

Warhammer Quest



• ELF RANGER •

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· ELF RANGER ·

Legend tells of the time when the Elves left the Old World and returned to the land of Ulthuan in the west. It is said that the Dark Elves threatened their ancient home, and also that the Elves knew they could never win their longstanding war with the Dwarfs. Whatever their true purposes, the Elves departed for good, leaving only a few isolated communities behind them.

In the Old World, the great Elf cities of Athel Maraya and Tor Alessi had been sacked by the Dwarfs, and many other smaller settlements had also been destroyed, but many Elves had come to see the Old World as their home.

These Elves saw the decision to withdraw from the Old World as a betrayal. The Phoenix King Caledor declared that if they wanted his protection, they would have to give up their realms and return to Ulthuan. But the Elves were proud, and refused to give up their new lands.

In truth, many of the Elves had nowhere left to go in Ulthuan. Their homelands had originally been in the realm of Tiranoc, much of which had been consumed by great tidal waves in the time of the great sundering with the Dark Elves. As great seafarers and explorers, it had been these same Elf households who had been mostly responsible for establishing contact with the lands to the east of Ulthuan, which would in time be known as the Old World. They were too proud to countenance living in sufferance in Ulthuan in lands which were not truly theirs to do with as they pleased.

Caledor washed his hands of the Elves who refused to return to Ulthuan, denying them any protection if they persisted in staying in the Old World. So it was that these Elves declared themselves free of the rule of the Phoenix King and the Lords of Ulthuan.

The best known of these Elves are the Wood Elves of Loren. Since the departure of their kindred to Ulthuan, they have largely departed from the ways of the High Elves. They have made their home in the vast Loren forest in Bretonnia, the mightiest Elf realm in the Old World. Content and happy with their

way of life, these Elves seldom think of their haughty cousins across the sea, and rarely venture beyond the bounds of their forest home.

From the ruins of Tor Alessi sprang the city of L'Anguille. This beautiful Bretonnian city was the result of the combined efforts of the remaining Elves of Tor Alessi and the new Bretonnian kingdom of mankind. In return for their labours and advice, the Elves maintained a degree of independence within the city, living in their own Elven quarter. The same story can be told in many of the cities in the Old World, and some say that where a beautiful city stands, the handiwork will inevitably stem from the Elves in some part.

The Elf households struck deals and pacts with the new human kings, swearing to fight for them in time of war and giving them learned advice and lore on many subjects of which mankind was largely ignorant. In return, they demanded their own rule and lands within the human realms. And so the proud Elf households, once of Tiranoc to the far west, still endure in the Elf quarters of the Old World cities of mankind.

The Elves of the Old World never forget their heritage, and still cling to the old traditions and the old ways from before the time of the sundering. In some respects, they are closer to the High Elves of the ancient days than the Elves living in Ulthuan today. Or so they tell themselves. Certainly the blood of the ancient High Elves runs strongly in their veins, for the children of Tiranoc are extremely long lived and well versed in arts which are not practised even in Ulthuan any more.

These Elves call themselves the Dispossessed, the forgotten children of Tiranoc. Their stories tell that one day their lands will be returned to them in full, in both the Old World and in Ulthuan, and that reparation will be done to them.

The Elves of the Old World are great wanderers and powerful warriors, searching the world for answers to their bitter plight, and cleansing the cold rage in their souls in the blood of Orcs and the other foul creatures

who stole their title and lands from them. Bitter, haughty, proud and noble, these enigmatic Elf Lords are somewhat mistrusted yet carry a reputation as great mages and warriors.

One of their enduring hopes is to recover some of the lost treasures of the Elves, so

they can return in glory to Ulthuan and be granted a new realm of their own. Their greatest dream is to recover the lost crown of the Phoenix King from the Dwarfs, either by force of arms, or by handing over such lost treasures that the stubborn bearded folk will hand back the crown of their own free will.

· INTRODUCTION ·

This pack contains everything you need to introduce a new Warrior to your games of Warhammer Quest, including his Warrior card, Warrior counter, Equipment card, a rulebook, any special cards and a Citadel miniature to represent the Warrior himself.

This rulebook is split into three sections: a basic Warhammer Quest section, an Advanced Warhammer Quest section, and a Roleplay section.

The Warhammer Quest rules contain all the rules for using the Elf Ranger in your games. The Advanced rulebook covers all the rules for the progression of the Elf Ranger through the battle-levels, including any spells, skills or special rules, and the final section gives rules guides for using the Elf Ranger in the Roleplay system.

RULES FOR WARHAMMER QUEST

If you wish, you may replace one of the Warriors from the Warhammer Quest game with the Elf Ranger. Simply swap the Ranger for one of the existing Warriors. The rules which follow explain how to use the Ranger in your games. Remember to put the Warrior counter for the original Warrior back in the box, replacing it with that of the Ranger!

Remember too, that if there is not a Barbarian in the party, then one of the other Warriors will have to carry the lantern and be the leader.

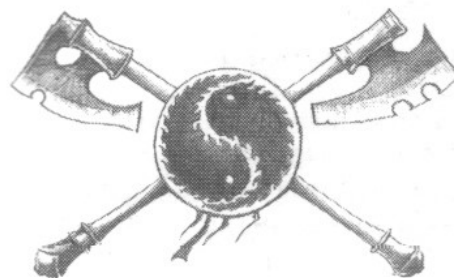
BIGGER GROUPS OF WARRIORS

If you want to, you can take more than four Warriors into an adventure, but you will have to make sure that there are enough Monsters to go round! The cards and tables from the Warhammer Quest game are based on there being four Warriors, so if you have fifteen different Warriors in the party, then the game as it stands will present no challenge at all! As a general rule, stick to parties of four Warriors, but if you have a party of five or six, then increase the number of Monsters by an equal proportion.

For example, if you have six Warriors in the party, that is 50% more Warriors than the Event cards are set up to deal with. In this case, you should make sure that each time Monsters appear, there are 50% more of them. If the card says "1D6 Orcs", roll the dice as usual and then multiply the result upwards to match the party size – so a dice roll of four Orcs becomes six Orcs, and so on.

· THE ELF RANGER ·

The Elf Ranger in Warhammer Quest is one of the dispossessed, from a noble household based in L'Anguille. He seeks the lost treasures which lie below the Worlds Edge Mountains, and will put up with the other ruffian adventurers for the time it takes to complete his quest. He will even tolerate the company of Dwarfs, seeing them as a necessary means to an end.



RANGER KNIGHT OR RANGER MAGE?

When one of the dispossessed first ventures from his home city in search of glory, adventure, treasure and bitter vengeance, his powers are as yet untested. In his heart, he knows that his fate is to be a mighty knight, after Aenarion, Caledor or Tyrion, or to follow the path of the mage as did Teclis and Bel-Korhadris. However, this is not to say that like the human Wizards, an Elf Mage is not versed in the arts of war, or that a Warrior knows nothing of the ways of magic.

In Warhammer Quest, you must first choose the path of your Elf Ranger: Knight or Mage. Whichever you choose, his profile will be as follows:

Wounds	1D6+7
Move	4
Weapon Skill	4
Ballistic Skill	5+
Strength	3
Toughness	3
Initiative	5
Attacks	1
Pinning Roll	3+



EQUIPMENT

An Elf Ranger starts with a War Crown of Tiranoc.

The War Crown allows the Ranger to freeze time and take another Warriors' Phase whenever he wishes. He may do this once per game.

WEAPONS

An Elf Ranger starts off with a sword, which causes 1D6 Wounds plus his Strength (3), every time he hits his foe.

ARMOUR

An Elf Ranger wears scale mail armour, which gives him +1 Toughness.

In addition, the following rules apply, depending on which path you choose.

STARTING AS A RANGER MAGE

A Ranger Mage begins the game with three spells. Each spell has a name, a description, a spell type and special rules to determine how the spell works in the game. Remember that attack spells can only be cast in the Warriors' Phase, whilst other spells, such as healing spells, can be cast at any time.

RANGER SPELLS

Aura of Vitality

Healing

The Ranger is suffused in a brilliant golden aura, which expands to fill the area, flooding it with bright light.

Each Warrior on the board section regains 1 Wound.

Shockwave

Attack

Using one of the ancient spells related to those which sank the dread land of Naggaroth, the Elf Ranger invokes a shockwave throughout the dungeon.

The Ranger chooses one Monster, and rolls a dice. On a score of 3+, the Monster suffers 1D6+1 Wounds, with normal deductions for armour and Toughness.

If the Ranger rolls a 3+, as required, then after he has rolled a dice to wound the Monster, he can move onto another Monster on the same board section and try again, rolling another 3+ to see if that Monster is affected too. He can carry on doing this for every Monster on the same board section as himself.

The Ranger may only try this once per Monster on the board section per turn. As soon as he fails to roll a 3+ to see if the next Monster is affected, the shockwave dies away, the Monster is not affected, and the spell stops.

Sword of Aenarion

Attack

The Elf howls in anguish as the hazy outline of a bloody dripping sword appears in his hand. Where it strikes, there is nothing but blood and death.

Choose one Monster adjacent to the Elf Ranger. It suffers 1D6 Wounds, with no deductions for Toughness or armour.

ELF RANGERS AND MAGIC

Although fairly accomplished magic users, Elf Rangers are not as devoted to the arcane arts as the Wizard, for whom magic is everything.

A Ranger Mage can cast one spell per turn.

THE POWER PHASE

To cast a spell, the Ranger Mage relies on the winds of magic in a similar way to the human Wizard. In the Power Phase, when the dice is rolled to determine magical power and unexpected events, this dice roll also determines how easy the Ranger finds it to cast spells.

Number rolled in Power Phase	D6 score to cast each spell
1	6
2	5
3	4
4	3
5	2
6	2

So, if a 4 is rolled in the Power Phase, the Mage can choose one of his spells to cast, and that spell will be successful on a dice roll of 3+.

HEALING SPELLS AND GOLD

Every time that a Ranger heals other Warriors, he gains 5 gold for every Wound he heals.

STARTING AS A RANGER KNIGHT

A Ranger Knight starts the game with the Blades of Death skill, and a bow, as well as a sword.

The bow is Strength 3, and has 1 Attack per turn. See the Warhammer Quest rulebook for rules for using missile weapons.

SKILL – BLADES OF DEATH

The Ranger Knight is skilled in the arts of war, and quickly takes advantage of every opportunity given him by his foes, breaking through their guard and inflicting dreadful wounds with his Elf blade.

This skill only works if the Ranger Knight actually manages to hit his opponent with his attack. If he does so, then resolve the damage against the Monster as usual, including death-blows etc.

Then, because his first Attack hit (even if it failed to cause any Wounds) the Ranger Knight gets an extra Attack as well, which is resolved as normal.

If the Knight's first Attack missed, he does not get an extra Attack that turn.

ELF RANGERS & TREASURE

KNIGHTS AND TREASURE

A Knight may wear any magical armour and use any magical weapons, except those which may only be used by Dwarfs, or are of Dwarf origin.

MAGES AND TREASURE

An Elf Ranger Mage may only wear the scale mail he starts the game with; he may wear no other armour. He may collect and use treasure which is normally only associated with Wizards.

SPELLCASTING TREASURE

Some items of treasure assist the Wizard by storing power, or adding to casting dice rolls. Because a Ranger Mage has slightly different rules for spellcasting, these items of treasure work in a somewhat different fashion. Although there is not space here to explain how every item works with the Ranger Mage, the basic rule is that any items which add Power etc will add +1 to the Mage's casting rolls when he attempts to cast a spell.



For example, if a Ranger Mage finds a Deathstone, then once per adventure he may cast any one of his spells on a casting roll of 3+, no matter what is rolled in the Power Phase. Likewise, each one of the points of Power stored in an Orb of Might can be used up to add +1 to a casting roll for a Ranger's spell attempt.

· ADVANCED RULES ·

In the Advanced rules, it is possible to keep your Ranger from game to game, building up his character as he progresses from adventure to adventure.

This section of the rulebook gives you all the rules for taking your Elf Ranger right up to battle-level 10, including special rules for visiting Settlements, training, spells and skills.

Starting at battle-level 1 as a Novice, follow all the rules as outlined over the previous pages.



· LIMITATIONS FOR TREASURE, EQUIPMENT, WEAPONS & ARMOUR ·

The limitations that apply to your Ranger will depend to some extent on whether he is a Ranger Knight or a Ranger Mage.

Weapons and Armour

Generally, he may use any weapon, armour or treasure item available to the Elf from the Warhammer Quest game. An Elf Ranger may use any bladed weapon, and any bow or missile weapon so long as it not a gun or other form of powder weapon.

Knights and treasure

A Knight may wear any magic armour and use any magic weapons, so long as they are not specifically limited to the use of Dwarfs or are of Dwarf origin.



Mages and treasure

The only armour an Elf Ranger Mage may wear is the scale mail he starts the game with, whether bought or found as treasure. A Ranger Mage may collect and use treasure which is normally only associated with Wizards, with certain limitations. So, within the limitation of not being able to wear armour, and certain exceptions which follow, the Ranger Mage can use any treasure item indicated as being used by an Elf or a Wizard.

Spellcasting treasure

Some items of treasure assist the Wizard by storing Power, or adding to casting dice rolls. Because a Ranger Mage has slightly different rules for spellcasting, these items of treasure work in a somewhat different fashion. Although there is not space here to explain how every item works with the Ranger Mage, the basic rule is that any items which add Power etc will add +1 to the Mage's casting rolls when he attempts to cast a spell.

For example, if a Ranger Mage finds an Energy Jewel (Dungeon Room Treasure, Magical Items, Number 12, Page 69 of the Roleplay book) then he rolls for the points of Power as usual, and may use them up one by one to add +1 to his spellcasting dice rolls.

Some magical items are tailor-made to augment the power of human Wizards, and the Ranger cannot use them at all. These items are:

- The Book of Arcane Magic
- The Tablet of Adain
- The Brooch of Power
- The Chalice of Sorcery

· ELF RANGERS AND MAGIC ·

In the Advanced game, an Elf Ranger can cast a number of spells per turn, governed by his title, and his path. As a new Warrior, he begins the game as a Novice, and looking at his Battle-level Table, you will see that he becomes a Champion at level 2, and so on.

In the Warhammer Quest game, only the Ranger Mage has spells. In the Advanced rules this is not always the case, as even a Ranger Knight may have some skill in the magic arts. How a Ranger acquires spells and skills is explained later on, but the tables below explain how many spells a Ranger may cast at each battle-level, depending on his path.

RANGER KNIGHT

A Ranger following the Warrior path may attempt to cast the following number of spells per turn. Attack spells may only be cast in the Warriors' Phase, but other spells can be cast at any time in a turn.

Level	Number of spell attempts per turn
Novice	none
Champion	1
Hero	2
Lord	3

RANGER MAGE

A Ranger following the Mage path can attempt to cast the following number of spells per turn. He may cast attack spells only in his Warriors' Phase, but all other spells he can cast at any time in the turn, as usual.

Level	Number of spell attempts per turn
Novice	1
Champion	2
Hero	3
Lord	4

Note that a failed attempt to cast a spell still counts towards the total number of spells the Ranger can cast per turn. He can attempt to cast a spell as many times as he likes per turn, within the limits outlined above. However, once a spell has been successfully cast, it may not be cast again until next turn.



THE POWER PHASE

To cast a spell, the Ranger Mage relies on the winds of magic in a similar way to the human Wizard. In the Power Phase, when the dice is rolled to determine magic power and unexpected events, this dice roll also determines how easy the Ranger finds it to cast spells.

Number rolled in Power Phase	D6 score to cast each spell
1	6
2	5
3	4
4	3
5	2
6	2

So, if a 4 is rolled in the Power Phase, the Mage can choose one of his spells, and that spell will be cast successfully on a dice roll of 3+.

So if a Ranger following the Mage path is a Hero, and the Wizard rolls a 4 in the Power Phase, then the Ranger Mage can attempt three spells that turn, and each attempt will require a 3+ to cast a spell successfully.

· RANGER SPELLS & SKILLS ·

Ranger spells and skills are different from those of many other Warriors, and the Ranger becomes more proficient in their use as he progresses through the battle-levels. The example below is the Bloodsword spell, which gets more and more destructive as the Ranger goes from Novice to Lord.

The increments by which the skill or spell improves are usually related to the Ranger's title, rather than a specific battle-level, and often take the form of an improvement to the dice rolls required for the spell or skill to be used successfully.

Example spell – Bloodsword

The Ranger is surrounded by a cloud of whirling blades, dripping blood as they hack and slash at his foes.

Each Monster in a square adjacent to the Ranger may be hit by the whirling magic swords. Roll a D6 for each Monster. The scores required are as follows:

Title	Score
Novice	6
Champion	5
Hero	4
Lord	3

On a successful dice roll, that Monster suffers 1 Wound per level of the caster, with no deductions.

You can see that as your Ranger's profile changes, you will not only have to keep track of which new spells and skills he acquires, but also what changes there are to the spells and skills he already has. This includes the spells the Ranger Mage starts with.

RANGER KNIGHT'S STARTING SKILL

A Ranger Knight always starts with the Blades of Death skill, as detailed on his Warrior card and on page 5 of this rulebook. However, in the Advanced game, no matter how many attacks the Elf Ranger Knight has, he only gets the extra Blades of Death attack if his FIRST attack that turn hits his foe.

· RANGERS IN SETTLEMENTS ·

When visiting Settlements, an Elf Ranger may visit all the standard locations such as the various traders, and the following special locations:

The Alchemist, Gambling House, Temple, Alehouse (-2 on the dice roll for the Alehouse Events Table), Elf Quarter and Wizards' Guild.

In addition, there is a special new location – the Elf Noble House.

Of course, if there are any dice rolls to be made to see if a certain location can be found, then all the usual rules apply.

THE WIZARDS' GUILD

An Elf Ranger may only visit the Wizards' Guild if he has at least one spell.

If he finds a Wizards' Guild, then rather than paying as he enters, the Elf Ranger sweeps in arrogantly, demanding to see the "High Lord of the puny human Wizards in this squalid place". His bravado and arrogance are not always appreciated by the Wizards, however, particularly in a large city with a well established and powerful guild, and there is a chance that they will simply turf him out for being a rude upstart.

Before the Ranger can visit the Wizards' Guild, he must roll a dice and consult the following table, to see whether he is allowed entry or not:

- 1 The Wizards cannot believe the cheek of the fellow, and report him to the City Watch. Roll on the City Watch Table below, to see what happens to the Ranger now...
- 2-3 Unimpressed by the Ranger's arrogant manner, the Wizards slam the door in his face. He must pay 1D6x100 gold before he is allowed in.
- 4 Unimpressed by the Ranger's arrogant manner, the Wizards bar his entry. He must pay 1D6x50 gold before he is allowed in.
- 5-6 The Ranger barges his way into the Wizards' Guild, despite the protestations of the Wizards within. He gains entry to the Wizards' Guild for free.

CITY WATCH TABLE

- 1 The Ranger has so incensed the locals, and his attitude to the City Watch is so offensive, that they throw him out of the Settlement there and then. He must leave town. He may wait at the city gates for the others, but must pay living expenses as usual.
- 2 The City Watch will stand for no nonsense, and the sergeant at arms takes the Ranger's sword and locks him up in jail for 2D6 days. He may do nothing at all whilst in jail, but need not pay living expenses or roll on the Settlement Events Table.
- 3 The City Watch appear at once, and march the Ranger away to the jeers and catcalls of the locals. They lock him up for 1D6 days. He may do nothing at all whilst in jail, though he does not need to pay living expenses or roll on the Settlement Events Table.
- 4, 5 The City Watch declare that they have not got the time to deal with such petty disputes, but will stand by to see justice done, with the sentence carried out by the Wizards. The Wizards turn the Ranger into a toad for the rest of the day (to teach him a lesson), during which time he may do nothing at all.
- 6 The Ranger is cautioned, and fined 1D6x10 gold. He may try to gain entry to the guild again tomorrow if he wishes.

Once in the Wizards' Guild, the Elf Ranger may buy a wizard's staff if he is a Mage, and may have it re-charged in subsequent visits as usual. He may follow the rules for consultations, whether he is a Warrior or a Mage, but he may not change his spells or buy any potions. He considers that potions are the province of the rustic Wood Elves, and potions made by men are likely to be foul-tasting, vulgar and crude.

· THE ELF QUARTER ·

When visiting the Elf Quarter, the Ranger has no need of herbs for potions, he leaves such things to the Wood Elves. He will, however, buy waybread, but in his arrogance he always pays 3 times the list price for it. He may buy armour etc as normal from the Elf quarter.

THE ELF NOBLE HOUSE

The dispossessed of Tiranoc maintain the ancient traditions of their kind even though they now have no lands or armies of their own. They are still a powerful force within the Elf communities of the Old World, maintaining Noble Houses within the Elf Quarters of many great cities in the Empire and Bretonnia. Here they keep themselves to themselves, maintaining a proud aloofness from the rest of the community.

Other Elves are welcomed into these vaunted halls, spending time amongst their kin to discuss the events in the world, and to recount the ancient stories, invariably about their betrayal and downfall. Elf Rangers are great travellers, and their network of Noble Houses is very well informed about the goings on throughout the Warhammer World, from Ulthuan to Araby, from Norsca to the Border Princes and beyond.

Rangers have a great interest in news and happenings from faraway places, and regard the inhabitants of the cities they live in as introspective and dull. In this regard, they make little distinction between Dwarfs, Elves or men, seeing them as all tarnished by the same inward-looking attitudes.

Finding a Noble House

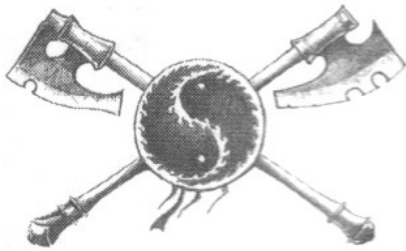
Elf Noble Houses can only ever be found in a city, and even then only in the Elf Quarter (if one can be found). The Ranger player will have to roll 7+ on three dice in order to find a Noble House in the Elf Quarter...

The Noble House is where the Ranger trains to go up battle-levels. As he does so, his profile changes as usual. He also gains dice rolls on the Skills and Spells Table, as shown on the battle-level tables. He has to pay the gold indicated to go up a level.

There is a chance that at the Noble House he will find extra items to purchase. Rangers are vain, arrogant, and love jewellery, fine wines, spices and fabrics. They cannot take

these on their travels, but when they venture into the furthest reaches of the world they like to be able to reflect on the wealth of riches and comforts awaiting their return.

A Noble House will often contain some of the most exclusive items of art or culture in the Warhammer World, and the dispossessed love to barter and trade treasures from across the globe.



Whenever the Ranger visits a Noble House, he must try to resist purchasing some exotic item. To do this he must roll a D6. On a roll of 2 or more, he doesn't see anything he really likes. On a score of 1 he is so overcome with the beauty of a particular item that he simply cannot resist it. He just has to buy the item if he can afford to. This must be done BEFORE any training is paid for.

If the Ranger can't resist buying an item, roll on the table below to see what he has fallen in love with. If he cannot afford the item, he is thrown out of the Noble House in disgrace.

D6 roll	Item	Cost
1	Rare silks of Ulthuan <i>They look splendid!</i>	2,000
2	Jewels of the Dragon Isles <i>They glitter like ice!</i>	1,500
3	Spices from Araby <i>The fragrance is heavenly!</i>	1,000
4	Fine wines of Bretonnia <i>A rare vintage indeed...</i>	750
5	Exotic foods of Tilea <i>A true gastronomic delight</i>	500
6	Ancient vase from Lustria <i>It will finish the set!</i>	300

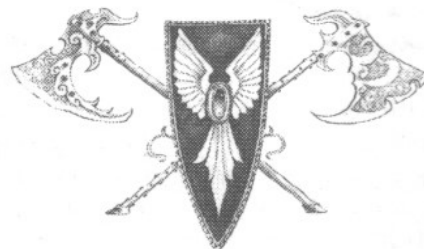
News and Stories

Whilst in the Noble House, the Ranger will pick up on the latest news and reports from across the world. This will involve specific information about certain monsters, lairs and hidden treasure, as well as news from Ulthuan and Loren. Roll a dice to see whether the Ranger learns anything helpful.

NEWS TABLE

D6 News

- 1 There is nothing much of interest to be learned in the Noble House.
- 2 The Ranger makes a useful contact with a friend he has not seen for many years. When next training, the friend will lend what assistance he can - the Elf may add +1 to his next dice roll to see who his trainer is.
- 3 The Ranger is given a map of the next dungeon. If he wishes, he can demand to be the leader in the next adventure, whether it is his turn or not.
- 4 The Elf Ranger is told to beware a certain Monster in the next dungeon he ventures into. At any one time in the next dungeon, the Elf Ranger may declare that a particular Monster is the one he was warned about. For the first turn of combat against that Monster, the Ranger gains double his usual Attacks.
- 5 The Elf learns of a hoard of gold at the end of the next dungeon he is headed for. The value of the hoard will be 5D6x100 gold. It is up to the Ranger to decide whether he wants to let the others know or not!
- 6 The Elf learns of a certain item of treasure buried deep below the mountains. In the next dungeon, he may claim one item of treasure as his, on top of his rightful number, and despite the fact that he may be claiming it out of turn.



LORD OF THE NOBLE HOUSE

Every time a Ranger visits a Noble House, he is welcomed with open arms as a long lost son or brother. There are few enough of the dispossessed left, so the arrival of any Elf Ranger is cause for great celebration.

Within each Noble House, there is usually at least one resident Ranger who is nominally in charge and deferred to by all who visit. Often he is old beyond telling, and runs the Noble House as its Lord. These great Lords rule the Noble Houses by right of birth, because of their great accomplishments in the past or through sheer presence of will. The Lords seldom venture out of the Noble Houses, content to run their affairs by gathering information from those who pass through.

The ancient Elves who control the Noble Houses are among the wisest creatures in the entire world, and there is much to be learned from them by other Rangers.

One of the first things a Ranger must do when he arrives at a Noble House after a prolonged absence is to visit the Lord of the House. Not to do so would be considered the height of rudeness and such behaviour will not be tolerated more than once. To ignore the Lord of a Noble House is to be shunned throughout the Noble Houses of the Warhammer World as the news travels through the network.

It is customary to offer gold or treasure to the Lord of the Noble House, as a token of gratitude for his protection whilst the Ranger stays in his halls. In exchange, the Lord will stay closeted with each visitor for anything up to a day, discussing events in the world, and giving the Ranger the benefit of his great knowledge and wisdom. Most Rangers emerge from such a meeting tired yet enlightened, having often learned something of value to help them in their next adventure.

In Warhammer Quest, this part of the Ranger's visit to the Noble House is represented by the tables below. There is one for the Mage path and one for the Warrior path. The Ranger must roll 1D6x100 and pay that amount of gold over to the Lord of the Noble House. In exchange, he will receive advice and other assistance.

Once he has paid his gold, the Ranger must roll another dice. The number rolled shows how many times he may roll on his respective table.

NOBLE HOUSE MAGE TABLE

- 1 *The Ranger and the Lord discuss the ways of magic, and the Ranger benefits much from the conversation.*

Once in the next adventure, the Ranger may attempt to cast one extra spell.

- 2 *The Lord of the Noble House is a powerful mage himself, and explains how the Ranger can better manipulate the winds of magic.*

For one turn in the next adventure, the Ranger may add +1 to the Power Phase dice roll.

- 3 *Whilst discussing the relationship of the world of magic and the physical realm, the Lord demonstrates how the raw stuff of magic can actually be used to ward off physical blows.*

For one turn in the next adventure, the Ranger may add +1 to his Toughness.

- 4 *The Lord explains how the Ranger may draw extra power from his War Crown.*

During the next adventure, the Ranger may use the special ability of his War Crown of Tiranoc twice, not just once.

- 5 *The Lord gives the Ranger a small gem, which he claims is a potent source of magic.*

Once during the next adventure, the Ranger may cast a spell of his choice automatically, no matter what the Power roll.

- 6 *The ancient master of the Noble House clips a small brooch onto the Ranger's cloak. The brooch radiates magical energy, and the Ranger can see that it is a great gift indeed.*

Once during the next adventure, the Ranger may increase the effect of a spell by +1D6, as appropriate.

NOBLE HOUSE KNIGHT TABLE (Roll a D6)

1 *The Lord of the Noble House is a great Warrior, and despite his advancing years takes pleasure in fencing with the Ranger, demonstrating his superior sword play.*

Once in the next adventure, the Ranger may make an extra Attack.

2 *The ancient Warrior Lord explains how one cannot always rely on skills or spells from within, that sometimes a Ranger can only survive by paying heed to the signals given out by the world around him. "Listen even to the rocks of the dungeon, they have much to tell." Mystified, the Ranger determines to try to better attune himself in future.*

The Ranger gains +1 Luck point for the next adventure.



3 *The Lord is wise, and has sources of information everywhere. With a conspiratorial air, he beckons the Ranger to listen carefully to what he has to tell.*

The Ranger may make one extra roll on the News Table, at +1 to the dice roll.

4 *The Lord reveals that he is the custodian of an ancient magic artefact, which can be used to bestow great power to those who can trace their lineage back to Tiranoc.*

During the next adventure, the Ranger may use the special ability of his War Crown of Tiranoc twice, not just once.

5 *The Lord demonstrates how the Ranger can better balance his blade, making it strike with a fluid grace and precision at his foes.*

For one turn in the next adventure, the Ranger's Attacks are at +1 to hit.

6 *After an exhausting bout of swordplay with the Lord, the Ranger finds himself at the sharp end of the Lord's sword once more. The old warrior grins, and his eyes glitter with the anticipation of the kill. "If you were an Orc, or a Beastman," he spits the words out as if they befoul his elegant mouth, "I would destroy you **THUS!**" Like lightning, his slender blade descends into a nearby exquisite oak cabinet, smashing it into a thousand pieces with a force unseen before by the Ranger. "Now let me show you how it is done..."*

Once in the next adventure, the Ranger may add +2 Strength dice to a single blow which hits.

· TRAINING ·

The training of an Elf Ranger is less formal than the training for many other Warriors. Within the Noble House, there is no 'training ground' as such and there are no formal instructors. However, it is almost certain that there will be another Ranger passing through the Noble House at the same time as the Ranger wishing to train, and they spend time honing their skills and exchanging useful information.

This tends to focus the Ranger's mind, and after a period of time in the other's company, they both part having learned much from each other. Elf Rangers recognise that the Noble Houses must be maintained in order to fulfil this essential function, and so they pay much gold to keep the ancient traditions alive. The closure or abandonment of a Noble House is a cause for great concern amongst the dispossessed, as with it dies a part of their dwindling heritage.

TRAINING RULES

In the Noble House, the Elf Ranger may be trained up to the next battle-level, if he has enough gold to pay for the training.

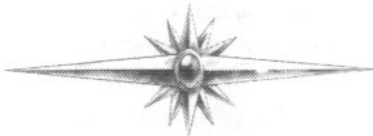
Apart from the characteristic increases gained, as listed on his battle-level table, the Ranger will gain a new skill or a spell each time he goes up a level.

THE SKILLS AND SPELLS TABLE

At the end of this section, there is a table of skills and spells which the Ranger may gain as he trains. Notice that there is not a separate table for the Mage and the Knight, simply a single table numbered from -8 to +22. The spells and skills are arranged so that a Mage is more likely to gain spells, and a Knight is more likely to gain skills. However, it is always possible for a Mage to gain a skill, and for a Knight to gain a spell.

When the Ranger is training to go up a battle-level, he makes one roll on the Skills and Spells Table. A Ranger on the Warrior path rolls (2D6+ the battle-level he is training up to) to see what his new spell or skill is. A Ranger on the Mage path rolls (2D6- the battle-level he is training up to) to see what new spell or skill he gains.

For example, if a Ranger Mage were training to go up to battle-level 5, he rolls 2D6-5 to see what spell or skill he gains. Rolling a 1 and a 2, he gets a total of 3. 3-5=-2, and the -2 result on the Skills and Spells Table is the "Storm of Vengeance" spell. This spell is added to his spell book.



If the Ranger rolls the same skill or spell twice then he may re-roll. If he still gets the same number, he may try once more, and once more only. After this, he must give up and leave his skills/spells as they were.

TRAINERS

It is not always certain that the Ranger will be training with an Elf of a higher calibre than himself. Sometimes, he may spend time in discussion with a relative newcomer to the Ranger way of life, little travelled and eager for knowledge. Still, there is usually

something to be gleaned from such a meeting, one way or another. To see how the training goes, the Ranger must first roll a dice to see whether his proposed "instructor" is more or less experienced than himself.

- 1 The Trainer is less experienced than the Ranger.
- 2-4 The Trainer is an Elf of around the same experience as the Ranger.
- 5-6 The Trainer is an Elf of greater experience than the Ranger.

Less Experienced Trainers

The Ranger must pay the gold and amend his profile accordingly. However, if he is a Knight then when rolling on the Skills and Spells Table, deduct 1D6 from any roll you make instead of adding the battle-level you are training up to. If the Ranger is a Mage, then add 1D6 to the score instead of deducting the battle-level you are training up to.

If the Instructor is Your Equal

The Ranger may train as usual, paying the gold and rolling on the Skills and Spells Table in the normal fashion.

Superior Instructor

The Ranger trains as usual, paying the gold and rolling on the Skills and Spells Table in the normal fashion, including the plus or minus modifier for the battle-level he is training up to.

A Ranger Knight may, if he wishes, roll a D6 and adjust his score by up to the amount rolled. So, if he rolled a 4, he could add 1, 2, 3 or 4 to his roll on the Spells and Skills Table.

If your Ranger is a Mage, then he may roll a D6 and deduct up to the score rolled from his result on the Spells and Skills Table. So, if he rolled a 3, he could deduct 1, 2 or 3 from his roll on the Spells and Skills Table.

CHANGING PATH

If your Ranger is a Warrior and his spells are ever more numerous than his skills (or vice versa!), then he will change path. All the rules for armour, spellcasting etc for the particular path you have changed to now apply, and you may no longer use items of treasure, weaponry and armour which are no longer applicable to your Warrior. From now on, when you train to go up battle-levels, you will train as appropriate for your new path.

· SKILLS AND SPELLS TABLE ·

-8 SPELL Attack

Bloodsword

The Ranger is surrounded by a cloud of whirling blades, dripping blood as they hack and slash at his foes.

Roll 1D6 for each Monster in a square adjacent to the Ranger, to see whether they are hit by the swords. The scores required are as follows:

Level	Score
Novice	6
Champion	5
Hero	4
Lord	3

On a successful dice roll, that Monster suffers 1 Wound per level of the caster, with no deductions.

-7 SPELL Heal

Aura of Vitality

The Ranger is suffused in a brilliant golden aura, which expands to fill the area, flooding it with bright light.

Each Warrior on the board section regains 1 Wound per battle-level of the caster.

-6 SPELL Defence

Shield of Tor Alessi

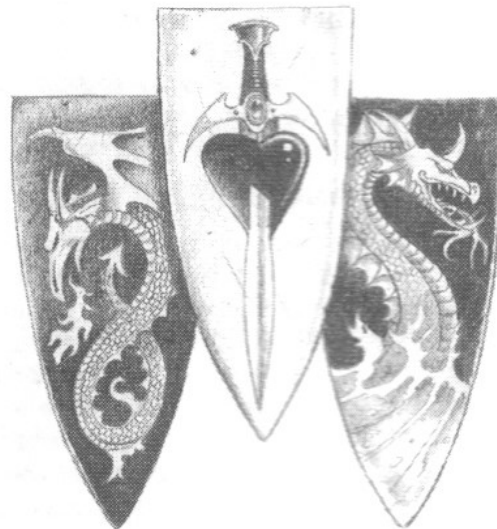
The Ranger puts up a magical shield around the Warriors, cloaking them in a near impenetrable cowl of raw magic.

The area covered by the magic shield depends on the level of the caster.

A Ranger Initiate or Champion may only 'cloak' one square, so he can cast the spell on himself or another Warrior on the same board section.

A Ranger Hero or Lord may 'cloak' an area of four squares.

Any Warrior within the shield can only be hit by Monsters scoring the required number or above, as shown below. The Ranger declares where the shield falls, but he must be careful not to shield any Monsters, as they will gain the same benefits as the Warriors!



Level	Squares covered	Monsters' score to hit
Novice	1	4+
Champion	1	5+
Hero	2x2	5+
Lord	2x2	5+ OR
	1	6+

Duration: Lasts until the end of the turn

-5 SPELL Special

Breath of Bel Shaanar

The cave is filled with a light breeze, which tugs at the sleeves and cloaks of the Warriors, and fills the air with the tang of sea salt.

The Warriors' hearts are lifted, and they attack their foes with renewed vigour. A number of Warriors gains extra Attacks for the turn. The table below shows how many Warriors are affected by the spell, and how many extra Attacks they gain. The Ranger chooses which Warriors are affected.

Level of caster	No affected	Effect
Novice	1	+1 Attack
Champion	2	+1 Attack
Hero	2	+2 Attacks
Lord	2	+1D6 Attacks

Duration: 1 turn

-4 SPELL Heal

Vigour of Bel-Korhadris

The Ranger performs an ancient ritual of healing carried out by the great mages of Saphery.

The Warriors feel lost energy returning to their weary limbs. The number of Warriors affected by the spell varies according to the level of the caster. No-one may be healed above their Starting Wounds. The Ranger chooses which Warriors are affected.

Level of caster	Number affected	Effect
Novice	1	+1D3 Wounds back
Champion	1	+1D6 Wounds back
Hero	1	+1 Wd per battle-lvl
Lord	2	+1 Wd per battle-lvl

Duration: Immediate.

-3 SKILL Attack

Weaponlord

Time spent in meditation, training and discussion at the Noble House has proven to be time well spent, as the Ranger's fighting skills are honed to perfection.

The Elf Ranger may attempt to use this skill once per turn. He may choose one of the following benefits:

- +1 Attacks this turn
- +1 to all to hit rolls this turn
- +1 Strength dice for resolving damage this turn.



The Ranger does not automatically get the benefit, he must make a successful dice roll first:

Level	Dice roll
Novice	6+
Champion	5+
Hero	4+
Lord	3+

-2 SPELL Attack

Storm of Vengeance

As the Ranger draws on the power of magic, a violent storm rushes through the area. The raging winds tear at the Monsters, whilst miraculously avoiding the Warriors themselves.

Every Monster on the board section must score less than or equal to its Toughness on a D6 to avoid being hurled to the ground – the Ranger player rolls the dice for the Monsters. A score of 6 is always successful, no matter what the Monster's Toughness.



If a Monster is hurled to the ground, it suffers 1D6 Wounds with no armour deductions. Any hits against a Monster thrown on the ground will be at + 2 to hit.

It will take a Monster a whole turn to get up. During this time it may do nothing else.

-1 SPELL Special

Dawnglow

Muttering strange words in the ancient tongue of his kind, the Ranger imbues a single object with the light of the dawn, giving off the same light as the lantern.

Choose an object. It now glows brightly, and the carrier can explore just as the leader with the lantern. The magic glow isn't permanent. If a 1 is rolled in the Power Phase, the glow dies.

0 SKILL

Dodge

The Elf Ranger can attempt to avoid an incoming attack, whether a hand-to-hand attack or a missile attack.

The Elf Ranger must roll a 5+ to dodge an attack in this fashion.

He can try this once per turn.

1 SPELL **Heal****Light Power**

The Mage calls upon the power of light and magic to sustain him through the darkness of the dungeon.

This spell may be cast once and once only per dungeon. Once cast, the Elf Ranger will regain 1D6+2 Wounds in the Power Phase of each turn, although he may never be restored above his Starting Wounds score.

If he is reduced to zero Wounds, the spell will heal him once more for 1D6+2 Wounds, getting him on his feet again. Then its effect will fade until he casts it again in the next dungeon.

2 SKILL**The Healer**

The Elf Ranger has the touch of the healer upon him, allowing him to cure ills and seal wounds.



At the end of a turn, if there are no Monsters on the board, the Ranger may heal any single Warrior (including himself), for 1D6 Wounds +1 Wound per battle-level of the Elf, on a dice roll of a 4, 5 or 6. On a score of 2 or 3, nothing happens, whilst on the score of a 1, the technique goes badly wrong and the Warrior suffers 1D6 Wounds instead – with no deductions at all.

3 SPELL **Defence****Dust of Khaine**

Opening a small leather pouch, the Ranger hurls a small quantity of dust into the air. The dust is said to be the ground down bones of those who died within the dread influence of the shrine to Khaine, the Elf god of War. The dust swirls around the area, choking and blinding Warriors and Monsters alike.

No further combat or magic is possible this turn, and the Warriors' movement rate is halved as they struggle through the dust. In the dust, Warriors cannot be pinned.

Once cast, this spell lasts for an entire turn.

4 SPELL **Attack****Shockwave**

Using an ancient spell, the Elf Ranger invokes a shockwave throughout the dungeon.

The Ranger chooses one Monster, and rolls a dice. On a score of 3+, the Monster suffers 1D6 Wounds +1 Wound per battle-level of the caster, with normal deductions for armour and Toughness.

If the Ranger rolls a 3+, as required, then after he has rolled a dice to wound the Monster, he can move onto another Monster on the same board section and try again, rolling another 3+ to see if that Monster is affected too. He can carry on doing this for every Monster on the same board section as the Ranger.

He may only try this once per Monster on the board section per turn. As soon as he fails to roll a 3+ to see if the next Monster is affected, the shockwave dies away, the Monster is not affected, and the spell stops.

5 SKILL**Endure**

The Monster's attack carves a wound in the Ranger's chest an inch deep, but, summoning his reserves of willpower he grits his teeth and ignores the terrible pain.

This skill allows the Ranger to ignore the Wounds caused by a single blow that would otherwise kill him.

This skill may be used once per adventure.

6 SPELL **Heal****Palace of Avelorn**

Invoking a temporary warp gate, the Elf Ranger steps through to the palace of the Everqueen in Avelorn. Whether it is an illusion, or whether he really travels by magical means to Ulthuan is unknown. However, in the palace of the Everqueen his wounds are tended.

Remove the Ranger model from play – he is in Avelorn! For every turn the Ranger remains in Avelorn, he regains 1D3 Wounds, up to a maximum of his Starting Wounds. Whilst in Avelorn he may do nothing else at all. He may emerge from Avelorn at any time he likes. He will always emerge in the room he vanished from, in a square of his choosing, at the start of the Power Phase.

7 YOU MAY CHOOSE EITHER NUMBER 6 OR 8

8 SKILL

Reaction Strike

A Monster lurches out of the darkness towards the Ranger. No sooner has he caught sight of its huge bulk than his sword is out and ready to strike.



This skill allows the Ranger to make one immediate attack on a single Monster as soon as it is placed on the board next to him. If there is more than one eligible target then you may choose which Monster he attacks. The attack is in addition to any others which your Warrior may make this turn.

This blow may not cause death-blows, and when striking, the Warrior is immune to any psychology effects caused by the target.

9 SPELL Heal

Power of Teclis

Using a spell said to have been handed down from Teclis himself, the Elf Ranger sends beams of healing power through the wounded Warriors.

Roll a D6 for each Warrior on the board. On a score of 1, 2 or 3, nothing happens. On a score of 4+, the Warrior receives 1 Wound per battle-level of the caster.

10 SKILL

Swordmaster of Hoeth

This skill is a special form of lightning fast attack, originating in Hoeth. Taking years to master, the wielder is all but unstoppable.

The Elf Ranger must roll a dice. On a score of 5 or 6, he gains double Attacks.

On a score of 2, 3 or 4, he attacks as normal

On a score of 1 he trips up and falls over. He may do nothing at all for the rest of the turn and is treated as prone.

He may try this once per turn.

11 SKILL

Cry of Vengeance

Harnessing the bitter resentment within his soul, the Ranger huris himself upon his foes with no regard for his personal safety.

Every attack the Ranger makes this turn which hits causes treble damage. However, if he misses, then the Monster he was attacking makes an immediate Reaction Strike attack, resolved just like the skill Reaction Strike.

He may try this once per adventure.

12 SPELL Attack

Sword of Aenarion

The Ranger howls in anguish as the hazy outline of a bloody dripping sword appears in his hand. Where it strikes, there is nothing but blood and death.

Choose one Monster adjacent to the Elf Ranger. It suffers 1D6 Wounds per battle-level of the caster, with no deductions for Toughness or armour.

13 SKILL

Shadowfast

The Ranger is so fast in combat that he is a blur compared to the other Warriors, striking before his opponents can even draw breath.

Whatever anyone else's Initiative, or any other rules whatsoever, on a score of 4+, the Ranger may go first regardless.

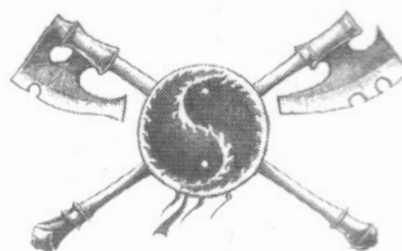
He can try this once per turn.

14 SPELL Defence

Sword Guard of Hoeth

The Ranger is surrounded by a whirling wall of blades, making it almost impossible for his enemies to hit him.

The Ranger is at +1 to his Toughness per battle-level, up to a maximum bonus of +5, and all Monsters attacking him are at -1 to hit.



15 SKILL

Feint

Seeing the Monster prepare to attack, the Ranger makes as if to move one way, before doing just the opposite.

The Ranger may try to make a feint once per turn, to avoid an attack which has hit him. Roll a dice. On a roll of 1-4, the feint doesn't work. On a roll of 5, the feint is successful, and the Monster's attack misses. On a 6, the feint was so successful that the Monster loses all the rest of its attacks for the turn.

16 SKILL

Warning of Asuryan

The Ranger always seems to be one step ahead of the Monsters.

When ambushed, the Ranger rolls a dice. On a score of 6, he warns the Warriors, and the attackers do not get their Ambush attack.

The Ranger may try this once per event which generates Monsters with the Ambush ability.

17 SPELL Attack

Fury of Indraguir

Holding aloft a single dragon scale, the Elf Ranger is covered in a ball of flame. In a moment, the flame expands to fill the whole board section.

Miraculously, the Warriors are not affected, but the Monsters on the section are seared and burned by the dragon's breath.

Every Monster on the board section suffers 1 Wound per battle-level of the caster.

18 SKILL

Smashback

Putting all his strength behind his shield, the Ranger shoves his enemies to one side.

Before moving, the Ranger may try this skill. He must roll a dice and add his level to the score. If he scores 8 or more, then he is successful.

If he succeeds, then BEFORE moving, he may shove any one adjacent Monster one square backwards or to the side, if there is an empty square available.

He may try this once per turn.

19 SKILL

Wall of Steel

The sword of the Ranger is a shimmering blur through which none may pass.

In a corridor or doorway, no Monster may pass the Elf whilst he uses this skill, whether they are flying Monsters or even Monsters who are never pinned. They must kill him in order to stop his whirling blade.

20 SKILL

Battle Lord

Through rigorous training, the Ranger is able to shoot on the run, without having to stop and take aim.

The Ranger may fire with a missile weapon BEFORE or during moving. This uses up his Attacks as usual.

21 SKILL

Flame of Vengeance

This skill allows the Elf to move and fight with fluid grace, shouldering one weapon and taking up another without breaking stride.

If the Elf has a missile weapon and has more than one Attack, he may split up his attacks between hand-to-hand and missile attacks as he sees fit. For example, if the Ranger has a total of 3 Attacks, he may choose to make 2 missile Attacks and 1 hand-to-hand Attack. Missile Attacks made using this skill ignore the usual rules concerning not being able to fire a missile weapon whilst in a square adjacent to a Monster.

22 SKILL

Heartstrike

With a desperate lunge, the Ranger reaches past his opponent's guard and strikes deep into its heart.

The Ranger may use this skill instead of any other Attacks he might have. He may make one Attack against his foe instead, and if he hits, then the foe suffers 1D6 Wounds per battle-level of the Ranger, with no deductions for armour. This attack may not cause death-blows.

He may try this once per turn.

· ROLEPLAY GUIDELINES ·

If you are playing Warhammer Quest Roleplay with a gamesmaster and pre-written campaign adventures, then an Elf Ranger is a good addition to the party. Obviously, depending on his path, he will lean towards combat or magic, but whichever path he follows there is a chance that he will have a useful healing spell up his sleeve, together with the ability to hold his own against most Monsters.

If you have a Mage, and he has some healing spells, then you might substitute the Ranger for the Wizard, relying on the Ranger's spells to get the Warriors through.

The Elf Ranger gives plenty of opportunity for roleplaying between the players, as his natural arrogance and feelings of superiority should shine through, thoroughly annoying the other Warriors from time to time. If you are going to play an Elf Ranger, don't make him humble or mild mannered! He will rival the Dwarf in his bearing of grudges, and his grudges go back a long way. Remember that as far as he is concerned, the rest of the Elves abandoned his kind to their fate – even the Wood Elves who slunk off and hid in the forests.

Dwarfs compounded the betrayal by crushing the Elf cities in the Old World once the support of the Phoenix King was withdrawn, and therefore cannot really be trusted. Humans are by and large primitive and crude, having not been in existence for long enough to really have any valid claims on the realms they declare their province. Even the High Elves of Ulthuan are a pale shadow of their former selves...

This is not to say that Rangers are morose or miserable all the time. They are, however, seen as aloof, mysterious and invariably arrogant and patronising by almost everyone they meet. At the same time, the Rangers have a reputation for being honourable, proud lords of an ancient and powerful tradition. They have brought much knowledge to the Old World, and greatly helped in the establishment of many of the cities of mankind. In short, they are generally treated with a careful and grudging respect.

The Elf Ranger will be interested in almost any adventure which will give him a chance to travel a great distance, deal a punishing blow

to the enemies of his kind (the list of which is easily expandable to include almost anyone) and to retrieve some ancient and powerful artifact. So long as he is treated with the respect he knows he deserves, then he will make a stalwart companion, willing to lend his superior skills and abilities to the adventure at hand.

CHARACTERISTIC TESTS

With regard to tests and general behaviour, the player and the gamesmaster should bear in mind that an Elf Ranger is first and foremost an Elf. As such, he should be fairly good at the sort of things which the Elf from the Roleplay book is good at. He will not be quite as good as the Elf at tests which involve agility and reactions, such as leaping, dodging, ducking etc. However, if he is a Mage, then he will be nearly as good as the Wizard at many tests, such as identifying objects, deciphering ancient texts, resisting magic etc.

On the other hand, if he is a Ranger Knight, then he will be nearly as good as the Barbarian at combat-related tests, such as barging aside or disarming enemies. In general, he is a good all rounder, leaning towards either combat-based tests or magic-based tests depending on his chosen path.



Cease your childish babblings and stand aside!" A magical glow sprang up in the darkness, eclipsing the cheap yellow glare of the lantern. Shards of gold glittered off the priceless and ancient armour of the tall figure as he strode purposefully forward.

The others were gathered around the stone doors that had denied them entry for an hour or more, despite the best efforts of Kragni Stonefinger, the renowned Dwarf Goldhunter. He muttered something about 'poncy know-it-alls' as he put his tools back in his belt.

"What do you know, Ranger?" The cold voice was uttered from a featureless warhelm, as the ironclad Warrior stepped reluctantly aside. No-one really knew who Damgran Orcslayer really was, or why he had joined the Warriors, but they appreciated his killing power in combat. Under the present circumstances they were happy not to ask any questions.

The Warriors were, to their best knowledge, in the sixteenth greater deep of Karak Azgal. Originally, their quest had been to slay the Necromancer Vidas Vaal who had set up a vile temple to his dark gods in the fourth east deep of the ancient and deserted Dwarf city. They had been paid handsomely in advance, with more to come on their triumphant return, and had destroyed the Necromancer's lair and slain his evil followers.

Vidas Vaal himself had escaped, and the Warriors had followed him into the darkness. Barely an hour later they had been set upon by screaming hordes of the newly dead, spirited to the dark halls of Karak Azgal by the Necromancer for his own nefarious purposes. Their number ran into hundreds and the Warriors, weary after their earlier battles, were forced to flee, their escape route blocked behind them.

The halls and galleries they now trod were ancient beyond all telling, and there was little evidence that any living thing now inhabited the dank tunnels of the once bright under realm.

The disconcerting fact was that whichever way they turned, the paths led

downward. Rockfalls blocked the upward facing tunnels, stairways collapsed before them, or pathways which seemed to lead to the surface would invariably soon dip and face downwards once more.

Even the cheerful whistling of Ned Neddley, the Halfling Thief, had died away after two days of unceasing descent into the maw of darkness itself. "Tis worse than just bad luck," he had declared earlier. "Summat strange is afoot."

The other Warriors had laughed, but their mockery echoed hollow in the darkness. They all harboured the secret fear that something was forcing them down this lonely road beneath the mountain. After all, why should these caves and halls be so utterly bereft of life unless some particularly terrifying beast held sway over them. No-one except the Halfling had voiced these fears, and the others glowered at him for daring to say such a thing.

"Shut it, pipsqueak," the ironshod Warrior had grunted, tightening his grip on his mighty battle axe.

The only Warrior who seemed unaffected by their plight was Haradrel the Elf Ranger, whose arrogant self composure had not wavered. He had strolled along at the back, seemingly content to let the others lead the way, and commenting on the poor architecture and lack of monsters as if questioning the leadership of Kragni the Dwarf in bringing them to such an empty place.

Then they had come to the doors at the end of the tunnel. They were vast stone doors, fully fifty feet tall, and covered in ancient symbols and runes of power.

The light from the lantern illuminated barely a third of the doors' surface, but it was evident that they had not been opened for many years.

"Open them, bearding," the Knight had uttered in his characteristic monotone, devoid of emotion or feeling.

"Hold fast my friend, these are runes of binding and are clearly here for a purpose. Besides, they may be past my power to undo. There is strong magic here and no Wizard amongst us." The Dwarf tugged at

his beard, clearly worried.

At the mention of 'no wizard', Haradrel had snorted in derision, but said nothing.

The Halfling shrank into the shadows. He knew a bad feeling when he felt one, and he was getting a very bad one right at that moment. It was showing all the classic signs of a blossoming catastrophe - his right hand was aching from an old wound he got stealing jewels from the mayor of Talabheim, and the hairs on his feet were standing on end.

His stomach was grumbling as it always did before something exciting happened. Unfortunately, Ned knew from bitter experience that his stomach was unable to distinguish between 'good exciting' such as a slap-up meal or finding a valuable item left unattended by the roadside, and 'bad exciting' such as rounding a corner and walking straight into the city watch whilst carrying the newly liberated daily takings from Arnold's Bakehouse in Nuln. He suspected that the grumbblings at the moment were likely to be of the very best bad sort.

After a brief discussion, the Warriors had tried to open the doors, but to no avail. The armoured Knight had beaten at the doors with his great axe, denting them in several places but coming nowhere near opening them.

The Goldhunter had managed to counteract all the Dwarf runes, again with little or no change in the situation. The doors remained resolutely closed. Stonefinger had concluded that the Dwarf runes had been added in the distant past almost as an unnecessary afterthought upon the doors which had already been closed for many years.

In the end, the Warriors had begun arguing about what to do. The Dwarf was in favour of continuing the attempt to force the doors. The Halfling clearly wanted to put as much ground between himself and the imposing doors as possible, whilst the iron-suited Warrior was getting more frustrated by the minute, and had taken to kicking and punching the doors aimlessly every so often.

Eventually, the Ranger had stepped forward, deigning to grace the others with his presence. For the last hour or so he had been sitting in silence, a look of rapt concentration on his face, as if trying to grasp a distant memory from the inner recesses of his mind. If the others had been watching, they would have noticed a look of puzzled enlightenment cross his face, before he stood up, dusted himself down and made his way over to where the others stood arguing.

"Orcslayer, you can pound these doors until doomsday and they will not open." Turning to Stonefinger, he nodded sagely. "For once you are correct. What lies beyond these doors is older than even your kind."

Drawing himself up to his full height, the Ranger listened intently at the door for a few moments before beginning to chant the words of an ancient spell. His clenched fists and glistening brow betrayed the intense concentration, though to the others watching, there was no sign at all of any effect whatsoever.

"E's gorn mad," whispered Nedd, reaching into his pouch for a comforting snack. The reflex action had been repeated many times over the last few days, and the Halfling's fingers seemed to refuse to believe that the leather bag was totally empty, bereft of even a crumb. Disconsolate, Nedd turned back to the doors.

The Dwarf squinted at the entranced Ranger, one eye closed in concentration. He tugged at his scraggly beard, and nodded at the Ranger with grudging respect. "It's old, old words he's speaking, and you'd do well not to mock."

The armoured Warrior just growled and assumed a combat stance. "Something big lies beyond the doors." His flat, cold voice scraped the air like chalk on a blackboard.

A moment later the Ranger relaxed visibly and opened his eyes. "It is done, I think. Now we must just pray that he no longer dwells within, or that perhaps he is away about his business."

The doors were still closed. The Ranger threw his cloak back over his shoulder and adjusted his war crown.

"They're still shut, big ears," snapped Nedd the Halfling, padding towards the great stone doors in frustrated agitation. "We've been here hours, just waiting to get jumped on by some terrible beast, and if this is some kind of joke..." As the Halfling touched the doors, they swung silently open, and the Warriors were bathed in a sparkling golden glow.

Before them, the great doors opened onto a treasure chamber the like of which even Nedd could not have imagined in his wildest dreams. Gold was piled high around the cavern, which stretched away into the distance, and it was the glint of this gold which threw a yellow light around the vast cave. Suits of armour of exquisite design lay scattered around, together with many magical weapons – swords, flails, warhammers, axes all glowed with the reflected light of the gold and their own magical auras.

Piles of rare gemstones reached up towards the ceiling – emeralds, rubies and diamonds beyond counting and compare, again strewn with helmets, weapons, armour and shields.

The Warriors stood and gaped. At least, Nedd Neddley did. The Goldhunter had dropped his trusty pick axe in sheer delight, and the enigmatic armoured Warrior's breath snorted like that of an enraged bull from inside the dark recesses of his helmet.

The Ranger entered the chamber apparently unimpressed, but a close observer would have noticed the nervous tick on his forehead, and the fact that he had a very tight grip on the hilt of his sword. Nedd Neddley was a very, very close observer, and his hand was aching badly now. His stomach churned again, but as if in a trance, he walked after the Ranger, over the threshold and into the cavern. The Goldhunter and the Knight followed.

"Erm... Mind the bodies," whispered the Ranger, looking around carefully as he headed towards the biggest pile of

treasure, the top of which vanished into the dark roof of the vast cavern, a glittering mountain top swathed in black mist.

"Bodies?!" whispered the others, looking around as their footsteps crunched through the priceless gravel.

"Bodies," repeated the Ranger, indicating the nearest exquisite suit of armour lying atop a dune of pure gold dust.

As the Warriors drew near, they could see that indeed each suit of armour contained the shrivelled corpse of its owner, all in various states of decay.

"There are hundreds of 'em," whispered Neddley, stopping dead in his tracks and looking up at the vast mountain of treasure before them. It was bedecked with an inordinate number of suits of armour.

"Where are we going?" asked the Goldhunter, who was so nervous that despite his natural avarice he hadn't picked up a single nugget or gemstone yet. His mouth was dry and every nerve in his body was screaming "LEAVE HERE AT ONCE!!!"

"I do not believe that he is here, so now is the chance to retrieve the greatest treasure of all. It is a chance given once and once only, and we dare not turn back." The Ranger summoned his last reserves of courage and began to climb the great mountain of gold.

"Who isn't here? What treasure?" asked the Goldhunter, following the Ranger slowly, scrabbling to get a foothold in the loose gold.

Looking around, Neddley noticed the great doors slowly closing. As he watched, he saw the armoured Warrior slip between them and disappear.

"The cowardly git," he thought, turning to warn the others.

"The doors are... Oh heavens protect us," he squeaked, his voice drying to a cracked rattle in his throat. In the darkness on top of the treasure mountain, something had moved. Something big.

Neddley backed off fast, sidling towards

the distant doors as fast as he could without being noticed. It was a trick he was good at, appearing to be standing still and paying rapt attention whilst putting as much distance between himself and the object of his distrust as he possibly could.

The Goldhunter snarled and raised his pick axe, the runes of sharpness and piercing glittering coldly on its surface. The Ranger sighed and drew his shining blade from its scabbard.

A massive scaly head emerged from the shadows. Ancient and all-seeing eyes studied the Warriors curiously.

"An... Elf?..." The voice rolled like thunder across the cavern, echoing off the far wall and causing several delicate crystals to shatter into a million pieces.

The Ranger was moaning strange guttural syllables, and a greenish witch light flickered around his head, a nimbus which grew to cover both himself and the Dwarf.

"We come to claim what is ours." His voice sounded strained yet deliberate.

"And a, let me think, yes, a... Dwarf." The voice sounded distinctly hostile now.

Lightning crackled around the Ranger's fingertips, and a bolt of white energy streaked off into the darkness, striking the ancient Emperor Dragon on its grizzled snout. It reared back in pain, and gouts of flame billowed from its nostrils, illuminating the whole cavern and its own vast bulk.

A small figure reached the doors far below just as they slammed shut, and fell to its knees in panic-stricken despair.

"So that's how it is to be!" The great dragon roared its fury and fire engulfed the two Warriors standing on the pile of gold. The magical corona of energy protected them, just, and they struggled towards the dragon, walking slowly uphill in the face of the flames. An agony of concentration was written on the Ranger's face, and the mournful strains of the Goldhunter's death song drifted down the golden mountain.

From a black ring on the hand of the Ranger, a crimson fireball flew towards the

dragon, searing its flank and enraging it still further. Gathering his wits about him, the hardy Dwarf quickly lit and threw three firebombs at the great beast. The explosions obscured the vast serpent from view for a moment, showering gold and gems in all directions and throwing the Ranger and the Goldhunter to the floor.

In the distance, a small figure scabbled wildly at the vast doors.

As the smoke and steam cleared, the two Warriors found themselves face to face with the enraged beast. Its eyes glittered with ancient malice, and it studied them as a huge snake might study a small mouse which has actually dared to bite it.

"Now you die, puny imbeciles," it roared, and the whole golden mound was obscured in a raging curtain of fire. Within the inferno, magical bolts of energy flashed and flickered, and vast explosions echoed across the cave.

From outside the chamber, the armoured Chaos Warrior listened intently, his helmeted head close to the stone doors. The sounds of battle were muted but intense from this side, and his battle-trained ears could pick out the sounds of the Dwarf's pick axe and Ranger's sword as they struck home. He nodded in salute of the soon to be dead, surprised that they had lasted this long.

Fingering his huge chaos axe lovingly, he knew that when the dragon had killed the Warriors and was tired, perhaps badly wounded, then his lord would surely open the great doors again. Then he, Damgran Orcslayer, would stride in to slay the beast and claim the prize. He thenceforth would be known as Dragonslayer, and his Chaos masters would be well pleased.

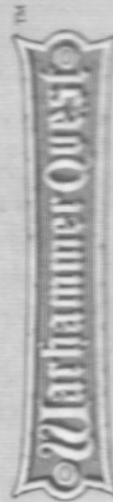
He stopped in his silent reverie for a moment, slightly puzzled. There was a sound he could not identify, and mysteries worried him. He was, at the end of the day, a well ordered Warrior, and liked everything in its ordained place - usually at the receiving end of his axe.

The sound he could not quite place was a persistent scabbled against the far side of the great doors...

ELF RANGER BATTLE-LEVEL TABLE

Battle-Level	Gold	Title	MOVE	WS	BS	Str	Damage		T	Wounds	I	A	Luck	WP	Skills	Pin
							Dice									
1	0	Novice	4	4	5+	3	1	3	3	1D6+7	5	1	0	2	-	3+
2	2,000	Champion	4	5	5+	3	1	3	3	2D6+8	6	1	0	3	1	3+
3	4,000	Champion	4	5	5+	4	1	3	3	2D6+8	6	2	1	3	2	3+
4	8,000	Champion	4	6	5+	4	1	4	4	3D6+9	7	2	1	3	3	3+
5	12,000	Hero	4	6	4+	4	2	4	4	3D6+9	7	3	1	4	4	3+
6	18,000	Hero	4	6	4+	4	2	4	4	4D6+10	8	3	2	4	5	2+
7	24,000	Hero	4	6	4+	4	2	4	4	4D6+10	8	4	2	4	6	2+
8	32,000	Hero	4	6	3+	4	2	4	4	5D6+11	8	4	2	5	7	2+
9	45,000	Lord	4	7	3+	4	3	4	4	5D6+11	8	4	3	5	8	2+
10	50,000	Lord	4	7	2+	4	3	4	4	6D6+12	9	4	3	5	9	2+

NOTES: The Skills column indicates the total number of extra spells/skills the Ranger has at that level, on top of the ones he started with.



ELF RANGER
BY ANDY JONES

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ELF RANGER

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



Equipment: War Crown of Tiranoc.

Weapon: Sword, which causes 1D6+3 Wounds.

Armour: Scale Mail, giving him +1 Toughness.

Pinning: The Elf Ranger escapes from pinning on a roll of 3+.

Special Rules

Choose whether your Elf Ranger will be a Ranger Knight, or a Ranger Mage. The rules for the Ranger Knight are on the back of this card. The rules for the Ranger Mage are on a separate card.

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

· RANGER KNIGHT SPECIAL RULES ·

Ranger Knights and Treasure

A Ranger Knight may wear any magic armour and use any magic weapons, unless the Treasure card itself says otherwise.

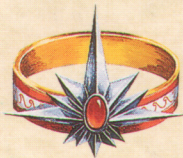
Starting as a Ranger Knight

A Ranger Knight starts the game with a Bow, as well as a sword. The Bow is Strength 3, and can be used for one attack per turn. The Ranger Knight must either use his Bow, or make a hand-to-hand combat attack – he cannot do both in one turn. See page 26 of the Warhammer Quest Rulebook for the rules for using missile weapons.

Blades of Death skill

The Elf Ranger Knight has the Blades of Death skill. He is skilled in the arts of war, and can inflict dreadful wounds with his Elf blade.

This skill only works if the Ranger Knight actually manages to hit his opponent with his attack. If he does so, then resolve damage against the Monster as usual, including death-blows etc. If his attack hit, the Ranger Knight gets an extra attack. Resolve this extra attack as normal. If the Knight's first attack misses, he does not get the extra attack that turn.



· ELF RANGER MAGE ·

Ranger Mages and Treasure

The only armour a Ranger Mage may wear is the Scale Mail he starts the game with. He may use any treasure which is normally only for Wizards.

Magic

An Elf Ranger Mage may cast one spell per turn. When the Wizard rolls the dice in the Power Phase, the score shows how easily the Ranger can cast spells.

Power Phase Roll	1	2	3	4	5	6
No. to Cast Spell	6	5	4	3	2	1

For example, if a 4 were rolled in the Power Phase, the Elf Ranger could cast a spell if he rolled 3 or more on a D6.

A Ranger Mage has three spells. Remember that Attack spells may only be cast in the Warriors' Phase, while Healing spells may be cast at any time.

Elf Ranger Mage Spells

Aura of Vitality

Healing

The Ranger floods the area with a bright light.

Each Warrior on the board section regains 1 Wound. The Ranger gains 5 gold for every Wound he heals on other Warriors.

Shockwave

Attack

The Elf Ranger invokes a shockwave throughout the dungeon.

Having successfully cast the spell choose a Monster, and roll a dice. If you score 3+, the Monster suffers 1D6+1 Wounds. If you score 3+, then you can try again against a different Monster and so on. If you fail, then the shockwave dies away and the spell ends. You can try this once per turn for every Monster on the board section the Ranger Mage is on.

Sword of Aenarion

Attack

A bloody dripping sword appears in the Ranger's hand.

A Monster adjacent to the Ranger suffers 1D6 Wounds, with no deductions at all.

WAR CROWN OF TIRANOC

The War Crown allows the Elf Ranger to freeze time, and take another Warriors' phase whenever he wishes. He may do this once per adventure.





ELF RANGER

Warhammer Quest



ELF RANGER

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Warhammer Quest



Contents and components may vary from those illustrated.

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