 4  
 Weapon Skill: 3  
 Ballistic Skill: 5+  
 Strength: 4  
 Toughness: 3 (4)  
 Initiative: 3  
 Attacks: 1 (+1\*)



**Equipment:** Lantern.

**Weapon:** Sword, causing 1D6+4 Wounds.

**Armour:** Thick furs, giving him +1 Toughness.

**Pinning:** Breaks from pinning on a roll of 6+.

### Special Rules

Each turn, before he fights, there is a chance the Barbarian may go berserk. Roll a dice and add +1 to the score for every slain Monster model on his Adventure Record sheet. If his total score is 6 or more, the Barbarian goes berserk until the combat is over. While berserk, he gets 1 extra attack every turn.

However, if he rolls a 1, then regardless of how many Monsters he has on his Adventure Record sheet, disaster strikes! The Barbarian is so maddened with bloodlust that all he does this turn is slash wildly about him, causing 1 Wound on every adjacent Warrior (no modifiers).

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

## · THE BARBARIAN ·

The land of Norsca lies to the north of the Empire, across the Sea of Claws. It is a bleak realm of frozen fjords and towering snow-capped mountains, scoured by blizzards and freezing winds. This inhospitable expanse of rock and ice is inhabited by the Norse, some of the hardest and most fearsome men in the Known World.

The Norse are violent barbarians who are feared throughout the civilised world. The harsh conditions of their homeland have made them exceptionally tough and fierce, and they enjoy their drink almost as much as a good fight! To prove their valour the Norse warriors hunt the wolves and bears that prowl the icy wastes, and wear their pelts as protection against the cold.

Norse Barbarians are big, muscular, hardy fighters. They make great Warriors and sea-faring adventurers, and their exploits are famous the world over. Their love of battle makes the Norsemen excellent companions when venturing into danger. They are stalwart allies, unwilling to flee in even the most dangerous of situations.

The Barbarian in the Warhammer Quest game is a Berserker, feared even by other Norsemen. Berserkers are insanely dangerous warriors who attack their enemies in a raging, uncontrollable frenzy, oblivious to their own pain and danger. The Barbarian finds himself in the Worlds Edge Mountains, lured partly by the stories of immense treasure hoards, and partly by the opportunity to kill hundreds of Orcs, Goblins and other hideous creatures that he knows will be found in dungeons deep below the earth.

## DWARF

**Wounds:** 1D6+8  
**Move:** 4  
**Weapon Skill:** 4  
**Ballistic Skill:** 5+  
**Strength:** 3  
**Toughness:** 4 (5)  
**Initiative:** 2  
**Attacks:** 1



**Equipment:** Rope.

**Weapon:** Great axe (for damage, see Special Rules).

**Armour:** Chainmail, giving him +1 Toughness.

**Pinning:** Breaks from pinning on a roll of 5+.

### Special Rules

With the great axe, the Dwarf rolls an extra dice for Wounds, and chooses the highest score. He adds his Strength as normal.

If he rolls a double, he adds the dice together, and then adds his Strength to the total score.

If he rolls a double 1, his attack goes horribly wrong and he trips over his beard. He must spend the rest of the turn getting up, and while he's doing so any Monsters attacking him add +2 to their to hit rolls.

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

## · THE DWARF ·

The Dwarfs are an ancient race, and have lived in the Old World for thousands of years. They build their cities beneath the ground, tunnelling under the rocks and through the mountainsides to create a vast empire under the earth. Through the centuries the Dwarfs' power grew, and as their tunnels delved ever deeper, the mountains yielded up their most precious treasures – gold, silver, jewels and precious stones to swell the coffers of the Dwarf kings.

Hundreds of years ago, disaster struck when vast armies of Orcs and Goblins assaulted the Dwarf homeland. City after city fell in desperate battle, and today the Dwarfs retain only a tiny fraction of their great kingdom and the power they held in ages past.

The Dwarfs are a long-lived people, who bear grudges for many years. They are immensely strong and resilient, but above all else they are proud.

The Dwarfs cherish the glorious memories of their past and yearn for the days when their greatest cities will ring again to the sound of Dwarf voices, and the Orcs and Goblins have been driven back to their squalid homes in the Darklands.

The Dwarf has joined the rest of the Warriors in the journey back to the lands of his ancestors in search of glory, lost treasures and vengeance. Every Orc killed, and every Goblin sent fleeing into the darkness, is a step towards the deliverance of his ancient birthright.

## ROPE

Can be used to escape from the pit.

Each time it is used, roll 1D6. On a result of 1 or 2 the rope breaks after use and is destroyed.



## HEALING POTION

Brings one Warrior back up to full Wounds.  
The potion may only be used once, and is then discarded.



## ELF

Wounds: 1D6+7  
Move: 4  
Weapon Skill: 4  
Ballistic Skill: 4+  
Strength: 3  
Toughness: 3  
Initiative: 6  
Attacks: 1



**Equipment:** Healing Potion.

**Weapons:** Sword and bow (each causes 1D6+3 Wounds).

**Armour:** None.

**Pinning:** The Elf can never be pinned.

### Special Rules

Whenever an opponent hits him, the Elf can attempt to dodge the blow, causing it to miss completely. Roll 1D6. On a score of 6 the Elf dodges the incoming blow.

Each Turn, the Elf may either shoot with his bow, or attack in hand-to-hand combat with his sword. The sword and bow each cause 1D6+3 Wounds when they strike.

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

## · THE ELF ·

The Dwarfs and the Elves enjoyed the golden age of their civilisations long before the empires of Man arose, and both are long-lived and noble races. There the similarity ends, however, as where the Dwarfs are gruff and serious, Elves are joyous, frivolous, haughty and disdainful of other races. It was inevitable that the differences that lie between them should lead to a terrible and bitter war.

Though the war has ended, neither the Elves nor the Dwarfs will ever truly forgive nor forget, and an enduring mistrust now exists between their two races.

Elves are tall, slender, pale-skinned and of haughty demeanour. Their slender build belies their strength and toughness, for Elves are powerful creatures, and deadly in battle. Their weapons and armour are the finest in the Warhammer World, crafted out of exquisite materials, using techniques unknown to Man, and encrusted in precious gems.

Elves generally keep themselves apart from the world of Men. Most of the Elves have abandoned the Old World and now make their home in the Elf kingdom of Ulthuan.

A few Elves still live in the forests of Loren. These Wood Elves are not as far distanced from the realms of humans as their High Elf kin. In times of dire threat to the Empire or the Kingdom of Bretonnia, the Wood Elves will even send mighty armies to fight alongside the human Warriors in battle.

Wood Elf adventurers are rare but not unheard of. The Elves' passion for bright jewels and gems, and their hatred of evil races such as Orcs and Goblins can lead even them to undertake the most hazardous of adventures. The Elf in Warhammer Quest is just such a Warrior – determined to recover lost treasures, experience new realms and rid the world of the hideous monsters who deface its beauty.

## HAND OF DEATH SCROLL

The *Hand of Death* spell may be cast against any one Monster, and causes 3D6 Wounds, with no modifier for armour. The spell costs no Power to cast. The scroll may only be used once, and is then discarded.



## · THE WIZARD ·

There is a power in the world that lies beyond the understanding of most mortal men, a power that can level mountains and destroy cities: the raw power of magic.

The great High Elf Sorcerers have studied the lore of magic for thousands of years, and their sorcery goes far beyond the understanding of any other race. Their homeland, Ulthuan, is the most magical part of the Warhammer World, and in the far distant past the Elf mages taught some of their magic to men.

Since that time, the Wizards of mankind have established the Colleges of Magic and have been developing their skills. Magic is recognised as a potent force that can be used for good and for evil purposes.

All armies have powerful Battle Wizards who are skilled in spells of warfare and destruction. As men-at-arms clash on the field of battle, and as cannons roar and arrows fly, another battle is fought out between the rival spellcasters of the opposing armies. Magical energies surge and crackle above the battlefield as the enemy Wizards strive for supremacy.

The Wizard seeks adventure in the dungeons and caves below the world. Not much is known about the evil creatures the Warriors will meet, but it is certain that there will be times when swords are of no use, and only magic will prevail. The Wizard will have to call on all his guile and wisdom to bring the Warriors to safety, and for their part the Warriors would be well advised to protect him.

## WIZARD



Wounds: 1D6+6  
 Move: 4  
 Weapon Skill: 2  
 Ballistic Skill: 6+  
 Strength: 3  
 Toughness: 3  
 Initiative: 3  
 Attacks: 1

**Equipment:**  
 Hand of Death Scroll.

**Weapon:** Sword,  
 causing 1D6+3  
 Wounds

**Armour:** None

**Pinning:** Breaks from  
 pinning on a roll of 4+.

**Special Rules**  
 See the *Spellcasting*  
 section of the Rule  
 Book for full details of  
 the Wizard's powers.

**POWER  
 STORE**

CURRENT  
 POWER

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