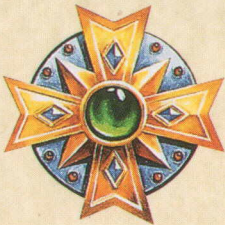


ANCIENT HEIRLOOM

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



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

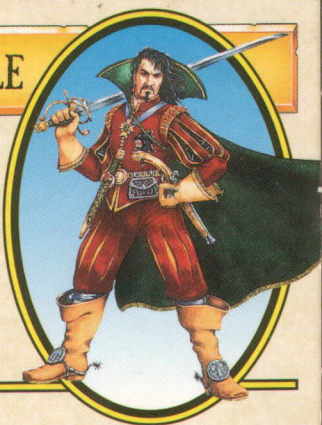
Roll a D6 to determine which race fears the Warrior who wields the ancient Heirloom:

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

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

IMPERIAL NOBLE

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



Equipment: Ancient Heirloom.

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

Armour: None.

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

Special Rules

The Imperial Noble is an accomplished duellist. See the back of this card for his special rules.

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

· SPECIAL RULES ·

Weapons

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

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

Duellist

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

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

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



DUELLING PISTOL

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

