

Warhammer Quest



• IMPERIAL NOBLE •

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· IMPERIAL NOBLE ·

The Empire is a loose confederacy of provinces, each of which is ruled by an Elector Count. The whole realm is governed by an Emperor, elected by the Elector Counts. Over the centuries successive Emperors and Elector Counts have seen fit to award baronies, dukedoms, titles and lands, either for brave deeds, to good friends, or for other, more underhand reasons. Needless to say, these families have flourished in a thriving aristocracy that believes it is a cut above the crowd, and that without its enlightened guidance the Empire would dissolve tomorrow.

It may seem as if the life of an aristocrat is an ideal existence, and that anybody who is granted a title has "got it made", so to speak. However, many nobles lead very protected existences sheltered from the rigours of normal life. Some nobles find their lives lack challenge or purpose, and this dissatisfaction has led many young men to drink, gambling, or to pursue even more worthless pursuits.

Many nobles have no idea how to manage money, and their decadent lifestyle and lack of education in anything other than courtly etiquette and honour has warped their sense of values. They do and can have whatever they want regardless of the cost. This flagrant disregard for money, and the belief that their wealth and title will sustain them whatever happens, has driven many families to ruin.

Nobles are bound by honour to attend all the endless court functions, galas, theatres and balls and to be seen flaunting their wealth. Over the generations this extravagant lifestyle has left many noble families with little save their name.

By contrast, other noble families are very successful, moving in the correct circles, pulling the right strings and more importantly hiring people to look after their financial affairs. The Elector Counts are a real power in the Empire, to some extent because all their families are perfect examples of this good fortune and management.

In the Empire's early more anarchic days

such large families were the target of power-hungry nobles, who attempted to depose the Elector Count and seize the prestigious position for themselves. Nowadays, though the Electors raise great armies to defend their lands and the Empire as a whole, such plots or assassination attempts are rare.

In the case of these wealthy, powerful families, the tradition of having many children is widespread. The first son of an Imperial noble is entitled by ancient custom to join the Reiksguard. Knowing that many of their number are heirs, the Reiksguard training not only deals with fighting and battle skills, but statesmanship and diplomacy as well. These valuable skills and experiences will serve the young noble in good stead when he inherits his father's estate.

A second son will often join one of the Knightly Orders, such as the Knights of the White Wolf or the Knights Panther. Here the son can hope to become a Master or a Grand Master, positions of great respect and power. A third son traditionally joins a powerful Imperial institution. If he has the talent this could perhaps be one of the Colleges of Magic or he could vent his enthusiasm for things mechanical in the Imperial School of Engineers at Altdorf.

Further sons are usually left to their own devices. Some are actively shunned as 'excess to requirements' by their own family, or married to some other noble's daughter, in order to increase the family's power and influence. Most of the aristocracy feel that these sons are weak and indeed many are, quite happy to spend their life fulfilling some insignificant task on their father's estate.

However, some bear great resentment for the way their family treats them. This resentment can become homicidal, leading to blood feuds where younger sons actually kill their elder brothers in order to secure the inheritance for themselves.

So, with these circumstances, many sons of nobles find themselves, if not strictly outcasts within their own society, "on their own". Either their family has no wealth or no time

for them, or they find their life worthless and without a purpose. Many of these young men simply leave their family and try and carve out their own fortune to prove themselves worthy of their family name. Fortunately for them the Old World has enough fortunes hidden to furnish a thousand disenchanted sons of a thousand noble families, if they are brave enough to go out there and get them!

Such nobles often find themselves taking up the adventuring life, teaming up with other like-minded Warriors and searching the

depths of the Old World for lost treasure. Although they will inevitably get involved in the grander schemes of dungeoneering, such as rescuing kin and recovering lost swords etc, the Noble's one overriding ambition, which he feels he is honour-bound to achieve, is amassing a huge fortune of gold and treasure. He can then return home laden with glory and riches to snatch the family title from his undeserving and treacherous kin, or to save the family from becoming paupers and losing their ancestral lands and titles.

· INTRODUCTION ·

This pack contains everything you need to introduce a new Warrior – the Imperial Noble – to your games of Warhammer Quest, including his Warrior card, Warrior counter, Equipment cards, a rulebook 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 this Warrior in your games. The Advanced rules cover the Noble's progression through the battle-levels, including any spells, skills or special rules, and the final section gives rules guides for using the new Warrior with the Roleplay game.

RULES FOR WARHAMMER QUEST

If you wish, you may replace one of the Warriors from the Warhammer Quest game with the Imperial Noble. Simply swap one of the existing Warriors for the Noble. Remember to put the Warrior counter for the original Warrior back in the box, replacing it with that of the Noble!

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 on an adventure, but you will have to make sure that there are enough Monsters to go round! The cards and tables for



Warhammer Quest 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, this is 50% more 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 would become six Orcs, and so on.

· STARTING AS AN IMPERIAL NOBLE ·

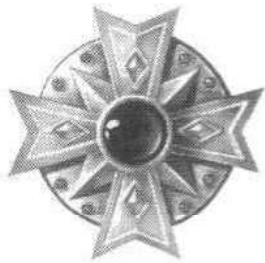
The profile of the Imperial Noble is as follows:

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

EQUIPMENT

The Imperial Noble starts with his Ancient Heirloom and the Duelling Pistol.

ANCIENT HEIRLOOM



Before leaving for a life of adventure the Nobleman's father presses a jewel-encrusted Talisman into his son's hand, telling him "This has been in our family for centuries. Do not lose

it, for one day it may save your life".

The Heirloom has an ancient history and was worn by one of the family's ancestors in a long forgotten war. During the campaign the Talisman came to represent the Empire's determination to destroy the evil forces assailing its borders. Soon the mere sight of the Talisman glittering in the sunlight struck fear into the heart of the foul beasts. They will never forget the symbol that is a token of doom and dread to their kind.

Roll a D6 to determine which race fears the Noble who wields the Ancient Heirloom.

D6	Result
1	Snotlings and Giant Spiders
2	Goblins and Giant Bats
3	Orcs
4	Skaven and Giant Rats
5	Orcs and Goblins
6	Minotaurs

Any Monsters who fear the Nobleman suffer a -1 to hit penalty when attacking him in hand-to-hand combat.

DUELLING PISTOL

The Duelling Pistol causes 1D6+6 Wounds if it hits. Count the number of squares between the Noble and his target. To hit his target the Imperial Noble must score over this number on a D6. Once fired, the pistol takes a turn to reload. The Noble cannot reload the pistol if he is pinned by a Monster, or if he moved that turn.

WEAPON

The Imperial Noble starts the game with a Rapier.

Rapier

The Rapier is a dangerous weapon that can only be wielded effectively by a trained fencer. Unlike normal swords, when rolling for damage you don't roll a D6 and add your Strength. The Rapier is a weapon of skill and the strength of the user has very little bearing on the amount of damage it does. A Rapier does D6+1 damage to any Monsters it hits. While using the Rapier, the Imperial Noble does not cause death-blows.

Skill: Duellist

The Imperial Noble is a highly skilled swordsman. After years of training with the best instructors, he has developed a lightning style of fighting, testing his opponent with feints to the left and right and then pressing home attacks at very vulnerable spots.

Even if his attack does no actual damage, if the Noble hits with his Rapier, then he may attack again. Roll to hit and damage again and so on until the Noble misses. The Noble may choose to attack different Monsters or concentrate all his attacks on one Monster. This means while using his Rapier he does not have a fixed number of Attacks like the other Warriors.

ARMOUR

The Imperial Noble does not have any armour and therefore has an overall Toughness of 3.

IMPERIAL NOBLES

AND TREASURE

An Imperial Noble may only use items of treasure that the Barbarian can use.

· ADVANCED RULES ·

In the Advanced game, you can keep your Imperial Noble 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 Imperial Noble right up to battle-level 10, including special rules for visiting Settlements, training, and more.



The Imperial Noble starts at battle-level 1 as a Novice – you will find his Battle-level Table on the outside back cover of this booklet. All the rules for Warhammer Quest still apply in the Advanced game, unless specifically stated otherwise.

ARMOUR

The Imperial Noble may wear any armour. However, he will never wear more than 3 points of armour because this would impede his fighting skills, not to mention his finesse and style.

RAPIER

As the Imperial Noble progresses up the levels the number of damage dice that each of his hits inflicts will increase. This means that when the Imperial Noble becomes a Hero his Rapier will cause 2D6+1 damage, and a Lord causes 3D6+1 damage.

DUELLIST

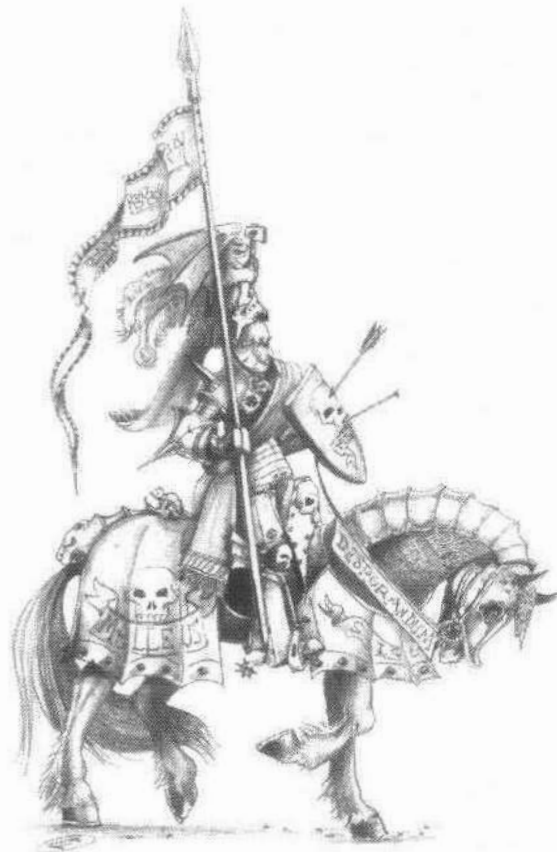
As the Imperial Noble progresses up the levels he will gain more Attacks, which will increase his prowess with his Rapier. When the Imperial Noble has 2 or more Attacks, instead of his combat round finishing when he misses, he may attack again. This continues until the Imperial Noble runs out of Attacks and misses.

For example a battle-level 3 Imperial Noble is attacking a Skeleton. He hits twice causing 3 and 4 Wounds, then he misses. However, as the Imperial Noble has 2 Attacks his combat isn't over and he may attack again. This time he hits the Skeleton five times, causing 6 Wounds in total. His sixth attack misses however and this ends his combat for that turn.

ANCIENT HEIRLOOM

As the Noble ventures down more dungeons, performing heroic deeds and living up to the reputation bestowed upon him by his Ancient Heirloom, rumours spread among the dungeon denizens of the underworld. Soon many Monsters come to know and fear the Warrior who bears the Heirloom.

When the Imperial Noble advances a battle-level roll on the Monster table of his previous battle-level to determine which Monsters fear him. These Monsters are added to the previous Monsters that already fear him, which means a high level Imperial Noble will be feared by many different Monsters.



Reiksguard Knight

· SETTLEMENTS ·

When in Settlements the Imperial Noble acts in a different way from other Warriors. The Imperial Noble has his standards and will not settle for less. He will always stay in the best inns and hostels and likes to splash his money around. Regardless of whether he is staying in a village, town or city an Imperial Noble must pay 10 gold per day for living expenses.

If the Imperial Noble visits a town or city, then he will always go and visit Luigi & Salvatore, makers of fine arms and goods to the aristocracy. All towns and cities have at least one store and the Imperial Noble will make it his first priority to go and visit them.

The Imperial Noble may visit the Armourer, the Fletcher, the Weaponsmith, the General Store, the Gunsmith and the Animal Trader and buy anything allowed to the Wizard or the Barbarian. He may visit the Temple, the Alchemist, the Alehouse (2D6) and the Gambling Den and must always visit L&S if in a town or city and buy something.

SPECIAL LOCATION: LUIGI & SALVATORE

Makers of fine arms and quality goods for the aristocracy. Est. 2034.

Luigi & Salvatore have stores in all towns and cities. They are renowned for their high standards and certainly don't want any old ruffians roving around the Empire tarnishing their centuries' old reputation. As such, L&S operate to a strict code of standards and anyone that doesn't meet them will be ejected from the store.

Before the Imperial Noble enters L&S he must get rid of any gear that he has purchased from anywhere else. He may not sell it or give it to the other Warriors, he simply throws it away. This includes riding animals!

There is no need to roll for availability at L&S – they always have full stocks of everything. However, L&S do not deal in second-hand goods and you may not sell purchases back to them at a later date.

Paying for the Goods

Although there are prices for all the merchandise in Luigi & Salvatore, none of the goods actually have prices on them. The sort

of customers who shop there do not need to know the price. If they see something they like, they tell the sales assistant to wrap it up – sale complete, no haggling and definitely no bargains.

This means that L&S can be completely arbitrary about their prices, charging 4,000 gold for a pistol worth 2,000, purely because they know a Duke can afford it, whilst a Baron may only be charged 2,000 and a petty noble from out of town charged more than he could ever afford, because L&S don't think the upstart should have such a fine weapon.

When buying something from L&S you should roll 2D6 on the following table to determine the actual price.

- 2-3 L&S decide you are not worthy of the item and put the price higher than you can afford. You leave the shop immediately in disgust.
- 4-10 L&S decide to charge you its actual price.
- 11 L&S whack on another D6x50 gold.
- 12 L&S double the price!

If an Imperial Noble finds out he doesn't have enough money then he will be thrown out of the shop and will be so embarrassed that he leaves town immediately.



LUIGI & SALVATORE

FINE ROBES 100 gold
Fashions change all the time and most Imperial Nobles wouldn't be seen wearing anything but the best and latest attire. The Imperial Noble must roll a D6 and add his Initiative. If he rolls less than 7 he has to buy these before he buys anything else.

REPEATER PISTOL 3,000 gold
This multi-barrelled pistol allows several shots to be fired at once. Strength 6, 6 square range. Roll to hit - if successful, you may shoot again. You may continue until you fail to hit. Once the pistol has missed it must be reloaded. A repeater pistol takes D3 turns to reload.

BLUNDERBUSS 2,500 gold
+1 to hit, range 6 squares. All models in a 2x2 area take a S4 hit with no deduction for armour. If the Imperial Noble rolls a 1 to hit then the blunderbuss MISFIRES and causes a S4 hit on the Noble and every model adjacent to him, with no deductions for armour. Once fired the blunderbuss must be reloaded, which takes D3 turns.

RAPIER 400 gold
See Warrior card.

SABRE 400 gold
As normal sword. All Monsters attacking the wielder suffer a -1 to hit penalty. May only be used if the Imperial Noble has the Sabre skill (see the Training section).

DUELLING PISTOL 1,500 gold
See Warrior card.

HUNTING RIFLE 10,000 gold
+1 to hit, Strength 8 hit, with no deductions for armour, or Ignore Pain. The rifle takes a turn to reload.

ORNATE BREASTPLATE 500 gold
Made from the finest metals and with the Noble's family crest in relief. An Ornate Breastplate adds +1 to the Noble's Toughness.

NECKLET OF PUREST SILVER 250 gold
Once per adventure the Noble may ignore one blow. Roll a dice - on a roll of 1 the necklet is broken. Counts as armour.

GEM-ENCRUSTED BRACELETS 250 gold
Roll a dice when the Imperial Noble is hit. On a roll of a 6 the blow is deflected by the bracelets. Counts as armour.

D6 FINE LINEN BANDAGES 75 gold each
Each bandage heals 3 Wounds.

BRETONNIAN SAUSAGE 200 gold
D6 thick slices of delicious cured sausage. Eating a slice heals 2 Wounds.

FINE VINTAGE WINES 100 gold
For every draught of liquor the Imperial Noble gets -1 to hit, +1S and +2 to Fear rolls. At the end of the turn roll a dice, add the Noble's Initiative and take away the number of draughts he has drunk. If the roll is less than 7 then the Noble collapses drunk, may do nothing for two turns, and counts as having WS1. There is enough liquor to last a dungeon.

SUPERIOR GUNPOWDER 100 gold
+1S on all powder weapons. 6 shots or 1 blunderbuss shot.

GUNPOWDER & SHOT 150 gold
Enough gunpowder and shot for pistol or musket to last all adventure, or 6 blunderbuss shots.

SUPERIOR SHOT 100 gold
Ignores 1 point of armour. 6 shots or 1 blunderbuss shot.

SILVER SHOT 100 gold
As superior shot, counts as magical, every Wound scored (after all deductions) against Undead or ethereal Monsters causes D3 Wounds. 1 shot.

THOROUGHbred HORSE 2,500 gold
The blazing eyes, prancing hooves and flaring nostrils of this beast really impress the plebeians. Reduces travelling time by 2 weeks. Increases living expenses by 5 gold/day.

RIDING WHIP 50 gold
Allows you to keep the lower classes in order.

RIDING BOOTS 100 gold
These natty high leather boots allow the Noble to swagger around town in style.

SPECIAL UNEVENTFUL DAY

If when rolling on the Settlement Events Table, the result indicates that the Noble has had an uneventful day, roll a D6 on the table below.

UNEVENTFUL DAY TABLE (Roll a D6)

1 One of your kin catches up with you. He corners you and accuses you of being a scoundrel, bringing shame to the family and wasting all their money. Outraged, you challenge him to a duel. Duels between Nobles are unlike any other – both combatants battle to uphold their honour and will not quit until the other is dead. Roll a D6 on this special Duel Table.

- 1 You are bested by the opponent and are killed. If you have any points of Luck, use them now!
- 2 The opponent has caught you a glancing blow across your chest. You will be at -1 Toughness for the next dungeon. Roll again on this table.
- 3-5 You weaken your opponent by delivering a deep cut to his sword arm. Roll again on this table with a +1 bonus.
- 6 You best your opponent and kill him. Justice is served and your honour is upheld.

2 You are summoned in front of the town's Burgomeister who, together with several local barons, accuses you of stirring up revolt in the lower classes. You must bribe the Burgomeister with D6x100 gold and one piece of treasure or have the words 'Peasant Lover' tattooed across your forehead. (You can have the tattoo removed for 1D6x100 gold at another Settlement.)

3 You meet an old friend and spend the rest of the day chatting about old times. The next morning you remember very little about the night before, but find your purse D6x50 gold lighter than it was yesterday.

4 The local population hails you as a hero for slaying many mighty beasts and doing your duty to protect the Empire. You spend the rest of the day at a banquet held in your honour, while the weapon of your choice (magical or non-magical) is inscribed with a rune of power by a local Dwarf smith.

The rune gives your weapon extra magical powers. If you roll a 6 to hit the weapon causes an extra D6 + the Imperial Noble's battle-level Wounds with normal deductions. The Dwarf smith will not inscribe a rune on any weapon that already has runes on it.

5 Having heard of your great deeds, the city's baron awards you a title. Roll on the following table to determine what it is.

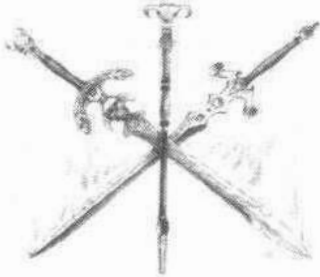
D6	Prefix
1	Hero of...
2	Defender of...
3	Saviour of...
4	Knight of...
5	Guardian of...
6	Champion of...

D6	Suffix
1	the Empire
2	Sigmar's Holy Temple
3	the Emperor
4	the Village of Barlow
5	the Emperor's Daughter
6	Good, Vanquisher of all Evil

6 It really is an uneventful day!

· TRAINING ·

Imperial Nobles train in exactly the same way as normal Warriors by saving up gold to pay for training. When a Noble has enough gold he may visit a training ground and spend a week training to go up a level.



SWORD SKILLS

When the Noble trains, first and foremost on his list will be increasing his prowess with a sword. He will seek out an expert Swordmaster, who will teach him a new technique or style of fencing or even how to use a new blade.

When the Noble trains to go up a level roll on the Sword Skill Table to see what skill he gains. If the Imperial Noble rolls a skill which he already has then he does not gain any benefit from his training and doesn't receive a new skill this time.

SWORD SKILL TABLE (Roll a D6)

- 1 **Oops!** The Imperial Noble accidentally kills his instructor and doesn't gain any skill this time.
- 2 **Parry.** This skill allows the Imperial Noble to parry an incoming blow. When he is attacked roll 1D6. On a score of 1-5 he must take the blow as normal. On a score of 6 he turns the blow and it causes no damage.
- 3 **Disarm.** The Imperial Noble is trained to disarm his opponents. If the Imperial Noble rolls a 6 to hit then he may choose to forgo causing any damage in order to disarm his opponent of his weapon. The weapon flies through the air landing out of reach of the Monster. The Monster loses any magic abilities gained from the weapon, but causes damage as normal.
- 4 **Dagger.** The Imperial Noble is trained to use a dagger, for when the fighting gets really close. The Imperial Noble rarely goes anywhere without at least a couple concealed about his person. The dagger causes D6+1 damage.



If any result indicates that the Warriors are completely disarmed at any point, then the Noble will always have his dagger.

The Noble may use his dagger at the same time as another weapon, and the dagger gives him +1 Attack. He must use this extra Attack to attack with his dagger.

- 5 **Sabre.** The Imperial Noble is trained in the use of a sabre. The sabre is a long curved, slashing weapon best employed from the back of a horse, but equally useful for a trained fencer on foot.

The sabre acts exactly like a normal sword, doing D6+ the Imperial Noble's Strength damage. However, the style in which the blade is used makes the Imperial Noble very difficult to hit. When using the sabre all Monsters attacking the Imperial Noble are at -1 to hit.

The instructor gives the Noble a sabre as a gift for passing his training. If he loses it he may always purchase another at Luigi & Salvatori.

- 6 **Swordmaster.** The Imperial Noble has become a most accomplished fencer and gains +1 to hit when using his rapier or sabre.

SKILLS TABLE (Roll 2D6)

- 2 **QUICK LOAD:** The Imperial Noble has refined the art of reloading his pistol, even while surrounded by Monsters. If, at the beginning of a turn, the Imperial Noble has an unloaded pistol, roll a D6. On a score equal to or greater than the value listed below, the Imperial Noble has managed to reload his pistol and it is ready to fire this turn.

Novice	6+
Champion	5+
Hero	4+
Lord	3+

- 3 **RETORTS:** The Imperial Noble has developed a quick and sometimes foul tongue. As he attacks the Monsters he reels off a barrage of insults, and sometimes this is enough to catch them off guard. At the beginning of the Warriors' Phase the Imperial Noble may choose one Monster which is pinned to him and attempt to distract it with insults. Roll a D6. On a score equal to or greater than the value listed below, the Imperial Noble has distracted the Monster and it may not attack this turn.

Novice	6+
Champion	6+
Hero	5+
Lord	5+

- 4 **QUICK DRAW:** The Imperial Noble has lightning reactions. If the Noble has a loaded pistol, whenever Monsters are placed, he may attempt a quick draw. The Imperial Noble must roll a dice and add his Initiative to the roll. If he scores 7 or more he may fire the pistol at any one Monster that has just been placed.

- 5 **FEINT:** The Imperial Noble lunges to one side, then ducks back and goes for a killing blow. Before the Noble rolls any attacks he should roll to see if he makes any feint attacks. Roll a D6, and on a score equal to or greater than the value listed below, the Imperial Noble may re-roll all his misses that turn once.

Novice	6+
Champion	5+
Hero	4+
Lord	3+

- 6 **CHARISMATIC:** The Imperial Noble really knows how to turn on the charm, and can talk his way out of most sticky situations. The Imperial Noble gets his Luck restored when he enters a dungeon and a Settlement.

- 7 **DEATH-LUNGE:** The Imperial Noble instinctively knows when he has hit the mark, lunging with all his weight to finish the Monster off. The Noble may add his Strength to his Rapier damage.

- 8 **DUELLIST:** The Imperial Noble is an expert with his duelling pistol, and can be accurate at longer range. He may roll 2D6 when rolling to hit.

- 9 **CRACK SHOT:** The Noble is brilliant at identifying gaps in his opponent's armour with his pistol. Any shots with his duelling pistol may ignore armour.

- 10 **MARKSMAN:** Years spent hunting in his father's lands have paid off. The Imperial Noble is a master with all gunpowder weapons, and gains +1 to hit when using them.

- 11 **SMASH WITH SWORD HILT:** When the fighting gets close the Noble is not averse to using low cunning and sneaky tricks, like smashing Monsters with the hilt of his sword, or kneeing them in the vitals. The Noble gains an additional Attack if he directs all his Attacks that turn against a single Monster.

- 12 **FIND WEAKNESS:** The Noble is such an expert swordsman that he can time his strike to perfection and make a killing blow. He may choose to give up all his Attacks to make one special attack. Roll to hit but instead of rolling for damage, roll a dice on the table below.

1-2 Oops! Your sword plunges into the Monster's side, doing normal damage, but you let go of your weapon. You may only retrieve it when the Monster is dead.

3-5 Your sword plunges deep into the Monster's body. The Monster's Wound total is halved.

6 Your sword pierces the Monster's heart, killing it instantly.

This skill may be used once per adventure.

· ROLEPLAY GUIDELINES ·

Although the Noble may have left his family behind he won't reject his background and upbringing, he is still a member of the aristocracy. Unless they are fellow Nobles, he will treat the other Warriors as commoners, or even as his hirelings. Some Nobles may even consider the other Warriors to be his subjects, and will try to make them swear fealty to him and extract taxes from their share of the booty. Such characters are usually best left for dead at the bottom of a deep dungeon.

Many Nobles will have pretensions that the other Warriors will consider snobbish. Typically, a Noble will insist on staying at only the best inns, refuse to stop at dead-end villages and be overly careful not to get *Minotaur blood on his expensive (if age-worn) clothes*.

The Noble will most likely 'lord it' over the other Warriors and even though he may not be the leader, will try and boss the Warriors around. Remember that the Noble will have spent most of his cosseted life with servants waiting on him hand and foot, so ordering people around comes naturally to him. Such is his coolness and authority, that the other Warriors may indeed find themselves inadvertently acting as his servants, fulfilling tasks such as carrying his gear, cooking his meals and generally running round at his beck and call.

The Noble's arrogance also benefits him in combat. The Noble believes he is superior to all and becomes enraged at the audacity of common Monsters who seem to think that they have the right to stand in his path or even actually attack him. The Noble will no doubt feel that it is his duty to give these Monsters a lesson they won't forget, and show them that the aristocracy simply won't stand for this sort of behaviour.

CHARACTERISTIC TESTS

Imperial Nobles are fairly intelligent and sometimes even well educated. This means the Imperial Noble has a fast mind, a quick wit, and is able to use his intelligence to solve problems quickly and methodically. He may well be fluent in several languages. For example, he might be able to read Dwarf script, speak a little Elven or even Orcish.

The Imperial Noble was also raised with a strict code of honour and once confronted with a situation will rarely back down, especially when he knows he is right, or that his course of action is true and just. The Imperial Noble is also a great show off. To him the big play is everything, such as swinging across the room on the chandeliers, dispatching the evil-doers and reminding his fellow Warriors that they are indebted to him for saving their lives. The Imperial Noble should get bonuses for actions that involve multiple characteristic tests of this nature.

The Imperial Noble is a resolute fighter with a sense of style and panache. While not as strong as say a Dwarf or a Barbarian he has some of the agility of an Elf and can usually be seen ducking, distracting the enemy and snapping insults at his foes.

The Imperial Noble should get bonuses for doing fancy moves in combat, such as ducking, distracting the enemy, swinging on ropes, finding and using improvised weaponry and so on. The Noble's arrogance and eloquent speech will make him good at interrogating and convincing people to see things 'his way'.

However, while not particularly weak, the Imperial Noble will not be inclined to do heavy physical tasks and is more likely to rely on (or even order) other Warriors in the party to do any heavy lifting, barging of doors, holding up of ceilings and so on.

Intellectually, the Noble's knowledge is likely to be almost as good as the Wizard's. While the Wizard will have studied ancient lore and the ways and nature of magic, the Imperial Noble will be well versed in ancient battles, history and more importantly the nature and history of magical weapons of power, such as who once owned them, whether they are lost and where they were last seen. The Imperial Noble should gain bonuses for identifying magical weapons, shields and armour.



IMPERIAL NOBLE BATTLE-LEVEL TABLE

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



IMPERIAL NOBLE

BY IAN PICKSTOCK

COMPONENT ART: Richard Wright & Dave Gallagher

RULEBOOK ART

John Blanche, Wayne England & Dave Gallagher

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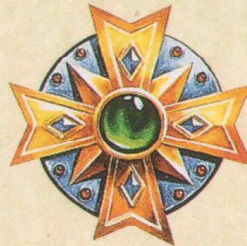
Games Workshop, Unit 7/7-9 Kent Road, (Crif Church), Mascot NSW 2020, Australia.

Product Code: 0009

Part No: 102821

ANCIENT HEIRLOOM

The Heirloom has a long history and was worn by one of the Imperial Noble's ancestors in an ancient war.



During the campaign the talisman came to represent the Empire's determination to utterly destroy the evil forces assailing its borders. Soon the mere sight of the talisman glittering in the sunlight struck fear into the heart of the evil beasts that were attacking the Empire. The Heirloom is a token of doom and dread to their kind.

Roll a D6 to determine which race fears the Warrior who wields the ancient Heirloom:

D6	Result
1	Snotlings and Giant Spiders
2	Goblins and Giant Bats
3	Orcs
4	Skaven and Giant Rats
5	Orcs and Goblins
6	Minotaurs

Any Monsters who fear the Heirloom suffer a -1 to hit penalty when attacking the Imperial Noble in hand-to-hand combat.

IMPERIAL NOBLE

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



Equipment: Ancient Heirloom.

Weapon: Rapier (1D6+1 Wounds/may not cause death-blows) and Duelling Pistol (1D6+6 Wounds). See over for more details.

Armour: None.

Pinning: The Imperial Noble escapes from pinning on a roll of 5+.

Special Rules

The Imperial Noble is an accomplished duelist. See the back of this card for his 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 ·

Weapons

The Imperial Noble's Rapier causes 1D6+1 Wounds, but it cannot make death-blows.

The Duelling Pistol causes 1D6+6 Wounds. Count the number of squares between the Noble and his target. To hit his target, the Noble must roll over this number on a D6. Once fired, the pistol takes one turn to reload. The Noble cannot reload the Pistol if he is pinned by a Monster, or he moves that turn.

Duellist

The Imperial Noble is a highly skilled swordsman. After years of training with the best instructors and countless duels to uphold his honour, he has developed a lightning style of fighting. Testing his opponent with feints to the left and right and then pressing home attacks at very vulnerable spots.

Even if his Attack does no actual damage, if the Noble hits with his Rapier, then he may attack again. Roll to hit and damage again and so on until the Noble misses. The Noble may choose to attack different Monsters or concentrate all his Attacks on one Monster. This means that while the Imperial Noble is using his Rapier he does not have a fixed number of Attacks like the other Warriors.

The Imperial Noble may not make death-blows while using his Rapier.



DUELLING PISTOL

The Duelling Pistol causes 1D6+6 Wounds. Count the number of squares between the Noble and his target. To hit his target, the Noble must roll over this number on a D6. Once fired, the pistol takes one turn to reload. The Noble cannot reload the Pistol if he is pinned by a Monster, or he moves that turn.



Warhammer Quest



Contents and components may vary from those illustrated.

Model supplied unpainted.

• IMPERIAL NOBLE •

Swordplay and arrogance are second nature to Imperial Nobles. The thrill of adventuring outshines the tedium of life at court, and many Nobles set off for the most dangerous areas of the Old World in search of glory and treasure.

In this pack you will find everything you need to play an Imperial Noble in the Warhammer Quest game, including a rulebook, cards, counters and a specially crafted Imperial Noble Citadel miniature.



Model designed by Gary Morley

This is not a complete game. Possession of Warhammer Quest is necessary to use the contents of this box.



CITADEL
COLOUR

Snakebite Leather, Chaos Black, Sunburst Yellow, Bronzed Flesh, Emerald Green, Flesh Wash, Burnished Gold, Enchanted Blue, Ruby Red, Skull White, Chainmail.



Warhammer Quest



IMPERIAL NOBLE

