

ELF RANGER

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



Equipment: War Crown of Tiranoc.

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

Armour: Scale Mail, giving him +1 Toughness.

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

Special Rules

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

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

· RANGER KNIGHT SPECIAL RULES ·

Ranger Knights and Treasure

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

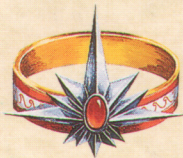
Starting as a Ranger Knight

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

Blades of Death skill

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

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



· ELF RANGER MAGE ·

Ranger Mages and Treasure

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

Magic

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

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

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

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

Elf Ranger Mage Spells

Aura of Vitality

Healing

The Ranger floods the area with a bright light.

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

Shockwave

Attack

The Elf Ranger invokes a shockwave throughout the dungeon.

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

Sword of Aenarion

Attack

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

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

WAR CROWN OF TIRANOC

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





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