

Warhammer Quest



BRETONNIAN KNIGHT

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· SPECIAL RULES ·

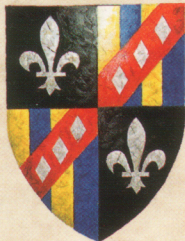
Honourable Weapons

The Questing Knight has sworn an oath to always fight in a fair and just manner. As a result, he will never use any form of missile weapon, but will always seek to engage his foe in hand-to-hand combat. To this end he may use any hand weapon, but prefers the Broadsword.

Knight's Broadsword

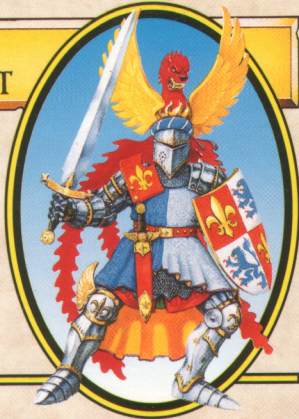
Wielding the Broadsword while wearing Knightly Armour is very tiring, and if the Knight strikes and kills a monster with one blow, the death-blow is resolved as follows.

If the death-blow hits and kills the next monster, it will carry on as usual. However, if it continues against the next monster, and the beast has a Toughness 3 or more, the Knight counts -1 on his next to hit roll, before resolving damage as usual. If this kills the monster, the Knight's to hit roll against the next monster in the way of his death-blow is made at -2, and so on (-3, -4, etc). Any monster in the sequence with a Toughness less than 3 does not impose a penalty.



BRETONNIAN QUESTING KNIGHT

Wounds: 1D6+7
Move: 4
Weapon Skill: 4
Ballistic Skill: 6+
Strength: 3(6)
Toughness: 3(5)
Initiative: 4
Attacks: 1



Equipment: The Questing Knight has the Questing Favour Equipment card.

Weapon: The Questing Knight carries a Broadsword, which adds +3 to his Strength when fighting, so it causes 1D6 + 6 Wounds.

Armour: Knightly Armour and a shield, giving him +2 Toughness.

Pinning: The Knight escapes from pinning on a roll of 6+.

Special Rules

See the back of this card for the Questing Knight's special rules.

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

Questing Favour Table

D6 Result

1. The Village Milkmaid's Favour.

Re-roll one dice roll this adventure.

2. Brigitte de Bastonne's Favour.

+1 to Pinning Roll (e.g. so a 6+ becomes a 5+) for this adventure.

3. La Belle Isabeau de Quenelles' Favour.

+1D6 Toughness for one turn.

4. Blancheflor de Brionne's Favour.

+1D6 Strength for one turn.

5. Queen of Bretonnia's Favour.

+1 to hit for this adventure.

6. Fay Enchantress' Favour.

Re-roll once any missed to hit rolls in a single turn.

QUESTING FAVOUR

The Questing Favour is a magical token given to the Knight by a fair damsel in the hope of bringing him luck in his Quest. At the start of the adventure, roll a D6 and consult the table on the back of this card to see which lady's Favour he has received, and what effect it has.

THE QUEST FULFILLED

As the Knight takes the relic, he is overcome with a glorious vision of his Quest fulfilled. Fortified anew, the Knight is even more determined to return the relic to its true resting place. Roll a dice to see what effect this righteous vision has upon him.

1-3 1D6+2 extra Wounds

4-6 1D6 extra Attacks

Extra Wounds – Increase the Knight's current Wounds score by the number rolled, even if it temporarily takes the Knight above his maximum Wounds score.

Extra Attacks – These are one use only Attacks. They may be used at any time during the adventure, in the same or separate turns, as the Knight sees fit.

These extra Wounds or Attacks are not permanent increases to the Knight's characteristics – once used up they are gone.

THE KNIGHT'S QUEST

The Knight's Quest is to find and recover a lost relic from the dungeon. Roll one dice before the adventure starts to see what kind of relic he seeks:

1-2 Magic Sword

3-4 Magic Armour

5-6 Magic Item

If any treasure is found in the dungeon, and it is of the kind that the Knight seeks, roll a D6 to see if it is the actual relic. On a score of 5+ it is the very relic and he can rightfully claim it.

If the Knight already has his fair share of treasure, he can leave one item behind to obtain the required relic, or swap an item with another Warrior. The other Warrior will be so impressed by the Knight's Quest that he will hand it over without argument. The Knight will not be able to use this item (to fight with, say, in the case of a magic sword), for he has sworn to return it safely.



BRETONNIAN KNIGHT

Warhammer Quest



Contents and components may vary from those illustrated.

Model supplied unpainted.

• BRETONNIAN KNIGHT •

Bretonnian Questing Knights roam throughout the Old World, joining with bands of heroic adventurers to bravely battle their way through perilous dungeons where foul monsters lurk and sacred relics await discovery!

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

This is not a complete game. A copy of Warhammer Quest is required to use the contents of this box.



GAMES WORKSHOP

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MINIATURES



Model designed by Gary Morley

MADE IN UK
BATCH NO 156139

CITADEL
COLOUR

Chaos Black, Sunburst Yellow,
Fiery Orange, Regal Blue
Mithril Silver, Armour Wash,
Burnished Gold, Enchanted Blue,
Ruby Red, Skull White, Chainmail.

