

Alternate Character Generation *By Jon Franson*

As a Game Master, I have previously had problems with players whose backgrounds stemmed from a large amount of D&D playing. In order to better accommodate them into the Warhammer world, I invented/adapted the following rules for a larger customization of your Warhammer Quest Character.

First, you are allowed to choose your Race. How I've structured it Race is more than just a Role Play decision. What you choose for a race will affect all your attributes, and what Racial skills/spells you will have available to you as you progress in your Battle Levels. Then after choosing a race you are allowed to choose a Class. Not every race can choose every class, unless the Game Master decides he would like to open it up, at his or her discretion. Finally you have skill tables that allow you see all the skills offered not only to your Race but also your Class. Following that is a spell table showing the various Racial Spells offered to members of each Race.

A Note to those who are trying out these rules, they are still in Beta version, I have play tested several of them, but many of them are yet untested. Also, I have, like many Game Masters, changed from just a simple gold allotment for training to an experience allotment, like how the Troll Slayer levels up. If you are more comfortable using the gold allotment, simply change any reference to Experience into Gold. Any comments feel free to e-mail me at: jfranson@blc.edu. With that said, feel free to use these rules as you see fit. Have Fun!!

Races:

Here are the Races available for play, choose from one of the following Races:

Full Bloods: Humans, Wood Elves, High Elves, Dwarves, Halflings, *(Ogres and Undead)

Half Bloods: Half-Elf, Half-Orc, Half-Skaven

Humans' base stats:		Pinning Roll:	5+
Wounds:	1d6 + 7	Luck:	0
Move:	4		
Weapon Skill:	3	Wood Elves' base stats:	
Ballistic Skill:	5+	Wounds:	1d6 + 6
Strength:	3	Move:	4
Toughness:	3	Weapon Skill:	4
Initiative:	3	Ballistic Skill:	4+
Attacks:	1	Strength:	3
Willpower:	3	Toughness:	3

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Initiative: 5
 Attacks: 1
 Willpower: 2
 Pinning Roll: 3+
 Luck: 0

High Elves' base stats:

Wounds: 1d6 + 5
 Move: 5
 Weapon Skill: 4
 Ballistic Skill: 4+
 Strength: 3
 Toughness: 2
 Initiative: 6
 Attacks: 1
 Willpower: 3
 Pinning Roll: 4+
 Luck: 0

Dwarves' base stats:

Wounds: 1d6 + 8
 Move: 4
 Weapon Skill: 4
 Ballistic Skill: 6+
 Strength: 3
 Toughness: 4
 Initiative: 2
 Attacks: 1
 Willpower: 4
 Pinning Roll: 6+
 Luck: 0

Halflings' base stats:

Wounds: 2d6
 Move: 3
 Weapon Skill: 2
 Ballistic Skill: 4+
 Strength: 2
 Toughness: 2
 Initiative: 4
 Attacks: 1
 Willpower: 3
 Pinning Roll: 3+
 Luck: 1

In Addition, the Halfling may start with one bonus racial skill.

Half – Orc base stats:

Wounds: 1d6 + 9
 Move: 4
 Weapon Skill: 3
 Ballistic Skill: 5+
 Strength: 4
 Toughness: 4
 Initiative: 2
 Attacks: 1
 Willpower: 2
 Pinning Roll: 5+
 Luck: -1

Half – Elf base stats:

Wounds: 1d6 + 6
 Move: 4
 Weapon Skill: 3
 Ballistic Skill: 4+
 Strength: 3
 Toughness: 3
 Initiative: 4
 Attacks: 1
 Willpower: 3
 Pinning Roll: 3+
 Luck: 0

Half – Skaven base stats:

Wounds: 1d6 + 7
 Move: 5
 Weapon Skill: 3
 Ballistic Skill: 4+
 Strength: 3
 Toughness: 3
 Initiative: 4
 Attacks: 1
 Willpower: 2
 Pinning Roll: 4+
 Luck: -1

*(Ogres and the Undead are only allowed a single class (Ogre and Wight

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respectively), and therefore, won't be listed here)*

Next, choose a class, applying the level one modifiers to your Racial attributes.

Choose from the following classes and consult the New Battle Level tables below to figure out your modifiers:

<u>Class Title</u>	<u>Restricted Races</u>	<u>Previous Class Name</u>
Barbarian	High Elf	Barbarian
Warrior	None	Dwarf
Scout	None	Elf
Wizard	Dwarf	Wizard
Bowman of Bergerac	High Elf	Bowman of Bergerac
Brettonian Knight	Half-Orc and Half-Skaven	Brettonian Knight
Chaos Warrior	None	Chaos Warrior
Imperial Noble	Half-Orc and Half-Skaven	Imperial Noble
Pit Fighter	None	Pit Fighter
Trollslayer	High Elf, Wood Elf, Half-Elf Halfling	Trollslayer
Wardancer	Dwarf	Wardancer
Warrior Priest	None	Warrior Priest
Witch Hunter	High Elf and Wood Elf	Witch Hunter
Assassin	None	Assassin
Thief	None	Halfling Thief
Kislevite Shaman	Dwarf, High Elf	Kislevite Shaman
Ranger	Dwarf, Halfling	Elf Ranger

New Battle Level Tables:**Barbarian**

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills**	Pinning
1	0	Novice	-	-	+1	1	-	+2	-	-	-	-	1	+1
2	2,000	Champion	-	-	-	-	+1	+1d6	-	-	+1	-	2	-
3	4,000	Champion	+1	-1	-	-	-	+1d6	-	+1	-	-	3	-
4*	8,000	Champion	-	-	-	-	-	+1d6	+1	-	+1	-	4	-
5	12,000	Hero	+2	-	-	2	-	+1d6	-	+1	-	+1	5	-1
6	18,000	Hero	-	-2	-	-	-	+1d6	+1	-	-	-	5	-
7	24,000	Hero	-	-	-	-	-	+1d6	-	-	+1	-	6	-
8*	32,000	Hero	+3	-	-	-	-	+1d6	-	+1	-	-	7	-
9	45,000	Lord	-	-3	-	3	-	+1d6	+1	-	-	-	7	-
10	50,000	Lord	-	-	-	-	-	+1d6	-	-	-	-	8	-

* A Barbarian gains +1 berserk dice roll **These columns are totaled columns, not additive columns

Starting Skill(s): Berserk

Warrior

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills**	Pinning
1	0	Novice	-	-1	-	1*	-	-	-	-	-	-	1	-1
2	2,000	Champion	+1	-	-	-	-	+1d6	+1	+1	-	-	2	-
3	4,000	Champion	-	-	-	-	+1	+1d6	-	-	+1	+1	3	-
4	8,000	Champion	-	-1	+1	-	-	+1d6	-	-	-	-	3	-
5	12,000	Hero	+1	-	-	2	-	-	-	+1	-	-	4	-2
6	18,000	Hero	+1	-	-	-	-	-	-	-	+1	-	4	-
7	24,000	Hero	-	-1	-	-	-	+1d6	-	-	-	-	5	-
8	32,000	Hero	-	-	-	-	-	-	+1	+1	-	-	5	-
9	45,000	Lord	-	-1	-	3	-	+1d6	-	-	+1	+1	6	-
10	50,000	Lord	-	-	-	-	+1	+1d6	+1	-	-	-	7	-

* When a warrior is using his weapon of choice he may always add 1 dice and discard the lowest **These columns are totaled columns, not additive columns

Starting Skill(s): Weapon Mastery

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Scout

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills**	Pinning
1	0	Novice	-	-	-	1	-	+1	+1	-	-	-	1	-3
2	2,000	Champion	+1	-	-	-	-	+1d6	-	+1	+1	-	2	-
3	4,000	Champion	-	-	+1	-	-	-	+1	-	+1	+1	2	-
4	8,000	Champion	-	-1	-	-	+1	+1d6	-	-	-	-	3	-1
5*	12,000	Hero	-	-	-	2	-	-	+1	+1	-	-	3	-
6	18,000	Hero	+1	-	-	-	-	+1d6	-	-	+1	-	4	-
7	24,000	Hero	-	-1	-	-	-	-	+1	-	-	-	4	-
8	32,000	Hero	-	-	-	-	-	+1d6	-	+1	-	-	5	-
9	45,000	Lord	+1	-	-	3	-	-	-	-	-	+1	6	-
10	50,000	Lord	-	-1	-	-	-	+1d6	-	-	+1	-	7	-1

*At level 5 the Scout's movement increases by 1. **These columns are totaled columns, not additive columns

Starting Skill(s): Dodge

Wizard

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills	Pinning
1	0	Novice	-1	+1	-	1	-	-1	-	-	-	-	1d6	-1
2	2,000	Champion	-	-	-	-	-	+1d6	+1	-	-	+1	2d6	-
3	4,000	Champion	+1	-	-	-	-	-	-	+1	+1	-	3d6	-
4	8,000	Champion	-	-1	-	-	-	+1d6	-	-	-	-	4d6	-
5	12,000	Hero	-	-	-	2	+1	-	-	-	+1	-	5d6	-1
6	18,000	Hero	+1	-	+1	-	-	+1d6	-	-	-	+1	6d6	-
7	24,000	Hero	-	-	-	-	-	-	-	+1	-	-	7d6	-
8	32,000	Hero	-	-	-	-	-	+1d6	+1	-	+1	-	8d6	-
9	45,000	Lord	-	-1	-	3	-	-	-	-	-	-	9d6	-
10	50,000	Lord	-	-	-	-	-	+1d6	+1	-	-	-	10d6	-

**These columns are totaled columns, not additive columns

Starting Skill(s): 3 spells, each from a different category: Healing, Offensive, Defensive, and Racial

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Bowman of Bergerac

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills**	Pinning
1	0	Novice	-	-1	-	1	-	-	-	-	-	-	-	-1
2	2,000	Champion	-	-	-	-	-	+1d6	+1	+1	+1	-	1	-
3	4,000	Champion	+1	-	-	-	-	-	-	-	-	-	2	-
4	8,000	Champion	-	-1	+1	-	-	+1d6	+1	-	+1	-	2	-
5	12,000	Hero	-	-	-	2	+1	-	-	+1	-	-	3	-1
6	18,000	Hero	+1	-	-	-	-	+1d6	-	-	-	+1	3	-
7	24,000	Hero	-	-1	-	-	-	+1d6	-	-	+1	-	4	-
8	32,000	Hero	-	-	-	-	-	-	+1	+1	-	-	5	-
9	45,000	Lord	+1	-	-	3	-	+1d6	-	-	-	-	6	-
10	50,000	Lord	-	-1	-	-	-	-	+1	-	+1	-	7	-

**These columns are totaled columns, not additive columns

Starting Skill(s): None

Bretonnian Knight

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills**	Pinning
1	0	Novice	+1	+1	-	1	-	-	+1	-	-	+1	-	+1
2	2,000	Champion	-	-1	-	-	-	+1d6	-	+1	-	-	1	-
3	4,000	Champion	+1	-	-	-	-	+1d6	-	-	+1	-	2	-
4	8,000	Champion	-	-1	-	-	-	-	+1	+1	+1	-	2	-
5	12,000	Hero	-	-	+1	2	-	+1d6	-	-	-	-	3	-
6	18,000	Hero	-	-1	-	-	+1	-	-	+1	-	-	4	-
7	24,000	Hero	+1	-	-	-	-	+1d6	+1	-	+1	-	4	-
8	32,000	Hero	-	-	-	-	-	-	-	-	+1	+1	5	-
9	45,000	Lord	-	-	-	3	-	+1d6	-	-	-	-	6	-1
10	50,000	Lord	-	-1	-	-	-	+1d6	-	-	-	-	7	-

**These columns are totaled columns, not additive columns

Starting Skill(s): None

Chaos Warrior: (Level ups are determined largely by path of Chaos, refer to Chaos Warrior pack for level raising info)

Imperial Noble

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills**	Pinning
1	0	Novice	+1	-1	-	1	-	-	+2	-	-	-	1	-
2	2,000	Champion	-	-	-	-	-	+1d6	-	+1	+1	-	2	-
3	4,000	Champion	+1	-	-	-	-	-	-	-	-	-	3	-1
4	8,000	Champion	-	-	-	-	-	+1d6	-	-	+1	+1	3	-
5	12,000	Hero	-	-	+1	2	+1	-	-	+1	-	-	3	-
6	18,000	Hero	+1	-	-	-	-	+1d6	-	-	-	-	4	-
7	24,000	Hero	-	-	-	-	-	+1d6	-	-	+1	-	5	-
8	32,000	Hero	-	-	-	-	-	-	-	+1	-	-	6	-1
9	45,000	Lord	-	-	-	3	-	+1d6	+1	-	-	-	6	-
10	50,000	Lord	+1	-	-	-	-	-	+1	+1	+1	-	7	-

**These columns are totaled columns, not additive columns

Starting Skill(s): Duelist

Pit Fighter*NOTE*: The Pit Fighter spends his training points to increase his statistics, refer to the Pit Fighter book for Level Raising

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Training Points	Pinning
1	0	Bruiser	-	-1	-	1	-	+1	-	-	+1	+1	0	-
2	2,000	Pugilist											8	
3	4,000	Pugilist											9	
4	8,000	Pugilist											9	
5	12,000	Prize Fighter											10	
6	18,000	Prize Fighter											10	
7	24,000	Prize Fighter											11	
8	32,000	Prize Fighter											11	
9	45,000	Master											12	
10	50,000	Master											12	

**These columns are totaled columns, not additive columns

Starting Skill(s): Quick Reflexes, Pit Fighting

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Trollslayer

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills**	Pinning
1	0	Slayer	-	-	-	1	-	+2	-	-	+1	-	1	-
2	2,000	Trollslayer	-	-	-	-	-	+1d6	-	+1	-	-	2	-
3	4,000	Trollslayer	-	-	+1	-	-	+1d6	-	-	+1	+1	2	-
4	8,000	Giantslayer	+1	-	-	-	-	+1d6	+1	-	-	-	3	-
5	12,000	Giantslayer	-	-	-	2	+1	+1d6	-	-	-	-	3	-
6	18,000	Giantslayer	-	-	-	-	-	+1d6	-	+1	+1	+1	4	-1
7	24,000	Dragonslayer	+1	-	-	-	-	-	-	-	-	-	4	-
8	32,000	Dragonslayer	-	-	-	-	-	-	-	+1	-	-	5	-
9	45,000	Dragonslayer	+1	-	-	3	-	+1d6	+1	-	+1	+1	5	-
10	50,000	Daemonslayer	-	-	-	-	-	-	-	-	-	-	6	-

**These columns are totaled columns, not additive columns

Starting Skill(s): Slayer Strike

Wardancer

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills**	Pinning
1	0	Novice	+1	+2	-	1	-	+1	+1	-	-	-	1	-
2	2,000	Champion	-	-	-	-	-	+1d6	-	-	+1	+1	2	-
3	4,000	Champion	-	-	+1	-	-	-	-	+1	-	-	3	-
4*	8,000	Champion	-	-1	-	2	-	-	+1	-	+1	-	4	-
5	12,000	Hero	+1	-	-	-	+1	+1d6	-	+1	-	+1	5	-
6	18,000	Hero	-	-	-	-	-	-	+1	-	-	-	6	-1
7	24,000	Hero	+1	-1	-	-	-	+1d6	-	+1	-	-	7	-
8	32,000	Hero	-	-	-	3	-	-	-	-	+1	+1	8	-
9*	45,000	Lord	+1	-	-	-	-	+1d6	+1	-	-	-	9	-
10	50,000	Lord	-	-1	+1	-	-	-	-	-	-	-	10	-

*At lvl 4 and 9 the Wardancer's movement increases by +1 **These columns are totaled columns, not additive columns

Starting Skill(s): Dance of Death

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Warrior Priest

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills/per turn**	Pinning
1	0	Novice	-1	-	-	1	-1	-	-1	-	0	-	3/1	-1
2	2,000	Champion	+1	-	-	-	-	+1d6	+1	-	+1	-	4/1	-
3	4,000	Champion	-	-	-	-	+1	-	-	+1	-	-	5/1	-
4	8,000	Champion	+1	-	-	-	-	+1d6	-	-	+1	+1	5/1	-
5	12,000	Hero	-	-	-	2	-	-	+1	-	-	-	5/2	-1
6	18,000	Hero	-	-	+1	-	-	+1d6	-	-	+1	-	6/2	-
7	24,000	Hero	-	-	-	-	+1	+1d6	-	+1	-	+1	7/2	-
8	32,000	Hero	+1	-	-	-	-	-	+1	-	-	-	7/3	-
9	45,000	Lord	-	-	-	3	-	+1d6	-	-	-	+1	8/3	-
10	50,000	Lord	-	-1	-	-	-	-	-	-	-	-	9/3	-

**These columns are totaled columns, not additive columns

Starting Skill(s): 3 Blessings of Sigmar

Witch Hunter

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Faith	Pinning
1	0	Novice	-	-1	-	1	-	-	-	-	-	+1	+1d6	-
2	2,000	Champion	+1	-	-	-	-	+1d6+1	+1	-	+1	-	+2	-
3	4,000	Champion	-	-	+1	-	-	-	-	+1	+1	-	+1d3	-
4	8,000	Champion	-	-	-	-	+1	+1d6+1	-	+1	-	-	+1d6	-
5	12,000	Hero	-	-1	-	2	-	-	+1	-	-	-	-	-1
6	18,000	Hero	+1	-	-	-	-	+1d6+1	-	-	+1	-	+2	-
7	24,000	Hero	-	-1	-	-	-	+1d6+1	-	-	-	+1	+1d3	-
8	32,000	Hero	+1	-	-	-	-	-	+1	+1	-	-	+1d6	-
9	45,000	Lord	-	-	-	3	-	+1d6+1	-	-	-	-	-	-
10	50,000	Lord	-	-	-	-	-	+1d6+1	+1	-	+1	-	+2	-

**These columns are totaled columns, not additive columns

Starting Skill(s):

Assassin

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills**	Pinning
1	0	Novice	+1	-1	-	1	-	-	+2	-	-	-	1	-2
2	2,000	Adept	+1	-	-	-	-	+1d6	-	-	-	-	2	-
3	4,000	Adept	-	-	-	-	-	+1d6	-	+1	+1	+1	2	-
4*	8,000	Adept	-	-1	-	-	-	-	+1	-	-	-	3	-
5	12,000	Master	+1	-	-	2	-	+1d6	-	+1	+1	-	3	-
6	18,000	Master	-	-	-	-	-	-	+1	-	-	+1	4	-
7	24,000	Master	-	-	+1	-	-	+1d6	-	-	-	-	4	-
8*	32,000	Master	+1	-1	-	-	+1	-	-	+1	+1	-	5	-1
9	45,000	Lord	-	-	-	3	-	+1d6	+1	-	-	-	6	-
10	50,000	Lord	-	-	-	-	-	+1d6	-	-	-	-	7	-

*At lvls 4 and 8 the Assassin gains +1 to movement **These columns are totaled columns, not additive columns

Starting Skill(s): Assassinate

Thief (Thieves level up according training rolls, so consult the Skills portion to properly increase your level)

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skill Rolls	Pinning
1	0	Novice				1		-			+1	-1	0	
2	2,000	Burglar				-					+1		3	
3	4,000	Burglar				-					-		3	
4	8,000	Burglar				-					+1		4	
5	12,000	Looter				2					-		4	
6	18,000	Looter				-					+1		3	
7	24,000	Looter				-					-		3	
8	32,000	Looter				-					-		3	
9	45,000	Brigand				3					+1		4	
10	50,000	Brigand				-					-		4	

**These columns are totaled columns, not additive columns

Starting Skill(s): None

Kislevite Shaman

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills**	Pinning
1	0	Novice	-1	+1	-	1	-	-	-	-	-	-1		-
2	2,000	Champion	-	-	-	-	-	+1d6	-	-	+1	-	2d6+2	-
3	4,000	Champion	+1	-	-	-	-	-	+1	+1	-	+1	2d6+3	-
4	8,000	Champion	-	-1	-	-	+1	-	-	-	+1	-	2d6+4	-
5	12,000	Hero	-	-	+1	2	-	+1d6	-	-	-	-	2d6+5	-
6	18,000	Hero	+1	-	-	-	-	-	+1	-	+1	+1	2d6+6	-1
7	24,000	Hero	-	-	-	-	-	+1d6	-	+1	-	-	2d6+7	-
8	32,000	Hero	-	-	-	-	-	-	-	-	-	-	2d6+8	-
9	45,000	Lord	-	-1	-	3	-	+1d6	+1	-	+1	+1	2d6+9	-
10	50,000	Lord	+1	-	-	-	-	-	-	-	-	-	2d6+10	-

**These columns are totaled columns, not additive columns

Starting Skills: Three Blessings/Spells; each from a different category: Healing, Defensive, Offensive, and Racial

Ranger

Battle-Level	Experience	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice**	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills*	Pinning
1	0	Novice	-	-	-	1	+1	+2	-	-	-	-1	-	-1
2	2,000	Champion	+1	-	-	-	-	+1d6+1	+1	-	-	+1	1	-
3	4,000	Champion	-	-	+1	-	-	-	-	+1	+1	-	2	-
4	8,000	Champion	+1	-	-	-	+1	+1d6+1	+1	-	-	-	3	-
5	12,000	Hero	-	-1	-	2	-	-	-	+1	-	+1	4	-
6	18,000	Hero	-	-	-	-	-	+1d6+1	+1	-	+1	-	5	-1
7	24,000	Hero	-	-	-	-	-	-	-	+1	-	-	6	-
8	32,000	Hero	-	-1	-	-	-	+1d6+1	-	-	-	+1	7	-
9	45,000	Lord	+1	-	-	3	-	-	-	-	+1	-	8	-
10	50,000	Lord	-	-1	-	-	-	+1d6+1	+1	-	-	-	9	-

* The Skills column indicates the total number of skills above and beyond those chosen for 1st level **These columns are totaled columns, not additive columns

Starting Skill(s) Mage: Spells- Aura of Vitality, Shockwave, and Sword of Aenarion. Knight: Skill – Blades of Death

Now you are ready to begin your Warhammer Quest adventure. When you are ready to advance your Battle Level, first consult the Battle Level tables, then if you are lucky enough to earn a skill, consult these tables.

Skills

Racial Skills:

Humans:

Run – *Given the desperation of your situation you summon hidden reserves of energy to speed your way.*

This skill allows your Warrior to attempt to increase his speed. Roll 1D6. If you score a 5 or 6 your Warrior's Move is doubled and he may not be pinned this turn.

This skill may be used once per turn.

Dirty Blow – *The Warrior has learnt various cunning and low down tricks with which he can disable his opponent.*

Whenever he rolls a 6 to hit, he has struck a dirty blow. This blow can ignore up to 2 points of armor. In addition, a dirty blow is not affected by the Monster's Ignore Blow or ignore Pain abilities.

Dwarves:

Stone Master – This skill allows your warrior to identify secret doors in the dungeon walls. Each time your warrior checks a room or corridor roll 1d6 and add your Battle Level in addition to your initiative unlike normal search checks which only add your initiative.

Death Song – *Before the fatal blow falls you start to bellow the lament that is your family's death song. Drawing upon its history and meaning to sustain you.*

This skill allows your warrior to survive below 0 wounds by drawing on his inner reserves of strength and willpower. As soon as your warrior is knocked down to 0 wounds or below he begins to sing a fearful, grim battle dirge – his death song. Rather than falling down unconscious, your warrior remains standing and can continue to fight. Place him on 1 wound. Each time your warrior is hit while singing his death song, roll a d6. On a score of 1-4 the blow has its normal effect and if you are taken below 1 wound, you are unconscious. On a score of 5+ you ignore the blow's effect. This skill may be used your BL number of times per dungeon.

Gold Master – *Four companions declare that they've found all the treasure here and its time to move on. You're not so sure, and have a feeling you ought to check out that loose stone you saw by the door. . .*

This skill allows your warrior to develop what amounts to a sixth sense when looking for hidden gold. Once all the monsters in a room are dead and the party is dealing out treasure roll 2d6 x 10. If either of the dice comes up as 1, then your warrior finds nothing, otherwise he finds that much extra gold concealed around the room

Tunnel Fighter – *Having trained in the claustrophobic caverns of nearby caves in your youth, the cramped conditions of a dungeon stairway cause you no problems at all.*
This skill gives your Warrior +1 on his to hit rolls when fighting in corridors, junctions, stairways, and other similar enclosed places.

Elves: (these skills are common to all elves, regardless of race)

Dodge – This skill allows a warrior to avoid an incoming blow. For each hit that would normally hit the warrior, roll a d6. On a roll of 6 the warrior manages to dodge the blow and it has no effect. Otherwise the blow lands as normal. This skill does not apply to magical attacks, but does apply to missile weapon attacks.

Wood Elves:

Herb Lore – *You rub the foul-smelling salve into your companion's wound, reassuring him that even if the concoction does sting it is doing him good.*

This skill allows your Warrior to try and heal himself or a wounded companion. Roll 1D6 on the following table.

- | | |
|------------|--|
| 1 | The wounded Warrior reacts badly to the salve and takes another 1D6 Wounds. |
| 2-3 | Nothing happens. |
| 4-5 | The salve works and the wounded Warrior regains 1D6 Wounds. |
| 6 | The treatment is even better than expected and the wounded Warrior regains 2D6 Wounds. |

This skill may be used once per turn.

Wayfinder – *The Warrior stops and smells the air, then stoops to examine the grass at his feet. Gesturing for silence, he leads the Warriors off to the left.*

The warrior has a heightened sense of awareness in the open air. He can sense trouble and he can avoid natural disasters. During a journey the warrior can cancel any one event, turning it into an Uneventful Week instead. In addition, on the journey he finds enough herbs to make 1D6 healing potions. Each potion restores a number of Wounds equal to the Elf's Battle-level.

High Elves:

Radiance of Asuryan – Your Warrior is surrounded by a palpable aura. In combat this aura wards evil spells and enchantments from him. Your Warrior may ignore the effects of a Monster's spell on a 1D6 roll of 5 or more. In addition, Monster's Magical items will have no special effects on you if you can roll a 6 on 1D6 when you would normally be affected. This does not allow you to ignore armor points, but you could ignore the effects of Venom armor, for example.

Sword Master 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 warrior must roll a dice and compare it with the following table.

1 Oops. The warrior trips up and falls over. He may do nothing at all for the rest of the turn and is treated as prone.

2-4 Nothing. The warrior attacks as normal

5-6 Success. The warrior gains double attacks for the turn

This skill may be used once per turn

Halflings:

Plucky – *The Halfling is courageous and bold, dashing in where other Warriors fear to tread.*

The Halfling may re-roll any failed Fear or Terror tests once. If the second roll fails as well the Halfling is affected as normal.

Nimble Feet – This skill allows the Halfling to duck between a monster's legs. The Halfling may move through squares occupied by other Warriors or Monsters at half his normal rate (each square moved through counts as 2). He may not end his move in an occupied square. This skill cannot be used to move the Halfling through monsters that are not larger than him, such as Goblins.

Opportunist – *The Halfling never looks a gift horse in the mouth and can always seize the moment.*

This skill can only be used in combination with the Nimble Feet skill. Whenever you use the Nimble Feet skill to move under a Monster you may attack it as you go through its legs. You get 1 attack with a +1 modifier to hit. The attack does 1D6 damage with no deductions at all.

I can Fly – The Halfling is so acrobatic that the other Warriors can throw him across the room. To throw the Halfling a Warrior must be in an adjacent square at the start of the Warriors' phase. Neither the Halfling nor the other Warrior may move that turn, but they

may attack an adjacent Monster if they have not yet attacked. The Halfling may be thrown a number of squares equal to the other Warrior's strength, though the distance may be shorter if you wish. The Halfling may only be thrown into empty squares, but can pass over any other obstacles.

Half-Orcs:

Dirty Blow – *The Warrior has learnt various cunning and low down tricks with which he can disable his opponent.*

Whenever he rolls a 6 to hit, he has struck a dirty blow. This blow can ignore up to 2 points of armor. In addition, a dirty blow is not affected by the Monster's Ignore Blow or ignore Pain abilities.

Ignore Pain – *The warrior has such a high pain threshold that he simply doesn't feel some blows at all.*

Each turn your Warrior may try to ignore as many blows as he has Attacks. Roll 1D6 for each incoming Attack he is trying to ignore. On a roll of 6 he may completely ignore any damage caused by that blow.

Tattoos – Your warrior is painted with complicated protective *Tattoos* that act like armor. Whether this is due to some arcane power inherent in the tattoos, or simply the strength of belief on the wearer's part, they do seem to work. Each time a warrior wearing tattoos is hit roll 1D6. If the score is 6, the blow has no effect.

Half-Elves:

Run – *Given the desperation of your situation you summon hidden reserves of energy to speed your way.*

This skill allows your Warrior to attempt to increase his speed. Roll 1D6. If you score 4+ your Warrior's Move is doubled and he may not be pinned this turn. This skill may be used once per turn.

Dodge – This skill allows a warrior to avoid an incoming blow. For each hit that would normally hit the warrior, roll a d6. On a roll of 6 the warrior manages to dodge the blow and it has no effect. Otherwise the blow lands as normal. This skill does not apply to magical attacks, but does apply to missile weapon attacks.

Half-Skaven:

Dirty Blow – *The Warrior has learnt various cunning and low down tricks with which he can disable his opponent.*

Whenever he rolls a 6 to hit, he has struck a dirty blow. This blow can ignore up to 2 points of armor. In addition, a dirty blow is not affected by the Monster's Ignore Blow or ignore Pain abilities.

Dodge – This skill allows a warrior to avoid an incoming blow. For each hit that would normally hit the warrior, roll a d6. On a roll of 6 the warrior manages to dodge the blow and it has no effect. Otherwise the blow lands as normal. This skill does not apply to magical attacks, but does apply to missile weapon attacks.

Never Pinned – *Despite the monsters' best efforts, none can seem to hold the warrior down.*

This skill allows the warrior to automatically break pinning. The warrior's pinning roll is now notated as **A** and he no longer needs to roll in order to break away. In order to get this skill the warrior must first have the *Dodge* skill.

Skitterleap – *The warrior seems to move so quickly that he vanishes and appears right next to his enemies in the blink of an eye.*

This ability allows the warrior to disappear, move through the warp and then reappear next to his chosen victim, who must be an enemy model. By moving in this way the warrior is not subject to pinning and may move through any obstacles as though they were not there. This does not count against his movement allotment for the turn but does count as moving, so unless he has a skill that allows him to: move, attack, then move, and attack again; he may not move after he has used this skill. In order to get this skill the warrior must first have the *Dodge* skill and an initiative of 6.

This skill may be used once per turn.

Class Skills:

Barbarian:

Starting Skill: *BERSERK* – This skill allows the warrior to go into a berserk rage. Whenever monsters are placed, roll a D6. If you score a 6 then you are berserk, which gives you +1 attack, but -1 to hit. If you roll a 2-5 nothing happens and you must roll again next turn, but you add +1 to your roll for every monster you kill in combat. If you roll a 1 the blood fury takes you over and you lash out at everything around, inflicting 1 wound with no modifiers on every adjacent model.

The Barbarian has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity roll 2D6. If you receive a duplicate skill, roll again. If you still receive a duplicate skill, then you simply may use it an additional time, or you receive a +1 to your rolls with that skill. If he desires so, he may pay his trainer to teach him a

specific skill, rather than what the trainer feels like teaching him. In order to do so he must pay the trainer half the experience cost for going up this level in gold. If he does he may freely select one skill off this list.

2 HUNTER'S EYE – *Taking careful aim, you rapidly let fly a volley of arrows into the enemy ranks.*

This skill gives your Warrior the ability to make a number of missile attacks each turn equal to his Attacks characteristic rather than the standard one shot per turn.

The Barbarian may not use this skill while he is berserk.

3 BATTLE-BLADES – *Your sword screams as it cuts the air in a blurred arc of steel, cutting through bone and armor like butter.*

When monsters are placed, roll 1D6. On a roll of 4, 5 or 6 this skill gives your Warrior double his normal number of Attacks for the first turn when facing a new group of Monsters. This skill may only be used in the first turn of combat, after an Event Card reveals a new group of Monsters.

4 BATTLE-RAGE – *Consuming rage overcomes you and you go completely berserk, slashing and hacking at your foe.*

This skill gives your Warrior either +1 Attack per Battle-level, or +1 to hit per Battle-level, or +2 Strength per Battle-level for one turn. Choose which characteristic is affected before the turn begins.

This skill may be used once per dungeon.

5 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

6 IGNORE WOUNDS – *Although the pain from your Wounds is screaming along every nerve you somehow manage to stay conscious and fight on.*

This skill allows your Warrior to stay upright and active even when he reaches 0 Wounds. As soon as a blow takes him to 0 Wounds or less, roll 1D6. If the score is a 1, 2, 3 or 4 your Warrior is knocked unconscious as normal. If the score is a 5 or 6 your Warrior is placed on 1 Wound.

7 SHIELD WALL – *You barely manage to turn the blow as it slams towards you, glancing it off your shield with a flick of your wrist.*

This skill allows your Warrior to catch the impact of a single blow on his shield, deflecting all the damage that may have been caused. If your Warrior does not have a shield, he may not use the Shield Wall skill. This skill may be used once per dungeon.

8 DUCKBACK – *Sensing the danger of your situation, you pull back from combat to find a better position.*

This skill allows your Warrior to add +1 to his roll to escape from pinning.

9 SIXTH SENSE – *You sniff the air and listen intently for the telltale signs of the Monsters that wait to ambush you in the next room.*

After the Exploration Phase, when a new floor section has been revealed, the Barbarian may use his sixth sense to see what lies within. If the new floor section is a room, the Barbarian player rolls a dice. On a score of 1 to 4 his sixth sense fails him. On a score of 5 or 6, he may turn over the next Event card (and roll on any relevant Monster tables, etc.) to see what is in the room, warning the Warriors of any impending danger.

10 REACTION STRIKE – *An Orc lunges out of the darkness towards you. So sooner have you caught sight of its huge bulk than your sword is out and ready to strike.*

This skill allows your Warrior 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 you may choose which your Warrior attacks. The attack is in addition to any attacks that he would make in normal combat. Because this skill is an instinctive reaction to being ambushed, your Warrior cannot make a death-blow with this attack and is not subject to any Psychology effects caused by the target

11 GRAPPLE – *Dropping your weapon to one side you lunge at your opponent and throw your arms around his chest in a bear-hug, squeezing his lungs and choking him.*

This skill allows your Warrior to grapple his opponent rather than attack him using a weapon. This attack replaces all of your Warrior's normal attacks. Roll to hit as normal. If you succeed your Warrior has grabbed the Monster and inflicts (1D6 x his Battle-level) Wounds with no modifier for armor. A grapple cannot be dodged. If you choose to you may continue your grapple attack next turn. To do so, roll 1D6 and add your strength while the monster rolls 1D6 and adds his strength. Only if he beats your roll he escapes, otherwise you may continue to do 1D6 x Battle-level damage to him.

12 BRUTE STRENGTH – *Flexing every muscle you possess you slam into your opponent, pushing him backwards.*

This skill allows your Warrior to attempt to shove a Monster out of his way. Roll 1D6 and add your Warrior's Strength. If the total is less than or equal to the Monster's Strength it is too big to move and your Warrior fails. If the total is greater than the Monster's Strength it is pushed back into any one of the three squares behind it that is unoccupied (your choice). Having pushed his foe back, your Warrior moves into the square that was occupied by the Monster and may now make his normal attacks.

This skill may be used once per turn

Warrior:

Starting Skill:

WEAPON MASTERY – This skill allows a warrior to choose any weapon from the Weaponsmith’s shop, excluding all throwing weapons but including the long bow, and receive a bonus to it. The bonus is this, when you roll for damage you roll an extra d6, taking the higher of the two. If the dice come up as any set of doubles, save double 1s, then you add them together for damage. However, if the dice come up as double 1s, then your attack has failed somehow and you have fallen prone and dealt no damage. As your damage dice increases, you will need to keep track of your specific **WEAPON MASTERY** dice, in order to determine doubles.

The Warrior has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity roll 2D6. If you receive a duplicate skill, roll again. If you still receive a duplicate skill, then you simply may use it an additional time, or you receive a +1 to your rolls with that skill. If he desires so, he may pay his trainer to teach him a specific skill, rather than what the trainer feels like teaching him. In order to do so he must pay the trainer half the experience cost for going up this level in gold. If he does he may freely select one skill off this list.

2 MIGHTY BLOW – *Putting all your strength behind your blow, you bring your weapon crashing down on your opponent's body.*

This skill allows your Warrior to increase the Strength of his blows by trading the number of attacks he makes. For each Attack your Warrior gives up, he may roll an extra 1D6 Wounds on one of his remaining Attacks. You must declare that your Warrior is using this skill before rolling his to hit dice.

This skill may be used once per turn.

3 KILLING BLOW – *You judge the moment to strike perfectly and your blade slips through your opponent's armor, spearing his vital organs.*

This skill allows your Warrior to cause an extra 2 Wounds on his opponent if his to hit roll was a natural 6.

4 ENRAGED – *Your blade cuts a red swathe through your enemies as you charge into combat in the grip of a boiling fury.*

Once per turn, just before your Warrior makes his attacks, you may roll 1D6 on the following table:

- 1 Your Warrior is so enraged that all his attacks go wild, and he hits nothing this turn.
- 2-4 Your Warrior is very angry, but it has little effect on his attacks this turn. He fights as normal.
- 5-6 Your Warrior is completely enraged and gets +1D6 Attacks this turn, but with a -1 to hit on each Attack as he is so out of control.

5 ENDURE – *The Monster's attack carves a wound in your chest an inch deep, but summoning your reserves of willpower, you grit your teeth and ignore the terrible pain.*

This skill allows your Warrior to ignore the Wounds from a single blow that might otherwise kill him.

This skill may be used once per dungeon.

6-8 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

9 GRUDGE LORD – *You've barely had time to draw your axe when you realize with anger that the Orc nearest the far corner resembles the same foul beast that burnt your brother's village to the ground and killed its inhabitants. With no regard for your own safety, you charge directly at it, swearing to avenge your kin.*

Your Warrior bears grudges against most of the inhabitants of the dungeons of the Warhammer World. As a group of Monsters are placed you may declare that your Warrior bears a grudge against one of them. As long as that Monster still lives your Warrior gets +1 on all of his to hit rolls. He will always attack the 'grudged' Monster if possible (breaking from pinning when he can, etc.) and gets double its Gold Value if he succeeds in killing it himself.

This skill may be used once per dungeon.

10 BLOOD-FEVER – *Your eyes glaze over as your axe swings to and fro wildly, a relentless cascade of blows raining down upon the enemy.*

This skill allows your Warrior to trade in all of his attacks each turn for a single blood-fever attack. Make a normal attack. If you hit the target and kill it with that one blow, your Warrior can step forward one square and, if this takes him into contact with another Monster, he may make another attack. This process continues until your Warrior fails to kill his opponent.

This skill may be used once per turn.

11 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

12 TRADEMASTER – *Deciding against your usual supplier of axes you search out a little backstreet market stall selling comparable goods but much more cheaply.*

This skill gives your Warrior a canny eye for searching out bargains. While in a Settlement you may roll an extra 1D6 when making the dice roll to see if an item is in stock. In addition, when your Warrior buys an item, roll 1D6. On a score of 6 he gets it at half price.

Scout:

Starting Skill: **DODGE** – This skill allows a warrior to avoid an incoming blow. For each hit that would normally hit the warrior, roll a d6. On a roll of 6 the warrior manages to dodge the blow and it has no effect. Otherwise the blow lands as normal. This skill does not apply to magical attacks, but does apply to missile weapon attacks.

The Scout has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity roll 2D6. If you receive a duplicate skill, roll again. If you still receive a duplicate skill, then you simply may

use it an additional time, or you receive a +1 to your rolls with that skill. If he desires so, he may pay his trainer to teach him a specific skill, rather than what the trainer feels like teaching him. In order to do so he must pay the trainer half the experience cost for going up this level in gold. If he does he may freely select one skill off this list.

2 LEAP – *In a single, fluid movement you launch yourself into the air and flip over your stunned opponent's head, landing on the balls of your feet behind him, sword in hand.*

This skill allows your Warrior to leap 1 square in any direction as part of his move, landing in the square beyond. Any obstacle in the square being leaped is ignored, though it still counts as 1 square of movement.

This skill may be used once per turn.

3 SURESHOT – *Taking careful aim, you ease the bowstring back and let an arrow fly straight towards its target.*

This skill allows you to re-roll any one of your Warrior's missile attacks that has missed.

This skill may be used once per turn.

4 DOOMSTRIKE – *Summoning all your strength you bring an awesome blow crashing down upon your opponent.*

This skill allows you to add +3 to all of your Warrior's to hit rolls and +1 to your strength for one turn.

This skill can be used once per adventure.

5 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

6 RAPID FIRE – *Your arms almost a blur, you release arrow after arrow into the enemy ranks.*

This skill gives your Warrior +1 Attacks per turn with a missile weapon.

7 POWER SHOT – *Your forearms strain as you pull back the tightened bowstring, using all your strength against the increased pull of the weapon.*

This skill allows your Warrior to fire his bow with increased power. Adding +2 Wounds to the damage inflicted.

8 EVADE – *Nimblely stepping to one side, you dodge the incoming axe, flinching slightly as the razor-sharp blade whistles past your ear and buries itself in the table next to you.*

This skill gives your Warrior the ability to dodge incoming blows by stepping to one side. If a Monster successfully hits your Warrior, roll 1D6. On a score of 1, 2, 3 or 4 he hits your Warrior as normal. On a score of a 5 or 6 your Warrior can evade the blow by stepping into any empty adjacent square. If there are no squares free he must take the blow as normal. In the process of side-stepping, your Warrior may come into contact with another Monster that he was not in base-to-base contact with originally. This has no effect this

turn, but as of next turn it may attack your Warrior as usual. Similarly, by evading your Warrior may move out of contact with another Monster who was going to attack him this turn. If this Monster is not pinned by another Warrior, it will move after your Warrior.

9 PINION – *The arrow whistles through the air and slams into your opponent, pinning him to the wall like a stuck pig.*

This skill allows your Warrior to trade in multiple attacks for one single, carefully aimed shot. If the target is successfully hit, and is standing directly in front of, and adjacent to, a wall, roll an extra 1D6 after rolling for damage. If the score is 1, 2, 3 or 4 the shot simply causes normal damage. On a score of 5 or 6 the shot causes normal damage and pins the target to the wall. The target may do nothing for the rest of this turn as it struggles to free itself. In order to escape the monster must make a strength test against the strength of the bow. While he is pinned in this way any warrior attacking him is at +1 to hit him.

10 HYPNOSIS – *Slowing your breath to half its normal rate, you slowly drift into a state of altered consciousness, calming the raging pain of your wounds and speeding their healing.*

This skill allows your Warrior to enter a self-induced hypnotic trance and heal himself. This skill may only be used if there are no Monsters in the room or the same board section as the Scout. Entering the trance takes one turn, during which your Warrior may do nothing else. At the end of the turn your Warrior regains 1D6 Wounds.

11 FOREST WALKER – *Brushing aside the undergrowth, you find an almost invisible deer track leading straight to the next village and cutting a good seven days off the journey.*

This skill allows your Warrior to find almost hidden short cuts in the trek between dungeons. When traveling to a Settlement, this skill allows your Warrior to reduce the journey time by one week. In addition, on the journey he finds enough herbs to make 1D6 healing potions. Each potion restores a number of Wounds equal to the Elf's Battle-level.

12 PARRY – *With a practiced maneuver and a deft flick of the wrist you hook your sword around your enemy's weapon and twist it down and to one side.*

This skill allows your Warrior to parry an incoming blow. When your Warrior is attacked roll 1D6. If the score is greater than the to hit score of his opponent, the model has parried the blow, and that attack is discarded. A warrior may not parry attacks made with double or more his own Strength – they are simply too powerful to be stopped.

This skill may be used once per turn

Bowman of Bergerac:

Starting Skill: None

The Bowman of Bergerac has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity roll 2D6. If you receive a duplicate skill, roll again. If you still receive a duplicate skill, then you simply may use it an additional time, or you receive a +1 to your rolls with that skill. If he desires so, he may pay his trainer to teach him a specific skill, rather than what the trainer feels like teaching him. In order to do so he must pay the trainer half the experience cost for going up this level in gold. If he does he may freely select one skill off this list.

2 WEAK SPOT – *The Bowman sees a vulnerable spot in the enemy's armor, and lets an arrow loose hoping for a devastating hit.*
Whenever the Bowman rolls a natural 6 to hit he may ignore up to 2 points of armor on the target.

3 FAST SHOT – *After letting loose a hail of arrows the Bowman leaps to a vantage point to prepare for his next volley of shots.*
The Bowman may fire his bow before, after or during moving. This uses up attacks as usual.

4 QUICKSHOT – *The Bowman is quick with the bow and needs little time to aim at a target at point blank range.*
The Bowman may now fire at targets in adjacent squares without the associated -1 to hit penalty.

5 CLIMBING – *Spending much time retrieving arrows as a child, the Bowman has also mastered the art of climbing.*
The Bowman may now climb out of pit traps by himself, though he may not move on the turn which he does.

6 BOW MASTER – *Taking careful aim, the Bowman lets fly a volley of arrows into the enemy ranks.*
This skill gives the Bowman the ability to make a number of shots per turn equal to his Attack characteristic rather than the usual one shot per turn.

7 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

8 POWER SHOT – *Forearm straining, the Bowman pulls back the tightened bow string, using all his strength against the increased pull of the weapon.*
This skill allows the Bowman to trade in multiple shots (if he has any) for one with increased power, adding +2D6 damage. Use once per combat and only if the Bowman is not pinned.

9 PINION – *The Bowman fires a carefully aimed shot which pins his opponent to the wall.*

The Bowman trades in multiple attacks for one carefully aimed shot. If the target is successfully hit, and is standing directly in front of and adjacent to a wall, roll an extra 1D6 after rolling for damage. If the score is 4 or less, the shot counts as normal. On a 5 or 6 the shot causes normal damage and pins the target to the wall. The target may do nothing for the rest of the turn as it struggles to free itself. In order to escape the monster must make a strength test against the strength of the bow. While he is pinned in this way any warrior attacking him is at +1 to hit him.

10 DUCKBACK – *Quickly dodging out of the enemy's grasp, the Bowman is always ready to fall back in order to place a well aimed shot.*
The Bowman may add +1 to his escape pinning roll.

11 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

12 KILLING BLOW – *A carefully placed shot combined with the right tension in the bow, the Bowman unleashes an arrow to down even the toughest of monsters.*
If the Bowman rolls a 6 to hit with his bow he may add +2 to the damage.

Brettonian Knight:

Starting Skill: None

The Knight has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity, roll D66. If you receive a duplicate skill, roll again. If you still receive a duplicate skill, then you simply may use it an additional time, or you receive a +1 to your rolls with that skill. If he desires so, he may pay his trainer to teach him a specific skill, rather than what the trainer feels like teaching him. In order to do so he must pay the trainer half the experience cost for going up this level in gold. If he does he may freely select one skill off this list.

11-16 SHIELD MASTER – *The Knight is a master of using the shield. No matter how skilful the foe, the Knight always manages to deflect some of their blows with his shield.*

If armed with a shield, the Knight rolls a D3 every time he is wounded. The result is the number of wounds deflected by the Knight's skill with a shield. If the Knight is attacked by a monster, which ignores armor, it does not ignore the shield used in this way

21-23 DRAGON FIGHTING – *The Knight has been specially trained in the art of attacking fire breathing creatures without getting scorched, he knows exactly how to spot when a creature is about to send great gouts of flaming death upon the warriors.*

If the Knight is hit by a fire based attacker, roll a D6. On a roll of a 4 or more the Knight has managed to crouch low and protect himself from the deathly flames, and is completely unaffected by the attack. On a roll of 3 or less, the Knight is hit as normal,

24-26 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

31-36 KNIGHTLY TEMPER – The Knight may be overcome by Knightly Temper. If the Knight misses when trying to strike a blow against a monster, he may become so angered by the beast that he tries to kill it with one blow if he chooses! Any hits in the following turn against the same monster do an additional one dice of damage per Battle level of the Knight.

This may be used once per adventure.

41-43 BATTLE CHARGE – In the first Warriors' Phase after monsters have been placed, the Knight may elect to go first, regardless of initiative or whoever has the lantern.

44-45 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

46-51 WHIRLING FLAIL – This skill can only be used by the Knight if he is using a Knightly Flail, which is a bit more spiky and heavier than an ordinary flail. If he acquires this skill, he is given his Knightly Flail from the castle armory. The Flail gives him +2 Strength. However, it is difficult to use. So whenever the Knight hits a creature, resolve damage as usual, then roll a dice:

- 1** Pick out a Warrior counter at random and do normal damage to them, modified for Toughness, etc. (yes. this does mean you could hit yourself!).
- 2-3** Normal hit.
- 4-5** One extra Attack against the monster; roll to hit again as usual.
- 6** Rather than just hit your chosen opponent, your Flail performs one Attack against every adjacent monster! Resolve each Attack as normal.

52-61 BIND WOUNDS – *The Knight knows how to bind up his wounds using a leather thong as a tourniquet (perhaps the garter of a fair damsel donated for just such a task!).*

The Knight may recover D6 wounds instead of doing anything else in any turn while he pauses to bind up his cuts and stop the flow of blood. He may do this once per adventure per Battle Level.

62-63 SHIELD BUTT – This skill can be used when the Knight attempts to break from Pinning; He lunges with all his force behind his shield to punch or barge his way out of this difficult situation Roll to break from Pinning as usual. If the Knight succeeds, he smashes the monster in the face with his shield to force his way out. The monster takes 1D6 Wounds, +2 per Battle level of the Knight, modified for Toughness, etc. as usual- The monster is also knocked back a square if possible.

64-65 COUP DE GRACE – *The Knight knows where the weak spots are on several large monsters and can finish them off rather than risk the wild attacks of such beasts in their dying moments.*

At the end of the Warriors' Phase, the Knight can elect to perform a Coup de Grace on any adjacent monster that has lost at least half of its original Wounds score. The Knight rolls his damage dice; the number rolled is the number of Wounds that the monster takes with no deductions. However, if any of the dice the Knight rolls comes up as a 1, the Monster still suffers that many wounds but also lashes out at the Knight as he darts in for the kill. The Knight is hit automatically by the monster; roll for damage as normal.

66 HEROIC DEATH – *These could be the Knight's dying moments but he is going to go down fighting.*

If the Knight is ever reduced to 0 Wounds, roll a dice and add the Knight's Strength (Including any bonuses, like Ogre Strength). If the score is 8 or more, the Knight finds an inner energy and continues fighting. The Knight may immediately fight another round of combat, just as if the Knight had received another Warriors' Phase. He then falls to the ground unconscious, and will be dead at the end of the turn as usual unless healed.

Imperial Noble:

Starting Skill: DUELIST – *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.

The Imperial Noble has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity roll 2D6. If you receive a duplicate skill, roll again. If you still receive a duplicate skill, then you simply may use it an additional time, or you receive a +1 to your rolls with that skill. If he desires so, he may pay his trainer to teach him a specific skill, rather than what the trainer feels like teaching him. In order to do so he must pay the trainer half the experience cost for going up this level in gold. If he does he may freely select one skill off this list.

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 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

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 PISTOLIER – The Imperial Noble is an expert with his dueling 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 armor with his pistol.* Any shots with his dueling pistol may ignore armor.

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 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

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.

Pit Fighter :

Starting Skills: *QUICK REFLEXES* – The Pit Fighter's training allows him to react quickly to certain situations. Whenever you meet Monsters because of an Unexpected Event, roll a D6 just after the Monsters have been placed.

1 The Pit Fighter gets confused and may not perform any actions in the next Warriors' Phase.

2-4 Nothing occurs to the Pit Fighter. Fight the Monsters as normal

5-6 The Pit Fighter remembers a special move and may immediately move and attack, exactly as if it were the Warriors' Phase. All the usual rules, such as pinning, apply, and this does not affect the Pit Fighter's ability to fight in subsequent Warriors' Phases.

PIT FIGHTING – Pit Fighters are particularly good in combats that take place in enclosed spaces. When your Pit Fighter is in combat with Monsters in such a situation, you may try to use some of the experience you gained during your earlier career. At the start of any combat, just after Monsters are placed, roll a D6.

- 1 The Pit Fighter remembers a spectacular move from the past. Unfortunately, he's so carried away with nostalgia that he forgets about the battle around him. The Pit Fighter may do nothing during the next Warriors' Phase, while he daydreams of the past.
- 2-4 The Pit Fighter can't remember any tricks that he can use in this situation.
- 5-6 The Pit Fighter remembers a special combat trick which would be ideal for this situation. This knowledge allows him to take an extra attack. He may move and fight immediately, just as if it were the Warriors' Phase. During this time your Pit Fighter is subject to all of the normal rules, such as pinning. This extra move does not affect his ability to move or fight in any subsequent Warriors' Phase

The Pit Fighter has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity roll 2D6. If you receive a duplicate skill, roll again. If you still receive a duplicate skill, then you simply may use it an additional time, or you receive a +1 to your rolls with that skill. If he desires so, he may pay his trainer to teach him a specific skill, rather than what the trainer feels like teaching him. In order to do so he must pay the trainer half the experience cost for going up this level in gold. If he does he may freely select one skill off this list.

2 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

3 KICK – If your Warrior is armed with some Toe- Blades he may make a special Kick attack. This attack is in addition to all your normal attacks, and takes place in the Warriors' Phase as usual. This attack is worked out like any other. Except it does not have the damage inflicted reduced by any armor the target Monster may be wearing.

4 SURE-HANDED – *Your character can wield two weapons at the same time.*

This allows you to add +1 to your Attacks. In addition, this also means you can use two different weapons in the same turn, such as a normal sword in one hand, and a Frost Blade in the other. You must declare how many Attacks you will make with each weapon before rolling to hit. Follow the normal combat procedure for any hits and any misses.

5 INTIMIDATE – When ever your Warrior enters a shop he glares angrily and tries to look as menacing as possible Roll a D6 and add your Strength. If you score a 7 or more you have intimidated the shop keeper, who will let you have the first item you buy for half price.

6 CONCEALED BLADE – *You have a small blade concealed in your clothing, either on a loop of curd down your back, or in a wristband.*

If your Warrior starts a Warriors' Phase next to a Monster, you may use your concealed blade to make a single additional Attack against one such Monster Roll to hit normally. The attack is so fast Monsters with the Dodge ability may not try to avoid the blow. However, the blade is quite small and so will cause 1 damage dice less than a normal attack, so roll one less D6 for the damage roll.

7 NO PAIN – *Your Warrior is toughened by his exceptional constitution and can take damage that would fell lesser folk.*

Whenever he is reduced to 0 Wounds, roll a D6 On a roll of 5 or 6 he has managed to overcome the pain, and should be stood back up, with 1 Wound.

8 BRUTE STRENGTH – *Flexing every muscle you possess you slam into your opponent, pushing him backwards.*

This skill allows your Warrior to attempt to shove a Monster out of his way. Roll 1D6 and add your Warrior's Strength. If the total is less than or equal to the Monster's Strength it is too big to move and your Warrior fails. If the total is greater than the Monster's Strength it is pushed back into any one of the three squares behind it that is unoccupied (your choice). Having pushed his foe back, your Warrior moves into the square that was occupied by the Monster and may now make his normal attacks.

This skill may be used once per turn

9 CRACK SKULLS – *Your Dit Fighter grabs the heads of two opponents and slams them together, or against a nearby wall.*

During the Warriors' Phase you may forgo your normal attacks and make a special Head Crack attack. You can Head Crack two adjacent opponents. Roll to hit against each one as normal. If both hits are successful, each Monster takes double the normal damage from your attack (remember that you cannot use this skill in combination with any type of weapon). Alternatively, you may Head Crack a Monster that is adjacent to a wall, in which case it will take extra damage equal to your battle-level. There are no armor or Toughness deductions for victims of a Head Crack. But Dodge, Ignore Blow, and similar abilities apply as usual. If you attempt to Head Crack two Monsters and miss one of them your attacks for the turn are wasted.

10 GRAPPLE – *Dropping your weapon to one side you lunge at your opponent and throw your arms around his chest in a bear-hug, squeezing his lungs and choking him.*

This skill allows your Warrior to grapple his opponent rather than attack him using a weapon. This attack replaces all of your Warrior's normal attacks. Roll to hit as normal. If you succeed your Warrior has grabbed the Monster and inflicts (1D6 x his Battle-

level) Wounds with no modifier for armor. A grapple cannot be dodged. If you choose to you may continue your grapple attack next turn. To do so, roll 1D6 and add your strength while the monster rolls 1D6 and adds his strength. Only if he beats your roll he escapes, otherwise you may continue to do 1D6 x Battle-level damage to him.

11 QUICK MEDICATION – *Your Warrior has learnt a few basic healing techniques, using strenuous 'massage' and a few other, more painful, techniques, such as using thick twine to stitch wounds and the Lantern's flame for cauterizing.*

You can use this skill on yourself or another Warrior, as long as you do nothing else for the turn and there are no Monsters on the board, if you perform n on yourself it will always succeed, but other Warriors may not be able to stand the pain of the process. If you heal another Warrior with this skill they must roll 1D6 and add their Toughness to the roll. If the total is 7 or more they are healed as normal. If they fail they are not healed and pass out for the next D6 turns, during which time they count as being prone. Monsters will not attack Warriors who have passed out unless there are no other targets, in which case they will hit automatically. A Warrior healed by this method immediately gains 1D6+ (the Pit Fighter's battle-level) Wounds.

12 MIGHTY BLOW – *Putting all your strength behind your blow, you bring your weapon crashing down on your opponent's body.*

This skill allows your Warrior to increase the Strength of his blows by trading the number of attacks he makes. For each Attack your Warrior gives up, he may roll an extra 1D6 Wounds on one of his remaining Attacks. You must declare that your Warrior is using this skill before rolling his to hit dice.

This skill may be used once per turn.

Trollslayer:

Starting Skill: **SLAYER STRIKE** – All Trollslayers are exceptional fighters, able to identify the smallest chink in an opponent's armor, or the weak spot in its scaly hide. Whenever a Trollslayer scores a natural 6 when rolling to hit a Monster, this shows that he has made a perfect blow, cleaving through the Monster's defenses with ease. For that blow only, the Trollslayer has a Strength of 7 when working out how many Wounds he causes. As the Trollslayer levels up, consult this chart to see how strong his **SLAYER STRIKE** is:

Trollslayer 7
 Giantslayer 8
 Dragonslayer 9
 Daemonslayer 10

The Trollslayer has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity roll 2D6. If you receive a duplicate skill, roll again. If you still receive a duplicate skill, then you simply may use it an additional time, or you receive a +1 to your rolls with that skill. If he desires so, he may pay his trainer to teach him a specific skill, rather than what the trainer feels like teaching him. In order to do so he must pay the trainer half the experience cost for going up this level in gold. If he does he may freely select one skill off this list.

2 BRUTE STRENGTH – *Flexing every muscle you possess you slam into your opponent, pushing him backwards.*

This skill allows your Warrior to attempt to shove a Monster out of his way. Roll 1D6 and add your Warrior's Strength. If the total is less than or equal to the Monster's Strength it is too big to move and your Warrior fails. If the total is greater than the Monster's Strength it is pushed back into any one of the three squares behind it that is unoccupied (your choice). Having pushed his foe back, your Warrior moves into the square that was occupied by the Monster and may now make his normal attacks.

This skill may be used once per turn

3 BERSERK – Each turn, before combat, the Trollslayer may try to go berserk. Roll 1D6, adding +1 for each Monster he has killed during this combat. On an unmodified roll of 1 he is so mad he attacks any Warriors in adjacent squares each takes 1 Wound, with no modifiers for Toughness or armor. On a modified score of the value in the table below he becomes berserk for the rest of the combat. While berserk, he gets +1 Attack.

Trollslayer	6+
Giantslayer	5+
Dragonslayer	4+
Daemonslayer	4+

4 REACTION STRIKE – *An Orc lurches out of the darkness towards you. No sooner have you caught sight of its huge bulk than your sword is out and ready to strike.*

This skill allows your Warrior 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 you may choose which your Warrior attacks. The attack is in addition to any attacks that he would make in normal combat. Because this skill is an instinctive reaction to being ambushed, your Warrior cannot make a death-blow with this attack and is not subject to any Psychology effects caused by the target

5 FRENZY – Each turn, before combat, the Trollslayer may attempt to become frenzied and enter a state of utter rage for 1 turn. Roll 1D6 on the following table. A Trollslayer is at -1 to the roll, a Trollslayer at +0, a Dragonslayer and a Daemonslayer at +1. A natural roll of 1 always fails.

- 1 Your Warrior loses his senses completely. Instead of attacking a Monster this turn, he attempts to injure himself. He suffers the effect of 1 automatic hit upon himself, resolved just as if he had hit a Monster, including any of his weapon's special abilities and any skills that he has declared he is using
- 2-4 Your Warrior fails to work himself into a frenzy, and is left feeling morose and grumpy. With a wistful sigh, he pulls himself together and fights as normal this turn.
- 5-6 Your Warrior gets double his normal number of Attacks this turn.

6 IGNORE FEAR – *Your Warrior is largely unaffected by Fear and Terror. His ultimate wish is to die fighting a terrible Monster, so he is often quite cheerful about the prospect of fighting such a beast.*

Your Warrior has the following modifiers to any Fear and Terror rolls:

	Fear	Terror
Trollslayer	+1	+1
Giantslayer	+2	+1
Dragonslayer	+2	+2
Daemonslayer	+3	+2

7 LESSEN BLOW – *Your Warrior has such a high pain threshold that even the hardest blows have less effect on him than on other Warriors.*

Every time your Warrior is hit subtract the number indicated on the table below from the number of Wounds caused (in addition to subtracting his Toughness, if applicable).

Trollslayer	-2 Wounds
Giantslayer	-3 Wounds
Dragonslayer	-4 Wounds
Daemonslayer	-5 Wounds

8 AMBIDEXTROUS – Your Warrior may now fight with two single-handed axes at the same time. Whilst doing so, he gains the following number of extra attacks each turn, according to his Battle-level. If the weapons differ in the amount of damage they do, you must nominate which the Dwarf is using for each attack.

Trollslayer	+1 Attack
Giantslayer	+1 Attack
Dragonslayer	+2 Attacks
Daemonslayer	+3 Attacks

9 IGNORE BLOW – *The Trollslayer has such a high pain threshold that he simply doesn't feel some blows at all.*

Each turn your Warrior may try to ignore as many blows as he has Attacks. Roll 1D6 for each incoming Attack he is trying to ignore. On a score equal to or greater the value listed in the table below he may completely ignore any damage caused by that blow.

Trollslayer 6+

Giantslayer 5+

Dragonslayer 5+

Daemonslayer 4+

10 MIGHTY BLOW – *Putting all your strength behind your blow, you bring your weapon crashing down on your opponent's body.*

This skill allows your Warrior to increase the Strength of his blows by trading the number of attacks he makes. For each Attack your Warrior gives up, he may roll an extra 1D6 Wounds on one of his remaining Attacks. You must declare that your Warrior is using this skill before rolling his to hit dice.

This skill may be used once per turn.

11 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

12 BLOOD-FEVER – *Your eyes glaze over as your axe swings to and fro wildly, a relentless cascade of blows raining down upon the enemy.*

This skill allows your Warrior to trade in all of his attacks each turn for a single blood-fever attack. Make a normal attack. If you hit the target and kill it with that one blow, your Warrior can step forward one square and, if this takes him into contact with another Monster, he may make another attack. This process continues until your Warrior fails to kill his opponent.

This skill may be used once per turn.

Wardancer:

Starting Skill: **DANCE OF DEATH** – *The Wardancer is so agile, and so skilled with his weapons, that he can move, fight, move again and perhaps even fight again, all in one turn!*

The Wardancer player should keep track of how many squares he moves each turn particularly when he is in combat. When fighting, if the Wardancer kills a Monster with one blow, he gets his death-blow as usual, including his special ability for his twin swords. If, having dispatched his foe with a single blow, he is not in a position to make a death-blow, then the Wardancer's Dance of Death skill takes effect. He may now use any movement he has left to bring him into contact with Monsters, and then continue his death-blow,

and so on. This continues until he either: misses with his death-blow, fails to do enough damage to kill in a single blow, runs out of movement or has no more Monsters to fight.

The Wardancer has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity roll 2D6. If you receive a duplicate skill, roll again. If you still receive a duplicate skill, then you simply may use it an additional time, or you receive a +1 to your rolls with that skill. If he desires so, he may pay his trainer to teach him a specific skill, rather than what the trainer feels like teaching him. In order to do so he must pay the trainer half the experience cost for going up this level in gold. If he does he may freely select one skill off this list.

2 FEARLESS WARRIOR – *The Wardancer laughs in the face of danger, his face a bestial mask of anger and rage.*

The Wardancer does not know the meaning of fear and gains +1 to his dice rolls for fear and terror. If he gains this skill again, he may add a further +1 to his dice rolls, and so on.

3 SPIRIT OF THE WOOD – *The Wardancer is uniquely attuned to the spirit of the wild wood. He can sense unquiet in the atmosphere of all things, alerting him to hidden dangers wherever he walks.*

If the Wardancer sets off any kind of trap roll 1D6. On a roll of 1-4 the trap works as normal. However, on a roll of 5 or 6 the Wardancer's lightning fast reactions allow him to avoid the trap.

4 BLADEMASTER – *With a seemingly simple flick of his wrist the Wardancer's blade sends his opponent's weapon flying from its hand.*

Once per turn the Wardancer may use this skill to disarm any adjacent Monster that carries a weapon. This skill is used as one of the Wardancer's attacks. Before using this skill, you must declare that you are doing so before you roll to hit. If the attack hits, the Monster is disarmed - all normal attacks against the Monster receive a +1 modifier to hit as it cannot defend itself as well without its weapon. Furthermore, the Monster will make no attacks in the next Monsters Phase as it scrabbles about to pick up its weapon, which it regains at the end of the Monsters Phase.

5 LEAP – *The Wardancer launches himself into the air landing deftly behind his enemy, poised to strike.*

The Wardancer may leap over a square containing an obstacle such as a Monster or other Warrior and land in the square beyond. The square leapt over still counts as 1 square of movement. The Wardancer can also leap up onto walls or higher areas such as the raised levels in some objective rooms, enabling him to get onto the higher levels without using the steps. Obviously, this does not allow the Wardancer to jump up and down fire chasms, bottomless pits and so on!

6 *STORM OF BLADES* – *The Wardancer concentrates all his efforts on one opponent. Wielding both his swords at once he strikes with all his might.*

The Wardancer may strike a Monster with both his swords at once, causing an extra 1D6 Wounds if he hits his foe. He also causes 1 extra Wound per battle-level if he rolls a natural 6 to hit. However, this strike is very difficult to perform, and the Wardancer is at -1 to hit when using this skill. Furthermore, he does not get a death-blow if he kills the Monster, because he concentrates both swords into a single, downward, killing strike. Each Storm of Blades attack uses up 1 of the Wardancer's Attacks that turn.

The Wardancer must state that he is making this attack before rolling to hit.

7 *WARDANCE* – *The Wardancer becomes a blur of deathly steel as he spins and twists, his swords carving a bloody path about him.*

In combat, if the Wardancer kills an uninjured Monster with one blow, then apart from making a death-blow as usual, he rolls a dice. On a score of 4+, put the model onto his Warrior card or Adventure Record sheet, aside from any other Monsters he may have killed in the combat. Now carry on with his death-blow, and so on.

In the next turn, he gets +1 Attack for each Monster so placed on his Warrior card or Adventure Record sheet. The Monsters are then placed back with any others he has killed this combat. The next turn on, he is back to normal.

The Wardancer may use this skill a number of times per adventure equal to his battle- level.

8 *HERB MASTER* – *In the evening, as the Warriors relax around their camp fire, the Wardancer pulls a small pouch of herbs from his pack and infuses them in the boiling water.*

The Wardancer has some knowledge of herb lore. Roll on the table below to see what area of herb lore he has knowledge of. When the Wardancer purchases herbs from a Troupe he may make potions of this type, and carry them with him.

The potions may be given to any Warrior at any time.

If the Wardancer rolls this skill again he rolls on this table to see which area of herb lore he has now gained knowledge of, and so on.

D6 Herb Potion

1 Healing

The Wardancer can make Healing potions, each of which cures 1D3 Wounds when drunk.

2 Antidote

The Wardancer is able to make effective antidotes, each of which will renew any points of Strength lost through poison or any other means. Each potion will restore one lost point on a dice roll of 4+ on a D6.

3 Strength

The Wardancer is able to make Strength potions. When drunk, one of these potions increases a Warrior's Strength by +2 for a whole turn. On a dice roll of 6, the effect lasts for the whole adventure. If this is so, then the Warrior may not drink any more Strength potions to give himself further increases!

4 Speed

The Wardancer is able to make Speed potions each of which gives the Warrior who drinks it +1 Attack for the turn. On a dice roll of 6, the effect lasts for the whole adventure. If this is so, then the Warrior may not drink any more Speed potions to give himself further increased!

5 Insight

Each of these sparkling potions gives the Warrior who drinks it +1 Initiative for the turn. On a dice roll of 6, the effect lasts for the whole adventure. If this is so then the Warrior may not drink any more Insight potions to give himself further increases.

6 Weaponskill

The Wardancer can make potions that improve a Warrior's skills with weapons. One of these potions will give the drinker +1 to hit for the turn. One dice roll of 6, the effect lasts for the whole adventure. If this is so, then the Warrior may not drink any more Weaponskill potions to give himself further increases!

9 TRANSCEND PAIN – *The Wardancer shrugs off the terrible wounds he is suffering, continuing the fight to the bitter end.*

Once per adventure the Warrior can enter a state of extreme concentration where the only thing on his mind is to kill the foe. When the Wardancer reaches 0 Wounds he may choose to ignore the pain and keep on fighting. The Wardancer is now at 0 Wounds end will remain at 0 until the combat is over no matter how many further Wounds are caused on him or are healed. As soon as the combat is over the Wardancer falls to the floor on 0 Wounds and must be healed that turn or he will die.

For every turn he is in this state throughout a combat, 1 Wound is knocked off his Starting Wounds score permanently, to represent the awful wounds he has sustained. Starting Wounds are never reduced to less than 1.

The Wardancer can only restore his Starting Wounds score back to its original level through the use of healing potions or healing spells. Before he can even try this, he must be at his maximum current Starting Wounds already. In each case, each potion or spell on top of this will just add +1 to his current Starting Wounds score, until his Starting Wounds score is back to its original level once more.

For example, if a Wardancer with a Starting Wounds score of 12 ends up going three turns on zero Wounds, then when the combat is over, he collapses. Because he transcended pain for three turns, his Starting Wounds score is reduced from 12 to 9. The Wizard heals him up, so he is on 5 Wounds, and he can now never have more than 9 Wounds.

The only way for the Wardancer to restore his Starting Wounds back to 12 is to get himself healed back up to his full Wounds score (9 at the moment). Then, he must have one extra healing spell cast upon him, or drink one extra healing potion, for every Wound he is missing from his original starting score. In this case, the Wardancer will have to have three healing spells cast upon him, or drink three magic potions, to get his Starting Wounds score back up from 9 to 12.

10 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

11 WOVEN MIST – *The Wardancer enters a trance-like state, his movements becoming a lightning fast blur. He is being carried by instinct alone, all rational thoughts driven from his mind.*

If the Wardancer wishes, he may ignore his normal characteristics for movement and fighting. Instead, he may roll a dice, adding the modifier shown on the table below. The total he rolls may be split this turn between movement and attacks - so a total of 6 could be 3 movement and 3 attacks, 6 attacks, 6 movement and so on.

He must declare that he is using this skill at the start of the turn.

Novice	0
Champion	0
Hero	+1
Lord	+2

12 DEATHDEALER – *The Wardancer reacts to danger with elemental speed, sensing and often killing his foes before the other Warriors are even aware of their evil presence*

The Wardancer can often feel the presence of Monsters well before the other Warriors. When the Warriors are ambushed by Monsters roll 1D6. On a roll of 6 the Wardancer senses their presence and warns the other Warriors. The Monsters do not get an ambush; they must wait until the next Monsters Phase to attack.

Witch Hunter:

Starting Skill: None

The Witch Hunter has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity roll 1D6. If you receive a duplicate skill, roll again. If you still receive a duplicate skill, then you simply may use it an additional time, or you receive a +1 to your rolls with that skill. If he desires so, he may pay his trainer to teach him a specific skill, rather than what the trainer feels like teaching him. In order to do so he must pay the trainer half the experience cost for going up this level in gold. If he does he may freely select one skill off this list.

1 DODGE – This skill allows a warrior to avoid an incoming blow. For each hit that would normally hit the warrior, roll a d6. On a roll of 6 the warrior manages to dodge the blow and it has no effect. Otherwise the blow lands as normal. This skill does not apply to magical attacks, but does apply to missile weapon attacks.

2 RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

3 REACTION STRIKE – *An Orc lurches out of the darkness towards you. No sooner have you caught sight of its huge bulk than your sword is out and ready to strike.* This skill allows your Warrior 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 you may choose which your Warrior attacks. The attack is in addition to any attacks that he would make in normal combat. Because this skill is an instinctive reaction to being ambushed, your Warrior cannot make a death-blow with this attack and is not subject to any Psychology effects caused by the target

4 VENGEANCE – This skill allows the Witch Hunter to choose a certain Monster as it is placed on the board as his most hated foe. If there is a space empty adjacent to that Monster, the Witch Hunter may be placed in that space, no matter how far away or what Monsters intervene as he barges determinedly towards his foe. The Witch Hunter gets an immediate Ambush attack against that Monster, and gains an extra attack every turn against that Monster until it is dead. If he kills the Monster he gains double gold. Use once per adventure.

5 OPPRESS – *When in town, the Witch Hunter's reputation goes before him, and the people of the Settlement doff their caps or just get out of the way.*

When he tries to buy something, he gains the following benefits, according to his battle-level.

Battle-Level	Price reduction	Dice roll	Number of items
1	10 gold	6+	1
2	10 gold	5+	2
3	30 gold	5+	2
4	25% off	5+	1
5	25% off	6+	1/shop
6	25% off	5+	1/shop
7	Half price	5+	1
8	Half price	6+	1/shop
9	Free	6+	1
	Half price	5+	1/shop

10	Free	5+	3
	Half price	4+	1/shop

6 KILLING BLOW – *The Witch Hunter judges the moment to strike perfectly and his blade slips through his opponent's armor, spearing his vital organs.*
This skill allows the Witch Hunter to cause an extra 1D6 Wounds if his 'to hit' roll was a natural 6.

Assassin:

Starting Skill: **ASSASSINATE SKILL** – *The assassin has spent years training to look for weak points in a creature's defense to land a killing blow.*

Look on the following table. If the to hit roll matches the number by the Assassin's level then ignore Toughness and Armor when working out damage

Novice 6+

Adept 5+

Master 5+

Lord 4+

Thief:

Starting Skill: None

Thieves don't train in the normal way; instead they perform a series of burglaries, robberies and con tricks under the watchful eye of a more experienced thief. The master thief continuously gives the Thief hints and tips on certain aspects of their profession, and occasionally shows them the odd trick or two. When you want to go up a level you pay the experience as normal but instead of simply updating your Warrior's profile you should roll D66 on the training table below. The number of rolls you get depends on the level you are going up to, as detailed on the table below. In addition, you get certain set increases at some levels like other Warriors; this is shown on the Battle Level Table. As a Thief's training is more risky by its nature, you should roll a D6 every time you go up a level, after you have worked out your new Warrior profile and skills. If you roll a 1 you have been caught on some escapade and must try to escape (see Being Caught). If you still receive a duplicate skill, then you simply may use it an additional time, or you receive a +1 to your rolls with that skill. If he desires so, he may pay his trainer to teach him a specific skill, rather than what the trainer feels like teaching him. In order to do so he must pay the trainer half the experience cost for going up this level in gold. If he does he may freely select one skill off this list. He may not select an attribute increase in this way though. If a Thief gains an increase to a

characteristic which is already at its maximum, such as a 1+ Bow Skill or a Weaponskill of then the player may choose which characteristic is increased instead. However, the Thief may not choose to increase his Damage dice this way, and if he chooses Wounds he will gain 1D6 (rerolling the first roll if it is a 1).

TRAINING TABLE

D66 Result

11 SKILL *CLING TIGHTLY* – The Thief leaps onto a Monster and wraps his arms around its arms, legs or head, causing it to stumble around trying to shake the Thief off. You must give up all your attacks to cling to a Monster that is larger than the Thief. The Monster must be in adjacent square at the start of the Warriors' Phase and may do nothing while the Thief clings to it. Roll a D6 at the start of each subsequent Monsters Phase, on a roll of 1 or 2 the Thief has been shaken off, takes 1D6 Wounds with no deductions and is placed prone in an adjacent square for a whole turn, while the monster may act as normal. On a 3+ the Thief must continue to cling on, he may not stop clinging voluntarily

12 SKILL *RACIAL SKILL* – This result allows you to choose a racial skill in place of a class skill.

13 PROFILE – The Thief gains +1 Weapon Skill

14 SKILL *ROLL WITH BLOW* – The Thief rolls with the Monster's attack, reducing the amount of damage he takes. Whenever he takes damage the Thief may reduce the number of wounds he takes by 1D6+ his Battle-Level. The Thief may reduce the wounds by 2D6+ his Battle Level instead if he wishes, but must be placed prone in the square he was in. The Thief remains prone for a whole turn.

15 SKILL *COWER AND HIDE* – As the Monsters appear the Thief scampers off to a place of safety. When Monsters are placed on the board the Thief may immediately move a number of squares equal to his Movement characteristic. He is not subject to the rules for pinning and may even move through squares occupied by other Warriors or Monsters. He may not finish his move in an occupied square. This skill may not be used in conjunction with any other skill.

16 PROFILE – The Thief gains +1 to his Ballistic Skill (so, 4+ to hit becomes 3+).

21 SKILL *SNEAKY SWIPE* – The Thief is a master of sleight of hand and can take items more easily. He may re-roll the dice once for a single item when he attempts to shoplift from a store.

22 SKILL *AVOID TRAP* – The Thief has developed lightning reactions that allow him to avoid swinging blades, pitfalls and other traps. Whenever the Thief is caught in a trap because of an event he may ignore the effects on a roll of 3+ on 1D6.

23 SKILL *RACIAL SKILL* – This result allows you to choose a racial skill in place of a class skill.

24 PROFILE – You may add +1 to a single characteristic, chosen by you. The only exception is your strength dice, which may not be increased this way. Wounds will be increased by 1D6.

25 SKILL *RACIAL SKILL* – This result allows you to choose a racial skill in place of a class skill.

26 SKILL *TREASURE HUNTER* – The Thief is exceptionally good at finding items of treasure and gold. Whenever the group gets an item of dungeon room or Objective room treasure roll 1D6, and compare the roll with the following chart. If the roll is successful the Thief gains an extra roll on the Dungeon room Treasure table. This is in addition to his innate ability to find treasure.

Novice	N/A
Burglar	6
Looter	5+
Brigand	4+

31 PROFILE – You may add +1 to your number of Attacks.

32 SKILL *SHARP EARS* – The exceptional hearing of the Thief allows him to warn the Warriors when Monsters are close. This skill may be used once per adventure and it allows the Warriors to ignore an Ambush. When Monsters are placed they do not gain their Ambush attacks for that combat. If you gain this skill more than once you may use this skill a number of times per adventure equal to the number of times you have rolled this skill.

33 SKILL *'WHO'S IS THIS?'* – The Thief uses the hurly-burly of combat to swap a Monster's equipment with something from his pack, usually a Pork pie or piece of fruit. This skill can be used once per combat. The Thief may use this ability on a single Monster he starts the Warriors' phase next to. He may steal and throw away one Magic Item or Magic Weapon from the Monster, but must replace it with something he is carrying.

34 SKILL 'CAN I BORROW THAT?' – When the Warriors find treasure the Thief manages to end up with more than his fair share. This skill can be used once per adventure when the party has found an item of Dungeon Room treasure and it allows the Thief to steal a magic item or weapon from another Warrior. When the Thief has found out what the treasure is he may keep it for himself. This piece of treasure does not count towards the amount he has taken from this adventure, but it does count for the other Warrior, note this on his Warrior sheet.

35 PROFILE – You may add +1 to your Weaponskill.

36 SKILL GOLDMASTER – The Thief is adept at grubbing around in the dirt and prizing coins out of cracks in the floor and walls. Whenever the Warriors find a piece of treasure the Thief may roll 2D6. If either of the dice end up as a 1 then he has found nothing, otherwise multiply the result by ten and add this to the Thief's gold total.

41 SKILL HIDE EVIDENCE – When your Warrior is taken to court he hides the things that he has stolen. The Thief does not lose the stolen items he possesses when he is taken to court.

42 SKILL DESTINY – Your Warrior is set aside by the gods to perform great deeds. At the start of each adventure you gain +1D6 Luck points. Any of these 'destiny' points that are not used are lost at the end of the adventure. Roll separately for each adventure.

43 SKILL RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

44 PROFILE – You may add +1 to your Toughness.

45 PROFILE – You may add +1 to number of Attacks.

46 SKILL SNEAKILY STAB – The Thief sneaks up on a monster and stabs it in a soft bit. The Thief may give up all his attacks for a turn to make a Sneaky Stab. Roll to hit as normal, and if successful roll 1D6 on the chart below. A Sneaky stab is never deducted for Toughness or Armor and Monsters with Dodge, Ignore Blow or Ignore Pain may not use these abilities against a Sneaky stab.

- 1** The monster is unaffected by your weak blow and turns towards you. The Monster immediately gets 1 attack against the Thief, resolved as normal, and this does not affect the Monster's abilities or attacks in the next Monster's Phase.
- 2** You stab the Monster in the foot; it loses 1D6 attacks in the next monster's phase as it hops around in pain

- 3 You managed to cut the muscles in the back of one of its legs. The Monster loses D6 wounds and the warriors have +1 to their hit rolls against that Monster for a whole turn.
- 4 With a vicious swipe you cut the Monster's ear off, causing it to bleed heavily and bellow in rage. The Monster takes 1D6 damage immediately and will take 1D6 damage at the start of every subsequent Monster's phase. The bleeding stops if a one is rolled (the 1 is still deducted from the Monster's wounds). If a Monster dies from bleeding it is placed on the Thief's warrior sheet.
- 5 Shrieking a war cry the Thief brings his blade round in a glittering arc that severs limbs and imbeds into the Monsters side. The Monster takes 2D6 wounds immediately and will also suffer damage from bleeding as detailed in result 4
- 6 The Thief lunges at the Monster and his blade passes straight through its neck, killing it immediately. The Monster is dead but your Warrior may do nothing at all for the next 2D6 turns as he stares in disbelief at the Monsters corpse lying at his feet

51 PROFILE – You may increase your chances of escaping from pinning by 1 (3+ becomes 2+, for example).

52 PROFILE – The Thief gains +1 to his Ballistic Skill (so, 4+ to hit becomes 3+).

53 SKILL *DISTRACT* – By pointing suspiciously, pulling rude faces and giggling loudly the Thief manages to attract the attention of some of the Monster's in the room. This skill will affect any Monster on the same board section as the Thief. Roll 1D6 for each Monster, on a roll of 6 it may do nothing for that turn. This skill can be used a number of times each adventure equal to that shown on the table below:

Novice	N/A
Burglar	1
Looter	2
Brigand	3

54 PROFILE – The Thief's initiative is increased by +1.

55 SKILL *MOVE SILENTLY* – The Thief's stealthy walk allows him to spy on Monsters that are ahead of the Warriors in the dungeon. Roll a D6 and consult the following chart when the Thief attempts to explore the next room.

Novice	5+	1 per adventure
Burglar	4+	1 per adventure
Looter	4+	2 per adventure

Brigand 3+ 2 per adventure

56 EVADE – This skill gives your Warrior the ability to dodge incoming blows by stepping to one side. If a Monster successfully hits your Warrior, roll 1D6. On a score of 1, 2, 3 or 4 he hits your Warrior as normal. On a score of a 5 or 6 your Warrior can evade the blow by stepping into any empty adjacent square. If there are no squares free he must take the blow as normal. In the process of side-stepping, your Warrior may come into contact with another Monster that he was not in base-to-base contact with originally. This has no effect this turn, but as of next turn it may attack your Warrior as usual. Similarly, by evading your Warrior may move out of contact with another Monster who was going to attack him this turn. If this Monster is not pinned by another Warrior, it will move after your Warrior.

61 PROFILE – You may add +1 to your number of Attacks.

62 SKILL RUN AWAY – The Thief may double his movement value as long as he does nothing except move.

63 PROFILE – The Thief gains +1 to his Movement value.

64 DODGE – This skill allows a warrior to avoid an incoming blow. For each hit that would normally hit the warrior, roll a d6. On a roll of 6 the warrior manages to dodge the blow and it has no effect. Otherwise the blow lands as normal. This skill does not apply to magical attacks, but does apply to missile weapon attacks.

65 PROFILE – The Thief gains +1 to his Initiative.

66 SKILL DUCK – The Thief is adept at avoiding the blows of his attackers. Monsters are at -1 to hit the Thief.

Assassin:

Starting Skill: *ASSASSINATE* – The assassin has spent years training to look for weak points in a creature's defense to land a killing blow. Look on the following table. If the 'to hit' roll matches the number by the Assassin's level then ignore Toughness and Armor when working out damage

Novice	6+
Adept	5+

Master	5+
Lord	4+

The Assassin has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity roll 2D6. If you receive a duplicate skill, roll again. If you still receive a duplicate skill, then you simply may use it an additional time, or you receive a +1 to your rolls with that skill. If he desires so, he may pay his trainer to teach him a specific skill, rather than what the trainer feels like teaching him. In order to do so he must pay the trainer half the experience cost for going up this level in gold. If he does he may freely select one skill off this list.

2 KNIFE THROWER – *The Assassin's arms are a blur of motion as he throws his blades with unerring accuracy.*
He may throw as many daggers per turn as he has attacks.

3 ACROBAT – *Tensing his muscles, The Assassin leaps forward, barreling through the air.*

The Assassin may move 6 squares in any direction. He cannot be engaged in hand to hand combat whilst leaping, but spells and missile weapons can fire at him with a -2 to hit. To complete a leap takes an entire turn.

4 CUTTHROAT – When behind a creature you may trade all attacks for a single cutthroat attack. Roll a D6. On a 1-3 you are elbowed back and lay prone for one turn. On a 4-6 you cause D6 wounds per battle level ignoring armor.

5 LEAP – *In a single, fluid movement you launch yourself into the air and slip over your stunned opponent's head, landing on the balls of your feet behind him, sword in hand.*

This skill allows your Warrior to leap 1 square in any direction as part of his move, landing in the square beyond. Any obstacle in the square being leaped is ignored, though it still counts as 1 square of movement.

This skill may be used once per turn.

6 EVADE – *Nimbly stepping to one side, you dodge the incoming axe, flinching slightly as the razor-sharp blade whistles past your ear and buries itself in the table next to you.*

This skill gives your Warrior the ability to dodge incoming blows by stepping to one side. If a Monster successfully hits your Warrior, roll 1D6. On a score of 1, 2, 3 or 4 he hits your Warrior as normal. On a score of a 5 or 6 your Warrior can evade the blow by stepping into any empty adjacent square. If there are no squares free he must take the blow as normal. In the process of side-stepping, your Warrior may come into contact with another Monster that he was not in base-to-base contact with originally. This has no effect this turn, but as of next turn it may attack your Warrior as usual. Similarly, by evading your Warrior may move out of contact with another Monster who was going to attack him this turn. If this Monster is not pinned by another Warrior, it will move after your Warrior.

7 GLANCING BLOW – The Assassin may move past an enemy, ignoring pinning and while doing so make a single attack. Work out one attack as normal. If he stops next to monster and wishes to attack this skill may not be used. Similarly he may have to escape pinning first. This skill cannot cause death blows.

8 DISGUISE – *The assassin is a master of disguise and knows how to bend his body to look like different forms at first glance.*

When assigning left over monsters to Warriors and your Warrior is chosen roll a D6. On a roll of 4, 5, or 6 you are ignored, pick a different warrior immediately. On a 1, 2, or 3 resolve left over monsters as normal.

9 REPUTATION – *The Assassins reputation is well known and many people who know of him are in awe.*

Use this skill when buying new equipment. Roll 1D6 on the table below.

- | | |
|-----|---|
| 1-2 | The Merchant is an assassin of the famous Grey Shadows of Altdorf guild, he sneers at your unsubtle technique. You do not gain the item and you may not enter the guild in this settlement. |
| 3 | The Merchant is fairly impressed and grants you 10% off. |
| 4 | The Merchant is fairly impressed and grants you 20% off. |
| 5 | The Merchant is clearly impressed and grants you 50% off. |
| 6 | The Merchant is very impressed and grants you your item free of charge. |

However after making any of these purchases roll a D6. On a roll of a one you get thrown out of the settlement for intimidation.

10 CONTORTIONIST – *You may move diagonally between two warriors using strange (and terrifying) body movements.*

Also whenever you are required to spend time in jail as part of a settlement event roll a D6. On a 3+ you escape on your first day.

11 IGNORE FEAR – *The Assassin has a regime of mental meditation which leaves him calm in the face of even the gravest danger.*

He adds +2 to fear tests and +1 to Terror tests.

12 INFILTRATE – *By worming his way into other peoples' confidences, the Assassin opens up a whole new scope of contacts and opportunities.*

The assassin can spend a week trying to infiltrate one special location of his choice.

Roll on this chart at the end of the week:

- | | |
|---|---|
| 1 | You are caught and put in jail under charges of espionage. It costs 1D6x100 gold to get you out |
| 2 | You fail after paying 1D6x50 gold in expenses |

- 3 You fail after paying 1D6x10 gold in expenses
- 4 You succeed after paying 1D6x50 gold in expenses
- 5 You succeed after paying 1D6x10 gold in expenses
- 6 You become a trusted comrade. You may visit the infiltrated location again; at the next settlement you visit, assuming the location is present.

Once a location is successfully infiltrated you can buy appropriate goods and roll on the appropriate charts.

Ranger:

Knight:

Starting Skill: *BLADES OF DEATH* – 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. If his attack hits, then 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.

Mage:

Starting Spells: *SHOCKWAVE* – *Using an ancient spell, the Ranger invokes a shockwave throughout the dungeon.*

The Ranger chooses 1 monster, and rolls a dice. On a score of 3+, the monster suffers 1D6 + Battle-level wounds, with normal deductions for armor 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.

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.

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 Ranger. It suffers 1D6 wounds per Battle-level of the caster, with no deductions for Toughness or armor.

The Ranger has the following skills and spells available to him as he goes up his Battle-levels. To determine which specific skill or spell he learns when given the opportunity roll 2D6. A Ranger of the Knight path adds the Battle-level he is currently training to attain to the dice roll to see what his new spell or skill is. A Ranger on the Mage path subtracts the Battle-level he is currently training to attain to the dice roll to see what his new spell or skill is. If you receive a duplicate skill or spell, roll again. If you still receive a duplicate skill or spell, then you simply may use it an additional time, or you receive a +1 to your rolls with that skill or spell.

-8 SPELL 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:

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 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 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 Novice 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. Additionally, a Lord may choose to cloak one section, but with a higher to hit roll required. 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, but he must be careful not to shield any monsters, as they will gain the same benefits as the warriors!

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

Duration: 1 turn

-5 SPELL 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 a renewed vigor. A number of Warriors gain 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.

Novice	1 warrior	+1 Attack
Champion	2 warriors	+1 Attack
Hero	2 warriors	+2 Attacks
Lord	2 warriors	+1D6 Attacks

Duration: 1 turn

-4 SPELL VIGOUR OF BEL-KORHADRIIS – *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.

Novice	1 warrior	+1D3 Wounds
Champion	1 warrior	+1D6 Wounds
Hero	1 warrior	+1 Wound per Battle-level
Lord	2 warriors	+1 Wound per Battle-level

-3 SKILL 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 Ranger may attempt to use this skill once per turn. He may choose one of the following benefits:

+1 Attack this turn

+1 to all to hit rolls this turn

+1 Damage dice for resolving damage this turn

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

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

-2 SPELL 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 armor 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 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 Ranger can attempt to avoid an incoming attack, whether a hand-to-hand attack or a missile attack.*

This skill allows a warrior to avoid an incoming blow. For each hit that would normally hit the warrior, roll a d6. On a roll of 6 the warrior manages to dodge the blow and it has no effect. Otherwise the blow lands as normal. This skill does not apply to magical attacks, but does apply to missile weapon attacks.

1 SPELL LIGHT POWER – *The Ranger calls upon the power of light and magic to sustain him through the darkness of the dungeon.*

This spell may be cast once and only once per dungeon. Once cast, the 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 0 wounds, the spell will heal him once 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 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. Roll a D6 and consult the following:

- 1 The technique goes badly wrong and the warrior suffers 1D6 wounds instead, with no modifiers.
- 2-3 Nothing happens
- 4-6 The technique works as expected.

3 SPELL 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 Elven 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 SHOCKWAVE – *Using an ancient spell, the Ranger invokes a shockwave throughout the dungeon.*

The Ranger chooses 1 monster, and rolls a dice. On a score of 3+, the monster suffers 1D6 + Battle-level wounds, with normal deductions for armor 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 your chest an inch deep, but summoning your reserves of willpower, you grit your teeth and ignore the terrible pain.*

This skill allows your Warrior to ignore the Wounds from a single blow that might otherwise kill him.

This skill may be used once per dungeon.

6 SPELL RACIAL SPELL – This result allows you to choose a racial spell in place of a class spell.

7 YOU MAY CHOOSE EITHER NUMBER 6 OR 8

8 SKILL RACIAL SKILL – This result allows you to choose a racial skill in place of a class skill.

9 SPELL POWER OF TECLIS – *Using a spell said to have been handed down from Teclis himself, the Ranger sends beams of healing power through the wounded warriors.*

Roll a D6 for each warrior on the board. On a 1-3 nothing happens. On a 4+ the warrior receives 1 wound per battle-level of the caster.

10 SKILL REACTION STRIKE – *An Orc lurches out of the darkness towards you. No sooner have you caught sight of its huge bulk than your sword is out and ready to strike.*

This skill allows your Warrior 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 you may choose which your Warrior attacks. The attack is in addition to any attacks that he would make in normal combat. Because this skill is an instinctive reaction to being ambushed, your Warrior cannot make a death-blow with this attack and is not subject to any Psychology effects caused by the target

11 SKILL CRY OF VENGEANCE – *Harnessing the bitter resentment within his soul, the Ranger hurls himself upon his foes with no regard for his personal safety.* Every attack the Ranger makes this turn which hits causes triple 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 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 Ranger. It suffers 1D6 wounds per Battle-level of the caster, with no deductions for Toughness or armor.

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 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. Also, all monsters attacking him are at a -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 d6. 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 even which generates monsters with the ambush ability.

17 SPELL FURY OF INDRAUGNIR – *Colding aloft a single dragon scale, the Ranger is covered in a ball of flame. In a moment, the flame expands to fill the whole room.*

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 sections 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 his 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 Ranger while 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 Ranger to move and fight with fluid grace, shouldering one weapon and taking up another without breaking stride.*

If the Ranger 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 armor. This attack may not cause deathblows. He may try this once per turn.

Now, if you are a Spell Caster, you should look at this next section, Racial Spells, to see which spells Wizards may draw from their inherent Racial abilities. These spells can also be modified to be cast with Mana for the Shaman, or can be used by the Ranger when selecting a Racial spell.

Racial Spells

Humans:

1 Fires of U'Zhul Casting Cost: 5

The wizard summons a fiery ball of flames and hurls it upon his enemies.

The fireball has a range of 18 and causes one 1D6 per two Battle level wounds. It strikes the first model in its path. Toughness and armor as usual

Flight of Zimmeran Casting Cost: 4

Calling upon the power of the winds of magic, the wizard walks on air.

The spell caster may immediately move anywhere within 12, including into base contact with an enemy. This spell allows the caster to also escape from pits.

Dread of Aramar Casting Cost: 5

The wizard places a sense of mind-numbing fear into the minds of his opponents.

Pick one monster within 12 of the spell caster. Then, roll a D6 and add your Willpower or Initiative, whichever is higher, and the monster rolls a D6 and adds the Dungeon level to it. If you succeed, the monster flees 2D6 directly away from him. If he flees, he must test at the start of each of his own movement phases and will continue to flee until he passes a test. Note that this spell does not affect Undead or any model immune to fear.

Silver Arrows of Arha Casting Cost: 3

Silvery arrows appear from thin air and circle around the wizard, shooting out to strike his foes.

This cannot be cast whilst in hand-to-hand combat. The spell summons D6+2 arrows which the wizard can use to shoot against one enemy model. The arrows have a range of 24. Use the wizard's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. Treat arrows as magical for resistance purposes, and resolve damage as with a Strength 3 bow.

Luck of Shemtek Casting Cost: 3

The wizard summons the fickle power of magic to manipulate chance.

The wizard may re-roll all his failed dice rolls, though the second results stand. The effect lasts until the beginning of his own next turn.

Sword of Rezhebel Casting Cost: 6

A flaming sword appears in the hand of the wizard, promising red ruin to all who stand in his way.

The sword gives the wizard +1 Attack, +2 Strength and +2 Weapon Skill. Roll a D6 at the beginning of the Wizard's turn, if the roll is less than the power phase roll for the turn, the sword disappears.

Wood Elves:**Bladed Bramble Casting Cost: 6**

A laurel is thrown to the ground, whereupon it expands, driving roots into the floor and growing sharp thorns.

A thorny barrier fills up to 5 contiguous (previously empty) squares, with at least one square adjacent to the Wizard, until the next turn. A model may force its way through by passing a Strength test, but suffers 3d6 wounds, modified for toughness and armor.

Ranged attacks may pass through the barrier, and it may be attacked, having Toughness of 6 and 1 Wound per Battle level per square.

Jade Shroud Casting Cost: 5

The Wizard waves his hands above the wounded body of an injured comrade, causing a fine mesh of green filaments to drift down and cover the Warrior's body.

Using this spell, the Wizard restores 2d6 Wounds lost by one model, including himself. There must be no model in the Wizard's board section, other than the wounded comrade, when this spell is cast.

Tangling Thorn Casting Cost: 4

A mass of dense plant growth erupts from the floor and overwhelms those trapped in it.

All those within a 2 space by 2 space area, except for those designated by the Wizard, are affected. Those affected are unable to move but otherwise may defend themselves and take actions normally. The thorns last until the next turn.

Master of the Wild Casting Cost: 5

The Wizard plays an enchanting melody which puts simple beasts under his sway.

Rooms and events containing bats, rats, or other vermin (not including Skaven or Beastmen) may be safely traversed by the Wizard and his companions for one turn. At the end of the turn the any monsters affected by this return to normal. If the wizard or any of his companions attack the creatures, however, the spells effects are broken.

Bee Swarm Casting Cost: 3

Stinging and biting insects swarm about the target, crawling through and under armor, blinding and attacking ruthlessly.

The target in the Warrior's line of sight suffers wounds equal to the Warrior's Battle-Level with no modifiers for armor or toughness.

Create Food Casting Cost: 2

The Warrior brings forth traveling food for the Warriors from the bounty of nature.

This spell generates one provision (can be eaten to heal 3 wounds, at the end of each adventure, the provisions spoil).

High Elves:

Palace of Avelorn Casting Cost: 4

Invoking a temporary warp gate, the Warrior 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 Warrior model from play – he is in Avelorn! For every turn the Warrior 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.

Glamour of Teclis Casting Cost: 6

The bewilderment on the face of the Beastman is amusing as he unwillingly attacks his clan chief and shaman.

Cast on any monster in the High Elf's line of sight, this spell puts the monster under the Mage's control if it fails an Initiative test versus the Mage. Each turn the monster may make another Initiative test to break free of the High Elf's control. The spell remains in play until the monster dies or breaks free from the spell.

Deadlock Casting Cost: 5

As the Chaos Sorcerer swings his flaming sword in a downward arc, the magical flames suddenly sputter and die as the now non-magical sword makes a dull metallic clang on the Barbarian's shield.

The Warrior targets one single enemy-held magical item and negates its effects for the remainder of combat.

Word of Power Casting Cost: 6

The Elven Mage utters the True Name of the Asuryan, the lord of the Elf gods. Shaken by his awesome power, the enemies of the Elves become weak and ineffective.

Any enemies within 4 squares of the Mage suffer -3 WS penalty, down to a minimum of 1.

Light of Glory Casting Cost: 8

A radiant white light emerges from the hand of the mage, banishing all fears and doubts of his comrades.

All friendly models of the Elven mage are immune to psychology. This lasts for one combat.

Roar of the Dragon Casting Cost: 4

A shadow of a wrathful Dragon strikes out from the outstretched hand of the mage, and speeds forward roaring its anger.

The roar of the Dragon has a range of 12 and it is absolutely straight. Any model in its path must roll equal or under its Strength or be Knocked Down. If the spell hits a wall it stops.

Dwarves:

(Dwarves have no magic of their race. However, they do have runes that instill power in their weapons, which can be purchased in the dwarven quarter.)

Halflings:

(Halfling magic requires no power, but requires that the Halfling give up 1 piece of food, which cannot be from his lunch box)

Chocolate Supreme

The room is bathed in a faintly brownish glow, which invigorates the Warriors.

Each Warrior on the same board section rolls a dice. If they score a 6 they may heal a number of Wounds equal to the Halfling's Battle-level.

Surprise Pudding

The Halfling's conjurations fill the room with a sickly burning smell, making the Monsters cough and gag.

Each Monster on the same board section as the Halfling will lose an attack in the next Monsters' Phase on a D6 roll of 6. If a Monster has more than one attack and you roll a 6, roll again; it will lose another attack on a second roll of 6. Keep rolling until you fail to roll a 6, with the Monster losing one attack for each successful roll.

Death by Chocolate!

The Halfling throws the item of food at the target, which suddenly feels its stomach distend and swell.

The Monster will lose a number of Wounds at the start of each turn, equal to the roll of the Power dice plus the Halfling's Battle-level. If the Power dice comes up as a 1 the Monster does not lose any Wounds and the spell no longer affects it. This spell can only be used against one Monster at a time, so if a Monster is currently under its effects the spell may not be cast. Monsters may not use Ignore Blow, Ignore Pain, armor or Toughness or any similar deductions to reduce the amount of Wounds they suffer.

Worm Stew

Grabbing a handful of dirt and rubbing it into the food, the Halfling throws the grimy item at the target, which begins to feel its legs clamped to the ground as long worms writhe up and entwine around its legs.

The Monster may no longer move from its square, just as if it were pinned, though it may fire weapons, use spells and fight as normal. If a 1 is rolled in the Power phase the spell ends.

Restoration Pie

The food takes on a healthy luster and glows faintly with a golden light.

A single warrior may eat the food and will heal 2D6 Wounds, but any normal affects from eating the food are lost.

Special Dessert

The Halfling mumbles an ancient incantation over the food and passes it to one of the other Warriors (or eats it himself).

This affects one Warrior for this turn. Roll a dice for each hit the Warrior suffers. On the roll of a 6 the Wounds of the hit are instantly healed back; do not deduct any Wounds from the Warrior's total.

Half – Elves:

(Half Elves must choose whether one of their parents were Wood Elf or High Elf. Then they may choose from either the Human or respective Elvish parentage for their racial spells. However, their spells from one heritage are never allowed to exceed their other heritage by 3 or greater.)

Half – Orcs:**'Ere We Go Casting Cost: 4**

The Warrior floods his allies with power.

All allies on the board get +1 Attack this turn and +1 Toughness next turn.

Waaagh! Casting Cost: 3

Roll 2D6 for each Enemy spell caster on the board. If the score is equal to or greater than the Enemy's Battle-level he is knocked to the ground for 1 turn, during which time he may do nothing.

Brain Bursta. Casting Cost: 6

A bolt of power erupts from the Warrior's head.

Draw a Warrior counter to determine which Warrior is targeted. Roll 2D6. If the score is greater than the target's Battle-level he is hit - roll 1D6:

- 1 The Target's head explodes, killing him instantly
- 2-5 The Target suffers (2 x the Warrior's Battle Level) Wounds, with no modifiers for Toughness or armor.
- 6 The Target suffers 1D6 Wounds, with no modifiers for Toughness or armor.

Fist of Gork Casting Cost: 6

The Warrior's arms become enwrapped with glowing bands of power.

Choose an enemy target on the same board section as the Warrior. That Target suffers 1D6 hits at the Warrior's Strength+4.

Da Krunch. Casting Cost: 5

One of the Enemies is stamped on by the mighty Foot of Gork.

Choose an enemy target on the same board section as the Warrior. That Enemy suffers 1D6+10 Wounds.

'Eadbutt. Casting Cost: 4

The Warrior magically 'eadbutts one of the Enemy spell casters, if there is more than one spell caster, Roll a dice to determine which enemy is targeted. Roll (1D6+ Battle level) for the Warrior and (1D6+ Dungeon level) for the target. If the Warrior wins or it is a draw add the two dice together: the target takes that many Wounds, with no modifiers for Toughness or armor, and cannot cast any magic next turn. If the Target wins the spell has no effect.

Half – Skaven:

Warp Power. Casting Cost: 4

The Skaven uses the power of the warp to heal himself, curing 2D6 of his Wounds up to a maximum of his Starting Wounds. If he wishes to use this power on another warrior, it is less effective, as they are not as in tune with the warp as the Skaven are. If any of the dice come up as doubles, then the warrior suffers that many wounds instead.

Pestilent Breath. Casting Cost: 5

The Skaven opens its jaws and black, pestilential fumes pour out and flood into the dungeon. Miraculously, the other Warriors are unaffected.

Roll 1D6 for each Enemy on the board section and add his Toughness to the score. If the score is greater than 7 he is not affected, if the score is equal to or less than 7 he suffers (1D3 x the Caster's Battle Level) Wounds, with no modifiers for Toughness or armor.

Warp Lightning. Casting Cost: 4

Screeching in fury, the Skaven points its clawed hand at one of the Warriors and then blasts him with a streak of green warp lightning. The bolt causes (2D6 + the Caster's Battle Level) Wounds, with no modifier for armor.

Wither. Casting Cost: 5

A greenish pallid glow spreads from the Skaven's outstretched paw.

All adjacent Enemies suffer (1D6 + the Caster's Battle Level) Wounds, with no modifiers for Toughness or armor.

Putrefy. Casting Cost: 6

The Monsters see their surroundings begin to rot and decay, with worms and maggots writhing upon the bodies of the dead and wounded.

The hallucination created by the Skaven is terrifyingly real. Roll 1D6 for each Monster. On a score of 5 or 6 that Monster is unaffected by the spell. On a score of 1, 2, 3 or 4 that Monster may do nothing at all in the next Monster's Phase. This spell has no effect on any creatures immune to psychology (e.g. Undead)

Scorch. Casting Cost: 7

Flames engulf one of the Monsters, turning him into an incandescent column of fire.

Choose a monster on the same board section as the caster. The monster is then engulfed in flames. The flames cause 4D6 Wounds, with no modifiers for Toughness or armor.