



Presents

# Wight

## The Cards Collection

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## GRAVEMAIL

Gravemail counts as magical and provides +1 Toughness. A Wight can never lose its Gravemail and must always have at least one suit.



Equipment

## GRAVESHIELD

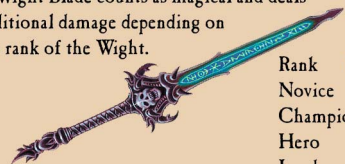
Counts as magical and provides +1 Toughness. A Wight can never lose its Grave Shield.



Equipment

## WIGHTBLADE

A Wight Blade counts as magical and deals additional damage depending on the rank of the Wight.



Rank	Damage
Novice	+1
Champion	+2
Hero	+3
Lord	+4

Equipment

## ARMOUR OF AGILITY

The Wight receives +1 on rolls to escape pinning.



gravemail ability

## ARMOUR OF DAMAGE

Any monster that rolls a 1 to hit the Wight takes D6 damage with no deductions.



gravemail ability

## ARMOUR OF DEFENCE

The Wight may ignore all damage it takes for one turn once per adventure.



gravemail ability

## ARMOUR OF HEALTH

The Wight gains +6 Starting Wounds.



gravemail ability

## ARMOUR OF PROTECTION

The Wight gains +1 Toughness.



gravemail ability

## ARMOUR OF RESISTANCE

The Wight gains Magic Resistance 6+.



gravemail ability

## ARMOUR OF SPEED

The Wight may move an extra square each turn.



gravemail ability

## FRIENDLY SPIRIT

A spirit that lurks within the graveyard comes across the Wight and judges it worthy. The spirit brings news that reaffirms the Wight in its mission. The spirit shows the Wight some of its future, allowing it to hit automatically on one attack next adventure, without rolling any dice.



Graveyard Event

## LONELY FUNERAL

The Wight comes across the funeral for an old widow that is attended by none beyond the gravedigger who must bury the cheap coffin. In a gesture of piety, the Wight leaves an offering of one magic item to whichever god the old woman prayed to. That deity rewards the Wight, once during the next adventure, the Wight may regain D6 times its battle level in wounds.



Graveyard Event

## SUSPICIOUS INTRUDER

Noting a strange man skulking around the graveyard late at night, the Wight confronts him, sending him fleeing in terror. The Wight keeps this technique in mind for a while. Until the end of the next dungeon, the Wight has its fear value increased by 1.



Graveyard Event

## CHANGE OF PLAN

Roll a D6 for each monster before it attacks the Wight each turn. On a roll of 6 it must attack a different warrior.



graveshield ability

## HARD TO HIT

The Wight is -1 to be hit.



graveshield ability

## IGNORE BLOW

The Wight may ignore 1 blow per adventure.



graveshield ability

## PROTECTION FROM MAGIC

Magical weapons wielded by monsters attacking the Wight do not receive any bonus if the Wight can roll a 5+ on D6.



graveshield ability

## PROTECTION FROM MISSILES

Ranged attacks always miss on a 3 or less to hit.



graveshield ability

## SHIELD ATTACK

The Wight may attack with its shield once per turn, this attack is at -1 to hit and uses the Wight's normal Strength and Damage Dice.



graveshield ability

## SHIELD OF PROTECTION

The Wight gains +1 Toughness.



graveshield ability

## DIAMOND AMULET

Damage dealt to the Wight never ignores armour unless toughness is ignored as well.



Barrow Relic



# EMERALD AMULET

# JADE AMULET

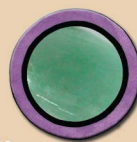
# RUBY AMULET

The Wight may ignore any one event when travelling back from each dungeon.



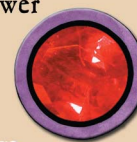
Barrow Relic

The Wight may dispel any spell that is cast by rolling a 6 on D6.



Barrow Relic

Once per adventure the Wight may force a re-roll on the power roll if an unexpected event occurs.



Barrow Relic

# RUBY AMULET

# SAPPHIRE AMULET

# TOPAZ AMULET

Once per adventure the Wight may force a re-roll on the power roll if an unexpected event occurs.



Barrow Relic

Any monster making a ranged attack at the Wight suffers a -1 to hit penalty.



Barrow Relic

The Wight may ignore the effect of a trap on a 5+ on D6.



Barrow Relic

# BRACELET OF DEXTERITY

# BRACELET OF ENDURANCE

# BRACELET OF FORTITUDE

The Wight gains +1 Initiative.



Barrow Relic

The Wight gains +5 Starting Wounds.



Barrow Relic

The Wight gains +1 Toughness.



Barrow Relic

# BRACELET OF POWER

# BRACELET OF PROWESS

# BRACELET OF SPEED

The Wight gains +1 Strength.



Barrow Relic

The Wight gains +1 Weapon Skill.



Barrow Relic

The Wight gains +1 Attack.



Barrow Relic

# CRYPT CHARM

# GRAVE CHARM

# HEADSTONE CHARM

The Wight may re-roll any one die roll once per adventure.



Barrow Relic

Once per dungeon the Wight can heal 3D6 wounds.



Barrow Relic

One monster may do nothing for its entire turn. One use per adventure.



Barrow Relic

# MAUSOLEUM CHARM

# TOMB CHARM

# CROWN OF RUIN

All warriors are at +2 to Strength.

One use per adventure.



Barrow Relic

For one turn each adventure the Wight is at +2 attacks.



Barrow Relic

Once per turn the Wight may roll a D6. On a 5 or more the Wight may choose any one magic device carried by a monster and destroy it.



Barrow Relic

# CROWN OF SMITING

# CROWN OF WRATH

# GLOWING PENDANT

The damage bonus a Wight gains from its Wight Blade is doubled. This is only the basic damage bonus common to all Wight Blades that is doubled, not damage from any other abilities the Wight Blade may have.



Barrow Relic

The Wight automatically hits any monster that wounded it last turn.



Barrow Relic

The Wight deals +4 damage if its roll to hit equals the power roll for the turn.



Barrow Relic



## HUMMING PENDANT

The Wight may choose to add 1 to any die roll it makes before rolling. Usable three times per adventure.



Barrow Relic

## SHINY PENDANT

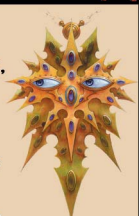
At the end of any turn which another warrior was healed by a spell, the Wight regains 1 lost wound.



Barrow Relic

## TARNISHED PENDANT

At the start of each adventure the Wight gains a Tomb Secret, re-roll the Tomb Secret at the beginning of each adventure. The Wight's fear value remains unaffected.



Barrow Relic

## TWISTED PENDANT

The Wight may perform a deathblow on any adjacent monster; it need not be adjacent to the monster just slain.



Barrow Relic

## WEIGHTY PENDANT

All monsters with a strength equal or less than the power roll are at -1 to hit the Wight.



Barrow Relic

## ADAMANTIUM RING

The Wight always ignores its opponent's first point of armour.



Barrow Relic

## CAST IRON RING

The Wight may make an additional attack each time it rolls a 6 to hit.



Barrow Relic

## DULLED BRONZE RING

The damage bonus of the Wight's Wight blade ignores toughness and armour.



Barrow Relic

## POLISHED WOODEN RING

On any turn in which the power roll is a 4 or more, the Wight regains 1 lost wound.



Barrow Relic

## SLENDER GOLD RING

The Wight may choose any monster on the board, that monster is at -1 Attacks this turn. Roll a D6, on a 1 or a 2 this device becomes useless until the beginning of the next adventure.



Barrow Relic

## SPUN GLASS RING

The Wight may look at the top card of the Dungeon Deck at any time.



Barrow Relic

## TORC OF THE TAVELER

The Wight may teleport to any square on the board. This may be done once per adventure.



Barrow Relic

## TORC OF THE WARLOCK

The Wight may make magical ranged attacks. They have a range of 8 squares and do D6 + the Wight's battle level damage with no deductions. The Wight may throw one for each attack it has instead of attacking normally, and must roll equal or under the power roll on D6 to hit.



Barrow Relic

## TORC OF THE WARRIOR

The Wight may re-roll its first attack that misses each turn.



Barrow Relic

## ALLIES FROM THE PAST

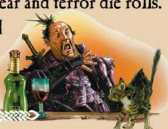
Choose any one monster on the board. That monster takes a number of dice damage as listed below, with no deductions for armour. Ignore Blow, Dodge and all other avoidance abilities will not save a victim of this attack. This ability may be used but once per adventure. Title-Damage Dice Novice -2 Champion -4 Hero -6 Lord -8



Tomb Secret

## ANCIENT PEACE

It extended an aura of calm and comfort to all around it, but it had yet to find respite from its own eternal restlessness. All warriors on the same board section as the Wight receive a +1 bonus to their tests for fear and terror die rolls. In addition, the Wight may re-roll 1 die when making a fear test in order to enter a settlement.



Tomb Secret

## BATTLE THE INVINCIBLE FOE

The Wight can go into an unholy rage that lasts till the end of combat. The Wight may do this only once each adventure, and once begun the rage may not be voluntarily ended. The Wight loses D6 + 1 wounds with no deductions at the end of each turn but has its attacks doubled, ignores pinning, and gains +2 Strength.



Tomb Secret

## BREAK THE ENCHANTED FLOW

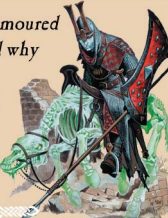
The dark magic that animates a Wight can also be used to ward it. The Wight gains Magic Resistance at a level determined by its Battle Level Title. Novice or Champion 6+ Hero or Lord 5+



Tomb Secret

## UNDEAD STEED

No one knew where the heavily armoured beast came from, and no one asked why its master never fed it. The Wight gains an undead mount that counts as a Warhorse and is never lost or stolen.



Tomb Secret

## THE COMPELLING

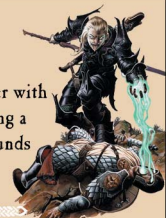
It would attack that one... Yes... The one with musty smell... It must... The Wight may use this power to force a monster to attack the Wight if it at all possible. If the monster is unable to attack the Wight it will behave normally this turn. This ability may only be used at the beginning of the warrior's phase of each turn.



Tomb Secret

## DARK SUSTENANCE

One of the rules of necromancy is that the death of the living can be used to prolong the lives of the dead. Whenever the Wight kills a monster with its Wight blade, it may forgo making a deathblow in order to draw D6 wounds from the fleeing spirit, using them to fortify itself.



Tomb Secret



## DEATH GRIP

The Wight may use this ability on an adjacent monster once per turn. The Wight receives only a single attack and may not perform a deathblow, but the chosen monster may not move, even if it normally ignores pinning, and the Wight's attacks may not be dodged, or affected by ignore blow or ignore pain abilities. This attack also ignores one point of armour.



Tomb Secret

## DEATHWATCH

If a warrior is struck by a monster and reduced to 3 or less wounds, the Wight goes into a defensive fury until the end of combat or that warrior reaches half or more of his starting wounds. While in that fury, the Wight has +1 Attack, +1 to hit and +1 damage dice. The Wight must attack the monster that struck down its ally if at all possible.



Tomb Secret

## FEELING OF DREAD

Perhaps the Wight could warn the warriors of approaching monsters because of superior hearing, or perhaps it was some other, darker, sense. If any monsters ambush the warriors roll a D6 for each. Any warrior scoring 4+ may make an immediate attack against the ambushing monsters. The warriors may not make deathblows on this strike, and warriors cannot gain benefit from both this ability and a reaction strike or similar skill.



Tomb Secret

## THE GREAT WEARINESS

When you have felt the burden a Wight must carry, you understand why so few have the strength of will needed to return from the grave. All monsters on the board lose 1 attack this turn. Use this ability only once per adventure.



Tomb Secret

## HANDS OF THE GRAVE

The Wight may reach out with its cold hands instead of attacking normally, making its normal number of attacks, but not using a weapon. Each successful strike only deals 1D6 damage plus the Wight's battle level, with no modifiers for toughness or non-magical armour.



Tomb Secret

## GRIM CHALLENGE

They seemed to see a vision from long ago, a noble young warrior calling out a challenge to his opponent. Ensorcelled, the creature had no choice but to respond. Choose a monster on the board with a gold value of at least that listed below. The Wight pushes through to be placed on the board in any empty adjacent square to the selected monster. That monster will only attack the Wight until the challenge ends. As long as the challenge continues, the Wight gains +1 to hit. The challenge ends when the Wight attempts to attack a monster different from the challenged one, or another warrior attacks the challenged monster, or one of the two foes is reduced to 0 wounds. The Wight may use this skill once per combat. If the challenge ends without either combatant being reduced to 0 wounds, then the Wight will feel dishonoured and will not use this skill again in this dungeon. Only a monster with 75% or more of its wounds remaining may be challenged.

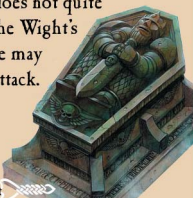
Title	Monster Value
Novice	150+
Champion	600+
Hero	1000+
Lord	2500+



Tomb Secret

## LAY TO REST

If the Wight wounds a foe but does not quite kill it, leaving the monster on the Wight's battle level or less in wounds, he may immediately make an additional attack. This extra attack may be made only once each turn and will not have a deathblow.



Tomb Secret

## MENACING PRESENCE

Many who faced that rusty armoured knight were so unnerved that all their training failed them. Monster's attacking the Wight receive a penalty of -2 to their weapon skill.



Tomb Secret

## SLEEP OF THE DEAD

The Wight may focus its energies to repair damage it has taken at any time that there are no monsters on the board. The Wight must spend its whole turn to do this and regains a number of wounds equal to the power roll.



Tomb Secret

## THE SUMMONS

When the grim warrior in ancient armour beckoned, none could resist the call. The Wight may chose one monster, that monster must move at full speed towards the Wight. This ability may be used but once a turn.



Tomb Secret

## WITHSTAND THE REAPERS SCYTHE

The will of the Wight to remain active has grown so strong that even physical blows can be turned aside without inflicting harm. If the Wight is hit in hand-to-hand combat or with a missile weapon roll 1D6. If the score is equal to or higher than the listed value, the hit is shrugged off and causes no damage at all. Novice or Champion 6+ Hero or Lord 5+



Tomb Secret

## EXTRA ATTACK

The Wight gains an extra Attack.



wightblade - major ability

## EXTRA DAMAGE

The Wight deals an extra die of damage.



wightblade - major ability

## EXTRA WOUNDS

After a Wight wounds a monster roll 2D6, if the monster has more than that number of wounds, it takes that much damage with no deductions.



wightblade - major ability

## FATAL HIT

Monsters struck by the Wight may not use Ignore Pain or Ignore Blow on a 6+ to hit.



wightblade - major ability

## IGNORE ARMOUR

The Wight ignores all armour on a 5+ to hit.



wightblade - major ability

## IMPROVED HITROLL

The Wight is +1 to hit.



wightblade - major ability

## CRITICAL HIT

The Wight deals an extra die of damage on a 6+ to hit.



wightblade - minor ability

## DOUBLE DAMAGE

The Wight may nominate one attack each adventure. That attack does double damage.



wightblade - minor ability

## EXTRA DAMAGE

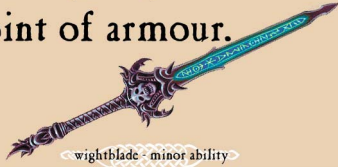
The Wight deals +3 damage to any creature with a base Toughness higher than the Wight's.



wightblade - minor ability

## IGNORE ARMOUR

The Wight ignores  
1 point of armour.



wightblade - minor ability

## IMPROVED INITIATIVE

The Wight is  
+1 to Initiative.



wightblade - minor ability

## IMPROVED STRENGTH

The Wight is  
+1 to Strength.



wightblade - minor ability

## IMPROVED WEAPONSKILL

The Wight is +1 to  
Weapon Skill.



wightblade - minor ability



# THE WIGHT

Wounds:	2D6+8
Move:	4
Weapon Skill:	3
Ballistic Skill:	-
Strength:	3
Toughness	4(5)
Initiative:	3
Attacks:	1
Escape pinning:	6+
Willpower:	4



**Equipment:** Barrow relic

A Wight may carry any magic item.

**Weapon:** Wight blade

Wights may not use ranged weapons of any kind, and are unable even to throw objects of any sort. He is able to use all hand to hand weapons available to warriors, including magic devices, unless those devices are specific to a race or rely on the abilities of a type of warrior.

**Armour:** Gravemail

A Wight is able to use all armour.

**Special Rules:** See backside of this card

## THE WIGHT - SPECIAL RULES

### Healing

A Wight may be healed by a variant of any of the normal healing spells, but may never be resurrected. Healing spells may only effect the living or the undead, never both.

Any healing cast on an undead character costs 1 power more for each level of the Wight being healed. If some of the power for this healing is not provided through the expenditure of stored power, then the spell caster loses 1 wound for each wound healed and an additional wound for each level of the Wight, these wounds may not be reduced or ignored in any way.

A Wight may never be healed by any magical device except a barrow relic or potion. Trance stones are of no benefit to Wights.

### Equipment and Treasure

Potions affect Wights only if a 4+ is rolled on D6.

Wights gain no benefit from provisions, bandages, beer or any similar consumables. Wights will never purchase such things.

A Wight may not make use of any livestock, but may ride in a cart if at least one other warrior is present.

At the end of each adventure, roll a D6 for each object that a Wight has used, even for a short period of time. On a roll of a 1 the item has become corrupted by the dark magic that animates the Wight and crumbles to dust. Wight Blades, Gravemail, Grave Shields and Barrow Relics are immune to this effect.

### Skills

A Wight may never learn any skills or skill-like abilities.

This includes skills and abilities taught to warriors as a result of an event of some sort. Wights can however learn Tomb Secrets.

### Special Rules

Wights are immune to fear, terror, hypnosis, poison and plague. Certain events cause a Wight to lose Willpower, when a Wight's Willpower is reduced to 0, it has Lost Its Grip and either crumbles to dust or becomes an evil servant of a powerful necromancer. Either way the Wight is removed from the game.

Whenever a warrior dies, the Wight loses 1D6 wounds with no deductions for each level of the slain warrior. A Wight loses 1 wound with no deductions each time that a warrior fails a fear or terror test. If any warrior is slain and not somehow revived before the beginning of the next adventure, the Wight loses 1 point of Willpower permanently.

A Wight may expend a point of Willpower to return itself to its Starting Wounds score.

Any Willpower lost in this way is gone forever.

### Fear

Wights have a fear value of 1 for each tomb secret that they learn. Every time a Wight tries to enter a settlement roll D6 for each point of fear they have, if any dice come up as 1's the Wight may not enter, the guardsmen are too afraid to allow him to pass. All living monsters with a gold value of 50 times the Wight's fear value or less are so scared that they receive a -1 to hit penalty when attacking the Wight.

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