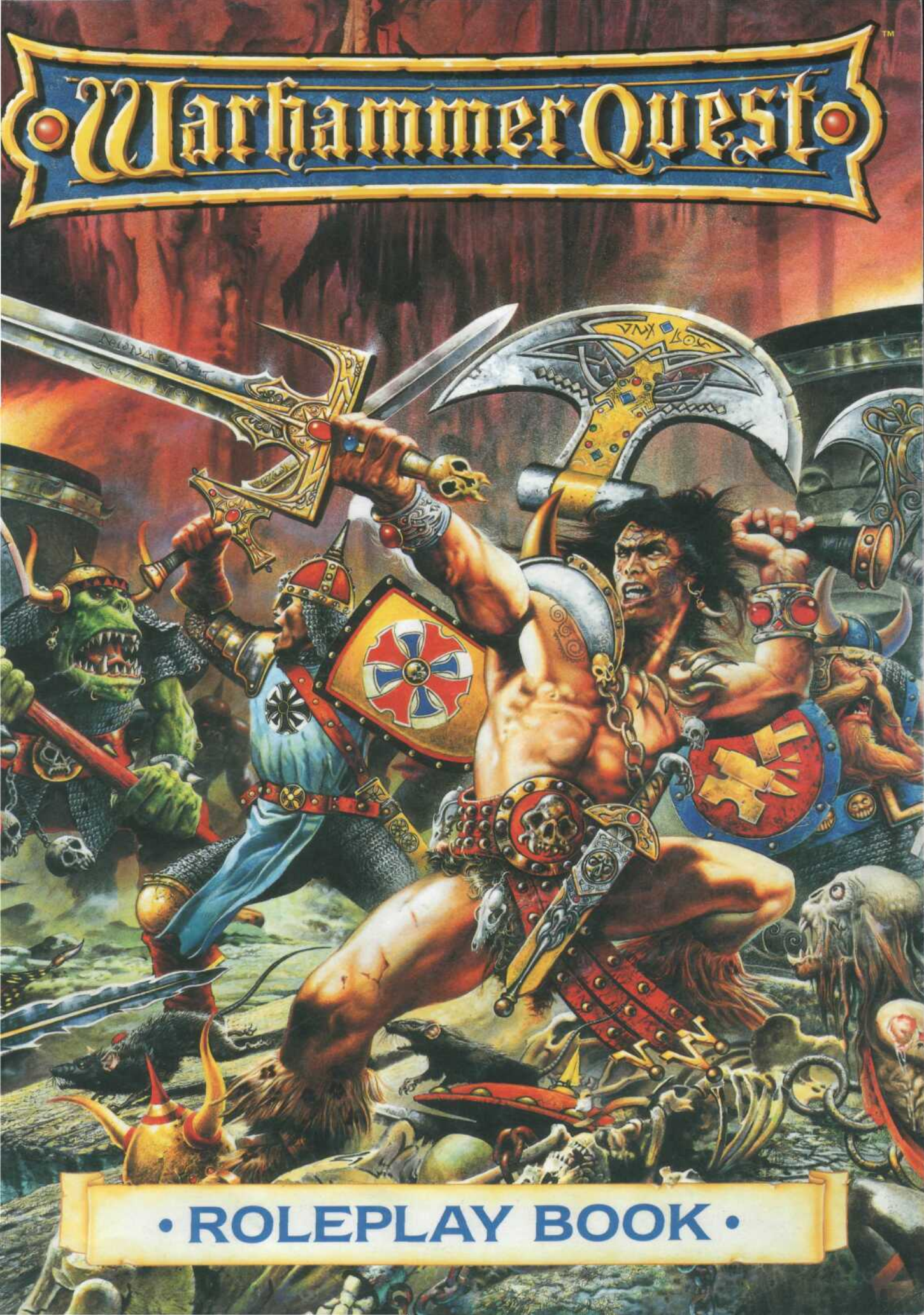
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· WARHAMMER QUEST ·

ROLEPLAY BOOK

By Andy Jones



COVER ART

Geoff Taylor

ART

John Blanche, Wayne England, Dave Gallagher & Mark Gibbons

Additional material by Gavin Thorpe, Ian Pickstock and Mark Hawkins

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Comments and questions on this game should be addressed to: Warhammer Quest, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL, England. If you require a reply, you must include a self-addressed stamped envelope (overseas readers should include IRCs). Please phrase your questions so that they can be answered yes or no, or leave space on the letter so we can write the answer underneath the question and send the whole thing back to you. Thank you.

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Games Design Consultant: Bryan Ansell

Games Workshop,
Chewton Street, Hilltop,
Eastwood,
Notts NG16 3HY,
United Kingdom.

Games Workshop,
3431-C Benson Avenue,
Baltimore,
Maryland 21227-1072,
USA.

Games Workshop,
Unit 7/7-9 Kent Road,
(Cnr Church),
Mascot NSW 2020,
Australia.

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· CONTENTS ·

INTRODUCTION 4

THE WARHAMMER WORLD 5
Warhammer World Map 6

· SECTION 1 ·

LINKING GAMES 9
Why Keep Warriors? 9
Naming Your Warrior 9
The Party 10
Party Composition 10
The Party Leader 10
Linking Adventures 10
Keeping Warriors 11
Wounds 11
Special Equipment 11
The Wizard and his Spells 11
Treasure 11
Equipment and Gold 11
Healing Warriors 12
Healing Standing Warriors 12
Healing Warriors on Zero Wounds 12
What Next? 12

BETWEEN ADVENTURES 13
Travelling 13
How Far do the Warriors Travel? 13
Travelling to the Adventure Site 13
The Hazards Table 14
Extra Journey Time 14
Animals, Carts and Travelling 14
The Journey's End 14

HAZARDS TABLE 15

SETTLEMENTS 18
In the Settlement 18
Buying Equipment 18
Equipment Restrictions 18
Determining the Shop's Stock 18
Prices 19
Selling Treasure 19
Special Locations 19
Alchemist's Laboratory 19
Alehouse 19
Alehouse Events Table 20
Dwarf Guildmasters 21
Elf Quarter 21
Gambling House 22
Temple 23
Wizards' Guild 23
Settlement Events 25
Catastrophic Events 25
Catastrophic Events Table 25
Living Expenses 25

SETTLEMENT EVENTS TABLE 26

EQUIPMENT TABLES 29
The Armourer 29
The Fletcher 29
The Weaponsmith 30
The Animal Trader 30
The General Store 31
The Gunsmith 31

TOUGHER MONSTERS 32
Using the Monster Table 32
The RIght Citadel Miniatures? 32
The Monster Table 33
Monster Table Entries 33
Monsters in Objective Rooms 33

LEVEL 1 MONSTER TABLE 34

PSYCHOLOGY 35
Fear 35
Terror 35
Hatred 35
Breaking 36
Zero Wounds 36
Prone Warriors 36

· SECTION 2 ·

WARRIORS' DEVELOPMENT 38
Battle-levels 38
Wizards 38
Playing the Game 38
Event Cards 38
Tougher Objective Rooms 39
Blocked Routes 39

THE PARTY 40
Mixed Parties 40
Powerful Monsters 40
Mixed Battle-levels 40
Solo Play 40

TRAINING 41
Training Time 41
Cost of Training 41
Battle-level Titles 41
Benefits of Training 41
Extra Wounds 42
Extra Damage 42
Pinning 42
Skills 42
New Characteristics 42
The Luck Characteristic 42
Your Adventure Record Sheets 43

BATTLE-LEVEL TABLES 44

WARRIORS' SKILLS 46
Gaining Skills 46
Duplicate Skills 46
Barbarians' Skills 46
Dwarfs' Skills 47
Elves' Skills 49

WIZARDS' TRAINING 50
Wizards' Training 51
Extra Power 51
Power Phase 51
Healing Spells and Gold 51
New Spells 51
Spell Lists 51

SPELL LISTS 52

DUNGEON EVENTS TABLE 61

TREASURE 66
Dungeon Room Treasure 66
Objective Room Treasure 66
Treasure Tables 66
When to Roll 66
Who can use the Treasure 66
Treasure's Gold Value 66
Double Damage 66
Distributing Treasure 66

DUNGEON ROOM TREASURE TABLE 67

OBJECTIVE ROOM TREASURE TABLE 72

THE BESTIARY 75
Contents 76
Monsters' Special Rules 80
Chaos 86
Chaos Dwarfs 93
Dark Elves 95
Giants 98
Monsters 99
Orcs and Goblins 106
Skaven 110
Undead 114
Monster Tables 117

· SECTION 3 ·

THE GAMESMASTER 143
What Does a Gamesmaster Do? 144
Interacting with the Players 144
Being Sneaky 144
Controlling the Dungeon 145
Random Adventures 145
Pre-written Adventures 145
Custom-made Adventures 145
Setting Up the Game 145
Playing the Game 145
The Turn Sequence 146
Treasure 148
Campaigns 148
Travelling 148
In Town 148
Maintaining Game Balance 149
The Deeps 149
Skills and Magic Items 149
Leaving in the Middle of an Adventure 149
Conclusion 149
A Typical Turn from a Random Dungeon 150

TRAPS AND SECRET DOORS 151
Example Traps 151
What Do Traps Do? 152
Spotting Traps 152
Representing Traps on the Board 152
Secret Doors 152

CHARACTER ENCOUNTERS 153
Characters Between Adventures 153
Characters in the Dungeon 153
A Typical Character Encounter 154
Example Character Encounters 155

WHAT IS ROLEPLAYING? 156
The Turn Sequence 156
Are the Warriors Fighting or Not? 156
The Gamesmaster 156
Describing the Adventure 156
The Warriors' Surroundings 156
Moving the Miniatures on the Board 157
Characteristic Tests 157
Strength Tests 157
Initiative Tests 157
Modified Characteristic Tests 158
Different Situations 158
Different Warriors 158
Modifying Tests for Difficulty 158
Degrees of Success and Failure 159
Catastrophic Failure 159
Luck and Tests 159
Multiple Characteristic Tests 159
Assisting Each Other 160
Willpower – A New Characteristic 160
New Warriors' Actions 160
Reacting 167
Controlling Tests 168
Warriors' Characterisation 168
Specialist Actions 168
Limitations 168
Improvisation 168

CREATING ADVENTURES 169

NEW WARHAMMER QUEST CHARACTER – THE TROLLSLAYER 172



COMPLETE ADVENTURE – DEATH BELOW KARAK AZGAL 177

ROLEPLAY ADVENTURE RECORD SHEET 192

· INTRODUCTION ·

The Warhammer Quest Roleplay Book builds onto the basic Warhammer Quest game that you have been playing so far. It is split into manageable sections so you can add the many new and exciting rules it contains as you come to them – rules that include more powerful Monsters, special treasures, magical items, tables full of new hazards and encounters, and details on improving and developing your Warriors.

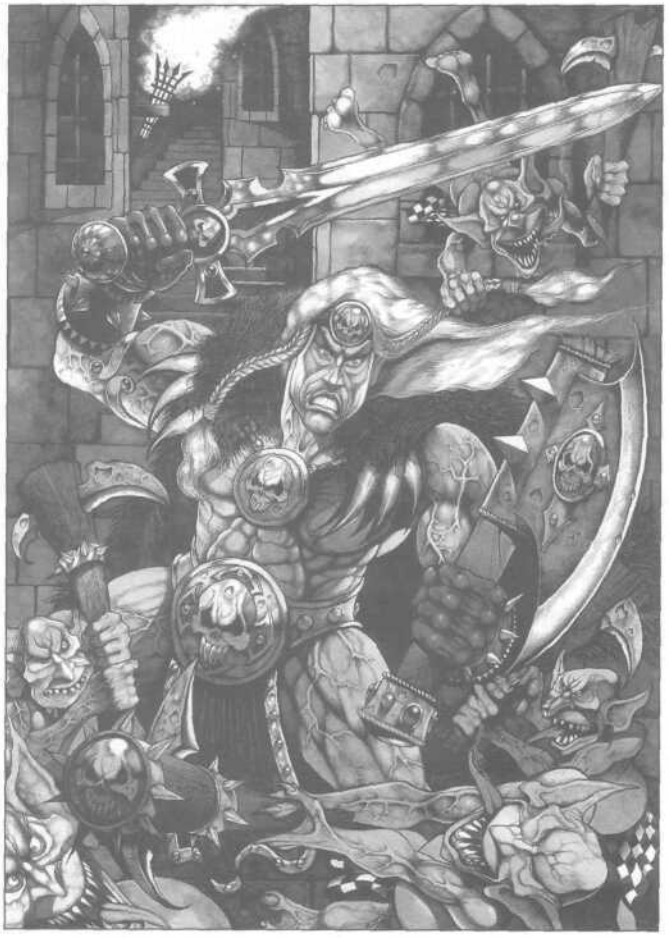
The Warhammer Quest Roleplay Book is divided into three sections, each of which builds onto the Warhammer Quest game. The rules from each section can be added bit by bit, as and when you are ready, slowly increasing the complexity of the game. By the time you get to the end of this book, you will be playing a very different game indeed.

The first section tells you how to link adventures together, and allows your Warriors to visit towns and cities after their adventures in the dungeon.

The second section shows you how the Warriors can develop their skills, becoming tougher and more battle-hardened. As the Warriors become more experienced, they can take on tougher Monsters, and win more treasure and powerful new magic items. At the end of this section is the Bestiary – all the rules you'll need for the many types of Monster that inhabit the Warhammer World.



The third section of the book allows you to expand your games of Warhammer Quest into a full roleplaying system, and introduces a fifth player – the gamesmaster. At the end of this section you'll find rules for a new Warhammer Quest Warrior – the Dwarf Trollslayer – plus a complete adventure for you to play.



In Warhammer Quest Roleplay, you can take your Warrior from adventure to adventure, watching him develop into a mighty hero as he finds more and more treasure and his fighting skills are honed to perfection. As you play, your Warrior gains skills, extra Wounds, becomes faster and tougher, finds many magic items, and so on until he is all but unstoppable in battle!

Of course, as your Warrior progresses towards becoming a true hero of the realm, he faces ever greater challenges in deeper, darker and more dangerous dungeons. The Monsters he meets as his career advances become even more terrifying: ravening beasts of immense power, capable of ripping lesser Warriors apart with a casual flick of their razor-sharp claws. These Monsters are many times more dangerous than the ones your Warrior has met so far in Warhammer Quest, and he has to be very tough to stand a chance of beating them.

As you keep your Warrior from game to game, you'll find that his treasure mounts up into a veritable fortune. This book has a detailed section that covers what your Warrior can do with his gold between dungeons, from losing it in gambling houses, through buying a suit of armour, to training for new skills.

If you wanted to introduce all these new rules to your Warhammer Quest games at once you would need to read this entire book from cover to cover before your next game, so we have split them into sections. This way you can gradually build up the complexity of your Warhammer Quest games, starting with the rules in the first section of this book and then – once you are comfortable with these – working through the rest of the rules in the other sections as you wish.

Even within each section, it is not necessary to introduce all the new rules at once – just start using them as and when you feel ready.

· THE WARHAMMER WORLD ·

The Warhammer World is a place of magic, a realm of adventure where heroic knights lead mighty armies into battle against the massed hordes of Chaos sweeping down from the north. On vast oceans the warfleets of the Elves and the Empire clash with those of Orcs, Skaven and Dark Elves. And in the dungeons beneath the mountains dwell all manner of foul and fell beasts.

In this uneasy and war-torn domain brave Warriors go forth in search of adventure, treasure and glory. Many are the tales of great hoards of treasure and powerful magical items waiting to be claimed by those bold enough to try – for where there is treasure, so too are found monsters, and the greater the treasure the more powerful its defenders. Adventure-lust fills the veins of the young and the foolhardy, but the majority of those who do embark on such a quest for wealth never return and are never heard of again. One can only guess at the horrible nature of their deaths, alone and unnoticed in the dark and lonely places beneath the Warhammer World.

Still, such is the lure of riches and honour that some cannot resist their siren call. They set off into the wild places of the world, far from the cosy hearthfires of civilisation. Nowhere is this more true than on the borders of the Empire, largest country in the Old World, where the ancient Dwarf cities beckon with promises of long-lost gold.

The Empire is the most powerful nation of mankind, an ancient realm of forest and mountains, seat of human learning and bastion of humanity. Its great cities are famous the world over, teeming with tradesmen, warriors, artisans and wizards. To the north, the Empire is bordered by the Sea of Claws and the proud warrior nation of Kislev. Along all its other borders it is closed off by grim and brooding mountain ranges, traversable only though winding mountain passes. To the west, the Grey Mountains form the border with Bretonnia, while to the east lie the Worlds Edge Mountains, below which are the ancient Dwarf kingdoms, the source of untold riches.

The Dwarfs are an ancient and long-lived race, and their great kingdom once stretched the length of the Worlds Edge Mountains in a series of vast, labyrinthine subterranean cities. These were tunnelled into the living rock over many ages of hard labour, as the Dwarfs followed the rich veins of precious metals deep below the ground. Their kingdom was rich beyond all telling, and the Dwarfs' skills in metal working and forgecraft were legendary throughout the world. Fiercely proud and jealous of their treasure, the Dwarfs believed their mountain bastions impregnable. They were wrong.

Drawn by the riches of the Dwarfs, unstoppable legions of Orcs and Goblins from the Dark Lands threw down the defences and crushed the Dwarf holds one by one, while vile Skaven armies erupted into the cities from tunnels beneath. Though the Dwarfs fought bravely, many of their cities fell and the once mighty empire fragmented.

To their anger, the Orcs and evil creatures who destroyed the cities did not find all the Dwarfs' fabled treasure: much of it lies still buried in cleverly concealed hiding places in the deepest caves and tunnels. Over the ages, these Dwarf halls have been occupied by all manner of fell beasts, from chittering bats and raging Minotaurs to Undead Lords and Chaos Sorcerers. These once bright cities have become places of dread – dark, dank caverns where death lurks around every corner. To descend into this twilight realm is to invite disaster and to risk a terrible fate at the hands of unseen enemies. Yet there is never a shortage of those brave, or perhaps foolhardy enough, to take their chances in the dark, to risk everything in the search for treasure and renown...

"Is anything hurt?" Barion shouted down into the dark hole at his feet.

"Only my pride," muttered the Dwarf from the bottom of the pit, ruefully nursing a sore head.

"Sorry Skerri, I didn't catch that," the Wizard's voice drifted down into the darkness.

"Keep your voice down, manling." bellowed the Dwarf. "Of course I'm alright. I... errr... merely wished to investigate this... errr... interesting perpendicular tunnel for secret doors." It sounded feeble to Skerri Redbeard as he said the words, but there was no way he was going to let a bunch of wet-behind-the-ears first-timers know he was in trouble. "I think there might be a concealed treasure chamber here," he grunted, feeling around in the darkness just for good effect.

"Hold on then Skerri." The eager voice of Ranalf the Barbarian echoed in the inky darkness, followed by a shower of loose rocks and debris.

"Watch out you oaf," shouted the Dwarf. "What do you think you're doing?"

The next moment, the air was knocked out of him as a well-muscled Barbarian, a slender Elf and a weaselly-framed Wizard landed on top of him with a mighty thump.

Aghast, Skerri peered at his companions in the cramped darkness at the bottom of the pit as they dusted themselves down.

"What in the name of Grungni?..."

"I think I've broken my arm," moaned Geladron.

"Nonsense," exclaimed Ranalf cheerily. "Barion broke your fall – it's just a bit sprained, that's all."

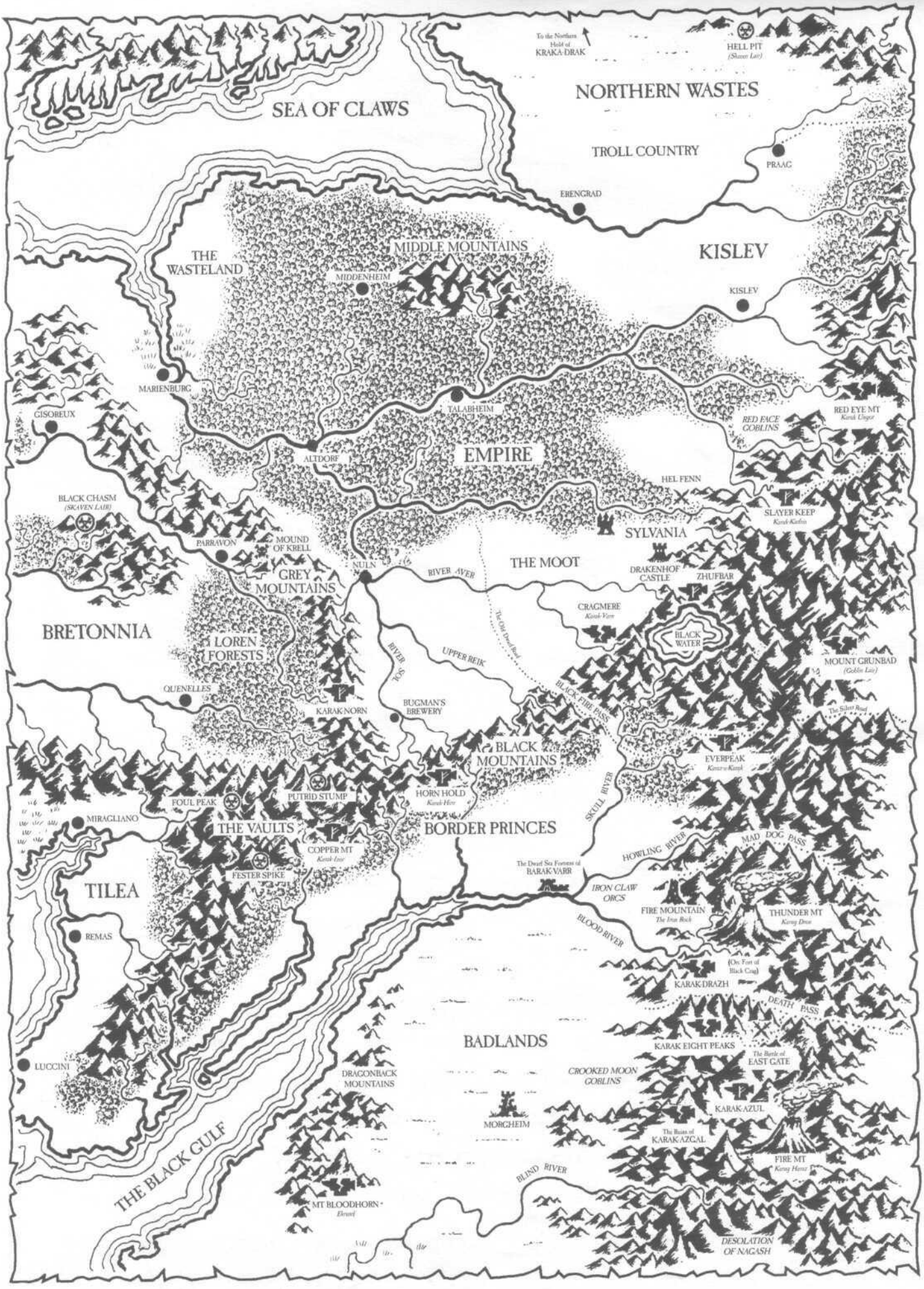
"But, but..." started Skerri, horrified at their sudden predicament.

Light flickered in the darkness as Ranalf got the lantern going, illuminating beyond doubt the fact that they were all crammed in a tiny space at the bottom of a deep hole.

"Right then, you cunning know-it-all, let's be getting on. Where's this secret door you found?" The grinning Barbarian was almost quivering with anticipation of some treasure and a good fight.

"Errr... did you, by any chance, think to bring the rope down with you?"


REALM OF CHAOS
NAGGAROTH DARK ELF LANDS
UNKNOWN LANDS
THE OLD WORLD
THE DARK LANDS
ARABY
TO CATHAY
ULTHUAN ELVEN KINGDOMS
THE SOUTH LANDS
LUSTRIA
WARHAMMER WORLD
SEA OF CHAOS
L'ANGUILLE
COURONNE
MOUSILLON
BORDELEAUX
SAVAGE POINT
BILBALI
BRIONNE
ESTALIA
MAGRITTA
SKAVENBLIGHT
TOBARO
THE GREAT OCEAN
TILEA SEA
FOOLS POINT ROCKS
PIRATES CURRENT
SARTOSA
THE OLD WORLD
0
100
200
300
400
500
MILES


To the Northern Hold of KRAKA-DRAK
HELL PIT
(Shaven Lair)
NORTHERN WASTES
SEA OF CLAWS
TROLL COUNTRY
PRAAG
ERENGRAD
KISLEV
THE WASTELAND
MIDDLE MOUNTAINS
MIDDENHEIM
KISLEV
MARIENBURG
GISOREUX
TALABHEIM
RED EYE MT
Karak Ungor
RED EYE GOBLINS
EMPIRE
ALTDORF
HEL FENN
BLACK CHASM
(SKAVEN LAIR)
SLAYER KEEP
Karak-Kadrin
SYLVANIA
PARRAVON
MOUND OF KRELL
THE MOOT
NULN
RIVER AVER
DRAKENHOF CASTLE
ZHUFBAR
GREY MOUNTAINS
CRAGMERE
Karak-Varn
BRETONNIA
LOREN FORESTS
BLACK WATER
MOUNT GRUNBAD
(Goblin Lair)
RIVER SOL
UPPER REIK
The Old Dwarf Road
QUENELLES
KARAK NORN
BUGMAN'S BREWERY
BLACK FIRE PASS
The Silver Road
BLACK MOUNTAINS
EVERPEAK
Karaz-a-Karak
SKULL RIVER
FOUL PEAK
PUTRID STUMP
HORN HOLD
Karak-Hirn
MIRAGLIANO
THE VAULTS
BORDER PRINCES
HOWLING RIVER
MAD DOG PASS
COPPER MT
Karak-Ivar
The Dwarf Sea Fortress of
BARAK-VARR
FESTER SPIKE
TILEA
IRON CLAW ORCS
FIRE MOUNTAIN
The Iron Rock
THUNDER MT
Karaz Drax
REMAS
BLOOD RIVER
(On Foot of Black Crag)
KARAK DRAZH
DEATH PASS
BADLANDS
KARAK EIGHT PEAKS
The Battle of
EAST GATE
LUCCINI
DRAGONBACK MOUNTAINS
CROOKED MOON GOBLINS
KARAK AZUL
MORGHEIM
The Ruins of
KARAK AZGAL
THE BLACK GULF
FIRE MT
Karaz Hirn
BLIND RIVER
MT BLOODHORN
Eleven
DESOLATION OF NAGASH

•SECTION 1•

The Roleplay Book introduces the Warhammer World, a perilous realm of monsters and heroes. This is the land in which the Warriors' adventures take place. This section of the book provides everything you need to link your adventures together into a colourful narrative story, telling the tale of your brave band of heroes as it unfolds.

Now your Warriors will undertake hazardous journeys to reach civilisation once their quest is over. They will be able to visit prosperous towns and cities, spending their hard-earned gold on new items of armour, equipment and magic items. They will meet friends and enemies along the road, seeking to help or more likely to hinder them.

As they go from adventure to adventure, following the trail of glory and treasure, the Warriors will fight all manner of evil creatures that dwell in the gloomy caverns below the Warhammer World.

· LINKING GAMES ·

This section introduces the concept of keeping a particular Warrior and taking him through a series of adventures. This way he gets to keep any treasure and equipment he finds, and therefore accumulates more gold. You begin to care more about his success or failure, as losing him means starting again with a completely fresh Warrior – as all your achievements in earlier games are lost.

Up until now all your games of Warhammer Quest have been completely self-contained. Each game has had a start, when you select which Warrior you are going to play; a story, as the party descends into the underearth in search of treasure; and an ending, where they reach the objective room and finish the adventure.

Although this is fun, playing a different Warrior each game means that you miss out on an important aspect of Warhammer Quest, which is identifying with a single, heroic Warrior who is your character and yours alone. In a good game of Warhammer Quest, you'll find that your Warrior seems to take on a life of his own, and his actions seem to happen naturally, rather than you having to think about what he does next.

Having played a few games by now, you will have a good idea of how the Warriors differ from each other, and you have probably decided which is your favourite.

· WHY KEEP WARRIORS? ·

Imagine a group of Warriors. When they first meet they are suspicious of each other, not really sure whether one of their number will turn tail and flee in a fight. Then, after sticking together and exploring many Monsters' lairs over a period of a few months, they become a tightly-knit fighting unit, confident in their companions' abilities and loyalties. Unfortunately, in their seventh adventure one of them is killed. The others are filled with remorse and grief as a valued companion, fellow Warrior and trusted friend no longer fights by their side. Then a new Warrior joins this group for the eighth adventure. The other three feel the same distrust for him as they did for each other all those months ago, but more so this time as he is now the only stranger in the group.

The games of Warhammer Quest you have played so far have been like these Warriors' first adventures, when they didn't know each other so well. Because each game is played with a new party of Warriors, they never develop into a tightly-knit group. Even though the composition of each group is the same – a Barbarian, a Dwarf, an Elf and a Wizard – you are effectively using a new party every game.



By keeping your Warriors, and using the same ones for game after game, you give them the chance to form a closer group, and therefore improve their chances of success as they explore the caverns below the Warhammer World. If you decide that the Barbarian is your favourite Warrior, for instance, you can now keep a specific Barbarian and use him in each adventure you play, rather than using a fresh Barbarian each time.

NAMING YOUR WARRIOR

If you keep your Warrior from game to game, it is important to realise that you are not just using 'a Barbarian', but the same Barbarian every time. To help you identify with him more closely, we suggest you give him a name. In due course, each Warrior will start to form his own personality, and you'll quickly

BARBARIAN	DWARF	ELF	WIZARD
Ulfric	Gotrek Gurnisson	Caledor	Calcazar Firefist
Ragnar	Skaggi Longbeard	Tethlis	Wulfhir the Green
Wulf	Mungrun Ironhammer	Aenarion	Alric Whitecloak
Jorval	Thorgrim Cragbrow	Koradrel	Balthazar the Magnificent
Ghankar	Gummli Thunderer	Aethis	Dieter the Black
Skelf	Hengist Steelfist	Unthwe	Magnus the Red
Cromm	Rorek Forkbeard	Talion	Solkan Orcbane

find yourselves discussing Ulric The Red's valiant defence of the stone idol rather than some random Barbarian's exploits.

The table at the bottom of page 9 gives some example names for the Warriors. These are only suggestions, of course, so feel free to invent your own if you prefer.

THE PARTY

Once the players start to keep their Warriors from one game to the next, you'll find that you automatically create a party of adventurers that always work together. For instance, your party might be made up of Ulfric the Barbarian, Grunsonn the Dwarf, Unthwe the Elf and Calcazar the Wizard. Each time the same players get together, this same party of Warriors explore together.

As the Warriors are now such a close-knit group, and get involved in more than one adventure, it is only proper that they adopt some group name. If they don't, the group will often acquire a nickname anyway, as their reputation spreads before them. You can name your group of Warriors after one of the groups outlined below or invent your own name.

Famous Warrior parties of the Warhammer World include:

Grunnson's Marauders

A particularly vicious bunch, led by Grimcrag Grunnson the Trollslayer, son of Ungrun Grunnson the Grimly Glum. The Marauders are sworn to slay every Orc and Goblin lurking below Karak Azgal.

Vannheim's 75th

Siegfried Vannheim is a renowned ex-mercenary captain. His 'regiment' was named Vannheim's 75th, and fought in many battles throughout the Old World. Eventually though, Vannheim realised that the treasure to be gained by raiding the dungeons below the Worlds Edge Mountains was potentially far greater than any booty to be gained in battle. So the 75th took to adventuring...

There are many Warriors who claim membership of Vannheim's 75th, and all wear the distinctive yellow sash and eagle tattoo on their right arm.

Hand of Death

This solemn band of Warriors has sworn death to all followers of Chaos and other Dark Gods, including Orcs, Goblins, Trolls and Dark Elves. They regularly descend into the depths to deal retribution upon these races (and to gain riches and treasure).

To join the Hand of Death, a Warrior must be the sole surviving member of his family, with all of his kin slain by one of the sect's sworn enemies. All members wear a skull and scythe talisman.

The Company of the Light

Initially a small band of High Elf Warriors sworn to destroy the evil powers seeping into the world from the Dark Lands and the Chaos Wastes, the Company of the Light has since expanded to include like-minded individuals of many races. Their emblem is a lightning bolt on a red field.

Others...

Other lesser known parties of Warriors include:

Ragnar's Wolves: a mercenary band from Norsca.

Dargan's Damned: a group of self-interested cut-throats and escaped criminals.

The Warriors of the Avenging Eye: a group of Warriors seeking to undermine the powers of evil by striking at their temples and lairs beneath the mountains. There are only ever 12 members of this group, and a new member can join only upon the death of one of the others.

Sascar's Liberators: a hard-bitten group of bounty hunters, originally based in the Empire. All races are welcome.

Many of these groups have increased considerably in size since their inception, as their fame and notoriety grew. They are now in a position to help aspiring Warriors by providing training at a very reasonable cost. The more important bands of Warriors have even established loosely-linked Guilds with offices in the largest settlements, with memberships numbering into the hundreds.

However many members a group has, however, it is unusual for them all to meet at once. In most cases, they operate in parties no larger than four Warriors.

PARTY COMPOSITION

To provide the party with the best balance of skills and abilities, and therefore the best chance of succeeding, it should ideally consist of one Barbarian, one Dwarf, one Elf and one Wizard.

THE PARTY LEADER

Once you have created a party of Warriors that always fights together, its members take it in turn to lead the party.

At the start of each adventure, before placing the Warriors on the board, take a Warrior counter to see who leads the party this adventure.



As leader, this Warrior gains all the normal benefits: he is placed first, moves first, explores, carries the lantern and decides which Warrior gets the next Treasure card.

At the start of the next adventure, you can then either draw another Warrior counter to see who is leader this time, or let the honour pass clockwise around to the next player. Of course, if all the players agree, the same Warrior may lead the party for more than one adventure if he made a particularly good job of it last time.

· LINKING ADVENTURES ·

Once the Warriors have completed an adventure by locating and dealing with the contents of the objective room they can journey to the nearest Settlement and spend the gold they have fought so hard for. Rules for Settlements and exactly what the Warriors can do there are contained in the next few sections of this book.

From now on each adventure does not only include the actions in the caverns and lairs that the Warriors explore, but also the journey to the nearest Settlement afterwards and the time they spend there. An adventure is now defined by the length of time between the Warriors first entering one 'dungeon' and the moment they enter the next.

Once you have started to play Warhammer Quest in this way, linking games together, you are playing a Warhammer Quest Campaign: your Warriors complete an adventure, travel to the nearest Settlement using tables to determine what hazards they face on their journey, spend their treasure, then go down the next set of caverns to fight for even more treasure...

· KEEPING WARRIORS ·

When you create a Warrior that you intend to use for more than one game the process is not all that different from normal: you choose which type of Warrior you want, roll to see how many Wounds he has, name him, and so on.

Keep a copy of the Adventure Record sheet for your Warrior as normal. After each game ends update this sheet and keep it in a safe place, so you can bring it along to the next game in which this Warrior takes part. As your Warrior goes on more and more adventures, you may find you need more room. At the back of this book you'll find a large, A4-sized Adventure Record sheet which you can photocopy and use for your games of Warhammer Quest Roleplay.

One thing that happens as a consequence of keeping Warriors from game to game is that their adventures become linked together as a sort of storyline, chronicling each Warrior's career to date.

WOUNDS

Before you start a new Warrior's first game, you roll to find out how many Wounds he has. This Warrior always has this number of Wounds at the start of an adventure – you do not need to re-roll his Wounds each game. If he is on less than this number of Wounds at the end of an adventure, he will be fully healed by the time he gets to the next adventure.

Losing your Warrior

If a Warrior is knocked to 0 Wounds during an adventure, and is *not revived by the end of the turn by a potion or spell, then he* is dead and out of the game. All of his treasure and gold are lost, and the next time this party of adventurers descends into a new dungeon, they must bring along a new Warrior to replace their departed companion.

SPECIAL EQUIPMENT

From game to game, the only item of special equipment that the Warriors always keep is the Barbarian's lantern. Once the Elf's Potion of Healing and the Wizard's Hand of Death scroll are used up, then they are gone for good. Likewise, if the Dwarf's rope is broken, he will not have it available for the next game.

THE WIZARD AND HIS SPELLS

The spells the Wizard has when he is created he keeps for every game. He has spent years of study learning these spells, and they have been ingrained on his mind forever. In each game that this Wizard takes part, the Wizard player takes the same Spell cards. To help you remember which spells the Wizard has, you should keep a note of them on the Adventure Record sheet.

Power Tokens

The first time you play a game with a newly created Wizard, you roll to determine how many Power tokens he has at the start of the game. Each time you use this Wizard he starts the game with the same amount of Power tokens.

TREASURE

In the games you have played so far, the Warriors have accumulated treasure and equipment as the game progressed and used them up as they needed them. As each game has been self-contained, any treasure the Warriors found went back in the box at the end of the adventure, there was no point hanging onto any of it for too long.

Now, however, because the Warriors are being used for more than one game, they can keep the treasure they find in each adventure, and take it on the next adventure if they don't use it immediately. This means that at the start of the next game, each Warrior may enter the dungeon with items of treasure he has already found but not yet used.

Items that the Warriors have found in previous adventures are theirs, and should be sorted out from the Treasure deck before the game begins. These items do not count towards the number of Treasure cards each Warrior has when sharing out treasure that has just been found. The rule is that any treasure the Warriors found in earlier adventures is theirs to keep, while any treasure that is found during the new adventure has to be shared out equally.

As you play more games, the Warriors will inevitably collect a growing hoard of useful magic weapons, armour, potions and scrolls. The only problem with doing this is that you may run out of Treasure cards. If this happens, you can make a note of which items of treasure each Warrior has found and then shuffle the actual Treasure cards back into the deck. Additonal packs of new cards will also be available for you to expand your existing deck of Treasure cards.

By now you will have noticed that some items of treasure have more than one use. The card for the Talon of Death, for instance, states that your Warrior may 'Use Once Per Adventure'. Up until now, you have only ever played one adventure so this hasn't mattered. Now, however, while your Warrior has that item he can use it once in every adventure he plays.

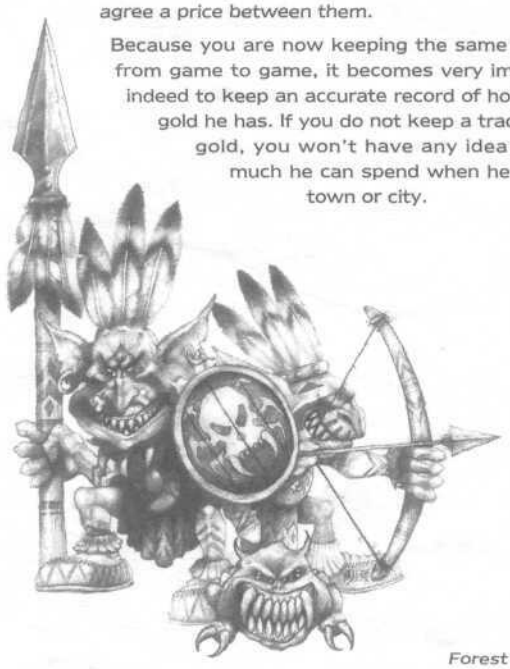
EQUIPMENT AND GOLD

So far, the gold which the Warriors have earned in the dungeon has served no other purpose except to indicate how well each of them has done.

Now, however, each Warrior can use the gold he has collected to buy equipment at the Settlements the Warriors visit between adventures. To supplement his wealth he can also cash in any unused Treasure cards for their Gold Value (printed on the card) and add it to the gold earned by killing Monsters.

The Warriors may sell unused items of treasure to each other if they wish. The item's Gold Value is always good estimation of its worth, though it's up to players to agree a price between them.

Because you are now keeping the same Warrior from game to game, it becomes very important indeed to keep an accurate record of how much gold he has. If you do not keep a track of his gold, you won't have any idea of how much he can spend when he visits a town or city.



Forest Goblins



· HEALING WARRIORS ·

In all your games of Warhammer Quest so far, the only way in which a Warrior could be healed was by using magic, which either involved the Wizard casting a healing spell, or the use of an item of treasure that healed wounds, such as a healing potion.

In Warhammer Quest Roleplay, the Warriors can buy healing items such as bandages, provisions, Elf waybread and Dwarf stonebread. These healing items are not as effective as magical potions and the like, but they at least improve the Warriors' chance of survival! Full rules for buying these items and their costs are given in the *Settlements* section.

HEALING STANDING WARRIORS

Any Warrior who is carrying any of these items and who is still on his feet, can use them at any time to heal himself. A standing Warrior may also exchange these items with any other standing Warrior so that he may heal himself. Note that some items are limited to certain types of Warriors: stonebread, for instance, may only be eaten by Dwarfs.

HEALING WARRIORS ON ZERO WOUNDS

According to the normal rules, if a Warrior is on zero Wounds and is not healed by the end of the turn he is dead and out of the game. This rule still applies when using these items. By the time he is on zero Wounds, a Warrior is too weak to use any of the healing items listed to heal himself. The only cures that a Warrior on zero Wounds may administer to himself are magic potions and other special magic healing items.

To heal a Warrior on zero Wounds one of his companions may attempt to administer a cure. To do this, he must be standing in an adjacent square to the wounded Warrior, and be in possession of one or more healing items, such as bandages, etc. For each item he uses, roll a D6. On a score of 1, 2 or 3 the attempt is a failure and the item is wasted. On a score of 4, 5 or 6, the attempt is a success and the injured Warrior gains the usual benefits of that item. Warriors offering assistance in this manner may not use the unconscious Warrior's bandages, etc. – the injuries are far too serious to spend time searching the injured Warrior's body.

Of course, a Wizard may use spells to heal a Warrior at any time, if he has enough Power to do so.

Once a Warrior is on 1 or more Wounds and back on his feet, he may use his own bandages, etc, to heal himself further.

· WHAT NEXT? ·

By keeping the Warriors from game to game, watching them collect new equipment, treasure and gold, your Warhammer Quest games develop an ongoing life and character, telling the story of an intrepid band of Warriors as they take on challenge after challenge below the Warhammer World.

The easiest way to play a series of linked games as a Warhammer Quest campaign is to go back to the examples in the Adventure Book and play them through again, but keeping the same Warrior for each one. Alternatively, you can read the *Creating Adventures* section of this book and create a linked series of adventures of your own design.

Remember that even if you are keeping Warriors from game to game, you can still have more than one Warrior. Each player in your gaming group might have two Warriors, each belonging to a different party. One party might be made up of Ulfric, Grunsonn, Unthwe and Calcazar, with a second party made up of Ragnar the Barbarian, Thomgrimm the Dwarf, Erion the Elf and Redcloak the Wizard. Each time these same players get together for a game, decide which party of adventurers will be descending into the dungeon today. In the first party your Warrior might be Ulfric the Barbarian, while in the second your Warrior might be Redcloak the Wizard. Depending on whether you feel like being a Barbarian or a Wizard this game, the group can use one party of Warriors or the other. In effect, each player can have a 'stable' of Warriors, with each one a member of a specific party, and accumulating different treasure, equipment and gold.



What really brings your Warrior to life is when you carefully select a Citadel miniature that looks just as you imagine that Warrior to be. Once painted, the miniature brings real character to the game. The other players will quickly come to recognise that miniature as Redcloak the Wizard and will complain bitterly if you try and use a different miniature from game to game. Of course, once you have a carefully painted miniature to represent your favourite Warrior, if he should be tragically killed you'll have to retire the miniature as well as the Warrior it represents!

The best thing about keeping a Warrior from game to game, however, is watching him develop: gaining skills, Wounds, a better profile, and fighting ever more powerful Monsters. The rest of this book explains how this works.

· BETWEEN ADVENTURES ·

This section of the Roleplay book elaborates upon what the Warriors do between exploring the caverns under the Warhammer World. How do they survive? How do they find civilisation when they escape from faraway caves and Monsters' lairs? Are they received well or shunned as strangers in the towns they visit? Do they travel safely or are their journeys beset with danger?

Though it is beyond the scope of the Warhammer Quest game to play out an actual journey overland which may take the Warriors some weeks, the rules and tables in this section give a good representation of the hazards and obstacles that the Warriors must overcome on their way back from the wilds to civilisation.

This section of the rules also looks at the sorts of things that occur once the Warriors reach their destination. Although by no means essential to your games of Warhammer Quest, the following tables flesh out the Warriors' experiences and create an exciting narrative to serve as a backdrop for their adventures.

Once you have found the objective room and finished each game of Warhammer Quest, you can use the rules in this section to determine what happens to the Warriors before they go down into the next system of caves and caverns.



· TRAVELLING ·

Between adventures, the Warriors will doubtless want to spend some of the gold they have found. There are a great many things available if they have enough money: better weapons or armour, supplies, or special items that they might need in the next adventure.

However, the Old World is a big place, and it won't always be possible for the Warriors to find what they want. Many of the caves and caverns that the Warriors explore are situated on the fringes of the Old World, where large Settlements are scarce. In these areas, the Warriors will be lucky just to find somewhere to sleep for the night, and there is no chance at all of finding a fine suit of heavy armour for sale.

If what the Warriors want to buy isn't available where they are, they have to make a choice – do they travel to the nearest town, or do they simply make do with the supplies available at the local village? This will often be a choice influenced by the deadline of their mission. If they have five days to locate the Sword of Justice in time for the next battle against the foes of the Empire, then it is no good spending two weeks trekking across forests and mountains in order to get to a big city where they can buy new arrows.

In addition, travelling in the Old World comes with its own hazards. The longer the journey, the greater the chance of something awful happening to the Warriors.

All this 'between game' play is resolved using the tables on the next few pages. No board sections are actually laid out for this part of a campaign, and no miniatures are used. The tables are designed to give a sense of background and continuity to the dungeon adventures, and make the point that the dungeons are but a small part of the huge perilous realm that is the Old World.

Once you know how far away the Warriors' destination is, you can work out how long it takes them to get there, and what costs and encounters they incur on their way. You'll soon learn that if the Warriors trek all the way to a distant city to spend their gold on better armour, the journey will be very perilous and they may encounter all sorts of hazards along the way.

HOW FAR DO THE WARRIORS TRAVEL?

Before the Warriors can spend any of their gold, the players must decide where they are going to, and how far they are from their chosen destination. The underground locations of the Warriors' adventures are nearly always situated in bleak wilderness areas, many miles from any inhabited areas the Warriors may want to visit.

The Travel Table below shows how far the adventure site is from the nearest villages, towns and cities. The distance is represented by a number of weeks' travel, with each week's travel having a certain number of Hazards.

TRAVEL TABLE

Warriors' Destination	Travel Time	Hazard Rolls
Village	2 weeks	2
Town	4 weeks	4
City	6 weeks	6

Once the Warriors have finished an adventure, the players must decide whether the party is going to travel to a village, a town or a city. The Travel Table gives the time it takes for the Warriors to make the journey, and how many Hazards they encounter. If the Warriors travel to a town, for instance, it takes them four weeks to make the journey, and you must make four Hazard rolls for the party.

TRAVELLING TO THE ADVENTURE SITE

Unless any special rules for the adventure that the Warriors are playing state otherwise, travelling times and Hazards only apply when travelling from the adventure site to civilisation. When the Warriors leave the Settlement ready for the next adventure, they don't use any of the rules in this section for



their journey. This is because the Warriors' route to the adventure site is planned in advance, whereas they don't have a clue where they'll emerge once an adventure is over.

For example, the Warriors' adventure might start with them being led to the mouth of a cave a few miles from the city gates. Their first journey is thus uneventful and rapid. The Warriors descend into the black depths and travel deep underground, encountering Monsters and finding treasure. Once the adventure is finished, and all the Monsters killed, the Warriors may then wander for many more days trying to find their way out. When they finally emerge, they may find themselves on the far side of a mountain range, in completely unknown lands. The Warriors then have the hazardous task of trekking back to civilisation through a bleak and hostile landscape. The Hazards Table represents this dangerous journey back to safety.

· THE HAZARDS TABLE ·

Once you know how many Hazards the Warriors are going to encounter on the way to their destination, you must randomly roll that many Hazards on the Hazards Table.

It is important to note that Hazards are rolled for the party as a whole, and not for each individual Warrior. The players take it in turns to roll the dice for each Hazard.

As the Warriors make their journey, one of the players should note down how many weeks they have travelled so far. This way, you will always be able to work out how far the Warriors still have to travel, and how many Hazards they have yet to encounter! If you lose count, the Warriors become lost and you must start the journey again.

To determine what Hazards the Warriors face as they travel:

1. Decide which size of Settlement the Warriors are travelling to – either a village, a town or a city.
2. Look at the Travel Table on the previous page to determine how many weeks' travel the Warriors' journey is, and how many Hazard rolls you make.
3. For each Hazard roll 2D6 on the Hazards Table, opposite, but instead of adding the two dice together, count the first dice rolled as your tens column, and the second as units.

   For instance, if the first dice comes up 2 and the second dice comes up 1, you have rolled 21. Looking up a result of 21 on the Hazards Table you can see that the Warriors have been struck by a tornado. For convenience this process is termed 'rolling a D66' even though a 66-sided dice isn't involved at all!
4. Once you have rolled the correct number of times on the Hazards Table, the Warriors' journey is over and they have arrived at their chosen destination.

EXTRA JOURNEY TIME

For each week of travel the Warriors normally encounter one Hazard. However, some Hazards themselves extend the length of the journey, thus adding to the number of Hazards that must be rolled for. If this is the case, for every week added to the journey time, make another roll on the Hazards Table.

ANIMALS, CARTS AND TRAVELLING

If each Warrior has a different mode of travel, they may take different lengths of time to reach their destination. For instance, if one of the Warriors has a horse and the rest are walking, the Warrior on the horse takes four weeks to reach a city while the others take six weeks. For the last two weeks of the journey, therefore, all rolls on the Hazards Table apply only to walking Warriors. The Warrior on horseback is waiting outside the city and is therefore not affected by Hazards. Note, however, that because he is at the city gates he now has to pay living costs (see the *Settlements* section) until his companions arrive.

Sometimes it may be the case that one or more Warriors reach their destination ahead of time while the rest are brought to a premature halt in another Settlement by a Hazard roll. In this case, the two groups' visits are resolved separately. At the start of the next adventure, they meet up by following a contingency plan set up for just such an occasion.

· THE JOURNEY'S END ·

No matter how many Hazards you have to roll, as soon as a Hazard's description announces that the Warriors have arrived somewhere, their journey is over. If the Warriors are travelling to a city, for example, a journey of some six weeks, you would normally roll six times on the Hazards Table. However, if the third Hazard states that the Warriors must stop at a village they have come across, that is the end of their journey and the three remaining Hazards are ignored.

Having braved the perils of travel across the Old World, the Warriors have eventually arrived at their destination. Now they will be able to look for the items they think they need for the next adventure. Of course, there is no guarantee that the things they require are there, but generally speaking the bigger the Settlement the greater chance they have of success. Full rules for buying items and living in Settlements are contained in the *Settlements* section.

· HAZARDS TABLE ·

11 MASSACRE

The Warriors come across a burning wagon in a forest clearing. Roll 1D6 for each Warrior. The Warrior with the highest score recognises the dying travellers as his blood kin. One of them is able to tell the Warriors who perpetrated the massacre. Roll 1D6:

1	Goblins	4	Dark Elves
2	Skaven	5	Chaos Warriors
3	Orcs	6	Beastmen

From now on, the Warrior whose kin have been slaughtered Hates this type of Monster (see the *Psychology* section). Note this down on his Adventure Record sheet. Every time he kills one of these Monsters, this Warrior gains an extra 5 gold on top of the Monster's Gold Value.

12 FIRE

During the night a fire rages through the camp. The intensity of the blaze is such that it may turn the Warriors' gold to lumps of molten metal. Roll 1D6 for each Warrior and consult the following table:

1 Your Warrior's gold is melted beyond recognition. It is now only worth half its original value.

2-5 Luckily, your Warrior's gold wasn't affected and he is still as wealthy, or as poor, as he was before the fire!

6 Your Warrior's gold is intact! In addition, as he scrabbles in the blackened earth to retrieve his fortune, he finds a long-buried gemstone worth 1D6 x 50 gold.

13 CHAPEL

The Warriors see a small chapel. If you wish, your Warrior may spend some time in prayer to his gods. After your Warrior spends 20 gold in offerings you may roll 1D6 on the following table:

1-3 The gods aren't listening, and ignore your Warrior.

4-6 Your Warrior has +1 Wound added to his Starting Wounds. This is a permanent addition.

Each Warrior may roll once on this table and then move on.

14 QUAKE

The ground opens up in front of the Warriors, creating an impassable chasm many miles long. The Warriors have three choices:

a) Abandon any hope they have of reaching a Settlement, in which case they must go straight into the next adventure.

b) Go back to the caves they just left and start their journey again from scratch taking a different route.

c) Use any length of rope that they have to cross the chasm. If they cross the chasm with a rope, they may not take horses, carts, etc. with them, and must discard the rope once they have safely reached the other side.

15 STRANGER

The Warriors meet a stranger who asks where they are heading. After being told, he says that he too is going that way, knows a shortcut, and will pay each Warrior 40 gold to let him join them. After all, he explains, there is safety in numbers.

The Warriors must let him join them. Roll 1D6 on the following table:

1-3 The stranger does not know the way and the party is soon lost – add 1D6 weeks to the length of the journey. He is apologetic, however, and when the Warriors finally arrive, he pays each of them 40 gold as promised.

4-5 The stranger's short cut turns out to be no quicker. Upon reaching civilisation, he pays the Warriors 40 gold each.

6 The stranger does know the way well, knocking a week off the Warriors' journey time. Upon arrival at their destination, he gratefully pays each Warrior the 40 gold as promised.

16 PEDLAR

The Warriors are stopped by a pedlar – a strange-looking individual wearing brightly coloured rags and carrying a number of wicker baskets in which he keeps his wares. He capers from side to side, playing a piping tune on a reedy flute. The Warriors may buy things from him:

• **Healing Potion.** 50 gold. Heals 1D6 Wounds. One use.

• **Lucky Charm.** 50 gold. A Warrior wearing this may re-roll any single dice roll once per adventure.

• **Bronze Wristbands.** 30 gold. A Warrior wearing these may ignore 1 Wound during any single combat. One use, then they are broken.

• **Chalk.** 20 gold. A Warrior with chalk may mark an escape route out of the dungeon and therefore needs not roll on the Escape Table (from the Adventure Book) should he wish to leave the dungeon. One use.

• **Trinkets.** 20 gold. If on the Warriors' travels anyone demands gold from them for any reason they can try and give them these trinkets instead. Roll 1D6. On a score of 1, 2 or 3 they refuse the trinkets and insist on being given the gold. On a score of 4, 5 or 6 they accept the trinkets instead of the gold. Trinkets are only acceptable to fellow travellers, and are never accepted as payment for anything in a Settlement.

Each Warrior may buy a maximum of one of each item, except trinkets, which he may buy up to six of.

Once the Warriors have made their purchases, the pedlar vanishes into the woods. Now roll 1D6 for each object the Warriors have bought. If the result is a 1, that item is shoddily made and is useless. The Warrior has been conned and must discard the item immediately.

21 TORNADO

The Warriors are hit by a tornado. The ferocity of the storm rips at the crumbling cliff path, attempting to pluck the Warriors from safety.

Roll 1D6 for each Warrior. Look up the lowest number rolled on the following table to determine what happened to the Warrior with that score. If two or more Warriors have the same score, re-roll those dice until the victim of the tornado is determined.

1 The tornado throws your Warrior into a gaping ravine, breaking his legs. He must be carried to safety by the other Warriors, adding one week to the journey time. As soon as the party arrives at its destination, the Warrior must pay 100 gold to be healed. If he cannot afford it, the healer takes all the gold he does have plus one piece of equipment or treasure as payment.

2 Hanging from the ledge by his fingertips, the only way your Warrior manages to stay on is by letting his gold drop into the chasm. Your Warrior loses 5D6 x 10 gold (or all he has, if he has less).

3-6 Your Warrior holds on, but his weapon is plucked from his grasp. Discard any one of your Warrior's weapons.

22 UNEVENTFUL WEEK

23 PLAGUE

The Warriors arrive at a large town in the grip of the plague and all roads, bar the one the Warriors entered by, are blocked. The Warriors' journey is over, and they must now either go straight onto the next adventure or stop and spend some time in the town.

If the Warriors stay use the normal rules to determine what they do there (see the *Settlements* section), but each time you make a roll on any table for your Warrior also roll 1D6 on the following table:

1 Your Warrior contracts the plague. He is at -1 Strength for the duration of the next dungeon.

2 Your Warrior contracts the plague. He is at -1 Toughness for the duration of the next dungeon.

3-6 Your Warrior remains unaffected by the plague – for now!

24 UNEVENTFUL WEEK

25 PRISONER

As the Warriors approach the crest of a hill, they hear the noise of armed men approaching. Taking cover, they watch as a band of swarthy mercenaries troops by, dragging a wealthy-looking man behind them.

The Warriors can either fight the mercenaries and free the prisoner, or let them pass unhindered. If the Warriors attack the mercenaries, roll 1D6 on the following table.

1-2 The mercenaries drive the Warriors off, taking some of their gold. Each Warrior loses 1D6 x 10 gold.

3-4 The Warriors kill the mercenaries after a long struggle, but not quickly enough to prevent them slaughtering the prisoner. The Warriors each find 1D6 x 20 gold if they search the bodies of the fallen.

5-6 The Warriors best the mercenaries in a fierce fight, and free the prisoner. He cannot travel very fast, and if the Warriors take him with them he adds one week to their journey time. Upon arriving at their destination, he gives each Warrior 100 gold for rescuing him.

26 GUESTS

The Warriors arrive in a small hamlet as a local festival is in full swing, and they are invited to stay as guests. They are wined and fed to excess, and have a most enjoyable evening.

Waking up the next morning, they feel it is only fair to offer payment for the hospitality that the villagers have offered. Roll 1D6 for each Warrior. The Warrior with the lowest score has to pay the villagers (1D6 x 20) gold. If two or more Warriors score equally low, they must roll off until only one player is left to foot the bill!

31 WITCH'S CAVE

Deep in a gloomy ravine the Warriors come across the entrance to a dark cave. Inside it dwells a twisted, ugly hag who claims to be a witch.

Each Warrior must pay 1D6 x 10 gold to get a single potion (roll the amount needed to buy each potion separately), and must drink it immediately. Roll 1D6 on the following table:

1 Your Warrior falls unconscious, writhing in agony as fire burns through him. When he awakes he feels strangely weak. He is at -1 Toughness for the duration of the next adventure.

2-4 The potion warms your Warrior to the core. He gains +1 Wound to be added permanently to his Starting Wounds score.

5-6 A powerful heat surges through your Warrior, and he feels energy coursing through his muscles and sinews. He is at +1 Toughness for the duration of the next adventure.

32 FAMINE

On the Warriors' travels, they pass through lands cursed by famine and drought. Proving himself the worthy hero that he is, each Warrior gives the poverty stricken peasants a proportion of his gold. Roll 1D6 for each Warrior on the following table:

1-2 Your Warrior gives any one item of treasure to the peasants.

3 Your Warrior gives 100 gold to the poor.

4-5 Your Warrior gives 1D6 x 10 gold to the poor.

6 Touched by your kindness and concern, the village elder brings a carefully wrapped sword out of his house, presenting it to your Warrior in exchange for 1D6 x 50 gold.

The magical blade is a Sword of Sharpness, and each time it is used it causes +2 Wounds on any Monster it hits.

However, the sword can never be sold, as any attempt to get rid of it results in it mysteriously finding its way back to the village.

If more than one player rolls a 6, draw a Warrior counter to determine whose Warrior gets the sword and roll again for the other Warriors.

33 UNEVENTFUL WEEK

34 BAD MAP

The Warriors' journey is over, but the Settlement that they were heading for turns out to be wrongly marked on the map, and is little more than a hamlet. The Warriors may stay there anyway and buy equipment, etc., but must roll for item availability as for a village.

35 POOL OF DREAMS

The Warriors come across a deep pool of freezing water on top of a mountain. Its surface is like a mirror, with shifting images drifting across its still, icy surface. As the Warriors gaze into the chill waters, they see twisted reflections of themselves, fighting for their lives against the most hideous Monsters. Roll 1D6 on the following table for each Warrior.

1-3 Although he can see these reflections, the Warrior cannot make any sense of them.

4-6 The Warrior realises that he is being granted a vision of the future! At any time during the next dungeon, he may ignore any one blow that would otherwise hit him. The Warrior recognises the blow before it hits home as the vision from the pool, and dodges away just in time. Note this on his Adventure Record sheet, crossing it off when he uses it.

36 LIGHTNING

As the Warriors are setting up camp on the top of a hill, a storm gathers above them. The sky blackens and grows dim, and thunder rolls. The next instant a lightning bolt streaks from the sky, hitting one of the Warriors on the head.

Roll 1D6 for each Warrior. The Warrior with the lowest score is hit by lightning, melting his armour. He loses two items of armour (a shield and a helmet, for instance). If the Warrior doesn't have two items of armour, the armour he does wear is melted, and the lightning bolt sets his clothes alight too – he arrives in the next Settlement in tattered, charred rags and must therefore buy new robes and new boots.



41 LOST

After a few days' travel, the Warriors admit to themselves that they are absolutely lost. They are about to give up the journey completely when they notice smoke curling into the sky a few miles away. A couple of hours later, the Warriors discover the source of the smoke – a small village not marked on their map. Here they are told that the nearest town is another six weeks' travel. The Warriors can either carry on to the town, or end their journey now and see what they can buy here.

42 FLOOD

The weather has been bad recently, and the land for miles around has flooded, creating an impassable lake. The Warriors can either abandon any hope they have of reaching their destination, in which case they must go straight into the next adventure, or pay 20 gold each to a ferryman to take them across the obstruction.

43 WAYLAID

The Warriors come across a village hit by a storm. The villagers are trying to rebuild their homes, and would greatly appreciate the Warriors' help. The heroic Warriors cannot refuse their pleas, and stay and help them for one week.

44 UNEVENTFUL WEEK

45 WHICH ROAD?

The road splits into two before the Warriors. One road leads to their chosen destination, but from their map it is impossible to tell which. Do they take the left fork or the right fork?

Once the players have agreed which road the Warriors take, roll 1D6 on the following table:

1-3 The Warriors chose the correct path and may continue on their journey.

4-6 The Warriors took the wrong route and end up at a small village, finishing their journey prematurely.

46 AMBUSH

As the Warriors travel through a particularly dark glade in a gloomy forest, they are ambushed by Forest Goblins riding Giant Spiders. Leaping from the shadows, they threaten to overwhelm the hardy Warriors by sheer weight of numbers. Roll 1D6 for each Warrior on the following table:

1 Knocked out by a sneaky blow from behind, your Warrior awakes to find one of his weapons (determine randomly) and 2D6 x 100 gold stolen.

2 Knocked out by a sneaky blow from behind, your Warrior awakes to find 2D6 x 100 pieces of his gold stolen.

3 Knocked out by a sneaky blow from behind, your Warrior awakes to find one item of equipment stolen (determine randomly).

4 Fighting a glorious battle, your Warrior kills many Forest Goblins and gains 1D6 x 10 gold.

5 Fighting a glorious battle, your Warrior kills many Forest Goblins and gains 1D6 x 50 gold.

6 Fighting a glorious battle, your Warrior kills many Forest Goblins and gains 1D6 x 100 gold.

51 UNEVENTFUL WEEK

52 BLIZZARD

A blizzard howls across the land, swathing all in white. Unprepared, the Warriors are trapped in a bitterly cold landscape where visibility is reduced to a few yards and movement is almost impossible through the banked drifts of snow. The Warriors abandon all hope of reaching a town or city, and take refuge in the nearest village, cutting their journey short. They may buy equipment there as normal. After the blizzard abates, the Warriors may go straight into the next dungeon.

53 DOUBLE BACK

After many days' travel through thick undergrowth, barely able to see the sun, the Warriors emerge into a gloomy clearing. In front of them is a cave entrance into a craggy rock face. After a moment's study, they recognise it as the very exit by which they left the dungeon!

The Warriors have managed to work their way back to where they started and must now set off afresh!

54 ROCKFALL

As the Warriors trek through a dark ravine, there is a dull rumbling above them. A few seconds later a shower of rocks and boulders comes crashing down, blocking their route completely. Although they can still complete their journey without losing any time, they must employ local labourers to clear a path, costing each Warrior 1D6 x 20 gold.

55 WAGON TRAIN

The lead wagon of a convoy pulls up alongside the Warriors. The driver says that he is heading for the same destination as they are, and if each Warrior pays him 1D6 x 10 gold they can hitch a lift, saving them one week's travelling time.



56 UNEVENTFUL WEEK

61 MILITIA

The Warriors see smoke curling above the trees, and within a few minutes reach the crest of a hill overlooking a small Settlement. As they get closer, a group of armed men on horseback approach. They are the town militia and are very wary of strangers. They refuse to let the Warriors stay at the Settlement, but for a payment of 30 gold each will allow them to pass through it. If the Warriors refuse to pay, they must go around the village and the surrounding fields, adding one week to their journey.

62 BRIGANDS

As the Warriors reach the outskirts of a small Settlement, they are set upon by brigands demanding gold. They outnumber the Warriors, but seem wary of their superior arms and armour. The Warriors have a choice: they can either pay the brigands or fight them.

If the Warriors decide to pay the brigands, each Warrior must give up 1D6 x 20 gold.

If the Warriors fight the brigands, roll 1D6 for each Warrior and add them together. This is the total number of brigands that the Warriors are fighting. Then roll another 1D6 for each Warrior and add them together. This is the total number of brigands that the Warriors manage to kill. If there are any brigands left alive after this, then they overpower the Warriors, steal 1D6 x 50 gold from each of them, and disappear into the shadows.



63 TRAVELLING MINSTREL

A travelling minstrel joins the Warriors for the rest of their journey. When they reach the gates of the Settlement they are travelling to, he begins to play and sing, convinced that he will earn them all free entry to the Settlement. Roll 1D6 on the following table when the Warriors reach their destination:

1 The minstrel's playing is awful, and the Warriors are forbidden to enter the Settlement. They must go straight into the next adventure.

2-5 No one is particularly impressed, but a few inhabitants give the minstrel some gold. The Warriors meanwhile, are free to enter the Settlement as usual.

6 The minstrel's song is so rousing that the inhabitants of the Settlement shower gold upon you. Each Warrior gains 1D6 x 10 gold.

64 FALL

Roll 1D6 for each Warrior. The Warrior with the lowest score trips over a log and breaks his ankle. How embarrassing! Dragging him along slows the party down, adding two weeks to the journey. When the Warriors reach a Settlement, it costs the injured Warrior 30 gold to have his ankle healed.

65 GLORIOUS WEATHER

The sun shines over fields of golden wheat, and all is well with the world. Having walked for many miles and many days over bleak and inhospitable realms, the Warriors decide to take it easy and enjoy the scenery, adding one week to their journey.

66 STORM

A storm hits the Warriors' camp, blowing away their tents and equipment in a torrential rainstorm. Each Warrior loses one piece of treasure of your choice.

· SETTLEMENTS ·

Whatever their size, Settlements in the Warhammer World are busy places, teeming with activity as the inhabitants strive to make a living. Pedlars accost the Warriors on the streets to sell them trinkets, while merchants loudly proclaim the quality of their wares. To the weary traveller, such Settlements are like an oasis in a desert, offering the prospect of a decent meal and a real bed after months in the wild.

Unfortunately, there is another side to every Settlement, lurking just below the gaudy and brash veneer of civilisation, that the haggard and unkempt traveller would do well to be aware of.

The Warriors are regarded with a certain amount of suspicion in most Settlements, and are often shunned or ignored completely. Traders may refuse to deal with outlandishly dressed strangers, shutting up shop as they approach. The local militia will often detain such travellers, questioning them about their intent, where they have come from and about events in the far flung places they have been to. If the Warriors' answers are deemed insufficient to allay the suspicions of the Guard Captain, in the best case they may be hauled before the local magistrates and unceremoniously hurled out of town. In the worst case, they may be convicted of witchcraft and burnt at the stake.



Besides this sort of off-hand reception that the Warriors may encounter, they should also be vigilant of the pickpockets, muggers and cutthroats who wait down every back alley, ready to pounce on the unwary and relieve them of both their money and their lives.

· IN THE SETTLEMENT ·

The first thing to do when the Warriors arrive at their destination is to nominate one of the players to keep track of how long they stay in the Settlement. The length of the Warriors' stay determines how much they can achieve, and how much they have to spend to survive.

Every day the Warriors spend in a Settlement each Warrior must do all of the following:

1. Each Warrior can undertake a *Settlement Activity*, which is either:
   - A Visit one trader and attempt to buy and sell one or more items,
   - or
   - B Visit one Special Location, such as the Alchemist's Laboratory, the Wizards' Guild or the Temple, etc.
2. Each Warrior generates a *Settlement Event*.
3. Each Warrior must pay his *Living Expenses*.

Full details and rules for each of the above options are found over the next few pages.

· BUYING EQUIPMENT ·

On each day during a Warrior's stay in a Settlement he may visit one trader and attempt to buy and sell one or more items there. This is termed a *Settlement Activity*. If your Warrior visits a trader he may do nothing else that day except roll a Settlement Event and pay his Living Expenses.

Each trader may be visited once by each Warrior during a single stay. A Warrior cannot visit the same trader twice in the same Settlement. A Warrior can buy and sell as many items as he wants from one trader while he is there.

The Equipment Tables at the end of this section list all of the traders and items of equipment that may be available. The traders that the Warriors may visit are the Weaponsmith, the Armourer, the Fletcher, the Gunsmith, the Animal Handler and the General Store.

EQUIPMENT RESTRICTIONS

Some weapons and items of equipment are not available to certain types of Warrior, as they are too alien to that Warrior's nature and training. Wizards, for instance, never wear armour as it restricts the fine movements required for spell casting and dulls the flow of magical energy. Elves, on the other hand, although they may wear Elven armour, never use certain weapons such as axes, preferring bows and swords.

Each Equipment Table has four columns marked B (Barbarian), D (Dwarf), E (Elf) and W (Wizard) that indicate whether a particular item may be bought by each type of Warrior. If the item is available to a Warrior, the relevant column contains a tick.

DETERMINING THE SHOP'S STOCK

Each Equipment Table has a column marked Stock. The number in this column is used to determine whether the item your Warrior wishes to buy is in stock. Each time your Warrior wants to buy something he must roll against the number in the Stock column to see if it is available.

If your Warrior is shopping in a village, you must roll equal to or greater than the number in the Stock column on 1D6 for the item to be available.

If your Warrior is shopping in a town, you must roll equal to or greater than the number in the Stock column on 2D6 for the item to be available.

If your Warrior is in a city, you must roll equal to or greater than the number in the Stock column on 3D6 for the item to be available.

For example, your Warrior is in a town's Armourer trying to buy a Great Shield. The number in the Stock column of the Armourer's Equipment Table for a Great Shield is a 9. You must therefore roll 9 or more on 2D6 (because your Warrior is in a town) for a Great Shield to be available.

Timewasting

If you roll the Stock dice to see if an item is available, find it is, but then decide your Warrior doesn't want it after all, the trader throws your Warrior out of his shop for wasting his time.

PRICES

Each Equipment Table has two columns, one marked Price (Buy) and the other marked Price (Sell). As their names suggest, the Price (Buy) column shows the amount of gold it costs the Warrior to buy a single one of those items, while the Price (Sell) column shows the amount of gold the trader gives the Warrior to buy back a single one of those items.

SELLING TREASURE

Any items of treasure that your Warrior has may be sold at any time while in the Settlement, subject to any restrictions on the Treasure card. Simply discard the item of treasure and add its gold value to your Warrior's total.

· SPECIAL LOCATIONS ·

Compared to the hundreds of villages that litter the Warhammer World, the bigger Settlements like Altdorf and Praag attract all manner of obscure, minority traders. In a town or city, even the Dwarf and Elf might find some of their kin trading in a remote quarter of the city. The Wizard may find that the Settlement has an established Wizards' Guild, and the Barbarian may have an endless choice of alehouses and bars to visit. On the outskirts of a town or city, there may be Warrior training grounds, ringing to the sound of swordplay and the thunk of arrows hitting targets, where the Warriors can practise the skills that will keep them alive in the next dungeon.

While in a Settlement, there are a number of these Special Locations that the Warriors can visit. These are listed over the next few pages, starting with the Alchemist's Laboratory. If a Warrior chooses to visit a Special Location, he can do nothing else of his own volition that day, such as visit a trader to buy or sell equipment.

A Warrior may only visit each Special Location once during a single stay. He cannot visit the same Special Location twice in the same Settlement. Once a Warrior is at a certain Special Location, he can do everything that it is possible to do there during his one visit.

In the same way that certain items of equipment are more difficult to find in smaller Settlements, it is less likely they have all the Special Locations possible – you aren't likely to find a powerful Wizard in a small hamlet for instance. Villages therefore, do not have any Special Locations (but see *Alehouses below*).

To see if you can find a particular Special Location in a town you must roll 7 or over on 2D6.

To see if you can find a particular Special Location in a city you must roll 7 or over on 3D6.

Each Warrior who wishes to visit a Special Location must roll to see if he finds it independently of the other Warriors. If your *Warrior doesn't find the Special Location he is looking for, he* wastes a day and may do nothing else except roll a Settlement Event and pay his Living Expenses. The next day he may try to find either the same or a different Special Location again.

Alehouses

The only exception to the above rules is the Alehouse. Given how most Warriors spend their free time, it is unknown for any *Settlement, including villages, not to have an Alehouse!*

ALCHEMIST'S LABORATORY

The Alchemist's Laboratory is a very curious place, in which the air is filled with noxious vapours spat from hissing and bubbling vats and jars. Intricately shaped pipes snake between these delicately balanced glass containers, carrying volatile liquids that boil and spit. The sole purpose of this strange array of equipment is to turn base metals into gold – a sight to please any Warrior.

Who Can Visit the Alchemist?

There are no restrictions upon who can visit the Alchemist.

Payment and Service

The Alchemist takes any one unused item of equipment or *treasure and attempts to turn it into gold. Discard the* equipment or treasure card.

To determine how much gold the item is turned into, roll as many dice as you like, add up the scores and multiply the result by 50. However, if any of the dice come up as 1, the transmutation fails and the item fizzles away until nothing is left but a pile of sludge. The Alchemist takes half of the total gold as his fee.

ALEHOUSE

After many weeks or months in the wild, the first place a Warrior is likely to head when he gets to civilisation is the Alehouse. The reason for this is not just to drink vast quantities of the strongest brew in the house, although that certainly is a major reason for the visit. It's just as likely that the object of the exercise is to meet like-minded Warriors with many a tale to tell of brave adventure. Barbarians in particular are renowned for staying at the Alehouse long into the night, singing bawdy war songs and reliving past glories. Most Settlements have at least one bar set aside specifically for this purpose, as drunken Barbarians can be very destructive and are often best left to their own devices.



To the Warrior, the benefit of attending such gatherings, apart from the quality and quantity of ale to be quaffed, is that the other Warriors can often give sound advice for survival in the inhospitable depths of the dungeon – these are the tricks of the Warrior's trade, and help him out of many a sticky situation. They may range from certain unusual and unlikely sword thrusts or parries, to advice on which sounds, smells and signals in the dungeon may signify danger.

Who Can Visit The Alehouse?

There are no restrictions upon who can visit the Alehouse, although only Dwarfs and Barbarians may enter with any confidence of walking out again in one piece!

Alehouse Events

To determine what happens to each Warrior who enters the Alehouse, roll the following number of dice on the Alehouse Events Table.

Barbarian	2D6
Dwarf	2D6
Elf	2D6-4
Wizard	2D6-3

If the total score is less than 2, treat it as a 2.

ALEHOUSE EVENTS TABLE

2 As your Warrior sits quietly in the corner supping his ale, a Barbarian, resplendent in the very best furs, invites himself to join him. The jingle of gold and jewels as he sits suggests he may well be fairly wealthy. He introduces himself as Ragnar the Terrible and buys a round of drinks.

He confides that he has in his possession the Talisman of Erik, and that this is the secret of his fortune. He explains that he has chosen your Warrior to take it off his hands, as it may only be carried for a year and a day before its curse takes effect and any wealth gained with it is lost tenfold. This wondrous artefact only costs 500 gold, and as well as attracting wealth will render the wearer invulnerable.

Parting with his gold with unheard-of eagerness, your Warrior takes the talisman and places it around his neck. He exchanges small talk for a while, then Ragnar tearfully bids him farewell, explaining that he can no longer be so close to the object of his good fortune, now it is no longer his.

Moments after Ragnar has left, a warhammer smacks your Warrior over the back of his head. Surprisingly – considering he now wears the talisman – the blow is excruciatingly painful. "'Ere mate," grunts a drunken Dwarf behind him, waving the offending weapon, "I think you've bin 'ad."

The talisman is indeed a fake. If your Warrior didn't have 500 gold, he gave Ragnar what gold he did have, plus one Treasure card to make up the balance.

3 Your Warrior ends up very drunk and thus short of 1D6 x 100 gold.

4 Griswold the Mad, famed Wolverine keeper, offers your Warrior a wager that he cannot last a round in the fighting pit with his pack of enraged beasts. If your Warrior accepts his wager, he may bet up to 200 gold on his victory. Griswold matches his bet, as will 1D3 other onlookers, with the winner keeping the spoils. Roll 1D6 to determine the result.

- 1 After ten minutes or so, your Warrior is just dispatching the last of the Wolverines when an enraged shout brings him out of his frenzy. It is the true owner of the beasts and he is incensed that your Warrior has killed them. He takes the pool of money as recompense for his loss.
- 2-3 After a few minutes of being ripped, torn and bitten, your Warrior makes a break for it, leaping from the pit to escape. Of course, this also means that he loses the bet...
- 4-6 Your Warrior makes mincemeat of the Wolverines, dispatching the beasts with a flurry of well placed blows. The alehouse erupts into a frenzy of cheering. Your Warrior wins the wager and may claim all the money.

5 Squint Eye Rogar, the smooth talking trader, sells your Warrior a magical potion guaranteed to heal the most grievous wounds, restore life and bestow a healthy head of hair. In payment he will accept either 100 gold or one item of treasure, weapon or piece of armour. When you drink the potion, roll 1D6:

- 1-2 The foul liquid tastes like whatever it was that Squint Eyed Rogar last drank, and has no noticeable effect other than to induce a mysterious nausea.
- 3-5 As the mild saline solution trickles down your Warrior's throat, he realises he's been had. A blind, raging fury overcomes him and he goes berserk, hacking and slashing at his enemies for the rest of this combat. Your Warrior is now subject to all the normal rules for being berserk (see the Barbarian's Warrior card). He remains berserk until all the Monsters in the room are dead. Perhaps it was magical after all...
- 6 Your belief in the strength of the potion makes you feel so much better that you immediately regain 1D6 Wounds.

There is enough potion in the bottle for just one mouthful.

6 The local tattoo artist inscribes a picture of a slain dragon on your Warrior's back. Standing atop its corpse is none other than your Warrior himself, brandishing a huge sword. Beneath the image is an impressive scroll, with your Warrior's name and the legend 'Mitey Worrier' inscribed in a cursive script.

7 Your Warrior wins the Alehouse armwrestling contest, pulling off more arms than anyone else and finishing the match with two arms still firmly attached to his body. This does him no practical good, but the immense pile of bloody arms heaped next to his table gives him a warm feeling of self satisfaction that only a fellow Warrior could understand.

For some unfathomable reason, the local traders regard your Warrior with awe for the rest of his stay. As he approaches their shops, they either bolt their shutters and wait for him to leave, or let him have anything he wants at half price.

Roll 1D6 each time your Warrior tries to buy something:

- 1-2 The trader shuts up shop and refuses to serve your Warrior.
- 3-6 Your Warrior may buy the item he wants, if it is in stock, for half price.

8 An ageing Barbarian from Norsca demonstrates to your Warrior how covering yourself in the congealed fat from a cooked pig makes you very slippery and hard to get to grips with. Your Warrior may now use this trick once per adventure to evade any single blow that would otherwise have wounded him.

9 The Slaughterhouse Singers, a travelling group of minstrels from Erengrad, teach your Warrior 'She was only the Emperor's Daughter', a raucous song customarily delivered at such an atonal mega-decibel bellow it causes windows to shatter and ears to bleed.

Your Warrior may now break into a verse of this ditty once per adventure to stun his enemies. Choose any single Monster on the board worth up to 300 gold and roll 1D6. On a score of 5 or 6 the Monster falls dead from fright.

10 Your Warrior stays in the bar for a mammoth drinking session. At the end he is the only person still standing, and can relieve all the other patrons of whatever gold they have on their persons.

This nets your Warrior a haul of (1D6+2) x 100 gold, and he returns to his companions bearing a smug expression and the wholesome feeling of a job well done.

11 A scarred and drunken Kislevite Raider demonstrates to your Warrior the art of playing dead. After some practice, your Warrior learns how to feign death even without the aid of alcohol!

Using this skill, your Warrior may play dead once per adventure. Place his miniature flat on the table to indicate that he is in this state.

While he is playing dead, and there are other Warriors still standing, no Monsters will attack your Warrior. However, the only action he may take while in this pseudo-dead state is to surreptitiously swig potions.

Of course, once all the other Warriors are dead, the Monsters will start rifling (or more often eating) the bodies and thereby discover that your Warrior is still alive, whereupon they will all set upon him, hitting automatically.

At the start of any turn, you can declare that your Warrior is no longer playing dead and stand his miniature back up.

12 A musclebound mercenary from Marienburg gives your Warrior a practical demonstration of the two-handed, double-strike attack. The timing has to be perfect, but the damage inflicted by two simultaneous weapon strikes can be devastating.

When he wakes up and collects his teeth, your Warrior returns the compliment, and has soon mastered the art. Your Warrior now gets +1 Attack once per dungeon.

DWARF GUILDMASTERS

While in a Settlement, the Dwarf may visit his kin and buy special Dwarf-crafted items unavailable elsewhere. Dwarf Guildmasters are skilled at working metals and jewels, and have a great knowledge of mechanics, engines, gunpowder and other arcane sciences.

Who Can Visit the Dwarf Guildmasters?

Only the Dwarf may visit the Dwarf Guildmasters, as they refuse access to anyone not of their own race.

Payment and Dwarf Goods

While at the Dwarf Guildmasters the Dwarf may buy any of the following items if they are in stock.

Equipment	*Cost (Buy)*	*Stock*
Lock Tools	200	7
1D6 Firebombs	100	8
1D6 Bags of Flash Powder	75	8
1D6 Loaves of Dwarf Stonebread	30	2

Lock Tools

Lock tools allow the user to open any lock as long as it is not magical or the rules for the lock specifically state otherwise.

To see if your Warrior can open a lock, roll 1D6. On a score of 4, 5 or 6 the lock opens. On a score of 2 or 3 the lock refuses to open at the moment, though your Warrior may try again next turn. On a score of 1, the lock tools are snapped off in the lock and are now useless.

There is only one set of lock tools available at each Dwarf Guildmasters.

Firebomb

A firebomb may be thrown at any time and affects an area 2 squares by 2 squares. Any model in the area takes 1D6 Wounds, with no deductions for Toughness or armour.

Your Warrior may buy any number of Firebombs, up to the number available.

Flash Powder

Flash powder may be set off at any time to confuse the Warriors' enemies. After it has exploded, any Warriors who have not yet fought this turn get +1 Attacks.

Your Warrior may buy any number of Bags of Flash Powder, up to the number available.

Stonebread

Dwarf stonebread is exactly what its name suggests – bread with the consistency of stone. No one but a Dwarf would contemplate eating the stuff, as to do so is like asking for a mouthful of broken teeth. Dwarfs take a gruff satisfaction in the fact that only they can manage to eat stonebread.

Eating stonebread is obviously no quick task, even for Dwarfs. If a Dwarf does nothing else for the turn, except stay where he is and eat stonebread, then at the end of the Warriors' Phase he regains 1D6 Wounds.

Once you have rolled to see how much stonebread is available, your Warrior must purchase all of it. If he doesn't have enough gold to pay for it see *Timewasting*.

Runesmith

While at the Dwarf Guildmasters, the Dwarf may make one visit to a Runesmith to engrave a single rune on his axe. This costs (1D6+2) x 100 gold. To determine the exact rune *inscribed, roll 1D6 on the following table:*

1 **Magic Rune.** The rune glows dully, and keeps the blade sharp. From now on this weapon is treated as being magical.

2 **Rune of Smashing.** The weapon now ignores 1 point of armour when determining damage.

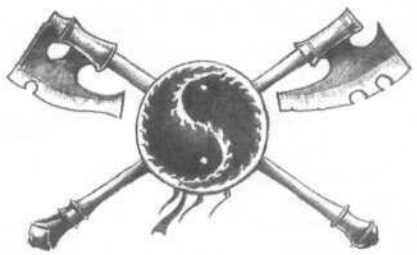
3 **Rune of Restoration.** While he wields this weapon, the bearer automatically gets 1 Wound back per turn. However, if the wielder is knocked to zero Wounds the weapon ceases to work until he is healed and back on his feet again.

4 **Rune of Sure Striking.** Whenever wielded by a Dwarf you may re-roll the damage dice that scores the lowest number if you wish. Multiple runes of this type on a single weapon have no further effect.

5 **Rune of Destruction.** Allows the wielder of the weapon to double his number of Attacks once per adventure.

6 **Death Rune.** Once during each adventure you may roll an extra 2D6 when determining damage.

Note that only axes may be inscribed with runes.



If a single weapon has more than one identical rune inscribed on it, the effects are cumulative: two Death Runes, for instance, cause a weapon to inflict the extra damage twice per adventure (or once at twice the effect – 4D6 – if used on the same blow).

You must declare that your Warrior is using a rune before rolling the dice to hit. If you miss the rune is wasted.

ELF QUARTER

While in a Settlement, the Elf may visit his kin and buy special Elf-crafted items unavailable elsewhere. He can also search Elf markets for the rare herbs and spices he needs to make healing potions and salves.

Who Can Visit The Elf Quarter?

Only the Elf may visit the Elf Quarter, as they refuse access to anyone not of their own race.

Payment and Elf Goods

While in the Elf Quarter the Elf may buy any of the following items if they are in stock.

Equipment	*Cost Each (Buy)*	*Stock*
1D6+2 Arrows of Sure Flight	20	8
Elf Boots	100	7
Elf Bow	2,000	10
Elf Cloak	100	7
Elf Helm	1,000	8
Elf Rope	75	2
Elf Shield	700	8
1D6 Elf Waybread	10	2
Healing Herbs	1D6 x 100	2
Elven Armour	3,000	10



Orc bolt thrower

Arrows of Sure Flight
While using Arrows of Sure Flight, your Warrior may add +1 to his missile combat to hit rolls. Each arrow is good for one shot only and once used it is discarded. Arrows of Sure Flight may only be used to their full effect by an Elf. When used by any other Warrior treat them as normal arrows.

Elf Boots
These boots are light and extremely comfortable, lending a spring to the step. While he is wearing these boots, your Warrior gets +1 Movement. Elf boots can only be worn by an Elf and the enchantment upon them lasts for one adventure.

Elf Bow
An Elf bow is a fine weapon, exquisitely carved and possessing a strength far above that of any other bow. While using an Elf bow, your Warrior may make as many shots as he has Attacks, all at his full Strength. An Elf bow may only be used by an Elf.

Elf Helm
Like all Elf armour, an Elf helm is elegant, perfectly wrought, light and yet very strong.

While worn, an Elf helm adds +1 to your Warrior's Toughness. In addition, when your Warrior is hit you may elect that he takes the blow on the head and roll 1D6 on the following table:

1 The Elf helm absorbs all the damage from the blow, but is destroyed in the process.

2-4 The blow is resolved as normal, the Elf helm bestowing +1 Toughness on your Warrior as usual.

5-6 The blow glances off the Elf helm, causing no damage at all.

Only an Elf may wear an Elf helm.

Elf Rope
An Elf rope is of exquisite construction, and after use only breaks on a roll of 1. Only an Elf may use an Elf rope.

Healing Herbs
Upon paying his 1D6 x 100 gold, the Elf gets enough herbal ingredients to make 1D6 Healing Potions, each of which heals 1D6 Wounds.

Elf Waybread
Elves always embark upon long journeys or adventures with a good supply of this nutritious, delicious, cake-like food. Each cake restores +1 Wound to the Warrior that consumes it.

Unlike normal provisions, Elf Waybread only goes off at the end of an adventure on a 1D6 roll of 1.

Elven Armour
This armour looks extremely delicate when compared to the hammered iron plates of Human and Dwarf armour, but is in fact amongst the most effective protection in the world. It achieves this distinction by deflecting weapons rather than absorbing damage, and thus dissipating the force of a blow.

While wearing Elven armour your Warrior gets +1 Toughness. In addition, if any of the attacker's damage dice score an unmodified 1 or 2, ignore these dice when resolving the damage of the blow.

Elf Cloak
Elf cloaks are made of a fine, silk-like material that, although extremely light, is very, very strong. Every time your Warrior is hit while wearing an Elf cloak, he can ignore the first Wound caused by the blow. However, each time the cloak absorbs damage like this, roll 1D6. On a score of 1 the cloak rips and is useless. Only an Elf may wear an Elf cloak.

Elf Shield
This finely crafted shield glitters with an unearthly sheen. While using an Elf shield, your Warrior can ignore the first blow inflicted on him each turn unless the roll to hit was an unmodified 6, in which case the shield has no effect. Only an Elf may use an Elf shield.

Elf Mastercraftsmen
While in the Elf Quarter the Elf may visit the Elf Mastercraftsmen – Elves skilled in metal-working and weaponsmithing – to see if they can repair and salvage armour of Elf origin that has been battered and broken in the last dungeon.

The cost of such repairs is 1D6 x 100 gold. Each item (helmet, shield or armour) must be rolled and paid for separately. Once the gold has been paid, roll 1D6. On a score of 2 or more, the armour is fully repaired and may be used once more. On a score of 1, the armour is beyond repair and the money is wasted.

GAMBLING HOUSE

Whether in the seediest quarter of the Settlement, or in the most expensive, exclusive quarter, the Gambling Houses are much the same at heart – intent on fleecing the unwary traveller. If you wish to visit the gambling house you may, to play cards or spin the roulette wheel.

Who Can Visit the Gambling House?
There are no restrictions on who can visit the Gambling House.

Unlike other Special Locations, your Warrior may visit the Gambling House as often as you like during his stay in a single Settlement. Each visit to the Gambling House takes up the whole of a Warrior's day.

Gambling
Declare how much your Warrior is gambling, up to a maximum of 200 gold in one visit, and roll 1D6 on the following table:

1 Your Warrior is stitched-up within minutes, the sharp-eyed owners taking him for all he has. Your Warrior loses (1D6 x original bet) gold.

If he cannot pay the full amount there and then, the Gambling House takes his most valuable item of treasure or equipment to settle the debt.

2-5 After a pleasurable day, he finishes evens. Still, nothing lost, nothing gained!

6 Luck is with your Warrior today, and he quickly wins (1D6 x original bet) gold.

TEMPLE

Between adventures, many Warriors come to the local temple to offer up prayers and sacrifice in thanks for the adventure just completed, and for aid in the next.

Who Can Visit the Temple?

There are no restrictions upon who can visit the Temple.

Payment and Prayers

Each Warrior who attends the temple may give 50 gold in sacrifice. He is then entitled to one roll on the following table. Note down the result on his Adventure Record sheet.

1-2 The gods are not listening, and your Warrior's pleas go unanswered.

3 During any one turn in the next adventure, your Warrior's Attacks are doubled.

4 Your Warrior's hand is guided by powers unseen. For any one Attack in the next adventure, he may add +3 to his to hit roll.

5 Your Warrior may ignore the damage caused by any one Attack made against him in the next adventure, when the blow is mystically deflected at the last moment.

6 Your Warrior may roll an extra 1D6 dice when rolling the damage for any one Attack in the next adventure.

WIZARDS' GUILD

While in a Settlement any Wizards in the party may want to visit the local Wizards' Guild, where they can get advice and possibly magical help for their up and coming adventure.

In smaller Settlements, the Wizards' Guild may be little more than an darkened antechamber at the tavern or hostelry. In larger Settlements, it may be a grand building in which a number of Wizards reside. Whatever the premises, Wizards' consulting rooms have many things in common. They reek of magic and unseen power, and have many strange objects hanging from the ceiling and cluttering up the floor. Multi-coloured smoke fills the air, and bizarre creatures flap and crawl unseen in the rafters.

Who Can Visit The Wizards' Guild?

Only Wizards may visit the Wizards' Guild. Barbarians and Dwarfs never visit Wizards, as they have no time for magic and spell casting, while the Elf knows little of mankind's magic.



Skaven jezzail

Payment

The Guild Mages demand 1D6 x 50 gold for the consultation.

If a Wizard hasn't got enough gold to pay for the consultation, he must leave the premises immediately. Unfortunately, even though the consultation wasn't fruitful, he has spent a long time in the Guild's antechambers and may do nothing else today, such as visit another Special Location or see a trader.

The Consultation

Roll a dice on the following table for the consultation. The number in the second or third column is the number of rolls the Wizard then gets on the Wizards' Guild Table.

Roll	*Town*	*City*
1-2	1	2
3-5	2	2
6	3	3

For example, your Warrior goes to consult a Wizard in a city. You roll a 4 on the above table, and may therefore make two rolls on the Wizards' Guild Table.

Wizards' Guild Table

Roll 2D6 on the following table:

2-3 **Nothing.** The Wizard's efforts come to nothing and his magicks have no effect.

4 **Treasure of the Damned.** At any time during the next adventure, on one occasion your Wizard can double the amount of gold he gets for killing a single Monster.

5 **Guided Hand.** At any one time during the next adventure, any one of your Wizard's Attacks (not including any death-blow) automatically hits the target. After this, you must roll to hit as normal.

6 **Healing Touch.** At any time during the next adventure, on one occasion your Wizard can call upon the powers of magic to heal himself. Roll 1D6+2 to determine how many Wounds he regains.

7 **Cutting Edge.** Choose any one of your Wizard's bladed weapons. At any one time during the next adventure, one Attack using that weapon (not including a death-blow) inflicts 1D6 extra Wounds.

8 **Giant Strength.** At any time during the next adventure, for one turn your Wizard can add 1D6 to his Strength.

9 **Dragon Toughness.** At any time during the next adventure, for one turn your Wizard can add 1D6 to his Toughness.

10 **Elemental Speed.** At any time during the next adventure, for one turn your Wizard can add +2 to his Movement and automatically break from pinning.

11 **Extra Wounds.** Roll 1D6 on the following table to determine how many Wounds are permanently added to your Wizard's Starting Wounds.

1-2	1 Wound
3-5	2 Wounds
6	3 Wounds

12 **Cheat Death.** The next time your Wizard is reduced to 0 Wounds this magical spell deflects the killing blow and it causes no damage.

Note these abilities on your Wizard's Adventure Record sheet. If they aren't used by the end of the next adventure they are lost.

Magic Potions

While he is visiting the Wizards' Guild, the Wizard may buy some magic potions.

The Wizard must declare that he is going to buy some potions *before* he rolls the dice to see how much the potions cost, and how many are for sale. Once he has committed himself to buying magic potions, he cannot back out when he finds out how expensive they are!

The total value of the items comes to 1D6 x 100 gold. For this amount of money, the Wizard gets 1D6 potions. This means that at one extreme he may spend 100 gold and find six potions, while at the other he may spend 600 gold and only get one potion...

Any Warrior may drink a potion. If different potions are drunk at the same time their effects are cumulative. Multiple potions of the same type have no further effect.

To determine what each potion actually is, roll 1D6 on the following table:

1 **Potion of Strength.** This potion gives your Warrior +1 Strength for one turn.*

2 **Potion of Toughness.** This potion gives your Warrior +1 Toughness for one turn.*

3 **Potion of Battle.** This potion gives your Warrior +1 Attack for one turn.

4 **Potion of Swiftness.** This potion gives your Warrior +1D6 Movement and the ability to automatically break from pinning for one turn.

5 **Potion of Instability.** This potion shifts the dimensional position of your Warrior, making him temporarily ethereal and insubstantial. He cannot be pinned, make an attack, cast magic or be attacked for one turn.

6 **Potion of Flight.** Once drunk, the potion causes your Warrior to fly for one turn. While airborne, he moves at 1D6+2 squares, can fly over all obstacles, and cannot be pinned. If he is in contact with a Monster at the end of his flight, he may attack it.

* *In addition, roll 1D6. If the score is a 6, this potion gives your Warrior an extra +1 Strength or +1 Toughness, as appropriate, for the rest of this adventure.*

Wizard's Staff

Only the Wizard may buy a Wizard's Staff, for a cost of 500 gold. To determine if there is one available when the Wizard visits the Guild roll 1D6. On a score of 4, 5 or 6 there is one for sale. A Wizard may only ever have one Wizard's Staff.

The Wizard may use the staff in hand-to-hand combat at -1 on his to hit roll. It causes (1D6+the Wizard's Strength) Wounds on the target. It can also be wielded defensively, giving the Wizard +1 Toughness while he carries it.

The Wizard's staff is inherently magical, and once per adventure you can use it in the Power Phase to re-roll the Wizard's Power (and perhaps avoid an Unexpected Event!).

A Wizard's Staff comes with 1D6 points of Power already stored in it, which the Wizard can use in the same way as his Power tokens. To recharge it he must visit the Font of Power.

Font of Power

While at the Wizard's Guild, the Wizard can visit the Font of Power to recharge his staff.

The total cost of the recharging process is 1D6 x 100 gold. For this amount of money, the staff is charged with 1D6 points of Power. These points of Power are used to augment the Wizard's spell casting ability as normal. Once this Power is used up it is gone for good, or at least until such a time as the Wizard recharges the staff once more.

A Wizard's Staff may never contain more than 6 points of Power at any one time.

Changing Spells

While at the Wizard's Guild, your Wizard can attempt to change the spells he has memorised by entering a trance-like, near-coma state, in which he can hopefully erase the unwanted knowledge from his mind and replace it. Unfortunately, this is a risky business. If the Wizard attempts to learn a new set of spells in this manner, roll 1D6 on the following table:

1-3 The Wizard fails to erase and replace his spells, and must play the next dungeon with them as normal. He may try again at the end of the dungeon.

4-5 The Wizard successfully blanks one spell from his mind. The Wizard player may now discard one of the Wizard's Spell cards.

6 The Wizard manages to erase all the spells he wishes to replace. The Wizard player may now discard any or all of the Wizard's Spell cards.

If the Wizard manages to erase one or more spells, he may attempt to learn one or more replacements in time for the next dungeon.

Roll 1D6 on the following table for each empty 'slot' in the Wizard's brain that he is trying to fill with a new spell.

1-2 The Wizard fails to learn a new spell in time, and will have one less spell in the next dungeon. He may try again at the end of the dungeon.

3-5 The Wizard is successful in his studies. Shuffle the spare Spell cards of the same type of spell as the one being replaced (Attack, Defence or Healing) and deal one to the Wizard player. This is the Wizard's new spell, and replaces the discarded Spell card.

6 Through careful and rigorous research and study, the Wizard locates and learns precisely the spell that he needs for the next dungeon. The Wizard player may pick any spell of the same type to replace the spell being discarded.



· SETTLEMENT EVENTS ·

Just as travelling from Settlement to Settlement can be extremely hazardous, staying in a teeming town or city in the Warhammer World can be potentially dangerous.

Settlements are busy places, and there is always some way that strangers can end up in terrible trouble. Most Settlements' inhabitants tend to be suspicious of strangers, and if anything goes wrong in the Settlement during the Warriors' stay it is likely that they will be blamed. At the same time, the Warriors must beware of pickpockets, muggers and thieves, and avoid being conned into buying counterfeit goods.

To determine what happens to each Warrior during his stay, after his Warrior has completed each day's activities each player must make a D66 roll (2 x 1D6, counting the first dice as tens and the second dice as units) and consult the Settlement Events Table.

Unlike the Hazards encountered when travelling between Settlements, Settlement Events are rolled for each Warrior individually rather than for the party as a whole.

CATASTROPHIC EVENTS

At the end of the Warriors' second week in a Settlement, and at the end of every week thereafter, in addition to rolling on the Settlement Events Table for each Warrior you must also roll once for the whole party on the Catastrophic Events Table.

This is to reflect the fact that the Warhammer World is a place of constant strife, trouble and danger, always under threat from the screaming hordes of Chaos. While the Warriors spend three months in a city, staying at excellent hotels and soaking up the ambience of the metropolitan atmosphere, armies surge across the land and nations are overthrown. The Warriors' place is in a dungeon, destroying the enemies of mankind, and not carousing in the bars of Altdorf.

Catastrophic Events Table

Roll 2D6 on the following table:

2 **Settle Down.** Roll 1D6 for each Warrior. The Warrior with the lowest score decides to settle down here. His adventuring career is over.

3 **Flood.** The nearby river floods the Settlement completely. All the traders and Special Locations shut up shop until the floodwaters cease, forcing the party to leave the Settlement and head for the next adventure immediately.

4 **Attack.** The Settlement is attacked by a marauding band of Orcs and Goblins, and the Warriors are press-ganged into its defence. Roll 1D6 for each Warrior on the following table:

- 1 Your Warrior falls off the Settlement's battlements, and is killed by the jeering Orcs and Goblins.
- 2 Your Warrior is badly wounded, and has to be carried away from the fight. His Starting Wounds are permanently reduced by 1D6.
- 3-6 The Warriors fight well, pushing the Orcs and Goblins back into the forests. Unfortunately, when the last of the greenskins is dead, the Warriors find that they are now six weeks' travel from the Settlement. They can go back, or enter a nearby set of caves and immediately start their next adventure.

5 **Hardship.** Times are hard, and goods that are usually easy to come by are now considered luxuries. All prices, including Living Expenses (see below), are multiplied by 4 as long as the Warriors stay in this Settlement.

6-9 **No Event.** The week passes without anything untoward happening.

10 **Disease.** The Settlement is struck by a virulent disease that sweeps all the households for miles around. The Warriors have a choice. They can either stay in the Settlement, and risk catching it, or head for the next adventure immediately.

If the Warriors elect to stay, roll 1D6 for each of them. On a score of 1, 2 or 3 that Warrior succumbs to the disease and dies.

11 **Fire.** The Settlement is set ablaze and is soon burning from end to end. Not only is most of the Settlement badly damaged, but the Warriors are blamed for the fire and thrown out.

12 **Plague.** Roll 1D6 for each Warrior. The Warrior with the lowest score is stricken with the plague. If it is not cured, at a cost of 1D6 x 200 gold, the Warrior suffers immense agony and dies.

· LIVING EXPENSES ·

Unlike when they are foraging in the wild, or eating unpalatable rations on the trail, when in a Settlement the Warriors must pay Living Expenses. These cover food, board and other incidental expenditure that the Warriors incur while they remain 'between adventures'. The actual amount of Living Expenses that each Warrior spends depends on the size of Settlement the party is staying in.

Settlement	*Living Expenses*
Village	1 gold per day each
Town	2 gold per day each
City	3 gold per day each

The Warriors can stay in a Settlement for as long as they like, assuming that time is not pressing, but each must pay his Living Expenses every night to cover their food and shelter.

Unable to Pay?

If your Warrior is unable to pay his Living Expenses he must sell equipment to cover the debt. If doing this does not raise enough money he must leave the Settlement immediately and wait for his companions outside.

Waiting Outside

On occasions, one or more Warriors in the party may be thrown out of the Settlement, usually for doing things, or because they have been blamed for doing things, that they shouldn't have done. In this case, the Warriors concerned must wait outside the Settlement until the rest of the Warriors finish their business and rejoin them.



· SETTLEMENT EVENTS ·

11 THROWN OUT

Your Warrior's wild behaviour attracts the attention of the Settlement authorities and he is thrown out of town. He must wait outside the Settlement gates for the other Warriors. While outside, he spends his Living Expenses as normal.

In addition, roll 1D6. On a score of 1 your Warrior is fleeced by the gate guards as he is thrown out and has all his gold stolen.

12 PICKPOCKET

As your Warrior rushes through the busy streets, his money pouch is stolen. Your Warrior loses 1D6 x 20 gold.

13 UNEVENTFUL DAY

14 GOOD DEED

Leaving most of his gold carefully stashed away in his hotel, your Warrior goes out on the town, taking 1D6 x 20 gold with him. As he crosses the street, he spots an old crone in an upstairs window shouting that robbers have broken into her attic room and are stealing her few possessions. Happy to assist the helpless, he bounds up the rickety stairs to her room three at a time. As he enters her dimly lit room, a black bag is placed over his head, swiftly followed by a heavy iron bar. He awakens in the gutter several hours later, nursing a sore head. Not surprisingly, the gold he was carrying has all gone.

15 INVESTMENT

In one of the wharfside bars, your Warrior meets a young entrepreneur with great ideas for establishing a trading empire to cover the Known World. He talks your Warrior into investing 1D6 x 50 gold, giving him a certificate of partnership.

From now on, at the end of each dungeon, whenever your Warrior reaches civilisation, he may visit the local Merchants' Guild and show them his deed of partnership. Consulting their records, they can tell him how the company is doing. Roll 1D6 on the following table:

1 The company has gone bust, and your Warrior's investment is worth nothing. In addition, he must pay the merchants 1D6 x 50 gold in outstanding debts.

2-5 Your Warrior's investment is performing fairly well, and the merchant forwards him 1D6 x 10 gold as his share of the profits.

6 Business is booming! After consulting the ledger, the merchant confirms that he can forward your Warrior 1D6 x 50 gold.



16 STEAM BATH

Your Warrior spends the rest of his day in the heady atmosphere of a steam bath, sweating off the after effects of last night's sojourn at the tavern. He emerges feeling far healthier than he has for a good while, with +1 permanently added to his Starting Wounds score.



Chaos Dwarf

21 FIGHT

Your Warrior argues with a burly street trader who has tried to charge him far too much for some cheap, shoddy items. The argument escalates to a brawl very quickly. Roll 1D6 on the following table:

1 Your Warrior is soundly thrashed and loses 200 gold.

2 Your Warrior is bested after a hard struggle against the trader and his cronies and loses 100 gold.

3 Your Warrior walks away with a bloody nose and 50 gold worse off, but leaves the trader badly bruised.

4 After a fierce struggle, your Warrior knocks the impudent trader to the ground, where he stays to collect his teeth. While he is busy, your Warrior takes 100 gold from his stall as compensation.

5 Your Warrior quickly disarms the trader. With a sword at his throat, the lout has no choice but to apologise and offer your Warrior 200 gold as compensation.

6 A dozen evil-looking thugs – the trader's bodyguards – leap out from the shadows, attacking your Warrior with knives, coshes and cudgels. Unperturbed, he coolly dispatches them with a few well placed sword strokes, empties their purses, and ends up 300 gold better off.

22 UNEVENTFUL DAY

23 FOOLED

Your Warrior must discard any one purchase he has made in this Settlement, as it was a fake and is worth nothing!

24 CIRCUS

There is a travelling circus in town, and your Warrior spends the rest of his day wandering from sideshow to sideshow. Having met the bearded woman and the two-headed goat, he decides to have his fortune read.

Perhaps the sign above the door to that particular wagon should say 'Have your fortune stolen', as for a cost of 2D6 x 10 gold, your Warrior is told nothing more than that his destiny lies with a tall, dark stranger from Erengrad!

25 REWARD

Your Warrior sees a poster warning that a well known murderer is reputed to be in the area, and offers a reward for his capture. The criminal in question is described as very tall, wearing a black cloak and hat, and having an Erengrad accent. Upon reading this, your Warrior realises that the description exactly fits a character he bumped into earlier, and rushing back, manages to apprehend the villain just as he drags a gagged merchant into a dark alley. Roll 1D6 on the following table:

1 *The murderer laughs, slits the merchant's throat, throws the knife at your Warrior's feet and flees, shouting "Help, murder!".*

Soon your Warrior is surrounded by an angry mob, and only his best efforts (and 1D6 x 50) gold coins persuade them that he is innocent.

2-5 Your Warrior saves the merchant's life, for which he gives you 20 gold, but the murderer slips away into the gloom.

6 *Your Warrior frees the merchant and captures the murderer,* for which he is proclaimed a hero and given 100 gold reward.

26 BETROTHED

Due to a mistake in identity, your Warrior finds himself surrounded by a gang of angry young men who insist that he is betrothed to marry their sister. Your Warrior agrees, albeit at knife point, and pledges his troth to a farmer's daughter of ample charms.

The marriage is arranged for tomorrow, so your Warrior must either leave the Settlement immediately, or get married...



31 DRUGGED

Visiting a local hostelry in a rather seedy area, your Warrior partakes of a curious drink offered him by the bartender. After one *swig, he feels the effects of the liquid take hold – he has* been drugged! Roll 1D6 on the following table:

1-3 Your Warrior has been poisoned and is at -1 Toughness for the duration of the next adventure.

4-6 The liquid in question is simply very strong ale, and your Warrior quickly gets a taste for it. The only ill effect is a pounding head next morning.

32 UNEVENTFUL DAY

33 AN HONEST DAY'S WORK

Your Warrior is employed by a local merchant to carry bales of cotton to the riverside area for the day. This task earns him 20 gold.

34 RIOTOUS LIVING

Taken with the joys of hot food and a comfortable bed after so long out in the wild, your Warrior overspends on such luxuries by 50 gold.

35 DUEL

Your Warrior is challenged to a duel by a professional duellist whom he insulted in a tavern. The duel is scheduled to take place at dawn tomorrow. Your Warrior can either leave town immediately or take up the challenge.

If your Warrior takes part in the duel, roll 1D6 on the following table:

1 With a single, well-placed sword thrust your Warrior's heart is speared and he falls to the ground, quite dead.

2-4 The two duellists fight for hour after hour, each inflicting many light wounds on the other. Eventually the sun goes down and the fight is declared a draw. The duellist congratulates your Warrior on his swordsmanship, and offers him a fine supper and the best wine at the most expensive hotel in the Settlement.

5-6 After a few minutes, your Warrior realises that he has the better of the duellist and despatches him. On his body he *finds jewels worth 2D6 x 50 gold and a single item of* treasure (take a Treasure card).

36 UNEVENTFUL DAY

41 GAMBLING

Your Warrior visits a local inn and gets involved in a dubious game of dice. Roll 1D6 on the following table:

1 Your Warrior loses badly, and must forfeit one piece of treasure of your choice.

2 Your Warrior loses 1D6 x 20 gold.

3-4 *Your Warrior comes out of the game evens.*

5 Your Warrior wins 1D6 x 10 gold.

6 Your Warrior wins 3D6 x 10 gold.

42 UNEVENTFUL DAY

43 JOIN THE WATCH

The Captain of the Watch marks your Warrior as a useful looking recruit and, as he is short on manpower, press gangs him for a week. Your Warrior can either try to escape the Watch by making a donation to their funds of 2D6 x 10 gold, or join up.

If your Warrior joins up he does not have to pay Living Expenses for the week and earns 20 gold in wages. However, while in the Watch he has no time to visit any traders or Special Locations.

44 ILLNESS

A terrible illness strikes the Settlement, and your Warrior falls prey to it. He must spend the next two days in bed, paying 10 gold per day for medication as well as the normal Living Expenses. While your Warrior is in bed, you do not have to roll on this table for him.

45 PET DOG

Your Warrior is adopted by a small dog. It follows him around everywhere, skulking in the shadows while the fighting goes on and then emerging after the adventure is completed to shower his new master with adoration. Unfortunately, his appetite is beyond all expectations for his size, and he doubles your Warrior's Living Expenses. Your Warrior can kill it if you want, but it would be a cruel and heartless thing to do and it will cost him 1,000 gold to pay for a decent burial for the hound!

If your Warrior already has a pet dog, roll on this table again. If *not, name him and note him down on your Warrior's Adventure* Record sheet.

46 RUNAWAY

While walking along the main street, your Warrior hears a disturbance just around the corner. A moment later a huge runaway bull charges down the street, wrecking market stalls and causing panic. Your Warrior can let it pass by hiding down a side alley, or try to stop the enraged animal.

If your Warrior hides down the alley and lets the bull pass, roll 1D6 on the following table:

1-3 Your Warrior skulks in the shadows, waiting for the action to die down. As he peeps round the corner, a mugger's metal bar hits him over the head. When he regains consciousness, his purse is 100 gold coins lighter.

4-6 After waiting nervously in the dark for a few minutes, your Warrior sees the bull roar past and career off down a side street. The danger is passed and your Warrior may carry on about his business.

If your Warrior tries to stop the bull, roll 1D6 on the following table:

1-2 Your Warrior waves the passers-by aside and leaps out in front of the bull, sword drawn. The bull hesitates for half a second or so, and then tramples him into the dirt before carrying on its way. The crowd then stomp all over him in the rush to follow the bull, leaving him to nurse his injuries alone in an empty street.

3-4 A single sword thrust stops the bull dead in its tracks – literally. As its carcass twitches spasmodically, the crowd roar in approval and shower your Warrior with 100 gold. Then the bull's enraged owner arrives, and relieves him of 150 gold – it was his prize stud, and he wanted it stopped, not slaughtered!

5-6 Your Warrior gives the bull a hard stare and it skids to a halt, snorting and pawing the ground. Putting a rope around its neck, he leads it back to its stall. The crowd cheer and shower him with 150 gold.

51 CRIME

Your Warrior is accused of murder and thrown in jail. The matter is sorted out eventually, but only after your Warrior's companions have bailed him out. Each Warrior in the party except the accused must pay 1D6 x 5 gold to the authorities.

If his companions do not have the money, your Warrior must spend 1D6 days in jail. While in jail he doesn't have to pay Living Expenses or roll on this table.

52 UNEVENTFUL DAY

53 COUNTERFEIT

As your Warrior attempts to buy some equipment, the trader points out his gold is counterfeit and refuses to take it. Looking through his stash, your Warrior discovers that 1D6 x 10 of his gold is indeed worthless. Discard it and cross it off his Adventure Record sheet.

If your Warrior does not have that much gold left, and has already spent some in the Settlement, he must leave for the next dungeon immediately before anyone catches on.

54 BEGGARS

Your Warrior is accosted by beggars and, overwhelmed by the sadness of their plight, gives each of the 2D6+2 pitiful wretches 5 gold. If your Warrior cannot pay he is a beggar himself, and you must roll 1D6 on the following table:

1 Your Warrior is thrown out of the Settlement – see Settlement Event 11.

2-6 Your Warrior gains 1D6 x 10 gold by begging.

55 DEBT

A debt collector catches up with your Warrior, demanding payment for money borrowed years ago. The sum your Warrior borrowed was not substantial, but the interest rates are astronomical. The outstanding balance is 1D6 x 20 gold, and if your Warrior cannot pay in full immediately the debt collector takes all his gold plus one piece of equipment or treasure.

56 UNEVENTFUL DAY

61 TEMPLE DONATION

Much taken with the teachings of the local priest, your Warrior pledges 1D6 x 50 gold to his cause, selling equipment if necessary to meet the cost of the donation. The next time your Warrior is in a fight and fails to hit his opponent, the sect's deity shines on him and he may re-roll the attack. He may only do this once for each donation he makes (ie., each time he rolls this result on this table.)

62 UNEVENTFUL DAY

63 HUNTING

Your Warrior is invited by a group of locals to go on a nocturnal hunt. Meeting them just before sunset, he is informed that tonight's prey is the great Quarg – a beast of fearsome temper and foul disposition. His task in the group is to take the hunting tools – a net, a small pole with a bell on it and a bag full of garlic – and wait in the middle of the woods while the rest of the hunters spread out into the forest and drive the Quarg towards him.

As the sun rises the next morning, and the owls return to their nests, there is still no sign of the Quarg, your Warrior begins to wonder if someone is being made a fool of...



64 WITCHCRAFT

Your Warrior is accused of witchcraft, and is chased through the streets by an angry mob. Roll 1D6 on the following table:

1-3 Your Warrior escapes by jumping over the Settlement wall and into the filthy water of the moat. Pelted with eggs and rotten fruit, he staggers out onto the far side, where he has to wait outside for his companions.

4-5 Your Warrior ducks down a side alley and escapes, but from now on must wear a disguise when out in public!

6 Your Warrior turns angrily on the mob, demanding an explanation. Shouting down the leader of the mob, he establishes his authority over the crowd, who sheepishly return to their hovels, pausing only to give him 100 gold as way of compensation.

65 UNEVENTFUL DAY

66 ACCIDENT

As your Warrior helps an old crone to cross the busy main street, an beer wagon unexpectedly crashes into him. She carefully peels him off the heavy, iron-shod wheel, and takes him to the infirmary to be patched up. Your Warrior cannot buy anything or visit any Special Locations for 1D6 days while he recovers. While he is recovering you do not have to roll for him on this table.

· EQUIPMENT TABLES ·

· THE ARMOURER ·

EQUIPMENT	WARRIOR B	D	E	W	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Leather Armour	✓	✓	✓	–	5	40	20	+1 Toughness; destroyed by the first blow that scores a natural 6 for Wounds or if the Warrior wearing it is reduced to 0 Wounds.
Furs	✓	✓	✓	–	4	300	75	+1 Toughness; may be worn in addition to chainmail or light armour, in which case it causes -1 Movement and -1 on all to hit rolls.
Chainmail Armour	✓	✓	–	–	6	500	150	+2 Toughness; -1 Movement.
Light Armour	✓	✓	–	–	7	1,000	350	+2 Toughness.
Heavy Armour	✓	✓	–	–	8	4,000	1100	+3 Toughness; -1 Movement (except Dwarf).
Plate Armour	–	✓	–	–	10	7,000	2500	+4 Toughness; -1 Movement.
Shield	✓	✓	✓	–	4	300	75	+1 Toughness; while using a shield, a Warrior cannot use a bow or a 2-handed weapon.
Great Shield	✓	✓	–	–	9	550	150	+2 Toughness; -1 Movement; -1 on all to hit rolls; while using a great shield, a Warrior cannot use a bow or a 2-handed weapon.
Note that shields are only effective against hand-to-hand and missile weapon attacks, and not against fire or magic.								
Leather Helm	✓	✓	✓	–	4	100	12	+1 Toughness; destroyed by the first blow that scores a natural 6 for Wounds or if the Warrior wearing it is reduced to 0 Wounds.
Open Helmet	✓	✓	✓	–	7	500	150	+1 Toughness.
Warhelm	✓	✓	–	–	9	1,000	350	+2 Toughness.

· THE FLETCHER ·

EQUIPMENT	WARRIOR B	D	E	W	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Short Bow	✓	–	✓	✓	5	150	20	Strength 1; as many shots per turn as Warrior has Attacks.
Longbow	✓	–	✓	–	8	300	40	Strength 4; one shot per turn.
Arrows	✓	–	✓	✓	3	20	–	Enough arrows for Short Bow or Longbow to last all dungeon.
1D6 Fire Arrows	✓	–	✓	✓	8	100	–	If arrow hits target it may set it alight: roll 1D6, on a score of 4, 5 or 6 the target is set alight and takes an extra 1D6 Wounds, with no modifier for Toughness or armour, each turn until the damage roll comes up a natural 1 or 2 and the fire goes out, causing no more Wounds.
Crossbow	–	✓	–	✓	9	1,000	200	Strength 5; one shot per turn.
Pistol Crossbow	–	✓	✓	✓	10	1,500	250	Strength 3; 3 shots every other turn (takes one turn to reload); range 5 squares.
Quarrels	–	✓	✓	✓	3	30	–	Enough quarrels for Crossbow or Pistol Crossbow to last all dungeon.

· THE WEAPONSMITH ·

EQUIPMENT	WARRIOR B	D	E	W	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Dagger	✓	✓	✓	✓	4	75	20	Strength 1; hand-to-hand or missile weapon; may be retrieved once all Monsters in the room are dead.
Knife	✓	✓	✓	✓	2	40	5	Strength 1; may be concealed inside Warrior's boot.
Sword	✓	✓	✓	✓	5	200	15	Normal damage (1D6 + Warrior's Strength).
Longsword	✓	–	✓	✓	7	400	20	+1 Strength; -1 on all to hit rolls.
Great Sword	✓	✓	✓	–	8	700	35	+4 Strength; -1 Initiative; -1 Attacks; cannot use shield at the same time.
Broadsword	✓	–	–	–	7	500	25	+3 Strength; -1 on all to hit rolls.
Axe	✓	✓	–	–	4	150	15	Normal damage (as sword)
Battle-axe	✓	✓	–	–	8	500	35	+2 Strength; cannot use shield at the same time.
Throwing Axe	✓	✓	–	–	7	300	35	+1 Strength; missile or hand weapon. If thrown, may be retrieved once all the Monsters in the room are dead.
Spear	✓	✓	✓	–	8	200	20	Missile or hand-to-hand weapon. +1 Initiative in 1st round of combat; may attack in ranks (as Goblin Spearmen). No modifier on basic damage caused by wielder. If missile weapon, needs a 4+ to hit. Strength as thrower.
Mace	✓	✓	–	–	7	250	20	-1 on all to hit rolls, but if to hit roll is an unmodified 6 roll extra 1D6 for Wounds.
Warhammer	✓	✓	✓	–	10	400	100	If to hit roll is a natural 6, roll extra 1D6 for Wounds.
Throwing Stars (Bag)	✓	–	✓	✓	6	100	35	Strength 1; missile weapon, thrown at -1 Ballistic Skill; ignore armour when rolling for damage; bag contains enough stars to last all adventure. The Warrior can throw as many stars per turn as he has Attacks.
Flail	✓	✓	–	–	9	250	100	+2 Strength; -2 on all to hit rolls.
Knuckle Duster	✓	✓	✓	✓	8	100	25	Strength 4; -2 on all to hit rolls.
Halberd	✓	–	✓	–	7	250	75	+1 Strength; -2 Initiative; cannot use shield at the same time; attack in 2 ranks (see Goblin Spearmen).

· THE ANIMAL TRADER ·

EQUIPMENT	WARRIOR B	D	E	W	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Mule	✓	✓	✓	✓	6	200	100	Can carry all your Warrior's gear between dungeons, reducing his journey time by 1 week; increases Living Expenses by 1 gold per day; upon departure from a Settlement roll 1D6; on a roll of 1, the mule has been stolen.
Horse	✓	–	✓	✓	8	500	200	Can carry all your Warrior's gear between dungeons, reducing his journey time by 2 weeks; increases Living Expenses by 2 gold per day; upon departure from a Settlement roll 1D6; on a roll of 1, the horse has been stolen.
Warhorse	✓	–	✓	–	10	1000	400	Can carry all your Warrior's gear between dungeons, reducing his journey time by 2 weeks; increases Living Expenses by 3 gold per day; upon departure from a Settlement roll 1D6; on a roll of 1, the warhorse has been stolen; if a Hazard that occurs on the journey indicates any kind of fight you may add +1 to any dice rolls required.
Cart	✓	✓	✓	✓	7	300	100	A cart can be towed behind a mule, horse or warhorse, and can carry up to 4 Warriors and all their gear, reducing the party's journey time by a total of 1 week.

· THE GENERAL STORE ·

EQUIPMENT	WARRIOR B	D	E	W	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Rope	✓	✓	✓	✓	5	30	5	Use to escape pit; after each use roll 1D6, on 1 or 2 the rope breaks and is discarded.
1D6 Bandages	✓	✓	✓	✓	7	50 Each	5	Each bandage restores 3 Wounds. One use then discard. At the end of each adventure roll 1D6 for each bandage. On a score of 1, 2 or 3 the bandage has perished and is of no further use.
1D6 Provisions	✓	✓	✓	✓	5	50 Each	–	Each set of provisions restores 2 Wounds. At the end of each adventure unused provisions must be discarded, as they have spoiled.
1D6 Door Spikes	✓	✓	✓	✓	7	100 Each	10	Each spike keeps a door shut for one turn. To use spike your Warrior must be adjacent to the door. Once spiked, a door cannot be opened unless it is broken down. To break down a door, a Monster must be adjacent to the door. Roll a dice and add the Monster's Strength. On a score of 9 or more the Monster breaks down the door.
1D6 Casks of Beer	✓	✓	–	✓	5	50 Each	–	-1 to Weapon Skill; -1 Initiative, +1 Strength (Dwarf +2 Strength); +1 on *Fear* rolls; effects lasts 1 turn; if Wizard drinks he can't cast spells for 2 turns.
Once you have decided that your Warrior is going to buy either bandages, provisions, door spikes or casks of beer, and determined that they are in stock, after rolling for the quantity available he must buy them all (see Timewasting*).*								
Fine Robes	✓	✓	✓	✓	6	50	20	–
Boots	✓	✓	✓	✓	4	20	10	–
Trance stone	✓	✓	✓	✓	7	300	75	If your Warrior does nothing, including move, for one turn, and there are no Monsters on the board, he enters a trance and regains 1 Wound.

· THE GUNSMITH ·

EQUIPMENT	WARRIOR B	D	E	W	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Brace of Pistols (2)	–	✓	–	✓	10	3,000	600	Needs gunpowder and shot; Strength 6; each pistol may make 1 shot every other turn (takes one turn *to reload*); *range 6 squares.*
Musket	✓	✓	–	✓	11	2,000	700	Needs gunpowder and shot; Strength 8; fired at -2 Ballistic Skill; 1 shot every other turn (takes one turn to reload); if the shot kills a Monster, it carries on into any Monster standing directly behind, at -1 Strength for each additional Monster killed.
Shot	✓	✓	–	✓	4	100	–	Enough shot for Pistol/Musket to last all adventure.
Gunpowder	✓	✓	–	✓	4	100	–	Enough gunpowder for Pistol or Musket to last all adventure.

MAJOR PURCHASES

These are items reserved for the fabulously wealthy Warriors who have attained such affluence it is likely they are considering retiring, perhaps to become the general of an army or the lord of immeasurable tracts of land. As such, these items serve no actual purpose in the Warhammer Quest game, save as a good measure of how well your Warrior is doing!

If you decide that your Warrior purchases such an extravagant item, you might like to give it a name and history so that you can introduce your Warrior as Cromm the Barbarian, Lord of Deathcliffe Castle, for instance, rather than just Cromm.

Major Purchases	
Keep	100,000 gold
Castle	300,000 gold
Palace	400,000 gold
Fortress	600,000 gold
Temple	50,000 gold
Sailing Ship	50,000 gold

• TOUGHER MONSTERS •

So far all the Monsters that the Warriors have been fighting have been generated by Event cards. While this is convenient, as all the rules and profiles for the Monsters are to hand, after a few games the Warriors will be eager to encounter the fresh challenge of new Monsters to fight. By using the Monster Table presented here, they can meet a much wider variety of Monsters.

Event cards can either generate an Event, such as a portcullis or a trap, or a room full of Monsters. Up until now, the Event cards that generate Monsters (which have an 'M' in the top corner) state exactly which Monsters have been encountered, the choice being determined by the models supplied in the box. However, Citadel Miniatures manufacture a huge number of different Monsters to collect, of which the ones supplied are only a small proportion. By using the Monster Table, you can use more of the vast range of Citadel miniatures in your games of Warhammer Quest.

USING THE MONSTER TABLE

Before you start a new adventure, decide whether you are using the Monsters printed on the Event cards, or the Monster Table.

If you decide to use the Monster Table the game works in exactly the same way as normal, except that when you draw an Event card with an 'M' in the top corner you roll on the Monster Table to determine which Monsters the Warriors have encountered.





Like the Hazards Table in the *Between Dungeons* section. the Monster Table is arranged on a D66 roll. To recap, to make a D66 roll you roll two D6, but rather than add the numbers together, you count the first as tens and the second as units. If you roll a 4 and a 2, for instance, the result is 42 (not 6).

Next, look up the result on the Monster Table to determine which Monsters the Warriors have encountered. Finally, roll again to find out how many appear, as indicated in the Numbers (No.) column on their line of the Monster Table.

THE RIGHT CITADEL MINIATURES?

Before you use the Monster Table to determine what the Warriors encounter, you should make sure that you have all the Citadel Miniatures you require, such as three Ogres, eight Beastmen, twelve Skaven, and so on. Many of the models that you can roll on the Monster Table come with the Warhammer Quest game so you'll already have them, but there are a few you will need to find.

It is often the case that one of the players already has the models you require, perhaps as part of his Warhammer army, in which case you could borrow those. Eventually, most Warhammer Quest players will build up a respectable collection of models to fill their adventures.

If you decide to stick with the Event cards, the Warhammer Quest box contains some blank cards that you can use to create customised Events for the miniatures in your collection. Simply look up their details from the *Bestiary* section and transfer them to the cards.

If you really cannot get a certain miniature before your game starts, if all the players agree, whenever that particular Monster comes up on the table you may roll again until you roll a Monster for which you do own a model.

To continue the example above, looking up 42 on the Monster Table you'll see that the Warriors have encountered Giant Bats and you have these as plastic models already. If, on the other hand, the result had been 43, the Warriors have encountered Hobgoblins and you would have needed to find some Hobgoblin models.

· THE MONSTER TABLE ·

Essentially, the Monster Table crams all the information about a particular Monster into one line. Each entry includes the Monster's profile, just as it is printed on an Event card, how many appear, its gold value, how much armour it wears and any special rules.

In general, Monsters rolled on the Monster Table are used just as if they had appeared on an Event card. They are placed and fight according to the normal rules, each is worth a certain amount of gold to the Warrior who killed it, and when that group of Monsters is dead the Warriors get a Treasure card (see page 27 of the rulebook).

You will notice that some of the Monsters cause *Fear*, or *Hate* certain Warriors. These concepts are explained in more detail in the *Psychology* section. The other special rules that apply to these Monsters are summarised in the table itself and explained in more detail in the *Bestiary* section of this book.

Note that if you use the Monster Tables, you will need to use the "To Hit" chart at the back of the rulebook.

MONSTER TABLE ENTRIES

Each Monster's entry on the Monster Table includes:

Race and Type

The Monster's race. On some occasions, another D6 roll is needed to determine exactly which type of Monster of that race is encountered.

Profile

The Monster's profile. From left to right the entries are: Movement (M), Weapon Skill (WS), Ballistic Skill (BS), Strength (S), Toughness (T), Wounds (W), Initiative (I), Attacks (A).

Gold

The amount of gold that each Monster of this type is worth once killed.





Armour (Arm.)

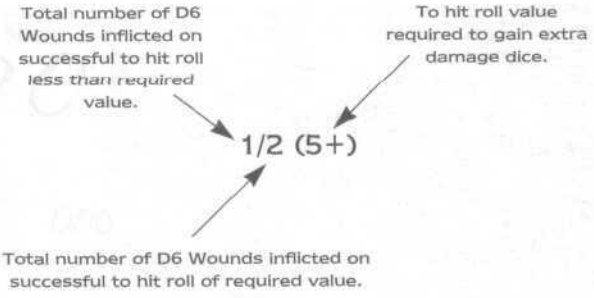
The value of armour that the Monster is wearing. This should be added to the Monster's Toughness characteristic.

Damage (Dam.)

The base amount of damage that this Monster inflicts on its opponent after making each successful attack.

A single number indicates you should roll this many D6 and add the Monster's Strength to determine the damage it inflicts. An entry of 2, for instance, indicates that this Monster inflicts (2D6+Strength) damage for each successful hit.

Some Monsters cause extra damage if their to hit roll is above a certain value. An Ogre, for instance, normally causes (1D6+Strength) damage, but if its to hit roll is 5 or more it has landed a particularly vicious blow that does (2D6+Strength) damage. This is represented in the damage column of the table thus:



Number (No.)

The number of this type of Monster encountered.

Special

Any special abilities that the Monster has or any special rules that apply to it. These are explained more fully in the *Monsters' Special Rules* section and/or in the Monster's *Bestiary* entry.

MONSTERS IN OBJECTIVE ROOMS

If you use the Monster Table you have a choice as to how you determine the Monsters that the Warriors find in the adventure's objective room: you can either roll on the Objective Room Monster Table, as usual, or roll twice on the Monster Table.

Bear in mind, however, that some of the dungeons in the *Adventure Book* are designed around specific Monsters, and are best left alone. If in doubt, common sense should prevail!

• LEVEL 1 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll again, adding +3 to the number of Monsters encountered.													
12	Ogres	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	1D3	Fear 5.
13	Beastmen	4	4	4+	3	4	6	3	1	100	–	1	1D6+2	Throw Spears (Str 3).
14	Skaven Stormvermin	5	4	4+	4	3	5	5	1	95	1	1	1D6+3	–
15	Snotlings	4	1	–	1	1	1	1	1	10	–	S	1D6+6	Ambush A; Gang Up.
16	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	1D6+6	Ambush A; Fly.
21	Giant Spiders	6	2	–	S	2	1	–	1	15	–	1	2D6	Web (1D3).
22	Giant Rats	6	2	–	3	3	1	4	1	25	–	1	2D6	Deathleap (see *Bestiary*).
23	Orcs	4	3	4+	3	4	3	2	1	55	–	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords.
24	Skaven Clanrats	5	3	4+	3	3	3	4	1	40	–	1	2D6	–
25	Savage Orcs &	4	3	4+	3	4	5	2	1	65	S*	1	1D6	Armed with Bows (Str 3); *Tattoos 6+.
	Savage Orc Shaman	4	3	4+	3	5	16	3	1	590	S*	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon; *Tattoos 5+.
26	Goblin Netters	4	2	5+	3	3	2	2	1	35	–	S	1D6	Armed with Nets (see *Bestiary*).
31	Skeletons	4	2	5+	3	3	5	2	1	80	–	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1.
32	Zombies	4	2	–	3	3	5	1	1	40	–	1	1D6	Fear 3.
33	Ghouls	4	2	–	3	4	4	3	2	80	–	1	2D6	Break; Fear 4.
34	Dark Elves	5	4	3+	3	3	6	6	1	100	1	1	1D6+3	Armed with Crossbows (Str 4); Dodge 6+; Hate Elves.
35	Giant Spiders	6	2	–	S	2	1	–	1	15	–	1	2D6	Web (1D3).
36	1-3 Wild Cave Squigs	S	4	–	5	3	3	5	2	200	–	1	1D3	Never Pinned; Wild Squig Attack (see *Bestiary*).
	4-6 Trained Cave Squigs &	S	4	–	5	3	3	5	2	200	–	1	1D3	Never Pinned.
	Goblin Squig Hunters	4	2	4+	3	3	2	2	1	25	–	1	Special	Herd Squigs (see *Bestiary*).
41	Snotlings	4	1	–	1	1	1	1	1	10	–	S	1D6+6	Ambush A; Gang Up.
42	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	1D6+6	Ambush A; Fly.
43	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	1D6+3	Ambush, Magic A; Break.
44	Goblins &	4	2	5+	3	3	2	2	1	20	–	1	1D6+6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).
	Goblin Shaman	4	2	5+	3	4	3	3	1	280	–	1	1	Goblin Magic 1; Magic Resistance 5+ (Ring).
45	Minotaurs	6	4	4+	4	4	15	3	2	440	–	2	1D3	Fear 5.
46	Orcs	4	3	4+	3	4	3	2	1	55	–	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords.
51	Snotlings	4	1	–	1	1	1	1	1	10	–	S	1D6+6	Ambush A; Gang Up.
52	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	1D6+6	Ambush A; Fly.
53	Giant Spiders	6	2	–	S	2	1	–	1	15	–	1	2D6	Web (1D3).
54	Giant Rats	6	2	–	3	3	1	4	1	25	–	1	2D6	Deathleap (see *Bestiary*).
55	Skaven Clanrats	5	3	4+	3	3	3	4	1	40	–	1	2D6	–
56	Skeletons	4	2	5+	3	3	5	2	1	80	–	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1.
61	Goblins	4	2	5+	3	3	2	2	1	20	–	1	1D6+6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).
62	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	1D6+3	Ambush, Magic A; Break.
63	Dark Elf Naggaroth Black Guards	5	5	3+	4	3	6	7	1	150	2	1	1D6+2	Armed with Halberds; Fight in Ranks; Hate Elves.
64	Centaurs	8	3	3+	4	3	12	3	2	300	–	2	1D3	Armed with Bows (Str 4); Fear 4.
65	Minotaurs	6	4	4+	4	4	15	3	2	440	–	2	1D3	Fear 5.
66	Roll again, adding +3 to the number of Monsters encountered.													



· PSYCHOLOGY ·

Deep within the dread dungeons of the Warhammer World dwell all manner of fearsome Monsters, the mere sight of which can be enough to send a chill of terror through the bravest Warrior. Although it is impossible to get inside the minds of the Monsters and the Warriors in a game such as this, the following rules offer a simple system to represent some of the combatants' emotions.

Some Monsters are innately terrifying, such as undead creatures like Zombies and Skeletons. Other Monsters hate certain Warriors so much that they attack them with mindless ferocity. Still others may lose their courage if some of their numbers are killed. Taking these differing reactions into account during combat can add a new dimension to your games of Warhammer Quest, and help bring both the Warriors and the Monsters to life.

The following rules for Fear, Hatred and Breaking apply mainly to Monsters. The major exception is the rule for Hatred. *It is possible that one of the Warriors might find some magic* item or be the victim of a spell that causes him to hate a *particular type of Monster, such as Orcs or Skaven.* The Monster tables state which Monsters are subject to which psychology rules.

· FEAR ·

Some Monsters cause *Fear* because they are particularly frightening for one reason or another. Zombies, for instance, are the re-animated corpses of once-human Warriors and are therefore understandably fearsome to face in combat. Minotaurs, on the other hand, cause Fear because of their sheer size and ferocity.

Each Monster that causes Fear has a *Fear Value*, indicated by the number after the Fear entry. When an event occurs that generates Monsters that cause Fear, roll 1D6+1 for each Warrior as soon as the Monsters are placed on the board. This is the Warrior's Fear roll.

If the total is greater than the Monsters' Fear Value, that Warrior is not afraid of them during this combat and may fight them as normal.

If the total is less than or equal to the Monsters' Fear Value, that Warrior is afraid of them during this combat, and fights them at -1 on his to hit rolls. If a Wizard fails his Fear roll any spells he attempts to cast against those Monsters have their casting numbers increased by +1.



Each time the Warriors meet a type of Monster that causes Fear they must make a Fear roll, as the effect of the roll, whether good or bad, applies only to that type of Monster during this one combat.

If there are two or more types of Monster in the room that cause Fear, make a Fear roll for each Warrior against the particular Monster he is fighting.



TERROR

Some Monsters are even more frightening and cause *Terror* rather than Fear. Monsters that cause Terror are treated in the same way as those that cause Fear, except Warriors that fail their test are at -2 on their to hit rolls. If a Wizard fails his Terror roll any spells he attempts to cast against that Monster have their casting numbers increased by +2.

· HATRED ·

Some Monsters Hate certain types of Warrior (shown after the Fear entry). Dark Elves, for instance, Hate Elves. If a Monster Hates a particular Warrior, it will attack him with unbridled ferocity. The Monster gains +1 Attacks when fighting that Warrior, as he slashes and hacks in a mad bloodlust. Its attacks are so wild, however, that they are made at -1 to hit.

In a similar manner, if a Warrior Hates a particular type of Monster he gets +1 Attacks made at -1 to hit against them.



· BREAKING ·

Some Monsters, such as Ghouls, are very cowardly, and if a fight is going badly will turn tail and run. These Monsters have a Break Point.

At the end of each turn during which one or more Monsters with a Break Point are killed, roll 1D6 for each different type that took casualties. If the score is greater than the remaining number of that type of Monster, they break and run, vanishing into the shadows – remove them from the board.

The Warriors do not get the Gold Value for any Monsters that run away. They do, however, get a Treasure card at the end of the combat, as usual.

· ZERO WOUNDS ·

So far in the Warhammer Quest game, there have only been two ways in which a Warrior can be revived once he has been knocked down to zero wounds. He could either be healed by a potion, or by a spell.

Now, however, Warriors can also buy various healing items from the General Store, or even find them on their travels. The rules which follow explain how these new items can be used.

So long as a Warrior is on his feet, above zero wounds, he can use up his own bandages, provisions and any other healing items as he sees fit. The player simply crosses them off his Adventure Record sheet as they are used.

Once he is down to zero wounds, however, a Warrior is in trouble! He cannot eat provisions or wrap bandages around his wounds. All he can do is drink a magic potion if he has one.

The other Warriors can try and heal him if they want, by giving him a potion, or by casting a healing spell.

If another Warrior is adjacent to the injured Warrior, he can try and bandage him up or feed him provisions. There is no guarantee that this will be successful. The Warrior attempting the healing must use up his own items to do so. Each time he tries, he must roll a dice. On a score of 4+, his attempts are successful, and the healing item works as usual. On a 1, 2 or 3, the attempt fails and the item has been wasted. The Warrior attempting the healing can try this as many times as he likes, so long as he is prepared to keep using up his own precious healing items.

Once more, if the Warrior is on zero wounds at the very end of the turn, he is dead and out of the game.

PRONE WARRIORS

Sometimes, due to gaining a spell, special ability or skill, a Warrior can 'feign death', falling to the ground and assuming a corpse like attitude. He must stay 'prone' like this for at least a whole turn. Whilst prone, no Monsters will attack him, so long as there are other Warriors still standing. He may stay prone for as many whole turns as he wishes. Whilst prone, a Warrior may do nothing at all other than surreptitiously swig potions.

If no other Warriors are standing, then the Monsters will attack any prone Warriors, hitting them automatically, without having to make any dice rolls at all. Damage is resolved as usual, but only armour and Toughness may be deducted from the score – the Elf cannot dodge a blow while he is prone, for example!



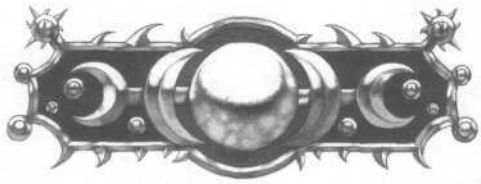
•SECTION 2•

WARRIORS' DEVELOPMENT

This section deals with one of the most entertaining aspects of the Warhammer Quest Roleplay game – the Warriors' development.

As they explore the dungeons of the Warhammer World, vanquishing terrible Monsters and claiming their treasures, the Warriors become great Lords of Battle. From their humble beginnings, when they were little more than a small band of determined yet wary individuals entering the dungeons for the very first time, the Warriors, through hard-fought experience, become mighty heroes.

Over the next few pages we present rules for determining exactly how the Warriors advance, and provide more powerful foes for them to face.



· WARRIORS' DEVELOPMENT ·

As they explore deep below the Worlds Edge Mountains, fighting ever more powerful Monsters and gaining gold and treasure, the Warriors become fearless fighters of great renown. As they gain in experience, they undertake more dangerous quests and adventures in search of treasure and glory, triumphing where lesser men would be quickly killed by the monstrous hordes.

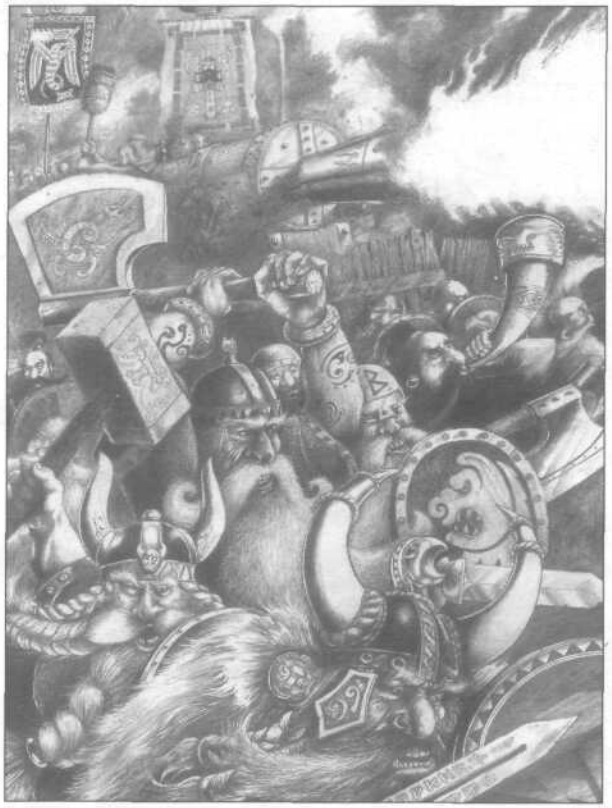
The first time the Warriors attack a band of Goblins in the dark, dank caves that lie below the Worlds Edge Mountains, they are bound to feel a little uncertain of the outcome. There are so many enemies to fight and the twisted confines of their tunnels and lairs make the style of fighting very different from the sunlit fields of battle.

As the Warriors win through struggle after bloody struggle however, they learn how best to fight in this new environment. They become aware of new sounds and signals of danger as their senses quicken, and their reactions become lightning fast.

This acclimatisation is vital, for one slip in this treacherous, torchlit underworld means certain death. Deep below the earth there are no regiments of men-at-arms to protect the Warriors, and there is nowhere safe to run.

· BATTLE-LEVELS ·

In the Warhammer Quest Roleplay game, a Warrior's progression from Novice Warrior to Lord is represented by his **Battle-level**. This is a measure of a Warrior's experience in combat. All Warriors start at Battle-level 1, and as they fight their way through one dungeon after another they go up through the Battle-levels until they become Lords at Battle-level 10.



Although a Warrior gains valuable experience through fighting and exploring, in order to ascend through the Battle-levels he needs to visit special training camps between adventures and gain the full benefit of what he learns underground. Under the intense tutelage of the masters of his profession, each Warrior spends many gruelling hours learning to apply the raw skills he has picked up in his adventures.

Training of course costs gold, and to get enough gold the Warriors have to beat plenty of Monsters! The Battle-level tables over the next few pages show how much gold each Warrior needs to train to his next Battle-level, and what benefits he gains from doing so.

As your Warrior gains gold, trains and improves himself, he can venture into ever more perilous dungeons, fighting tougher and tougher Monsters. These in turn are worth more gold, enabling your Warrior to reach his next Battle-level, and so on.

For instance, it costs the Barbarian 2,000 gold to get from Battle-level 1 to Battle-level 2. To get from 2nd to 3rd Battle-level costs him another 4,000 gold (for a total of 6,000 gold). In all, to get your Barbarian up to Battle-level 10 he needs to spend 195,000 gold!

The *Training* section explains this arduous process in more detail.

WIZARDS

The way in which Wizards progress through their Battle-levels is slightly different from that of other Warriors, so there is a separate section entitled *Wizards' Training* which deals with them.

· PLAYING THE GAME ·

Even when the Warriors have reached higher Battle-levels, the Warhammer Quest game still follows the same basic structure: you consult the Adventure Book to determine what the Warriors must do, you lay down the floorplans as they are explored until the final objective room is reached and the adventure is completed, and so on. However, there are a few minor differences, which are as follows:

EVENT CARDS

The Event cards are still used to generate the Monsters and Events the Warriors encounter, but the details on the cards are no longer relevant.

If the Event card has an 'M' in the top corner, use the relevant Monster tables from the Bestiary section to determine which Monsters the Warriors encounter.

If the Event card has an 'E' in the top corner, use the Event tables to determine which Event the Warriors have triggered.

TOUGHER OBJECTIVE ROOMS

At this point in the game the Objective Room Monster Table from the Adventure Book becomes less and less of a challenge. The possibility of meeting three Minotaurs will not worry Warriors of Battle-level 6, for instance, as they may well have just fought their way through a dungeon packed with far more terrifying Monsters.

The table below replaces the Objective Room Monster Table in the Adventure Book. From now on, whenever the Warriors reach the adventure's objective room, roll 1D6 on this table to see what Monsters are defending it. The roll is made during the Monsters' Phase, as the Warriors first enter the objective room, and replaces taking an Event card.

ADVANCED OBJECTIVE ROOM MONSTER TABLE

1	Roll once on the Monster table that is 2 levels higher than the Warriors' Battle-level, once on the Monster table that is 1 level higher than the Warriors' Battle-level, and once on the Monster table that is the same level as the Warriors' Battle-level.
2	Roll twice on the Monster table that is 1 level higher than the Warriors' Battle-level.
3	Roll once on the Monster table that is 1 level higher than the Warriors' Battle-level, and twice on the Monster table that is the same level as the Warriors' Battle-level.
4-5	Roll three times on the Monster table that is the same level as the Warriors' Battle-level.
6	Roll twice on the Monster table that is the same level as the Warriors' Battle-level.

He's mine," snarled Ranalf the Barbarian, overtaken with berserk fury at the sight of the hulking Ogre lumbering towards them. No-one argued with him, he was welcome to the beast.

In the confined space of the tunnel, the combatants barely had room to move. The Ogre's gnarled and scabby head scraped along the roof as it advanced. It didn't seem to care much, striding down the tunnel with its huge, spiked club swinging from side to side.

Then, without warning, the Ogre took a deep sniff of the air and let out a bellowing roar, exposing yellow tusks in a cavernous mouth.

All the Warriors flinched involuntarily and backed off a few paces – all except Ranalf, who leapt forwards, his sword raised to strike and his defiant warcry renting the fetid air asunder.

"Prepare to die, spawn of darkness!"

The enraged Warrior charged towards the huge beast and thrust his blade into its chest, slipping the cold steel between its ribs. It let out an enraged cry and pitched backwards, its arms flailing...



Specific Adventures

Some of the dungeons in the Adventure Book do not use the Objective Room Monster Table, but instead have specific endings where the Warriors have to fight Skaven or Orcs, for instance. In these situations you will need to improvise a little when the Warriors reach the objective room, making sure that the Monsters are tough enough to give them a challenge. If in any doubt, use the Advanced Objective Room Monster Table.

BLOCKED ROUTES

You will have noticed that sometimes the Warriors take the wrong turn in a dungeon, and end up being blocked in by a portcullis or a cave-in. In the basic game, this does not matter much, as you can always start a fresh adventure with new Warriors, leaving the others to a grisly fate in the darkness!

When you are playing with the Roleplay rules, however, you will be devoting a great deal of time and effort to the development of your Warriors. They gain their own unique collection of skills, weapons and equipment as a result of many hours of gameplay. You cannot simply let them be doomed to die just for taking a wrong turning. After all, they are mighty heroes and should be able to cope with such minor set-backs.

From now on, if you find a T-junction and end up down a blind alley, with a cave-in and perhaps a portcullis behind you – never fear! You will have to carry on down the route you chose, until you reach the end of that 'sub-deck'. The last card always leads out of the dungeon. You may now play the whole adventure again from scratch, or go back down the dungeon that is already laid out. The Warriors move through the passageways and rooms as usual, looking out for unexpected events. When you get to the fateful T-junction you will know better than to take your original route, and go down the other path instead. This should ensure that your Warriors don't end their glorious career trapped behind a pile of fallen rocks.

· THE PARTY ·

The saying goes that there is safety in numbers, and nowhere is this more true than in the twisting caverns and catacombs beneath the Worlds Edge Mountains. It would be foolish for anyone to enter such dangerous places alone. The Warriors know this as well as the next man, and always embark on their adventures in a group, so that their skills complement each other.

Once the Warriors have started to progress through their Battle-levels a new problem arises with the adventuring party arrangement: what happens if one or more of the Warriors is killed? It would be suicidal for a Battle-level 1 Warrior to join a party of Battle-level 5 Warriors – it is unlikely that he would last five minutes against the Monsters such a party would be fighting. (Of course, you always have this option, and if your Warrior survives he becomes a hero amongst heroes.)

The first, and probably best solution is to use a 'spare' Warrior from a different party that is also low on numbers. If you have just lost a Dwarf of Battle-level 5 you could replace him with that Battle-level 5 Barbarian you've already got, the sole survivor of a previous expedition that went wrong.



The second solution is to start another party of Battle-level 1 Warriors, transferring any Warrior that survives to Battle-level 5 to the original party. This, however, can be disheartening for the other players, who may not want to start another party to accompany your Warrior until he is strong enough.

The third solution is to generate a new Battle-level 1 Warrior and then let the rest of the party 'carry' him through the adventure. This involves saving his skin from Monsters too tough for him to handle, lending him gold to train and magical weapons and armour to fight with, and generally giving him a helping hand until he catches up.

The fourth, and least desirable, solution is to create a new Warrior from scratch then modify his characteristics to take into account the benefits he should have acquired. Taking your Dwarf as an example, look up a Battle-level 5 Dwarf on the Dwarf Battle-level Table and use this profile for your new Warrior. Of course, given that this method is nowhere near as satisfying as playing all the way through with a Warrior who started at Battle-level 1, it's best avoided if possible.

· MIXED PARTIES ·

So far, each party of Warriors has always been made up of one Barbarian, one Dwarf, one Elf and one Wizard. However, there is no reason why this should always be the case, and you should feel free to have a party that consists of a Barbarian, two Dwarfs and a Wizard, for example.

If your party has a different composition from the normal party, the following rules apply:

1. No matter how many Wizards there are in the party, only 1D6 is rolled for their Power, so all the Wizards have the same amount of Power each turn. If the dice comes up a 1, an Unexpected Event occurs as usual.
2. Share out the extra Equipment cards randomly amongst the extra Warriors. There is always only one of each item, so even if there are four Dwarfs there is only ever one rope.
3. Having more than one of the same kind of Warrior in the party causes problems when deciding who goes first. To resolve this, roll 1D6 for each Warrior with equal Initiative, with the highest scorer going first. Aside from those Warriors with equal Initiative, play order is determined by order of Initiative, as normal.

· POWERFUL MONSTERS ·

To ensure the Warriors earn enough gold to finance their increasingly expensive training as they advance through their Battle-levels, they must go in search of ever tougher Monsters to challenge. The Warriors take part in adventures appropriate to the Battle-level of the party. Battle-level 5 Warriors, for instance, have level 5 adventures, and the Monsters they fight come from the Level 5 Monster Table, and so on. Sometimes this is referred to as the Dungeon level.

MIXED BATTLE-LEVELS

Sometimes a party of Warriors is split across a number of Battle-levels. This may happen if one Warrior gains just enough gold to go up one Battle-level, while the others fall just short. In this case, the Battle-level of the party as a whole is that of the majority of its members. If there isn't a majority, draw a Warrior counter: the Battle-level of the whole party is the same as that Warrior's Battle-level.

SOLO PLAY

As a footnote, it is worth mentioning that it is entirely possible to play Warhammer Quest solo – you simply take the part of all the Warriors! The Monsters and Events are resolved as normal.

BIGGER GROUPS OF WARRIORS

If you decide to take a party of more than four Warriors into a dungeon, you will have to increase the number of Monsters they meet by the same proportion. One extra Warrior would take the party up to five members, an increase of 25%, so the number of Monsters they meet must be adjusted accordingly.

· TRAINING ·

Most towns and cities in the Warhammer World have training grounds where battle-hardened veterans teach would-be Warriors all they know. These experienced fighters can recognise a likely pupil, and will school a promising Warrior in the finer arts of battle. Although their services are widely acclaimed, the specialised skills they teach do not come cheaply.

Training always takes place when the Warriors are 'between adventures' and have reached one of the larger Settlements, either a town or city, where there are training facilities available.

· TRAINING TIME ·

It takes one week for the Warrior to undergo the necessary instruction to enable him to go up a Battle-level. While training, a Warrior may not visit anywhere else or buy anything, as he is shut away in the training grounds. Because his meals and board are included in the cost of the training, he does not have to pay Living Expenses while training. Neither does he have to roll on the Settlement Events Table each day.

In fact, the time your Warrior spends in the dungeon takes care of the actual training and learning of new skills. In the training ground, under the expert tuition of a Lord, your Warrior simply learns how best to utilise these new abilities and become proficient in their use, thus enabling him to put them into practice during his next adventure.

· COST OF TRAINING ·

In the Warhammer Quest Roleplay game, gold represents much more than the physical coins your Warrior finds during an adventure. It is also a measure of how well he is doing, as the more gold he has the quicker he can advance to the next Battle-level.

Bearing this in mind, you can think of gold as a success indicator. As such, your Warrior may be awarded gold for all sorts of things, and not just for killing Monsters. He may be awarded gold for solving a particularly difficult problem, for instance, or for finishing the dungeon and coming out alive.

Looking at the Battle-level table for your Warrior, you can see the amount of gold it takes to advance him to the next Battle-level. Each time he goes up a Battle-level, his profile improves in some way, until eventually he reaches the peak of his career and becomes a Lord.

Looking at the Barbarian's Battle-level table, for instance, you can see that he needs 2,000 gold to pay for the training from 1st to 2nd Battle-level. He then needs another 4,000 gold (for a total of 6,000 gold) to get to 3rd Battle-level, and so on. Bearing in mind that killing 12 Giant Bats will earn him just 180 gold, he has a lot of work to do to reach even the 2nd Battle-level! To get to 10th Battle-level the Barbarian needs a staggering 195,000 gold!

The golden rule is that if your Warrior does not have enough gold to pay for training, he can't train: and if he doesn't train he can't go up a Battle-level.

· BATTLE-LEVEL TITLES ·

The Battle-level tables are split into Titles, linking a Warrior's Battle-level to the name he goes by in society. At the start of his career a Warrior doesn't have a title, but is simply known as a Novice. However, he quickly becomes a Champion, showing that even by this stage he is mighty by the standards of normal men. By the time he gets to Battle-level 5 he gains the title of Hero. If he survives long enough to reach Battle-level 9 he has truly earned the right to be called a Lord.

· BENEFITS OF TRAINING ·

In general, training increases one or more of your Warrior's characteristics, thus changing his profile. Depending on which type of Warrior you have, his characteristics change in a certain, predetermined order. The Barbarian, for instance, gains 1D6 Wounds, +1 Toughness and 1 Luck (see the *New Characteristics* section) upon reaching Battle-level 2.

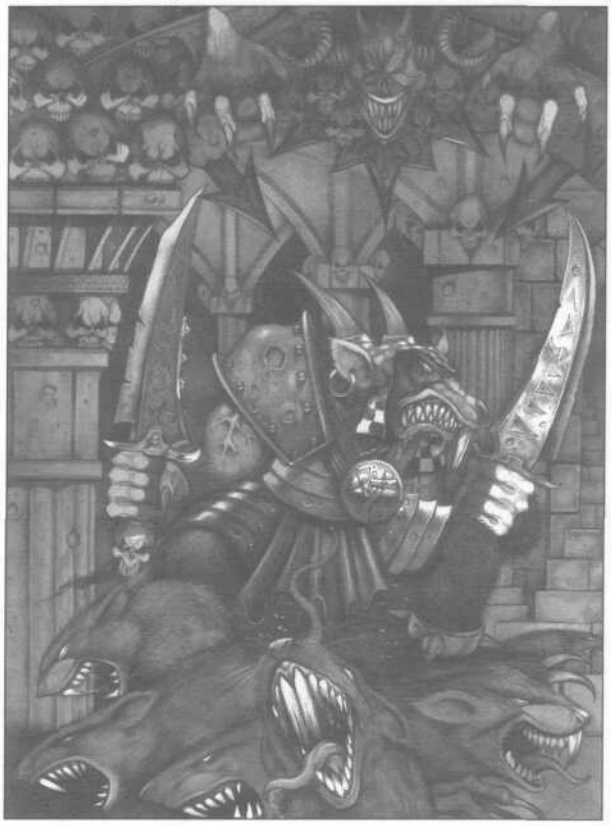
In addition, as your Warrior reaches higher Battle-levels, he may also gain new skills. These are covered in more detail in the *Warriors' Skills* section.

Once your Warrior has paid his gold and carried out his training, amend his profile accordingly, referring to his Battle-level table to determine which benefits he gains. These benefits are explained in detail below.



Any changes made to your Warrior's profile are permanent: they are not additions that are only good for one adventure. Once your Warrior has trained up to Battle-level 2, for instance, he is a Battle-level 2 Warrior, complete with any benefits he has gained, until he has enough gold to train up to Battle-level 3, and so on.

Note that as the Wizard's advancement works in a slightly different way from the other Warriors, his Battle-level table is at the end of the *Wizards' Training* section.



EXTRA WOUNDS

When your Warrior goes up to the next Battle-level he sometimes gains an extra 1D6 Wounds. These Wounds are permanent additions to your Warrior's characteristic and Starting Wounds total, not temporary adjustments that only apply for one adventure.

For instance, take a Battle-level 1 Barbarian who has just gone up to Battle-level 2. Referring to the Barbarian Battle-level Table, we can see that upon reaching Battle-level 2 he gets an extra 1D6 Wounds, taking his total Wounds up to 2D6+9. Note, however, that you do not roll all his Wounds again, but simply roll the extra D6 and add the score to the Wounds he already has.

If you get a 1 when rolling to see how many extra Wounds your Warrior gets you may roll again, but must keep the score of your next dice roll even if it too is a 1.

EXTRA DAMAGE

One of the most important benefits your Warrior gains every time he goes up a Title is an extra dice of damage in combat. This does not actually mean that your Warrior has become stronger, but simply that his experience and skill make each blow he strikes more effective.



So, when a Warrior reaches Battle-level 5 he earns the right to be called a Hero and rolls 2D6+Strength for each successful hit he makes in combat.

Similarly, when a Warrior reaches Battle-level 9 he earns the right to be called a Lord and rolls 3D6+Strength for each successful hit he makes in combat.

PINNING

When your Warrior goes up to the next Battle-level he sometimes gains a bonus to his Pinning roll. This represents the increased ease with which your Warrior can evade the Monsters' attacks as he becomes more experienced.

SKILLS

Your Warrior's Battle-level table also indicates whether he gains a new skill when he progresses to the next Battle-level. Skills and how to use them are covered in the *Skills* section.

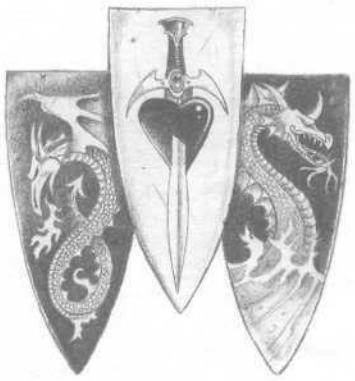
· NEW CHARACTERISTICS ·

In the normal Warhammer Quest game, the only Warriors' characteristics that are used are those that govern the basic principles of the game – moving and fighting. As your games develop, however, and you introduce ever more complex adventures, some of the challenges that the Warriors encounter introduce new levels of complexity to your games that the standard characteristics cannot resolve.

To deal with this situation, at this stage we provide them with a new characteristic – Luck. This new characteristic also helps to broaden and flesh out your Warrior's personality, giving you a better picture of exactly what sort of person he is.

THE LUCK CHARACTERISTIC

As the Warriors become more experienced and battle-hardened, their senses are honed to a razor's edge sharpness, and they learn to read every nuance of a developing situation. In the darkness of the dungeon, where death waits around every corner and any careless motion can set off a trap, the Warriors quickly develop a sixth sense to survive. The most famous (longest surviving!) Warriors in the Warhammer World either have some magical ability to spot danger, or are simply incredibly lucky. Warriors who do not develop one or other of these skills have fairly short lives.



In the Warhammer Quest Roleplay game, this sharpening of the senses is represented by Luck, which allows your Warrior to re-roll any dice roll that fails. For instance, if your Warrior fails to hit his enemy in combat, you can use his Luck to re-roll the to hit dice. Likewise, if he is hit by an enemy, you can use his Luck to force his opponent to re-roll his to hit dice, hopefully making him miss.

Using The Luck Characteristic

Your Warrior's Luck indicates how many times he may re-roll, or force an opponent to re-roll, the dice during a single adventure. A Warrior with a Luck of 3, for instance, may re-roll three dice per adventure.

At the start of each adventure take a number of Luck tokens equal to your Warrior's current Luck. At any time you like during the game, you may discard one of your Warrior's Luck tokens and re-roll any one dice roll that has just been made, whichever player made it.

Remember that each adventure includes the time spent at Settlements, the journey time between cave systems, etc., and that Luck can be used here too!

The Luck Table, below, shows the Luck characteristic for each Warrior at each Battle-level. As your Warrior goes up each of his Battle-levels, his Luck characteristic increases accordingly.

LUCK TABLE

(Number of re-rolls per adventure)

Battle-level	Barbarian	Dwarf	Elf	Wizard
1	0	0	0	0
2	1	0	1	0
3	1	1	2	1
4	2	1	2	1
5	2	1	2	2
6	2	2	3	2
7	3	2	3	2
8	3	2	3	3
9	3	3	3	3
10	3	3	4	3

YOUR ADVENTURE RECORD SHEETS

The Warhammer Quest box contains a pad of Adventure Record sheets that include plenty of space to make a note of all the things introduced in the Roleplay Book that apply to your Warrior.

You should look after your Adventure Record sheet very carefully, as it is a record of your Warrior's progress and current status. At the end of each gaming session, carefully note down the equipment, armour, gold and skills each Warrior has gained, ready for play next time.



"There," whispered Shanador, pointing into the darkness. "In the alcove beyond the altar". The warriors stood poised in the entrance to the temple, the black chamber starkly illuminated by the guttering light of their lantern. One of their number was missing: Unbrok Stonebeard, the Dwarf Warrior. Only the muted sound of steel on steel and the distant howls of wounded and dying Orcs showed he was still alive.

Kronar the Barbarian was breathing heavily, the black shaft of a Goblin arrow protruding from the flesh of his right shoulder. His sword arm hung useless at his side. Where the arrow entered flesh, the blood refused to clot and an ugly red weal betrayed the poison within. "Be quick, they are not far behind, Stonebeard cannot hold them forever, and I am no more use than a child."

Sevarius the Wizard gestured him to be silent and peered into the darkness, following the Elf's gaze. "I see nothing, nothing at all... ahh, wait. Yes, I see it now."

The chamber was darker than was natural and the atmosphere was heavy and oppressive. Sevarius felt the power of barely-suppressed magical energies seething in the air. At the far end of the chamber sat an altar carved from obsidian, in the shape of a huge, flat-topped skull. Fragments of bone lay piled around its base and its surface was stained a dull red.

Behind the altar, high up on the wall, was an alcove in which something glinted and glittered.

"The Star of the Dawn," whispered Shanador. "The end of our quest."

"Go, my friend," said Sevarius. "You alone can scale such a surface. I will try to heal this wound." The Elf nodded his head and was gone.

Sevarius withdrew a phial of liquid from his robes and poured a few drops on the Barbarian's wound. Fire sprang from the torn flesh causing Kronar to grimace in pain. Sevarius pulled the arrow from the wound as the fire died down, leaving just a thin white scar. Laughing at the Barbarian's shocked face, the Wizard turned back towards the altar. "Good as new," he chuckled.

High on the far wall, Shanador had climbed up to the alcove and was reaching inside for the gem.

Kronar cocked his head to one side. "The fighting stops," he growled. "Many Orcs come. Now I fight once more."

The Elf leaned into the alcove and grabbed the gemstone. As he did so, a wind howled round the chamber, hurling the Elf through the air and smashing him on the altar. He didn't move again.

Shadows coalesced above his broken body and a deep voice boomed out.

"Ahhh, Sevarius and Kronar, my foolish children, what were you thinking of?"

Sevarius' words died in his throat, the mumbled incantation of a spell of warding forgotten. The thing before them was vast, its stiff, feathered wings creaking in the howling gale.

Behind him, green-skinned monsters burst into the chamber, howling their rage. Something round and wet bounced across the floor of the chamber, coming to rest at Kronar's feet. Glancing down, he saw the mutilated head of Unbrok Stonebeard, his features frozen in a grimace of defiance.

"Orcs!" shouted the Barbarian leaping forward, sword raised.

"Lord of Change!" shrieked the Wizard, fleeing terrified into the darkness...

· BARBARIAN BATTLE-LEVEL TABLE ·

Battle-Level	Gold	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills	Escape Pinning
1	0	Novice	3	5+	4	1	3	1D6+9	3	1	0	3	0	6+
2	2,000	Champion	3	5+	4	1	4	2D6+9	3	1	1	3	1	6+
3	4,000	Champion	4	4+	4	1	4	3D6+9	3	2	1	3	2	6+
4*	8,000	Champion	4	4+	4	1	4	4D6+9	4	2	2	3	3	6+
5	12,000	Hero	5	4+	4	2	4	5D6+9	4	3	2	4	4	5+
6	18,000	Hero	5	3+	4	2	4	6D6+9	5	3	2	4	4	5+
7	24,000	Hero	5	3+	4	2	4	7D6+9	5	3	3	4	5	5+
8*	32,000	Hero	6	3+	4	2	4	8D6+9	5	4	3	4	6	5+
9	45,000	Lord	6	2+	4	3	4	9D6+9	6	4	3	4	6	5+
10	50,000	Lord	6	2+	4	3	4	10D6+9	6	4	3	4	7	5+

* A Barbarian gains +1 on his berserk dice roll at Battle-levels 4 and 8.

· DWARF BATTLE-LEVEL TABLE ·

Battle-Level	Gold	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice*	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills	Escape Pinning
1	0	Novice	4	5+	3	1 (+1)	4	1D6+8	2	1	0	4	0	5+
2	2,000	Champion	5	5+	3	1 (+1)	4	2D6+8	2	2	0	4	1	5+
3	4,000	Champion	5	5+	3	1 (+1)	5	3D6+8	3	2	1	5	2	5+
4	8,000	Champion	5	4+	4	1 (+1)	5	4D6+8	3	2	1	5	2	5+
5	12,000	Hero	6	4+	4	2 (+1)	5	4D6+8	3	3	1	5	3	4+
6	18,000	Hero	7	4+	4	2 (+1)	5	4D6+8	3	3	2	5	3	4+
7	24,000	Hero	7	3+	4	2 (+1)	5	5D6+8	3	3	2	5	4	4+
8	32,000	Hero	7	3+	4	2 (+1)	5	5D6+8	4	4	2	5	4	4+
9	45,000	Lord	7	2+	4	3 (+1)	5	6D6+8	4	4	3	6	5	4+
10	50,000	Lord	7	2+	4	3 (+1)	5	7D6+8	5	4	3	6	6	4+

* When using his Great Axe, the Dwarf gets 1 extra dice when determining damage, discarding the lowest, at all Battle-levels.

· ELF BATTLE-LEVEL TABLE ·

Battle-Level	Gold	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills	Escape Pinning
1	0	Novice	4	4+	3	1	3	1D6+7	6	1	0	2	Dodge	Auto
2	2,000	Champion	5	4+	3	1	3	2D6+7	6	2	1	2	1	Auto
3	4,000	Champion	5	4+	4	1	3	2D6+7	7	2	2	3	1	Auto
4	8,000	Champion	5	3+	4	1	4	3D6+7	7	2	2	3	2	Auto
5*	12,000	Hero	5	3+	4	2	4	3D6+7	8	3	2	3	2	Auto
6	18,000	Hero	6	3+	4	2	4	4D6+7	8	3	3	3	3	Auto
7	24,000	Hero	6	2+	4	2	4	4D6+7	9	3	3	3	3	Auto
8	32,000	Hero	6	2+	4	2	4	5D6+7	9	4	3	3	4	Auto
9	45,000	Lord	7	2+	4	3	4	5D6+7	9	4	3	4	5	Auto
10	50,000	Lord	7	1+	4	3	4	6D6+7	9	4	4	4	6	Auto

* An Elf of Battle-level 5 and above has a Movement of 5.

· WIZARD BATTLE-LEVEL TABLE ·

Battle-Level	Gold	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Power	Escape Pinning
1	0	Novice	2	6+	3	1	3	1D6+6	3	1	0	3	1D6	4+
2	2,000	Champion	2	6+	3	1	3	2D6+6	4	1	0	4	2D6	4+
3	4,000	Champion	3	6+	3	1	3	2D6+6	4	2	1	4	3D6	4+
4	8,000	Champion	3	5+	3	1	3	3D6+6	4	2	1	4	4D6	4+
5	12,000	Hero	3	5+	3	2	4	3D6+6	4	2	2	4	5D6	3+
6	18,000	Hero	4	5+	4	2	4	4D6+6	4	2	2	5	6D6	3+
7	24,000	Hero	4	5+	4	2	4	4D6+6	4	3	2	5	7D6	3+
8	32,000	Hero	4	5+	4	2	4	5D6+6	5	3	3	5	8D6	3+
9	45,000	Lord	4	4+	4	3	4	5D6+6	5	3	3	5	9D6	3+
10	50,000	Lord	4	4+	4	3	4	6D6+6	6	3	3	5	10D6	3+

· WARRIORS' SKILLS ·

Upon returning from their adventures, the Warriors can visit the local training grounds to improve their skills. There they can learn from the mightiest Lords, themselves Warriors of great renown. The hours of arduous and exhaustive training that the Warriors undergo enable them to master the skills of the sword, bow and spells of great destruction that they need.

As the Warriors progress through their Battle-levels they have the opportunity to gain advice from other, retired Warriors at the training grounds found just outside most large towns and cities of the Old World.

This advice comes in the form of skills that bestow special abilities upon the recipient. Skills cover such diverse topics as how to slip your sword through an opponent's armour to knowing the tell-tale signs that indicate a door is trapped.

· GAINING SKILLS ·

Skills are gained as a result of the normal training process. If your Warrior does not train, there is no chance he will learn any *skills.*

When your Warrior goes up a Battle-level look at the Skill column of his Battle-level table. If there is an increase in the number in this column your Warrior gains one skill. For example, by the time he gets to Battle-level 4 your Barbarian will already have 3 skills. Upon completing his training for Battle-level 4 he gains another, taking his total number of skills to 4.

Note that Wizards do not have a Skills column on their Battle-level table as they do not get skills.

If your Warrior gains a skill, roll 2D6 on the relevant chart below to determine what it is.

DUPLICATE SKILLS

If the roll to determine your Warrior's skill indicates one he already has, you must roll again until you get a skill your Warrior doesn't already have.



· BARBARIANS' SKILLS ·

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.



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 armour like butter.

On a 1D6 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 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.

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 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 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 armour. A grapple cannot be dodged.

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.

· DWARFS' SKILLS ·

The Dwarf has the following skills available to him as he goes up his Battle-levels. To determine which skill he learns when given the opportunity roll 2D6.

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 armour, 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 STONEMASTER

Running your fingers along the wall you find the tell-tale concealed hinge of a secret door.

This skill allows your Warrior to identify secret doors in the dungeon walls.

Each time your Warrior checks a room or corridor roll 1D6 on the following table:

1 **Collapse.** Roll 1D6 for each Warrior on the board section, adding his Initiative to the score. If the total is less than 7 that Warrior suffers 2D6 Wounds with no modifiers for Toughness or armour. Note that this collapse does not block the board section.

2-4 **Nothing.**

5 **Secret Door.** Your Warrior finds a secret door in one of the walls (your choice) leading to a dungeon room.

6 **Very Secret Door.** Your Warrior finds a secret door in one of the walls (your choice) leading to an objective room.

This skill may be used once on each board section and only when there are no Monsters on the board. Each dungeon only ever contains one secret door, so once it is found there is no further point using this skill.

7 DEATHSONG

Before the fatal blow falls you start to bellow the lament that is your family's deathsong, drawing upon its history and meaning to sustain you.

This skill allows your Warrior to survive below zero Wounds by drawing on his inner reserves of strength and willpower.

As soon as your Warrior is knocked to zero Wounds or below he begins to sing a fearful, grim battledirge – his deathsong. 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 deathsong roll 1D6. On a score of 1, 2, 3 or 4 the blow has its normal effect, and takes your Warrior below 0 Wounds and into unconsciousness. On a score of 5 or 6 he ignores the blow's effects, remains standing and on 1 Wound.

Your Warrior continues to sing his deathsong and remain on 1 Wound until he is healed in the normal manner.

8 GOLDMASTER

Your companions declare that they've found all the treasure here and it's 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 with a 1, your Warrior finds nothing, otherwise he finds that much extra gold concealed around the room.

9 GRUDGELORD

You've barely had time to draw your axe when you realise with anger that the Orc nearest the far corner is 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 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.

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.

DWARFS AND RUNES

A Dwarf may only ever have two runes per Battle-level inscribed on each of his weapons at the Runesmith, though subject to this limit one or more of the runes may be the same type.

A Battle-level 5 Dwarf, for instance, may have a maximum of 10 runes inscribed on each of his weapons, even though up to all ten on a single weapon may be identical.



· ELVES' SKILLS ·

The Elf 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.

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 for one turn.

This skill can be used once per adventure.

5 HERBLORE

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.

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

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 sidestepping, 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.

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 Elf. 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 travelling 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 practised manoeuvre 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. On a score of 1-5 he must take the blow as normal. On a score of 6 he turns the blow and it causes no damage.

· WIZARD'S TRAINING ·

Although the Wizard amasses gold in the heroic adventures that the Warriors undertake, he is unlikely to spend it on weapons and armour. He is much more likely to visit the Mage-lords of the greatest Old World cities, where he spends his free hours learning more powerful magic, using their guidance and his own thirst for knowledge to help him master the fickle forces of magic.

Unlike the other Warriors, the Wizard does not gain many physical benefits as he progresses through his Battle-levels. A Wizard is not concerned with martial training and prowess at arms, but rather has his mind fixed on higher, less material things.

The great Battle Wizards of the Empire's Colleges of Magic in Altdorf have much to teach a Warrior-wizard, from the fiery incantations of the Bright College to the arcane mysteries of the Celestial College. The Head-wizards of these colleges are amongst the most powerful in the Known World, perhaps surpassed only by the High Elf Mages of Ulthuan.

These mighty Wizards, however, are concerned only with Battle Magic which is best suited to the open battlefield and may be of little use in a dungeon's confines, however powerful it might be. There is little point in casting a Conflagration of Doom if the resulting magic wreaks havoc throughout the whole dungeon, killing friend and foe alike.

For a Wizard to join the Warriors in their underground quest for treasure and glory he must learn to temper his spells and control the raw energies of magic. He must also cast a wider net than the specialist Wizards in the Colleges of Altdorf, learning the many different types of magic he needs to aid his companions in the coming struggle.



True, a spell to smite the Wizard's enemies, destroying them with fire or ice, has its place, but there are times when a simple spell of healing or a spell-locked door will be infinitely more useful. A Wizard who can scry what lies ahead, and who can summon magical ropes to lift a companion out of a pit is much sought after by those planning to descend into the dungeons.

The Wizards of the Colleges of Magic often look down upon these Warrior-wizards, declaring that they haven't the ability or concentration to devote themselves to one aspect of the magical spectrum and master it completely. They accuse them of being parlour charlatans who pick a little of this and a little of that. Nothing, however, could be further from the truth.



A Warrior-wizard must embrace the whole magical spectrum, bending it to his purpose as the need arises. He does not turn his back on any part of it, but learns to live with the whole. He sees magic in everything he does and everything he meets, and must have the exact spell to hand that the Warriors need to turn the situation in their favour. In this respect, Warrior-wizards are closer to the High Mages of the High Elves than the College-led Wizards of the Empire.

An adventure below ground, in the depths of a dungeon, may take days or even weeks to complete, and a Wizard who dares to come along must have great stamina and reserves of strength. The stamina that he must develop in order to survive a prolonged dungeon adventure is not just physical, like that of the other Warriors. He must also nurture his inner resources to maintain enough magical power to endure the longest sojourn in the darkness of the dungeon. He cannot afford the luxury of expending great energies on the field of battle for a few hours then being carried back to his tower to recover at leisure. Instead he must ration the power available to him, making sure that when called upon he has the ability to make the light, warmth and fire that is such a great advantage underground.

Warrior-wizards are amongst the most down-to-earth of all spellcasters, not averse to wielding a sword if the other Warriors are in danger. They can sustain wounds that would certainly kill a normal man, and yet continue to weave spells until the enemy is defeated. After combat they often tend to their companions' wounds before ministering to their own.

As he progresses through his Battle-levels, a Warrior-wizard becomes ever more powerful, with a wider range of spells to call upon. By the time he reaches the rank of Wizard Lord, he is able to hold his own with the most powerful Battle Wizards in the open field, while they would be lost and doomed to oblivion after just a few hours in the dungeon caverns.



· WIZARDS' TRAINING ·

As discussed above, a Warrior-wizard never gains the skills that the other Warriors can master as they progress upwards through their Battle-levels. Instead, he learns more powerful spells and develops a greater pool of inner Power to draw upon.

Looking at the Wizard's Battle-level Table (at the end of the Training section) you can see that although his combat profile does improve, he never matches up to the other Warriors in terms of Weapon Skill, Strength, Attacks or Toughness. A Wizard's main benefits come from his increase in Power and the extra spells he learns.

· EXTRA POWER ·

When your Wizard goes up to the next Battle-level he gains an extra 1D6 Power Tokens. These Power Tokens are permanent additions to your Wizard's Power Token total, not temporary adjustments that only apply for one adventure.

For instance, your Wizard has just gone up to Battle-level 2. Referring to the Wizard Battle-level Table, we can see that upon reaching Battle-level 2 he gets 1D6 extra Power Tokens, taking his total up to 2D6. Note, however, that you do not roll all his Power Tokens again, but simply roll the extra 1D6 and add that to the Power Tokens he already had.

If you get a 1 when rolling to see how many extra Power Tokens your Wizard gets you may roll again, but must keep the score of your next dice roll even if it too is a 1.

POWER PHASE

As you already know, at the start of each Power Phase you roll 1D6 to determine how much Power the Wizard has available for the turn. As your Wizard gets more experienced he is better able to tap into this natural magical source. To reflect this, each time your Wizard goes up a Battle-level, add 1 point to this dice roll. A Wizard of Battle-level 4, for instance, gets 1D6+4 Power each turn rather than 1D6.

However, if the dice comes up with a natural 1 an Unexpected Event occurs, just as in the normal game, and the Wizard has just 1 Power for the turn. He does not add his Battle-level bonus in this instance.

HEALING SPELLS AND GOLD

For every Wound that the Wizard heals on another Warrior, he gains 5 gold. This is not deducted from the other Warrior's total, it is simply a measure of success of the Wizard's healing attempts.

· NEW SPELLS ·

Each time the Wizard goes up a Battle-level, he may learn some new spells. In order to find out which spells he learns, use the following rules:

1. Roll a number of dice equal to your Wizard's new Battle-level. For instance, if your Wizard has just reached Battle-level 3, roll 3D6 to determine which spells he learns.

2. Take the three numbers rolled and combine them in any way you like. Each number you end up with indicates which casting number spell your Wizard has learnt.

   For instance, the three dice in the above example come up as a 2, 4 and 5. Your Wizard can therefore take either:

   - One casting number 2 spell, one casting number 4 spell and one casting number 5 spell, or:
   - Add the 2 and 4 and take one casting number 6 spell and one casting number 5 spell, or:
   - Add the 4 and 5 and take one casting number 9 spell and one casting number 2 spell, or:
   - Add all three numbers up and take one Level 11 spell.

   The only restriction is that each dice roll cannot be split. In the above example, for instance, you couldn't split the 4 into two 2s and add one to each of the 2 and 5.

3. Once you have determined which casting number spells your Wizard has learnt, choose whether each is a healing, attack, defensive or special spell.

4. Finally, choose the specific spells that your Wizard has learnt from the spell list for the correct casting number and spell type and write them down on his Adventure Record sheet. These spells are permanent additions to the Wizard's repertoire, and can only be changed using the rules under 'The Wizards' Guild' from the *Settlements* section.

SPELL LISTS

The spell lists over the next few pages are arranged by casting number, with the weakest spells having a casting number of 1 and the most powerful having a casting number of 12.

Within each spell list, the spells are further subdivided by their type – healing, attack, defensive and special.

• SPELL LISTS •

The following spells are available to the Wizard as he increases in skill. They are listed by casting number, subdivided by type and alphabetical order.

• CASTING 1 •

Attack
- Bloodblade
- Sting

Defensive
- Coughing
- Drop

Healing
- Create Food
- Cure Small Wounds

Special
- Fleet of Foot
- Open

• CASTING 2 •

Attack
- Flesh Worm
- Strength

Defensive
- Feign Death
- Marsh Lights
- Nausea
- Slip

Healing
- Healing Hands

Special
- Tongues
- Zone of Silence



• CASTING 3 •

Attack
- Fist of Iron
- Ice Blades
- Ogre Strength

Defensive
- Confuse
- Glittering Robe

Healing
- Finger of Life

Special
- Speed

• CASTING 4 •

Attack
- Acid Blast
- Ice Tomb
- Lightning Bolt

Defensive
- Levitate
- Rebound

Healing
- Heal Wounds

Special
- Dispel Magic
- Second Sight

• CASTING 5 •

Attack
- Fireball
- Firehammer
- Freeze!
- Pit of Despair

Defensive
- Blur
- Dazzle
- Iron Skin

Healing
- Life Force
- Lifebringer

Special
- Invisibility
- Sleep

• CASTING 6 •

Attack
- Cataclysm
- Swords of Doom
- Weaponmaster

Defensive
- Invulnerability
- Shield

Healing
- Resurrection

Special
- Cause Animosity
- Create Bridge
- Wings of Power

• CASTING 7 •

Attack
- Burning Storm
- Chain Lightning

Defensive
- Dome of Power
- Fools' Gold

Healing
- Bloodpulse

Special
- Glory!
- Time Freeze
- Warp Jump

• CASTING 8 •

Attack
- Hellbeast
- Spear of Light

Defensive
- Cage of Stone
- Halo of Vengeance

Healing
- Voidmaster

Special
- Chorus of Valour

• CASTING 9 •

Attack
- –

Defensive
- –

Healing
- Lifestealer

Special
- Hounds of Grimnair

• CASTING 10 •

Attack
- Windblast

Defensive
- Radiance of Ptolos

Healing
- Heartbeat

Special
- Winds of Fate

• CASTING 11 •

Attack
- Carnival of Death
- Window of the Void

Defensive
- –

Healing
- Tissue of Life

Special
- Tower of Isolation

• CASTING 12 •

Attack
- Firestorm
- Transmute
- Vortex of Destruction

Defensive
- –

Healing
- –

Special
- Transport of the Damned

DEFENSIVE SPELLS

Feign Death — Casting No: 2

The Wizard suddenly slumps to the ground, seemingly dead.

This spell puts the Wizard into a corpse-like state. While in this state, the Wizard may do nothing. No Monster will attack him unless there are no other Warriors standing, in which case the Monster automatically hits.

Target: The Wizard
Duration: Indefinite, minimum one whole Turn, and whole Turns thereafter

Marsh Lights — Casting No: 2

The Wizard sends a sparkling, dancing light down the corridor, drawing his opponents away.

Roll 1D6 for each Monster that appears as a result of an Unexpected Event. On a score of 1, 2, 3, 4 or 5 place that Monster as normal. On a score of 6 that Monster follows the marsh lights away from the Warriors and isn't placed on the board at all. May only be cast once per Event.

Target: All Monsters that are about to be placed on the board
Duration: Immediate

Nausea — Casting No: 2

The Wizard emits a shrill, deathly shriek, causing his opponent to stagger and reel.

Pick any Monster on the board. This turn it is at -1 on its to hit rolls. May only be cast once per Monster per turn.

Target: Any Monster on the board
Duration: One Turn

Slip — Casting No: 2

With a wave of his hand the Wizard causes the ground his opponent stands on to shift.

Pick any Monster on the board and roll 1D6. On a score of 1 to 4 the spell has no effect. On a score of 5 or 6 the Monster slips over and can do nothing else this turn as it regains its balance. May only be cast once per Monster per turn.

Target: Any Monster on the board
Duration: One Turn

HEALING SPELLS

Healing Hands — Casting No: 2

Muttering under his breath, the Wizard feels a soothing calmness descend upon himself and his companions.

Every Warrior on the board has 1 Wound healed.

Target: All Warriors on the board
Duration: Immediate

SPECIAL SPELLS

Tongues — Casting No: 2

The Wizard passes his hands over his ears and suddenly understands every word being spoken.

This spell allows the Wizard to understand anything said to him this turn, regardless of the language the words are spoken in. It does not allow the Wizard to speak that language.

Target: The Wizard
Duration: One Turn

Zone of Silence — Casting No: 2

The Wizard puts his finger to his lips and a deathly hush descends.

Pick any board section. For the rest of the turn no sound can be made by any model on this board section.

Target: Any board section
Duration: One Turn

· CASTING NUMBER 3 ·

All of the following spells have a casting number of 3, and therefore require 3 Power to cast.

ATTACK SPELLS

Fist of Iron — Casting No: 3

The Wizard conjures up a huge iron-mailed fist and sends it hurtling towards his opponent.

Pick any Monster up to 6 squares away from the Wizard and roll 1D6. If the score is greater than or equal to the range of the target it suffers 1D6+1 Wounds.

Target: Any Monster up to 6 squares away
Duration: Immediate

Ice Blades — Casting No: 3

The air around the Wizard is suddenly filled with racing shards of razor-sharp ice.

All Monsters adjacent to the Wizard take 1 Wound, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

Target: All Monsters adjacent to the Wizard
Duration: Immediate

Ogre Strength — Casting No: 3

Calling on the forces of magic, the Wizard uses the power to increase the target's strength fourfold.

Pick any Warrior on the board (including the Wizard). This turn the chosen Warrior is at +2 to his Strength for the purpose of resolving damage. Each individual Warrior may only have this spell cast on him once per turn.

Target: Any Warrior on the board
Duration: One Turn

DEFENSIVE SPELLS

Confuse — Casting No: 3

The Wizard creates confusing images around his opponent's head.

Pick any Monster on the same board section as the Wizard. This turn it loses 1 attack.

Target: Any Monster on the same board section as the Wizard
Duration: Immediate

Glittering Robe — Casting No: 3

The Wizard creates a robe of magical energy that shimmers and glitters about him as he moves.

This spell creates a cloak of magical energy around the Wizard that can absorb 1D6 Wounds.

Target: The Wizard
Duration: One Turn

HEALING SPELLS

Finger of Life — Casting No: 3

The Wizard points at one of his companions and a thin stream of blue energy pours from his fingertip, revitalising him.

Pick any Warrior on the board (including the Wizard) and roll 1D6. On a score of 1, 2 or 3 the spell has no effect. On a score of 4, 5 or 6 the chosen Warrior has that many Wounds healed.

Target: Any Warrior
Duration: Immediate

· CASTING NUMBER 1 ·

All of the following spells have a casting number of 1, and therefore require 1 Power to cast.

ATTACK SPELLS

Bloodblade — Casting No: 1

The Wizard's sword glows as a thick red liquid coagulates on the blade.

Roll 1D6 for each Monster adjacent to the Wizard. On a score of 6 that target takes 1 Wound, with no modifiers for Toughness or armour.

This spell may be cast once per turn.

Target: All Monsters adjacent to the Wizard
Duration: Immediate

Sting — Casting No: 1

With a high-pitched buzzing sound, the Wizard makes a large hornet appear inside his opponent's armour.

Pick any Monster on the same board section as the Wizard and roll 1D6. On a score of 4, 5 or 6 the Monster takes 1 Wound, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

Target: Any Monster on the same board section as the Wizard
Duration: Immediate

DEFENSIVE SPELLS

Coughing — Casting No: 1

The Wizard's opponent suddenly bursts out in a hacking cough of such violence that he almost drops his weapon.

Pick any Monster on the same board section as the Wizard and roll 1D6. On a score of 5 or 6 the target collapses in a coughing spasm and is at -1 on his to hit rolls for the rest of the turn.

Target: Any Monster on the same board section as the Wizard
Duration: One Turn

Drop — Casting No: 1

The Wizard mutters an invocation and gestures towards the ground, causing the target's grip on his weapon to fail.

Pick any Monster on the same board section as the Wizard and roll 1D6. On a score of 6 the target drops any one object he is holding. He cannot move this turn as he retrieves it.

Target: Any Monster on the same board section as the Wizard
Duration: Immediate

HEALING SPELLS

Create Food — Casting No: 1

From nowhere the Wizard conjures up a hot and filling meal, ideal for restoring the constitution after a hard fight.

The Wizard conjures up a simple meal. Roll 1D6 for the Warrior that eats it. On a score of 3, 4, 5 or 6 that Warrior has 1 Wound restored.

Target: Any Warriors on the board
Duration: Immediate

Cure Small Wounds — Casting No: 1

Holding up a symbol of life, the Wizard pricks his finger with a small dagger and lets his blood drip onto the talisman before touching it to the target's wound, thus healing it.

Pick any Warrior on the board (including the Wizard) and heal 1 of his Wounds. Each individual Warrior may only have this spell cast on him once per turn.

Target: Any Warrior on the board
Duration: Immediate

SPECIAL SPELLS

Fleet of Foot — Casting No: 1

Sprinkling a small quantity of glittering powder on his boots, the Wizard starts to move very quickly.

Upon casting this spell, the Wizard gets +1 Move this turn.

Target: The Wizard
Duration: One Turn

Open — Casting No: 1

The Wizard produces a small glowing key made from pure energy that can open any lock.

The Wizard may open any non-magical lock on the same board section as himself. Any traps on the lock are set off as normal.

Target: Any non-magical lock on the same board section as the Wizard
Duration: Immediate



· CASTING NUMBER 2 ·

All of the following spells have a casting number of 2, and therefore require 2 Power to cast.

ATTACK SPELLS

Flesh Worm — Casting No: 2

The Wizard produces a small glowing worm and hurls it at his opponent.

Pick any Monster on the same board section as the Wizard. He becomes infected with a Flesh Worm and immediately loses 1 Wound with no modifiers for anything (Toughness, armour, Ignore Pain, etc.). At the start of each subsequent turn, roll 1D6. On a score or 1, 2, 3 or 4 the Flesh Worm dies. On a score of 5 or 6 it continues to feed and the victim takes another 1 Wound, again with no modifiers for anything.

Target: Any Monster on the same board section as the Wizard/only 1 Flesh Worm per Monster
Duration: Until Flesh Worm dies

Strength — Casting No: 2

Calling on the forces of magic, the Wizard uses the power to increase the target's strength.

Pick any Warrior on the board (including the Wizard). This turn he is at +1 Strength. Each individual Warrior may only have this spell cast on him once per turn.

Target: Any Warrior on the board
Duration: One Turn

A Finger of Doom is just enough
To slay a Minotaur,
A Finger of Doom is just enough
To push him through Death's Door,
It's full of magical power,
The energy of the warp,
A Finger of Doom is just enough
To slay a Minotaur.

– Comment on the Finger of Doom spell attributed to Alaric Greymane, famous adventurer Wizard of Altdorf

SPECIAL SPELLS

Speed — Casting No: 3

Breathing deeply, the Wizard uses his power to speed up the target's metabolism and movement.

Pick any Warrior on the board (including the Wizard). His Move is doubled this turn.

Target: Any Warrior
Duration: One Turn

· CASTING NUMBER 4 ·

All of the following spells have a casting number of 4, and therefore require 4 Power to cast.

ATTACK SPELLS

Acid Blast — Casting No: 4+(Battle-level)

Acid spits from the Wizard's fingertips, creating a burning river that gushes towards the enemy.

This spell allows the Wizard to create a corridor of corrosive acid 1 square wide, travelling directly away from him in one of the compass directions and continuing until it hits a Monster, Warrior or other obstacle.

Note that the casting number for the Acid Blast spell is 4+(the Wizard's Battle-level).

The first model in the path of the acid suffers 2D6+(the Wizard's Battle-level) Wounds. If this is sufficient to kill the model, the acid continues until it hits another model, which it wounds in the same way. This process continues until a target survives or the acid hits a solid obstacle, such as a wall.

Target: A 1 square wide corridor
Duration: Immediate

Ice Tomb — Casting No: 4 or more

The Wizard's chill breath fills the room, coalescing around a single Monster and encasing it in a solid tomb of ice.

Pick any Monster that lies within the Wizard's line of sight and roll 1D6. If the score is less than or equal to the target's Toughness the spell has no effect. If the score exceeds the target's Toughness it is encased in a sarcophagus of ice and may not move or fight. While entombed, the target cannot be attacked.

Note that for every 2 extra points of power the Wizard adds to cast this spell you may add +1 to the dice roll to see if the target is trapped.

The target remains entombed as long as the Wizard continues to spend power points equal to the target's Toughness each turn.

Target: Any Monster within the Wizard's line of sight
Duration: While maintained

Lightning Bolt — Casting No: 4

Raw power arcs across the Wizard's fingertips and a bolt of white power streaks from his eyes towards his opponent.

Pick any Monster that lies within the Wizard's line of sight. The target suffers 2D6 Wounds.

Target: Any Monster within the Wizard's line of sight
Duration: Immediate

DEFENSIVE SPELLS

Levitate — Casting No: 4

A crackling sound fills the room as the Wizard raises the target to the roof, carrying him aloft on a column of coruscating power.

Pick any Warrior on the board (including the Wizard) and levitate him. A levitating Warrior can only be attacked with missile weapons or spells. He cannot move, however, and may not fight in hand-to-hand combat. He may fire missile weapons as normal. His square remains impassable, just as if he were standing in it normally. He may levitate out of a pit.

Target: Any Warrior on the board
Duration: One Turn

Rebound — Casting No: 4

As the Wizard chants the words of this spell a shimmering mirror of power surrounds the target, protecting him from harm.

Pick any Warrior on the board (including the Wizard). Each time he is physically attacked this turn roll 1D6. On a score of 6 all the Wounds that the attack inflicted are rebounded onto whoever caused them. Note that this spell does not rebound spells.

Target: Any Warrior on the board
Duration: One Turn

HEALING SPELLS

Heal Wounds — Casting No: 4

Muttering soothing words, the Wizard makes a complicated pattern in the air with a glowing sphere and suffuses the target in a golden glow.

Pick any Warrior on the board (including the Wizard) and heal 1D6 of his Wounds.

Target: Any Warrior on the board
Duration: Immediate

SPECIAL SPELLS

Dispel Magic — Casting No: 4

The Wizard raises his hand and shouts the words of warding, diffusing his opponent's magic.

May be cast once against each incoming spell. Roll 1D6 for each. If you score 4, 5 or 6 the target spell is prevented from working. Only one attempt may be made to dispel each incoming spell.

Target: Any or all incoming spells
Duration: Immediate

Second Sight — Casting No: 4

The Wizard stands still for a moment, allowing his spirit to leave his body and investigate what lies beyond the next door.

This spell allows the Wizard to determine what is in a room before the Warriors enter it.

Once cast, this spell allows you to look at the next Event card in the Event deck just before the Warriors enter a room and reveal it, rolling on tables if necessary. If you then decide that the Warriors don't want to face that Event place it on the discard pile.

Second Sight may only be cast once per room.

Target: –
Duration: Immediate

· CASTING NUMBER 5 ·

All of the following spells have a casting number of 5, and therefore require 5 Power to cast.

ATTACK SPELLS

Fireball — Casting No: 5

Furrowing his brow in concentration, the Wizard stretches out his arms and shoots a ball of fire across the room, engulfing his foes in flames.

Pick a 2 square by 2 square area of a board section within the Wizard's line of sight. Each Monster in that area suffers 1D6+(the Wizard's Battle-level) Wounds.

Target: All Monsters on a 2 square by 2 square area within the Wizard's line of sight
Duration: Immediate

Firehammer — Casting No: 5

A blazing hammer appears in the Wizard's fist and smashes a burning path through his foes.

Pick any Monster adjacent to the Wizard. It immediately suffers 3D6 Wounds.

Target: Any Monster adjacent to the Wizard
Duration: Immediate

Freeze! — Casting No: 5

A freezing wind swirls through the room, chilling the Monsters to the bone yet leaving the Warriors unharmed.

Roll 1D6. The number you roll shows two things:

1 The number of Monsters affected by this spell this turn.

2 The number of Wounds each Monster affected suffers, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

The targets of this spell must be on the same board section as the Wizard. The Wizard player chooses which Monsters are affected.

Target: Any Monsters on the same board section as the Wizard
Duration: Immediate

Pit of Despair — Casting No: 5

A stream of blinding white light pours from the Wizard's mouth. Where it hits the stone a bottomless pit opens with a loud crack.

Pick any 2 square by 2 square area on the board and place the Pit of Despair marker on it. Roll 1D6 for each model standing in the four squares covered by the pit. On a score of 1 or 2 it falls into the pit and is killed. On a score of 3, 4, 5 or 6 it scrambles out of the way – place it in any empty square on this or any adjacent board section. If there are no empty squares available the model falls into the pit anyway.

Once the pit is in place, no model may enter the squares it covers.

Target: Any 2 square by 2 square area on the board
Duration: Permanent

DEFENSIVE SPELLS

Blur — Casting No: 5

The Wizard's outline shimmers and becomes an indistinct, hazy blur that is continually changing.

Pick any Warrior on the board (including the Wizard). For this turn, all attacks made against the chosen Warrior are at -1 to their to hit roll.

Target: Any Warrior on the board
Duration: One Turn

Dazzle — Casting No: 5

A blurring screen of energy shoots towards the target, engulfing it in a myriad maze of glittering colours.

Pick any Monster on the board. For this turn, all hand-to-hand attacks made against that Monster only miss on a natural to hit roll of 1.

Target: Any Monster on the board
Duration: One Turn

Iron Skin — Casting No: 5

The Wizard scatters a handful of meteoric iron dust over the target, coating him in a fine layer of powder that quickly sets into a magical second skin.

Pick any Warrior on the board (including the Wizard). This turn the chosen Warrior is at +2 to his Toughness.

Target: Any Warrior on the board
Duration: One Turn

HEALING SPELLS

Life Force — Casting No: 5

A stream of pure energy flows from the Wizard's fingertips, redirecting a Monster's life-force into one of the Warriors and healing him.

Pick any Warrior on the board, including the Wizard, who has yet to start his attacks. For each Wound that Warrior inflicts this turn, after the target's Toughness and armour have been taken into account, you may heal 1 Wound on a single Warrior of your choosing, including the Wizard. If the chosen Warrior inflicts no Wounds this turn the spell is wasted.

Target: Any Warrior on the board
Duration: One Turn

Lifebringer — Casting No: 5

Blazing fire leaps from the Wizard's eyes, striking the Warriors and bathing them in a corona of energy that heals their wounds.

Pick any number of Warriors on the board, including the Wizard. Roll 1D6 for each Warrior chosen. Each Warrior gets that number of his Wounds healed.

If any two or more of the dice rolled come up with the same number the spell fails, and none of the Warriors get any Wounds back.

Target: Any or all Warriors on the board
Duration: Immediate

SPECIAL SPELLS

Invisibility — Casting No: 5

With a shimmer of light, the Warrior's outline slowly fades until he is completely invisible.

This spell allows you to pick any Warrior on the board (including the Wizard) and make him invisible. While invisible a Warrior may carry out any action except attacking an opponent: moving, healing, etc. are therefore valid actions, while firing a bow, pushing a Monster into a pit, casting offensive spells, etc. are not.

Target: Any Warrior on the board.
Duration: One Turn

Sleep — Casting No: 5

Murmuring quietly, the Wizard sends his opponents into an enchanted sleep.

The Wizard may roll a number of D6 equal to his Battle-level. If the total score is more than the target's Starting Wounds it falls asleep for 1 turn. The dice may be be split between multiple targets. You must declare how the dice are being split before rolling. If split, the total of the combined dice for each target must be greater than its Starting Wounds for the spell to work on that Monster.

While asleep a Monster may be hit automatically.

Target: Any Monsters on the same board section as the Wizard
Duration: One Turn

· CASTING NUMBER 6 ·

All of the following spells have a casting number of 6, and therefore require 6 Power to cast.

ATTACK SPELLS

Cataclysm — Casting No: 6

Moaning in anguish, the Wizard spreads his arms as an area of blackness takes shape around his foes.

Pick any 2 square by 2 square area on the same board section as the Wizard. Every Monster in the chosen area suffers 1D6 Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

Target: Any 2 square by 2 square area on the same board section as the Wizard
Duration: Immediate

Swords of Doom — Casting No: 6

Instead of him wielding one sword, a great many blades suddenly start to whirl and slash the air before the Wizard.

Pick any Warrior on the board (including the Wizard). This turn he gets a number of extra Attacks: +1 if the casting Wizard is a Novice Wizard, +2 if he is a Wizard Champion. +3 if he is a Wizard Hero and +4 if he is a Wizard Lord.

Target: Any Warrior on the board
Duration: One Turn

Weaponmaster — Casting No: 6

The Wizard calls on the powers of magic to guide his hand as he moves to strike down his enemies.

Pick any Warrior on the board (including the Wizard). This turn he gets an increase in his Weapon Skill: +1 if the casting Wizard is a Novice Wizard, +2 if he is a Wizard Champion. +3 if he is a Wizard Hero and +4 if he is a Wizard Lord.

Target: Any Warrior on the board
Duration: One Turn

DEFENSIVE SPELLS

Invulnerability — Casting No: 6

The Wizard holds aloft a glittering jewel and a hazy sheen of magical protective power descends before him.

Pick any Warrior on the board (including the Wizard). The next blow that hits this Warrior, whatever its source, has no effect.

Target: Any Warrior on the board
Duration: Until Warrior is attacked

Shield — Casting No: 6

Shouting words of power, the Wizard points a finger at one of his companions, surrounding him with a glowing screen of magical energy.

Pick any Warrior on the board (including the Wizard). For this turn the chosen Warrior is immune to all attacks except either those made with a natural 6 to hit or that are magical in nature. The Warrior can move and fight as usual.

Target: Any Warrior on the board.
Duration: One Turn

HEALING SPELLS

Resurrection — Casting No: 6

The Wizard shouts a long-forgotten invocation of great power, passed down from generation to generation, that can raise the dead.

You may pick any dead Warrior in the game and bring him back to life. Place him on the same board section as the Wizard. He is restored to full Wounds, but loses any of the treasure and gold he has earned in this dungeon.

This spell may be cast even if the Warrior died several turns ago.

Target: Any dead Warrior
Duration: Immediate

SPECIAL SPELLS

Cause Animosity — Casting No: 6

Chanting strange words in a guttural tongue, the Wizard brandishes his sword in an elaborate, aggressive gesture.

Roll 1D6 for each group of Monsters in the room (a group being defined as all those Monsters of the same type on that board section). On a score of 1, 2 or 3 the spell has no effect on those Monsters. On a score of 4, 5 or 6 that group of Monsters attacks another group of Monsters this turn (determine randomly) rather than the Warriors.

Target: All Monsters on the board
Duration: Immediate

Create Bridge — Casting No: 6

Solid rock leaps from the Wizard's outstretched fingertips, building a bridge across the room.

This spell allows the Wizard to create a magical bridge 1 square wide across any pit, hole or chasm.

The bridge remains in place as long as the Wizard spends 2 Power per turn keeping it active.

Target: Any 1 square wide area across a chasm, hole or pit
Duration: While maintained



Wings of Power — Casting No: 6

Leathery wings sprout from the target's back, lifting him into the air.

This spell allows the Wizard to pick any Warrior on the board (including himself) and make him fly. While airborne a Warrior may not make any attacks, and is immune to all attacks except those from missile weapons or of a magical nature. An airborne Wizard may still cast spells. While in the air a Warrior moves normally and may ignore any ground-based obstacles such as chasms or pits.

Target: Any Warrior on the board
Duration: One whole Turn

· CASTING NUMBER 7 ·

All of the following spells have a casting number of 7, and therefore require 7 Power to cast.

ATTACK SPELLS

Burning Storm — Casting No: 7

Scorching flames leap from the Wizard's outstretched hand and a column of all-consuming flame engulfs his target.

Pick any Monster on the board and roll (the Wizard's Battle-level) D6. For each D6 that scores 4, 5 or 6 the target suffers that many Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

Target: Any Monster on the board
Duration: Immediate

Chain Lightning — Casting No: 7

A lightning bolt shoots from the Wizard's fingers, hitting the nearest Monster with sparking, elemental power.

The nearest Monster to the Wizard suffers 1D6+(the Wizard's Battle-level) Wounds.

After rolling for damage against the target, roll another D6. On a score of 1, 2 or 3 the lightning earths to ground and the spell is spent. On a score of 4, 5 or 6 the lightning leaps across to the next nearest Monster and attacks it. This process continues until the lightning earths.

A Monster may not be hit a second or subsequent time unless all the other Monsters have also been hit that many times.

If there are two or more Monsters an equal distance away that the lightning can leap to, you may choose which it hits.

Target: The nearest Monster to the Wizard
Duration: Immediate

DEFENSIVE SPELLS

Dome of Power — Casting No: 7

White power streams from the Wizard's eyes, forming a protective dome around the Warriors.

This spell allows the Wizard to protect up to one square of the board per Battle-level with an impenetrable shield. The squares must be linked together, but the dome can be of any shape. Models inside the dome may not move, fight or cast any other offensive magic, but are immune to all forms of attack.

Target: An area of the board equal to one square for each of the Wizard's Battle-levels
Duration: One Turn

Fools' Gold — Casting No: 7

The Wizard spins a coin into the air, where it hangs above the Monsters and begins to shower gold down upon them.

Roll 1D6 for each Monster on the same board section as the Wizard. On a score of 1, 2 or 3 there is no effect. On a score of 4, 5 or 6 that Monster is overcome with visions of treasure and wealth and may do nothing this turn except stand in a drooling stupor. Affected Monsters do not cause pinning, will not attack, but will defend themselves as normal.

Target: All Monsters on the same board section as the Wizard
Duration: One Turn

HEALING SPELLS

Bloodpulse — Casting No: 7

A dull throbbing fills the room as it becomes suffused with a red glow.

Pick any Warrior on the board (including the Wizard). He immediately regains (the Wizard's Battle-level) Wounds.

Target: Any Warrior on the board
Duration: Immediate



SPECIAL SPELLS

Glory! — Casting No: 7

The Wizard sends out tendrils of force that pierce the hearts of the Warriors, filling them with great valour and courage beyond measure.

All of the Warriors are suddenly enthused with great bravery and each gains +1 Attack this turn.

Target: All Warriors on the board
Duration: One Turn

Time Freeze — Casting No: 7

The Wizard's hand vanishes as he reaches into the warp, holding back the fabric of time.

As soon as they have completed their actions in the Warriors' Phase, the Warriors may attempt to take an extra Warriors' Phase straight away, moving and attacking again before the Monsters have a chance to retaliate. Roll 1D6. On a score of 1 or 2 the spell fails. On a score of 3, 4, 5 or 6 the spell works and the Warriors may act again.

Time Freeze may only be cast once per turn.

Target: All Warriors on the board
Duration: Immediate

Warp Jump — Casting No: 7

The Warriors vanish with a thunderflash, leaving a crackling of energy, a coil of blue-black smoke and the heady tang of ozone in the air.

Upon casting this spell, the Wizard and all Warriors adjacent to him are transported to another part of the dungeon that they have already explored (Wizard player's choice). They re-appear in exactly the same formation that they were in when they disappeared.

If one of the Warriors that Warp Jumps is carrying the only light source, all the Warriors who were left behind in the dungeon are immediately Lost in the Dark and must roll on the Escaping Table from the Adventure Book. Likewise, if a number of Warriors Warp Jump without a light source they immediately become Lost in the Dark upon reaching their destination.

Target: The Wizard and any Warriors adjacent to him
Duration: Immediate

· CASTING NUMBER 8 ·

All of the following spells have a casting number of 8, and therefore require 8 Power to cast.

ATTACK SPELLS

Hellbeast — Casting No: 8

The Wizard assumes the aspect of a ravaging daemonic creature.

This turn the Wizard gets +1 Attack, +1 to hit, causes +2 Wounds on his damage roll, cannot use a weapon and is immune to all psychological effects.

Target: The Wizard
Duration: One Turn

Spear of Light — Casting No: 8

The Wizard hurls a spear of pure energy at his chosen victim.

Any single Monster in the Wizard's line of sight immediately suffers 1D6 Wounds for each of the Wizard's Battle-levels.

Target: Any Monster in the Wizard's line of sight
Duration: Immediate

DEFENSIVE SPELLS

Cage of Stone — Casting No: 8

The Wizard screams an invocation of confinement as pillars of stone shoot down from the roof and up from the floor, trapping the target.

This spell allows the Wizard to confine any Monster that is attacking him in a prison of magical stone.

While confined, the victim may neither move nor fight (though it may cast magic), and all attacks against it are made at +1 on all to hit rolls.

At the start of each Monsters' Phase (including the turn in which the spell was cast) roll 2D6. If the score is less than the trapped Monster's Strength it breaks free and the spell fails.

Target: Any Monster attacking the Wizard
Duration: Until broken

Halo of Vengeance — Casting No: 8

The Wizard casts a glowing halo around the target.

This spell surrounds the target with a protective shield. At the start of each turn roll 1D6. This turn that many attacks can be absorbed by the halo and may be ignored.

The halo remains intact until the target moves or you roll a 1 on the dice to see how many attacks are absorbed.

Target: *Any Warrior on the board*
Duration: Until the target moves or the dice roll is a natural 1

HEALING SPELLS

Voidmaster — Casting No: 8

The Wizard temporarily leaves the physical universe for the cold depths of the void, where he can recover his strength.

This spell allows the Wizard to manipulate his power to mend his broken body. Upon casting this spell, the Wizard disappears from the board. One whole turn later he reappears anywhere on the same board section with all of his Wounds restored.

Target: The Wizard
Duration: One Turn



SPECIAL SPELLS

Chorus of Valour — Casting No: 8

The Wizard's whispered words mystically fill the Warriors with courage.

For the rest of this turn, all of the Warriors are immune to the effects of Fear and Terror.

Target: *All Warriors on the board*
Duration: One Turn

· CASTING NUMBER 9 ·

All of the following spells have a casting number of 9, and therefore require 9 Power to cast.

HEALING SPELLS

Lifestealer — Casting No: 9

With a sharp hiss of breath the Wizard lightly touches his opponent, stealing his energy.

This spell allows the Wizard to steal Wounds from nearby Monsters and use them to heal himself and his companions.

Keeping track of the total number of Wounds caused, each Monster adjacent to the Wizard suffers 1D6 Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

These Wounds may then be distributed amongst the Wizard and the other Warriors to heal them as you see fit.

Target: All Monsters adjacent to the Wizard
Duration: Immediate

SPECIAL SPELLS

Hounds of Grimnair — Casting No: 9

The air is filled with an eerie howling and dimly seen, incorporeal shadows hurl themselves at the Wizard's foes.

This spell allows the Wizard to summon 1 Hound of Grimnair for each of his Battle-levels. The Wizard may choose which Monster each Hound attacks, with no restrictions imposed by where the target is: it doesn't matter if there are no squares free next to the target as the Hounds are non-material beasts.

Each turn from now on, each Hound hits its target on a 1D6 roll of 5 or 6, and causes 1D6 Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.). However, if you roll a 1 or 2 for a Hound's attack the Hound vanishes, returning to where it came from. As soon as there are no more Monsters left on the board all of the remaining Hounds vanish.

While there are Hounds still active this spell cannot be cast again.

Target: Any Monster on the board
Duration: Variable

· CASTING NUMBER 10 ·

All of the following spells have a casting number of 10, and therefore require 10 Power to cast.

ATTACK SPELLS

Windblast — Casting No: 10

A howling gale sweeps through the dungeon, buffeting the Warriors and slamming into the Monsters.

Choose any Monster on the board. It is immediately picked up and hurled to the floor by a magical gust of wind, taking 1D6 Wounds for each of the Wizard's Battle-levels, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.). The target may do nothing else for the rest of the turn as it gets to its feet.

Target: Any Monster on the board
Duration: Immediate

DEFENSIVE SPELLS

Radiance of Ptolos — Casting No: 10

The Wizard's eyes close and he clenches his fists. As his eyelids open just a crack, a red light pours out, bathing the Warriors in a bloody hue.

For the rest of this turn, each time one of the Warriors is attacked roll 1D6. On a score of 1, 2 or 3 the spell has no effect. On a score of 4, 5 or 6 the attack is rebounded onto the attacker.

Target: All Warriors on the board
Duration: One Turn

HEALING SPELLS

Heartbeat — Casting No: 10

While the Wizard chants an incantation power surges through the target's body and his heart beats with renewed vigour.

The Wizard may use this spell to restore 1D6 Wounds per the Wizard's Battle-level to a single Warrior, up to his Starting Wounds.

Target: One Warrior
Duration: Immediate

SPECIAL SPELLS

Winds of Fate — Casting No: 10

Time blurs and shifts as the Wizard changes the course of reality

This spell allows the players to disregard one of each Warrior's dice rolls this turn and re-roll it.

Target: All Warriors on the board
Duration: One Turn

· CASTING NUMBER 11 ·

All of the following spells have a casting number of 11, and therefore require 11 Power to cast.

ATTACK SPELLS

Carnival of Death — Casting No: 11

Overcome by an unreasoning madness, the Monsters leap towards each other in a berserk killing frenzy, completely ignoring the Warriors.

Roll 1D6 for every Monster on the same board section as the Wizard. If the score is a 1 the spell has no effect on that Monster. On a score of 2 or more that Monster moves towards its nearest companion and this turn attacks it instead of the Warriors. If there is any confusion about which Monsters are attacked, the Wizard player decides.

While affected by this spell, the Monsters are not subject to the rules for pinning.

Target: All Monsters on the same board section as the Wizard
Duration: One Turn



Window of the Void — Casting No: 11

The Wizard creates a dark, glittering portal that hypnotically attracts any Monsters in its vicinity.

This spell allows the Wizard to create a hole into the Realm of Chaos that nearby Monsters are drawn into.

The hole is created in any empty square within the Wizard's line of sight. Once the hole is active, roll 1D6 for each Monster adjacent to it. On a score of 1, 2, 3 or 4 that Monster stands its ground and may ignore the hole. On a score of 5 or 6 the Monster is hypnotically attracted to the hole, steps through it and vanishes. At the end of the turn the hole disappears with a crack.

Warriors are not affected by the hole and can ignore it, although they cannot enter that square.

Target: Any empty square within the Wizard's line of sight
Duration: One Turn

HEALING SPELLS

Tissue of Life — Casting No: 11

The Wizard channels a vast surge of energy through his body, redirecting it as glowing bolts that slam into his companions and heal their wounds.

Roll 1D6 for each Warrior on the board (including the Wizard). On a score of 1, 2 or 3 the spell has no effect on that Warrior. On a score of 4, 5 or 6 that Warrior is restored to his Starting Wounds.

Target: All Warriors on the board
Duration: Immediate

SPECIAL SPELLS

Tower of Isolation — Casting No: 11

The Wizard suddenly vanishes, transported back to his study many leagues away from the dungeon.

This spell allows the Wizard to transport himself out of the dungeon to the nearest Settlement (and back) at any time.

Target: The Wizard
Duration: Immediate

· CASTING NUMBER 12 ·

All of the following spells have a casting number of 12, and therefore require 12 Power to cast.

ATTACK SPELLS

Firestorm — Casting No: 12

A blazing wall of fire springs up, filling the area with searing flames.

Pick a 2 square by 2 square area of a board section within the Wizard's line of sight. All Monsters on the targeted area suffer 6D6 Wounds (roll once for all the Monsters), with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

Target: All Monsters on a 2 square by 2 square area within the Wizard's line of sight
Duration: Immediate

Transmute — Casting No: 12

The Wizard grins as he touches his foe, invoking the power of the earth to possess him.

This spell allows the Wizard to turn a single Monster in an adjacent square to stone on a successful to hit roll, killing it. Because of the power of this spell, if the target has Magic Resistance or Magic Dispel the roll required to ignore the spell is at -1.

Target: One Monster adjacent to the Wizard
Duration: Immediate

Vortex of Destruction — Casting No: 12

The Wizard creates a howling vortex of destruction in the room.

Roll 2D6 for every Monster on the same board section as the Wizard. If the score is equal to or less than the Wizard's Battle-level that Monster is sucked into the void and is removed from the board. If the score is greater than the Wizard's Battle-level the target is unaffected.

Target: All Monsters on the same board section as the Wizard
Duration: Immediate

SPECIAL SPELLS

Transport of the Damned — Casting No: 12

The Wizard summons a ghostly carriage to take himself and his companions away from the dungeon.

This spell allows the Wizard to transport all the Warriors out of the dungeon to the nearest Settlement (and back) at any time.

However, while the Wizard himself always gets through safely, you must roll 1D6 for each of the other Warriors for each journey made. On a score of 1 that Warrior is sucked into the warp and his soul is spread across the dimensions, destroying him utterly.

Target: All Warriors on the board
Duration: Immediate



• DUNGEON EVENTS TABLE •

At this point, rather than using the Event cards to determine what the Warriors encounter when they enter a room for the first time, you can use this, the Events Table. Whenever you turn over an Event card that has an 'E' in the top corners, rather than follow the instructions on the card, roll a D66 on the Events Table and apply those results. Note that the Warriors do not get a Treasure card for completing any of these Events.

11 CAVE IN

As the Warriors enter this area of the cave system, the floor shudders, the walls splinter and huge chunks of masonry fall from the roof – the dungeon is caving in!

Place the Cave-in marker in the board section where this Event was triggered to show that all exits except the one the Warriors entered by are now blocked by a huge pile of masonry.

Any Warriors still in this board section at the end of the next turn are crushed by falling rubble and are killed.

Warriors attempting to escape are not subject to the rules for pinning whilst in this room.

The room is now impassable and may not be re-entered.

If this Event occurs in the first room, ignore it and draw another Event card immediately.



12 DEAD BODY

The Warriors find a dead Barbarian, lying in a pool of blood. Clutched tightly to his chest is a bag. Roll 1D6 for each Warrior. The Warrior with the lowest score must take the bag from the body and open it. Roll 1D6 on the following table:

1 Poison Gas! You have set off a trap. Every model on this board section takes 1D6 Wounds with no modifiers for Toughness or armour. The bag is empty.

2-3 Trap! A spear shoots out of the wall and inflicts 2D6 Wounds on the Warrior who took the bag. The bag turns out to be empty.

4-6 Treasure. The bag contains (1D6 x 100) gold, to be given to the Warrior who took it.

Draw another Event card immediately.

13 ENCOUNTER – DYING DWARF

Slumped against the wall the Warriors find a dying Dwarf prospector, riddled with Orc arrows. As they approach he growls a warning, threatening them with a huge axe. When he sees that they are not Orcs *or other evil creatures he calms down and gives them a key. With his* dying breath he says:

"This is the key to the portcullis. Without it you will never get through."

Make a note on one of the Warrior's Adventure Record sheet to remind you that he has the key.

14 ENCOUNTER – WARRIOR

The Warriors meet a lone mercenary, the only survivor of another brave band who ventured into this perilous dungeon. He can remember some of the layout of the dungeon and quickly describes it to the Warriors before he heads for the way out and safety.

You may take the next three cards from the Dungeon deck and re-order them as you like.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

15 ENCOUNTER – SNEAKY GIT

A small figure runs out of the darkness nearby and is quickly identified as a Snotling. He tags along behind the Warriors, hoping to steal some of their treasure. He is a shifty little character, and squeaks a warning *every time the Warriors enter a room – but for whose benefit it is not* exactly clear.

While the Snotling is with the Warriors they may all move an extra square each turn, as he can guide them through the tunnels. In addition, whenever an Unexpected Event that reveals Monsters occurs, roll 1D6 on the following table:

1-3 The Snotling warns the Monsters the Warriors are here and they therefore attack immediately, rather than waiting until the Monsters' Phase.

4-6 The Snotling warns the Warriors that they are about to be ambushed and they therefore get +1 Attack each in the first round of combat.

If the Warriors kill the Snotling, his bloodcurdling death scream reverberates through the dungeon and you must roll twice on the Monster Table one higher than the party's Battle-level to determine what Monsters arrive to investigate the noise.

At the end of each turn, roll 2D6. On a double 1 or 2, the Snotling sneaks off into the darkness and is never seen again.

16 ENCOUNTER – GHOST

A dim lights flickers in front of the Warriors, coalescing into the shadowy form of a ghostly man. He smiles grimly and beckons them on. The Warriors are compelled to follow him. Roll 1D6 on the following table:

1 The Ghost leads the Warriors into a pit trap. Each Warrior takes 2D6 Wounds, with no modifiers for Toughness or armour. It takes three turns to climb out of the pit without a rope, but only one turn with it.

2-3 Roll 1D6 for each Warrior. The Warrior with the lowest score triggers off a trip wire, which fires a poison dart into his leg and causes 1D6 Wounds, with no modifiers for Toughness or armour.

4-6 The Ghost leads the Warriors to a concealed pile of gold, hidden in an alcove in the wall. Determine how much gold each Warrior finds using the Treasure Table in the *Treasure* section.



21 ENCOUNTER – PRISONERS

Three prisoners emerge from the shadows and run towards the Warriors, having escaped their captors. They look desperate, haggard and tortured, and beg for protection, explaining that they are wealthy merchants and will pay the Warriors richly once they are free.

If the Warriors let them join the party, make a note on the leader's Adventure Record sheet that they are tagging along.

During combat the prisoners hide in the shadows, avoiding detection while the Warriors fight the Monsters. If the Warriors are killed, the prisoners are recaptured.

If the Warriors survive the dungeon, they may escort the prisoners to the nearest Settlement. Once there, roll 1D6 on the following table:

1 The prisoners are merchants, but denounce the Warriors as their kidnappers, demanding their arrest and recompense for their lost wealth. Each Warrior must pay 1D6 x 100 gold to escape the clutches of the militia.

2-6 The prisoners are merchants, and are true to their word, giving each Warrior 2D6 x 100 gold.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.



22 ENCOUNTER – STRANGER

The Warriors meet a mysterious cloaked stranger who asks them what their business is in this dark realm.

If the Warriors attack him, roll 1D6 on the following table:

1-3 Like a blur of lightning, the stranger's sword flashes right and left, inflicting 2D6 Wounds on each Warrior. That done, he leaps over their heads and vanishes.

4-6 Under the combined attacks of the Warriors the stranger is forced back. He seems surprised that the Warriors should attack him and leaps away down a corridor into the darkness, dropping a small bag on the floor in his haste. The bag is made of soft leather and is covered with Elven runes. If one of the Warriors attempts to take it, roll 1D6 on the following table:

  1 The bag explodes as the Warrior touches it, inflicting 2D6 Wounds on all the Warriors, with no modifiers for Toughness or armour.

  2-6 The bag is full of healing herbs, enough to restore 4D6 Wounds on a single Warrior, 2D6 on two (or any similar combination).

If the Warriors do not attack the stranger he warns them that evil grows in this area, and that they should be on their guard. He then nods farewell and walks into the darkness. Rolls 1D6 for each Warrior. On a score of 1, the stranger has stolen a single item of treasure (determine randomly) from that Warrior as payment for his advice.

The Warriors do not get a Treasure card for completing this Event.

23 ENCOUNTER – GOLD DIGGER

The Warriors meet an aged Dwarf, labouring under the weight of a sack as large as himself. He eyes the Warriors suspiciously, convinced they want to steal its contents. He explains that he is Lord of the Dungeon, and the Warriors may go no further unless they pay him 100 gold each.

The only ways to get past the old Dwarf are either to kill him or pay the gold. If the Warriors kill him, he curses each of them in the rich language of his kind. Roll 1D6 for each Warrior.

1 Choose any one of that Warrior's characteristics except Wounds and permanently reduce it by -1.

2-6 The curse has no effect, but the death of a mad old prospector is now forever on your Warrior's conscience.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

24 ENCOUNTER – NURGLE'S ROT

The Warriors are confronted by a slumped, cowled figure crawling towards them, calling for help in a piteous voice. Roll 1D6 for each Warrior. The Warrior with the lowest score rushes to help the stranger. If more than one Warrior has the same lowest score all of them go to help.

However, upon reaching the stranger they realise that offering aid was not a good idea. The figure slumps in their arms, dead, his cowl falling to one side and revealing his plague-ridden face. Boils and pustules cover the stranger's cheeks and his eyes weep a thick yellow fluid.

Roll 1D6 for each Warrior, adding his Toughness (not including armour) to the score. If the score is 7 or greater that Warrior has avoided contracting the plague. If the score is less than 7 that Warrior has caught Nurgle's Rot. The Warrior's Toughness is immediately reduced by -1. Furthermore, if an Unexpected Event occurs during the Power Phase any one of the Warrior's other characteristics, except Wounds, is reduced by -1 (your choice). If any of the Warrior's characteristics are reduced to zero he dies.

The Warrior suffers from Nurgle's Rot until either he dies, is given 3 healing potions or – if he makes it back to a Settlement – pays 2,000 gold to be cured. Upon being cured the Warrior's profile returns to normal.

Draw another Event card immediately.

25 SCORPION SWARM

A scuttling mass of stinging, biting scorpions emerges from the darkness and engulfs one of the Warriors.

A scorpion swarm is a special form of Monster and its attack is resolved immediately. Randomly determine which Warrior is attacked by the swarm.

There are 12 scorpions in the swarm, but they are very small, and are not represented by miniatures on the board.

Roll your Warrior's normal damage dice (1D6 + Strength) to see how many scorpions he kills with his attack – the number rolled is the number of scorpions he kills. Each scorpion killed is worth 5 gold.

Any scorpions that are left inflict 1 Wound each, with no modifiers for Toughness or armour.

The scorpion swarm then scuttles away.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.



26 SNAKES

Without warning, hundreds of snakes suddenly drop into the room through carefully concealed holes in the roof. Each Warrior is quickly covered in a writhing mass of venomous serpents. Roll 1D6 for each Warrior on the following table:

1-2 The snakes manage to bite your Warrior, finding chinks in even the toughest armour. He suffers 1D6 Wounds, with no modifiers for Toughness or armour. He cannot do anything for the rest of the turn, and any Monster who attacks him gets +1 on its to hit rolls. At the start of the next Warriors' Phase, roll on this table again.

3-4 The snakes manage to bite your Warrior. He suffers 1D6 Wounds, with no modifiers for Toughness or armour. He then manages to free himself from the writhing mass and slashes the foul creatures to pieces.

5-6 Your Warrior nimbly avoids the snakes as they drop from above, killing them as they fall at his feet. The attack has no effect.

Draw another Event card immediately.

31 TRAP

Roll 1D6 for each Warrior. The Warrior with the lowest score has set off a trap. Roll 1D6 on the following table:

1 There is a loud explosion and the room is filled with fire and smoke. Every model on this board section takes 1D6 Wounds, with no modifiers for Toughness or armour.

2-5 A pit opens in the floor and your Warrior plummets onto the rocky floor below. He takes 2D6 Wounds and can only escape if the party has the rope or a Levitation spell.

6 A stone slab slides back in the wall, revealing the glint of gems and gold. Draw one Treasure card.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

32 TRAP – SPIKED PIT

Roll 1D6 for each Warrior. The Warrior with the lowest score tumbles into a spiked pit. He takes 4D6 Wounds as he hits the floor with a thud, impaling himself on the sharpened stakes at the bottom of the drop. He may only escape from the pit if he has the rope or access to the *Levitate* spell, otherwise he must spend the rest of his days at the bottom of a very dark hole.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

33 TRAP – POISON DART

Roll 1D6 for each Warrior. The Warrior with the lowest score has set off a poison dart trap and is hit in the arm. He suffers 1D6 Wounds, with no modifier for armour.

Once the damage from the dart has been resolved, roll another 1D6. If the score is a 1, 2 or 3, the poison has got into the Warrior's system, reducing his Strength by -1 for the rest of the adventure, or until he drinks a healing potion.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.



34 TRAP – STONE BLOCK

Roll 1D6 for each Warrior. The Warrior with the lowest score has set off a trap. Roll 1D6 on the following table:

1-3 A huge stone block crushes your Warrior, trapping him and inflicting 5D6 Wounds.

4-6 Your Warrior steps out of the way of a massive stone block as it falls from the roof above him. The trap has no effect.

Once trapped by the stone block, the only way a Warrior can get free is for the other Warriors to move the block. Roll 1D6 for each Warrior who isn't trapped by the block at the start of each turn, adding their Strengths to the total score. If the combined score is 20 or more, they manage to move the block and free their companion.

35 TRAP – PARALYSIS SPELL

Roll 1D6 for each Warrior. The Warrior with the lowest score has set off a trap, causing a bolt of power to shoot out from the nearest wall and paralyse him for 1D6 turns.

While paralysed, a Warrior may do nothing at all, and no Monsters will attack him. He is, to all intents and purposes, a statue.

Draw another Event card immediately.

36 TRAP – GASEOUS EXPLOSION

Roll 1D6 for each Warrior. The Warrior with the lowest score has set off a trap, causing the room to flood with gas.

Roll 1D6 for each Warrior. On a score of 4, 5 or 6 the Warrior manages to hold his breath until the gas dissipates, and suffers no ill-effects. On a score of 1, 2 or 3, the Warrior is affected by the gas. Roll 1D6 on the following table:

1 Your Warrior's Toughness and Strength are reduced by -1 for the next 2D6 turns.

2 Your Warrior's to hit rolls are reduced by -1 for the rest of the adventure.

3 Your Warrior's Toughness and Strength are reduced by -1 for the next 1D6 turns.

4 Your Warrior's Strength is reduced by -1 for the next 1D6 turns.

5 Your Warrior's Toughness is reduced by -1 for the next 1D6 turns.

6 Your Warrior suffers 1D6 Wounds, with no modifiers for *Toughness or armour.*

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.



41 TRAP – LIGHTNING BOLT

Roll 1D6 for each Warrior. The Warrior with the lowest score has set off a trap, causing a lightning bolt to arc from a rod in the ceiling and hit him full in the head, causing 2D6 Wounds, with no modifier for armour.

After resolving the damage on the Warrior who set off the trap, roll another 1D6. On a score of 1, 2 or 3, the lightning bolt arcs across to the next nearest Warrior (if there is any dispute, determine randomly) and hits him, causing the same amount of damage.

This process repeats until either all the Warriors have been hit, or the *dice roll is a 4, 5 or 6 and the bolt earths to the ground.*

42 OLD BONES

The floor of this room is littered with bones and skulls, with the glint of gold underneath. Roll 1D6:

1 Trap! Cackling laughter echoes around the room and lightning flashes. Randomly determine which Warrior in the room is hit by a magical bolt that inflicts 1D6 Wounds, with no modifiers for *Toughness or armour.*

2-3 Illusion. In a bright flash of light, the bones and gold vanish. Draw another Event card immediately.

4-5 Each Warrior on this board section finds (1D6 x 10) gold. Draw another Event card immediately.

6 Each Warrior on this board section finds (2D6 x 10) gold. In addition, draw one Treasure card.

43 LOCKED DOOR

The next door the Warriors find is locked with a huge padlock. If one of the Warriors has bought a set of lock picks he may try to pick it. Roll 1D6 each turn he spends doing so. On a score of 6 the padlock opens. While picking the lock a Warrior may do nothing else. If the padlock cannot be opened the Warriors must turn back.

Draw another Event card immediately.

44 PORTCULLIS

Once all the Warriors have entered this board section, a portcullis slams shut behind them, cutting them off. The only way for them to retrace their steps is if they have the key. (See Dungeon Event 15)

Place the portcullis marker across the doorway the Warriors entered by to show that it is blocked.

Draw another Event card immediately.

45 LOST

After wandering around the dungeon for what seems likes hours with no sign of anything interesting, the Warriors realise they are lost.

Take another 1D6 Dungeon cards from those you put back in the box at the start of the game, making sure that none of them are objective rooms. Put the cards on the top of the Dungeon deck. To get back on track, the Warriors must first go through these extra cards.

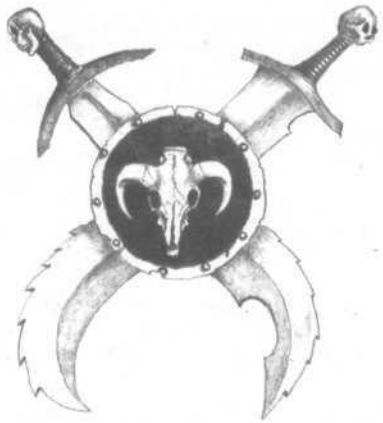
46 THE FLAMES OF KHAZLA

As soon as all the Warriors have entered this board section, huge stone shutters slide into place in all the doorways, forming airtight seals and blocking them in. Looking around for a means of escape, they find small alcoves in each wall, each containing a small brazier that burns without any visible supply of fuel.

The Dwarf and the Wizard recognise the braziers as ancient Dwarf artefacts, used in times long gone as a form of trial by ordeal. In order to prove his honour, the accused would plunge his arm into the magical flames. If he remained unharmed, he was proclaimed innocent and the shutters would lift. If not, the flames burnt him terribly and the shutters remained shut for a period of 72 hours. After that amount of time it was *highly unlikely the accused survived. If he did, the trial was resumed...*

To open the shutters and allow the party to escape, one of the Warriors must thrust his arm into each of the two braziers, making a 1D6 roll for each. If both dice score a 3, 4, 5 or 6 the shutters open and the Warriors are free to go. If either dice scores a 1 or 2 the Warrior suffers 1D6+1 Wounds, with no modifiers for Toughness or armour, and the shutters stay closed.

Each Warrior may only try to open the shutters once. If all of the Warriors fail, the whole party is trapped for the next 72 hours and is suffocated to death.



51 FOOTPRINTS

The Warriors spot some footprints on the dusty stone floor that lead to a blank section of wall and vanish.

If the Warriors investigate, roll 1D6 on the following table:

1 Roll 1D6 for each Warrior. The Warrior with the lowest score is hit in the head by a spiked metal ball that swings down from a concealed hole in the roof. He suffers 2D6 Wounds, with no modifier for armour except a helmet. If more than one Warrior rolls the same lowest score, these Warriors are all hit.

2 The Warriors find nothing.

3-6 The Warriors find a concealed door. Place a doorway on one of the two blank walls. Take 1D6 extra Dungeon cards that have been put back in the box, making sure that none of them are objective rooms, shuffle them, and put them in a pile face down by the new doorway. Randomly take one of the spare objective room cards and place it at the bottom of the new deck.

If the Warriors explore this sub-dungeon, roll twice on the Objective Room Monster Table to determine what the extra *objective room contains.*

If the Warriors kill all the Monsters in this extra objective room, each of them gains 1,000 gold!



52 SLAVES

The Warriors come across 2D6 slaves chained to the walls. They are in a particularly sorry state, and look as if they haven't been fed for many days. They cry out to be freed.

There is no reward to be gained for helping the slaves, but compassion demands their freedom! It takes the Warriors 1D6 turns to free the slaves. For each turn spent breaking their chains, an Unexpected Event occurs on a roll of 1 or 2, rather than just a 1, as the process is quite noisy.

If the Warriors decide not to free the slaves, they must make a note of the fact on their Adventure Record sheets. Now, every time a Warrior wishes to be trained, roll 1D6 on the following table.

1-3 *The owner of the training ground recognises your Warrior from a* description given to him by a close friend, who was one of the slaves. The poor, unfortunate man managed to escape on his own, but died shortly afterwards, cursing the Warriors who left him to rot. The training ground owner refuses to train such a cowardly knave. Your Warrior must wait until after the next dungeon and see if he can train at the next Settlement, at which *point you must roll on this table again.*

4-5 Your Warrior is spotted by the training ground owner as the cur who refused to free his recently released son from the clutches of the local Orcs. He agrees to train him, but charges double the normal rate. It is your choice whether the offer is accepted.

6 No-one recognises your Warrior or remembers his cowardly actions. He may train as normal here, but the fate of the slaves he deserted must surely remain on his conscience. Roll again the next time he trains.

53 DYING ORC

The Warriors find a dying Orc lying on the floor, the victim of an inter-tribe feud. Even though bleeding from a dozen fatal wounds, he still manages to growl and snarl at them to keep back. He seems to be protecting a sturdy iron key he is clutching in his left hand.

The Warriors can either rush him or wait until he dies before relieving him of the key.

If they rush him, he fights desperately even as his final life blood ebbs *away. Roll 1D6 for each Warrior. On a score of 1, 2 or 3 that Warrior* suffers 1D6+2 Wounds as the Orc slashes him. At the end of this savage, and somewhat one-sided fight, the Orc will be dead and the key in the Warriors' possession.

If the Warriors wait, the Orc takes 1D6 turns to die, during which time he makes a lot of noise. If an Unexpected Event occurs during this time, rather than take an Event card, make two rolls on the Monster Table to see what arrives. These Monsters must be killed before the key can be taken.

The key is for the iron padlock on the locked door from Event 43.

54 CHANGE OF PLAN

A cloaked, stooped figure slinks into view, keeping to the shadows and moving with an eerie silence. He furtively approaches the Warriors and – while looking theatrically about him to check for enemies – says in little more than a whisper.

"Well met my friends, for I bring important news. Your quest must be postponed, for the danger is greater than ever imagined. You must abandon your task and return whence you came. You will each be given 750 gold for your trouble."

With that he slinks away with surprising speed, merging with the shadows once more.

If the Warriors abandon their quest, they must work their way back to the entrance, rolling for Unexpected Events as normal. If the way is blocked by a cave-in or other obstacle they have no choice but to go on.

Depending on what they do, when the Warriors either get out of the dungeon or reach the objective room, roll 1D6 on the table below.

1-3 The stranger lied, and you weren't expected back!

If the Warriors left the dungeon, abandoning their quest, each of them loses 1D6 x 100 gold as he tries to make amends for his shame at failure!

If the Warriors carry on, they may now finish the adventure as normal.

4-6 The character told the truth!

If the Warriors abandon their quest they may collect their payment as agreed.

If the Warriors go ahead and finish their quest, roll twice on the Objective Room Monster Table to see what their objective room contains.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

55 SECRET DOOR

The Warriors' sharp eyes notice that the stones in the wall conceal a well-hidden secret door.

Place a doorway on any free wall of the board section and take one of the objective room board sections: this is the room that lies beyond the doorway.

If the Warriors wish to, they may decline to enter the room. If they do go in, roll once on the Objective Room Monster Table to determine what it contains.

Once all the Monsters in the room are dead, in addition to the normal treasure, one of the Warriors (determine randomly) gets a single item of objective room treasure rolled on the Objective Room Treasure Table.



56 LOST GOLD

Roll 1D6 for each Warrior. The Warrior with the lowest score realises that his backpack has a small hole in it and he has lost 1D6 x 200 gold!

Draw another Event card immediately.

61 DAYLIGHT?

The Warriors notice light streaming through a slit in the ceiling and, on investigation, discover the underside of a trapdoor.

To see if a Warrior can force open the trapdoor roll 1D6. On a score of 1, 2, 3 or 4 it is too stiff to push open. On a score of 5 or 6 the wood gives and the trapdoor bursts open. Each Warrior can try to open the trapdoor once per turn.

The trapdoor leads to the outside world and freedom! Make a note of where it is on the leader's Adventure Record sheet. The Warriors can either leave now or come back later.

Roll 1D6. On a score of 1-3 draw another Event card immediately.

62 MISSED FOOTING

One of the Warriors misses his footing on the cold dungeon floor and slips, falling awkwardly and spraining his ankle. Randomly determine which Warrior has fallen. For the rest of the dungeon he is at -1 to his Move. Draw another Event card immediately.

63 ORC RUNES

The Warriors notice that there are dozens of Orc runes inscribed crudely on the wall of this room. Roll 1D6 for each Warrior. On a score of 5 or 6, that Warrior understands the runes, and reveals that they explain how to open a secret alcove in the wall.

The alcove contains a cache of treasure. Make one roll on the Dungeon Room Treasure Table for each Warrior.

As the Warriors take the treasure, they hear the screams and bellows of enraged Monsters hurtling towards them. Make two rolls on the Monster Table of the party's Battle-level to determine whose treasure the Warriors are stealing, and who turns up to defend it!.

64 LANTERN GOES OUT

A sudden chill breeze blows out the Warriors' lantern! Unless they have another source of light, the Warriors must remain still and do nothing. To see if the lantern can be re-lit, roll 1D6 during the Warriors' Phase. On a score of 4, 5 or 6 the lantern comes back on.

If an Unexpected Event occurs while the lamp is out, any Monsters that arrive must be fought in pitch darkness. Each Warrior is at -2 to his to hit rolls until the lantern is re-lit.

65 IMPERIAL KNIGHT

The Warriors meet an Imperial Knight Panther on a personal quest. He warns them about some Monsters that lurk nearby. Forwarned, the Warriors are ready for their attack when it happens, and take the Monsters by surprise.

During the first turn of the next combat, each Warrior is at +2 Attacks.

66 CURSE OF HASHAKK

As the last Warrior steps into the room, a disembodied voice rings out, flatly stating that the Warriors have entered forbidden halls and must face the Curse of Hashakk.

One of the Warriors (determine randomly) suddenly feels a searing pain strike at him from all sides, as spirits of the long-dead Lords of this realm attack him.

Roll 1D6 for the chosen Warrior, adding his Strength to the score. If the total score is 7 or more, he suffers 2D6 Wounds, with no modifiers for Toughness or armour. If the total score is less than 7, he suffers 1D6 Wounds, with no modifiers for Toughness or armour, and is at -1 Strength and -1 Toughness for the rest of the dungeon.

Roll another Event immediately.

· TREASURE ·

While Warriors may claim that they go adventuring for glory, or to battle the forces of evil, one of the true driving forces for most Warriors is the prospect of finding immense amounts of treasure. The caverns and caves of the Worlds Edge Mountains are said to contain wealth in quantities beyond imagining...

In a standard game of Warhammer Quest, when the Warriors finish an Event they gain a piece of treasure. The normal procedure is to draw a Treasure card to determine what it is. The next few pages introduce a slightly different system for determining treasure.



Rather than taking a Treasure card when indicated in the rules, you can roll on the following Treasure Tables. These contain many new and exciting magic items and treasures that the Warriors might find during their adventures. These treasures are subdivided into the Dungeon Room Treasure Table and the Objective Room Treasure Table, to reflect the various types of precious goods that may be found in the different parts of the dungeon.

DUNGEON ROOM TREASURE

Dungeon room treasures are those items that the Warriors find in all but the largest, most well-protected areas of the dungeon. Whenever the Warriors are in a dungeon room or corridor and you are instructed to take a Treasure card you may instead roll on the Dungeon Room Treasure Table.

OBJECTIVE ROOM TREASURE

Objective room treasures are very powerful artefacts and magical items that a Warrior is very lucky to find. Whenever the Warriors are in an objective room and you are instructed to take a Treasure card you may instead roll on the Objective Room Treasure Table.

· TREASURE TABLES ·

Both Treasure Tables require a D66 roll to determine the exact item of treasure the Warriors find. (To recap, a D66 roll is a roll of two D6, taking the first dice as the tens and the second dice as the units. A 6 and a 2, for example, is 62 and not 8.)

WHEN TO ROLL

When the Warriors complete an Event which involved Monsters they normally take a Treasure card. Instead of taking a Treasure card, roll on the Treasure Tables instead.

An Event is considered to be a single roll on the Dungeon Events Table or a Monster Table. If, halfway through dealing with the results of such a roll, you are required to take another roll on either of these two tables this is a new and separate Event.

Thus the Warriors normally receive one roll on the Treasure Tables for each roll made on a Monster Table. Note that the dice rolls on the Treasure Tables aren't made until the board is clear of all Monsters.

WHO CAN USE THE TREASURE

Each item of treasure on the Treasure Tables has a bracketed code, such as '(EW)' after its entry that states which Warriors can use it. The four letters used stand for Barbarian, Dwarf, Elf and Wizard, and only those Warriors whose initials are contained in the brackets may use that item.

TREASURE'S GOLD VALUE

Each item of treasure on the Treasure Tables has a Gold Value after its entry. This is the amount that it is worth if it is sold. Where there are two values for an item's Gold Value, separated by a slash, the first number indicates the item's worth if it is unused, the second its worth if it is used.

Note that a magic item's Gold Value is not its real worth, but how much can be got for it on the open market. Magical items are often regarded with suspicion and distrust: they may well be thought of by less enlightened folk as being cursed! As such, their Gold Values in no way represent their true worth. Magic items can rarely, if ever, be bought, and it is indeed a desperate Warrior who is forced to sell one.

DOUBLE DAMAGE

Some weapons on the Treasure Table cause 'double damage', 'triple damage' or even 'quadruple damage'. This simply means that when rolling to see how many Wounds your Warrior has caused, you multiply the initial damage roll by the weapon's damage multiplier: 2 for a weapon that causes double damage, 3 for a weapon that causes triple damage, and so on.

Note, however, that all multipliers for the weapon itself are applied before other bonuses from other sources are applied. The complete procedure for determining the damage caused by each blow thus becomes:

1. Roll your normal damage dice and multiply the result by the weapon's multiplier.
2. Add your Warrior's Strength to the total.
3. Add any additional bonuses, such as the effects of a spell.
4. If applicable, subtract the Monster's Toughness and armour from the total to determine the final number of Wounds caused.

DISTRIBUTING TREASURE

All items rolled on the Treasure Tables are distributed amongst the party members according to the normal rules, found in 'Gold and Treasure' in the *Combat* section of the Rule Book.

Some items of treasure can only be used by one type of Warrior (in most cases this is the Wizard). If that Warrior already has his treasure quota, one of the other Warriors must take the item even though it is useless to him. That Warrior may then immediately sell it to the Warrior who can use it, at a mutually agreed price. Alternatively, at the end of the adventure he may sell it to a local tradesman for its Gold Value.

• DUNGEON ROOM TREASURE •

Whenever you are required to draw a Treasure card in a dungeon room or corridor, instead roll 1D6 on the following table to determine the precise nature of the treasure that the Warriors have found:

1	Gold (see Gold section, below).
2-3	Take a Treasure card as normal.
4-5	Roll on the Weapons and Armour sub-table.
6	Roll on the Magic Items sub-table.

· GOLD ·

Each player may roll as many D6 as he likes, adding up the score and multiplying it by 10 to determine how much gold his Warrior finds. However, if any of the dice score a 1 his Warrior finds nothing at all.

· WEAPONS AND ARMOUR ·

Your Warrior has come across a magic weapon or a piece of magical armour. Make a D66 roll on the following table to determine exactly what item he has found.

11 Heartseeker (BDEW) — 500G

This sword has the ability to warp time, guiding its own destiny to the benefit of whoever wields it in battle.

Once per turn, while your Warrior is using this sword, you may re-roll any one of his Attacks that misses.

12 Berserker Sword (B) — 250G

This brutal weapon appears to be crudely fashioned from a dull, iron-like metal, and has sinister-looking runes engraved upon its hilt.

When used by the Barbarian, this sword adds +1 to the dice roll to see if he becomes berserk.

When used by other Warriors, this sword has no magical effect.

13 Bronze Sigil Sword (BDEW) — 100G

The runes on this blade shimmer in the light. It is exceptionally light and well-balanced in the hand.

While your Warrior is using this sword he gains +2 Initiative.



14 Boots of Quargskin (BDEW) — 0G

These boots are made of a strange, soft leather covered with multi-coloured swirls and stripes.

For one turn per adventure, while your Warrior is wearing these boots, he gains +2 Movement.

If your Warrior tries to sell these boots, no trader will take him seriously, and they will refuse to buy them.

15 Sword of Ensorcelled Iron (BDEW) — 150G

This dark iron blade is surrounded by a crackling, spitting aura of energy.

While your Warrior is using this sword he gets +1 on all to hit rolls.

16 Biting Blade (BDEW) — 150G

This sword has been magically sharpened to a razor-fine edge, and is capable of biting through sheet steel as if it were paper.

While your Warrior is using this sword each attack he makes ignores the first point of his opponent's armour.

21 Sword of Stone (BDEW) — 500G

As soon as your Warrior picks up this sword, he feels his skin hardening into a stone-like material, which remains as flexible as normal flesh.

While your Warrior is using this sword he gets +2 Toughness.

22 Blade of Leaping Copper (BDEW) — 300G

This sword seems to have a life of its own, striking in a blurred arc of slicing metal.

While your Warrior is using this sword he gets +1 Attack.

23 Blade of Couronne (BDEW) — 200G

This is the blade that the master swordsmiths of Bretonnia forged to defeat an undead Liche-king many centuries past.

While he uses this sword, each undead Monster in a square adjacent to your Warrior automatically suffers 1 Wound at the end of each turn, after any Regeneration (see the *Bestiary*), with no modifiers for Toughness or armour.

24 Magic Sword (BDEW) — 25G

This blade glows with a yellow light and is slightly warm to the touch.

While your Warrior is using this sword he may attack Monsters that are only affected by magical weapons.

25 Relic Blade (BDEW) — 400G

This holy blade is an artefact of great religious significance within the Empire, and was reputed to have been used by the realm's mightiest heroes in numerous battles.

While your Warrior is using this sword he gets +1 on his to hit roll.

26 Blade of Slicing (BDEW) — 300G

This sword moans softly as it is drawn from its scabbard, in eager anticipation of the blood it is about to spill.

While your Warrior is using this sword he causes +2 Wounds on each successful attack.

31 Darting Steel Blades (BDEW) — 350G

These daggers guide the hand of whoever wields them and have never been known to miss their target.

While your Warrior is using these daggers he gets +1 Attacks and you do not have to roll to see if he hits his opponent. Each attack hits automatically.

However, each hit from one of these daggers only does 1D6 Wounds, with no modifier for Strength.

32 Magical Quiver (BE) 25G

This quiver is made from soft leather and has magical runes branded into its surface.

Any arrows or crossbow bolts placed in this quiver immediately become enchanted so they can affect Monsters that can only be hit with magical weapons.

33 Bone Blade (BDEW) 400G

This magical blade is made of a bleached white substance that looks like bone, but is as sharp as steel.

Once per adventure your Warrior may trade in all his normal attacks and use this sword to make a single attack that causes normal damage + (1D6 x his Battle-level) extra Wounds.

34 Eltharion's Bow (BE) 200G

This bow is enchanted with Elf magic that makes it much more accurate.

While your Warrior is using this bow he gets +1 to hit.

35 Sword of Might (BDEW) 150G

This sword is imbued with the strength of a Minotaur, and any blow it strikes is delivered with the power of a raging beast.

While your Warrior is using this sword he gets +1 Strength.

36 Cloak of Stealth (BDEW) 100G

This cloak is made of an odd material that is slippery to the touch.

Once per adventure, while your Warrior is wearing this cloak, he may automatically break from pinning.

41 Obsidian Blade (BDEW) 450G

It is believed that this sword is made from the solidified blackness of the void, explaining its ability to destroy any armour it touches.

After your Warrior has made a successful attack while using this sword, roll a D6. On a score of 1, 2 or 3 the sword makes a normal attack. On a score of 4, 5 or 6 the sword ignores and destroys the target's armour.



42 Giant Slayer (BDE) 250G

This massive sword may only be wielded with both hands and even then it takes a mighty Warrior to use it effectively.

While your Warrior is using this sword he gets +3 Strength. This sword may not be used while using a shield.

43-44 Sword of Resilience (BDEW) 200G

This sword throws a mantle of power around its wielder, protecting him from his enemies.

While your Warrior is using this sword he gets +1 Toughness.

45 Helmet of Farseeing (BDE) 800G

This black helm has no apparent visor, yet it imparts upon the wearer the ability to see clearly even in the dim light of the dungeon.

While wearing this helmet your Warrior gets the normal +1 Toughness for wearing a helm. In addition, this helmet allows him to move around and see in the dark just as if he had a lantern.

46 Parrying Blade (BDEW) 400G

This sword darts forward of its own volition to meet the weapon of an attacker, stopping the blow from hitting home.

While your Warrior is using this sword he may attempt to parry any single incoming attack. Roll a D6. On a score of 1, 2 or 3 the blade fails to work and the attack hits home. On a score of 4, 5 or 6 the attack is magically turned away and has no effect.

51 Deathsword (BDEW) 400G

This sword's power is such that it cannot really be controlled and would soon overwhelm whoever carried it.

Once per adventure your Warrior may use this sword to increase his Strength to 10 for one turn.



52 Dragonhelm (BE) 300G

This ancient Elven helm is inscribed with a glowing rune of fire.

While your Warrior is wearing this helmet he gets +2 Toughness against all fire-based attacks.

53-54 Blade of Sea Gold (BDEW) 150G

Forged from gold taken from the depths of the sea when the world was young, this blade is covered in runes so ancient and worn that they can no longer be read.

While your Warrior is using this sword each attack he makes ignores the first point of his opponent's armour.

55-56 Ogre Slayer (BD) 400G

This brutal, broad-bladed axe is a powerful weapon, almost certainly of Dwarf origin.

While using this axe your Warrior gets +2 Strength (+3 if he is a Dwarf).

61 Blessed Sword (BDEW) 300G

Cooled in the waters of the temple of Ulric, this sword is a powerful weapon of purity.

While your Warrior is using this sword he only misses his opponent if his to hit roll is a 1 or a 2.

62 Grey Armour of Eshkalon (BD) 400/0G

This dull grey armour is made of a flaky, stone-like substance and is extremely resilient.

While your Warrior is wearing this armour roll 1D6 for each incoming attack. On a score of 1 the armour shatters and is useless. On a score of 2 or more the armour absorbs that many Wounds.

63-64 Armour of Fortune (BDE) 500/0G

This armour's gleaming metal plates magically reflect all the battles in which it has been worn in a rainbow array of never-ending carnage and war.

This armour absorbs and stores damage. When your Warrior finds it, it is completely discharged, with no Wounds stored. Once he has put it on he cannot remove it for the rest of the adventure. It can absorb 30 Wounds, after which it explodes, taking the Warrior down to zero wounds (and out of the game if there is no potion or spell handy!).

65-66 Undead Bane (BDEW) 200G

This sword was forged in the time of Nagash, the Liche-king, and is a powerful weapon against his undead hordes.

While your Warrior is using this sword each Attack he makes against undead Monsters causes an extra 1D6 Wounds.

· MAGIC ITEMS ·

Your Warrior has come across a magical item. Make a D66 roll on the following table to determine exactly what he has found.

11 Dispel Magic Scroll (W) — 150/0G

The parchment of this scroll is crumbling with age, the faint sigils and runes now barely readable.

This scroll allows the Wizard to render harmless a single spell cast against himself or his companions, whatever its source.

The scroll may only be used by a Wizard.

12 Energy Jewel (W) — 200/0G

This glowing jewel, set in a silver clasp, stores powerful magic.

This jewel contains 1D6 points of Power that the Wizard can use to augment his spellcasting ability.

Once drained the jewel is useless and worthless.

13 Amulet of Fury (BDEW) — 200/0G

At the heart of this crystal amulet a golden, magical fire rages.

The Amulet of Fury allows a Warrior who is otherwise non-magical to cast a spell. As soon as your Warrior finds the amulet take a Spell card at random: this is the spell it contains.

The bearer of the amulet may attempt to cast the spell once per turn, rolling equal to or over its casting number on 1D6 to succeed. After successful use, the amulet disintegrates into powder.

14 Arrow of Slaying (BE) — 500/0G

A thick black light drips from the end of this arrow, consuming nearby energy and chilling the air. The magical venom that permeates this weapon can fell even the toughest Monster.

If your Warrior hits a Monster with this arrow, roll 1D6. On a score of 1, 2 or 3 the arrow does normal damage. On a score of 4, 5 or 6 the Monster is immediately slain.

Use once, then discard.

15 Crown of Night (W) — 300G

This jet black crown is fashioned from bands of iron and engraved with powerful runes that crackle and spit with an incandescent blue light.

While wearing this crown your Warrior may attempt to resist any one spell cast against him per turn, just as if he had the Magic Resistance Ability that some Monsters get. Roll 1D6. On a score of 1-5 the crown fails to stop the spell and it affects your Warrior as normal. On a score of 6 the crown works and the spell doesn't affect him.



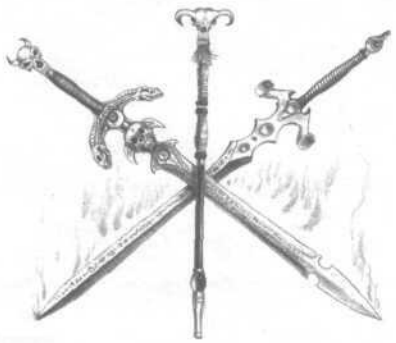
16 Talisman of Jet (W) — 600G

This glittering black jewel feels warm to the touch and pulses when picked up.

This talisman allows a Wizard to exchange the spells he has learnt for new ones.

At the start of the game you may roll 1D6 to see if your Wizard can exchange one of his spells for another. On a score of 1 the exchange fails, the talisman's power is exhausted and it crumbles to dust. On a score of 2 or more you may exchange any one of the Wizard's spells for one of the same casting number.

Once drained the talisman is useless and worthless.



21 Spell Ring (BDEW) — 500G

Any Wizard recognises this as a potent magical ring, capable of storing magical knowledge that can be harnessed to cast spells.

As soon as your Warrior finds the ring take one Spell card at random: this is the spell that is stored in the Spell Ring at the moment.

The bearer of the ring may cast the stored spell automatically at any time. After use, the ring is drained until the start of the next dungeon, when you can take another Spell card, and so on.

One use per adventure.

22 Destroy Magic Scroll (W) — 350/0G

This piece of crisp white parchment rustles and crackles as it is handled, its spidery, silver lettering shifting across the page as you try and read it.

This scroll allows the Wizard to automatically dispel and destroy any one spell cast against him or his companions. By destroying the spell the Wizard prevents the target from casting it ever again. If you roll a destroyed spell on a Monster's Spell Table when determining which spell it casts, roll again.

One use, then discard.

23 Cloak of Invisibility (BDEW) — 200G

This cloak catches the light in a very strange manner, becoming transparent in places as if it were full of holes.

While wearing this cloak your Warrior becomes invisible and therefore cannot be attacked. He may fight as normal.

The cloak contains enough power to keep your Warrior invisible for 1 turn per adventure.

One use per adventure.

24 Arrows of Piercing (BEW) — 300G

These white arrows have magically sharpened tips and are reputed to be able to pierce the toughest armour or hide at a thousand paces.

Each time your Warrior successfully hits his target with one of these arrows roll an additional D6. On a score of 1, 2, 3 or 4 the arrow fails to have any additional affect and you should determine damage as normal. On a score of 5 or 6 (6 if the armour is magical) the arrow goes straight through the target's armour as if it wasn't there and you should determine damage without it.

There are enough arrows to last one adventure.

25 The Ring of Dadaan (BDEW) 200/0G

This ring feels unusually heavy for its size and crackles with power.

The Ring of Dadaan allows a Warrior to cast a spell once per adventure. As soon as your Warrior finds the ring take one Spell card at random: this is the spell that is stored in the ring.

The bearer of the ring may cast the stored spell automatically at any time. After use, the ring is drained of all magic and becomes worthless.

One use, then discard.

26 Boots of Leaping (BDEW) 400G

These boots are fashioned from the tough leather of a Wyvern's wings.

These boots allow 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.

These boots may be used once per turn.



31 Boots of Swiftness (BDEW) 200G

As soon as these boots are put on the rest of the world seems to slow down.

While wearing these boots your Warrior gets +1 Movement.

32 Boots of Flight (BDEW) 750/10G

These elegant boots float an inch or so off the ground, their outline shimmering with magical energy

While wearing these boots your Warrior may levitate a few inches above the ground while moving. While airborne your Warrior may pass over chasms, pits, etc. unhindered and anyone who attacks him is at -1 on his to hit roll.

Lasts one adventure, then discard.

33 Boots of Battle (BDEW) 250G

These sturdy iron-shod boots are magically made to be an exact fit for whoever wears them.

While wearing these boots your Warrior gets an extra kick attack at -1 to hit and +1 Strength.

34 Potion of Flight (BDEW) 250G

The contents of this bottle bubble and hiss as they are drunk, burning the throat and searing the tongue.

After drinking this potion your Warrior levitates a few inches above the ground while moving. While airborne your Warrior may pass over chasms, pits, etc. unhindered and anyone who attacks him is at -1 on his to hit roll.

Lasts one turn.

35 Potion of Healing (BDEW) 200G

This green bottle contains a sweet-smelling liquid with a treacly consistency.

Upon drinking this potion your Warrior regains 1D6 Wounds.

36 Potion of Invisibility (BDEW) 200G

This vial contains a multi-coloured liquid that swirls sluggishly and gives off heady vapours as the seal is broken.

After drinking this potion your Warrior becomes invisible and therefore cannot be attacked. He may fight as normal, but may not cast spells if he has that ability.

Lasts for one turn.

41 Potion of Strength (BDEW) 100G

An intoxicating liquid flows from this bottle, bringing a sense of power and might to whoever drinks it.

After drinking this potion your Warrior gets +1D6 Strength.

Lasts for one turn.

42 Potion of Disguise (BDEW) 100G

This black liquid has no taste and leaves no trace of moisture on the lips.

After drinking this potion your Warrior will not be attacked or pinned as long as he does not initiate a combat. As soon as your Warrior attacks a target in any way the potion's effects wear off.

43 Potion of Water Walking (BDEW) 100G

This effervescent liquid has a salty tang reminiscent of the sea.

After drinking this potion your Warrior can walk over areas of water at a rate of (3 x his normal Movement) squares per turn.

Lasts for one turn.

44 Potion of Toughness (BDEW) 100G

Upon drinking this red-flecked liquid you feel your muscles bulge and your sinews toughen.

After drinking this potion your Warrior gets +3 Toughness.

Lasts for one turn.

45 Protection Ring (BDEW) 300G

The image of a shield is engraved on the uppermost surface of this small ring.

While wearing this ring your Warrior gets +1 Toughness.

46 Ring of Invisibility (BDEW) 200G

As soon as you slip this ring onto your finger you fade from sight.

While wearing this ring your Warrior is invisible and therefore cannot be attacked. He may fight as normal.

One use per adventure. Lasts for one turn.

51 Ring of Power (BDEW) 500G

This simple band of stone slips easily onto your finger, contracting until it is a perfect fit.

While wearing this ring one of your Warrior's characteristics is increased by +1. Choose which characteristic is affected the first time your Warrior puts the ring on.

52 Arkal's Powder (BDEW) 100G

This silver dust swirls in its casket as if shifted by an unseen finger.

After your Warrior has consumed this powder his movements speed up and he may immediately move another 3D6 squares, ignoring pinning. Arkal's powder may be consumed at any time.

Use once, then discard.

53 Charm of Learning (BDEW) 100G

As soon as you put on this charm the world seems to have a clearer definition and edge...

This charm allows your Warrior to assimilate the knowledge required for training very quickly indeed. It costs him 300 less gold than usual to train to the next Battle-level.

Use once, then discard.

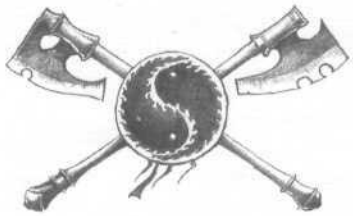


54 Ring of Sure Seeing (BDEW) 200G

This ring has a large gem set in its surface that, in times of danger, shows a picture of what is to come.

This ring allows you to re-roll any single Hazard or Settlement Event roll for your Warrior. You must take the result of the second roll.

Use once, then discard.



55 Gems of Life (BDEW) 700G

These small gems sparkle with a strange, otherworldly energy.

These gems come as a pair. One should be worn while the other is kept in a safe place away from the dungeon. If the wearer is killed, shortly after his death his body starts to dwindle in size until it is a pinprick of light contained within the gem. The only things left behind are items of mundane equipment, such as bandages, the lantern or a rope.

If the other Warriors survive the rest of the dungeon and bring the two gems back together, their magical power recalls the dead Warrior, alive and well, just as he was before the adventure started.

Use once, then discard.

56 Bracelet of Transformation (BDEW) 350G

This plain bronze bracelet has a single rune embossed on its surface.

Upon donning this bracelet your Warrior may take on the appearance (and only the appearance) of any other creature. While transformed your Warrior will not be attacked or pinned as long as he does not initiate combat. As soon as your Warrior attacks a target in any way the bracelet's effects wear off.

One use per adventure.

61 Lifestone (BDEW) 500G

The Lifestone has the power to drain the life energy from the surrounding area and transfer it to its wearer.

Upon invoking the Lifestone choose any other Warrior in the party. Your Warrior now has the same number of Wounds as this Warrior, while his are changed to the number your Warrior had. In effect, their Wounds are swapped. This spell may never be used to take a Warrior above his Starting Wounds, which remain as they were.

One use per adventure.

62 Bracelet of Ashain (BDEW) 350G

This slim golden band fits comfortably around the wearer's forearm, even on top of armour.

While wearing this bracelet your Warrior gets +3 Starting Wounds.

63 Circlet of Wrath (BDEW) 400G

This band of silvered, luminescent metal, worn around the forehead, glistens and gleams with an unnatural light.

This circlet allows the wearer to enter a bloodrage of destruction at will. Upon entering this state roll a D6. On a score of 2 or more your Warrior gets double Attacks. On a score of a 1 your Warrior gets double Attacks but must move towards the nearest Warrior it is possible for him to attack and fight him instead of a Monster.

In addition, while in this state your Warrior may not be pinned.

One use per adventure. Lasts for one turn.

64 Belt of Gagron (BDEW) 500G

This thick leather belt belonged to the Dwarf Gagron the Giantslayer. It possesses the magical property of staunching serious wounds and knitting torn flesh back together.

Each time your Warrior is reduced to zero Wounds while wearing this belt roll 1D6 at the end of the turn (as long as your Warrior has taken no other form of healing during the turn).

On a score of 1 or 2 the belt has no effect and your Warrior remains unconscious. On a score of 3, 4 or 5 the belt restores 1D6 of your Warrior's Wounds. On a score of 6 the belt restores 2D6 of your Warrior's Wounds.

The Belt of Gagron cannot be removed.

65 Stone of Transmutation (BDEW) 200/0G

This small, plain stone hangs from a delicate copper chain.

The item may be used to transmute a single Monster into stone, thereby killing it. To determine whether the stone works roll 1D6 and add your Warrior's Battle-level. If the total is greater than the target Monster's current Wounds it is turned into a statue. If the total is equal to or less than the target Monster's current Wounds the spell fails.

Use once, then discard.

66 Gauntlet of Damzhar (BDEW) 500G

This thick iron gauntlet is covered with studs in the shape of Dwarf runes.

A Gauntlet of Damzhar gives the wearer +1 Attack at -1 to hit and at +1 to Strength.

If your Warrior wears two Gauntlets of Damzhar, their combined power gives an additional +1 Attack (making a total of +3: 1 for each Gauntlet plus +1 for their combined attack) at +1 to hit and causing 4D6 damage.



• OBJECTIVE ROOM TREASURE •

At the end of each adventure lies the objective room, the final location, and invariably the greatest challenge to the Warriors.

Upon dealing with the contents of the objective room the Warriors normally get a Treasure card. Now you are using the Treasure Tables, however, you should instead roll a D66 on the following table for each surviving Warrior to determine the precise nature of the treasure he has found. The items are split up between the Warriors in the most appropriate fashion.

11 Ring of Seeking (BDEW) 500G

This glittering ring is fashioned from some material that looks like quicksilver. Once placed on the finger, the ring shifts and changes as a shining, liquid-metal band.

This ring allows your Warrior to attempt to avoid a trap he has just activated. Roll 1D6. On a score of 1, 2 or 3 the ring's magic fails to work and the trap goes off as normal. On a score of 4, 5 or 6 the trap is magically disarmed and fails to work.

12 Chalice of Sorcery (W) 700G

This dull metal chalice sits in a small alcove in the wall, covered in verdigris and cobwebs. Rubbing the grime of years from its pitted surface, the Wizard recognises it as a Chalice of Sorcery.

The Chalice of Sorcery acts as a source of Power that allows the Wizard to carry on casting spells when his own Power has run out.

The Wizard can try to draw as many points of Power out of the Chalice as he likes. For every point of Power the Wizard draws to cast spells with, roll a D6. All the extra Power must be drawn at once so all the dice are rolled at the same time. For each dice that scores a 1 the Wizard loses 1D6 Wounds, with no modifiers for Toughness or armour.



13 Enchanted Jade Amulet (BDEW) 600G

The amulet of enchanted jade looks like a stone washed up on a beach, worn smooth by the action of the sea.

The Amulet of Enchanted Jade allows your Warrior to attempt to regenerate (1 x his Battle-level) Wounds per turn, up to his Starting Wounds score. Each turn that your Warrior uses the amulet roll 1D6 on the following table:

1 The amulet crumbles to dust, causing 1D6 Wounds on your Warrior, with no modifier for Toughness or armour.

2 The amulet has no effect this turn.

3-6 The amulet works as usual.

The amulet automatically fails to work while the Warrior wearing it is on zero Wounds.

One use per turn.

14 Book of Arcane Knowledge (W) 1,000G

This book has a cracked and aged leather cover, with a rusted metal spine and lock. Upon opening it, the pages rustle with a life of their own.

The Book of Arcane Knowledge contains spells that the Wizard may cast. As soon as the book is found roll 4D6. These dice are used to buy spells for the book in the same way that the Wizard gains spells when he goes up a Battle-level, as described under 'New Spells' in the *Wizards' Training* section.

Each spell in the book may be cast once automatically at no Power cost. Once a spell has been cast that page of the book crumbles to dust.

15 Brooch of Power (W) 1,000G

This brooch glows too brightly to look at, as if it contained the energy of a fallen star.

At the end of each turn the Wizard may use the brooch to store any unused Power he has left over, up to a maximum of (6 +his Battle-level). This stored Power may then be used at any time to augment his spellcasting.

In addition, the bright aura cast by the brooch distracts any Monsters attacking the Wizard, adding +1 to his Toughness.

16 Wand of Jade (W) 600G

This wand is the size of a walking stick and is made from a single piece of fine jade. Strange icons engraved upon its surface glow with power.

This wand increases the effect of any spell that requires you to roll one or more dice for its effects, such as *Heal Wounds* or *Lightning Bolt*, by adding +2 to the total. Note that the wand does not increase the spell's chance of success in any way.

For example: if the Wizard uses this wand to increase the effects of the *Finger of Life* spell it still succeeds on a roll of 4, 5 or 6, but now heals 6, 7 or 8 Wounds (depending on the success of the roll).

When found, the wand has 2D6 charges. Each use of the wand expends 1 charge.

21 Dawnstone (BDEW) 500G

This crystal-like stone is mounted in a black iron brooch and radiates a pale light like that of the early morning.

The Dawnstone may be used to restore any one Warrior to full Wounds immediately, even if he is at zero wounds or dead.

One use, then discard.

22 Rune of Death (BDEW) 500G

This stone has a Dwarf rune embossed upon its surface and is warm to the touch.

When pressed into contact with any bladed weapon, the Runestone burns a Rune of Death into the blade and then vanishes. The Rune of Death itself is permanent.

If the to hit roll with this weapon is a natural 6, the Rune of Death causes an extra 2D6 Wounds on the target.

23 Crown of Sorcery (BDE) 1,000G

As soon as he puts this crown on, the wearer is plunged into the alien and dark world of magical power familiar to Wizards.

The Crown of Sorcery allows any Warrior who is otherwise non-magical to cast spells and use items of Wizard-only treasure. The Warrior wearing the crown can still wear armour. As soon as your Warrior finds the crown take two Spell cards from each deck at random: these are the spells he may cast.

Each turn your Warrior gets the same amount of raw Power as a Battle-level 1 Wizard (roll 1D6+1 in the Power Phase), and may use it to cast one or more of his spells according to the normal rules.

However, each time your Warrior casts one of his spells roll 1D6. If the score is 1 that spell fails and your Warrior is immobilised by the backrush of magical Power and can do nothing for the rest of the turn. While he is immobilised any attacks made against him hit on anything but a 1.

24 Talisman of Obsidian (BDEW) 500G

This black talisman throbs dully with the rhythm of a pulsing wound and the air around it hangs heavy.

This talisman negates the powers of any Wizard or other spellcaster adjacent to the wearer. Any spells cast by such models fail on a 1D6 roll of 4, 5 or 6 and the Power used to cast the spell is redirected to heal 1D6 of the wearer's Wounds.

If the wearer attempts to cast a spell himself roll 1D6. On a score of 1 the spell fails.

25 Tablet of Adain (W) 1,000G

This stone tablet weighs surprisingly little and is covered in indecipherable hatchings and markings.

When used by a Wizard, the Tablet of Adain allows you to re-roll any or all of his 'spell determining dice' when he goes up a Battle-level (see 'New Spells' in the *Wizards' Training* section). You may only re-roll each dice once and must take the result of the second roll, even if it is worse.



26 Armour of Taakan (BD) 1,500G

This matt black suit of full armour – with dull bronze battle runes engraved on the breastplate, arms and helm – is said to be endowed with a life of its own, striking at the enemy no matter what its wearer intends.

While wearing the Armour of Taakan your Warrior gets the benefits of Heavy Armour and Warhelm (+5 Toughness and -1 Movement).

Every time an enemy wounds your Warrior the armour immediately retaliates and forces its wearer to strike back straight away. Your Warrior must make a single attack against the enemy that just hit him, in addition to his normal attacks this turn. Note that, if successful, this attack does not cause a death-blow.

31 Wand of Diabolum (W) 500G

This wand is pure white, shot through with streaks of diabolum, a bright red substance capable of harnessing magical energy.

While using this wand all your Wizard's spells have their casting number reduced by -1.

32 Ring of Cheshnakk (BDEW) 1,000G

Cheshnakk was a great wizard from Araby whose expertise was the creation of exquisite flying carpets. The pinnacle of his achievements, however, was forging the Rings of Cheshnakk. On command, one of these rings can transport its wearer back to his home, be that a castle, a forest clearing or a humble cottage.

While wearing this ring your Warrior may at any time leave the dungeon and be transported to his home and safety. He is out of this adventure and meets the Warriors at the next Settlement.

33 The Hammer of Sigmar (BD) 2,000G

This is perhaps the most ancient and revered of all the magic weapons in the Empire, forged by Dwarf Runesmiths to cement an ancient alliance between Dwarfs and Men.

The Hammer of Sigmar ignores all except magic armour when rolling for damage. In addition, if the to hit score for the attack is a natural 6 it causes 4 x normal damage.

There can only ever be one Hammer of Sigmar in the party.



34 Blade of Leaping Gold (BDEW) 1,000G

This blade is superbly balanced and moves in a swift golden arc with almost no effort on the wielder's part, slicing through the enemy ranks with ease.

While wielding this weapon your Warrior gets +3 Attacks.

35 Frostblade (BDEW) 750G

This pale metallic blue weapon exudes a freezing aura and its blade glitters like ice.

When wielding the Frostblade your Warrior may only make 1 Attack per turn.

If your Warrior makes a successful attack with the Frostblade that causes at least 1 Wound (after taking into account Toughness, armour, any special abilities such as Ignore Blow, etc.) the target is automatically slain. A blow from a Frostblade can cause a death-blow.

The Frostblade may only be used once per adventure.

36 Rending Sword (BDEW) 1,200G

The serrated points along the cutting edge of this blade grind and gnash together like teeth, tearing through armour, flesh and bone.

This sword causes an extra 2D6 Wounds upon a successful hit. In addition, the blow ignores 2 points of armour if the to hit roll was a natural 5 or 6.

41 Sword of Destruction (BDEW) 750G

This sword resonates with a deep hum and flickers with lightning.

When drawn from its scabbard, this sword nullifies all magic within 1 square of the wielder. As long as the sword remains drawn, the wielder and any models in adjacent squares cannot use or count the benefits of any magic items or spells. In addition, the sword causes +1 Wound and gives the bearer the Magic Dispel 6+ special ability (see the *Bestiary*).

42 Bane Sword (BDEW) 500G

As soon as it is drawn in the presence of its hated foe this blade snarls and growls, eager to spill blood.

As soon as your Warrior finds this sword make a D66 roll on the Monster Table that is the same level as your Warrior's Battle-level. The sword does 2 x normal damage against all Monsters of that race (if you roll Skaven Assassins, for instance, the Bane Sword affects all Skaven).

43 Dragon Sword (BDEW) 1,200G

This blade is fashioned from the venom fang of a Great Fire Dragon and is ancient beyond all telling.

This sword causes double damage on a successful natural to hit roll of 5 or 6. However, the sword is partially sentient and refuses to be drawn from its scabbard by a Warrior of Battle-level 3 or below.

44 Hellfire Sword (BDEW) 1,500G

Flames leap and burn along the length of this other-worldly sword. As it swings through the air, it leaves a trail of spitting magma in its wake.

If your Warrior hits his opponent with a natural to hit roll of 6, as well as causing normal damage the target and all adjacent models (including your Warrior) burst into flames and take an extra 1D6 Wounds for each of your Warrior's Battle-levels, with no modifiers for Toughness or armour.

45 Gromril Blade (BD) 1,200G

This mighty two-handed axe is a Dwarf artefact, able to cut through all but the most powerful armour.

This axe ignores all except magical armour and does double damage on a successful hit. However, the axe is partially sentient and refuses to be drawn by a Warrior of Battle-level 2 or below.

The Gromril Blade may not be used with a shield.

46 Hydra Sword (BDEW) 850G

Steeped in the blood of a hydra as it was forged, this blade has taken on some of the properties of these terrible beasts.

On each successful hit, this blade does an extra 6D6 Wounds.

The Hydra Sword may be used once per adventure.

51 Sword of Vengeance (BW) 1,000G

The blade shines with a pure light and never dulls.

This sword ignores the Monster's Toughness and all except magical armour when determining damage. In addition, the wielder can re-roll one miss per turn.

52 Axe of Slaying (D) 500G

This axe was once wielded by the Dwarf Giantslayer Umgrul Grunnson at the final battle of Karak Azgal.

This axe automatically hits its target – the wielder does not have to make a to hit roll. In addition, instead of a normal damage roll, to work out the axe's damage roll 1D6: if the score is a 1 the axe causes 1D6 (+ Strength) Wounds, if the score is a 2 the axe causes 2D6 (+ Strength) Wounds, and so on.

Use for one turn per adventure.

53 Sword of Heroes (BDEW) 900G

This sword shines with an undimming fire – the fire of righteousness – smiting down evil wherever it may be found.

This sword causes an extra 3D6 Wounds when used against Monsters with a Toughness of 6 or more.

54 Blade of Leaping Bronze (BDEW) 450G

As soon as it is drawn this blade strikes with incredible speed.

This sword gives its wielder +2 Attacks.

55 Bow of Loren (E) 2,000G

This slender bow was fashioned by the Wood Elves of Loren.

This bow inflicts 1D6 Wounds per Battle-level of the wielder. If this is sufficient to kill the target outright, and there is a Monster directly behind it in the direction the bow was fired, the arrow continues, hitting that Monster too. This process continues until either there are no more Monsters in the direct line of fire, or one of them survives.

56 Surefire Bow (BDEW) 900G

This elegant bow has a single rune of Surefire. Ancient stories tell of a bow that never misses and this may be that very weapon...

This bow has Strength 4 and adds +2 to the wielder's to hit roll.

61 Enchanted Shield (BDE) 800G

The surface of this shield gleams as brightly as a mirror. Clouds roll across its surface, and shards of light cut the air around it.

This shield gives its bearer +3 Toughness, but may not be used with any other armour, except a helmet, until the wearer is Battle-level 4 or above.

A Warrior may not wield a two-handed weapon while using the Enchanted Shield.



62 Armour of Meteoric Iron (BD) 1,000G

This armour's appearance is pitted and dull, but it glows with a dim radiance that betrays its true nature.

This armour gives its wearer +3 Toughness, with no deductions for movement. However, once worn it fuses to the flesh and cannot be removed. Unfortunately, because the armour is so heavy, it cannot be carried. It must be worn immediately or left where it is found.

63 Shield of Ptolos (BDE) 250G

This shield throws a shimmering haze around its bearer, making him a difficult target in battle.

This shield gives the bearer +2 Toughness. In addition, when drawing Warrior counters to determine who has been hit by missile fire, the first time the bearer's counter is pulled out you may put it back and draw again. If it comes up a second or subsequent time he is hit as normal.

64 Armour of Dargan (BD) 1,000G

The glow from this deep red armour lights up the dungeon.

This armour makes the wearer harder to hit: he gets +4 Toughness and any Monster attacking him is at -1 on its to hit roll unless using a magical weapon.

65 Spelleater Rune (BDEW) 800G

This rune contains powerful spells of negation. Magic in the immediate vicinity arcs as the rune tries to pull it in and absorb it.

When pressed into contact with any bladed weapon, the Spelleater Rune burns a copy of itself into the blade and then vanishes. The Rune on the blade itself is permanent.

Any spells cast against the bearer of this magical blade now fail on a 1D6 roll of 5 or 6.

66 The Staff of Command (W) 900G

This staff had runes of command burned into it many centuries ago.

Once per Event the Wizard may use this staff to attempt to control any Monster on the board. The attempt must be made as soon as the Monsters appear. Roll 1D6. On a score of 1, 2, 3 or 4 the magic fails. On a score of 5 or 6 the Wizard may choose one Monster and make it do whatever he wants, as long as the action does not cause it to harm itself. The Monster fights in the Warriors' Phase and if it kills another Monster no-one gets the gold.

At the end of the turn, the possessed Monster returns to normal.

• THE BESTIARY •

So far, the Warriors have been up against some pretty evil Monsters, beasts who seek to slay our brave heroes by any foul means they can. The Warhammer World is a dark and brooding place, however, and there is much, much worse to come.

This section of the rulebook gives full details of all the Monsters in the Warhammer World. There are dragons and daemons, Monsters so powerful that they can destroy the Warriors with a single blow, making even Minotaurs and Rat Ogres seem feeble by comparison. Others, such as the dread Skaven assassins, are sneaky, despicable creatures, more adept at stabbing the Warriors in the back with poisoned blades. The Undead stalk the darkened tunnels below the world, Vampires and Mummies striking dread into all they meet. Evil Sorcerers and Necromancers stride forth to do battle with the Wizard, casting their dark spells of destruction.

• THE BESTIARY •

THE BESTIARY 78

- Using The Monster Tables 78
- The Party's Battle-level? 78
- Monsters In Objective Rooms 78

The Monster Tables 78
- Multiple Monsters 78
- Monster Table Entries 78
- Moving Monsters 79
- *Monsters' Base Sizes* 79

Special Rules 79
- Treasure 79
- A Whole Turn 79
- Fatal Damage 79

MONSTERS' SPECIAL RULES 80

Ambush n+ 80
Ambush, Magic *n+* 80
Armed with Weapon (Str *n*) 80
Armed with [a-b] Weapon1 or [c-d] Weapon2 80
Assassinate *n+* 80
Break 80
Breathe Fire n 81
Chill *n* 81
Daemonic *n* 81
Dodge *n+* 81
Ethereal *n* 81
Fear *n* 81
Fight in Ranks 81
Fly 81
Frenzy *n+* 81
Gang Up 82
Greater Daemon *n* 82
Guards (monster) 82
Hate *race* 82
Hypnotise *n+* 82
Ignore Blows *n+* 82
Ignore Pain *n* 82
Large Monster 82
Type Magic *n* 83
Magic Dispel *n+* 83
Magic Drain *n+* 83
Magic Resistance *n+* 83
Magic Armour 83
Magic Item 84
Magic Weapon 84
Never Pinned 84
Paralysis 84
Parry *n* 84
Petrify 84
Plague 84
Poison 85
Protection Ring (+*n* T) 85
Regenerate *n* 85
Sting (*damage*) 85
Tattoos *n+* 85
Terror *n* 85
Throw *item* (Str *n*) 85
Tomb Rot (1D*n*) 85
Vomit 85
Web (1D*n*) 85
Weeping Blade 85

CHAOS 86

Beastmen 86
- Beastman Shamans 86
- Beastman Magic 86

Chaos Warriors 87
Chaos Sorcerers 87
- Chaos Magic 87

Chaos Hounds 88
Daemons of Khorne
Bloodletters 88
Juggernauts 88
- Hellblade 88

Bloodthirsters 88
- Axe of Khorne 88
- Daemon Whip 88
- *Drain Power* 88

Daemons of Slaanesh
Daemonettes 89
Fiends of Slaanesh 89
- Aura of Slaanesh 89

Keeper of Secrets 89
Daemons of Nurgle
Plaguebearers 90
Beasts of Nurgle
Nurglings 90
- Slime Trail 90

Great Unclean One 90
- Stream of Corruption 90

Daemons of Tzeentch
Flamers of Tzeentch 92
Horrors of Tzeentch
- Flamer of Tzeentch Attack 92
- Die → Blue Horrors 92

Lord of Change 92
- Power of Tzeentch 92
- Magic Source 92

CHAOS DWARFS 93

Chaos Dwarfs 93
Chaos Dwarf Blunderbuss 93
Chaos Dwarf Sorcerers 94
- Chaos Dwarf Magic 94

DARK ELVES 95

Dark Elves 95
Dark Elf Assassins 95
Dark Elf Beastmasters 95
- Beast Handler 95

Dark Elf Sorcerers 96
- Dark Elf Magic 96

Dark Elf Naggaroth Black Guards 97
Witch Elves 97



GIANTS 98

MONSTERS 99

Bull Centaurs 99
Cave Squigs 99
Wild Squig Attack 99
Centaurs 100
Chimera 100
Cockatrice 100
Dragon Ogres 100
Dragons 101
Dragon Breath 101
Treasure Hoard *n* 101
Giant Bats 102
Giant Rats 102
Deathleap 102
Giant Scorpions 102
Giant Spiders 102
Gorgons 103
Great Taurus 103
Griffons 103
Hippogriffs 103
Hydra 103
Lammasu 104
Sorcerous Exhalation 104
Manticores 104
Manticore Sting 104
Minotaurs 104
Ogres 104
Rat Ogres 105
Trolls 105
Stone Trolls 105
Warhounds 105
Wyverns 105
Drag and Rend 105



ORCS AND GOBLINS 106

Goblins 106
Net 106
Goblin Fanatics 106
Ball and Chain 107
Goblin Squig Hunters 107
Herd Squigs 107
Goblin Shaman 107
Goblin Magic 107
Hobgoblins 108
Orcs 108
Black Orcs 108
Savage Orcs 108
Orc Shaman 109
Orc Magic 109
Snotlings 109



SKAVEN 110

Skaven Clanrats 110
Skaven Assassins 110
Skaven Warpfire Thrower Teams 111
Skaven Firethrower 111
Skaven Jezzails 111
Jezzail 111
Skaven Verminlord 111
Doom Glaive 111
Skitterleap 111
Skaven Stormvermin 112
Skaven Plague Censer Bearers 112
Skaven Plague Censer 112
Skaven Plague Monks 112
Death Fog 112
Skaven Poison Globadiers 113
Poison Globes 113
Skaven Grey Seers 113
Skaven Magic 113

UNDEAD 114

Ghosts 114
Liches 114
Ghouls 114
Mummies 114
Necromancers 115
Necromantic Magic 115
Skeletons 115
Zombies 115
Wraiths 116
Vampires 116
Vampire Abilities 116
Wights 116

MONSTER TABLES

Level 1 Monster Table 117
Level 2 Monster Table 118
Level 3 Monster Table 119
Level 4 Monster Table 121
Level 5 Monster Table 123
Level 6 Monster Table 125
Level 7 Monster Table 128
Level 8 Monster Table 131
Level 9 Monster Table 134
Level 10 Monster Table 138

· THE BESTIARY ·

This section contains expanded Monster Tables and special rules for using Citadel Miniatures' immense range of fantasy miniatures in your Warhammer Quest games.



The expanded Monster Tables in this section work in exactly the same way as the Monster Table in the *Tougher Monsters* section (in fact, that table is an almost exact copy of the Level 1 Monster Table from this section).

Though the following rules may look similar, they are slightly different. If you are using the expanded Monster Tables make sure you read these rules carefully and bear in mind that where they contradict the rules in the *Tougher Monsters* section the *rules given here take precedence.*

USING THE MONSTER TABLES

Before you start a new adventure with Battle-level 1 Warriors, decide whether you are using the Monsters printed on the Event cards, the Monster Table from the *Tougher Monsters* section, or whether you are using the expanded Monster Tables in this section. Of course, in more difficult dungeons for Warriors of higher Battle-levels you'll have to use the expanded Monster Tables.

If you decide to use the Monster Tables in this section this is how you determine which Monsters the Warriors meet.

Continue to use the Event cards, but instead of taking the Monsters' details off the card look at the top corner. If the Event Card has an 'M' in the top corner roll on the Monster Table of the same level as the party's Battle-level to determine which Monsters the Warriors have encountered. If the Event Card has an 'E' in the top corner you roll on the Dungeon *Events Table to determine what happens.*

THE PARTY'S BATTLE-LEVEL?

The party's Battle-level is explained more fully under the 'Mixed Battle-Levels' and 'Powerful Monsters' headings in the *Training* section.

MONSTERS IN OBJECTIVE ROOMS

If you use the expanded Monster Tables you must roll on the Advanced Objective Room Monster Table to determine what Monsters are in the final objective room.

Bear in mind, however, that some of the dungeons in the Adventure Book are designed around a specific type of Monster, and are best left alone. If in doubt, common sense should be used.

· THE MONSTER TABLES ·

The expanded Monster Tables are arranged on a D66 roll, *exactly the same as the Monster Table from the Tougher Monsters* section. To recap here, to make a D66 roll you roll 2D6, but rather than add the numbers together, you count the first as tens and the second as units. If you roll a 4 and a 2, for instance, the result is 42 (not 6).

Next, look up the number rolled on the relevant Monster Table to determine which Monsters the Warriors have encountered: a party of Warriors at Battle-level 1 roll on the Level 1 Monster Table, Battle-level 2 Warriors on the Level 2 Monster Table, and so on. Finally, roll again for their numbers, as indicated in the Numbers (No.) column on their line of the Monster Table.

Each entry on the Monster Tables includes the Monster's profile, just as it is printed on an Event card, the numbers it is encountered in, its gold value, how much armour it wears and any special rules.

In general, Monsters rolled on the Monster Tables are used just as if they had appeared on an Event Card. They are placed and fight according to the normal rules, each is worth a certain amount of gold when defeated, and when all of them are dead the Warriors get one item of Treasure.

You will notice that some of the Monsters have special abilities, such as *Ambush* 5+ and *Plague*, or other special rules; these are listed on the table and are explained in more detail in the *Monsters' Special Rules* section.

MULTIPLE MONSTERS

Some entries on the Monster Tables indicate that the Warriors have encountered more than one type of Monster. Entry '42' on the Level 2 Monster Table, for instance, is for a combined force of 1D6 Skaven Gutter Runners, 1D6 Skaven Censer Bearers and 1D6 Skaven Globadiers. In instances like this the Monsters are placed on the board in the order that they are entered in the table, top entry first.

Similarly, some entries on the Monster Tables require you to make a second dice roll to determine exactly what Monsters are encountered. Entry '36' on the Level 1 Monster Table, for instance, requires you to make a 1D6 roll to determine whether the Warriors have encountered Wild Cave Squigs (1-3) or Goblin *Hunters with trained Squigs (4-6).*

MONSTER TABLE ENTRIES

Each Monster's entry on the Monster Tables includes:

Race and Type

The Monster's race. On some occasions, another 1D6 roll is needed here to determine exactly which type of Monster of that race is encountered.

Profile

The Monster's profile. From top to bottom the entries are: Wounds (W), Movement (M), Weapon Skill (WS), Ballistic Skill (BS), Strength (S), Toughness (T), Initiative (I), Attacks (A).

An entry of 'S' indicates that the Monster has a special rule for this characteristic and that you should refer to that Monster's entry for more details.

Some Monsters have an 'A' entry under their Bow Skill, indicating that they automatically hit their target when using a missile weapon.

Gold
The amount of gold that each Monster of this type is worth once killed.

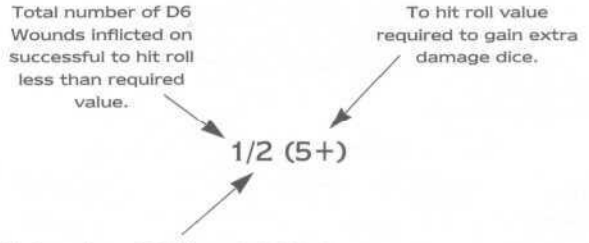
Armour (Arm.)
The value of armour that the Monster is wearing. This should be added to the Monster's Toughness characteristic. For convenience, where a Monster has armour this modified Toughness value is given in brackets after its normal Toughness characteristic.

An entry of 'S' indicates that the Monster has a special rule for armour and that you should refer to that Monster's entry for more details.

Damage (Dam.)
The base amount of damage that this Monster inflicts on its opponent after making each successful attack.

A single number indicates you should roll this many D6 and add the Monster's Strength to determine the damage it inflicts. An entry of 2, for instance, indicates that this Monster inflicts (2D6+Strength) damage for each successful hit.

Some Monsters cause extra damage if their to hit roll is above a certain value. An Ogre, for instance, normally causes (1D6+Strength) damage, but if its to hit roll is 5 or more it has landed a particularly vicious blow that does (2D6+Strength) damage. This is represented on the table thus:



An entry of 'S' indicates that the Monster has a special rule for damage and that you should refer to that Monster's entry for more details.

Number (No.)
The number of this type of Monster encountered when this entry on the Monster Table is rolled.

Special Rules
Any special abilities that the Monster has or any special rules that apply to it. These will be explained more fully in the *Monsters' Special Rules* section and/or in the Monster's Bestiary entry.

MOVING MONSTERS
It usually makes little difference which Monsters go first, so don't worry too much about following a rigid procedure. However, there will be times where it does become important. In such cases have the Monsters act in Initiative order, highest first. If any Monsters have equal Initiatives roll a dice, and the highest roll goes first.

MONSTERS' BASE SIZES
Some Citadel miniatures are supplied on bases larger than the Monsters in the Warhammer Quest box. These take up the appropriate number of squares on the Warhammer Quest board. In most cases this is easy to resolve using common sense: it is quite easy to get two Ogres side-by-side in a corridor if you overlap their bases. When moving a large Monster assume that it can move just as if it had a normal base. As long as you use your common sense and all the players agree you shouldn't have too many problems.

For more details on how such Large Monsters work in the game see the 'Large Monsters' entry in the *Special Rules* section of the Bestiary.

· SPECIAL RULES ·

The following apply to all of the Monsters and special rules in the next section:

TREASURE
Once they have completed a Monster Event the Warriors get some treasure, as normal. However, because you are now using the expanded Monster Tables you must also use the full Treasure Tables.

If the Warriors are in a corridor or dungeon room, roll on the Dungeon Room Treasure Table to determine what treasure they get at the end of an Event. If they are in an objective room, roll on the Objective Room Treasure Table. Unless otherwise stated, each Warrior gets an item of objective room treasure, while dungeon room treasure is shared out one piece at a time amongst them all, as usual.

A WHOLE TURN
Some Monsters' abilities (and some Events and spells for that matter) last 'a whole turn' or take effect for 'one turn'. Although it seems obvious how long a whole turn is, it is worth reiterating here.

A whole turn is defined as the length of time between the instant an ability, Event or spell takes effect to exactly the same point in the turn sequence one turn later.



So, for instance, if a Warrior is Transfixed by a Vampire at the start of a Monsters' Phase he is unable to do anything until the start of the next Monsters' Phase, one turn away.

In most cases it is fairly obvious how long a turn is, but if there is any doubt use common sense to resolve the situation.

Note that this is very different from something that lasts 'until the end of the turn'. This means exactly what it says: the effect lasts until the end of the present turn, no matter at which point in the turn it starts.

• MONSTERS' SPECIAL RULES •

Note that the entries in this section are arranged in alphabetical order, so if the Monster's Special Rules entry in the Monster Table indicates that it has the Ambush special ability and also causes Fear, you'll need to check both 'A' and 'F'. The entries here are generic entries that apply to more than one type of Monster. Specific Special Abilities that only apply to a single type of Monster are found under that particular Monster's entry in the Bestiary.

It is not vital for you to read this entire section now. It is more sensible to simply look up the relevant entries as and when they apply in your games and learn these rules that way.

AMBUSH *n+*

Some Monsters are able to *Ambush* the Warriors, springing from the darkness and attacking them before they have the chance to react.

Each type of Monster with the Ambush ability has an *Ambush Rating (n)* that shows the score they need on 1D6 to successfully spring their Ambush. Daemonettes of Slaanesh, for instance, have Ambush 5+, and therefore need a score of 5 or 6 on 1D6 to successfully Ambush the Warriors. An Ambush Rating of 'A' indicates that the Monster automatically succeeds in making its Ambush and doesn't need to roll.

Monsters that successfully carry out an Ambush may ignore the rule about waiting until the next Monsters' Phase before they attack. If the Monsters appear in the Power Phase, for instance, they are placed and make one set of attacks in that phase *and* attack in the Monsters' Phase. Once such Monsters have sprung their ambush they fight only in the Monsters' Phase from then on, as normal.

Note that as any sort of attack may be an Ambush, special abilities that are also Ambushes are indicated with the suffix 'Ambush' in the Monster Tables.

A Hydra, for instance, has the Breathe Fire 4 (Ambush A) Special Ability, indicating that it makes an automatically successful Ambush with its 4D6 damage Breathe Fire attack when it is first placed on the board.

AMBUSH, MAGIC *n+*

Some Monsters are blindingly fast at making their attacks, and can make a *Magic Ambush*. A Magic Ambush works in exactly the same way as an Ambush, above, except that if the Monsters succeed it is impossible even for the Wizard (or any other spellcaster) to unleash a spell before their attacks start!

In addition, if the Monster making the Magic Ambush is a spellcaster, in the first turn it may cast an extra set of spells as soon as it is placed.

Those special abilities that are also Magical Ambushes are given the suffix 'Ambush, Magic'.

ARMED WITH *weapon* (STR *n*)

Some Monsters are *Armed With* special weapons. Rules for such items are usually contained under that Monster's description or in the Equipment Tables and you should refer to those sections for more details. In most cases such weapons simply replace the Monster's Strength, indicated by a Strength modifier (*n*) contained in brackets after this entry.

ARMED WITH

[*a-b*] *weapon1* OR [*c-d*] *weapon2*

Some Monsters may be Armed With a choice of weapons. This entry indicates that on a 1D6 roll in the range a-b these Monsters are armed with weapon1 and in the range c-d they are armed with weapon2.

For example, entry 43 on the Level 2 Monster Table for Goblins reads: Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight In Ranks). This indicates that on a 1D6 roll of 1, 2 or 3 all of the Goblins in the group are armed with Bows of Strength 1, while on a 4, 5 or 6 they are armed with Spears.

ASSASSINATE *n+*

Some Monsters may make a special *Assassinate* attack. This is treated like a normal hand-to-hand combat attack except when resolving damage the blow ignores the target's armour. In addition, if the to hit roll was a natural roll of n+, where n+ is the number following the Assassinate entry (if there is one), the blow also ignores the target's Toughness. For example, 'Assassinate 6+' means ignore Toughness and armour on a to hit roll of 6.

BREAK

Some Monsters are innately cowardly, and if the fight is going badly will turn tail and run. These Monsters have a *Break Point*.

At the end of each turn during which one or more Monsters with a Break Point were killed, roll 1D6 for each different type that took casualties. If the score is greater than or equal to the remaining number of that type of Monster, they break and run, vanishing into the shadows – remove them from the board.

The Warriors do not get the Gold Value for any Monsters that run away, though they do get a Treasure card at the end of the combat, as usual.

BREATHE FIRE *n*

Some Monsters can *Breathe Fire*. Each type of Monster with the Breathe Fire ability has a *Fire Breath Strength Rating (n)* that shows the attack's damage. At the start of each turn roll 1D6. The number rolled indicates how many of the Warriors are engulfed in flame. If the score is higher than the number of Warriors present all of them have been hit. If not all of them are hit use the Warrior counters to determine who escapes.

Each Warrior hit by the fire suffers nD6 Wounds, with no modifier for armour (where n is the Monster's Fire Breath Strength Rating). A Hydra, for instance, does 4D6 damage.

CHILL *n*

Some Monsters make a special *Chill* attack rather than a normal hand-to-hand combat attack. Such Monsters make a to hit roll as normal, but when determining damage they simply cause *n*D6 Wounds with no modifiers for Toughness or armour (where *n* is the number after the Chill entry). For example, 'Chill 4' means the Monster causes 4D6 Wounds.

In addition, if the target is reduced to 0 Wounds by a Chill attack he is immediately killed and may only be healed by spells and magic items that actually raise their target from the dead rather than heal him, such as the Resurrection Spell.

DAEMONIC *n*

Some Monsters are of *Daemonic* origin and as such are very difficult to hit. When making an attack with a non-magical weapon against such a creature, your Warrior's to hit rolls are reduced by *n*, where *n* is the number after the Daemonic entry. Attacks with magical weapons are made as normal.

A Monster with Daemonic -2, for instance, reduces its opponent's to hit roll by 2.

DODGE *n+*

Some Monsters are able to *Dodge* in the same way as the Elf Warrior. Each type of Monster with the Dodge ability has a Dodge Rating (*n+*) that shows the score they need on 1D6 to successfully dodge an incoming blow.

A Monster with Dodge 5+, for instance, avoids a Warrior's attack on a 1D6 roll of 5 or 6.

ETHEREAL *n*

Some Monsters, such as Wights, are insubstantial, ethereal beings. Such Monsters can never be pinned, and may move freely through other Monsters and obstacles as if they weren't there. In addition, when making an attack with a non-magical weapon against such a creature, your Warrior's to hit rolls are reduced by *n*, where *n* is the number after the Ethereal entry. Attacks with magic weapons are made as normal.

FATAL DAMAGE

Some Monsters' attacks and items, such as Tomb Rot and Venom Armour, inflict a special sort of damage called Fatal Damage. This works in exactly the same way as normal damage, but is calculated at the very end of the turn and thus after all of that turn's healing has been done. This means that a Warrior that takes enough Fatal Damage to take him to 0 Wounds or below has no last chance to heal it and is thus automatically killed.

FEAR *n*

Some Monsters cause *Fear* because they are particularly frightening for one reason or another. Zombies, for instance, are the re-animated corpses of once-human Warriors and are terribly fearsome to face in combat. Minotaurs, on the other hand, cause Fear because of their sheer size and ferocity.

Each Monster that causes Fear also has a *Fear Value*, indicated by the *n* after the Fear entry. When an event occurs that generates Monsters that cause Fear, roll 1D6+ (the Warrior's Battle-level) for each Warrior that wants to attack a fear-causing Monster. This is the Warrior's *Fear roll*.

If the total is greater than the Monsters' Fear Value, that Warrior is not afraid of them during this combat and may fight them as normal.

If the total is less than or equal to the Monsters' Fear Value, that Warrior is afraid of them during this combat, and fights them at -1 on his to hit rolls. If a Wizard fails his Fear roll any spells he attempts to cast against that Monster have their Casting Numbers increased by +1.

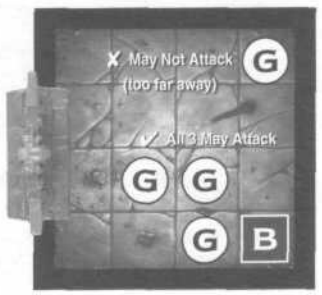
Each time the Warriors meet a particular type of Monster that causes Fear they must make a Fear roll, as the effect of the roll, whether good or bad, applies only to that type of Monster during this one combat.

If there are two types of Monster in the room that cause Fear, make a Fear roll for each Warrior against the particular Monster he is fighting.

Note that in the higher level Monster Tables some Monsters, such as Minotaurs, no longer cause Fear. This is because the Warriors are no longer so frightened of them, given that nearly every other Monster on that level of the dungeon is much bigger, tougher and nastier.

FIGHT IN RANKS

Some Monsters, such as Goblins with spears, are armed with weapons that allow them to *Fight in Ranks*: to engage an opponent in hand-to-hand combat from 2 squares away, as long as the square between is either empty or contains friendly models. The diagram on the right explains this more clearly.



4 Goblins vs Barbarian

FLY

Some Monsters are able to *Fly*, and thus can move around the board with a greater degree of freedom. Monsters that can Fly may move to any empty square on the board within their Movement range, ignoring all obstacles in their way.

Monsters that fly may not be pinned in combat and may change their target each turn. Draw a Warrior counter at the start of each Monsters' Phase for each flying Monster to determine which Warrior it attacks. (If there isn't an empty square next to the intended victim, draw again.)



FRENZY *n+*

Some Monsters are subject to *Frenzy*. Each turn, before combat, such a Monster may enter a state of utter rage. Roll 1D6. If the score is equal to or over *n*, where *n* is the Monster's *Frenzy Rating* (given after the Frenzy entry), the Monster gets 2 x its normal number of Attacks for the rest of the combat.

GANG UP

Some Monsters can Gang Up on the Warriors, hoping to use strength in numbers to defeat their opponents.

Rather than distributing such Monsters evenly amongst the Warriors when you place them on the board, draw a Warrior counter and place as many of the Monsters as you can around that Warrior. If there are any Monsters left, draw another Warrior counter and place as many Monsters as you can around him. Repeat this process until all the Monsters are placed on the board.



Each group of Monsters surrounding a single Warrior makes one single combined attack for each Attack in their profile: each group of Nurglings therefore, for example, makes 2 combined Attacks. Count up the number of Monsters attacking each Warrior. For every Monster above one in contact with the Warrior, add +1 to the to hit roll and increase the Strength of *the Monsters' attack* by +1.

For instance, if there are 4 Snotlings ganging up on the Barbarian they get a single Strength 4 attack with +3 on the to hit roll.

Once they have started attacking, Monsters that Gang Up do not switch attacks until either they are all dead, or the Warrior is killed.

When defending themselves, each Monster in the gang fights individually, with the Weapon Skill indicated on its profile.

GREATER DAEMON *n*

Some Monsters are termed *Greater Daemons* because they are the most powerful creatures of daemonic origin. When making an attack with a non-magical weapon against such a creature, your Warrior's to hit rolls are reduced by -2. Attacks made with magical weapons are at -1.

Each Greater Daemon also has a *Greater Daemon Terror Value*, indicated by the *n* after the Greater Daemon entry. At *the start of a combat that there is a Greater Daemon on the* board roll 1D6+(your Warrior's Battle-level) for each Warrior. This is the Warrior's *Greater Daemon Terror roll*. If the total is greater than the Greater Daemon's Terror Value, that Warrior is not afraid of it during this combat and may fight it as normal.

If the total is less than or equal to the Greater Daemon's Terror Value, and wasn't a natural roll of 1, that Warrior is *terrified of it during this combat, and fights it at a further -2 on* his to hit rolls. If a Wizard fails his Greater Daemon Terror roll any spells he attempts to cast against it have their Casting Number increased by +2.

If your Warrior's roll was a natural 1 he is so terrified that he may do nothing at all for 1 turn and may be hit automatically.

If it is a magic user, when rolling for spells a Greater Daemon gets +1 on its Magic Table dice roll. Note that Greater Daemons normally use the Chaos Magic Table: see the Chaos Sorcerer *entry in the Chaos section for full details.*

GUARDS (*monster*)

On certain occasions Monsters are listed as Guards because, as the term suggests, they are guarding one or more of the other Monsters that they are placed with. They must be placed so that they surround the Monster they are guarding (given in brackets after the Guards entry).

Once placed, Guards stand their ground and will not move towards the Warriors unless the Monster they are protecting is slain. They may fire any missile weapons they have as normal.

If the Monster the Guards are protecting is slain they *become so enraged that they get +1 Attack for the rest of the* combat.

HATE *race*

Some Monsters *Hate* certain types of Warrior (shown by the race, above). Dark Elves, for instance, Hate Elves. If a Monster *Hates a particular Warrior, it will attack him with unbridled* ferocity. The Monster gains +1 Attacks when fighting that Warrior, as he slashes and hacks in a mad bloodlust. His attacks are so wild, however, that they are made at -1 to hit.

In a similar manner, if a Warrior Hates a particular type of Monster he gets +1 Attacks made at -1 to hit against them.

HYPNOTISE *n+*

Some Monsters are able to Hypnotise their foes, holding them immobile while they attack them. Each Monster with this ability has a *Hypnotism Rating (n+)* that is the number required on a roll of 1D6 for the attack to work. A hypnotised Warrior may fight as normal, but is prevented from trying to escape from pinning (and that includes the Elf!).

IGNORE BLOWS *n+*

Some Monsters are so immense and powerful that they can *Ignore Blows* which would kill lesser Monsters. Each time a Warrior hits such a Monster in hand-to-hand combat or with a missile weapon roll 1D6. If the score is equal to or higher than its Ignore Blow Rating (n+) the hit is shrugged off and causes no damage at all.

IGNORE PAIN *n*

Some Monsters are so large that they can *Ignore Pain* caused by all but the most powerful blows. Each time a Warrior hits *such a Monster in hand-to-hand combat or with a missile* weapon subtract its *Ignore Pain Rating (n)* from the number of Wounds caused (in addition to subtracting its Toughness and any armour it is wearing, if applicable).

LARGE MONSTER

Some Monsters are so big that they are known by the special term *Large Monster*. Obvious examples are Dragons and Giants. When placing a Large Monster on the board draw a Warrior counter. That player places the model anywhere on the board, facing any direction and moving other Monsters or Warriors to make room as required. Then draw a second *Warrior counter to determine who the Monster attacks.*

Any offensive spells cast against a Large Monster require a number of extra points of Power, equal to the level of the Monster table that generated the Monster, to cast.

If a Large Monster manages to kill a Warrior and still has some unused Attacks left over it may choose any other available target and carry on.

Type **MAGIC** *n*

Some Monsters have the ability to use *Magic*, although the spells available to them depend on their race. The descriptions of these Monsters in the Bestiary contains the spells they use.

Monsters with this ability also have a *Magic Rating (n)* that indicates how many spells they can cast per turn. A Chaos Dwarf Sorcerer with Chaos Dwarf Magic 3, for instance, can cast 3 spells each turn from those spells available to him. Monsters with spell-casting ability do not use Power in the same way as the Wizard.

Magic-using Monsters are placed on the board as if they were using missile weapons and, unless otherwise stated, are always placed first.

In addition, all magic-using Monsters protect themselves with minor spells that make them harder to hit from a distance. All missile weapon attacks made against magic-using Monsters are at -1 on the to hit roll.

MAGIC DISPEL *n+*

Some Monsters have the ability to *Dispel Magic* in the surrounding area. This differs from the Magic Resistance special ability in that the Monster can actively interfere with and nullify any spell, not just those cast directly against it.

A Monster with this attribute has a *Magical Dispel Rating (n+)*, that is the number required on a roll of 1D6 for the ability to work. The dice roll is made as soon as the targeted spell is cast. If the roll is equal to or greater than the Monster's Magic Dispel Rating, the spell has no effect at all and the Power used to cast it is wasted.

MAGIC DRAIN *n+*

Some Monsters can soak up or *Drain Magic* from the air around them, rendering any spellcasting impossible while they remain alive.

A Monster with this attribute has a *Magic Drain Rating (n+)*, which is the number required on a roll of 1D6 for the ability to work. The effect covers the whole board. Roll once per turn during the Power Phase, immediately after determining the Wizard's Power. If successful, the Wizard loses all his Power for that turn.

MAGIC RESISTANCE *n+*

Some Monsters are naturally able to shrug off the effects of a spell cast against them. Such Monsters are said to have *Magic Resistance*.

A Monster with this ability has a *Magic Resistance Rating (n+)* that is the number required on a roll of 1D6 for the protection to work. This roll is the *Monster's Resistance roll*. A separate Resistance roll should be made for each spell cast against the Monster. If the roll succeeds the effects of the spell may be ignored by that particular Monster. If more than one Monster with this ability can be affected by the spell, roll for each Monster individually. Note that Magic Resistance only protects the Monster from spells, not from blows by magical weapons and the like.

Note that some Monsters' Magic Resistance is not an innate ability, but is due to an item or charm they wear or carry. Where this is the case, the Magic Resistance entry is suffixed with the item that provides the protection.



MAGIC ARMOUR

Some Monsters wear *Magic Armour* that confers special abilities on them, just like the magic armour that the Warriors possess. In the Monsters' case though these hell-forged items are evil and corrupted and will destroy any Warrior who tries to wear or take them.

If the Monster's entry indicates that it has magic armour roll 1D6 on the following table to determine what it is. A group of the same type of Monsters has the same magic armour, so you should roll for the group as a whole.

1 **Chaos Armour.** Every time the wearer is struck roll 1D6. On a score of 4, 5 or 6 the blow causes no damage. In addition, the wearer has *Magic Resistance 5+*.

2 **Armour of Cursed Iron.** This armour adds the value of the attacker's Strength to the wearer's Toughness, effectively cancelling it out. If the attacker has a Strength of 5, for instance, the armour gives the wearer +5 Toughness.

3 **Armour of Doom.** The magical field surrounding this armour and its wearer slows down any Warrior attacking the wearer. Any Warrior attacking a Monster who wears Armour of Doom suffers -1 to hit and -1 attacks.

4 **Arcane Armour of Destruction.** The powerful dark energies flowing within this armour strike back at its attackers. Each time a Warrior attacks a Monster wearing this armour and causes damage roll 1D6. On a score of a 1 the blow is thrown back at the Warrior as a blast of magical energy. He immediately suffers the Wounds he has just inflicted instead, modified for Toughness and armour.

5 **Venom Armour.** At the end of every turn in which a Warrior remains adjacent to the wearer of this armour he stands a chance of being poisoned by the venom that constantly oozes from it. Roll 1D6. If the score is a 1, 2 or 3 your Warrior takes 1D6 Wounds, with no modifiers for Toughness or armour. This attack is *Fatal Damage*.

6 ***Armour of Carnage.*** *This armour gives the wearer +2* Toughness. In addition, it has a bloodthirsty will of its own, and forces its wearer into battle, even if he is actually dead. While the wearer lives the armour gives him +1 Attacks. Upon the wearer's death, roll 1D6 at the start of every subsequent turn. On a score of 1 or 2 the armour crashes to the floor, empty and dead. On a score of 3, 4, 5 or 6 the armour keeps fighting by itself, animated by the powerful magic within it. The armour has the same profile as the wearer, but only has one Attack. Any further Wounds inflicted on the armour have no effect at all.

Note that Warriors' weapons that bypass armour only ignore the Toughness bonus the armour confers, not any other magic qualities it may possess. For example, a Bull Centaur Champion has Armour 2, and 'Magic Armour'. This means that as well as having armour that gives it +2 Toughness, the Bull Centaur's armour is magic too. If a Warrior using a sword that ignores armour hits the Bull Centaur, he ignores the Toughness bonus, but not any special magic abilities of the Monster's armour.

MAGIC ITEM

Some Monsters carry *Magic Items*, just like the magic items that the Warriors possess. In the Monsters' case though these items are cursed and are useless to the Warriors.

If the Monster's entry indicates that it carries a magic item roll 1D6 on the following table to determine what it is. A group of the same type of Monsters have the same magic items, so you should roll for the group as a whole. If a Monster's entry indicates it gets multiple items, each of the Monsters in the group gets the same set of items, re-rolling duplicate items.

If an item has an offensive capability it makes an extra attack during the Monsters' Phase. The effects of all these items cannot be dispelled.

1 **Ring of Resistance.** This ring gives the wearer *Magic Resistance* 6+. If the wearer already has the Magic Resistance special ability it improves his Magic Resistance Rating by +1.

2 **Cloak of Shadows.** All Warriors attempting to hit the wearer of this cloak are at -1 to their to hit rolls.

3 **Warpstone Talisman.** Whenever a Warrior rolls a natural 1 on his to hit roll against the wearer of this talisman the blow rebounds at full effect and he hits himself instead.

4 **Doomfire Ring.** The wearer may use this ring to fire a bolt of power at one of the Warriors each turn. Draw a Warrior counter to determine who is targeted. Then make a roll to hit with a Ballistic Skill of 4+. If the attack hits, the target suffers 2D6+(2×the Dungeon level) Wounds, with no modifier for armour.

5 **Mask of Kadon.** This mask gives the wearer *Fear (Dungeon Level +3)*. If the wearer already causes Fear it gives him *Terror (his Fear Value)*.

6 **Collar of Vengeance.** Any Warrior adjacent to the wearer at the end of the turn suffers 1D6 Wounds with no modifiers for Toughness or armour. This is *Fatal Damage*.

MAGIC WEAPON

Some Monsters bear a *Magic Weapon*, just like the magic weapons that the Warriors possess. In the Monsters' case though these items are cursed and will destroy any Warrior who tries to use them.

If the Monster's entry indicates that it carries a magic weapon roll 1D6 on the following table to determine what it is. A group of the same type of Monsters have the same magic weapons, so you should roll for the group as a whole.

1 **Cutting Edge Sword.** This sword causes (+1 Wounds×the bearer's level). A Monster rolled on the *Level 3 Monster Table*, for instance, inflicts an extra +3 Wounds.

2 **Sword of Distortion.** This sword causes the wielder's outline to shimmer, making him harder to hit. Any Warrior attempting to attack a Monster bearing this sword deducts -1 from his to hit rolls. In addition, the warping nature of this sword reduces the effect of any blows that actually strike the Monster, effectively giving it +1 Toughness.

3 **Sword of Pain.** This sword ignores any non-magical armour and up to 3 points of magical armour when determining damage.

4 **Cursed Blackblade.** This sword warps time around the immediate vicinity of its wielder. Once per turn you may re-roll the bearer's first attack that misses. In addition, this sword causes an extra +1D6 Wounds.

5 **Sword of Insanity.** This sword gives the bearer a Fear Value equal to twice the Battle-level of the Warrior he is fighting. If the Monster wielding this sword already causes Fear it gives him a Terror Value equal to its original Fear Value.

6 **Blade of the Damned.** This blade causes double damage every time it strikes. (Roll the normal amount of damage, multiply the result by 2 and then add the wielder's Str.)

NEVER PINNED

Some Monsters are *Never Pinned* and may move around in combat as they please.

If the Monsters in question are missile troops, each turn they will try to move to a location which allows them to take a shot. Draw a Warrior counter for each Monster to determine which Warrior it targets.

If the Monsters are armed with hand-to-hand weapons, draw a Warrior counter each turn for each of them to determine which Warriors they move towards and attack.

PARALYSIS

In addition to causing normal damage when they attack, some Monsters cause *Paralysis*. At the end of each turn in which your Warrior is wounded by such a Monster deduct 1 from his Movement. If a Warrior is reduced to 0 Movement he is killed and is removed from play. At the start each turn after that in which your Warrior was first struck roll 1D6 and add his Strength. If the score is 8 or greater the paralysis wears off and his Movement returns to its starting value. If the Warrior survives the combat, once there are no Monsters left on the board the paralysis wears off automatically and his Movement returns to normal. Paralysis can also be cured by a healing spell or healing potion, but not by bandages or provisions, or the like.

PARRY *n*

Some Monsters can *Parry* a Warrior's hand-to-hand attacks so that they don't cause any damage. Each time such a Monster is attacked roll 1D6. If the score is *n* or above, where *n* is the Parry Value after the Parry entry, the Monster turns the blow and it causes no damage.

PETRIFY

Some Monsters can *Petrify* their foes in combat, turning them to stone with a single gaze. Any Warrior that attacks such a Monster is at -2 to his to hit rolls as he is so busy trying to avoid its gaze.

In addition, if a Warrior attacking a Monster with a Petrify attack scores a natural 1 on his to hit roll he has been caught by the creature's gaze and starts to turn to stone. He immediately suffers 3D6 Wounds, with no modifiers for Toughness or armour, and for the rest of the adventure he is at -1 Movement. If his Movement is subsequently reduced to 0 by any means while in the dungeon he is immediately turned to stone, beyond all reach of healing magic.

All Monsters with a Petrify attack also have natural Magic Resistance 4+ and, if their Resistance Roll is a natural 6, may immediately turn their Petrify attack on the spellcaster that attacked them and inflict the effects given above.

PLAGUE

Some Monsters carry a horrible, disfiguring disease known simply as the *Plague* and may infect their opponents with it in combat. If your Warrior is reduced to 0 Wounds by such a Monster his Toughness is permanently reduced by -1 when he is healed to 1 or more Wounds. If a Warrior is reduced to 0 Toughness he is killed and removed from play.



POISON

Some Monsters have *Poison* attacks. If a Warrior is reduced to 0 Wounds by a Poison attack his Strength is permanently reduced by -1 when he is healed to 1 or more Wounds. If a Warrior is reduced to 0 Strength he is killed and removed from play.

PROTECTION RING (+*n* T)

Some Monsters wear magical rings that give them an extra +n Toughness, where n is the number in the brackets following the Protection RIng entry.

REGENERATE *n*

Some Monsters can *Regenerate Wounds* while they remain alive, making them much harder to kill. Each Monster with this ability has a Regeneration Rating (*n*+) that is the number of D6 Wounds that the Monster regains at the end of each turn.

A Monster with Regenerate 2, for instance, regains 2D6 Wounds at the end of each turn.

A Monster cannot regenerate if it is reduced to 0 Wounds or fewer and can never have more Wounds than it started with (except Vampires).

STING (*damage*)

Some Monsters may *Sting* their opponents, but only if all of their normal attacks hit in a single turn. The sting does the damage indicated in the brackets after the Sting entry. Sting attacks are also subject to the rules for Poison attacks, above.

TATTOOS *n*+

Some Monsters are painted with complicated protective Tattoos that act like armour. 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 Monster wearing tattoos is hit roll 1D6. If the score is *n* or more, where *n* is the number after the Tattoos entry, the blow has no effect.

A Monster with Tattoos 5+, for instance, ignores incoming blows on a 1D6 roll of 5 or 6.

TERROR *n*

Some Monsters cause *Terror*. This is similar to Fear, only much, much worse.

Each Monster that causes Terror has a *Terror Value*, indicated by the *n* after the Terror entry. When an event occurs that generates Monsters that cause Terror, roll 1D6+(your Warrior's Battle-level) for each Warrior as soon as the Monsters are placed on the board. This is the Warrior's *Terror roll*. If the total is greater than the Monsters' Terror Value, that Warrior is not afraid of them during this combat and may fight them as normal.

If the total is less than or equal to the Monsters' Terror Value, that Warrior is terrified of them during this combat, and fights them at -2 on his to hit rolls. If a Wizard fails his Terror roll any spells he attempts to cast against that Monster have their Casting Numbers increased by +2.

Each time the Warriors meet a particular type of Monster that causes Terror they must make a Terror roll, as the effect of the roll, whether good or bad, applies only to that type of Monster during this one combat.

THROW *item* (STR *n*)

Some Monsters are armed with weapons that they can *Throw*, such a spears.

As soon as such Monsters are placed on the board, before the Warriors can do anything, they throw these weapons in a special, single attack. You need to roll against the Monster's Ballistic Skill to see if they hit, just as with any other missile weapon. The thrown weapon has Strength *n*, where *n* is the value in the brackets after the Throw entry. The weapon therefore causes (the Monster's damage dice)+*n* Wounds, modified for the target's Toughness and armour, according to the normal rules for missile weapons. A Beastman Lord with a Strength 10 spear, for instance, causes 3D6+10 Wounds, modified for Toughness and armour.

After throwing their special weapons these Monsters attack in hand-to-hand combat in the Monsters' Phase as normal.

TOMB ROT (1D*n*)

Some Monsters cause *Tomb Rot*, their mere presence rotting nearby creature's flesh. Any Warrior who ends the turn adjacent to such a Monster takes an extra 1D*n* Wounds (where *n* is the number in brackets after the Tomb Rot entry), with no modifiers for Toughness or armour. Tomb Rot is Fatal Damage.

A Warrior standing next to two Mummies, for instance, takes 2D3 Wounds at the very end of each turn.

VOMIT

Some Monsters (namely Trolls) have a special *Vomit* attack, regurgitating the highly corrosive contents of its stomach all over the Warrior it is attacking.

In addition to making such a Monster's normal attacks, roll 1D6. If the score is a 5 or 6, the Monster has vomited on its foe. If the victim has any armour (including shields or a helmet) he loses one piece of it as the acid eats it away. The player concerned may choose which item his Warrior loses. If he hasn't got any armour, the target loses 1D6+2 Wounds, with no deductions for Toughness.

WEB (1D*n*)

Certain Monsters (mainly Spiders) attempt to ensnare their prey in a web, so that they can finish it off at their leisure. Each turn a Monster may attempt to web a Warrior as many times as it has Attacks.

If the Monster hits your Warrior he has been caught in its web – place a Webbed counter next to the Warrior. While webbed a Warrior may not do anything.

While webbed, a Warrior may be bitten automatically with the rest of the Monster's Attacks (no to hit roll is needed) for 1D*n* Wounds per bite (where *n* is the value after the Web entry), with no modifiers for Toughness or armour. A Monster may not use its bite Attack(s) if its opponent has not been webbed. Monsters without the ability to use webs that may also be involved in the combat get +2 to their to hit rolls against a webbed Warrior.

At the start of each Warriors' Phase, roll 1D6 for each Warrior that has been webbed and add his Strength. If the total is 7 or more, he pulls himself free from the sticky strands and may act normally this turn.

WEEPING BLADE

Weeping Blades are poisonous weapons. See *Poison*.

· CHAOS ·

To the far north of the Old World lies a nightmare region known as the Realm of Chaos. Here the forces of Chaos – the armies of Khorne the Blood God, Slaanesh the God of Pleasure, Nurgle the Lord of Pestilence and Tzeentch the Changer of Ways – wage eternal war against each other. Occasionally they combine their forces and sweep down to the south to attack the civilised world, and establish strongholds in the dark, forbidding places such as abandoned Dwarf holds.

· BEASTMEN ·

Beastmen fight in warbands led by old, savage warriors who have long since proved their ability to lead. They are powerful and very resilient fighters with big, brutish heads, sharp piercing horns, and hooves that can kick in a man's rib cage.

Special Rules (Beastman): Throw Spears (Str 3).

Special Rules (Beastman Champion)
Magic Weapon; Throw Spears (Str 8).

Special Rules (Beastman Hero)
Magic Item; Magic Weapon; Throw Spears (Str 9).

Special Rules (Beastman Lord)
Magic Armour; 2 × Magic Item; Magic Weapon; Throw Spears (Str 10).

Special Rules (Beastman Shaman)
Beastman Magic 1; Magic Weapon.

Special Rules (Beastman Shaman Champion)
Beastman Magic 2; Magic Item; Magic Weapon.

BEASTMAN SHAMANS

Beastman Shamans are revered by the rest of their kind because of their ability to summon the power of Chaos to cast crude but powerful magic spells.

BEASTMAN MAGIC

A Beastman Shaman may cast spells at the start of each Monsters' Phase. Roll 2D6 on the following table to determine which.

2-5 **Failure.** The Shaman fails to cast a spell.

6 **Battle Lust.** The Shaman gives an extra (1 × the Dungeon level) Attacks to the Monsters in combat with the Warriors, distributed as evenly as possible.

7 **Doombolt.** A bolt of black fire bursts from the Shaman's palm towards one of the Warriors. Draw a Warrior counter to determine which Warrior is hit. The Doombolt inflicts (2 × the Dungeon level) Wounds, with no modifiers for Toughness or armour.

8 **Hand of Dust.** *The Shaman may attack any* single adjacent Warrior. If there is more than one eligible target take a Warrior counter to determine which one the Shaman attacks. Roll 1D6 for the chosen Warrior and add his Strength to the score. Roll 2D6 for the Shaman and add his Strength to the score. The highest score wins. If the Warrior wins the spell fails.

If the Shaman wins the Warrior suffers (2 × the Dungeon level) Wounds with no modifiers for Toughness or armour.

If the Shaman is not in hand-to-hand combat ignore this result and re-roll on this table.

9 **Blade Wind.** The Shaman summons a storm of slashing blades. Take a Warrior counter to determine who is affected. That Warrior suffers (the Dungeon level) D6 Wounds, modified for Toughness and armour as usual.

10 **Soul Drain.** The Shaman creates a storm of dark magic. Roll 1D6 for each Warrior adding his Toughness to the score. If the total is equal to or more than the Dungeon level he suffers no ill effects from the spell. If the score is less than the Dungeon level the Warrior suffers (1D6 + the Dungeon level) Wounds and the Shaman gains the same amount. The Shaman may never gain more Wounds than he started with – any extra Wounds are lost in the warp.

A Warrior reduced to zero Wounds by this spell is immediately killed and may not be brought back to life by any means other than those spells and magic items that raise the dead.

11 **Arnizipal's Black Horror.** A black cloud issues from the Shaman's mouth, engulfing the Warriors in darkness. Roll 1D6 for each Warrior adding his Strength to the score. If the total is 7 or more he suffers no ill effects from the spell. If the score is 6 or less he suffers (the Dungeon level) D6 Wounds, with no modifier for armour.

12 **Malediction of Nagash.** The Shaman causes cuts to open up on the body of one of the Warriors. Draw a Warrior counter to determine which Warrior is hit. For 1 turn that Warrior is unable to move, fire a missile weapon, and is at -2 to all of his to hit rolls in close combat.

Now, and at the start of each subsequent turn, the same Warrior loses (1 × the Dungeon level) Wounds, with no modifiers for Toughness or armour, until the Shaman is dead.

	Beastman	Beastman Champion	Beastman Hero	Beastman Lord	Beastman Shaman	Shaman Champ.
Wounds:	6	30	34	47	26	34
Move:	4	4	4	4	4	4
Weapon Skill:	4	5	6	7	4	4
Ballistic Skill:	4+	3+	2+	1+	5+	4+
Strength:	3	4	4	4	3	4
Toughness:	4	4	5 (7)	5 (7)	5	5
Initiative:	3	4	5	6	4	4
Attacks:	1	2	3	4	1	1
Gold (Each):	100	610	1300	2000	680	1340
Armour:	–	–	2	2	-	–
Damage:	1D6	1D6/2D6(5+)	2D6	3D6	1D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
BEASTMAN	2	3	3	4	4	4	4	4	5	5
BEASTMAN CHAMPION	2	2	3	3	4	4	4	4	4	4
BEASTMAN HERO	2	2	3	3	3	4	4	4	4	4
BEASTMAN LORD	2	2	2	3	3	3	4	4	4	4
BEASTMAN SHAMAN	2	3	3	4	4	4	4	4	5	5
BEASTMAN SHAMAN CHAMPION	2	3	3	4	4	4	4	4	5	5

· CHAOS WARRIORS ·

Chaos Warriors are powerful fighters. Over time they acquire mutations such as huge fangs, horns, bestial claws, strange-coloured skin, extra eyes, and countless other deformities, some of which make them extraordinarily tough or strong. Many Chaos Warriors wear all-enclosing suits of thick armour, concealing their true nature.

Over time, some Chaos Warriors attract the attentions of their capricious gods, becoming Champions or Lords of Chaos and leading the daemonic hordes.

· CHAOS SORCERERS ·

Chaos Sorcerers are amongst the most feared followers of the dark powers. They wield powerful magic against the enemies of Chaos, whether found on the battlefields of the Warhammer World or in the deepest dungeons that lie below the surface.

Special Rules (Chaos Warrior): None.

Special Rules (Chaos Champion)
Magic Armour; Magic Weapon.

Special Rules (Chaos Hero)
Magic Armour; 2 × Magic Item; Magic Weapon.

Special Rules (Chaos Lord)
Magic Armour; 3 × Magic Item; Magic Weapon.

Special Rules (Chaos Sorcerer)
Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+.

Special Rules (Master Chaos Sorcerer)
Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3 × Magic Item; Magic Weapon; Parry 5+.

CHAOS MAGIC

At the start of each Monsters' Phase, a Chaos Sorcerer may cast one or more of the following spells. Roll the relevant number of D6 on the following table to determine which spells are cast:

2-4 **Failure.** The Sorcerer fails to cast this spell.

5 **Battle Lust.** The Sorcerer gives an extra (1 × the Dungeon level) Attacks to the Monsters in combat with the Warriors, distributed as evenly as possible.

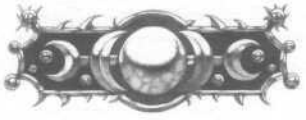
6 **Doombolt.** A bolt of black fire bursts from the Sorcerer's palm towards one of the Warriors. Draw a Warrior counter to determine which Warrior is hit. The Doombolt inflicts (2 × the Dungeon level) Wounds, with no modifiers for Toughness or armour.

7 **Hand of Dust.** The Sorcerer may attack any single adjacent Warrior. If there is more than one eligible target take a Warrior counter to determine who the Sorcerer attacks. Roll 1D6 for the chosen Warrior and add his Strength to the score. Roll 2D6 for the Sorcerer and add his Strength to the score. The highest score wins. If the Warrior wins the spell fails. If the Sorcerer wins the Warrior suffers (2 × the Dungeon level) Wounds with no modifiers for Toughness or armour.
If the Chaos Sorcerer is not in hand-to-hand combat ignore this result and re-roll on this table.

8 **Blade Wind.** The Sorcerer summons a storm of slashing blades. Take a Warrior counter to determine who is affected. That Warrior suffers (the Dungeon level) D6 Wounds, modified for Toughness and armour as usual.

9 **Soul Drain.** The Sorcerer creates a storm of dark magic. Roll 1D6 for each Warrior adding his Toughness to the score. If the total is equal to or more than the Dungeon level he suffers no ill effects from the spell. If the score is less than the Dungeon Level the Warrior suffers (1D6 + the Dungeon level) Wounds and the Sorcerer gains the same amount. The Sorcerer may never gain more Wounds than he started with – any extra Wounds are lost in the warp.
A Warrior reduced to zero Wounds by this spell is immediately killed and may not be brought back to life by any means other than those spells and magic items that raise the dead.

10 **Arnizipal's Black Horror.** A black cloud issues from the Sorcerer's mouth, engulfing the Warriors in darkness. Roll 1D6 for each Warrior adding his Strength to the score. If the total is 7 or more he suffers no ill effects from the spell. If the score is 6 or less he suffers (the Dungeon level) D6 Wounds, with no modifier for armour.



11 **Malediction of Nagash.** The Sorcerer causes cuts to open up on the body of one of the Warriors. Draw a Warrior counter to determine which Warrior is hit. For 1 turn that Warrior is unable to move, fire a missile weapon, and is at -2 to all of his to hit rolls in close combat.
Now, and at the start of each subsequent turn, the same Warrior loses (1 × the Dungeon level) Wounds, with no modifiers for Toughness or armour, until the Sorcerer is dead.

12 **The Transformation of Kadon.** The Sorcerer transforms himself into one of the following monsters. Roll 1D6:

1-2	Wyvern.
3-4	Chimera.
5	Manticore.
6	Hydra.

If the transformation turns the Sorcerer into a Monster of less value than himself, re-roll the spell.
See the *Monsters* section of the Bestiary for full details and profiles for these Monsters.
The Sorcerer remains transformed until either he or all of the Warriors are dead. While transformed he may not cast any more spells.

	Chaos Warrior	Chaos Champion	Chaos Hero	Chaos Lord	Chaos Sorcerer	M. Chaos Sorcerer
Wounds:	12	15	30	35	15	31
Move:	4	4	4	4	4	4
Weapon Skill:	6	7	8	9	6	6
Ballistic Skill:	1+	Auto	Auto	Auto	1+	1+
Strength:	4	5	5	5	4	5
Toughness:	4 (6)	4 (6)	5 (11)	5 (11)	5 (6)	5 (6)
Initiative:	6	7	8	9	6	8
Attacks:	2	3	4	5	2	3
Gold (Each):	240	910	1930	3050	840	2400
Armour:	2	2	6	6	1	1
Damage:	1D6	1D6	3D6	4D6	1D6	4D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
CHAOS WARRIOR	2	2	3	3	3	4	4	4	4	4
CHAOS CHAMPION	2	2	2	3	3	3	4	4	4	4
CHAOS HERO	2	2	2	3	3	3	3	4	4	4
CHAOS LORD	2	2	2	2	3	3	3	3	4	4
CHAOS SORCERER	2	2	3	3	3	4	4	4	4	4
MASTER CHAOS SORCERER	2	2	3	3	3	4	4	4	4	4

· CHAOS HOUNDS ·

Some Warriors of Chaos control packs of snarling, vicious war dogs. These creatures have been cruelly mutated by their exposure to Chaos, and bear barbed tails, skeletal faces and extra heads and limbs.

Wounds:	8	Attacks:	2
Move:	6	Gold (Each):	160
Weapon Skill:	4	Armour:	2
Ballistic Skill:	–	Damage:	1D6
Strength:	4		
Toughness:	4 (6)		
Initiative:	4		

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: Ambush 5+; Gang Up.

· DAEMONS OF KHORNE ·

BLOODLETTERS

Bloodletters have red scaly hide and shiny black claws. These daemonic creatures are furious fighters with strong arms and murderous talons, but their most fearsome weapons are their Hellblades. These weapons glow with deadly enchantment, and cause terrible wounds that can slay the mightiest hero.

JUGGERNAUTS

Juggernauts are huge daemon beasts whose flesh is brass and whose blood is pure fire. They are brutal and fierce creatures.

	Bloodletter	Juggernaut
Wounds:	7	35
Move:	4	7
Weapon Skill:	5	3
Ballistic Skill:	2+	–
Strength:	4	5
Toughness:	3	5 (7)
Initiative:	6	2
Attacks:	2	2
Gold (Each):	200	700
Armour:	–	2
Damage:	1D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
BLOODLETTER	2	2	3	3	4	4	4	4	4	4
JUGGERNAUT	2	3	4	4	4	4	5	5	5	6



Special Rules (Bloodletter)

Armed with Hellblade; Daemonic -1; Fear 5.

Special Rules (Juggernaut)

Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned.

Hellblade

A Hellblade causes an extra 1D3 Wounds on the target, with no modifiers for Toughness or armour.

· BLOODTHIRSTERS ·

GREATER DAEMON OF KHORNE

Bloodthirsters are huge terrifying monsters, the greatest and most deadly of all Khorne's daemons. Their master is the Chaos God of Battle, and Bloodthirsters are the greatest fighters of all daemon-kind. They are savage, bellowing creatures, with the heads of ferocious dogs and snarling teeth. Their blood-stained fur is either red or black, and their armour is ruddy bronze and black iron.

A Bloodthirster carries two weapons, an Axe of Khorne and a long, barbed lash. The axe is an enchanted daemon weapon, a living thing that thirsts for blood and slaughter. Although Bloodthirsters have no magical powers they are exceptionally strong and savage fighters, and a single daemon of this kind is a match for an entire mortal army.

Wounds:	125	Attacks:	10
Move:	6	Gold (Each):	8000
Weapon Skill:	10	Armour:	–
Ballistic Skill:	A	Damage:	8D6
Strength:	8		
Toughness:	7		
Initiative:	8		

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

Special Rules

Armed with Axe of Khorne; Armed with Daemon Whip; Drain Power; Fly; Greater Daemon 14; Ignore Blow 3+; Ignore Pain 12; Large Monster; Magic Drain 5+.



Axe of Khorne

Causes +2 Wounds. In addition, if the to hit roll of a blow made with an Axe of Khorne is a natural 6 the blow causes double damage.

Daemon Whip

At the start of each turn draw a Warrior counter to determine who the Bloodthirster ensnares with the Daemon Whip. That model is immediately moved to a square adjacent to the Bloodthirster, moving other models out of the way as necessary.

If the Bloodthirster manages to kill a Warrior and still has some Attacks left he may switch to another target to use them.

Drain Power

As a powerful servant of Khorne, a Bloodthirster detests magic and has the ability to drain it from nearby spellcasters. At the start of each Monsters' Phase roll 3D6. The Wizard immediately loses that many points of Power. Each point over the amount required to drain all the Wizard's Power inflicts 1 Wound, with no modifiers for Toughness and armour. The Wizard may give up any or all of his Power Tokens to fulfil the deficit if he wishes.

· DAEMONS OF SLAANESH ·

DAEMONETTES

The Daemonettes are the most numerous of all Slaanesh's daemons. They have a perverse beauty, unnatural and disturbing, but at the same time are undeniably potent.

FIENDS OF SLAANESH

The Fiend of Slaanesh is a bizarre daemon, a mixture of scorpion, reptile and human. With its long barbed tail, the Fiend can strike directly over its head to stab its opponents.

	Daemonette	Fiend of Slaanesh
Wounds:	15	8
Move:	4	6
Weapon Skill:	6	3
Ballistic Skill:	2+	-
Strength:	4	3
Toughness:	3	3
Initiative:	6	3
Attacks:	3	3
Gold (Each):	300	250
Armour:	–	-
Damage:	1D6	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
DAEMONETTES	2	2	3	3	3	4	4	4	4	4
FIENDS	2	3	4	4	4	4	5	5	5	6

Special Rules (Daemonette)

Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+.

Special Rules (Fiend of Slaanesh)

Aura of Slaanesh; Daemonic -1; Fear 6.

Aura of Slaanesh

A Fiend of Slaanesh has an *Aura of Slaanesh* that it can use to beguile and hypnotise its foes, holding them immobile while it attacks them. Once in combat with a Fiend of Slaanesh a Warrior cannot try to escape from pinning (and that includes the Elf!) and is at -1 to all his to hit rolls.



Daemonettes



Daemons of Slaanesh

· KEEPER OF SECRETS ·

GREATER DAEMON OF SLAANESH

The Keeper of Secrets is a bull-headed monster with two pairs of arms, one pair ending in awesome crab-claws. Its body is decked with gorgeous jewels and delicate silks, and its razor sharp claws are decorated with brightly coloured lacquers.

Wounds:	84
Move:	6
Weapon Skill:	9
Ballistic Skill:	A
Strength:	7
Toughness:	7 (11)
Initiative:	7
Attacks:	6
Gold (Each):	5500
Armour:	4
Damage:	6D6



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

Special Rules

Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 7; Large Monster; Chaos Magic 4; Magic Dispel 4+; Magic Resistance 4+; Never Pinned.

· DAEMONS OF NURGLE ·

PLAGUEBEARERS

Plaguebearers are created from all the poor mortal creatures who have died of the dreaded disease Nurgle's Rot, a terrible and incurable contagion and one of Nurgle's finest concoctions.

Plaguebearers have green, putrid skin, split and rancid like that of Nurgle himself. They have a single eye and one horn which sticks straight out of their foreheads.

BEASTS OF NURGLE

The Beasts of Nurgle are gigantic and slug-like. Their heads are topped by a fringe of fat tentacles that ooze a paralysing slime. These loathsome creatures also leave a slimy, corrosive trail behind them as they move, like that of a snail or slug, and carry all manner of disfiguring and fatal diseases.

NURGLINGS

Nurglings feed upon the pus and slime that dribble from the sores of a Great Unclean One. They are minute images of Nurgle himself with green skin covered with boils and sores.

Although Nurglings are tiny there are many of them and they move together in a huge, writhing mass. They have sharp teeth and can overwhelm an enemy by sheer numbers.

	Plaguebearer	Beast of Nurgle	Nurgling
Wounds:	9	25	2
Move:	4	3	4
Weapon Skill:	5	3	3
Ballistic Skill:	2+	–	4+
Strength:	4	3	3
Toughness:	3	5	3
Initiative:	6	3	4
Attacks:	2	1D6	2
Gold (Each):	200	750	50
Armour:	–	–	–
Damage:	1D6	2D6	Special

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
PLAGUEBEARER	2	2	3	3	4	4	4	4	4	4
BEAST OF NUR.	2	3	4	4	4	4	5	5	5	6
NURGLING	2	3	4	4	4	4	5	5	5	6



Special Rules (Plaguebearer)
Daemonic -1; Fear 5; Plague.

Special Rules (Beasts of Nurgle)
Daemonic -1; Paralysis; Plague; Slime Trail.

Special Rules (Nurgling)
Ambush A; Daemonic -1; Fear 4; Gang Up; Plague.

Slime Trail
Beasts of Nurgle secrete a **Slime Trail** around them as they move. Any Warrior who finishes his turn in a square adjacent to a Beast of Nurgle suffers 1 Wound, with no modifiers for Toughness or armour, as the poisonous gunk attacks his flesh.

· GREAT UNCLEAN ONE ·

GREATER DAEMON OF NURGLE

The Great Unclean One resembles Nurgle himself: huge, green-skinned and bloated with disease. Pus and slime dribble over the daemon's body, glistening on its leprous skin. A Great Unclean One can vomit a stream of blood, maggots and slime that drowns its victims in diseased filth.

Wounds:	100	**Attacks:**	7
Move:	4	**Gold (Each):**	5500
Weapon Skill:	7	**Armour:**	4
Ballistic Skill:	A	**Damage:**	6D6
Strength:	7		
Toughness:	8 (12)		
Initiative:	4		

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

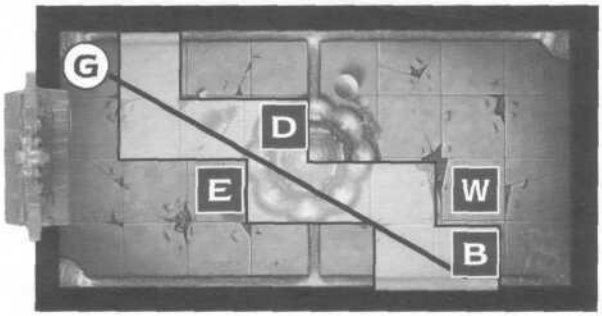
Special Rules
Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption.



Stream of Corruption
Great Unclean Ones have a special type of attack where they vomit a foul smelling mass of pus over their foes. This is called a *Stream of Corruption*. A Great Unclean One may use this attack once per turn, at the start of the Monsters' Phase.

Any Warrior on the same board section as the Great Unclean One may be attacked with the Stream of Corruption. Draw a Warrior counter to determine which Warrior is targeted.

Draw a line from the centre of the Great Unclean One's square to the target square: every square that this line passes through is affected by the Stream of Corruption (see the diagram). Roll 2D6 for each Warrior standing in a targeted square. If the score is equal to or less than his Initiative he manages to dodge the Stream and suffers no ill effects. If the score is greater than the Warrior's Initiative he suffers 3D6 Wounds, with no modifiers for Toughness or armour. If a Warrior is reduced to 0 Wounds by the Stream of Corruption his Toughness is permanently reduced by -1. If a Warrior is reduced to 0 Toughness he is killed and is removed from play.



The lightened area indicates which squares are affected by the Stream of Corruption when the Barbarian is targeted. The Dwarf is also affected, as he lies in the Stream's area of effect.



· DAEMONS OF TZEENTCH ·

FLAMERS OF TZEENTCH

Flamers are amongst the strangest of all daemons. Their lower portions resemble inverted mushrooms with two flexible arms each spitting magical flames. A Flamer has no head as such, but its eyes and gaping maw lie between its swaying arms.

HORRORS OF TZEENTCH

Horrors of Tzeentch are wild creatures made from raw magic. They are full of boundless energy and spin like tops as they whirl around the dungeon. When a Pink Horror is killed it immediately splits into two Blue Horrors and continues to fight

	Flamer of Tzeentch	Pink Horror of Tzeentch	Blue Horror of Tzeentch
Wounds:	17	8	4
Move:	9	4	4
Weapon Skill:	3	5	3
Ballistic Skill:	2+	2+	4+
Strength:	5	4	3
Toughness:	4	3	3
Initiative:	4	6	7
Attacks:	Special	2	1
Gold (Each):	300	200	100
Armour:	–	–	–
Damage:	Special	1D6	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
FLAMER	2	3	4	4	4	4	5	5	5	6
PINK HORROR	2	2	3	3	4	4	4	4	4	4
BLUE HORROR	2	3	4	4	4	4	5	5	5	6

Special Rules (Flamer of Tzeentch)

Ambush, Magic 5+; Daemonic -1; Fear 7;
Flamer of Tzeentch Attack; Magic Resistance 6+.

Special Rules (Pink Horrors)

Daemonic -1; Fear 6; Magic Resistance 6+; Die → Blue Horrors.

Special Rules (Blue Horrors)

Daemonic -1; Fear 4; Magic Resistance 6+.



Flamer of Tzeentch Attack

Flamers never make a normal hand-to-hand attack. Instead, they set light to any board section that the Warriors are standing on, immolating the area with the pink fire of Tzeentch. Roll 1D6 per Flamer for each model on that board section to determine how many Wounds it suffers (normal modifiers for *Toughness and armour apply*). *If there are 5 Flamers attacking*, for instance, roll 5D6 for each model on that board section.

Each Flamer can make this attack once per turn (unless of course it Ambushes successfully) and they themselves are immune to the fire's effects.

Die → Blue Horrors

Every time a Pink Horror is killed, two Blue Horrors spring up in its place. The Blue Horrors are placed next to the Warrior that killed the Pink Horror that spawned them. If this is not possible they can be placed in the nearest empty squares. As soon as each pair of Blue Horrors appear, make a Fear roll for each Warrior to see if he is afraid of them.

· LORD OF CHANGE ·

GREATER DAEMON OF TZEENTCH

The Lord of Change is huge and awesome in appearance, with vast multicoloured wings and plumed body. Its head is that of a monstrous predatory bird, and its scaled legs bear talons that are sharp and deadly.

Wounds:	75	Attacks:	6
Move:	8	Gold (Each):	5000
Weapon Skill:	9	Armour:	4
Ballistic Skill:	A	Damage:	6D6
Strength:	7		
Toughness:	7 (11)		
Initiative:	10		

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

Special Rules

Ambush, Magic A; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Source; 3 × Magic Item; Power of Tzeentch.



Power of Tzeentch

A Lord of Change has the ability to *Dispel Magic* in the surrounding area, just like some other Monsters, but to a much greater degree. This ability works exactly like the normal Magic Dispel in that the Lord of Change can actively interfere with and nullify any spell cast on the board, not just those cast directly against it.

When dispelling magic cast against the Lord of Change's minions the spell is dispelled on a 1D6 roll of 4 or 5, and deflected back against the caster on a roll of 6. Furthermore, when dispelling beneficial magic cast by the Warriors against themselves the spell is dispelled on a 1D6 roll of 4 or 5, and affects the Lord of Change on a roll of 6.

A Lord of Change also has *Magic Resistance* just like some other Monsters, but to a much greater degree.

The Lord of Change has a *Magic Resistance Rating* of 4+. In addition, if the Resistance roll scores a 5 or 6 the spell is deflected rather than simply resisted and affects the Warrior who cast it instead. Note that Magic Resistance only protects the Lord of Change from spells, not from blows by magical weapons and the like.

Magic Source

A Lord of Change is an extremely powerful Sorcerer and unconsciously acts as a source of power for other spellcasters. While there is a Lord of Change on the board, the Wizard doubles the result of his Power roll each turn on anything other than a roll of 1. If he rolls a 1, the Wizard gets 1 point of Power, as normal.

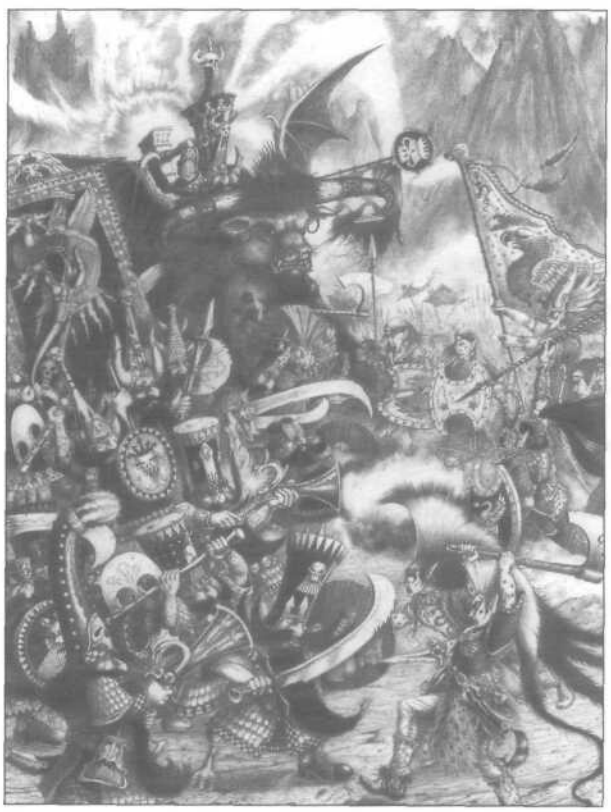
· CHAOS DWARFS ·

The Chaos Dwarfs have been twisted by dark forces until they are a cruel mockery of the Dwarf Warrior and his kind. Ruled by mighty Sorcerers, the Chaos Dwarfs use the powers of lava, magma and fire to work their evil deeds. They employ powerful spells and engines of destruction to do their work, and are ever seeking to discover the lost secrets of their Dwarf kin that lie buried beneath the mountains.

· CHAOS DWARFS ·

	Chaos Dwarf	Chaos Dw. & Blunder.	Chaos Dw. Champion	Chaos Dwarf Lord
Wounds:	8	8	16	33
Move:	3	3	3	3
Weapon Skill:	4	4	5	7
Ballistic Skill:	4+	4+	3+	1+
Strength:	3	3	4	4
Toughness:	4 (6)	4 (5)	4 (6)	5 (8)
Initiative:	2	2	3	5
Attacks:	1	1	2	4
Gold (Each):	140	140	480	1600
Armour:	2	1	2	3
Damage:	1D6/2D6(6+)	1D6	2D6/3D6(5+)	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
CHAOS DWARF	2	3	3	4	4	4	4	4	5	5
C. DW. CHAMP.	2	2	3	3	4	4	4	4	4	4
C. DW LORD	2	2	2	3	3	3	4	4	4	4



Special Rules (Chaos Dwarf)
Magic Resistance 6+.

Special Rules (Chaos Dwarf with Blunderbuss)
Armed with Blunderbuss; Magic Resistance 6+.

Special Rules (Chaos Dwarf Champion)
Magic Resistance 6+; Magic Armour; Magic Item; Magic Weapon.

Special Rules (Chaos Dwarf Lord)
Magic Resistance 5+; Magic Armour; 2 x Magic Item; Magic Weapon.

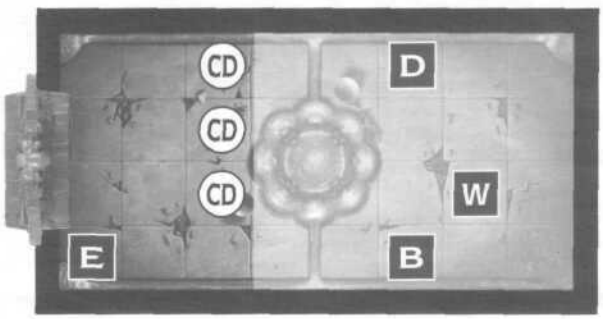
CHAOS DWARF BLUNDERBUSSES

Some Chaos Dwarfs, as indicated on the Monster Tables, use huge blunderbusses to fire a hail of deadly metal shards at the Warriors. *Chaos Dwarfs armed with blunderbusses are placed* like missile troops. Note that unlike normal Chaos Dwarfs, Chaos Dwarfs armed with blunderbusses do not get the 1D6 damage bonus in hand-to-hand combat on a natural 6 to hit and only have 1 point of armour.

A blunderbuss attack is different from a normal missile attack: it fires a spread of lead shot at multiple targets in a single direction, making a single to hit roll to determine if none or all of the targets in the area are hit. Each blast causes 1D6 Wounds, modified for Toughness and armour, on each of the Warriors in the area of effect.

For example, three Chaos Dwarfs with blunderbusses open fire on the Warriors. Their to hit dice score a 3, a 5 and a 6. With a 5+ to hit this gives them 2 shots on target. Each Warrior in the area of effect therefore suffers 2D6 Wounds.

Note that the Chaos Dwarfs' allies are not affected by the shot as they always seem able to dodge out of the way. *Perhaps they have some arcane and magical warning signals...*



In the attack shown above, the Barbarian Warrior counter was drawn, indicating that all the Chaos Dwarfs fire towards him. The lightened area indicates which squares are affected by each Chaos Dwarf's blunderbuss as a result of this. Notice that the Elf is out of the area of effect, as all the Chaos Dwarfs must fire in the same direction (towards the Barbarian).

· CHAOS DWARF SORCERERS ·

	Chaos Dwarf Sorcerer	Chaos Dwarf Master Sorcerer	Chaos Dwarf Sorc. Lord
Wounds:	8	26	40
Move:	3	3	3
Weapon Skill:	4	4	4
Ballistic Skill:	4+	4+	4+
Strength:	3	4	4
Toughness:	5+1* (8)	5 (8)	5 (8)
Initiative:	3	4	5
Attacks:	1	2	3
Gold (Each):	590	2190	3280
Armour:	2	3	3
Damage:	1D6/2D6(6+)	2D6	3D6/4D6(5+)

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
C. DW. SORCERER	2	3	3	4	4	4	4	4	5	5
C. DW. MAST. SORC.	2	3	3	4	4	4	4	4	5	5
C. DW. SORC. LORD	2	3	3	4	4	4	4	4	5	5

Special Rules (Chaos Dwarf Sorcerer)

Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1 T*).

Special Rules (Chaos Dwarf Master Sorcerer)

Chaos Dwarf Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon.

Special Rules (Chaos Dwarf Sorcerer Lord)

Chaos Dwarf Magic 4; Magic Dispel 4+; Magic Resistance 3+; Magic Armour; 3 × Magic Item; Magic Weapon.

CHAOS DWARF MAGIC

At the start of each Monsters' Phase, a Chaos Dwarf Sorcerer may cast one or more of the following spells, depending on his Magic Rating. Roll the relevant number of D6 on the following table to determine which spells are cast:

1 **Doomroar.** The Chaos Dwarf Sorcerer takes on the shape of the mighty Bull God Hashut and, with a shake of his horned head, gives a terrifying roar that goads his minions into action. This turn all Monsters get +1 Attacks.

2 **Eruption.** The ground beneath one of the Warrior's feet erupts in a plume of magma. Draw a Warrior counter to determine which Warrior is affected. He suffers 5D6 Wounds, modified for Toughness and armour as usual.

3 **Ash Cloud.** The dungeon is suddenly filled with clouds of smoke and ash. All of the Warriors are at -2 on their to hit rolls for the next Warriors' Phase.

4 **Sorcerer's Curse.** Cackling hideously the Chaos Dwarf Sorcerer utters a terrible curse on one of the Warriors. Draw a Warrior counter to determine who is affected. Unless he is given a healing potion or a healing spell is cast on him immediately the cursed Warrior is turned to stone and is out of the game. If he is given treatment, roll 1D6. On a score of 1, 2, 3 or 4 the Warrior is at -1 Movement, -1 Initiative and -1 to hit until the Sorcerer is dead, when he returns to normal. On a score of 5 or 6 the spell has no effect at all.

5 **Lava Storm.** With a majestic sweep of his arm the Sorcerer creates a stream of balls of molten lava. There are 2D6 balls and they are distributed amongst the Warriors evenly. Each causes 2D6 Wounds, with no modifier for armour.

6 **Flames of Azgorh.** The Sorcerer breathes out whirling tendrils of flame. Draw a Warrior counter to determine who is attacked. The target and every model adjacent to him, whether friend or foe, takes 2D6 Wounds, with no modifiers for Toughness or armour. Note that the Chaos Dwarf Sorcerer is the only model immune to the effects of the spell.



Dazzhrakk Gargan chuckled and tugged his beard thoughtfully as he peered into the fiery brazier atop the black stone dais.

"They come. See. Oh yes, they come." He rubbed his hands together gleefully and turned to face his assembled minions. Chaos Dwarfs and Hobgoblins looked up at him in eager anticipation, sharpening their weapons for the coming fight.

The cavern was vast, fading into shadow to all sides. The Chaos Dwarf Sorcerer stood on top of the raised dais, in front of a great bronze brazier, from which flames shot into the air, illuminating the roof with a dull red glow. The air was hot and dry. Shadows danced around him whilst leathery wings beat the air overhead. His unblinking gaze was fixed on the ornate, brass-bound door on the opposite wall. One by one, his waiting minions turned to stare. Bull Centaurs roughly shoved their way through the crowd, and a rank of Chaos Dwarfs with blunderbusses set up in a line facing the door.

"My trap is set – the fools come. Take your positions!" Gargan nodded and his minions faded away into the shadows.

A moment later the double doors burst open and four warriors charged into the chamber, their lantern throwing little light in the vast darkness.

"Gargan," shouted the grey-clad Wizard, as a bolt of power leapt from his fingertips.

Gargan laughed aloud as it rebounded with a flash off the blackish-purple shield that sprang up in front of him and a howling mass of Monsters suddenly leapt out from the shadows.

The trap had been sprung...

· DARK ELVES ·

The Dark Elves are the evil kin of the High Elves. They are masters of dark sorcery and arguably the cruellest race in the Warhammer World. Long ago they embraced the Dark Gods of Chaos and followed the path into darkness. From their black realm of Naggaroth, they send Dark Elf Warriors, Sorcerers and Assassins forth to spread their poisonous doctrines across the Warhammer World.

· DARK ELVES ·

Dark Elf Warriors are cruel and fierce fighters. Like all Elves, Dark Elves are lithe and sinuous, with strong muscles and reactions every bit as quick as their agile minds.

DARK ELF ASSASSINS

Dark Elf Assassins have few equals in combat. They are master swordsmen and their weapons are rendered even more deadly by being tipped with Black Venom.

	Dark Elf Warrior	D. Elf Champ.	D. Elf Hero	D. Elf Lord	D. Elf Assassin
Wounds:	6	14	25	34	12
Move:	5	5	5	5	5
Weapon Skill:	4	5	6	7	9
Ballistic Skill:	3+	5	1+	A	A
Strength:	3	4	4	4	4
Toughness:	3 (4)	3 (5)	4 (8)	4 (8)	4
Initiative:	6	7	8	9	10
Attacks:	1	2	3	4	2
Gold (Each):	100	480	1040	1600	410
Armour:	1	2	4	4	-
Damage:	1D6	2D6	2D6	3D6	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
D. ELF WARRIOR	2	3	3	4	4	4	4	4	5	5
D. ELF CHAMPION	2	2	3	3	4	4	4	4	4	4
D. ELF HERO	2	2	3	3	3	4	4	4	4	4
D. ELF LORD	2	2	2	3	3	3	4	4	4	4
D. ELF ASSASSIN	2	2	2	2	3	3	3	3	4	4

Special Rules (Dark Elf Warrior)
Armed with Crossbows (Str 4); Dodge 6+; Hate Elves.

Special Rules (Dark Elf Champion)
Dodge 6+; Hate Elves; Magic Weapon.

Special Rules (Dark Elf Hero)
Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; Magic Weapon.

Special Rules (Dark Elf Lord)
Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; 2×Magic Item; Magic Weapon.

Special Rules (Dark Elf Assassin)
Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Hate Elves; Weeping Blades.



· DARK ELF BEASTMASTERS ·

Dark Elf Beastmasters are Dark Elf Warriors who control a pack of snarling Chaos Hounds or Warhounds in combat, directing them towards the Warriors using whips.

	Dark Elf Beastmaster	Chaos Hound	Warhound
Wounds:	15	8	6
Move:	5	6	5
Weapon Skill:	5	4	4
Ballistic Skill:	2+	–	–
Strength:	4	4	3
Toughness:	3 (5)	4 (6)	3
Initiative:	7	4	6
Attacks:	2	2	1
Gold (Each):	150	160	130
Armour:	2	2	–
Damage:	1D6	1D6	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
D. ELF BEASTMASTER	2	2	3	3	4	4	4	4	4	4
CHAOS HOUND	2	3	3	4	4	4	4	4	5	5
WARHOUND	2	3	3	4	4	4	4	4	5	5

Special Rules (Dark Elf Beastmaster)
Armed with Crossbow (Str 5); Beast Handler; Hate Elves.

Special Rules (Chaos Hound)
Ambush 5+; Gang Up.

Special Rules (Warhound)
Ambush 5+; Gang Up.

Beast Handler

Dark Elf Beastmasters control a pack of beasts in combat, directing them towards the Warriors using whips. Roll 1D6 to determine the composition of each Beastmaster's pack. On a score of 1-3 he has 1D6 Chaos Hounds. On a score of 4-6 he has 1D6 Warhounds. When placing the Beastmaster on the table, his beasts are always placed first.



· DARK ELF SORCERERS ·

	Dark Elf Sorcerer	Sorcerer Champion	Master Sorcerer	Sorcerer Lord
Wounds:	12	20	30	41
Move:	5	5	5	5
Weapon Skill:	4	4	4	4
Ballistic Skill:	3+	3+	3+	3+
Strength:	3	4	4	4
Toughness:	4	4 (5)	4 (6)	4 (7)
Initiative:	7	7	8	9
Attacks:	1	1	2	3
Gold (Each):	590	1210	2190	3280
Armour:	–	1	2	3
Damage:	1D6	1D6	2D6	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
D. ELF SORCERER	2	3	3	4	4	4	4	4	5	5
SORCERER CHAMP.	2	3	3	4	4	4	4	4	5	5
MASTER SORC.	2	3	3	4	4	4	4	4	5	5
SORCERER LORD	2	3	3	4	4	4	4	4	5	5

Special Rules (Dark Elf Sorcerer)

Dark Elf Magic 1; Hate Elves; Magic Resistance 6+; Magic Item.

Special Rules (Dark Elf Sorcerer Champion)

Hate Elves; Dark Elf Magic 2; Magic Resistance 5+; Magic Item; Magic Weapon.

Special Rules (Dark Elf Master Sorcerer)

Hate Elves; Dark Elf Magic 3; Magic Dispel 4+; Magic Resistance 4+; 2 × Magic Item; Magic Weapon.

Special Rules (Dark Elf Sorcerer Lord)

Ambush, Magic A; Hate Elves; Dark Elf Magic 4; Magic Dispel 4+; Magic Resistance 3+; 3 × Magic Item; Magic Weapon.

DARK ELF MAGIC

At the start of each Monsters' Phase, a Dark Elf Sorcerer may cast one or more of the following spells. Roll 2D6 on the following table to determine which.

2-4 **Failure.** The Sorcerer fails to cast a spell.

5 **Battle Lust.** The Sorcerer gives an extra (1 × the Dungeon level) Attacks to the Monsters in combat with the Warriors, distributed as evenly as possible.

6 **Doombolt.** A bolt of black fire bursts from the Sorcerer's palm towards one of the Warriors. Draw a Warrior counter to determine which Warrior is hit. The Doombolt inflicts (2 × the Dungeon level) Wounds, with no modifiers for Toughness or armour.

7 **Hand of Dust.** The Sorcerer may attack any single adjacent Warrior. If there is more than one eligible target take a Warrior counter to determine who the Sorcerer attacks. Roll 1D6 for the chosen Warrior and add his Strength to the score. Roll 2D6 for the Sorcerer and add his Strength to the score. The highest score wins. If the Warrior wins the spell fails. If the Sorcerer wins the Warrior suffers (2 × the Dungeon level) Wounds with no modifiers for Toughness or armour.

If the Sorcerer is not in hand-to-hand combat ignore this result and re-roll on this table.

8 **Blade Wind.** The Sorcerer summons a storm of slashing blades. Take a Warrior counter to determine who is affected. That Warrior suffers (the Dungeon level) D6 Wounds.

9 **Soul Drain.** The Sorcerer creates a storm of dark magic. Roll 1D6 for each Warrior adding his Toughness to the score. If the total is equal to or more than the Dungeon level he suffers no ill effects from the spell. If the score is less than the Dungeon level the Warrior suffers (1D6 + the Dungeon level) Wounds and the Sorcerer gains the same amount. The Sorcerer may never gain more Wounds than he started with – any extra Wounds are lost in the warp.

A Warrior reduced to zero Wounds by this spell is immediately killed and may not be raised by any means other than those spells and magic items that raise the dead.

10 **Arnizipal's Black Horror.** A black cloud issues from the Sorcerer's mouth, engulfing the Warriors in darkness. Roll 1D6 for each Warrior adding his Strength to the score. If the total is 7 or more he suffers no ill effects from the spell. If the score is 6 or less he suffers (the Dungeon level) D6 Wounds, with no modifier for armour.

11 **Malediction of Nagash.** The Sorcerer causes cuts to open up on the body of one of the Warriors. Draw a Warrior counter to determine which Warrior is hit. For 1 turn that Warrior is unable to move, fire a missile weapon, and is at -2 to all of his to hit rolls in close combat.

Now, and at the start of each subsequent turn, the same Warrior loses (1 × the Dungeon level) Wounds, with no modifiers for Toughness or armour, until the Sorcerer is dead.

12 **The Transformation of Kadon.** The Sorcerer transforms himself into one of the following monsters. Roll 1D6:

- 1-2 Wyvern.
- 3-4 Chimera.
- 5 Manticore.
- 6 Hydra.

If the transformation turns the Sorcerer into a Monster of less value than himself, re-roll for a different spell.

See the *Monsters* section of the Bestiary for full details and profiles for these Monsters.

The Sorcerer remains transformed until either he or all of the Warriors are dead. While transformed he may not cast any more spells.

· DARK ELF NAGGAROTH BLACK GUARDS ·

The Black Guard are renowned amongst the Dark Elves for their murderous attacks using their great halberds

	Naggaroth Black Guard
Wounds:	6
Move:	5
Weapon Skill:	5
Ballistic Skill:	3+
Strength:	4
Toughness:	3 (5)
Initiative:	7
Attacks:	1
Gold (Each):	150
Armour:	2
Damage:	1D6



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

Special Rules
Armed with Halberds; Fight in Ranks; Hate Elves.

· WITCH ELVES ·

Witch Elves are the most cruel, evil and savage of all Dark Elves. They do not carry shields, caring nothing for their own protection, and are armed with sharp swords and long knives.

	Witch Elf	Witch Elf Champion
Wounds:	11	13
Move:	5	5
Weapon Skill:	4	5
Ballistic Skill:	3+	2+
Strength:	3	4
Toughness:	3	3
Initiative:	6	7
Attacks:	1	2
Gold (Each):	140	600
Armour:	–	–
Damage:	1D6	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
WITCH ELF	2	3	3	4	4	4	4	4	5	5
W. ELF CHAMP.	2	2	3	3	4	4	4	4	4	4

Special Rules (Witch Elf): Frenzy 4+; Hate Elves.

Special Rules (Witch Elf Champion)
Frenzy 3+; Hate Elves.



· GIANTS ·

Giants are rare in the settled parts of the Old World, having long since been hunted down and destroyed by chivalrous Bretonnian Knights and crazed Dwarf Giant Slayers. In the northlands they are more common because the lands are wild and untamed, and full of the sort of caves that Trolls and Giants like to make their homes.

Giants are, as their name suggests, very big. However, they are not especially bright: in fact, many are positively dim-witted. They are notorious drunkards and regard anything smaller than themselves as potential food, including Men and other intelligent creatures.

Move:	6	**Attacks:**	Special
Weapon Skill:	3	**Gold (Each):**	2000
Ballistic Skill:	4+	**Armour:**	5
Strength:	7	**Damage:**	5D6
Toughness:	6 (11)		
Wounds:	64		
Initiative:	3		

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

Special Rules

Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.

Giant Attacks

Giants are huge and unpredictable creatures and it is by no means certain what form of attack they will make. At the start of each Monsters' Phase roll 1D6 on the following table for each Giant on the board to determine what it does this turn.

1 **Thump with Club.** Because of his reach the Giant can hit any Warrior up to two squares away. Take a Warrior counter to determine which Warrior is attacked. The Giant makes 1D6 attacks against the target, rolling to hit as normal. Calculate damage as normal but ignore any modifier for the target's armour.

2 **Swing with Club.** Because of his reach the Giant hits all of the Warriors up to two squares away. Roll 3D6 for each eligible target. Each dice that scores a 4, 5 or 6 causes that many Wounds, with no modifier for armour. Any dice that scores 1, 2 or 3 misses as the Warrior manages to avoid the mighty weapon.

3 **Kick Down Corridor.** The Giant raises a huge booted foot and drop-kicks an adjacent Warrior into the darkness. If there is more than one eligible target draw a Warrior counter to determine who is hit. The Warrior is kicked up to 7 squares in a straight line directly away from the Giant. If he hits a wall before reaching this distance he suffers 1D6 Wounds, with no modifier for armour, for each square short of 7 he flew, plus the Giant's Strength of 7.

If the booted Warrior flies 2 squares then hits a wall, for instance, he suffers (7-2)=5D6 Wounds, plus 7 for the Giant's Strength, with no modifier for armour (total roll therefore equals 5D6+7).

4 **Pick Up.** Because of his reach the Giant can pick up a Warrior up to two squares away. Take a Warrior counter to see who is picked up. Place that model on the Giant's base and roll 1D6 on the following sub-table:

1 **Squeeze.** The Giant squeezes the Warrior with his mighty fist. The Warrior takes 7D6 Wounds. Roll again on this sub-table.

2 **Hurl at Warriors.** The Giant picks up the Warrior and hurls him at his companions. Take a Warrior counter to see which Warrior is targeted. Roll 7D6 and separate those that have an even score from those that have an odd score. The Warrior being thrown suffers a number of Wounds equal to the sum of the even dice, while the targeted Warrior suffers a number of Wounds equal to the sum of the odd dice. Neither Warrior gets any modifiers on the damage roll for Toughness or armour. The thrown Warrior is placed prone in the square originally occupied by the target Warrior. The target Warrior is pushed into an adjacent square, shuffling other models around as necessary.

3 **Smash Against the Roof.** The Giant grabs the Warrior by the feet to get a good swing and begins to smash him repeatedly against the roof of the cave in a cheerfully enthusiastic fashion. This does the Warrior no good at all. The Giant smashes the Warrior against the roof 1D6 times, inflicting 7 Wounds, with no modifiers for Toughness or armour, each time. Then roll on this sub-table again.

4 **Chew.** The Giant begins to chew on the Warrior with teeth the size and shape of old tombstones. The Warrior suffers 1D6 Wounds, with no modifiers for Toughness or armour. If the score on the dice is a 2, 3 4, 5 or 6 the Giant continues to chew the Warrior next turn, even if he is at 0 Wounds or less. Roll another 1D6 for Wounds. This process continues until the roll for Wounds is a 1 at which point the Giant finds a gristly bit, loses interest and drops the Warrior in the square he got him from. Place the Warrior prone.

If the Warrior is reduced to -50 Wounds the Giant swallows him whole, effectively taking him out the game.

5 **Stuff into Bag.** The Giant picks up the Warrior and pops him into his bag, saving him for later. The inside of the bag is smelly and dark, full of all sorts of horrible things. In one corner is a wizened old Dwarf Prospector, who wearily gives the Warrior a key and says "This is the key to the portcullis..." in a tired and cracked voice.

The Warrior suffers no ill effects as long as the Giant has other foes to fight. If the Giant kills all of the other Warriors he is carried off and eaten at the Giant's leisure. He may escape from the bag once the Giant is killed: place him in any empty square on the same board section. Once free he remains out of action for 1 turn due to shock.

6 **Snatch and Grab.** The Giant pops the Warrior into his bag, as above. As it's a long time since he had the prospect of such a juicy succulent feast the Giant reaches down for another Warrior immediately. Make another 1D6 roll on this sub-table.

5 **Jump Up and Down.** Striking sparks off the stone floor with his hob-nailed feet, the Giant jumps up and down on any single Warrior in an adjacent square. If there is more than one eligible target draw a Warrior counter to determine which Warrior is attacked. The chosen Warrior suffers 1D6 hits, taking damage for each hit as normal.

If the target is reduced to 0 Wounds the Giant will make another 1D6 jump attacks on the next nearest adjacent Warrior. This process continues until the Giant fails to kill a Warrior within the number of attacks he has rolled or he has reduced all adjacent Warriors to 0 Wounds.

6 **Yell and Bawl.** Feeling a good shout coming on, the Giant bends over until his head is at the same level as the Warriors and proceeds to yell and bellow at the top of his voice.

Roll 2D6 for each Warrior. If the total is equal to or greater than the sum of the Warrior's Toughness and Strength he is knocked prone by the blast. He takes no Wounds from the attack.

· MONSTERS ·

In the deep, labyrinthine tunnels and halls that stretch below the mountains of the Warhammer World, there are many evil creatures lurking in the darkness. Some are small and malicious, their evil hearts set on spiteful evils. Others are raging beasts of such immense power and fury that they strike terror into the hearts of those who behold them.

· BULL CENTAURS ·

Bull Centaurs are Creatures of Chaos: beings with the upper torso of a Chaos Dwarf and the body of a ferocious bull. They are keen-witted creatures and powerful fighters.

	Bull Centaur	Bull Cent. Champion	Bull Cent. Hero	Bull Cent. Lord
Wounds:	12	23	32	42
Move:	8	8	8	8
Weapon Skill:	4	5	6	7
Ballistic Skill:	4+	3+	2+	1+
Strength:	4	5	5	5
Toughness:	4 (6)	4 (6)	5 (8)	5 (8)
Initiative:	3	4	5	6
Attacks:	2	3	4	5
Gold (Each):	410	1060	2320	3680
Armour:	2	2	3	3
Damage:	1D6/2D6(5+)	2D6	3D6/4D6(5+)	4D6/5D6(5+)

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
BULL CENTAUR	2	3	3	4	4	4	4	4	5	5
B CENT. CHAMP.	2	2	3	3	4	4	4	4	4	4
B CENT. HERO	2	2	3	3	3	4	4	4	4	4
B CENT. LORD	2	2	2	3	3	3	4	4	4	4



Special Rules (Bull Centaur)
Fear 5; Magic Resistance 6+.

Special Rules (Bull Centaur Champion)
Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.

Special Rules (Bull Centaur Hero)
Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.

Special Rules (Bull Centaur Lord)
Fear 7; Magic Resistance 4+; Magic Armour; 3 × Magic Item; Magic Weapon.

· CAVE SQUIGS ·

Part fungus and part flesh, these strange ferocious creatures are almost all teeth, easily able to take a man's leg off with a single bite.

	Wild Cave Squig	Trained Cave Squig
Wounds:	3	3
Move:	Special	Special
Weapon Skill:	4	4
Ballistic Skill:	–	–
Strength:	5	5
Toughness:	3	3
Initiative:	5	5
Attacks:	2	2
Gold (Each):	200	200
Armour:	–	–
Damage:	1D6	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
WILD SQUIG	2	3	3	4	4	4	4	4	5	5
TRAINED SQUIG	2	3	3	4	4	4	4	4	5	5

Special Rules (Wild Cave Squig)
Never Pinned; Wild Squig Attack.

Special Rules (Trained Cave Squig)
Never Pinned.

Wild Squig Attack

At the start of the phase during which they appear, and each Monsters' Phase thereafter, roll 1D6 for each wild Squig. On a score of 1 the Squig falls asleep and does nothing this turn. On a score of 2, 3 or 4 it immediately attacks one of the Warriors. Draw a Warrior counter to see which Warrior is attacked. On a score of 5 or 6 the Squig bounds off and immediately attacks the nearest Monster. If there is more than one potential target use a dice to determine which Monster is attacked.



· CENTAURS ·

More often found on the plains of the Northern Wastes, the brutish Chaos Centaurs sometimes descend into the ancient Dwarf Holds along with Beastmen and Chaos Warriors in search of treasure. Their vicious tempers can only be sated by deeds of the most bloodthirsty nature.

	Centaur	Centaur Champion	Centaur Hero
Wounds:	12	27	40
Move:	8	8	8
Weapon Skill:	3	4	5
Ballistic Skill:	3+	2+	1+
Strength:	4	5	5
Toughness:	3	3 (5)	4 (8)
Initiative:	3	4	5
Attacks:	2	3	4
Gold (Each):	300	1000	2200
Armour:	–	2	4
Damage:	2D6	2D6/3D6(5+)	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
CENTAUR	2	3	4	4	4	4	5	5	5	6
CENT. CHAMP.	2	3	3	4	4	4	4	4	5	5
CENT. HERO	2	2	3	3	4	4	4	4	4	4



Special Rules (Centaur)
Armed with Bow (Str 4); Fear 4.

Special Rules (Centaur Champion)
Armed with Bow (Str 7); Fear 8; Magic Armour; Magic Weapon.

Special Rules (Centaur Hero)
Armed with Bow (Str 8); Fear 9; Magic Armour; Magic Item; Magic Weapon.

· CHIMERA ·

The Chimera is a huge and vicious monster, one of the most fearsome that stalks the Old World. This ferocious creature has three bestial heads: a lion's head, a fierce ram's head, and a dragon's head. Its hulking body is powerful and quick and its claws are long and sharp. The Chimera also has a lashing tail which is barbed with venomous stings.

Wounds:	60	Attacks:	6
Move:	6	Gold (Each):	2500
Weapon Skill:	4	Armour:	3
Ballistic Skill:	–	Damage:	3D6/4D6(5+)
Strength:	7		
Toughness:	6 (9)		
Initiative:	4		

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
Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11.

· COCKATRICE ·

The Cockatrice is a fearsome creature whose squat, strong body is covered with scales and feathers. Powerful leathery wings propel it through the sky, from where it swoops down upon its enemy and rends them apart with its sharp claws. The Cockatrice's head has a fierce beak and is covered with ugly red wattles, which make it look both bizarre and frightening. The Cockatrice can petrify its foes with its magical gaze, literally turning them to stone. This weird ability makes it very difficult to fight.

Wounds:	26	Attacks:	3
Move:	4	Gold (Each):	1500
Weapon Skill:	3	Armour:	–
Ballistic Skill:	–	Damage:	3D6/4D6(5+)
Strength:	4		
Toughness:	4		
Initiative:	4		

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

Special Rules: Fear 10; Fly; Petrify.

· DRAGON OGRES ·

Dragon Ogres are ancient, brutish reptiles that live in the deepest mountain caves, only emerging during mighty storms to do battle on the mountain tops.

	Dragon Ogre	Dragon Ogre Champion	Dragon Ogre Hero
Wounds:	40	44	53
Move:	6	6	6
Weapon Skill:	4	5	6
Ballistic Skill:	5+	4+	3+
Strength:	5	6	6
Toughness:	5 (7)	5 (7)	6 (8)
Initiative:	2	3	4
Attacks:	3	4	5
Gold (Each):	870	1550	3300
Armour:	2	2	2
Damage:	2D6	2D6	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
DRAGON OGRE	2	3	3	4	4	4	4	4	5	5
D. OGRE CHAMP.	2	2	3	3	4	4	4	4	4	4
D. OGRE HERO	2	2	3	3	3	4	4	4	4	4



Special Rules (Dragon Ogre): Fear 8.

Special Rules (Dragon Ogre Champion)
Fear 8; Magic Armour; Magic Weapon.

Special Rules (Dragon Ogre Hero)
Fear 9; Magic Armour; Magic Item; Magic Weapon.

· DRAGONS ·

The ancient dragons slumber in the caves below the world, guarding their treasure through the long years. Woe betide any foolish Warrior who attempts to steal their hoard, as when roused there is little to rival a dragon in combat.

	Dragon	Great Dragon	Emperor Dragon
Wounds:	74	84	94
Move:	6	6	6
Weapon Skill:	6	7	8
Ballistic Skill:	–	–	–
Strength:	6	7	8
Toughness:	6 (12)	7 (11)	8 (13)
Initiative:	8	7	6
Attacks:	7	8	9
Gold (Each):	4500	6000	7500
Armour:	6	7	8
Damage:	6D6	6D6/7D6(5+)	8D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
DRAGON	2	2	3	3	3	4	4	4	4	4
GREAT DRAGON	2	2	2	3	3	3	4	4	4	4
EMPEROR DR.	2	2	2	3	3	3	3	4	4	4

Special Rules (Dragon)

Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.

Special Rules (Great Dragon)

Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 7; Large Monster; Chaos Magic 1; Terror 13; Treasure Hoard +1.

Special Rules (Emperor Dragon)

Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 3D6; Large Monster; Chaos Magic 2; Terror 14; *Treasure Hoard +2.*

DRAGON BREATH

There are many different types of dragon in the dark caverns and tunnels beneath the mountains of the Warhammer World, each with a different breath weapon (not all dragons possess the archetypal fiery breath).

To determine which sort of dragon the Warriors have encountered, and therefore what type of breath weapon it has, roll 1D6 on the following table:

1-2 **Fire Dragon – Breathes Fire.** At the start of each turn roll 1D6. The number rolled indicates how many of the Warriors are engulfed in flame and fire. If the score is higher than the number of Warriors present all of them have been hit. If not all of the Warriors are hit use the Warrior counters to determine who escapes.

Each Warrior hit by the fire suffers 3D6 Wounds, with no modifier for armour.

3 **Black Dragon – Breathes Smoke.** At the start of each turn roll 1D6. The number rolled indicates how many of the Warriors are engulfed in by the oily fumes. If the score is higher than the number of Warriors present all of them have been hit. If not all of the Warriors are hit use the Warrior counters to determine who escapes.

Roll 1D6 for each Warrior hit by the smoke, subtract his Toughness from the score and multiply the result by 2. The total shows how many D6 Wounds the Warrior suffers, with no modifiers for Toughness or armour.

For example, a 6 is rolled for a Warrior of Toughness 4. He suffers ((6-4)×2)D6 = 4D6 Wounds, with no modifiers for Toughness or armour.

4 **Green Dragon – Breathes Corrosive Fumes.** Roll 1D6 for each Warrior and add his Toughness. If the score is 7 or more that Warrior is unaffected. If the score is 6 or less that Warrior suffers 3D6 Wounds, with no modifiers for Toughness or armour.

5 **Blue Dragon – Spits Electricity.** Blue Dragons actually generate electricity that arcs from their mouths in the form of lightning, rather than breathe a noxious substance. Take one Warrior counter to determine who is hit. That Warrior suffers 2D6 Wounds, with no modifier for armour.

After resolving that attack, roll another 1D6. On a score of 3, 4, 5 or 6 the lightning bolt arcs across to another Warrior. Take another Warrior counter to determine who. He also takes 2D6 Wounds, with no modifier for armour. This process continues until the lightning bolt fails to arc across to another Warrior.

6 **White Dragon – Breathes Chilling Mist.** At the start of each turn roll 1D6. The number rolled indicates how many of the Warriors are engulfed by the mist. If the score is higher than the number of Warriors present all of them have been hit. If not all of the Warriors are hit use the Warrior counters to determine who escapes.

Each Warrior suffers 1D6 Wounds, with no modifiers for Toughness or armour. In addition, while he thaws out, for 1 turn he has a Movement of 1, he may be hit automatically, and any dice rolls made for his actions only succeed on a natural 6. Actions that do not require you to roll a dice may be carried out as normal.

A dragon's breath weapon is used in addition to its normal hand-to-hand attacks.

TREASURE HOARD +*n*

Dragons have their own treasure hoards above and beyond the treasure that is otherwise found.

When a dragon is killed roll 1D6+*n*, where *n* is the number after the Treasure Hoard entry, on the following table to determine what it contains:

1 **Gold.** Each player may roll as many D6 as he likes, adding up the score and multiplying it by 10 to determine how much gold his Warrior finds. However, if any of the dice score a 1 his Warrior finds nothing.

2-3 **Dungeon Room Treasure.** Make one roll on the *Dungeon Room Treasure Table* for each Warrior to determine what he finds.

4-5 ***Dungeon Room Treasure and Gold.*** *Make one roll on the Dungeon Room Treasure Table* for each Warrior to determine what he finds.

In addition, each player may roll as many D6 as he likes, adding up the score and multiplying it by 10 to determine how much extra gold his Warrior finds. However, if any of the dice score a 1 his Warrior finds no extra gold.

6+ **Objective Room Treasure.** Make one roll on the *Objective Room Treasure Table* for each Warrior to determine what he finds.



· GIANT BATS ·

Out of the darkest caves fly the twittering, screeching clouds of Giant Bats. These fanged monstrosities, held aloft on great leathery wings, hide in the shadows, then swoop silently down upon their prey and rip them to shreds with teeth and talons.

Wounds:	1	**Attacks:**	1
Move:	8	**Gold (Each):**	15
Weapon Skill:	2	**Armour:**	–
Ballistic Skill:	–	**Damage:**	1D6
Strength:	2		
Toughness:	2		
Initiative:	–		

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

Special Rules: *Ambush A; Fly.*

· GIANT RATS ·

No less dangerous than the more intelligent monsters are the packs of Giant Rats that dwell in the dirtiest corners of the Warhammer World. Bloated by eating indescribable foul things, these Rats have grown to immense proportions.

When cornered, Giant Rats hurl themselves at their opponent in a maniacal frenzy, lunging for their enemy's jugular vein with no thought of their own safety.

Wounds:	1	**Attacks:**	1
Move:	6	**Gold (Each):**	25
Weapon Skill:	2	**Armour:**	–
Ballistic Skill:	–	**Damage:**	Special
Strength:	3		
Toughness:	3		
Initiative:	4		

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

Special Rules: Deathleap.



Deathleap

Giant Rats make a special attack, called a *Deathleap*. Roll the Rat's attack as normal, but roll 2D6+2 for damage.

Once a Giant Rat has attacked your Warrior, roll 1D6. On a result of 3, 4, 5 or 6 the Giant Rat's suicidal, frenzied attack has opened it up to your Warrior's attack and he automatically kills it – place it on his Adventure Record sheet.

· GIANT SCORPIONS ·

The dank underground passageways and caverns of the Worlds Edge Mountains conceal many huge and evil monsters. They breed in the darkness and grow huge and fat on a diet of unnameable crawling things that live deep below the earth.

The Giant Scorpion has a shiny armoured shell and chitinous claws with saw edges and knife-like bristles. Its most deadly weapon is its venomous sting.

Wounds:	20	**Attacks:**	2
Move:	5	**Gold (Each):**	450
Weapon Skill:	3	**Armour:**	–
Ballistic Skill:	–	**Damage:**	2
Strength:	5		
Toughness:	6		
Initiative:	1		

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

Special Rules: *Sting (2D6).*

· GIANT SPIDERS ·

Beneath the mountains, in the darkest, deepest caves, lurk the Giant Spiders. Their bodies are covered by thick, horny, chitinous plates, and their fangs drip nerve-shattering poison. Huddled in the darkness, they lie in wait, spinning webs to ensnare their unsuspecting victims.



	Giant Spider	Gigantic Spider
Wounds:	1	20
Move:	6	5
Weapon Skill:	2	3
Ballistic Skill:	–	–
Strength:	Special	Special
Toughness:	2	4
Initiative:	–	1
Attacks:	1	2
Gold (Each):	15	450
Armour:	–	–
Damage:	1	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
GIANT SPIDER	3	4	4	4	5	5	6	6	6	6
GIGANTIC SPID.	2	3	4	4	4	4	5	5	5	6

Special Rules (Giant Spider): Web (1D3).

Special Rules (Gigantic Spider): Web (1D6).

· GORGON ·

The Gorgon is a horrifying snake-headed she-monster with long thin claws and small sharp teeth through which the creature hisses like a serpent. Like a Cockatrice the gaze of a Gorgon is magical and can turn a victim to stone. Gorgons sometimes carry weapons which they clutch awkwardly in their misshapen hands, and they dress in robes pulled from battle corpses.

Wounds:	35	Attacks:	1
Move:	4	Gold (Each):	1100
Weapon Skill:	2	Armour:	–
Ballistic Skill:	4+	Damage:	2D6
Strength:	3		
Toughness:	3		
Initiative:	5		

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

Special Rules: Fear 9; Petrify.

· GREAT TAURUS ·

The most fearsome of all the servants of the Chaos Dwarfs, the Great Taurus is a massive, fire-breathing, winged bull. When it moves it strikes sparks on the floor, and its whole body is wreathed in fire and smoke.

Wounds:	50	Attacks:	4
Move:	6	Gold (Each):	2250
Weapon Skill:	6	Armour:	3
Ballistic Skill:	–	Damage:	4D6
Strength:	6		
Toughness:	6 (9)		
Initiative:	7		

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

Special Rules: Breathe Fire; Fly; Terror 10.

· GRIFFONS ·

Griffons have fierce heads with a hooked beak like that of a huge bird of prey. Their forequarters too are feathered, with scaly limbs bearing foreclaws which are bird-like and razor sharp. Behind its huge feathered wings the Griffon's body is furred and it has huge clawed feet and a tail like that of a great hunting cat such as a lion or tiger. Some Griffons have great golden pelts like mountain lions, other have skins which are spotted or striped, or black as night.

Wounds:	52	Attacks:	4
Move:	6	Gold (Each):	1500
Weapon Skill:	5	Armour:	–
Ballistic Skill:	–	Damage:	4D6
Strength:	6		
Toughness:	5		
Initiative:	7		

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

Special Rules: Fly; Terror 10.

· HIPPOGRIFFS ·

A Hippogriff is a large and extremely ferocious beast. Its head is feathered like a great bird of prey, and it can slash at enemies with its deadly beak.

The forequarters of a Hippogriff are furry, with legs and claws like a great cat such as a lion. Its rear quarters more resemble those of a horse, with hooves and a sweeping tail. The colour of Hippogriffs' fur and feathers can vary tremendously.

Wounds:	55	Attacks:	3
Move:	8	Gold (Each):	1450
Weapon Skill:	5	Armour:	–
Ballistic Skill:	–	Damage:	3D6/4D6(5+)
Strength:	6		
Toughness:	5		
Initiative:	6		

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

Special Rules: Fly; Terror 10.

· HYDRA ·

The Hydra is a many headed monster with a scaly, reptilian body. Its serpentine heads belch out smoky flame, but they can also attack by biting enemies with their sharp teeth, and crushing them in the coils of their necks. Their bodies are low and squat, heavily muscled and covered with thick scales which are as hard as iron.

Wounds:	70	Attacks:	5
Move:	6	Gold (Each):	2250
Weapon Skill:	3	Armour:	3
Ballistic Skill:	–	Damage:	4D6
Strength:	5		
Toughness:	6 (9)		
Initiative:	3		

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

Special Rules

Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Resistance 5+; Never Pinned; Terror 11.



· LAMMASU ·

Believed to be a rare mutation of the Great Taurus, the Lammasu is a winged beast with the body of a vast bull and a monstrous face. Rather than air it breathes raw magic, and its poisonous breath is known as a Sorcerous Exhalation.

Wounds:	50	**Attacks:**	3
Move:	6	**Gold (Each):**	2000
Weapon Skill:	6	**Armour:**	–
Ballistic Skill:	–	**Damage:**	4D6
Strength:	6		
Toughness:	7		
Initiative:	6		

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

Special Rules
Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10.



Sorcerous Exhalation
A Lammasu breathes out whirling tendrils of magic that provide protection against magical attacks. All attacks made with a magical weapon against a Lammasu have a -2 modifier on the to hit roll.

· MANTICORE ·

The Manticore is a gigantic lion-like monster with large leathery wings and a spiked tail. They are devastating fighters, attacking with raking claws and long, sharp teeth.

Wounds:	50	**Attacks:**	4
Move:	6	**Gold (Each):**	2000
Weapon Skill:	6	**Armour:**	–
Ballistic Skill:	–	**Damage:**	4D6
Strength:	7		
Toughness:	7		
Initiative:	4		

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

Special Rules
Fly; Manticore Sting (Ambush, Magic A); Terror 11.

Manticore Sting
During the Monsters' Phase, in addition to making its normal attacks and after it has moved, a Manticore may make a special poisonous **Sting** attack. Each Warrior adjacent to the Manticore is automatically hit and suffers 3D6 Wounds, modified for armour and Toughness. As this attack is poisonous, all the rules for the *Poison* Special Ability also apply.

· MINOTAURS ·

Minotaurs are large creatures, and have the torso of a hugely-muscled human, but the horned head of a wild bull. Their immense faces are broad, squat and evil, with beady eyes, jutting fangs and snorting, flared nostrils.

	Minotaur	Minotaur Champion	Minotaur Hero
Wounds:	15	34	48
Move:	6	6	6
Weapon Skill:	4	5	6
Ballistic Skill:	4+	3+	2+
Strength:	4	5	5
Toughness:	4	4	5
Initiative:	3	4	5
Attacks:	2	3	4
Gold (Each):	440	1100	2400
Armour:	–	1	2
Damage:	2D6	3D6	3D6/4D6(5+)

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
MINOTAUR	2	3	3	4	4	4	4	4	5	5
MIN. CHAMP.	2	2	3	3	4	4	4	4	4	4
MIN. HERO	2	2	3	3	3	4	4	4	4	4

Special Rules (Minotaur): Fear 5.

Special Rules (Minotaur Champion)
Fear 6; Magic Weapon.

Special Rules (Minotaur Hero)
Fear 9; 2 × Magic Item; Magic Weapon.

· OGRES ·

Ogres stand twice as tall as a man, with massive muscles, jutting jaws and thick bony foreheads. Once an Ogre decides to act it is all but unstoppable!



Wounds:	13
Move:	6
Weapon Skill:	3
Ballistic Skill:	5+
Strength:	4
Toughness:	5
Initiative:	3
Attacks:	2
Gold (Each):	400
Armour:	–
Damage:	1D6/2D6(5+)

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

Special Rules: Fear 5.

· RAT OGRES ·

Rat Ogres are the most feared creations of the Skaven Clan Moulder. Devoted entirely to bloodshed, a Rat Ogre is a hugely muscled killing machine with the speed and ferocity of a Skaven Warrior.

Wounds:	20	**Attacks:**	2
Move:	6	**Gold (Each):**	500
Weapon Skill:	4	**Armour:**	–
Ballistic Skill:	–	**Damage:**	2D6
Strength:	5		
Toughness:	5		
Initiative:	5		

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: Fear 5.

· TROLLS ·

Trolls are large and foul creatures, with gangling limbs and cold, damp hides. Renowned for their strength and unthinking ferocity, Trolls can rip a man apart with their bare hands.

Trolls are able to regenerate damaged flesh, and so are all but impossible to kill. Not only that, they have the ability to vomit the corrosive contents of their stomach over their victim, melting armour, flesh and bone with ease.



STONE TROLLS

One particularly vicious form of Troll is the Stone Troll, whose hide is as tough as rock and which the strange ability of sucking the very power of magic out of the surrounding area.

	Troll	*Stone Troll*
Wounds:	30	25
Move:	6	6
Weapon Skill:	3	3
Ballistic Skill:	6+	6+
Strength:	5	5
Toughness:	4	4
Initiative:	1	1
Attacks:	3	3
Gold (Each):	650	650
Armour:	–	-
Damage:	2D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TROLL	2	3	4	4	4	4	5	5	5	6
STONE TROLL	2	3	4	4	4	4	5	5	5	6

Special Rules (Troll)

Fear 6; Regenerate 2; Vomit.

Special Rules (Stone Troll)

Fear 6; Magic Drain 6+; Regenerate 2.

· WARHOUNDS

Chaos Warriors and Dark Elves sometimes drive packs of Warhounds rather than Chaos Hounds against the Warriors.

Wounds:	6	**Attacks:**	1
Move:	5	**Gold (Each):**	130
Weapon Skill:	4	**Armour:**	–
Ballistic Skill:	–	**Damage:**	1D6
Strength:	3		
Toughness:	3		
Initiative:	6		

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: Ambush 5+; Gang Up.

· WYVERN ·

Wyverns are similar in appearance to dragons, though they are longer and more sinuous and do not have front limbs. Wyverns are scaly beasts, with thick plates of horn covering their bodies from head to foot. This makes them very difficult to slay, as their hide protects them from harm much like armour.

Wyverns have long sinuous necks, which dart forwards and back with lightning speed. Their heads are spiny and their mouths full of barbed teeth, while their constant screeching and roaring is extremely frightening. Their tails are barbed and top with a deadly sting.

Wounds:	46
Move:	6
Weapon Skill:	5
Ballistic Skill:	–
Strength:	5
Toughness:	6 (9)
Initiative:	4
Attacks:	3
Gold (Each):	1800
Armour:	3
Damage:	3D6/4D6(5+)



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

Special Rules

Drag and Rend; Fly; Ignore Blows 5+; Ignore Pain 6; Large Monster; Never Pinned; Sting (3D6); Terror 10.

Drag and Rend

At the start of each turn draw a Warrior counter to determine which Warrior the Wyvern attacks. The Wyvern stretches out its long neck and attempts to ensnare and drag him nearer.

The Wyvern makes a normal to hit roll. If it succeeds it doesn't cause any damage, but instead has clutched the Warrior and dragged him. That model is immediately moved to the nearest square adjacent to the Wyvern, moving other models out of the way as necessary. All of the Wyvern's normal attacks are then carried out against the captured Warrior as normal. If 2 or more of these remaining attacks hit home, the Warrior has been stung.

Note that the targeted Warrior may only attempt to dodge the initial grab and not any subsequent attacks.

· ORCS & GOBLINS ·

It was primarily the Orc races that drove the Dwarfs from their ancient homes, turning the once proud cities into the dank, death-filled lairs they have since become. Orcs, Goblins, and their smaller cousins Snotlings, and are all, to coin a human term, green-skins. They are ferocious raiders and relentless warriors, and their constant attacks threaten to engulf the human lands of the Old World. All Orcs live to wage war, and it is this that makes them so dangerous. Yet this love of combat is also their greatest weakness, as it means they expend much of their energy fighting each other. Goblins are smarter than Orcs but nowhere near as warlike. They are cunning rather than strong, and rely a great deal on their Orc cousins when it comes to the serious business of fighting.

· GOBLINS ·

Like their big relatives the Orcs, Goblins vary in size although they are typically smaller than Orcs and usually smaller than a man. Goblins have quick, nimble fingers and small darting eyes, their teeth are tiny and very pointy. Compared to the large, powerful bodies of the Orcs, Goblins look rather thin and scrawny with gangly arms. Their voices are much higher pitched than those of Orcs, and they are extremely noisy and garrulous where Orcs are inclined to speak slowly and infrequently (considering the determined glare and comparison of fangs to be sufficient communication in most situations).

	Goblin	Goblin Boss	Goblin Big Boss	Goblin Netter
Wounds:	2	6	12	2
Move:	4	4	4	4
Weapon Skill:	2	3	4	2
Ballistic Skill:	5+	3+	2+	5+
Strength:	3	4	4	3
Toughness:	3	3 (5)	4 (6)	3
Initiative:	2	3	4	2
Attacks:	1	2	3	1
Gold (Each):	20	150	330	35
Armour:	–	2	2	–
Damage:	1D6	1D6	1D6	Special

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
GOBLIN	3	4	4	4	5	5	6	6	6	6
GOBLIN BOSS	2	3	4	4	4	4	5	5	5	6
GOB. BIG BOSS	2	3	3	4	4	4	4	4	5	5
NETTER	3	4	4	4	5	5	6	6	6	6

Special Rules (Goblin)
Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).

Special Rules (Goblin Boss)
Magic Weapon.

Special Rules (Goblin Big Boss)
Magic Weapon; Magic Resistance 5+ (Ring).

Special Rules (Netter)
Armed with Nets.

Net
Roll to hit as normal. Any Warrior hit by a net quickly becomes enmeshed. Once a Warrior has been netted by a successful to hit roll, roll 1D6 for each additional net-armed Monster attacking him who has not yet attacked him this turn but was about to do so. On a score of 1, 2 or 3 the Warrior automatically becomes ensnared by that Monster's net as well. On a score of 4, 5 or 6 the Monster instead attacks the Warrior with a club at +2 to hit, inflicting (1D6+Strength) Wounds if he succeeds. While netted, a Warrior may not attack in any way, including magic.

At the start of each turn, roll 1D6 for each netted Warrior, add his Strength to the score and subtract the number of nets ensnaring him. If the score is 7 or more, he breaks free from all of the nets and may fight as normal.

· GOBLIN FANATICS ·

Night Goblins cultivate many kinds of toxic fungi in their dark caves. One particular variety, known as the Mad Cap, is much valued for its hallucinogenic properties. During battle, Goblin Fanatics gobble down handfuls of these fungi to turn them into whirling green killing machines. The Goblins become impervious to pain, almost completely unaware of their environment, hugely strong, and completely fearless.

	Goblin Fanatic
Wounds:	2
Move:	4
Weapon Skill:	2
Ballistic Skill:	5+
Strength:	3
Toughness:	3
Initiative:	2
Attacks:	1
Gold (Each):	300
Armour:	–
Damage:	Special



ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
FANATIC	3	4	4	4	5	5	6	6	6	6

Special Rules (Fanatic)
Armed with Ball and Chain; Never Pinned.

Ball and Chain

This weapon is swung around the Goblin's head and is a danger to all Warriors standing nearby and, unfortunately, to the Goblin himself. A Goblin Fanatic always attempts to get adjacent to as many Warriors as possible. At the end of each Monsters' Phase, all Warriors adjacent to a Goblin Fanatic automatically takes 1D6+3 Wounds, with no modifier for armour. However, if the damage roll is a natural 1 the Fanatic has also managed to strangle itself with its own Ball and Chain and is killed.

· GOBLIN SQUIG HUNTERS ·

The Goblins that live in the caves and tunnels under the Worlds Edge Mountains hunt the wild Squigs that also live there. When trained (and even if they're not!) the Squigs are used as guard dogs or herded into battle.



Wounds:	2	**Attacks:**	1
Move:	4	**Gold (Each):**	25
Weapon Skill:	2	**Armour:**	–
Ballistic Skill:	5+	**Damage:**	1D6
Strength:	3		
Toughness:	3		
Initiative:	2		

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

Special Rules: Herd Squigs.

Herd Squigs

Being rather vicious creatures, each Squig requires two Goblin Squig Hunters to control it, moving it forward with a long, pointed stick called a 'prodder'.

When placing Goblin Hunters and Squigs on the board, place one Squig on the board first, then the two Squig Hunters that mind it, then a second Squig and its two minders, and so on.

Each Squig Hunter in the team is a normal Goblin, but they must move as a pair and remain in adjacent squares. To keep control of their Squig both members of the team must be present on the same board section as the Squig.

As long as there are two Squig Hunters for every Squig on the board section, the Squigs never fall asleep and only attack another Squig on a natural roll of a 6 (see the *Squig* entry in the *Monsters* section of the Bestiary). If there are not enough Squig Hunters to control a Squig it becomes wild.

If both Squig Hunters are present in a team and they attack a Warrior with their prodder they inflict an extra 1D6 Wounds on top of their normal damage roll.

· GOBLIN SHAMAN ·

Although not as powerful as Orc Shamans, Goblin Shamans also practice a crude form of Orcish magic, drawing on the power of the Waaagh! generated by other Goblins around them.

Wounds:	3	**Attacks:**	1
Move:	4	**Gold (Each):**	280
Weapon Skill:	2	**Armour:**	–
Ballistic Skill:	5+	**Damage:**	1D6
Strength:	3		
Toughness:	4		
Initiative:	3		

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

Special Rules

Goblin Magic 1; Magic Resistance 5+ (Ring).

GOBLIN MAGIC

At the start of each Monsters' Phase, a Goblin Shaman may cast one of the following spells. Roll 2D6 on the following table to determine which.

2-4 **Failure.** The Shaman fails to cast a spell.

5 **'Ere We Go.** The Shaman floods his allies with power. All Orcs and Goblins on the board get +1 Attack this turn and +1 Toughness next turn.

6 **Waaagh!** Roll 2D6 for each Warrior spellcaster on the board. If the score is equal to or greater than the Warrior's Battle-level he is knocked to the ground for 1 turn, during which time he may do nothing.

7 **Brain Bursta.** A bolt of power erupts from the Shaman'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 Warrior's head explodes, killing him instantly.
- 2-5 The Warrior suffers (2 × the Dungeon level) Wounds, with no modifiers for Toughness or armour.
- 6 *The Warrior suffers 1D6 Wounds, with no modifiers for Toughness or armour.*

8 **Hand of Gork.** This spell moves the Shaman and any allied Monsters using missile weapons out of hand-to-hand combat with the Warriors. Move the Monsters so that they are no longer adjacent to the Warriors, moving other Monsters to make room if necessary. If the Shaman is not in hand-to-hand combat re-roll this result.

9 **Fist of Gork.** The Shaman's arms become enwrapped with glowing bands of power. Draw a Warrior counter to determine which Warrior is targeted. That Warrior suffers 1D6 hits at the Shaman's Strength+4.

10 **Da Krunch.** One of the Warriors is stamped on by the mighty Foot of Gork. Draw a Warrior counter to determine which Warrior is targeted. That Warrior suffers 1D6+10 Wounds.

11 **Mork Save Uz!** Roll 1D6 for each spellcasting Warrior. On a score of 4, 5 or 6 all of that Warriors' remaining points of Power are lost this turn. This does not affect any innate stored Power.

12 **'Eadbutt.** The Shaman magically 'eadbutts one of the Warrior spellcasters. If there is more than one spellcaster, draw a Warrior counter to determine which Warrior is targeted. Roll (1D6+Dungeon level) for the Shaman and (1D6+Battle level) for the target. If the Shaman wins or it is a draw add the two dice together: the target takes that many Wounds, with no modifiers for Toughness or armour, and cannot cast any magic next turn. If the Warrior wins the spell has no effect.

· HOBGOBLINS ·

Hobgoblins are close relatives of the other green-skinned races, but are quite distinctive in appearance, being taller than Goblins yet not as burly as Orcs. They are extremely cowardly and sneaky, much taken with ganging up on their victims in the dark. They are often found in the employ of Chaos Dwarfs.

Wounds:	4
Move:	4
Weapon Skill:	3
Ballistic Skill:	4+
Strength:	3
Toughness:	3 (4)
Initiative:	2
Attacks:	1
Gold (Each):	50
Armour:	1
Damage:	1D6



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

Special Rules: Ambush, Magic A; Break.

· ORCS ·

Orcs vary in height and physical appearance more than humans – some are no taller than a man but most are substantially larger. They are also much broader than humans, with big deep chests, massive shoulders and powerfully muscled arms. Orcs have large heads with huge jaws but tiny foreheads behind which lurk a thick skull and little brain.

	Orc	Orc Boss	Orc Big Boss	Orc War Boss
Wounds:	3	18	25	33
Move:	4	4	4	4
Weapon Skill:	3	4	5	6
Ballistic Skill:	4+	3+	2+	1+
Strength:	3	4	4	4
Toughness:	4	4 (6)	5 (8)	5 (8)
Initiative:	2	3	4	5
Attacks:	1	2	3	4
Gold (Each):	55	330	720	1100
Armour:	–	2	3	3
Damage:	1D6	2D6	2D6	2D6/3D6(5+)

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
ORC	2	3	4	4	4	4	5	5	5	6
ORC BOSS	2	3	3	4	4	4	4	4	5	5
ORC BOSS	2	2	3	3	4	4	4	4	4	4
ORC BIG BOSS	2	2	3	3	3	4	4	4	4	4

Special Rules (Orc)
Armed with [1-3] Bows (Str 3) or [4-6] Swords.

Special Rules (Orc Boss): Magic Weapon.

Special Rules (Orc Big Boss)
Ignore Pain 6+; Magic Armour; Magic Weapon.

Special Rules (Orc Warboss)
Ignore Pain 5+; Magic Armour; 2×Magic Items; Magic Weapon.

· BLACK ORCS ·

Black Orcs are the biggest and strongest of all Orcs. They are the most powerful, disciplined warriors, and regard other Orcs and Goblins as puny weaklings.

	Black Orc	Black Orc Champion	Black Orc Boss	Black Orc Big Boss
Wounds:	7	10	20	23
Move:	4	4	4	4
Weapon Skill:	4	4	5	6
Ballistic Skill:	4+	4+	3+	2+
Strength:	4	4	5	5
Toughness:	4 (5)	4 (6)	4 (6)	5 (8)
Initiative:	2	2	3	4
Attacks:	1	2	2	3
Gold (Each):	90	140	420	910
Armour:	1	2	2	3
Damage:	1D6	1D6/2D6(5+)	2D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
BLACK ORC	2	3	3	4	4	4	4	4	5	5
B. ORC CHAMP.	2	3	3	4	4	4	4	4	5	5
B. ORC BOSS	2	2	3	3	4	4	4	4	4	4
B. ORC BIG BOSS	2	2	3	3	4	4	4	4	4	4



Special Rules (Black Orc): None.

Special Rules (Black Orc Champion)
Armed with [1-3] Bows (Str 4) or [4-6] Swords.

Special Rules (Black Orc Boss)
Magic Weapon.

Special Rules (Black Orc Big Boss)
Magic Armour; Magic Weapon.

· SAVAGE ORCS ·

There are many tribes of Orcs, and they are constantly breaking up and reforming under the leadership of new ambitious Orc Warlords. Savage Orcs have a more primitive lifestyle than other Orcs. They dress in furs and skins, and decorate their bodies with tattoos. Because they are so close to nature, Savage Orcs tend to make good shamans.

Wounds:	5	Attacks:	1
Move:	4	Gold (Each):	65
Weapon Skill:	3	Armour:	*Special
Ballistic Skill:	4+	Damage:	1D6
Strength:	3		
Toughness:	4*		
Initiative:	2		

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

Special Rules
Armed with Bows (Str 4); *Tattoos 6+.

· ORC SHAMAN ·

Orc Shamans are more powerful than their Goblin cousins, soaking up the psychic energy of the greenskins around them to create raw Waaagh! magic to hurl at their foes.

	Orc Shaman	Orc Sham. Champ.	Orc Sham.Lord	Sav. Orc Shaman
Wounds:	16	20	42	16
Move:	4	4	4	4
Weapon Skill:	3	3	3	3
Ballistic Skill:	4+	4+	5+	4+
Strength:	3	4	4	3
Toughness:	5	5 (7)	5 (7)	5*
Initiative:	3	3	5	3
Attacks:	1	1	3	1
Gold (Each):	590	1180	2870	590
Armour:	–	2	2	*Special
Damage:	1D6	1D6/2D6(5+)	2D6/3D6(5+)	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
ORC SHAMAN	2	3	4	4	4	4	5	5	5	6
O. SHAM. CHAMP.	2	3	4	4	4	4	5	5	5	6
O. SHAM. LORD	2	3	4	4	4	4	5	5	5	6
SAV. ORC SHAMAN	2	3	4	4	4	4	5	5	5	6

Special Rules (Orc Shaman)
Orc Magic 1; Magic Resistance 6+; Magic Weapon.

Special Rules (Orc Shaman Champion)
Orc Magic 3; Magic Resistance 5+; Magic Weapon.

Special Rules (Orc Shaman Lord)
Orc Magic 3; Magic Dispel 5+; Magic Resistance 4+; Magic Item; Magic Weapon.

Special Rules (Savage Orc Shaman)
Orc Magic 1; Magic Resistance 6+; Magic Weapon; *Tattoos 5+.



Savage Orc

ORC MAGIC

An Orc Shaman may cast spells at the start of each Monsters' Phase. Roll 2D6 on the following table to determine which spells are cast:

2 **Failure.** The Shaman fails to cast a spell.

3 **'Ere We Go.** The Shaman floods his allies with power. All Orcs and Goblins on the board get +1 Attack this turn and +1 Toughness next turn.

4 **Waaagh!** Roll 2D6 for each Warrior spellcaster on the board. If the score is equal to or greater than the Warrior's Battle-level he is knocked to the ground for 1 turn, during which time he may do nothing.

5 **Brain Bursta.** A bolt of power erupts from the Shaman'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 Warrior's head explodes, killing him instantly.
- 2-5 The Warrior suffers (2 × the Dungeon level) Wounds, with no modifiers for Toughness or armour.
- 6 The Warrior suffers 1D6 Wounds, with no modifiers for Toughness or armour.

6 **Hand of Gork.** This spell moves the Shaman and any allied Monsters using missile weapons out of hand-to-hand combat with the Warriors. Move the Monsters so that they are no longer adjacent to the Warriors, moving other Monsters to make room if necessary. If the Shaman is not in hand-to-hand combat re-roll this result.

7 **Fist of Gork.** The Shaman's arms become enwrapped with glowing bands of power. Draw a Warrior counter to determine which Warrior is targeted. That Warrior suffers 1D6 hits at the Shaman's Strength+4.

8 **Da Krunch.** One of the Warriors is stamped on by the mighty foot of Gork. Draw a Warrior counter to determine which Warrior is targeted. That Warrior suffers 1D6+10 Wounds.

9 **Mork Save Uz!** Roll 1D6 for each spellcasting Warrior. On a score of 4, 5 or 6 all of that Warriors' remaining points of Power are lost this turn. This does not affect any innate stored Power.

10-12 **'Eadbutt.** The Shaman magically 'eadbutts one of the Warrior spellcasters. If there is more than one spellcaster, draw a Warrior counter to determine which Warrior is targeted. Roll (1D6+Dungeon level) for the Shaman and (1D6+Battle-level) for the target. If the Shaman wins or it is a draw add the two dice together: the target takes that many Wounds, with no modifiers for Toughness or armour, and cannot cast any magic next turn. If the Warrior wins the spell has no effect.

· SNOTLINGS ·

Snotlings are the smallest of the green-skinned races. They are not very intelligent and behave very much like extremely enthusiastic and uncontrollable puppies. They can fetch and carry for other Goblin or Orc races, and do other rather limited tasks, but they are little use for any real work.

Wounds:	1	Attacks:	1
Move:	4	Gold (Each):	10
Weapon Skill:	1	Armour:	–
Ballistic Skill:	–	Damage:	Special
Strength:	1		
Toughness:	1		
Initiative:	1		

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

Special Rules: Ambush, Magic A; Gang Up.

· SKAVEN ·

In the distant past rats infesting a decaying ruin fed upon upon a mighty source of magic power. This source was a substance called warpstone – solidified fragments of raw sorcery. Under its unwholesome influence the scuttling vermin mutated, growing in size and intelligence into the vile children of Chaos known as the Skaven.



Warpstone is vital to the Skaven: they depend on it to feed and drive their civilisation and it forms a vital part of their foul ceremonies and the worship of their dark god, the Horned Rat.

Much of their technology and arcane weaponry – from the deadly and unpredictable warpfire throwers to the noxious censer bearers – utilises warpstone as its power source.

The four most powerful Skaven Clans are Clan Moulder, Clan Eshin, Clan Skryre, and Clan Pestilens. These Great Clans are the masters of the Skaven and the rulers of their under-empire, and have complete ascendancy over the struggling mass of the ordinary Warlord Clans.

· SKAVEN CLANRATS ·

Individual Skaven warriors are vicious but cowardly creatures, and they are best deployed in large numbers. The more powerful warriors lead their brethren into combat, and a Skaven Champion will not think twice about stabbing his leader in the back in his desire to rise to the rank of Chieftain.

	Skaven *Clanrat*	Skaven Clanrat *Champion*	Skaven *Chieftain*
Wounds:	3	11	20
Move:	5	5	5
Weapon Skill:	3	4	5
Ballistic Skill:	4+	3+	2+
Strength:	3	4	4
Toughness:	3	3 (5)	4 (6)
Initiative:	4	5	6
Attacks:	1	2	3
Gold (Each):	40	270	590
Armour:	–	2	2
Damage:	1D6	2D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
SK. CLANRAT	2	3	4	4	4	4	5	5	5	6
SK. CHAMPION	2	3	3	4	4	4	4	4	5	5
SK. CHIEFTAIN	2	2	3	3	4	4	4	4	4	4

Special Rules (Skaven Clanrat): None.

Special Rules (Skaven Clanrat Champion)
Magic Weapon; Never Pinned.

Special Rules (Skaven Chieftain)
Dodge 5+; Never Pinned; Weeping Blade.

· SKAVEN ASSASSINS ·

The black-clad assassins of Clan Eshin are rightly feared by those who know of them. They are trained from birth as quick, murderous fighters adept in the use of poisons, garrottes, throwing stars and all manner of exotic weapons. From the lowly Gutter Runners to the deadly Deathmasters, all are feared and respected.

	Gutter Runner	Skaven Assassin	Skaven Deathmaster
Wounds:	5	7	32
Move:	6	6	6
Weapon Skill:	4	5	8
Ballistic Skill:	3+	3+	1+
Strength:	4	4	4
Toughness:	3	3	4
Initiative:	5	5	10
Attacks:	1	2	5
Gold (Each):	120	300	2300
Armour:	–	–	–
Damage:	1D6	1D6	4D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
GUTTER RUNNER	2	3	3	4	4	4	4	4	5	5
ASSASSIN	2	2	3	3	4	4	4	4	4	4
DEATHMASTER	2	2	2	3	3	3	3	4	4	4

Special Rules (Gutter Runners): Ambush 4+.

Special Rules (Skaven Assassins)
Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.

Special Rules (Skaven Deathmasters)
Ambush, Magic A; Assassinate 4+; Dodge 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade.



· WARPFIRE THROWER TEAM ·

Wounds:	3
Move:	4
Weapon Skill:	3
Ballistic Skill:	5+
Strength:	3
Toughness:	3 (4)
Initiative:	4
Attacks:	1
Gold (Each):	700
Armour:	1
Damage:	Special



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

Special Rules
Armed with Warpfire Thrower; (Missile Troops).

Skaven Firethrower

Skaven Warpfire Thrower teams are placed as if they were armed with missile weapons. The warpfire throwers that they carry consist of a tank of superheated warpstone connected to a gun mechanism that can spray the tainted flame across a wide area. Each warpfire thrower requires a team of two Skaven to use it. If one of the Skaven is killed the other cannot continue to use the weapon and may only make a normal hand-to-hand attack from then on.



At the start of the Monsters' Phase draw a Warrior counter to determine which Warrior is targeted by the team. If there is more than one team in combat, distribute their hits according to the normal One-on-one rule.

Each time a warpfire thrower is fired, the flames form a 1-square wide corridor that travels across the room in a straight line toward the target, hitting everything in its path.

If a model is hit by a warpfire thrower, it suffers 3D6 Wounds. If the dice come up with 2 or 3 natural 1's the warpfire thrower has misfired and you should roll on the following table:

1-4 **Kaboom!** The warpfire thrower explodes, causing 4D6 Wounds on every model in the room. Roll 1D6 for each additional warpfire thrower in the room. On a score of 1, 2 or 3 it too blows up, causing the same damage and requiring you to make another 1D6 roll for each intact warpfire thrower, and so on.

5-6 **Click-whoosh!** The warpfire thrower backfires, causing 3D6 Wounds against its crew.

In addition, roll 1D6 for each item of magical treasure the victim is carrying. On a roll of 1 the item is rendered useless for the rest of the dungeon. At the start of the next dungeon the item may be used normally again.

· SKAVEN JEZZAILS ·

The jezzails of Clan Skryre are powerful, long-range missile weapons, firing warpstone charges and capable of punching through the toughest armour.

Wounds:	6	Attacks:	1
Move:	5	Gold (Each):	300
Weapon Skill:	3	Armour:	1
Ballistic Skill:	4+	Damage:	1D6
Strength:	3		
Toughness:	3 (4)		
Initiative:	4		

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

Special Rules
Armed with Jezzail (Str 5, ignore 3 points of armour).

Skaven Jezzail

Skaven jezzails are missile weapons and Skaven that carry them are placed as such. The jezzail is a Strength 5 weapon that ignores up to 3 points of the victim's armour when determining damage.

· SKAVEN VERMIN LORD ·

A Vermin Lord is a daemonic form of the great Horned Rat himself – the Skaven God Incarnate. Wielding a mighty Doom Glaive and capable of great sorcery, the Vermin Lord is a fearsome foe for even the most powerful Warriors to face.

Wounds:	75	Attacks:	8
Move:	8	Gold (Each):	6000
Weapon Skill:	8	Armour:	6
Ballistic Skill:	Auto	Damage:	6D6
Strength:	8		
Toughness:	7 (13)		
Initiative:	10		

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

Special Rules
Ambush, Magic A; Armed with Doom Glaive; Dodge 3+; Frenzy 5+; Greater Daemon 14; Ignore Pain 6; Large Monster; Skaven Magic 4*; Magic Dispel 4+; Magic Resistance 4+; Skitterleap.

* Note that because the *Skaven Magic Table* only runs from 1 to 6, a Vermin Lord does not get the normal +1 on his roll for being a Greater Daemon

Doom Glaive

Any Warrior hit by a Doom Glaive suffers an extra 2 Wounds, with no modifiers for Toughness or armour.

Skitterleap

This ability allows the Vermin Lord to disappear, move through the warp and then reappear next to its chosen victim. By moving in this way the Vermin Lord is not subject to pinning and may move through any obstacles as though they were not there.

If the Vermin Lord manages to kill a Warrior and still has some Attacks left he may switch to another target to use them.

· SKAVEN STORMVERMIN ·

The biggest, most powerful and vicious Skaven are organised into elite warrior groups known as Stormvermin. These warriors are much feared by the Skaven Clanrats, and their warlords often lead bands of lesser Skaven into combat

	Skaven Stormvermin	Stormvermin Champion	Skaven Warlord
Wounds:	5	10	30
Move:	5	5	5
Weapon Skill:	4	4	6
Ballistic Skill:	4+	4+	1+
Strength:	4	4	4
Toughness:	3 (4)	3 (4)	4 (7)
Initiative:	5	5	7
Attacks:	1	1	4
Gold (Each):	95	110	900
Armour:	1	1	3
Damage:	1D6	1D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
STORMVERMIN	2	3	3	4	4	4	4	4	5	5
STVM. CHAMP.	2	3	3	4	4	4	4	4	5	5
WARLORD	2	2	3	3	3	4	4	4	4	4



Special Rules (Skaven Stormvermin): –

Special Rules (Skaven Stormvermin Champion)
Armed with Halberds; Fight in Ranks.

Special Rules (Skaven Warlord)
Dodge 5+; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.

· PLAGUE CENSER BEARERS ·

The most fanatical and deranged members of Clan Pestilens are given the singular honour of wielding a plague censer. Inside this swinging ball burns a plague-infested warpstone that emits a foul bubonic vapour as the censer is swung. Flesh exposed to the vapour quickly erupts into sores and fluid-filled blisters.

Wounds:	4	Attacks:	1
Move:	5	Gold (Each):	150
Weapon Skill:	4	Armour:	–
Ballistic Skill:	–	Damage:	Special
Strength:	4		
Toughness:	4		
Initiative:	4		

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: Armed with plague censers.

Skaven Plague Censer

A Skaven plague censer is a heavy spiked ball on a length of chain. Make a normal hand-to-hand to hit roll against the target to determine if he is struck. If the target is hit, the censer causes 1D6+Strength damage, as usual, plus the victim must make a Toughness check. Roll 1D6 and add the victim's Toughness. If the score is 7 or more he is unaffected by the fumes that surround the censer. If the score is equal to or less than 7 he takes an additional 1D3 Wounds, with no modifiers for Toughness or armour.

· SKAVEN PLAGUE MONKS ·

The Plague Monks of Clan Pestilens are dedicated to the spreading of corruption and decay in the name of the Horned Rat. They are the initiates of infection and disciples of disease, with agents scattered across the cities of the Old World. The results of their hideous experiments are listed in the evil tome known as the Book of Woe, which contains details of all known diseases. The Plague Monks are led by Plague Priests or even a mighty Plague Lord, and fight with frenzied devotion.

	Skaven Plague Monk	Skaven Plague Priest	Skaven Plague Lord
Wounds:	5	23	30
Move:	5	5	5
Weapon Skill:	3	5	6
Ballistic Skill:	4+	2+	2+
Strength:	3	4	4
Toughness:	4	5	5
Initiative:	4	6	7
Attacks:	1	3	4
Gold (Each):	60	730	2250
Armour:	–	–	–
Damage:	1D6	1D6	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
PLAGUE MONK	2	3	4	4	4	4	5	5	5	6
PLAGUE PRIEST	2	2	3	3	4	4	4	4	4	4
PLAGUE LORD	2	2	3	3	3	4	4	4	4	4

Special Rules (Plague Monk)
Frenzy 5+; Weeping Blade.

Special Rules (Plague Priest)
Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.

Special Rules (Plague Lord)
Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 × Magic Items; Magic Weapon; Never Pinned; Terror 10; Weeping Blade.



Death Fog

Any Warrior adjacent to a Skaven Plague Lord is overcome by the choking, noxious vapours that surround him. At the end of every turn all adjacent Warriors take 2 Wounds, with no modifiers for Toughness or armour. If a Warrior is taken to 0 Wounds by a Death Fog and is then healed his Starting Wounds score is reduced by -1D3 permanently.

· SKAVEN POISON GLOBADIERS ·

A poisoned wind globe is a fragile crystal sphere filled with a lethal warpstone gas. When the globe is shattered a yellowish-green vapour billows out to fill the area.

Move:	5	**Attacks:**	1
Weapon Skill:	3	**Gold (Each):**	200
Ballistic Skill:	4+	**Armour:**	–
Strength:	3	***Damage:***	*Special*
Toughness:	3		
Wounds:	4		
Initiative:	4		

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

Special Rules: Armed with poison wind globes.

Skaven Poison Globes

Skaven Poison Globadiers are missile troops and are treated just as if they were using normal missile weapons, applying all the normal missile weapon rules that implies.

Work out which Warriors have been hit. The poison globe attack affects those Warriors *and* all Warriors adjacent to them. Each affected Warrior rolls 1D6 and adds their Toughness to their score. If the total is 6 or less, the Warrior *suffers 1D3 Wounds, with no modifiers for Toughness or* armour.

However, as the globes they carry are poisoned, in addition to *suffering normal damage the victim of a globe attack suffers* all the effects of the *Poison* Special Ability. To summarise: if a Warrior is reduced to 0 Wounds by a Poison Globe his Strength is permanently reduced by -1. If a Warrior is reduced to 0 Strength he is killed and is removed from play.

· SKAVEN GREY SEERS ·

The mysterious Skaven known as Grey Seers are the servants of the Lords of Decay and carry their instructions to the clans. Grey Seers are invariably magicians of great power and may be found leading hordes of Skaven Clans into battle. Other Skaven Sorcerers – from Skaven Warlocks through to the powerful Warlock Chiefs – all recognise the superiority of the Grey Seers, cowering in fear when one approaches.

	Skaven Warlock	Warlock Champion	Master Warlock	Grey Seer
Wounds:	15	18	30	43
Move:	5	5	5	5
Weapon Skill:	3	3	3	6
Ballistic Skill:	4+	4+	4+	1+
Strength:	3	4	4	4
Toughness:	4	4	4	4
Initiative:	5	5	6	7
Attacks:	1	1	2	4
Gold (Each):	560	1180	1900	3400
Armour:	–	2	–	–
Damage:	2D6	2D6	2D6	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
WARLOCK	2	3	4	4	4	4	5	5	5	6
WAR. CHAMP.	2	3	4	4	4	4	5	5	5	6
MASTER WAR.	2	3	4	4	4	4	5	5	5	6
GREY SEER	2	2	3	3	3	4	4	4	4	4

Special Rules (Skaven Warlock)
Dodge 5+; Skaven Magic 1; Magic Dispel 6+.

Special Rules (Skaven Warlock Champion)
Skaven Magic 2; Magic Dispel 5+; Magic Resistance 5+; Magic Item; Weeping Blade.

Special Rules (Skaven Master Warlock)
Skaven Magic 3; Magic Resistance 4+; 3 × Magic Items; Magic Weapon.

Special Rules (Grey Seer)
Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Items; Magic Weapon.

SKAVEN MAGIC

At the start of each Monsters' Phase, a Skaven spellcaster may cast one or more of the following spells. Roll the relevant number of 1D6 on the following table to determine which spells are cast:

1. **Warp Power.** 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 the Skaven is already at his Starting Wounds score re-roll this result.
2. **Pestilent Breath.** The Skaven opens its jaws and black, pestilential fumes pour out and flood into the dungeon. Roll 1D6 for each Warrior 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 × the dungeon level) *Wounds, with no modifiers for Toughness or armour.*
3. **Warp Lightning.** Screeching in fury, the Skaven points its clawed hand at one of the Warriors and then blasts him with a streak of warp lightning. Draw a Warrior counter to determine who is targeted. The bolt causes (2D6 + the Dungeon level) Wounds, with no modifier for armour.
4. **Wither.** A greenish pallid glow spreads from the Skaven's outstretched paw. All adjacent Warrior suffer (1D6 + the Dungeon level) Wounds, with no modifiers for Toughness or armour. If there are no Warriors adjacent to the Skaven re-roll this result.
5. **Putrefy.** The Warriors 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 Warrior. On a score of 5 or 6 that Warrior is unaffected by the spell. On a score of 1, 2, 3 or 4 that Warrior may do nothing at all in the next Warriors' Phase.
6. **Scorch.** *Flames engulf one of the Warriors, turning him into* an incandescent column of fire. Draw a Warrior counter to determine who is targeted. The flames cause 4D6 Wounds, with no modifiers for Toughness or armour.



• LEVEL 1 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on *Level 2 Monster Table*													
12	Ogres	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	1D3	Fear 5.
13	Beastmen	4	4	4+	3	4	6	3	1	100	–	1	1D6+2	Throw Spears (Str 3).
14	Skaven Stormvermin	5	4	4+	4	3	5	5	1	95	1	1	1D6+3	–
15	Snotlings	4	1	–	1	1	1	1	1	10	–	S	1D6+6	Ambush, Magic A; Gang Up.
16	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	1D6+6	Ambush A; Fly.
21	Giant Spiders	6	2	–	S	2	1	–	1	15	–	1	2D6	Web (1D3).
22	Giant Rats	6	2	–	3	3	1	4	1	25	–	S	2D6	Deathleap.
23	Orcs	4	3	4+	3	4	3	2	1	55	–	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords.
24	Skaven Clanrats	5	3	4+	3	3	3	4	1	40	–	1	2D6	–
25	Savage Orcs & Savage Orc Shaman	4 4	3 3	4+ 4+	3 3	4 5	5 16	2 3	1 1	65 590	S* S*	1 1	1D6 1	Armed with Bows (Str 3); *Tattoos 6+. Orc Magic 1; Magic Resistance 6+; Magic Weapon; *Tattoos 5+.
26	Goblin Netters	4	2	5+	3	3	2	2	1	35	–	S	1D6	Armed with Nets.
31	Skeletons	4	2	5+	3	3	5	2	1	80	–	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1.
32	Zombies	4	2	–	3	3	5	1	1	40	–	1	1D6	Fear 3.
33	Ghouls	4	2	–	3	4	4	3	2	80	–	1	2D6	Break; Fear 4.
34	Dark Elves	5	4	3+	3	3	6	6	1	100	1	1	1D6+3	Armed with Crossbows (Str 4); Dodge 6+; Hate Elves.
35	Giant Spiders	6	2	–	S	2	1	–	1	15	–	1	2D6	Web (1D3).
36	1-3 Wild Cave Squigs	S	4	–	5	3	3	5	2	200	–	1	1D3	Never Pinned; Wild Squig Attack.
	4-6 Trained Cave Squigs & Goblin Squig Hunters	S 4	4 2	– 5+	5 3	3 3	3 2	5 2	2 1	200 25	– –	1 1	1D3 Special	Never Pinned. Herd Squigs.
41	Snotlings	4	1	–	1	1	1	1	1	10	–	S	1D6+6	Ambush, Magic A; Gang Up.
42	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	1D6+6	Ambush A; Fly.
43	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	1D6+3	Ambush, Magic A; Break.
44	Goblins & Goblin Shaman	4 4	2 2	5+ 5+	3 3	3 4	2 3	2 3	1 1	20 280	– –	1 1	1D6+6 1	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks). Goblin Magic 1; Magic Resistance 5+ (Ring).
45	Minotaurs	6	4	4+	4	4	15	3	2	440	–	2	1D3	Fear 5.
46	Orcs	4	3	4+	3	4	3	2	1	55	–	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords.
51	Snotlings	4	1	–	1	1	1	1	1	10	–	S	1D6+6	Ambush, Magic A; Gang Up.
52	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	1D6+6	Ambush A; Fly.
53	Giant Spiders	6	2	–	S	2	1	–	1	15	–	1	2D6	Web (1D3).
54	Giant Rats	6	2	–	3	3	1	4	1	25	–	S	2D6	Deathleap.
55	Skaven Clanrats	5	3	4+	3	3	3	4	1	40	–	1	2D6	–
56	Skeletons	4	2	5+	3	3	5	2	1	80	–	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1.
61	Goblins	4	2	5+	3	3	2	2	1	20	–	1	1D6+6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).
62	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	1D6+3	Ambush, Magic A; Break.
63	Dark Elf Naggaroth Black Guards	5	5	3+	4	3	6	7	1	150	2	1	1D6+2	Armed with Halberds; Fight in Ranks; Hate Elves.
64	Centaurs	8	3	3+	4	3	12	3	2	300	–	2	1D3	Armed with Bows (Str 4); Fear 4.
65	Minotaurs	6	4	4+	4	4	15	3	2	440	–	2	1D3	Fear 5.
66	Roll on *Level 2 Monster Table*													

• LEVEL 2 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on *Level 3 Monster Table*													
12	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	1D6+1	–
13	Centaurs	8	3	3+	4	3	12	3	2	300	–	2	1D3	Armed with Bows (Str 4); Fear 4.
14	Ogres	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	3	Fear 5.
15	Minotaurs	6	4	4+	4	4	15	3	2	440	–	2	3	Fear 5.
16	Snotlings	4	1	–	1	1	1	1	1	10	–	S	12	Ambush, Magic A; Gang Up.
21	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	12	Ambush A; Fly.
22	Giant Spiders	6	2	–	S	2	1	–	1	15	–	1	12	Web (1D3).
23	Giant Rats	6	2	–	3	3	1	4	1	25	–	S	12	Deathleap.
24	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	12	Ambush, Magic A; Break.
25	Rat Ogre	6	4	–	5	5	20	5	2	500	–	2	1D3	Fear 5.
26	Pink Horrors of Tzeentch	4	5	2+	4	3	8	6	2	200	–	1	1D6	Daemonic -1; Fear 6; Magic Resistance 6+; Die → Blue Horrors.
	Blue Horrors of Tzeentch	4	3	4+	3	3	4	7	1	100	–	1	S	Daemonic -1; Fear 4; Magic Resistance 6+.
31	Fiends of Slaanesh	6	3	–	3	3	8	3	3	250	–	1	1D6	Aura of Slaanesh; Daemonic -1; Fear 6.
32	Bloodletters of Khorne	4	5	2+	4	3	7	6	2	200	–	1	1D6+2	Armed with Hellblade; Daemonic -1; Fear 5.
33	Plaguebearers of Nurgle	4	5	2+	4	3	9	6	2	200	–	1	1D6+2	Daemonic -1; Fear 5; Plague.
34	Chaos Hounds	6	4	–	4	4	8	4	2	160	2	1	1D6	Ambush 5+; Gang Up.
35	Black Orcs	4	4	4+	4	4	7	2	1	90	1	1	1D6+4	–
36	Savage Orcs	4	3	4+	3	4	5	2	1	65	S*	1	2D6	Armed with Bows (Str 4); *Tattoos 6+.
41	Beastmen	4	4	4+	3	4	6	3	1	100	–	1	1D6+2	Throw Spears (Str 3).
42	Skaven Gutter Runners &	6	4	3+	4	3	5	5	1	120	–	1	1D6	Ambush 4+.
	Skaven Plague Censer Bearers &	5	4	–	4	4	4	4	1	150	–	S	1D6	Armed with Plague Censers.
	Skaven *Poison Globadiers*	5	3	4+	3	3	4	4	1	200	–	S	1D6	Armed with Poison Globes.
43	Goblins &	4	2	5+	3	3	2	2	1	20	–	1	12	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).
	Goblin Boss	4	3	3+	4	3	6	3	2	150	2	1	1	Magic Weapon.
44	Dark Elf Naggaroth Black Guards	5	5	3+	4	3	6	7	1	150	2	1	2D6	Armed with Halberds; Fight in Ranks; Hate Elves.
45	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	1D6+1	–
46	Centaurs	8	3	3+	4	3	12	3	2	300	–	2	1D3	Armed with Bows (Str 4); Fear 4.
51	Ogres	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	3	Fear 5.
52	Minotaurs	6	4	4+	4	4	15	3	2	440	–	2	3	Fear 5.
53	Skeletons	4	2	5+	3	3	5	2	1	80	–	1	12	Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1.
54	Zombies	4	2	–	3	3	5	1	1	40	–	1	6	Fear 3.
55	Ghouls	4	2	–	3	4	4	3	2	80	–	1	12	Break; Fear 4.
56	Savage Orcs &	4	3	4+	3	4	5	2	1	65	S*	1	2D6	Armed with Bows (Str 4); *Tattoos 6+.
	Savage Orc Shaman	4	3	4+	3	5	16	3	1	590	S*	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon; *Tattoos 5+.
61	Chaos Dwarfs	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	1D6+2	Magic Resistance 6+.
62	Chaos Dwarf Blunderbuss	3	4	4+	3	4	8	2	1	140	1	1	1D6+2	Armed with Blunderbuss; Magic Resistance 6+.
63	Bull Centaurs	8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Fear 5; Magic Resistance 6+.
64	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	12	Ambush, Magic A; Break.
65	Minotaurs &	6	4	4+	4	4	15	3	2	440	–	2	1D3	Fear 5.
	Ogres	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	1D3	Fear 5.
66	Roll on *Level 3 Monster Table*													

• LEVEL 3 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on *Level 4 Monster Table*													
12	Trolls	6	3	6+	5	4	30	1	3	650	–	2	1D3	Fear 6; Regenerate 2; Vomit.
13	Minotaurs &	6	4	4+	4	4	15	3	2	440	–	2	1D3	Fear 5.
	Ogres	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	1D3	Fear 5.
14	Centaurs &	8	3	3+	4	3	12	3	2	300	–	2	1D6	Armed with Bows (Str 4); Fear 4.
	Beastmen	4	4	4+	3	4	6	3	1	100	–	1	1D6+2	Throw Spears (Str 3).
15	Daemonettes of Slaanesh	4	6	2+	4	3	15	6	3	300	–	1	1D6	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+.
16	Nurglings	4	3	4+	3	3	2	4	2	50	–	S	2D6	Ambush A; Daemonic -1; Fear 4; Gang Up; Plague.
21	Flamers of Tzeentch	9	3	2+	5	4	17	4	S	300	–	S	1D6+1	Ambush, Magic 5+; Daemonic -1; Fear 7; Flamer of Tzeentch Attack; Magic Resistance 6+.
22	Bloodletters of Khorne &	4	5	2+	4	3	7	6	2	200	–	1	1D6	Armed with Hellblade; Daemonic -1; Fear 5.
	Minotaur &	6	4	4+	4	4	15	3	2	440	–	2	1	Fear 5.
	Beastmen	4	4	4+	3	4	6	3	1	100	–	1	1D6	Throw Spears (Str 3).
23	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	2D6	–
24	Skaven Stormvermin &	5	4	4+	4	3	5	5	1	95	1	1	1D6+3	–
	Skaven Champion	5	4	3+	4	3	11	5	2	270	2	2	1	Magic Weapon; Never Pinned.
25	Skaven Assassins	6	5	3+	4	3	7	5	2	300	–	1	1D6+2	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blades.
26	Orcs &	4	3	4+	3	4	3	2	1	55	–	1	2D6	Armed with [1-3] Bows (Str 4) or [4-6] Swords.
	Orc Boss	4	4	3+	4	4	18	3	2	330	2	2	1	Magic Weapon.
31	Ghosts	4	2	–	–	3	16	3	1	–	–	S	1D6+2	Chill 1; Ethereal -1; Fear 6.
32	Wights	4	3	–	3	4	14	3	1	370	2	2	1D6	Fear 7.
33	Giant Scorpions	5	3	–	5	6	20	1	2	450	–	2	1D3	Sting (2D6).
34	Gigantic Spider	5	3	–	5	4	20	1	2	450	–	2	1D3	Web (1D6).
35	Rat Ogre &	6	4	–	5	5	20	5	2	500	–	2	1D3	Fear 5.
	Skaven Stormvermin	5	4	4+	4	3	5	5	1	95	1	1	1D6+3	–
36	Pink Horrors of Tzeentch	4	5	2+	4	3	8	6	2	200	–	1	6	Daemonic -1; Fear 6; Magic Resistance 6+; Die → Blue Horrors.
	Blue Horrors of Tzeentch	4	3	4+	3	3	4	7	1	100	–	1	S	Daemonic -1; Fear 4; Magic Resistance 6+.
41	Fiends of Slaanesh	6	3	–	3	3	8	3	3	250	–	1	6	Aura of Slaanesh; Daemonic -1; Fear 6.
42	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	7	–
43	Plaguebearers of Nurgle	4	5	2+	4	3	9	6	2	200	–	1	1D6+4	Daemonic -1; Fear 5; Plague.
44	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	1D6+2	Magic Resistance 6+.
	Chaos Dwarf Blunderbuss	3	4	4+	3	4	8	2	1	140	1	1	1D6+2	Armed with Blunderbuss; Magic Resistance 6+.
45	Chaos Dwarf Sorcerer	3	4	4+	3	5+1	8	3	1	590	2	1/2(6+)	1	Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1T)
	Bull Centaurs &	8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Fear 5; Magic Resistance 6+.
	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	12	Ambush, Magic A; Break; Guards (Chaos Dwarf Sorcerer).
46	Snotlings &	4	1	–	1	1	1	1	1	10	–	S	12	Ambush, Magic A; Gang Up.
	Giant Rats	6	2	–	3	3	1	4	1	25	–	S	12	Deathleap (see *Bestiary*).
51	Giant Spiders &	6	2	–	S	2	1	–	1	15	–	1	12	Web (1D3).
	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	12	Ambush, Magic A; Fly.
52	Black Orcs &	4	4	4+	4	4	7	2	1	90	1	1	1D6+2	–
	Goblins	4	2	5+	3	3	2	2	1	20	–	1	1D6+6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).

• LEVEL 3 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
53	Ghosts	4	2	–	–	3	16	3	1	–	–	S	1D6+2	Chill 1; Ethereal -1; Fear 6.
54	Stone Trolls	6	3	6+	5	4	25	1	3	650	–	2	1D3	Fear 6; Magic Drain 6; Regenerate 2.
55	Minotaurs &	6	4	4+	4	4	15	3	2	440	–	2	3	Fear 5.
	Ogres	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	3	Fear 5.
56	Trolls	6	3	6+	5	4	30	1	3	650	–	2	1D3	Fear 6; Regenerate 2; Vomit.
61	Nurglings	4	3	4+	3	3	2	4	2	50	–	S	2D6	Ambush 5+; Daemonic -1; Fear 4; Gang Up; Plague.
62	Daemonettes of Slaanesh	4	6	2+	4	3	15	6	3	300	–	1	1D6	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+.
63	Giant Scorpions	5	3	–	5	6	20	1	2	450	–	2	1D3	Sting (2D6).
64	Gigantic Spider	5	3	–	S						4	20	1	2 450 – 2 1D3 Web (1D6).
65	Flamers of Tzeentch	9	3	2+	5	4	17	4	S	300	–	S	1D6+1	Ambush, Magic 5+; Daemonic -1; Fear 7; Flamer of Tzeentch Attack; Magic Resistance 6+.
66	Roll on *Level 4 Monster Table*													

• LEVEL 4 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on *Level 5 Monster Table*													
12	Juggernauts of Khorne &	7	3	–	5	5	35	2	2	700	2	2	1D3+1	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned.
	Chaos Warrior Riders	4	6	1+	4	4	12	6	2	240	2	1	–	*Choose whether your Warrior attacks Juggernaut or Rider.*
13	Necromancer &	4	4	3+	4	3	25	3	2	680	–	2	1	Necromantic Magic 1; Magic Resistance 5+; Magic Weapon; Regenerate 2.
	Skeletons &	4	2	5+	3	3	5	2	1	80	–	1	2D6	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Fear 5; Guards (Necromancer); Regenerate 1.
	Wights &	4	3	–	3	4	14	3	1	370	2	2	1D6	Fear 7.
	Ghosts	4	2	–	–	3	16	3	1	–	–	S	1D6	Chill 1; Ethereal -1; Fear 6.
14	Daemonettes of Slaanesh	4	6	2+	4	3	15	6	3	300	–	1	1D6	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+.
15	Skaven Warlock &	5	3	4+	3	4	15	5	1	560	–	2	1	Dodge 5+; Skaven Magic 1; Magic Dispel 6+.
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	–	1	1D6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.
	Skaven Stormvermin Champions &	5	4	4+	4	3	10	5	1	110	1	1	1D6+3	*Armed with Halberds; Fight in Ranks;* Guards (Skaven Warlock).
	Skaven Chieftain	5	5	2+	4	4	20	6	3	590	2	2	1	Dodge 5+; Never Pinned; Weeping Blade.
16	Beastmen Champions	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	1D3	Magic Weapon; Throw Spears (Str 8).
21	Black Orc Champions &	4	4	4+	4	4	10	2	2	140	2	1	1D6+4	Armed with [1-3] Bows (Str 3) or [4-6] Swords.
	Black Orc Boss	4	5	3+	5	4	20	3	2	420	2	2	1	Magic Weapon.
22	Dark Elf Beastmaster &	5	5	2+	4	3	15	7	2	150	2	1	1	*Armed with Crossbow (Str 5);* Beast Handler; Hate Elves.
	1-3 Chaos Hounds	6	4	–	4	4	8	4	2	160	2	1	1D6	Ambush 5+; Gang Up.
	4-6 Warhounds	5	4	–	3	3	6	6	1	130	–	1	1D6	Ambush 5+; Gang Up
23	Goblins &	4	2	5+	3	3	2	2	1	20	–	1	24	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).
	Goblin Fanatics &	4	2	5+	3	3	2	2	1	300	–	S	1D3	Armed with Ball and Chain; Never Pinned
	Goblin Big Boss	4	4	2+	4	4	12	4	3	330	2	1	1	Magic Weapon; Magic Resistance 5+ (Ring).
24	Minotaurs &	6	4	4+	4	4	15	3	2	440	–	2	1D3	Fear 5.
	Ogres	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	1D3	Fear 5.
25	Giant Scorpions	5	3	–	5	6	20	1	2	450	–	2	1D3	Sting (2D6).
	Gigantic Spider	5	3	–	5	4	20	1	2	450	–	2	1D3	Web (1D6).
26	Beastmen	4	4	4+	3	4	6	3	1	100	–	1	1D6+2	*Throw Spears (Str 3).*
	Beastmen Champion	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	1	Magic Weapon; Throw Spears (Str 8)
31	Chaos Dwarf Sorcerer	3	4	4+	3	5+1	8	3	1	590	2	1/2(6+)	1	Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1T).
	Bull Centaurs &	8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Fear 5; Magic Resistance 6+.
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Magic Resistance 6+.
	Chaos Dwarf Blunderbuss	3	4	4+	3	4	8	2	1	140	1	1	8	Armed with Blunderbuss; *Guards (Chaos Dwarf Sorcerer);* Magic Resistance 6+.
32	Dark Elf Beastmaster &	5	5	2+	4	3	15	7	2	150	2	1	1	Armed with Crossbow (Str 5); Beast Handler; Hate Elves.
	1-3 Chaos Hounds	6	4	–	4	4	8	4	2	160	2	1	1D6	Ambush 5+; Gang Up.
	4-6 Warhounds	5	4	–	3	3	6	6	1	130	–	1	1D6	Ambush 5+; Gang Up
33	Rat Ogre &	6	4	–	5	5	20	5	2	500	–	2	1D3	Fear 5.
	Skaven Stormvermin	5	4	4+	4	3	5	5	1	95	1	1	12	–
34	Ghosts	4	2	–	–	3	16	3	1	–	–	S	1D6+2	Chill 1; Ethereal -1; Fear 6.
35	Stone Trolls	6	3	6+	5	4	25	1	3	650	–	2	1D3	Fear 6; Magic Drain 6; Regenerate 2.
36	Beasts of Nurgle	3	3	–	3	5	25	3	1	750	–	2	1D3	Daemonic -1; Paralysis; Plague; Slime Trail.
41	Beastmen Champions	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	1D3	Magic Weapon; Throw Spears (Str 8)

• LEVEL 4 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
42	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	1D3	Fear 8.
43	Skaven Jezzails	5	3	4+	3	3	6	4	1	300	1	1	1D6	Armed with Jezzail (Str 5; Ignore 3 points of armour).
44	Daemonettes of Slaanesh	4	6	2+	4	3	15	6	3	300	–	1	1D6	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+.
45	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	1D3	Fear 8.
46	Mummies	3	3	–	4	5	40	3	2	450	–	2	1D3+1	Fear 7; Tomb Rot (1D3)
51	Trolls &	6	3	6+	5	4	30	1	3	650	–	2	1D3	Fear 6; Regenerate 2; Vomit.
	Minotaur	6	4	4+	4	4	15	3	2	440	–	2	1D3	Fear 5.
52	Juggernauts of Khorne &	7	3	–	5	5	35	2	2	700	2	2	1D3+1	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned.
	Chaos Warrior Riders	4	6	1+	4	4	12	6	2	240	2	1	–	*Choose whether your Warrior attacks Juggernaut or Rider.*
53	Mummies	3	3	–	4	5	40	3	2	450	–	2	1D3+1	Fear 7; Tomb Rot (1D3)
54	Necromancer &	4	4	3+	4	3	25	3	2	680	–	2	1	Necromantic Magic 1; Magic Resistance 5+; Magic Weapon; Regenerate 2.
	Skeletons &	4	2	5+	3	3	5	2	1	80	–	1	2D6	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Fear 5; Guards (Necromancer); Regenerate 1.
	Wights &	4	3	–	3	4	14	3	1	370	2	2	1D6	Fear 7.
	Ghosts	4	2	–	–	3	16	3	1	–	–	S	1D6	Chill 1; Ethereal -1; Fear 6.
55	Goblins &	4	2	5+	3	3	2	2	1	20	–	1	24	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).
	Goblin Fanatics &	4	2	5+	3	3	2	2	1	300	–	S	1D3	Armed with Ball and Chain; Never Pinned
	Goblin Big Boss	4	4	2+	4	4	12	4	3	330	2	1	1	Magic Weapon; Magic Resistance 5+ (Ring).
56	Chaos Champions	4	7	A	5	4	15	7	3	910	2	1	1D3	Magic Armour; Magic Weapon.
61	Rat Ogre &	6	4	–	5	5	20	5	2	500	–	2	1D3	Fear 5.
	Skaven Stormvermin	5	4	4+	4	3	5	5	1	95	1	1	12	–
62	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	1D3	Fear 8.
63	Skaven Warlock &	5	3	4+	3	4	15	5	1	560	–	2	1	Dodge 5+; Skaven Magic 1; Magic Dispel 6+
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	–	1	1D6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.
	Skaven Stormvermin Champions &	5	4	4+	4	3	10	5	1	110	1	1	1D6+3	Armed with Halberds; Fight in Ranks; Guards (Skaven Warlock).
	Skaven Chieftain	5	5	2+	4	4	20	6	3	590	2	2	1	Dodge 5+; Never Pinned; Weeping Blade.
64	Stone Trolls	6	3	6+	5	4	25	1	3	650	–	2	1D3	Fear 6; Magic Drain 6; Regenerate 2.
65	Mummies	3	3	–	4	5	40	3	2	450	–	2	1D3+1	Fear 7; Tomb Rot (1D3)
66	Roll on *Level 5 Monster Table*													

• LEVEL 5 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	*Roll on Level 6 Monster Table*													
12	Dark Elves &	5	4	3+	3	3	6	6	1	100	1	1	2D6	Armed with Crossbow (Str 4); Hate Elves
	Witch Elves &	5	4	3+	3	3	11	6	1	140	–	1	1D6	Frenzy 4+; Hate Elves
	Dark Elf Assassins &	5	9	A	4	4	12	10	2	410	–	1	1D6	Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Weeping Blades.
	Dark Elf Hero	5	6	1+	4	4	25	8	3	1040	4	2	1	Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; Magic Weapon.
13	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8.
14	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	1D6	Magic Armour; Magic Weapon.
	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	1D6	–
15	Skaven Warpfire Thrower Team &	4	3	5+	3	3	3	4	1	700	1	S	1	Armed with Warpfire Throwers.
	Skaven Jezzails &	5	3	4+	3	3	6	4	1	300	1	1	1D6	Armed with Jezzail (Str 5; ignore 3 points of armour).
	Skaven Warlord	5	6	1+	4	4	30	7	4	900	3	2	1	Dodge 5+; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
16	Beasts of Nurgle	3	3	–	3	5	25	3	1	750	–	2	1D3	Daemonic -1; Paralysis; Plague; Slime Trail.
21	Juggernauts of Khorne &	7	3	–	5	5	35	2	2	700	2	2	1D3+1	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned.
	Chaos Warrior Riders	4	6	1+	4	4	12	6	2	240	2	1	–	*Choose whether your Warrior attacks Juggernaut or rider.*
22	Necromancer &	4	4	3+	4	3	25	3	2	680	–	2	1	Necromantic Magic 1; Magic Resistance 5+; Magic Weapon; Regenerate 2.
	Mummies &	3	3	–	4	5	40	3	2	450	–	2	1D6	Fear 7; Tomb Rot (1D3).
	Ghosts &	4	2	–	–	3	16	3	1	–	–	S	1D6	Chill 1; Ethereal -1; Fear 6.
	Wights	4	3	–	3	4	14	3	1	370	2	2	1D6	Fear 7; *Guards (Necromancer).*
23	Stone Trolls	6	3	6+	5	4	25	1	3	650	–	2	3	Fear 6; Magic Drain 6; Regenerate 2.
24	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	1D3	Magic Weapon; Throw Spears (Str 8).
	Minotaurs &	6	4	4+	4	4	15	3	2	440	–	2	3	Fear 5.
	Beastmen	4	4	4+	3	4	6	3	1	100	–	1	1D6+2	Throw Spears (Str 3).
25	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8.
26	Beasts of Nurgle	3	3	–	3	5	25	3	1	750	–	2	1D3	Daemonic -1; Paralysis; Plague; Slime Trail.
31	Ogres &	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	3	Fear 5.
	Minotaurs &	6	4	4+	4	4	15	3	2	440	–	2	3	Fear 5.
	Rat Ogres	6	4	–	5	5	20	5	2	500	–	2	3	Fear 5.
32	Trolls &	6	3	6+	5	4	30	1	3	650	–	2	3	Fear 6; Regenerate 2; Vomit.
	Stone Trolls	6	3	6+	5	4	25	1	3	650	–	2	3	Fear 6; Magic Drain 6; Regenerate 2.
33	Orc Shaman &	4	3	4+	3	5	16	3	1	590	–	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon.
	Black Orc Champions &	4	4	4+	4	4	10	2	2	140	2	1	1D6	Guards (Orc Shaman), armed with Bows (Str 4).
	Orc Big Boss	4	5	2+	4	5	25	4	3	720	3	2	1	Ignore Pain 6+; Magic Armour; Magic Weapon.
34	Wraiths &	4	3	–	3	4	30	3	2	750	–	S	3	Chill 2; Ethereal -1; Terror 8.
	Ghosts &	4	2	–	–	3	16	3	1	–	–	S	1D6	Chill 1; Ethereal -1; Fear 6.
	Wights	4	3	–	3	4	14	3	1	370	2	2	1D6	Fear 7.
35	Bull Centaurs &	8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Fear 5; Magic Resistance 6+.
	Bull Centaur Champion	8	5	3+	5	4	23	4	3	1060	2	2	1	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
36	Gorgons	4	2	4+	3	3	35	5	1	1100	–	2	1D3	Fear 9; Petrify.

• LEVEL 5 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
41	Skaven Plague Monks &	5	3	4+	3	4	5	4	1	60	–	1	2D6	Frenzy 5+; Weeping Blades.
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	–	1	1D6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.
	Skaven Plague Priest &	5	5	2+	4	5	23	6	3	730	–	1	1	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
	Skaven Warlord	5	6	1+	4	4	30	7	4	900	3	2	1	Dodge 5+; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
42	Beastman Shaman &	4	4	5+	3	5	26	4	1	680	–	1	1	Beastman Magic 1; Magic Weapon.
	Beastmen &	4	4	4+	3	4	6	3	1	100	–	1	1D6+2	Guards (Beastman Shaman); Throw Spears (Str 3).
	Beastmen Champions	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	1D3	Magic Weapon; Throw Spears (Str 8).
43	Wight Lord &	4	4	–	4	4	35	4	2	650	2	2	1	Fear 8; Magic Armour; Magic Weapon.
	Wights	4	3	–	3	4	14	3	1	370	2	2	1D6	Fear 7.
44	Tomb Guardians &	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1.
	Mummies &	3	3	–	4	5	40	3	2	450	–	2	1D6	Fear 7; Tomb Rot (1D3).
	Mummy Tomb King	3	4	–	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6)
45	Cockatrice	4	3	–	4	4	26	4	3	1500	–	3/4(5+)	1	Fear 10; Fly; Petrify.
46	Bull Centaurs &	8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Fear 5; Magic Resistance 6+.
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Magic Resistance 6+.
	Chaos Dwarf Blunderbuss &	3	4	4+	3	4	8	2	1	140	1	1	8	*Armed with Blunderbuss; Guards (Sorcerer);* Magic Resistance 6+.
	Chaos Dwarf Sorcerer	3	4	4+	3	5+1	8	3	1	590	2	1/2(6+)	1	Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1T).
51	Gorgon	4	2	4+	3	3	35	5	1	1100	–	2	1	Fear 9; Petrify.
52	Juggernauts of Khorne &	7	3	–	5	5	35	2	2	700	2	2	1D3+1	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned.
	Chaos Warrior Riders	4	6	1+	4	4	12	6	2	240	2	1	–	*Choose whether your Warrior attacks Juggernaut or rider.*
53	Chaos Sorcerer &	4	6	1+	4	5	15	6	2	840	1	1	1	Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+.
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	1D6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon.
	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	1D6	–
54	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8.
55	Beasts of Nurgle	3	3	–	3	5	25	3	1	750	–	2	1D3	Daemonic -1; Paralysis; Plague; Slime Trail.
56	Dark Elves &	5	4	3+	3	3	6	6	1	100	1	1	2D6	Armed with Crossbow (Str 4); Hate Elves; Dodge 6+.
	Witch Elves &	5	4	3+	3	3	11	6	1	140	–	1	1D6	Frenzy 4+; Hate Elves
	Dark Elf Assassins &	5	9	A	4	4	12	10	2	410	–	1	1D6	Ambush, Magic 5+; Dodge 5+; Assassinate 6+; Weeping Blades.
	Dark Elf Hero	5	6	1+	4	4	25	8	3	1040	4	2	1	Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; Magic Weapon.
61	Wight Lord &	4	4	–	4	4	35	4	2	650	2	2	1	Fear 8; Magic Armour; Magic Weapon.
	Wights	4	3	–	3	4	14	3	1	370	2	2	1D6	Fear 7.
62	Skaven Warpfire Thrower Teams	4	3	5+	3	3	3	4	1	700	1	S	1D3	Armed with Warpfire Throwers.
63	Giant Scorpions &	5	3	–	5	6	20	1	2	450	–	2	1D3	Sting (2D6).
	Gigantic Spider	5	3	–	5	4	20	1	2	450	–	2	1D3	Web (1D6).
64	Wraiths &	4	3	–	3	4	30	3	2	750	–	S	3	Chill 2; Ethereal -1; Terror 8.
	Ghosts &	4	2	–	–	3	16	3	1	–	–	S	1D6	Chill 1; Ethereal -1; Fear 6.
	Wights	4	3	–	3	4	14	3	1	370	2	2	1D6	Fear 7.
65	Cockatrice	4	3	–	4	4	26	4	3	1500	–	3/4(5+)	1	Fear 10; Fly; Petrify.
66	Roll on *Level 6 Monster Table*													

• LEVEL 6 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on *Level 7 Monster Table*													
12	Chaos Dwarf Sorcerer &	3	4	4+	3	5+1	8	3	1	590	2	1/2(6+)	1	Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1T).
	Bull Centaur Champions &	8	5	3+	5	4	23	4	3	1060	2	2	1	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Guards (Chaos Dwarf Sorcerer); Magic Resistance 6+.
	Bull Centaur Hero	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1	Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
13	Cockatrice	4	3	–	4	4	26	4	3	1500	–	3/4(5+)	1	Fear 10; Fly; Petrify.
14	Hippogrif &	8	5	–	6	5	55	6	3	1450	–	3/4(5+)	1	Fly; Terror 10.
	Chaos Champions	4	7	A	5	4	15	7	3	910	2	1	1D6	Magic Armour; Magic Weapon.
15	Chaos Dwarf Master Sorcerer &	3	4	4+	4	5	26	4	2	2190	3	2	1	Chaos Dwarf Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon.
	Bull Centaurs &	8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Fear 5; Magic Resistance 6+.
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Guards (Chaos Dwarf Master Sorcerer); Magic Resistance 6+.
	Bull Centaur Champion	8	5	3+	5	4	23	4	3	1060	2	2	1	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
16	Skaven Warlock Champion &	5	3	4+	4	4	18	5	1	1180	2	2	1	Skaven Magic 2; Magic Dispel 5+; Magic Resistance 5+; Magic Item; Weeping Blade.
	Skaven Warpfire Thrower Team &	4	3	5+	3	3	3	4	1	700	1	S	3	Armed with Warpfire Throwers; Guards (War. Champ.).
	Skaven Plague Priest	5	5	2+	4	5	23	6	3	730	–	1	1	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
21	Tomb Guardians &	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1.
	Mummies &	3	3	–	4	5	40	3	2	450	–	2	1D6	Fear 7; Tomb Rot (1D3).
	Mummy Tomb King	3	4	–	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
22	Griffon	6	5	–	6	5	52	7	4	1500	–	4	1	Fly; Terror 10.
23	Necromancer Champion &	4	5	2+	4	3	29	4	3	1630	–	2	1	Necromantic Magic 2; Magic Resistance 4+; 2 × Magic Item; Magic Weapon; Regenerate 2.
	Mummies &	3	3	–	4	5	40	3	2	450	–	2	6	Fear 7; Tomb Rot (1D3).
	Ghosts &	4	2	–	–	3	16	3	1	–	–	S	6	Chill 1; Ethereal -1; Fear 6.
	Wights	4	3	–	3	4	14	3	1	370	2	2	6	Fear 7; Guards (Necromancer Champion).
24	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Magic Resistance 6+.
	Chaos Dwarf Blunderbuss &	3	4	4+	3	4	8	2	1	140	1	1	8	Armed with Blunderbuss; Magic Resistance 6+.
	Chaos Dwarf Lord	3	7	1+	4	5	33	5	4	1600	3	3	1	Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
25	Beastman Shaman &	4	4	5+	3	5	26	4	1	680	–	1	1	Beastman Magic 1; Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	3	Guards (Beastman Shaman); Magic Weapon; Throw Spears (Str 8).
	Beastman Lord	4	7	1+	4	5	47	6	4	2000	2	3	1	Magic Armour; 2 × Magic Item; Magic Weapon; Throw Spears (Str 10).
26	Cockatrice	4	3	–	4	4	26	4	3	1500	–	3/4(5+)	1	Fear 10; Fly; Petrify.
31	Hippogriff	8	5	–	6	5	55	6	3	1450	–	3/4(5+)	1	Fly; Terror 10.
32	Beastmen &	4	4	4+	3	4	6	3	1	100	–	1	8	Throw Spears (Str 3).
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8).
	Beastman Hero	4	6	2+	4	5	34	5	3	1300	2	2	1	Magic Item; Magic Weapon; Throw Spears (Str 9).
33	Ogres &	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	3	–
	Minotaurs &	6	4	4+	4	4	15	3	2	440	–	2	3	–
	Minotaur Champion	6	5	3+	5	4	34	4	3	1100	1	3	1	Fear 6; Magic Weapon.

• LEVEL 6 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
34	Dark Elves &	5	4	3+	3	3	6	6	1	100	1	1	12	Armed with Crossbow (Str 4); Hate Elves; Dodge 6+.
	Witch Elves &	5	4	3+	3	3	11	6	1	140	–	1	6	Frenzy 4+; Hate Elves.
	Dark Elf Assassins &	5	9	A	4	4	12	10	2	410	–	1	6	Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Weeping Blades.
	Dark Elf Hero	5	6	1+	4	4	25	8	3	1040	4	2	1	Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; Magic Weapon.
35	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	1D6	Magic Armour; Magic Weapon.
	Juggernauts of Khorne &	7	3	–	5	5	35	2	2	700	2	2	1D3+1	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned.
	Chaos Warrior Riders	4	6	1+	4	4	12	6	2	240	2	1	–	*Choose whether your Warrior attacks Juggernaut or rider.*
36	Wraiths &	4	3	–	3	4	30	3	2	750	–	S	3	Chill 2; Ethereal -1; Terror 8.
	Wights &	4	3	–	3	4	14	3	1	370	2	2	6	Fear 7.
	Wight Lord	4	4	–	4	4	35	4	2	650	2	2	1	Fear 8; Magic Armour; Magic Weapon.
41	Bull Centaurs &	8	4	4+	4	4	12	3	2	410	2	1/2(5+)	3	Fear 5; Magic Resistance 6+.
	Bull Centaur Champion &	8	5	3+	5	4	23	4	3	1060	2	2	1	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
	Bull Centaur Hero	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1	Fear 7; Magic Resistance 5+ Magic Armour; 2 × Magic Item; Magic Weapon.
42	Trolls &	6	3	6+	5	4	30	1	3	650	–	2	3	Fear 6; Regenerate 2; Vomit.
	Stone Trolls	6	3	6+	5	4	25	1	3	650	–	2	3	Fear 6; Magic Drain 6; Regenerate 2.
43	Chaos Sorcerer &	4	6	1+	4	5	15	6	2	840	1	1	1	Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+.
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon.
	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	6	–
44	Centaurs &	8	3	3+	4	3	12	3	2	300	–	2	1D3	Armed with Bow (Str 4); Fear 4.
	Minotaurs &	6	4	4+	4	4	15	3	2	440	–	2	3	–
	Centaur Champion	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	1	Armed with Bow (Str7); Fear 8; Magic Armour; Magic Weapon.
45	Gorgons	4	2	4+	3	3	35	5	1	1100	–	2	3	Fear 9; Petrify.
46	Orc Big Bosses &	4	5	2+	4	5	25	4	3	720	3	2	1D6	Ignore Pain 6+; Magic Armour; Magic Weapon.
	Orc War Boss &	4	6	1+	4	5	33	5	4	1100	3	2/3(5+)	1	Ignore Pain 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
	Orc Shaman	4	3	4+	3	5	16	3	1	590	–	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon.
51	Griffon	6	5	–	6	5	52	7	4	1500	–	4	1	Fly; Terror 10.
52	Dragon Ogres &	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8.
	Dragon Ogres Champion	6	5	4+	6	5	44	3	4	1550	2	2	1	Fear 8; Magic Armour; Magic Weapon.
53	Orc Big Bosses &	4	5	2+	4	5	25	4	3	720	3	2	1D6	Guards (Shaman); Ignore Pain 6+; Magic Armour; Magic Weapon.
	Orc Shaman Champion	4	3	4+	4	5	20	3	1	1180	2	1/2(5+)	1	Orc Magic 3; Magic Resistance 5+; Magic Weapon.
54	Beasts of Nurgle &	3	3	–	3	5	25	3	1	750	–	2	3	Daemonic -1; Paralysis; Plague; Slime Trail.
	Plaguebearers of Nurgle &	4	5	2+	4	3	9	6	2	200	–	1	1D6+2	Daemonic -1; Fear 5; Plague.
	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	12	–
55	Black Orc Champions &	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	1D6+4	–
	Black Orc Big Boss	4	6	2+	5	5	23	4	3	910	3	2	1	Magic Armour; Magic Weapon.
56	Skaven Plague Monks &	5	3	4+	3	4	5	4	1	60	–	1	6	Frenzy 5+; Weeping Blade.
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	–	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.
	Skaven Plague Priest &	5	5	2+	4	5	23	6	3	730	–	1	1	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
	Skaven Warlord	5	6	1+	4	4	30	7	4	900	3	2	1	Dodge 5+; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.

• LEVEL 6 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
61	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	1D6	Magic Armour; Magic Weapon.
	Juggernauts of Khorne &	7	3	–	5	5	35	2	2	700	2	2	1D3+1	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned.
	Chaos Warrior Riders	4	6	1+	4	4	12	6	2	240	2	1	–	*Choose whether your Warrior attacks Juggernaut or Rider.*
62	Griffon	6	5	–	6	5	52	7	4	1500	–	4	1	Fly; Terror 10.
63	Cockatrice	4	3	–	4	4	26	4	3	1500	–	3/4(5+)	1	Fear 10; Fly; Petrify.
64	Hippogriff	8	5	–	6	5	55	6	3	1450	–	3/4(5+)	1	Fly; Terror 10.
65	Skaven Plague Lord	5	6	2+	4	5	30	7	4	2250	–	3	1	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 × Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade.
66	Roll on *Level 7 Monster Table*													

• LEVEL 7 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on *Level 8 Monster Table*													
12	Skaven Grey Seer &	5	6	1+	4	4	43	7	4	3400	–	3	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon.
	Skaven Plague Priests &	5	5	2+	4	5	23	6	3	730	–	1	2	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
	Skaven Warpfire Thrower Teams &	4	3	5+	3	3	3	4	1	700	1	S	1D3	Armed with Warpfire Throwers; Guards (Grey Seer).
	Skaven Assassins	6	5	3+	4	3	7	5	2	300	–	1	6	Ambush A; Assassinate 6+ Dodge 5+; Weeping Blade.
13	Hydra	6	3	–	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Resistance 5+; Never Pinned; Terror 11.
14	Centaur Champions &	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	4	Armed with Bow (Str7); Fear 8; Magic Armour; Magic Weapon.
	Centaur Hero	8	5	1+	5	4	40	5	4	2200	4	3	1	Armed with Bow (Str 8); Fear 9; Magic Armour; Magic Weapon; Magic Item.
15	Dark Elf Sorcerer &	5	4	3+	3	4	12	7	1	590	–	1	1	Dark Elf Magic 1; Hate Elves; Magic Resistance 6+; Magic Item.
	Dark Elf Assassins &	5	9	A	4	4	12	10	2	410	–	1	6	Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Weeping Blades.
	Dark Elves &	5	4	3+	3	3	6	6	1	100	1	1	8	Armed with Crossbow (Str 4); Hate Elves; Dodge 6+.
	Witch Elf Champions	5	5	2+	4	3	13	7	2	600	–	1	1D6	Frenzy 3+; Hate Elves.
16	Skaven Master Warlock &	5	3	4+	4	4	30	6	2	1900	–	2	1	Skaven Magic 3; Magic Resistance 4+; 3 × Magic Item; Magic Weapon.
	Skaven Plague Priest &	5	5	2+	4	5	23	6	3	730	–	1	2	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
	Skaven Warpfire Thrower Teams	4	3	5+	3	3	3	4	1	700	1	S	1D3	Armed with Warpfire Throwers; Guards (Warlock).
21	Chaos Dwarf Master Sorcerer &	3	4	4+	4	5	26	4	2	2190	3	2	1	Chaos Dwarf Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon.
	Chaos Dwarf Blunderbuss &	3	4	4+	3	4	8	2	1	140	1	1	8	Armed with Blunderbuss; Guards (Master Sorcerer); Magic Resistance 6+.
	Centaur Champions &	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	4	Armed with Bow (Str7); Fear 8; Magic Armour; Magic Weapon.
	Chaos Dwarf Lord	3	7	1+	4	5	33	5	4	1600	3	3	1	Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
22	Minotaur Hero &	6	6	2+	5	5	48	5	4	2400	2	3/4(5+)	1	Fear 9; 2 × Magic Item; Magic Weapon.
	Minotaur Champions	6	5	3+	5	4	34	4	3	1100	1	3	3	Fear 6; Magic Weapon.
23	Centaur Champions &	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	4	Armed with Bow (Str7); Fear 8; Magic Armour; Magic Weapon.
	Centaur Hero	8	5	1+	5	4	40	5	4	2200	4	3	1	Armed with Bow (Str 8); Fear 9; Magic Armour; Magic Item; Magic Weapon.
24	Beastman Shaman &	4	4	5+	3	5	26	4	1	680	–	1	2	Beastman Magic 1; Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	3	Armed with Crossbow (Str 7); Guards (Shaman); Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8).
	Beastman Lord	4	7	1+	4	5	47	6	4	2000	2	3	1	Magic Armour; 2 × Magic Item; Magic Weapon; Throw Spears (Str 10).
25	Chaos Sorcerer &	4	6	1+	4	5	15	6	2	840	1	1	1	Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+.
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	1D6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon.
	Chaos Warriors &	4	6	1+	4	4	12	6	2	240	2	1	6	–
	Chaos Hero	4	8	A	5	5	30	8	4	1930	6	3	1	Magic Armour; 2 × Magic Item; Magic Weapon.
26	Necromancer Champion &	4	5	2+	4	3	29	4	3	1630	–	2	1	Necromantic Magic 2; Magic Resistance 4+; 2 × Magic Item; Magic Weapon; Regenerate 2.
	Wights &	4	3	–	3	4	14	3	1	370	2	2	6	Fear 7; Guards (Necromancer Champion).
	Wraiths &	4	3	–	3	4	30	3	2	750	–	S	3	Chill 2; Ethereal -1; Terror 8.
	Wight Lord	4	4	–	4	4	35	4	2	650	2	2	1	Fear 8; Magic Armour; Magic Weapon.

• LEVEL 7 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
31	Dragon Ogres &	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8.
	Dragon Ogres Champion	6	5	4+	6	5	44	3	4	1550	2	2	1	Fear 8; Magic Armour; Magic Weapon.
32	Beastman Shaman &	4	4	5+	3	5	26	4	1	680	–	1	2	Beastman Magic 1; Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	3	Armed with Crossbow (Str 7); Guards (Shaman); Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8).
	Beastman Hero	4	6	2+	4	5	34	5	3	1300	2	2	1	Magic Item; Magic Weapon; Throw Spears (Str 9).
33	Orc Shaman Champion &	4	3	4+	4	5	20	3	1	1180	2	1/2(5+)	1	Orc Magic 3; Magic Resistance 5+; Magic Weapon.
	Black Orc Champions &	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	2D6	Guards (Orc Shaman Champion).
	Black Orc Big Boss &	4	6	2+	5	5	23	4	3	910	3	2	1	Magic Armour; Magic Weapon.
	Orc War Boss	4	6	1+	4	5	33	5	4	1100	3	2/3(5+)	1	Ignore Pain 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
34	Gorgons &	4	2	4+	3	3	35	5	1	1100	–	2	3	Fear 9; Petrify.
	Griffon	6	5	–	6	5	52	7	4	1500	–	4	1	Fly; Terror 10.
35	Dark Elf Assassins &	5	9	A	4	4	12	10	2	410	–	1	1D6	Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Weeping Blades.
	Dark Elf Champions &	5	5	5	4	3	14	7	2	480	2	2	2D6	Hate Elves; Dodge 6+; Magic Weapon.
	Dark Elf Lord	5	7	A	4	4	34	9	4	1600	4	3	2	Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
36	Giant	6	3	4+	7	6	64	3	S	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.
41	Manticore	6	6	–	7	7	50	4	4	2000	–	4	1	Fly; Manticore Sting (Ambush, Magic A); Terror 11.
42	Hydra	6	3	–	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Never Pinned; Terror 11.
43	Wyvern	6	5	–	5	6	46	4	3	1800	3	3/4(5+)	1	Drag and Rend; Fly; Magic Resistance 5+. Ignore Blows 5+; Ignore Pain 6; Large Monster; Never Pinned; Sting (3D6); Terror 10.
44	Vampire Count &	6	7	2+	7	6	30	8	3	2000	3	2/3(5+)	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire.
	Tomb Guardians &	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1.
	Mummies &	3	3	–	4	5	40	3	2	450	–	2	1D6	Fear 7; Tomb Rot (1D3).
	Mummy Tomb King	3	4	–	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
45	Chimera	6	4	–	7	6	60	4	6	2500	3	3/4(5+)	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11.
46	Cockatrice &	4	3	–	4	4	26	4	3	1500	–	3/4(5+)	1	Fear 10; Fly; Petrify.
	Beastmen &	4	4	4+	3	4	6	3	1	100	–	1	8	Throw Spears (Str 3).
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8).
	Beastman Hero	4	6	2+	4	5	34	5	3	1300	2	2	1	Magic Item; Magic Weapon; Throw Spears (Str 9).
51	Lammasu &	6	6	–	6	7	50	6	3	2000	–	4	1	Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10.
	Bull Centaur Champion &	8	5	3+	5	4	23	4	3	1060	2	2	1	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Guards; Magic Resistance 6+.
	Bull Centaur Hero	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1	Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.

• LEVEL 7 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
52	Great Taurus &	6	6	–	6	6	50	7	4	2250	3	4	1	Breathe Fire; Fly; Terror 10.
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Magic Resistance 6+.
	Chaos Dwarf Blunderbuss &	3	4	4+	3	4	8	2	1	140	1	1	8	Armed with Blunderbuss; Magic Resistance 6+.
	Chaos Dwarf Lord	3	7	1+	4	5	33	5	4	1600	3	3	1	Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
53	Skaven Plague Lord &	5	6	2+	4	5	30	7	4	2250	–	3	1	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 × Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade.
	Skaven Plague Priests	5	5	2+	4	5	23	6	3	730	–	1	2	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
54	Skaven Deathmaster Assassin &	6	8	1+	4	4	32	10	5	2300	–	4	1	Ambush, Magic A; Assassinate 4+; Dodge 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade.
	Skaven Assassins	6	5	3+	4	3	7	5	2	300	–	1	6	Ambush A; Assassinate; Dodge 5+; Weeping Blade.
55	Griffon &	6	5	–	6	5	52	7	4	1500	–	4	1	Fly; Terror 10.
	Hippogriff	8	5	–	6	5	55	6	3	1450	–	3/4(5+)	1	Fly; Terror 10.
56	Bull Centaur Hero &	8	6	2+	5	5	32	5	4	2320	3	3/4(5+	1	Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
	Bull Centaur Champions	8	5	3+	5	4	23	4	3	1060	2	2	3	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
61	*Master Chaos Sorcerer &*	4	6	1+	5	5	31	8	3	2400	1	4	1	*Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3 × Magic Items; Magic Weapon; Parry 5+.*
	Chaos Sorcerer &	4	6	1+	4	5	15	6	2	840	1	1	1D3	Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+.
	Chaos Champions	4	7	A	5	4	15	7	3	910	2	1	6	Guards (Chaos Sorcerer Master); Magic Armour; Magic Weapon.
62	Master Necromancer &	4	6	1+	5	4	34	5	4	2780	–	3	1	Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3 × Magic Item; Magic Weapon; Regenerate 2.
	Wights &	4	3	–	3	4	14	3	1	370	2	2	6	Fear 7; Guards (Master Necromancer).
	Wraiths	4	3	–	3	4	30	3	2	750	–	S	3	Chill 2; Ethereal -1; Terror 8.
63	Giant	6	3	4+	7	6	64	3	S	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.
64	Great Taurus	6	6	–	6	6	50	7	4	2250	3	4	1	Breathe Fire; Fly; Terror 10.
65	Chimera &	6	4	–	7	6	60	4	6	2500	3	3/4(5+)	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11.
	Cockatrice	4	3	–	4	4	26	4	3	1500	–	3/4(5+)	1	Fear 10; Fly; Petrify.
66	Roll on *Level 8 Monster Table*													

• LEVEL 8 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on *Level 9 Monster Table*													
12	Dragon	6	6	–	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
13	Vampire Lord &	6	8	1+	7	6	42	9	4	3750	4	3	1	Ambush, Magic A; Fly; Necromantic Magic 3; Magic Resistance 5+; Vampire.
	Wights &	4	3	–	3	4	14	3	1	370	2	2	6	Fear 7.
	Wraiths	4	3	–	3	4	30	3	2	750	–	S	3	Chill 2; Ethereal -1; Terror 8.
14	Manticore	6	6	–	7	7	50	4	4	2000	–	4	1	Fly; Manticore Sting; Terror 11.
15	Hydra	6	3	–	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Never Pinned; Terror 11.
16	Wyvern &	6	5	–	5	6	46	4	3	1800	3	3/4(5+)	1	Drag and Rend; Fly; Magic Resistance 5+. Ignore Blows 5+; Ignore Pain 6; Large Monster; Never Pinned; Sting (3D6); Terror 10.
	Black Orc Champions	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	2D6	–
21	Skaven Grey Seer &	5	6	1+	4	4	43	7	4	3400	–	3	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon.
	Skaven Plague Priests &	5	5	2+	4	5	23	6	3	730	–	1	3	Ambush, Magic A; Frenzy 4+; Guards (Grey Seer); Magic Weapon; Weeping Blade.
	Skaven Assassins	6	5	3+	4	3	7	5	2	300	–	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.
22	Great Taurus &	6	6	–	6	6	50	7	4	2250	3	4	1	Breathe Fire; Fly; Terror 10.
	Bull Centaur Hero &	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1	Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
	Bull Centaur Champions	8	5	3+	5	4	23	4	3	1060	2	2	3	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
23	Griffon &	6	5	–	6	5	52	7	4	1500	–	4	1	Fly; Terror 10.
	Hippogriff	8	5	–	6	5	55	6	3	1450	–	3/4(5+)	1	Fly; Terror 10.
24	Hippogriff &	8	5	–	6	5	55	6	3	1450	–	3/4(5+)	1	Fly; Terror 10.
	Beastmen Champions	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8).
25	Great Taurus &	6	6	–	6	6	50	7	4	2250	3	4	1	Breathe Fire; Fly; Terror 10.
	Bull Centaur Hero &	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1	Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
	Bull Centaur Champions	8	5	3+	5	4	23	4	3	1060	2	2	3	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
26	Necromancer Lord &	4	7	A	5	4	39	6	5	4100	4	3	1	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon; Regenerate 2.
	Mummies &	3	3	–	4	5	40	3	2	450	–	2	6	Fear 7; Tomb Rot (1D3).
	Mummy Tomb King	3	4	–	5	5	45	4	3	1000	2	3	3	Fear 7; Guards (Necromancer Lord); Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
31	Dragon Ogre Hero &	6	6	3+	6	6	53	4	5	3300	2	3	1	Fear 9; Magic Armour; Magic Item; Magic Weapon.
	Dragon Ogres Champions	6	5	4+	6	5	44	3	4	1550	2	2	3	Fear 8; Magic Armour; Magic Weapon.
32	Chaos Sorcerer &	4	6	1+	4	5	15	6	2	840	1	1	1	Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+.
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	1D6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon.
	Chaos Hero &	4	8	A	5	5	30	8	4	1930	6	3	1	Magic Armour; 2 × Magic Item; Magic Weapon.
	Chaos Lord	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3 × Magic Items; Magic Weapon.

• LEVEL 8 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
33	Beastman Shaman Champions &	4	4	4+	4	5	34	4	1	1340	–	2	2	Beastman Magic 2; Magic Item; Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	6	Magic Weapon; Guards (Shaman Champions); Throw Spears (Str 8).
	Beastman Lords	4	7	1+	4	5	47	6	4	2000	2	3	2	Magic Armour; 2 × Magic Item; Magic Weapon; Throw Spears (Str 10).
34	Master Chaos Sorcerer &	4	6	1+	5	5	31	8	3	2400	1	4	1	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3 × Magic Items; Magic Weapon; Parry 5+.
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	6	Guards (Master Chaos Sorcerer); Magic Armour; Magic Weapon.
	Chaos Hero	4	8	A	5	5	30	8	4	1930	6	3	1	Magic Armour; 2 × Magic Item; Magic Weapon.
35	Giant	6	3	4+	7	6	64	3	5	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.
36	Skaven Grey Seer &	5	6	1+	4	4	43	7	4	3400	–	3	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon.
	Skaven Plague Priests &	5	5	2+	4	5	23	6	3	730	–	1	6	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
	Skaven Warpfire Thrower Team	4	3	5+	3	3	3	4	1	700	1	S	3	Armed with Warpfire Throwers; Guards (Grey Seer).
41	Lammasu &	6	6	–	6	7	50	6	3	2000	–	4	1	Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10.
	Bull Centaur Hero	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1	Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
42	Orc Shaman Lord &	4	3	5+	4	5	42	5	3	2870	2	2/3(5+)	1	Orc Magic 3; Magic Dispel 5+; Magic Resistance 4+; Magic Item; Magic Weapon.
	Orc Shaman Champion &	4	3	4+	4	5	20	3	1	1180	2	1/2(5+)	1	Orc Magic 3; Magic Resistance 5+; Magic Weapon.
	Black Orc Champions &	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	2D6	Guards (Shaman Lord).
	Black Orc Big Boss &	4	6	2+	5	5	23	4	3	910	3	2	1	Magic Armour; Magic Weapon.
	Orc War Boss	4	6	1+	4	5	33	5	4	1100	3	2/3(5+)	1	Ignore Pain 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
43	Vampire Count &	6	7	2+	7	6	30	8	3	2000	3	2/3(5+)	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire.
	Tomb Guardians &	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1.
	Mummies &	3	3	–	4	5	40	3	2	450	–	2	1D6	Fear 7; Tomb Rot (1D3).
	Mummy Tomb King	3	4	–	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
44	Chimera	6	4	–	7	6	60	4	6	2500	3	3/4(5+)	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11.
45	Liche &	4	7	A	5	4	40	6	5	3500	–	4	1	Fear 10; Necromantic Magic 3; 2 × Magic Item; Magic Weapon; Regenerate 2.
	Skeletons &	4	2	5+	3	3	5	2	1	80	–	1	12	Armed with Bows (Str 3); Fear 5; Guards (Liche); Regenerate 1.
	Wights &	4	3	–	3	4	14	3	1	370	2	2	6	Fear 7; Guards.
	Wraiths	4	3	–	3	4	30	3	2	750	–	S	3	Chill 2; Ethereal -1; Terror 8.
46	Chaos Dwarf Sorcerer Lord &	3	4	4+	4	5	40	5	3	3280	3	3/4(5+)	1	Chaos Dwarf Magic 4; Magic Dispel 4+; Magic Resistance 3+; Magic Armour; 3 × Magic Item; Magic Weapon.
	Chaos Dwarf Blunderbuss &	3	4	4+	3	4	8	2	1	140	1	1	6	Armed with Blunderbuss; Guards (Sorcerer Lord); Magic Resistance 6+.
	Bull Centaur Heroes	8	6	2+	5	5	32	5	4	2320	3	3/4(5+)	1D3	Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
51	Minotaur Hero &	6	6	2+	5	5	48	5	4	2400	2	3/4(5+)	1	Fear 9; 2 × Magic Item; Magic Weapon.
	Minotaur Champions &	6	5	3+	5	4	34	4	3	1100	1	3	1D3	Fear 6; Magic Weapon.
	Chaos Champions	4	7	A	5	4	15	7	3	910	2	1	1D6	Magic Armour; Magic Weapon.

• LEVEL 8 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
52	Beastman Shaman &	4	4	5+	3	5	26	4	1	680	–	1	1	Beastman Magic 1; Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	6	Armed with Crossbow (Str 7); Guards (Shaman); Magic Weapon.
	Centaur Champion &	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	1	Armed with Bow (Str7); Fear 8; Magic Armour; Magic Weapon.
	Centaur Hero	8	5	1+	5	4	40	5	4	2200	4	3	1	Armed with Bow (Str 8); Fear 8; Magic Armour; Magic Weapon; Magic Item.
53	Giant	6	3	4+	7	6	64	3	5	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.
54	Chimera	6	4	–	7	6	60	4	6	2500	3	3/4(5+)	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11.
55	Great Taurus &	6	6	–	6	6	50	7	4	2250	3	4	1	Breathe Fire; Fly; Terror 10.
	Lammasu	6	6	–	6	7	50	6	3	2000	–	4	1	Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10.
56	Chaos Dwarf Master Sorcerer &	3	4	4+	4	5	26	4	2	2190	3	2	1	Chaos Dwarf Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon.
	Chaos Dwarf Blunderbuss &	3	4	4+	3	4	8	2	1	140	1	1	8	Armed with Blunderbuss; Guards (Master Sorcerer); Magic Resistance 6+.
	Centaur Champions &	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	4	Armed with Bow (Str7); Fear 8; Magic Armour; Magic Weapon.
	Chaos Dwarf Lord &	3	7	1+	4	5	33	5	4	1600	3	3	1	Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
	Bull Centaur Lord	8	7	1+	5	5	42	6	5	3680	3	4/5(5+)	1	Fear 7; Magic Resistance 4+; Magic Armour; 3 × Magic Item; Magic Weapon.
61	Skaven Deathmaster Assassin &	6	8	1+	4	4	32	10	5	2300	–	4	1	Ambush, Magic A; Assassinate 4+; Dodge 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade.
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	–	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.
	Skaven Warpfire Thrower Teams	4	3	5+	3	3	3	4	1	700	1	5	3	Armed with Warpfire Throwers.
62	Gorgons &	4	2	4+	3	3	35	5	1	1100	–	2	3	Fear 9; Petrify.
	Cockatrice	4	3	–	4	4	26	4	3	1500	–	3/4(5+)	1	Fear 10; Fly; Petrify.
63	Necromancer Lord &	4	7	A	5	4	39	6	5	4100	4	3	1	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon; Regenerate 2.
	Vampire Count &	6	7	2+	7	6	30	8	3	2000	3	2/3(5+)	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire.
	Skeletons &	4	2	5+	3	3	5	2	1	80	–	1	12	Armed with Bows (Str 3); Fear 5; Guards (Necromancer Lord); Regenerate 1.
	Tomb Guardians &	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1.
	Mummies &	3	3	–	4	5	40	3	2	450	–	2	1D6	Fear 7; Tomb Rot (1D3).
	Mummy Tomb King	3	4	–	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
64	Vampire Lord &	6	8	1+	7	6	42	9	5	3750	4	3	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Magic Item; Magic Weapon; Vampire.
	Vampire Count &	6	7	2+	7	6	30	8	3	2000	3	2/3(5+)	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire.
	Mummies &	3	3	–	4	5	40	3	2	450	–	2	6	Fear 7; Tomb Rot (1D3).
	Mummy Tomb King	3	4	–	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
65	Dragon	6	6	–	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
66	Roll on *Level 9 Monster Table*													

• LEVEL 9 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on *Level 10 Monster Table*													
12	Keeper of Secrets	6	9	A	7	7	84	7	6	5500	4	6	1	Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+ Ignore Pain 7; Large Monster; Chaos Magic 4; Magic Dispel 4+; Magic Resistance 4+; Never Pinned.
13	Great Unclean One	4	7	A	7	8	100	4	7	5500	4	6	1	Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption.
14	Chaos Dwarf Sorcerer &	3	4	4+	3	5+1	8	3	1	590	2	1/2(6+)	1	Chaos Dwarf Magic 1; Magic Dispel 4+; Magic Resistance 4+; Protection Ring (+1T).
	Bull Centaur Champions &	8	5	3+	5	4	23	4	3	1060	2	2	3	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Guards (Chaos Dwarf Sorcerer); Magic Resistance 6+.
	Bull Centaur Heroes &	8	6	2+	5	5	32	5	4	2320	3	3/4(5+	3	Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
	Bull Centaur Lord	8	7	1+	5	5	42	6	5	3680	3	4/5(5+)	1	Fear 7; Magic Resistance 4+; Magic Armour; 3 × Magic Item; Magic Weapon.
15	Lord of Change	8	9	A	7	7	75	10	6	5000	4	6D6	1	Ambush, Magic A; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Magic Source; Large Monster; 3 × Magic Items; Power of Tzeentch.
16	Great Dragon	6	7	–	7	7	84	7	8	6000	7	6/7(5+)	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 7; Large Monster; Chaos Magic 1; Terror 13; Treasure Hoard +1.
21	Dragon	6	6	–	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
22	Wyvern &	6	5	–	5	6	46	4	3	1800	3	3/4(5+)	1	Drag and Rend; Fly; Ignore Blows 5+; Ignore Pain 6; Large Monster; Never Pinned; Sting (3D6); Terror 10.
	Cockatrice	4	3	–	4	4	26	4	3	1500	–	3/4(5+)	1	Fear 10; Fly; Petrify.
23	Necromancer Lord &	4	7	A	5	4	39	6	5	4100	4	3	1	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon; Regenerate 2.
	Master Necromancer &	4	6	1+	5	4	34	5	4	2780	3	3	1	Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3 × Magic Item; Magic Weapon; Regenerate 2.
	Wights &	4	3	–	3	4	14	3	1	370	2	2	6	Fear 7.
	Wraiths	4	3	–	3	4	30	3	2	750	–	S	6	Chill 2; Ethereal -1; Terror 8.
24	Vampire Lord &	6	8	1+	7	6	42	9	5	3750	4	3	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Magic Item; Magic Weapon; Vampire.
	Vampire Counts &	6	7	2+	7	6	30	8	3	2000	3	2/3(5+)	2	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire.
	Wights	4	3	–	3	4	14	3	1	370	2	2	6	Fear 7.
25	Great Taurus &	6	6	–	6	6	50	7	4	2250	3	4	1	Breathe Fire; Fly; Terror 10.
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	2	1/2(6+)	8	Magic Resistance 6+.
	Chaos Dwarf Blunderbuss &	3	4	4+	3	4	8	2	1	140	1	1	8	Armed with Blunderbuss; Magic Resistance 6+.
	Chaos Dwarf Lord	3	7	1+	4	5	33	5	4	1600	3	3	1	Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.

• LEVEL 9 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
26	*Chaos Dwarf Sorcerer Lord*	3	4	4+	4	5	40	5	3	3280	3	3/4(5+)	1	Chaos Dwarf Magic 4; Magic Dispel 4+; Magic Resistance 3+; Magic Armour; 3 × Magic Item; Magic Weapon.
	(Riding) Lammasu &	6	6	–	6	7	50	6	3	2000	–	4	1	Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10. *Choose whether your Warrior attacks Lammasu or rider.*
	Chaos Dwarf Champions &	3	5	3+	4	4	16	3	2	480	2	2/3(5+)	6	Magic Resistance 6+; Magic Armour; Magic Item; Magic Weapon.
	Chaos Dwarf Lord	3	7	1+	4	5	33	5	4	1600	3	3	1	Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
31	Necromancer Lord &	4	7	A	5	4	39	6	5	4100	4	3	1	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon; Regenerate 2.
	Master Necromancer &	4	6	1+	5	4	34	5	4	2780	3	3	1	Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3 × Magic Item; Magic Weapon; Regenerate 2.
	Liche &	4	7	A	5	4	40	6	5	3500	–	4	1	Fear 10; Necromantic Magic 3; 2 × Magic Item; Magic Weapon; Regenerate 2.
	Skeletons &	4	2	5+	3	3	5	2	1	80	–	1	12	Armed with Bows (Str 3); Fear 5; Guards (Liche); Regenerate 1.
	Wights &	4	3	–	3	4	14	3	1	370	2	2	6	Fear 7; Guards (Necromancer Lord).
	Wraiths	4	3	–	3	4	30	3	2	750	–	S	3	Chill 2; Ethereal -1; Terror 8.
32	Skaven Grey Seer &	5	6	1+	4	4	43	7	4	3400	–	3	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon.
	Skaven Warpfire Thrower Teams &	4	3	5+	3	3	3	4	1	700	1	S	3	Armed with Warpfire Throwers; Guards (Grey Seer).
	Skaven Plague Priests &	5	5	2+	4	5	23	6	3	730	–	1	2	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	–	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.
	Skaven Plague Lord &	5	6	2+	4	5	30	7	4	2250	–	3	1	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 × Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade.
	Skaven Deathmaster Assassin	6	8	1+	4	4	32	10	5	2300	–	4	1	Ambush, Magic A; Dodge 4+; Assassinate 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade.
33	Dragon Ogre Hero &	6	6	3+	6	6	53	4	5	3300	2	3	1	Fear 9; Magic Armour; Magic Item; Magic Weapon.
	Dragon Ogres Champions	6	5	4+	6	5	44	3	4	1550	2	2	3	Fear 8; Magic Armour; Magic Weapon.
34	Skaven Grey Seers &	5	6	1+	4	4	43	7	4	3400	–	3	2	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon.
	Skaven Plague Priests &	5	5	2+	4	5	23	6	3	730	–	1	2	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade.
	Skaven Warpfire Thrower Teams &	4	3	5+	3	3	3	4	1	700	1	S	1D3	Armed with Warpfire Throwers.
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	–	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade.
	Rat Ogres &	6	4	–	5	5	20	5	2	500	–	2	3	Fear 5.
	Skaven Stormvermin	5	4	4+	4	3	5	5	1	95	1	1	12	–
35	Dragon	6	6	–	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
36	Dragon Ogre Hero &	6	6	3+	6	6	53	4	5	3300	2	3	1	Fear 9; Magic Armour; Magic Item; Magic Weapon.
	Dragon Ogres Champions	6	5	4+	6	5	44	3	4	1550	2	2	3	Fear 8; Magic Armour; Magic Weapon.
41	Chaos Lord	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3 × Magic Items; Magic Weapon.
	(Riding) Manticore &	6	6	–	7	7	50	4	4	2000	–	4	1	Fly; Manticore Sting (Ambush, Magic A); Terror 11. *Choose whether your Warrior attacks Manticore or rider.*
	Chaos Hero	4	8	A	5	5	30	8	4	1930	6	3	1D6	Magic Armour; 2 × Magic Item; Magic Weapon.
42	Hydra	6	3	–	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Never Pinned; Terror 11.
43	Giant &	6	3	4+	7	6	64	3	5	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.
	Hippogriff	8	5	–	6	5	55	6	3	1450	–	3/4(5+)	1	Fly; Terror 10.

• LEVEL 9 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
44	Chimera &	6	4	–	7	6	60	4	6	2500	3	3/4(5+)	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11.
	Manticore	6	6	–	7	7	50	4	4	2000	–	4	1	Fly; Manticore Sting; Terror 11.
45	Beastman Shaman &	4	4	5+	3	5	26	4	1	680	–	1	2	Beastman Magic 1; Magic Weapon.
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	3	Guards (Beastman Shaman); Magic Weapon; Throw Spears (Str 8).
	Beastman Lords &	4	7	1+	4	5	47	6	4	2000	2	3	2	Magic Armour; 2 × Magic Item; Magic Weapon; Throw Spears (Str 10).
	Minotaur Hero	6	6	2+	5	5	48	5	4	2400	2	3/4(5+)	1	Fear 9; 2 × Magic Item; Magic Weapon.
46	Chaos Dwarf Champions &	3	5	3+	4	4	16	3	2	480	2	2/3(5+)	12	Magic Resistance 6+; Magic Armour; Magic Item; Magic Weapon.
	Lammasu &	6	6	–	6	7	50	6	3	2000	–	4	1	Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10.
	Chaos Dwarf Sorcerer Lord	3	4	4+	4	5	40	5	3	3280	3	3/4(5+)	1	Chaos Dwarf Magic 4; Magic Dispel 4+; Magic Resistance 3+; Magic Armour; 3 × Magic Item; Magic Weapon.
51	Great Taurus &	6	6	–	6	6	50	7	4	2250	3	4	1	Breathe Fire; Fly; Terror 10.
	Dragon	6	6	–	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
52	Griffon &	6	5	–	6	5	52	7	4	1500	–	4	1	Fly; Terror 10.
	Hippogriff	8	5	–	6	5	55	6	3	1450	–	3/4(5+)	1	Fly; Terror 10.
53	Manticore &	6	6	–	7	7	50	4	4	2000	–	4	1	Fly; Manticore Sting; Terror 11.
	Hydra	6	3	–	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Never Pinned; Terror 11.
54	Chaos Dwarf Sorcerer Lord &	3	4	4+	4	5	40	5	3	3280	3	3/4(5+)	1	Chaos Dwarf Magic 4; Magic Dispel 4+; Magic Resistance 3+; Magic Armour; 3 × Magic Item; Magic Weapon.
	Bull Centaur Champions &	8	5	3+	5	4	23	4	3	1060	2	2	3	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon; Guards (Sorcerer Lord).
	Chaos Dwarf Lords &	3	7	1+	4	5	33	5	4	1600	3	3	3	Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
	Bull Centaur Lords	8	7	1+	5	5	42	6	5	3680	3	4/5(5+)	2	Fear 7; Magic Resistance 4+; Magic Armour; 3 × Magic Item; Magic Weapon.
55	Master Chaos Sorcerers &	4	6	1+	5	5	31	8	3	2400	1	4	2	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3 × Magic Items; Magic Weapon; Parry 5+.
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon.
	Chaos Heroes &	4	8	A	5	5	30	8	4	1930	6	3	1D6	Magic Armour; 2 × Magic Item; Magic Weapon.
	Chaos Lord	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3 × Magic Items; Magic Weapon.
56	Dragon	6	6	–	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
61	Keeper of Secrets	6	9	A	7	7	84	7	6	5500	4	6	1	Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+ Ignore Pain 7; Large Monster; Chaos Magic 4; Magic Dispel 4+; Magic Resistance 4+; Never Pinned.
62	Great Unclean One	4	7	A	7	8	100	4	7	5500	4	6	1	Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption.

• LEVEL 9 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
63	Bull Centaur Champions &	8	5	3+	5	4	23	4	3	1060	2	2	3	Fear 7; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon.
	Bull Centaur Heroes &	8	6	2+	5	5	32	5	4	2320	3	3/4(5+	3	Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
	Bull Centaur Lord &	8	7	1+	5	5	42	6	5	3680	3	4/5(5+)	1	Fear 7; Magic Resistance 4+; Magic Armour; 3 × Magic Item; Magic Weapon.
64	Lord of Change	8	9	A	7	7	75	10	6	5000	4	6D6	1	Ambush, Magic A; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Magic Source; Large Monster; 3 × Magic Items; Power of Tzeentch.
65	Great Dragon	6	7	–	7	7	84	7	8	6000	7	6/7(5+)	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 7; Large Monster; Chaos Magic 1; Terror 13; Treasure Hoard +1.
66	Roll on *Level 10 Monster Table*													

• LEVEL 10 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll twice on this table													
12	Bloodthirster	6	10	A	8	7	125	8	10	8000	–	8	1	Armed with Axe of Khorne; Armed with Daemon Whip; Drain Power; Fly; Greater Daemon 14; Ignore Blow 3+; Ignore Pain 12; Large Monster; Magic Drain 5+
13	Keeper of Secrets	6	9	A	7	7	84	7	6	5500	4	6	1	Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+ Ignore Pain 7; Large Monster; Chaos Magic 4; Magic Dispel 4+; Magic Resistance 4+; Never Pinned.
14	Great Unclean One	4	7	A	7	8	100	4	7	5500	4	6	1	Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption.
15	Necromancer Lord &	4	7	A	5	4	39	6	5	4100	4	3	1	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon; Regenerate 2.
	Master Necromancer &	4	6	1+	5	4	34	5	4	2780	3	3	1	Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3 × Magic Item; Magic Weapon; Regenerate 2.
	Wights &	4	3	–	3	4	14	3	1	370	2	2	6	Fear 7.
	Wraiths &	4	3	–	3	4	30	3	2	750	–	S	6	Chill 2; Ethereal -1; Terror 8.
	Mummy Tomb Kings	3	4	–	5	5	45	4	3	1000	2	3	4	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
16	Master Chaos Sorcerers &	4	6	1+	5	5	31	8	3	2400	1	4	2	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3 × Magic Items; Magic Weapon; Parry 5+.
	Centaur Champions &	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	3	Armed with Bow (Str7); Fear 8; Guards (Master Chaos Sorcerer); Magic Armour; Magic Weapon.
	Centaur Hero &	8	5	1+	5	4	40	5	4	2200	4	3	1	Armed with Bow (Str 8); Fear 8; Magic Armour; Magic Weapon; Magic Item.
	Chaos Lord	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3 × Magic Items; Magic Weapon.
21	Liche &	4	7	A	5	4	40	6	5	3500	–	4	1	Fear 10; Necromantic Magic 3; 2 × Magic Item; Magic Weapon; Regenerate 2.
	Wights &	4	3	–	3	4	14	3	1	370	2	2	6	Fear 7.
	Wraiths &	4	3	–	3	4	30	3	2	750	–	S	3	Chill 2; Ethereal -1; Terror 8.
	Mummy Tomb Kings &	3	4	–	5	5	45	4	3	1000	2	3	2	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6).
	Wight Lord	4	4	–	4	4	35	4	2	650	2	2	1	Fear 8; Magic Armour; Magic Weapon.
22	Dragon	6	6	–	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
23	Lord of Change	8	9	A	7	7	75	10	6	5000	4	6D6	1	Ambush, Magic A; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Source; 3 × Magic Items; Power of Tzeentch.
24	Great Dragon	6	7	–	7	7	84	7	8	6000	7	6/7(5+)	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 7; Large Monster; Chaos Magic 1; Terror 13; Treasure Hoard +1.
25	Emperor Dragon	6	8	–	8	8	94	6	9	7500	8	8	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 3D6; Large Monster; Chaos Magic 2; Terror 14; Treasure Hoard +2.

• LEVEL 10 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
26	Vampire Lord Necromancer &	6	7	2+	6	5	38	8	3	4750	5	4	1	Fly; Necromantic Magic 4; Magic Resistance 4+; Magic Armour; 4 × Magic Item; Magic Weapon; Vampire; Ambush, Magic A; Magic Dispel 4+.
	Necromancer Champion &	4	5	2+	4	3	29	4	3	1630	–	2	1	Necromantic Magic 2; Magic Resistance 4+; 2 × Magic Item; Magic Weapon; Regenerate 2.
	Mummies &	3	3	–	4	5	40	3	2	450	–	2	4	Fear 7; Guards (Necromancer Champion); Tomb Rot (1D3).
	Wraiths	4	3	–	3	4	30	3	2	750	–	S	3	Chill 2; Ethereal -1; Terror 8.
31	Emperor Dragon	6	8	–	8	8	94	6	9	7500	8	8	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 3D6; Large Monster; Chaos Magic 2; Terror 14; Treasure Hoard +2.
32	Skaven Vermin Lord	8	8	A	8	7	75	10	8	6000	8	6	1	Ambush, Magic A; Armed with Doom Glaive; Dodge 3+; Frenzy 5+; Greater Daemon 14; Ignore Pain 6; Large Monster; Skaven Magic 4*; Magic Dispel 4+; Magic Resistance 4+; Skitterleap.
33	Liche King	6	7	A	7	6	63	4	5	7500	6	6	1	Chaos Magic 2; Necromantic Magic 3; Magic Dispel 4+; Large Monster; Magic Resistance 4+; 3 × Magic Item; Terror 14; Regenerate 4; Magic Weapon; Magic Armour.
34	Great Taurus &	6	6	–	6	6	50	7	4	2250	3	4	1	Breathe Fire; Fly; Terror 10.
	Giant	6	3	4+	7	6	64	3	S	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.
35	Griffon &	6	5	–	6	5	52	7	4	1500	–	4	1	Fly; Terror 10.
	Hippogriff &	8	5	–	6	5	55	6	3	1450	–	3/4(5+)	1	Fly; Terror 10.
	Chaos Lord	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3 × Magic Items; Magic Weapon.
36	Skaven Grey Seers &	5	6	1+	4	4	43	7	4	3400	–	3	2	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon.
	Skaven Warpfire Thrower Teams &	4	3	5+	3	3	3	4	1	700	1	S	3	Armed with Warpfire Throwers; Guards (Grey Seer).
	Skaven Deathmaster Assassins &	6	8	1+	4	4	32	10	5	2300	–	4	3	Ambush, Magic A; Dodge 4+; Assassinate 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade.
	Skaven Plague Lords	5	6	3+	4	5	30	7	4	2250	–	3	2	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 × Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade.
41	Skaven Vermin Lord	8	8	A	8	7	75	10	8	6000	6	6	1	Ambush, Magic A; Armed with Doom Glaive; Dodge 3+; Frenzy 5+; Greater Daemon 14; Ignore Pain 6; Large Monster; Skaven Magic 4*; Magic Dispel 4+; Magic Resistance 4+; Skitterleap.
42	Hydra &	6	3	–	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Never Pinned; Terror 11.
	Hippogriff &	8	5	–	6	5	55	6	3	1450	–	3/4(5+)	1	Fly; Terror 10.
	Manticore	6	6	–	7	7	50	4	4	2000	–	4	1	Fly; Manticore Sting; Terror 11.
43	Bloodthirster	6	10	A	8	7	125	8	10	8000	–	8	1	Armed with Axe of Khorne; Armed with Daemon Whip; Drain Power; Fly; Greater Daemon 14; Ignore Blow 3+; Ignore Pain 12; Large Monster; Magic Drain 5+
44	Giant	6	3	4+	7	6	64	3	S	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned.

• LEVEL 10 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
45	Master Chaos Sorcerers &	4	6	1+	5	5	31	8	3	2400	1	4	2	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; Magic Armour; 3 × Magic Items; Magic Weapon.
	Centaur Champions &	8	4	2+	5	3	27	4	3	1000	2	2/3(5+)	3	Armed with Bow (Str7); Fear 8; Guards (Master Chaos Sorcerers); Magic Armour; Magic Weapon.
	Centaur Hero &	8	5	1+	5	4	40	5	4	2200	4	3	1	Armed with Bow (Str 8); Fear 8; Magic Armour; Magic Weapon.
	Chaos Lord	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3 × Magic Items; Magic Weapon.
46	Liche &	4	7	A	5	4	40	6	5	3500	–	4	1	Fear 10; Necromantic Magic 3; 2 × Magic Item; Magic Weapon; Regenerate 2.
	Wights &	4	3	–	3	4	14	3	1	370	2	2	6	Fear 7; Guards (Liche).
	Wraiths &	4	3	–	3	4	30	3	2	750	–	S	3	Chill 2; Ethereal -1; Terror 8.
	Wight Lords	4	4	–	4	4	35	4	2	650	2	2	2	Fear 8; Magic Armour; Magic Weapon.
51	Dragon	6	6	–	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0.
52	Chaos Dwarf Sorcerer Lord &	3	4	4+	4	5	40	5	3	3280	3	3/4(5+)	1	Chaos Dwarf Magic 4; Magic Dispel 4+; Magic Resistance 3+; Magic Armour; 3 × Magic Item; Magic Weapon.
	Lammasu &	6	6	–	6	7	50	6	3	2000	–	4	1	Fly; Magic Resistance 4+; Sorcerous Exhalation; Terror 10.
	Bull Centaur Heroes &	8	6	2+	5	5	32	5	4	2320	3	3/4(5+	3	Fear 7; Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon; Guards (Sorcerer Lord).
	Bull Centaur Lord &	8	7	1+	5	5	42	6	5	3680	3	4/5(5+)	1	Fear 7; Magic Resistance 4+; Magic Armour; 3 × Magic Item; Magic Weapon.
	Chaos Dwarf Lords	3	7	1+	4	5	33	5	4	1600	3	3	3	Magic Resistance 5+; Magic Armour; 2 × Magic Item; Magic Weapon.
53	Skaven Grey Seers &	5	6	1+	4	4	43	7	4	3400	–	3	2	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4 × Magic Item; Magic Weapon.
	Skaven Warpfire Thrower Teams &	4	3	5+	3	3	3	4	1	700	1	S	3	Armed with Warpfire Throwers; Guards (Grey Seer).
	Skaven Deathmaster Assassins &	6	8	1+	4	4	32	10	5	2300	–	4	3	Ambush, Magic A; Dodge 4+; Assassinate 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade.
	Skaven Plague Lords	5	6	3+	4	5	30	7	4	2250	–	3	2	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3 × Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade.
54	Vampire Lord Necromancer &	6	7	2+	6	5	38	8	3	4750	4	4	1	Ambush, Magic A; Dispel 4+; Fly; Necromantic Magic 4; Magic Resistance 4+; Magic Armour; 4 × Magic Item; Magic Weapon; Vampire 2.
	Necromancer Champion &	4	5	2+	4	3	29	4	3	1630	–	2	1	Necromantic Magic 2; Magic Resistance 4+; 2 × Magic Item; Magic Weapon; Regenerate 2.
	Mummies &	3	3	–	4	5	40	3	2	450	–	2	4	Fear 7; Guards (Necromancer Champion); Tomb Rot (1D3).
	Wraiths	4	3	–	3	4	30	3	2	750	–	S	3	Chill 2; Ethereal -1; Terror 8.
55	Skaven Vermin Lord	8	8	A	8	7	75	10	8	6000	6	6	1	Ambush, Magic A; Armed with Doom Glaive; Dodge 3+; Frenzy 5+; Greater Daemon 14; Ignore Pain 6; Large Monster; Skaven Magic 4*; Magic Dispel 4+; Magic Resistance 4+; Skitterleap.
56	Liche King	6	7	A	7	6	63	4	5	7500	6	6	1	Chaos Magic 2; Large Monster; Necromantic Magic 3; Magic Armour; Magic Dispel 4+; Magic Resistance 4+; 3 × Magic Item; Magic Weapon; Terror 14; Regenerate 2.
61	Emperor Dragon	6	8	–	8	8	94	6	9	7500	8	8	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 3D6; Large Monster; Chaos Magic 2; Terror 14; Treasure Hoard +2.

• LEVEL 10 MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
62	Lord of Change	8	9	A	7	7	75	10	6	5000	4	6D6	1	Ambush, Magic A; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Source; 3 × Magic Items; Power of Tzeentch.
63	Keeper of Secrets	6	9	A	7	7	84	7	6	5500	4	6	1	Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+ Ignore Pain 7; Large Monster; Chaos Magic 4; Magic Dispel 4+; Magic Resistance 4+; Never Pinned.
64	Great Unclean One	4	7	A	7	8	100	4	7	5500	4	6	1	Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption.
65	Bloodthirster	6	10	A	8	7	125	8	10	8000	–	8	1	Armed with Axe of Khorne; Armed with Daemon Whip; Drain Power; Fly; Greater Daemon 14; Ignore Blow 3+; Ignore Pain 12; Large Monster; Magic Drain 5+
66	Roll twice on this table													

•SECTION 3•

WARHAMMER QUEST ROLEPLAY

This section of the Warhammer Quest Roleplay Book takes the game into a number of exciting and very different areas. So far, we have been building onto the structure of the game, layering on new depth and detail section by section, but without altering the basic nature of the game.

This section of the rulebook puts a different slant on your Warhammer Quest games by introducing many new options for the Warriors.

In fact, at this point the game opens up so much that a referee is called for – the Gamesmaster.

The Gamesmaster is a new player who controls your games of Warhammer Quest from now on, taking the Warriors through a perilous realm of his invention. This section of the rulebook includes many ideas for Warriors and Gamesmasters alike, guidelines for writing adventures and developing your Warriors, together with a complete campaign adventure and a new Warrior – the Dwarf Trollslayer.

This is the Warhammer Quest Roleplay game...

· THE GAMESMASTER ·

The most important new element in this section of the rules is the introduction of a new type of player – the Gamesmaster. The Gamesmaster is somewhere between a referee and a storyteller, taking the Warriors through exciting adventures of his own creation.

It is important to realise that the Gamesmaster is a new addition to your gaming group. Where once you had four players, each controlling one Warrior, you now have five players – four Warriors and a Gamesmaster.

When you played Warhammer Quest without a Gamesmaster you determined what the dungeon was like, what the Warriors' objectives were and what Monsters they met by drawing cards, rolling dice and following a set of strictly defined rules. From now on all these activities are handled by the Gamesmaster. The Gamesmaster doesn't have a Warrior to move around the dungeon at all, as he is the dungeon! Instead the Gamesmaster controls the Monsters – yes, all of them!

This section of the Roleplay Book looks at the Gamesmaster's job. If you think that you would rather be a bold Warrior, delving into the depths of the dungeon in search of glory and treasure, there's no need to read this section. Instead, go straight on to the "What is Roleplaying?" section (page 156), which explains many new options for your Warrior. If, on the other hand, you want to be the person in charge of the gaming session, controlling hordes of Monsters and generally being a bad guy, then read on...

The text in this section should be looked upon as a selection of hints and tips, rather than a set of hard and fast rules. The examples given may spark off a whole series of ideas you'll want to incorporate into your own adventures. This is exactly what roleplaying games are all about. As Gamesmaster, you'll discover that there are no rules as such, and that it is up to you to interpret and adjudicate each situation.

By introducing a Gamesmaster your Warhammer Quest games become much more flexible. They are no longer limited by the scenarios and situations laid down in the rules. The Gamesmaster runs each gaming session, setting up unique challenges and traps for the players to overcome.



As Gamesmaster you have a challenging job. You have to set up the adventure and run the game, acting as a referee when the players argue. You must keep them on their toes by making them guess what's lurking around the corner and stop them getting too confident by maintaining the knife-edge tension that makes for a good game.

To help you in this task there is one rule in this section that must always be obeyed:

The Gamesmaster's decision is final.



If any players disagree, complain, whine or refuse to play fair, then as Gamesmaster you should feel free to penalise their Warriors! Hit them with lightning bolts from the sky, strip them of their armour or just don't let them enter the dungeon. You should always feel that it is 'your' game and that you are in charge. Remember that you are the Gamesmaster, not a doormat.

Equally, don't let the Warriors attack each other or steal each other's treasure. It is against the rules, and will only spoil the game, so penalise anyone who tries it! They are supposed to be a team.

Having said that, you should play fair and remember that the game is supposed to be fun. Reward players whose Warriors perform heroic acts of bravery, and ensure that they are having a good time. Reward players who make their Warriors act in an appropriate fashion, and penalise players who do not. For example, Barbarians who hide behind Elves, or Wizards who leap straight into battle, are hardly behaving in a manner befitting of their character. A good guide as to how well you are doing as a Gamesmaster is how much the players enjoy the games. If the players get despondent and disinterested because the dungeon is too tough, or they have been through thirteen rooms and not found one magic sword or potion then you are not doing your job very well!

A good adventure is one in which the players feel their Warriors are always in peril and in which they just make it through each room. When the Warriors emerge from the dungeon having gained the ultimate prize, the players should feel that they have made it through a place of great danger and survived against all odds!

· WHAT DOES A GAMESMASTER DO? ·

The Gamesmaster runs the whole game, calling out each new phase, making sure that the players follow the turn sequence, and perhaps nudging a player if he has forgotten something really obvious (like his Warrior drinking a healing potion before the end of the turn if he is flat on his back at zero Wounds). The Gamesmaster also places the Monsters on the table, deciding where they move to, who they attack, etc. For your first few goes at the art of gamesmastering, try playing through a game just as you have been, using the cards to create the dungeon, events and treasure. This time though, you control what goes where, and get to be judge and jury on everything the Warriors want to do.

From now on, it will be you who consults the Monster Tables, Hazard Tables, Treasure Tables and so on to determine what the Warriors meet and find. As the Warriors train to go up Battle-levels, the Gamesmaster administers the process (in other words, making sure no-one cheats!). All in all, the Gamesmaster has a great deal to do...

· INTERACTING WITH THE PLAYERS ·

A big part of the Gamesmaster's job is to interact with the players. It is up to you to describe what the Warriors can see in the dungeon: what a room looks like, what items it contains, exactly how big and nasty that Monster really is. In this respect you are the eyes and ears (and even the noses) of the Warriors. If you don't tell the players that their Warriors can see a deep pit in front of them don't be surprised if they walk into it.

Likewise, you must be prepared to answer any and all questions that the players throw at you as their Warriors explore. They may want to know what colour a certain door is, whether there are any rugs or floorcoverings that might conceal trapdoors, or even how far above them the roof is. Even if you haven't anticipated their question (and believe me, they'll want to know the strangest things), you must learn to react with style, giving them the sort of answer they expect. If this means 'consulting your notes' for a moment while you make up an answer that's fine. Unless what they are asking is completely ludicrous and of no relevance, you should at least attempt to give them a sensible reply.



For instance, you might casually describe a room as being 'a dreary store cupboard, where rats scuttle on the floor and wan light streams in from a hole in the far wall'. In your mind, and indeed in your notes, the store cupboard may be just that – a dead end of little or no interest. The players on the other hand may bombard you with questions:

"Is it natural light?"

"Can we climb up to the hole?"

"Do the rats look dangerous?"

You must answer these questions with enthusiasm and tact. It's no good you saying "This room is nothing to do with the adventure, let's move on" as this quickly destroys the atmosphere and illusion you are trying to set up. You should answer their questions and let them find out that the room is just what it appears to be: an empty store cupboard.

However, you must also be ready to push them on. Just because they are determined that the store cupboard is the key to the adventure, don't let them take forever searching it or the adventure will soon run out of steam. If they insist on hanging around a wrong location for ages, you can move them on by bringing some Monsters into play, setting off a trap, or just by saying something like "You hear footsteps down the corridor." You'll soon get the hang of steering the Warriors in the direction you want them to go.

Some of the visual clues and information the players need are easily resolved because the information is presented on board sections that represent the Warriors' environment. If the Warriors are in the Firechasm room, the players can see where the bridge is, which squares are safe to tread on and so on. However, they won't know that your notes say that the rope on the bridge is almost cut through, or that the magma level is slowly rising. The players will rely on you to impart this information and will rightly be indignant if they are caught out by events which they had no chance to spot or surmount.

On the other hand, you don't need to tell the players the whole story at once. Encourage them to ask questions and discover what perils the room might contain. If the Warriors charge thoughtlessly onto the bridge, let them suffer the consequences.

You will frequently find yourself asking the players, "What do you want to do?" – in fact there is a new phase in the turn sequence to let you do just that. Depending on how long it takes them to decide, you might spring some nasty surprises on them...

· BEING SNEAKY ·

The easiest way to build up tension and keep the players guessing is to keep your dice rolls secret from them, while insisting that you see all of theirs. Another great ploy is to look worried as you draw a card or look up a table, saying things like, "Are you really sure you want to go in there?" There are all sorts of tricks you can use to keep the Warriors on their toes.

If you really want to turn the Warriors into worriers, you can even go as far as writing pointless secret notes to them. Make sure everyone sees you handing over a note that simply says "Don't show this note to anyone else or tell them what it says." This is guaranteed to confuse the recipient while the other players will wonder what is written on the note and worry about why they haven't got one. Try it!

The next section takes you through the practical differences in your games of Warhammer Quest now that you, as Gamesmaster, are running things.

· CONTROLLING THE DUNGEON ·

By now, you should have played the Warhammer Quest game a few times. As Gamesmaster this is very important, because the players will ask you all sorts of questions about the game and what they must do next. More than any of the other players, it is important that the Gamesmaster knows the rules! In fact, a good Gamesmaster should be able to take a party of players who have never played Warhammer Quest before through their first adventure without endless trawling through pages and pages of rules to see how the game works.

When playing, it is customary for you, as the Gamesmaster, to sit on the opposite side of the table to the other players, with the game box lid propped up in front of you so that the other players cannot see exactly what you're doing. Behind the cover of this screen, you can scribble mysterious notes, roll dice, look up tables and mutter to yourself as the game progresses. This is all part of the 'art' of gamesmastering. The more you can keep the players guessing, the more they'll want to come back for another crack at your adventure.

RANDOM ADVENTURES

As mentioned, to get the hang of being a Gamesmaster you can first run a completely random dungeon if you want to. This works just like the games you've been playing so far, with cards being turned over to generate rooms and Events as the Warriors explore the dungeon. The main difference is that instead of the players controlling the Monsters, you control them.

Once you have read this section thoroughly, it is a good idea to go back and play at least a couple of adventures from the Adventure Book in this manner to give you a feel for being Gamesmaster. Turn over the Dungeon cards as the Warriors explore to see what they find and draw Event cards in secret, building up tension by looking shocked or worried before revealing that in fact they have just found five Snotlings.

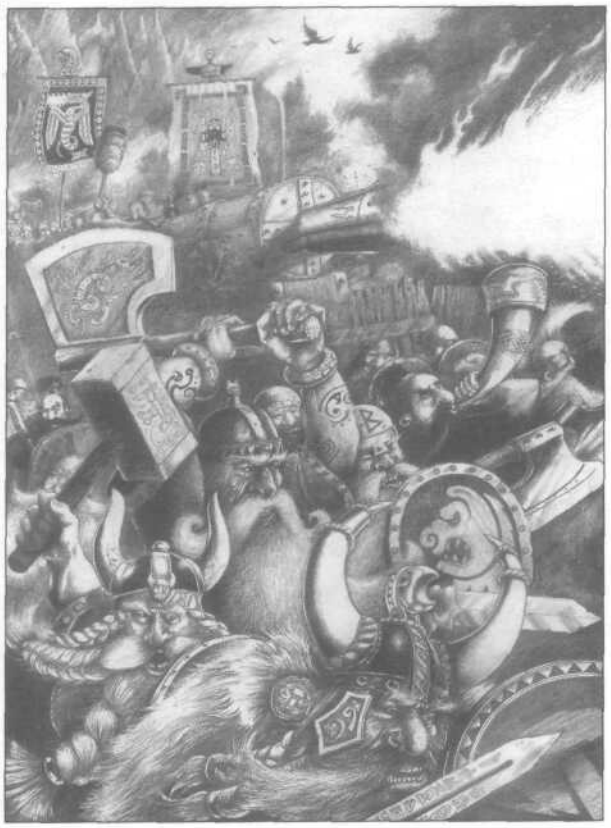
PRE-WRITTEN ADVENTURES

Once you have run a few games like this, you can take the players through the linked campaign adventure Death Below Karak Azgal, which is printed at the end of this book. This is a set of three linked dungeon adventures which should take the Warriors from Battle-level 1 up to Battle-level 2 or 3.



Before playing the adventure you should read through the whole campaign to 'get your head around' what happens. Each dungeon is carefully planned out, mapped and described, with details of all the Monsters and hazards that the Warriors will meet. There are full rules for setting up, the Warriors' objectives and an arch villain to overcome – the essential ingredients of any good adventure.

As Gamesmaster you guide the players through the campaign, perhaps playing once a week and stopping at an appropriate point in each gaming session. If you keep notes each session as to where the Warriors are, who has which items of treasure, etc., the players can simply turn up ready for their next evening of adventure!



CUSTOM-MADE ADVENTURES

The final step you take as Gamesmaster is to write your own hideously difficult dungeons for the Warriors to explore. You can do this weeks before the game is actually played if you like – without any of the players around – making notes, drawing a map, stocking the rooms with Monsters, and so on.

One fairly easy way to create a dungeon is to write an introduction and map out the just the last few rooms and corridors. The rest of the dungeon is then generated using the random system from the Rule Book, as normal. This combines the ease of the random system with some of the detail of a fully designed adventure.

The process of designing adventures is covered in more detail in the *Creating Adventures* section.

· SETTING UP THE GAME ·

As Gamesmaster it is your job to get everything ready for the gaming session. For players, there is nothing worse than sitting around for an hour or so while the Gamesmaster sorts everything out. Try to make sure that you are ready to get going as soon as the players arrive.

· PLAYING THE GAME ·

As a rule of thumb, you control anything that happens that isn't a direct action of one of the Warriors: you control Events, Monsters, what the Warriors find, etc. The players are now only allowed to roll dice to decide the outcome of things which they themselves do, they no longer roll the dice for the Monsters, for example.

· THE TURN SEQUENCE ·

This section of the rules introduces a new phase into the turn sequence of Warhammer Quest. The Declaration Phase is added before the Power Phase, and is the part of the turn where the players get a chance actually to decide what their Warriors are doing.

The turn sequence is now as follows:

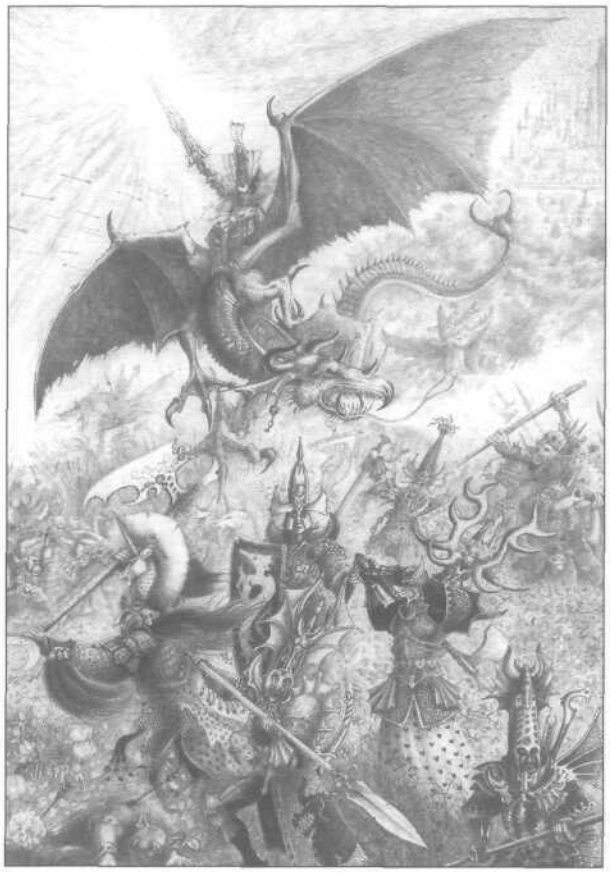
1 The Declaration Phase
2 The Power Phase
3 The Warriors' Phase
4 The Monsters' Phase
5 The Exploration Phase

1. THE DECLARATION PHASE

Now that the Warriors have a much wider choice of action, the Declaration Phase is introduced to avoid the game degenerating into everyone shouting what their Warriors are doing at each point in the turn. Now, each player must say what his Warrior is doing, or trying to do this turn, and within reason, stick to it.

As Gamesmaster you must ask each player what his Warrior will attempt to do during the coming turn. Ask them in order of their Warrior's Initiative, lowest first and so on. (Remember though, that the Warrior with the lantern is an exception to the Initiative rule. Because he always acts first, that player is always asked what his Warrior is doing last.) The effect of asking in this order is so that the faster Warriors (those with higher Initiative) can listen to what their companions are going to do and react to their decisions.

Note that the Warriors don't actually do anything during the Declaration Phase, but simply state what they intend to do.



When using the roleplay rules the Warriors have many additional options available to them. These are explained later in the *What is Roleplaying?* section. Suffice to say that the Warriors can now interact with the dungeon and its inhabitants to a much greater degree than before. They can search walls for secret doors, pry flagstones from the floor and even try to talk to the Monsters if they really want to. It is up to you as the Gamesmaster to sort out these situations.

In Warhammer Quest roleplay this is resolved using a series of 'tests' against the characteristics on the Warriors' profiles. This generally involves rolling a dice, adding the value of the characteristic being tested and scoring over a certain number.

For example, the Gamesmaster might demand a 'Strength test' to be passed in order for the Dwarf to smash open a door. The Dwarf player will have to roll a dice and add the value of the Dwarf's Strength, scoring above whatever number the Gamesmaster decides in order to succeed. This is covered in greater detail in the *What is Roleplaying?* section.

The declarations the players make can be as simple as "I'm going to attack the Orc", or as complicated as "I want to pick up the chest and move it so it covers the well, making sure the lock is towards the far door and I'm standing on the left of it."

The Declaration Phase is important because it defines the style of play. It places the emphasis firmly on the Warriors and what they are doing. Although as Gamesmaster you should have no qualms about leading the players, it is far better to let them decide what they want to do themselves. It is all too easy to say "Okay everyone, make an Initiative test", and when someone passes say they have found a trap. It is far better to let the players tell you the Warriors are looking for traps before you even mention any Initiative tests.

You must also be prepared to nudge the Warriors along. If the Declaration Phase is taking ages because the players cannot decide what to do, feel free to interrupt and tell them to move onto the next phase. Anyone who hasn't decided what to do by the time you move on must spend the rest of the turn standing there like a lemon doing nothing.

2. THE POWER PHASE

During the Power Phase the Wizard player still rolls for Power as normal. However, if he triggers an Unexpected Event by rolling a 1 you decide what it is. You can draw an Event card, roll on the Event Table, roll on the Monster Table for this level adventure or even trigger an Event which has been specially written into the scenario.

In an Orc Warlord's lair for example, an Unexpected Event is likely to be a guard patrol of Orcs, Goblins or Snotlings rather than Skaven or Undead!

3. THE WARRIORS' PHASE

The Warriors' Phase works exactly as it did before except that the Warriors now carry out what they said they were going to do, one at a time and in Initiative order, highest first (remembering that the Warrior with the lantern goes first no matter what his Initiative).

It is up to you, as Gamesmaster, to decide how long each Warrior takes to achieve what he is doing. Hitting an enemy is pretty instantaneous and should be resolved immediately, while identifying a magic weapon or searching a large room for a lucky charm will take considerably longer. If something the Warrior is doing takes more than a single phase simply assume the Warrior keeps at it until the task is complete, at which point the Gamesmaster can reveal the final result. Of course, if something is taking ages, the player is free to say "I'm packing that in now and doing something else" in the next Declaration Phase.

CHANGING YOUR MIND!

Once a Warrior has declared what he is going to do in the Declaration Phase, this is normally fixed for the turn. If circumstances change by the Warriors' Phase however, whether by a Monster appearing, what another Warrior does, or any other cause, it is possible to try and change what a Warrior is doing.

To change what he is doing, the player must make a successful Initiative test. This is a dice roll that you ask the player to make to change what he is doing, and takes the form of a check against his Warrior's Initiative characteristic.

To make an Initiative test, a player rolls a dice and adds his Warrior's current Initiative value to the score.

If the total is 7 or greater, the test has succeeded and the player may change what he is doing. (Seven is the usual number needed to succeed; the Gamesmaster may raise or lower this number at his discretion, to make the test harder or easier.)

If the total is less than 7, the test has failed and the Warrior must carry on with his original course of action, however inappropriate it now is. At your discretion, if the test is only just failed you may allow the Warrior to change what he is doing. The Gamesmaster can always penalise the Warriors for doing this, by applying minus modifiers to whatever else the Warrior does that turn.

If the roll was a natural 1, the Warrior stops in his tracks, very confused, and may do nothing at all except try to heal himself for the rest of the turn.

Sometimes, such harsh action on your part will not be needed. For example, if the Warriors are ambushed by Monsters so that they are pinned and cannot move, you might let them change what they are doing and fight the Monsters instead, without having to make Initiative tests. Of course, you might declare that the Warriors are at -1 to hit this turn as they are so surprised by the attack...

Initiative tests are covered in more detail in the *What is Roleplaying?* section.

Example

It is the start of the Declaration Phase. The Dwarf is on the far side of the Firechasm, facing a single Goblin. The other Warriors have already crossed in the previous turn, but in doing so have made the bridge unsafe. The Dwarf (who has the lowest Initiative and thus declares what he plans to do first) reckons that between them the Wizard and Elf should deal with the Goblin, and says that he will try to mend the bridge.

The Wizard thinks that the Elf can manage the Goblin alone so he says he'll try to identify the scroll he's found on the far side of the Firechasm.

The Elf agrees to shoot the Goblin (not a lot of choice really).

The Barbarian doesn't really want to get involved as he is down to his last 2 Wounds.

The Gamesmaster tells the Dwarf that fixing the bridge will take the entire turn and will involve resolving a couple of tests in the Exploration Phase.

Then, during the Warriors' Phase disaster strikes. The Elf misses the Goblin with his bow.

Much to the Dwarf's annoyance, the Wizard, acting next, decides to carry on looking at the scroll and not get involved.

This means that the Dwarf must attempt to change what he is doing and attack the Goblin. He rolls his Initiative test and scores a 2 and adds his Initiative, for a total of 4 – not enough. The Gamesmaster explains that the Dwarf is so engrossed in fixing the bridge he can't do anything about the Goblin strolling over and hitting him.



During the Monsters' Phase the Goblin therefore wanders over and stabs the Dwarf with his spear, hitting automatically as the Dwarf doesn't even see him. Ouch!

4. THE MONSTERS' PHASE

From now on you can ignore the rules for placing Monsters given in the Rule Book. As Gamesmaster you can place Monsters anywhere you like in the room, according to the rule of One-on-One or not. You can even make them gang up on one Warrior. It's up to you. Sometimes the adventure itself states where certain Monsters are placed, rather like the Skaven Engineer in the *Preserve the Fires* adventure from the Adventure Book.

BEAR IN MIND, HOWEVER, THAT THE RULES FOR PLACING MONSTERS YOU HAVE USED SO FAR ARE THERE FOR A REASON – THEY WORK!

Similarly, you can set up ambushes for the Warriors by placing Monsters in adjacent rooms. Then, even if there are no Monsters in the same room as the Warriors, there could be a chance that the Monsters from a nearby room rush in and attack the Warriors in the Monsters' Phase.

Remember that the Monsters are intelligent (usually!), and that they are the Warriors' enemies, and you shouldn't go too far wrong. Be fair however, and don't keep using a Monster's best ability or spell because of the damage it can do – you are trying to entertain the players, not kill their Warriors as quickly as possible!

5. THE EXPLORATION PHASE

Up until now the Warrior with the lantern found out what lay beyond a doorway by taking the next Dungeon card from the deck. From now on, however, whenever the leader explores, it will be your map which shows what lies beyond the doorway.

· TREASURE ·

In the Warhammer Quest game, the Warriors are usually rewarded with treasure for killing Monsters, and sometimes for finishing an Event. Now you are playing the full roleplay game it may be more complicated to determine when an Event is over and a new one starts. It is therefore up to you to determine at what point the Warriors are rewarded with treasure, though usually it will be when all the Monsters in a room have been killed.

The treasure you award may be selected from either the Treasure cards, the Treasure Tables or both, and must be shared out according to the normal rules.

On top of awarding treasure, you must tell the players the gold value of the Monsters they have just defeated so that they can keep a tally as usual.

Once you start to design your own dungeons, there may be certain items of treasure that are plot devices: keys, scrolls, jewels, crowns, etc. that must be used later in order to get past a certain part of the dungeon. Such items should be included in your notes. If you want the Warriors to get past that locked door in the Firechasm, it is up to you to make sure that they get the key... and that they do not sell it when they go to town!

· CAMPAIGNS ·

You will already have read about and probably played some games that are linked together, allowing the players to keep the same Warrior for more than one game. As Gamesmaster there is no reason why you shouldn't devise a whole series of dungeons that take the same players and Warriors through a continent-spanning adventure, unfolding as a many-faceted quest. The Warriors embark upon this quest as Battle-level 1 novices and finally emerge, many months later, as Battle-level 10 Lords.



As a rule, each Warrior should be ready to go up a Battle-level after three or four adventures at his current Battle-level.

· TRAVELLING ·

Although the Hazards Table remains a useful and interesting way of linking your games together, you may find as Gamesmaster that you require some Hazards for the Warriors to encounter on their journey that are not on a table at all, but are specific to a particular campaign.

This being the case, from now on you should roll the dice to determine what happens to the Warriors as they travel, reading out the results on a day-by-day basis and interjecting with any specific occurrences for the campaign as they happen.

For example, you could set up the situation whereby the Warriors' camp is raided in the night and one of the Warriors is carried off into the darkness. The rest of the Warriors then have a choice: do they abandon their friend and leave him to his fate (dishonourable in the extreme), or do they follow his tracks and rescue him from the lair of his captors? Of course, the latter course of action means that the Warriors must go down into the Monsters' lair without replenishing their supplies or doing any training!

In order to keep the game going, the captive Warrior could actually be held in the first room of the lair, but when he is freed he reveals that he overheard news of great importance. The Warriors must immediately go into the depths of the dungeon to thwart the Monsters' evil plans once more. This way, the Gamesmaster gets the players into his next dungeon in a natural and interesting fashion, and all four Warriors are soon reunited and fighting together again.

· IN TOWN ·

Exactly the same choice applies to the Warriors' visits to Settlements. Rather than just using the Settlement Events Table and declaring each Settlement a town or city, the Gamesmaster may have a campaign map of the whole area, and may say that the only city is Nuln, or Erengrad, or whatever, and that it is twelve weeks' journey away. However, there might be two small towns each six weeks away and a village just one week away.

Of course, the Warriors might not even reach Nuln, but instead learn of some strange goings on in the woods when they reach the village. They may decide to investigate, which will lead them into the cave system below the forest.

This sort of thing depends upon the level of detail that you want to go into when writing your campaign. You can simply write the meat of the adventure and leave the tables to fill in the gaps, or use the whole Warhammer World as a backdrop for the campaign, taking the Warriors from town to town, meeting specific people and 'stumbling' across exciting adventures as they go.

The degree to which you do this depends largely on how much you enjoy creating background information, colourful journeys and incidental action. Remember though, that you are aiming to keep the players interested at all times, and that the Warhammer Quest game is just that – a game of heroic quests in the depths of the darkest caves and caverns. Don't go overboard with lengthy background stories or useless information. It may make the world seem lifelike and realistic, but it will almost certainly make the game slow moving, confusing and even dull for the players!

· MAINTAINING GAME BALANCE ·

As the players and their Warriors get more experienced, your job as Gamesmaster becomes ever more challenging. It is up to you to create ever more challenging adventures for them, making sure that the game remains tough without being impossible. While there is nothing worse than an adventure which is too easy for the Warriors, it is also pretty awful when Battle-level 1 Warriors meet 13 Ogres and 25 Zombies in the first room they come to!

As the Warriors gain gold and progress through the Battle-levels you should tailor your adventures to suit. A level 5 adventure should be a lot more hazardous than a level 1 adventure, for instance. The Monster Tables are organised by level to make this easier. If you are looking for Monsters to populate an adventure for Battle-level 3 Warriors, for instance, your first stop should be the Level 3 Monster Table.

· THE DEEPS ·

Many cave systems are arranged in a series of 'deeps', with the more dangerous deeps, populated with tougher Monsters, being further underground. Normally each deep must be completed before the Warriors gain access to the next deep, aiming to get to their ultimate objective deep in the bowels of the earth.



Each deep in an adventure is played through separately on the table, each time starting with a new entrance chamber. At the end of each 'deep', the Warriors will probably find steps leading down to the next. In fact, the discovery of steps leading to a new dungeon deep is often a good place to call a halt to a gaming session. Then, when you restart the game, you can begin afresh with a new deep.

SKILLS AND MAGIC ITEMS

Some skills and magic items, etc. may only be used once per adventure. In a multi-deep adventure this can prove to be unnecessarily harsh. If the Warriors have to go through a 'thirteen-deep' adventure with only one use on each type of skill or magic item they are not going to survive very long. To get round this, each deep can be treated as a separate adventure, so each time the Warriors start a new deep their one-use skills and items are 're-charged'. Of course, if two deeps in the adventure are relatively small you can always declare that they are treated together as one adventure. As Gamesmaster it is up to you to split the action up into 'sub-adventures' as you please.



Ogre

LEAVING IN THE MIDDLE OF AN ADVENTURE

As Gamesmaster you may decide that once the Warriors have completed a particular deep they may leave safely at any time, without having to roll for Unexpected Events as they troop back to the entrance. The rationalisation for this is that the Warriors have cleared that deep of Monsters (for now at least) and thus there are no more to encounter. The Warriors may then go to the nearest Settlement and train, visit traders, etc., before returning to explore the other deeps. Upon their return, you may give them safe passage to the deep that they reached and continue from there.

On the other hand, sometimes you might feel that the game should be kept flowing. Maybe the cave system is too remote to make a journey to the civilised world and back before it can be re-stocked with Monsters. If this is the case, the players should take note of the point they called a halt and restart at exactly the same point next time.

Once more, this decision is down to you. You must weigh up whether the Warriors need to go back to visit a Settlement because they are out of healing potions and have no magic items left, against the logic of letting the Warriors 'eject' themselves from an adventure and then resume where they left off at a later date.

· CONCLUSION ·

Once you have read through this section you should have a fair idea of the enormity of the task facing a good Gamesmaster. Don't worry – if you take it a step at a time, after a few games you'll find yourself getting the hang of things and becoming adept at improvising to cover situations that occur as the game unfolds.

The important thing to remember as Gamesmaster is that whatever you are doing the golden rule is keep it fair. No-one will want to play with you as Gamesmaster if they know that you always attack the Warriors with overwhelming numbers of Monsters!

To get the most out of being Gamesmaster you'll have to be prepared to improvise and create new rules as you go along, and not to expect the answer to every problem to be written in the rules. This is all part of the fun of a roleplay game, where everything can change and nothing stays the same!

Have fun and don't get lost in the dark...

· A TYPICAL TURN FROM A RANDOM DUNGEON ·

Gamesmaster: "Declaration Phase. What are you guys doing?"

Dwarf Player: "The Dwarf is moving over towards the door."

Wizard Player: "The Wizard'll do the same."

Elf Player: "Yeah, and the Elf."

Barbarian Player: "The Barbarian too. I'll explore when I get there if I can."

Gamesmaster: "Okay. Now I know what you're all doing let's go onto the Power Phase. Wizard roll that dice."

The Wizard player rolls a 3 for his Warrior's Power.

Gamesmaster: "Turn your Power dice to 3 then, Wizard, and let's get going. Right, no Unexpected Events, so into the Warriors' Phase. Barbarian, you go first."

The Barbarian player moves his miniature so that it is next to the doorway.

Gamesmaster: "Right, next highest Initiative – the Elf, I believe."

The Elf player moves his miniature, as do the Wizard and Dwarf in quick succession...

Gamesmaster: "...Okay, now it's the Monsters' Phase. There aren't any around at the moment though, so it's straight into the Exploration Phase. You wanted to explore didn't you, Mr. Barbarian?"

Barbarian Player: "It's Ragnar to you. And yes, as party leader I do want to explore behind the door."

The Gamesmaster picks up the next Dungeon card, and puts on an amused expression.

Elf Player: "Come on, come on. What is it?"

Gamesmaster: "Oh okay, it's... The Monsters' lair – a dark, forbidding room with chilling vapours and noxious fumes drifting from under the doorway."

Making up an interesting and colourful description to get the Warriors worried, the Gamesmaster clips the new board section to the section the Warriors are in. He places a doorway for the exit as indicated on the Dungeon card and puts the Dungeon card in the room to show no-one has yet ventured in there.

Gamesmaster: "Right then, end of the turn. New Declaration Phase."

Dwarf Player: "Are we going in then, guys?"

Barbarian Player: "Yeah, why not?"

Dwarf Player: "Okay, I'll follow the Barbarian in and go to the right-hand side of the doorway."

Wizard Player: "I'll take the left-hand corner."

Elf Player: "I'll back the Barbarian up and tuck in next to him. I'll draw my bow while I'm at it if that's okay."

Barbarian Player: "I'll slam the door open and charge in, screaming out a battlecry!"

Elf Player: "Uuuh. Yeah, that's it – we'll go for the element of surprise then, shall we..."

Gamesmaster: "Power Phase. You've lost those points of unused Power from last turn, Wizard, so roll again."

The Wizard rolls his dice and gets a 1 – an Unexpected Event. The Gamesmaster grins gleefully.

Gamesmaster: "Aha! Disaster strikes. You only have 1 point of Power for the turn and an Unexpected Event occurs. Let me see what happens to you now."

As the players groan aloud at their misfortune, the Gamesmaster draws the next Event card, being careful not to let the players see. Reading the card to himself, the Gamesmaster breathes a sigh of relief. The players start to look a bit happier, waiting expectantly to see what bit of good luck has come their way.

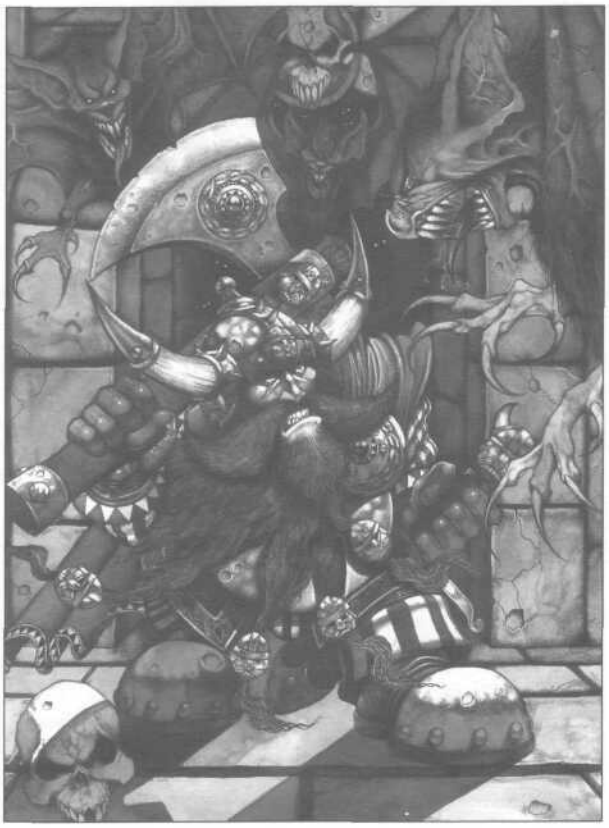
Gamesmaster: "Well lads, you'll be delighted to learn that you have company. Er, the only problem is that it's a rather enraged... Minotaur!"

The players look horrified as the Gamesmaster picks up the Minotaur model. Letting his gaze sweep past the players he draws a Warrior counter.

Gamesmaster: "... And it seems to be upset with the Dwarf in particular..."

The Gamesmaster places the Minotaur on the board next to the Dwarf.

Gamesmaster: "Right, my brave Warriors, better reconsider those actions. Let's start making some Initiative tests. Who's going to dare to attack the Minotaur first? Or perhaps you'd all rather run off now and take up farming..."

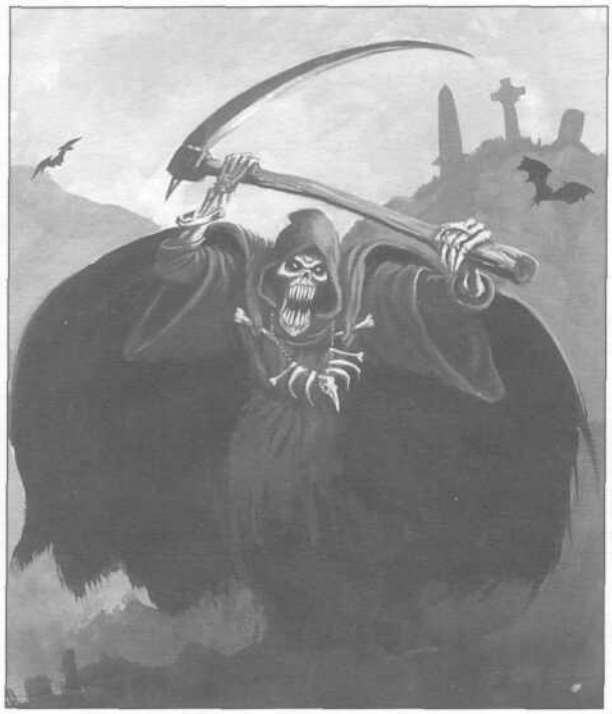


· TRAPS & SECRET DOORS ·

Now that you are writing your own dungeons, you can put a great deal of character into them. You can set traps, ambushes and secret doors in certain rooms. You can even put in special teleport squares that take the Warriors to new sections of the dungeon. The list of possible traps and surprises is limited only by your imagination.

When designing a dungeon remember to make a note of what sets each particular trap off and look out for that situation arising in the game. Traps can be triggered by stepping on a certain square, trying to open a certain door, picking up a certain item of treasure, or by the Warriors' combined weight. The trap might even be set off if the Warriors hang around for too long in a certain spot.

It is up to you as the Gamesmaster to choose each trap and decide how it is activated. You should also note down Events that are linked to traps – 'After the firebomb trap explodes, there is a 50% chance that 2D6 Orcs will arrive to investigate'. This is the kind of forward planning that stops your dungeons feeling like a series of unconnected random events and more like a real place, populated by real Monsters.



· EXAMPLE TRAPS ·

Dart Causes Wounds on whoever activates it.

Poison Dart As Dart trap, but may also reduce Strength and cause extra Wounds (see 'Poison' in the *Bestiary* section).

Stone Block Crushes Warrior, causing Wounds. Maybe armour has no effect. Depending on the size of the stone block, it may destroy armour.

Trapdoor Opens when trodden on, dropping Warrior into pit. Sometimes the trapdoor itself is in one location and is operated by the Warriors standing on another 'trigger' square or performing some action in another location.

Gas Gas comes in a variety of types. Warriors may not deduct armour from any Wounds caused.
Poison Gas: As Monsters' *Poison* special ability, of varying strength.
Sleeping Gas: As *Sleep* spell or worse.
Hallucinogenic Gas: *May make the Warriors go mad or even attack one another.*

Lightning Bolt A magical trap, operated by trying to open a magically shut and sealed door or chest, or by stepping beyond certain runes or into marked-off areas. Causes a number of Wounds.

Scythes When set off by one Warrior, affects all the Warriors in a room as slashing scythes whip out from the walls and floor.

Water The room fills up with water in a certain number of turns, drowning the Warriors if they do not manage to escape in time.

Sand A similar trap to water.

Portcullis Slams down, shutting the Warriors in, preventing their escape from or to a certain area. Have they found the key yet?

Paralysis Spell Activated like the Lightning Bolt trap, except that the Warrior is paralysed. Lasts perhaps for a number of turns, or until the antidote is found.

Cave-in A section of the roof falls in, completely blocking the Warriors' path. Of course there may be a secret door that enables them to escape...

Pit The Warrior tumbles into darkness, taking damage as he hits the floor with a thud. Has he enough rope to escape?

Spiked Pit This would be just like the pit, only worse, as there is a chance (a dice roll of 1, 2 or 3?) that the Warrior impales himself on stakes as well, causing more Wounds.
Other varieties could be a spiked pit full of water, snakes or poisoned stakes!

Firebomb The whole area, room or a certain number of squares is enveloped in flame. Depending on the strength of the explosion, a certain amount of Wounds will be caused.

Crushing Walls The Warriors have to escape a chamber before they are crushed by the walls closing in. This takes a certain number of turns, before which the Warriors must find a secret door or de-activate the mechanism.

WHAT DO TRAPS DO?

Most traps cause Wounds or immobilise the Warriors. A dart for instance, may fly out and hit one of the Warriors (use the Warrior counters to decide who gets hit, unless the trap affects the Warrior whose Action set it off), doing perhaps 1D6 Wounds, with the normal modifiers for Toughness and armour. As the Warriors go up Battle-levels, you can use the same sort of trap but make it cause 2D6, 3D6 or more Wounds.

Some of the Warriors' skills may help them spot traps or secret doors. As Gamesmaster you must determine when this is the case and apply the results. The players' general attitude also plays a part. If they are charging blindly along, with scant regard for their surroundings, they are more likely to set off a trap than if they act in a careful, cautious manner.

SPOTTING TRAPS

If the Warriors are generally being careful, you should give them a chance to spot a trap. The *New Warrior Actions* section explains how to go about this.

REPRESENTING TRAPS ON THE BOARD

In the Warhammer Quest box there are numerous card markers to represent trapdoors, treasure chests, iron grilles, skeletons, etc. When writing your own adventures these are ideal to show the locations of objects such as traps. The markers provided are by no means a definitive collection, of course, so feel free to design and add your own as necessary.

· SECRET DOORS ·

Secret doors are doors that are not immediately apparent when the Warriors enter a room. They may be cunningly concealed in the wall or hidden behind a bookcase or tapestry. Whatever their location, if the Warriors don't search for them they won't find them. *Of course, even when they do find a* secret door, it may be locked, or trapped, or both.



Secret doors can be used to link sections of the dungeon, or to lead onto completely new sections of the dungeon.

Sometimes you may have to give the Warriors a hint that they missed something, particularly if the secret door was essential to the completion of the game. Don't worry about this, the main thing is to keep the players happy and excited, rather than frustrated and bored.

Once a secret door has been discovered simply clip a doorway onto the board at that location and from then on treat it just like any other door.



· CHARACTER ENCOUNTERS ·

An extra level of detail that you can add to your Warhammer Quest games at this point is Character Encounters. This simply means that the Warriors can bump into other people during their adventures, both friendly and hostile, who are controlled by you, the Gamesmaster, rather than being controlled by one of the players.

The Dwarf Prospector in the Event cards, for instance, is a *Character Encounter*, with his actions controlled by the instructions on the card. Likewise, all the brigands, merchants, pedlars, etc. that the Warriors bump into on their travels between Settlements are also Character Encounters. While such people are not usually represented by miniatures on the table, and often have a very limited scope of interaction with the Warriors, they add a lot of colour and interest to the game.



· CHARACTERS BETWEEN ADVENTURES ·

When the Warriors visit a Settlement you can introduce them to a wide range of Characters that they might meet in such a place, such as thieves, raconteurs, gamblers, duellists, traders, servants, squires, mobsters, beggars, vagabonds and many more. The Gamesmaster can use these Characters as a plot device, to impart information to the players and to lead them on into his prepared storyline.

For example, if the Warriors decide to visit an Alehouse, apart from the normal Events that happen there, you could introduce them to 'Old Walter', the drunken ex-adventurer, who has many tales to tell of the frozen mountains and the treasure which lies beneath them. Rather than just reading out a card, as Gamesmaster you 'become' Old Walter and must react to the Warriors accordingly.

· CHARACTERS IN THE DUNGEON ·

As Gamesmaster you can also introduce Characters that are represented by miniatures. While these Characters are still controlled by you they may join the Warriors for a certain amount of time during their adventure. One such Character could be a lone Warrior whose compatriots have been slain and who joins the Warriors to see justice done. Alternatively, he could be a prisoner the Warriors set free who must be escorted to safety. Perhaps the Character is not what he seems, and turns on the Warriors during the next combat.



These Characters can also be useful to you to drive the plot or storyline onwards. Perhaps the Character reveals the location of a secret door the Warriors must find.

You have complete control over such Characters and must never show the players their profiles. The other players shouldn't have any idea how many Wounds the Character has, how strong he is, even whether he is a Warrior, a Wizard or just a traveller. That way, when the plot dictates you can convincingly 'bump him off' without revealing he still had 34 Wounds left.

Whatever the purpose of a Character, he must be introduced carefully. The game is about the Warriors, not Gamesmaster-controlled Characters. They must never be allowed to dominate the proceedings. It would be most irritating for the players if the Warriors met a Wizard Lord who led them through the dungeon killing everything in his path and defeating the dragon who dwells in the deepest chamber single-handed. Characters should be interesting plot devices and shouldn't steal the Warriors' limelight.

In general, a Character's profile isn't that important. You should simply introduce him, let him impart his information or play his part in the Warriors' fortunes, and then depart once more, usually remaining an enigmatic stranger. The most important thing is to make the Character convincing and interesting. Will the Warriors trust him? Will they attack him? Will they take his advice? This largely depends on their experiences so far and the manner in which you as the Gamesmaster present the Character to them.

· A TYPICAL CHARACTER ENCOUNTER ·

The Warriors have finished the first part of their adventure, and have travelled to a town to spend their gold. On arrival they decide to visit the alehouse. Rolling on the Alehouse Event Table to see what happens to them, the Gamesmaster then says:

Gamesmaster: "You, Barbarian, overhear a drunken old man talking of the Sword of Jakkar, the very sword that the Wizards in Altdorf have employed you to find. How can he know about it, as the sword's very existence is a closely guarded secret? What do you want to do?"

Barbarian Player: *(Turning to the other players)* "Shall we kill him?"

Elf Player: "I don't believe you said that. No, let's see what he knows."

Elf Player: *(To the Gamesmaster)* "I'll go over to him, buy him a drink and see what he knows."

Gamesmaster: *(Consulting his notes)* "I'm afraid he has no love of Elves. Perhaps one of your kind wronged him in the past. Whatever, he just spits at you and throws your drink on the floor."

Elf Player: "Charming."

Barbarian Player: "Now shall we kill him. He is talking about the sword after all. Go on, let me do it now."

Wizard Player: "Leave it to me lads." *(To the Gamesmaster)* "I'll go and talk to him. I'll give him 10 gold while the others can go and wait in a quiet corner somewhere where they won't cause any trouble."

Gamesmaster: "Okay, he takes to you, especially your gold, and after some coaxing tells you that he was employed by the Wizards of Altdorf to find the Sword of Jakkar many years ago. His quest lasted years but ended in failure... and the deaths of all seven party members except him."

Barbarian Player: "SEVEN!?!"

Gamesmaster: *(To the Barbarian player)* "Shut up. You're in a corner and can't hear this conversation."

Wizard Player: "Er, I'll ask him what happened, and what he learnt of the sword."

Gamesmaster: "The old man looks wistfully into his tankard and says that beer is getting more expensive by the day..."

Wizard Player: "Yeah, Yeah. I give him another 10 gold."

Gamesmaster: "After some thought, the old man says that the sword lies in the deepest dungeons below Karak Azgal and that it is defended by all manner of hideous beasts led by the Necromancer Saagan Vashal, who seeks to bend the sword's powers to his will. The old man says that for another 50 gold he has a map that shows a secret entrance to the ancient Dwarf hold."

Wizard Player: *(To the other players)* "Do we pay up? I'm 20 gold down already."

Barbarian Player: "Use your darting steel dagger on him. It hits automatically and everyone will think he's just drunk. Then nick his map."

Dwarf Player: "Don't be daft. We're in a crowded bar, remember. Besides, it's not all that heroic, is it?!"

Wizard Player: "Okay, I'll pay the man, but I want some gold back from you lot."

Elf Player: "Fine. Give the old man the gold plus a bit extra to keep his mouth shut."

Barbarian Player: "*I* know how to keep his mouth shut *permanently*. I'll bet he's a spy and worth gold to us if we get rid of him."

Everyone Else: "SHUT UP!"

The Wizard hands over the cash and gets the map. Now the Warriors know where to start the next part of their epic quest...

This example shows how a Character Encounter can be introduced to add interest and excitement, driving the plot onwards without actually doing much at all.

All the Gamesmaster had in his notes about this encounter in the alehouse was:

"Meet old man in alehouse. He's talking about the sword. He hates Elves. Will talk and give up his map for 30 gold or more. He also tells them of Saagan Vashal the Necromancer and the secret door into Karak Azgal."

Five lines of text in the Gamesmaster's notes and a great deal of fun for the Warriors. They feel they have achieved something, and the Gamesmaster has got across the information he needed to keep the game rolling. Of course, if the Warriors didn't visit the alehouse, the Gamesmaster could have introduced the old man at any location he liked.

Another way the Gamesmaster could have played the old man was actually to act out his responses, rather than simply tell the players what he was doing. This can be a lot more rewarding but does take a bit more practice and might only suit the budding actors among you.



MOVING THE MINIATURES ON THE BOARD

In this descriptive style of play, you will find that it is only necessary to move the miniatures on the board if what the Warriors are attempting to do relates to something specific on the board, such as opening a particular door or treasure chest.

As a general guide, to do something that is related to an item actually on the board, such as opening a chest or door, the Warrior must be standing next to it. For more general 'searching' or 'looking' situations the Warrior simply has to be in the immediate area.

For instance, the Barbarian can take a picture off the wall that he is standing next to, and then walk across the room to the door where the Wizard and Elf are standing. This will involve moving the Barbarian miniature as normal.

Meanwhile, the Elf might try listening at the door for signs of movement in the room beyond, the Dwarf can search the room for hidden traps or treasure, and the Wizard could use an iron spike to wedge the door shut. None of these activities will involve moving the miniatures at all. The Wizard and the Elf are already standing by the door, so they do not have to move. The Dwarf's miniature, although he spends his whole turn exploring the room, doesn't move either. It is assumed that he spends the whole turn wandering around then returns to the spot he started from.

Usually, if the Warrior is doing something which is secondary to keeping the Warriors moving through the dungeon, it doesn't take up any movement on the table. Taking the picture off the wall is a good example – the Barbarian just grabs the picture and makes off with it. The only important point is where the Barbarian ends up when he finishes whatever it is he is doing.

Actions that obviously take some time to complete, and which have a set purpose of their own, take up the Warrior's whole turn. The Dwarf searching the room is a good example, as this will take a whole turn to do, but will not be represented by moving the miniature around the board at all.

You'll find a list of typical 'actions' later in this section, including approximations of how long each takes. In the final analysis, however, it is up to you as Gamesmaster to decide. If the Barbarian said that he wanted to remove the picture, search it for traps, take it from its frame, roll it up and put it in his back pack, for instance, you could quite reasonably rule that it would take him at least a whole turn to do so.

The question of how long it takes a Warrior to do something can be quite difficult. You can make your job easier by second guessing the Warriors in advance. If you set a trap in the dungeon make a note of how long it takes to disarm as the Warriors are bound to try it. Of course, there are always courses of action that the Warriors pursue which you'll never be able to predict. In these situations, you'll just have to wing it and decide how long it will take on the spur of the moment.

· CHARACTERISTIC TESTS ·

The various things which the players declare that their Warriors are going to do can be linked to one or more of the Warrior's characteristics on his profile. Barging a Monster aside will be linked to how strong the Warrior is, whilst deciphering ancient runes is more closely related to Initiative.

The Gamesmaster resolves how successful the Warriors are at whatever they attempt by using **characteristic tests**. These are dice rolls that you ask the player to make to see whether his Warrior succeeds in doing something. The dice roll is compared against one of his Warrior's characteristics.

To make a characteristic test, roll a dice and add the relevant characteristic to the score. Depending on the difficulty of what the Warrior is trying to do, the Gamesmaster decides what his total score needs to be in order for the Warrior to succeed. As a rule, if the total is 7 or greater, the test has succeeded. If the total is less than 7, or a natural 1 was rolled on the dice, the test has failed.

In the example above, then, the Barbarian would have to make a 'Strength test' to barge aside the Monster, whilst deciphering the runes would take an 'Initiative test'.

This means that the higher a Warrior's characteristic, the more likely he is to pass the test. So, strong and tough Warriors, such as the Dwarf or Barbarian, will be good at physical tests, while Warriors with high Initiative or Willpower will be better at observing, understanding or reacting to things. In this way, the roleplay game really starts to highlight the differences between the Warriors.

STRENGTH TESTS

Situations that require physical effort to resolve are usually tested against a Warrior's Strength. Holding a door shut or lifting up a portcullis are good examples.

INITIATIVE TESTS

Situations requiring agility, stealth or alertness are usually tested against a Warrior's Initiative characteristic. Initiative tests are split into two types, either 'physical' or 'intellectual'. For example, an Initiative test to get out of the way of a falling block is clearly physical, as it tests the reactions of the Warrior as he leaps to one side. An Initiative test to read the ancient runes on the tomb is 'intellectual', as the Warrior strains his memory trying to make out the meaning of the ancient script. The difference is sometimes important because some Warriors might have lightning fast reactions to dangers such as the falling block, but be hopeless at puzzles or anything that requires much thought.



Characteristic tests against Strength and Initiative are the most common, but from time to time you may come across a situation that is better tested against another characteristic.

For example, a Battle-level 4 Dwarf wants to try and walk across a slender plank suspended across a chasm. The Gamesmaster decides that this requires a successful 'physical' Initiative test. He rolls a dice and scores a 3 which, when added to his Initiative of 3, gives him a total of 6. This is a failure and the Dwarf plunges into the chasm!

A vindictive Gamesmaster would now decide this is an ideal moment to point out that it might have been a good idea to tie a rope around the Dwarf before he tried to cross, so that he could be hauled back up if he failed.

A benevolent Gamesmaster would let any nearby Warriors make a grab for the Dwarf as he fell, requiring a successful Initiative test in order to catch him.

In this case, the Battle-level 4 Elf tries to catch the Dwarf and rolls a 2. Adding his Initiative of 5 gives him the much needed 7. The Dwarf is saved, but only just. If the Gamesmaster really wanted to be mean he could always demand that the Elf makes a Strength test to see if he can pull the Dwarf to safety once he has grabbed him!

Sometimes it may be necessary for the Gamesmaster to make the characteristic test for the player in secret, to avoid giving the game away. Listening at doors and identifying objects are classic examples of this. If a player rolled a dice to identify a sword and scored a 1, he'd know his Warrior had made a mistake identifying it!

If the Dwarf were listening at a door and rolled a 1, for example, he would know he'd failed, regardless of what the Gamesmaster tells him he can or cannot hear. If the Gamesmaster had made the test in secret, and rolled a 1, he could tell the Dwarf that he heard nothing. The Dwarf would not know whether he can't hear anything because there's nothing to hear, or has completely failed to notice the heavy snoring of a huge dragon sleeping the other side of the door.

Where it may be advantageous for the Gamesmaster to make the characteristic test in secret, the Action has been marked with an asterisk (*) in the New Warriors' Actions section.

MODIFIED CHARACTERISTIC TESTS

You can see that using this style of play makes the game a lot more spontaneous and unstructured. There are no hard and fast rules as to what the Warriors can and cannot do. It is up to you as Gamesmaster to decide whether something is possible and, if so, what the required characteristic test is. Some of the players' ideas may be plain stupid, of course, in which case you should refuse to let them even try. If on the other hand they're simply very risky or difficult, you might modify the roll required.

For example, the Barbarian decides to try and hold open a portcullis with one hand, while pulling the wounded Elf from the pit with the other. The Gamesmaster decides that these are both Strength tests, but at -1 to each dice roll, meaning he needs to score an 8 or more for each test to succeed.

DIFFERENT SITUATIONS

If the Warriors are in combat there is often no point in them trying to do anything that is not combat-related. In a room full of Ogres, for instance, the Warriors may want to leap the chasm to get away, kick furniture over to use as cover, etc. These are all valid actions under the circumstances and should be allowed.

Of course, the positioning of the Warriors is of paramount importance. If in the example above the Barbarian starts the turn pinned by the Ogres, he must break from pinning before he can jump the chasm.

Searching the room for traps, on the other hand, or listening carefully at a door in the room are completely inappropriate until the room is cleared of Monsters.

If the players insist that their Warriors are trying to listen at the door while being attacked by Ogres, let the Ogres hit them automatically. The players will soon learn!

DIFFERENT WARRIORS

Some Warriors are better than others at doing different things, and this is reflected by modifiers to their characteristic tests. Although it isn't possible to list how good or bad every Warrior is at every action imaginable, there is a summary paragraph below for each Warrior, outlining his general strengths and weaknesses.

The Dwarf

Dwarfs are proud and canny Warriors, expert at digging and delving below the earth. They are generally good with mechanisms and their stubbornness makes them quite resilient to magic. Underground they are in their element, often able to find traps or identify faded inscriptions that the other Warriors would not even notice. They are not very good at acrobatics or fancy footwork, however, preferring to keep their feet planted firmly on the ground whilst they get a good swinging attack in with a solid Dwarf axe.

In game terms, these traits are represented by giving Dwarf Warriors bonuses on tests that involve secret passages, secret doors and traps, etc. Sometimes they can even gain bonuses to Willpower tests that have to be made in order to resist magic, hypnotism, possession and the like. On the other hand, a Dwarf will suffer minuses to his tests if he is trying to leap and run around like an Elf.

The Barbarian

Barbarians excel in battle and physical tasks, so they often get bonuses on Strength tests for climbing, enduring hardships, etc. At the same time, their Initiative is geared towards reacting to danger using their sharpened senses, sometimes giving them bonuses on Initiative tests made to react to life-threatening danger such as scythe traps or crushing stone blocks. On the other hand, Barbarians are not versed in the arts of magic or even reading, and will often get minus modifiers for most 'intellectual' Initiative tests such as reading scrolls and the like. They are fighters, not thinkers!

The Elf

Elves are the most agile of the Warriors, moving and fighting so fast they can barely be seen. These graceful Warriors can attempt moves that would seem suicidal to other creatures, and more often than not be successful. Their senses of sight and hearing are very sharp, and they make excellent trackers and bowmen, as well as proficient fighters in hand-to-hand combat.

To represent these characteristics, Elves sometimes gain bonuses on 'physical' Initiative tests to leap, jump, etc. On 'intellectual' Initiative tests for reading scrolls and the like, however, they rarely gain bonuses. Elves are not particularly mechanically minded, and may suffer negative modifiers for tests involving the discovery and disarming of traps etc. An Elf isn't overly strong or tough, although he is certainly no weakling either. Elves rely on their agility, speed and quick reactions to get them safely through.

The Wizard

Wizards are perhaps the strangest of the Warriors. Wizards' abilities have nothing to do with fighting, or standing up to the blows of enraged Monsters. Wizards are not particularly mechanically minded, as they specialise in one thing and one thing only – MAGIC! As such, the Wizard is very good at identifying magic weapons, items, etc. He has the best chance of recognising artefacts and deciphering scrolls. He can sometimes spot magical traps or secret doors, as he detects the aura of the power within them. These sorts of situations are usually resolved with 'intellectual' Initiative tests or with Willpower tests, both of which a Wizard will be pretty good at. In tests of a physical nature, however, they come off poorly.

MODIFYING TESTS FOR DIFFICULTY

As Gamesmaster, apart from taking the Warrior's nature into account when determining the result of a test, you must also bear in mind the relative difficulty of what he is trying to do.

The Barbarian, for example, should not automatically get a bonus for every Strength test he makes because he is good at physical tasks – some things are just too difficult to justify such an advantage. Indeed, if the action he is trying to complete is very hard he may even get an overall negative modifier on his roll. If he tries to move a massive block of stone that is blocking a doorway, for instance, you might decide he is at a -3 modifier overall, even taking into account his normal +1 bonus. The Dwarf and the Elf might then be at -4, with the Wizard at -6.

As a guide, characteristic tests can be thought of as falling into three categories: easy, normal or hard. An easy test should be at at a +1 or +2 modifier to the dice roll, a normal test should be an unmodified roll, and a hard test should be at a -1 or -2 modifier. From the example above, you can see that there might be some situations of dire peril where the Warriors have even more minuses imposed on their dice rolls – then they really are in trouble!

DEGREES OF SUCCESS AND FAILURE

On some occasions a Warrior might only just fail a characteristic test, missing the required score by 1 or 2. In these situations you might allow the Warrior to succeed, but only just, rather than declare he has failed completely.

For example, the Barbarian is attempting a Strength test to open a portcullis, but misses the roll by 1. As Gamesmaster, you decide that he manages to open the portcullis but pulls a muscle in doing so and loses 1 Wound from his current score. Equally, you might have said that he succeeds but is exhausted by his efforts and is at -1 to hit or -1 Strength for the next turn.

On the other hand, you might decide that a failure is a failure, straight and simple.

Similarly, if a Warrior succeeds in a characteristic test by a large margin you might decide to add some sort of bonus to the outcome. Taking the same situation, you might decide that the Barbarian has succeeded in opening the portcullis so easily that his momentum carries him through the doorway, giving him up to another 2 squares of Movement this turn.

Your decisions as the Gamesmaster in most cases will focus on whether you want the Warrior to succeed or not, and whether what the Warrior is attempting is essential to the plot of the adventure, or whether it could potentially ruin the whole game. In these circumstances, a good Gamesmaster takes control, manipulating the characteristic tests to get the results he needs to drive the adventure along, whilst keeping the players convinced that they really did 'only just fail' or 'made it by a gnat's whisker.' It's all part of the showmanship of being a Gamesmaster.

For example, if you want to make sure that the Necromancer survives, then he will do so. No matter how many fancy things the Warriors try, how many Monsters they barge aside, or how nimbly they leap the chasm towards him. They will always just fail, and the Necromancer will survive for the final encounter.

CATASTROPHIC FAILURE

If a Warrior rolls a natural 1 for any characteristic test things have really gone badly – it's a catastrophic failure! This means that not only has he failed to complete the task, but something has gone drastically wrong. It is usually obvious what will happen after a catastrophic failure, depending on what the Warrior was trying to do.

For example, if a Warrior trying to leap across a pit rolls a natural 1 for his Initiative test you might rule that he has fallen right down the pit instead.

If he is attempting to disarm a trap, on the other hand, you might decide that he has set it off accidentally, and immediately suffers its full effects!

There are some instances where the Warrior fails so badly that he may not reattempt that action.

For example, the Barbarian wants to identify a sword the Warriors have found. The Gamesmaster decides that this requires an 'intellectual' Initiative test, and rolls the dice in secret. He rolls a 1 – a catastrophic failure! The Barbarian makes a terrible mistake. The Gamesmaster tells the player that the Barbarian identifies it as a Sword of Daemon Slaying, even though it is in fact a Frost Blade. The Barbarian may not try and identify the sword again, because he is convinced that it is a Sword of Daemon Slaying. This doesn't mean that the Barbarian may not attempt to identify other swords, just that he failed to correctly identify this one. Of course, when he hits something with it, its true nature may be revealed...

Sometimes, even if a Warrior rolls a 1 when making a characteristic test, as Gamesmaster you might still say that it is not a catastrophic failure. You would usually only do this if the Warrior had failed dismally at something he should have been pretty good at. And if you were feeling kind.

If a Wizard catastrophically fails to jump onto a table, for instance, he may trip over and fall face-down on the floor (and might even suffer some Wounds as a result – or at least a bloody nose). An Elf, on the other hand, would still fail to jump onto the table but would at least remain standing, as this type of behaviour is within his range of 'expertise'. Again, it will be up to you as Gamesmaster to adjudicate on these situations as they occur.

LUCK AND TESTS

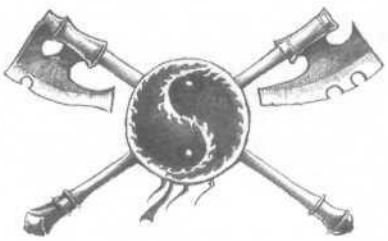
Luck can be used to re-roll a failed characteristic test, just like any other roll.

MULTIPLE CHARACTERISTIC TESTS

Sometimes, what the player declares his Warrior wants to do cannot be resolved by just one characteristic test, as he wants to carry out a whole string of actions. In this case each characteristic test is resolved separately to determine whether he succeeds or not.

Example

The Barbarian is faced by two Skeletons. He tells the Gamesmaster during the Declaration Phase that he wants to push past the Skeletons and attack the Liche who stands behind the stone tomb. The Gamesmaster decides that the Warrior will first have to barge aside the Skeleton, and then leap over the tomb (very unlikely, but worth a try).



When it comes to the Barbarian's turn in the Warriors' Phase the Gamesmaster tells him the following: 'Make a Strength test at +1 to barge aside the first Skeleton, after making a Fear test, of course.' The Barbarian player makes both tests, and the Barbarian can therefore get past the first Skeleton. 'Right,' says the Gamesmaster, 'now make an Initiative test to leap over the tomb.' Unfortunately the Barbarian player gets a natural 1 on his Initiative test – a catastrophic failure. 'Bad luck. You slam the Skeleton aside, knocking it out of your way, but slip badly as you do so and career into the solid wall of the tomb. Normally with a roll of 1 you'd be flat on your back now, but as a Barbarian you're pretty good at this sort of action. That means that although you've failed to vault over the tomb, you at least remain upright.'

The Barbarian player requests to hit the Skeleton instead.

'Sure, after making an Initiative test to change your declared action. And after rolling a natural 1 to jump over the tomb, I think there'll be, say, a -8 modifier on your chance to succeed... fancy a try?'

ASSISTING EACH OTHER

Sometimes Warriors might want to help each other out with whatever they are doing, particularly if the task is very important or difficult (or both!). To help another Warrior in this manner, the assisting Warrior must be in a position in which he could attempt the action himself. The Warrior who is being assisted is the one who makes the characteristic test, but each assisting Warrior gives him a bonus on the dice roll, perhaps +1 for each Warrior helping out.

· WILLPOWER - A NEW CHARACTERISTIC ·

You will find a new characteristic on the Warriors' Battle-level tables – Willpower. You may have been wondering what it is used for. Willpower is a representation of a Warrior's strength of mind and character, his ability to fend off mind-controlling spells or hypnotism, his determination to stand fast in the face of deadly peril. Willpower is often linked to magic, and shows the Warrior's ability to use magic (in the Wizard's case), or resist its effects (in the Dwarf's).

In the roleplay game, Willpower is mainly used in characteristic tests which deal with these kinds of situations. The higher your Warrior's Willpower, the less likely he is to be hypnotised, charmed or otherwise taken over by forces beyond his control. Dwarfs are extremely stubborn, and especially renowned for their Willpower, as are Wizards who must have tremendous strength of mind to maintain control of the powerful energies they strive to control.

The Willpower Table, below, shows the Willpower characteristic for each Warrior at each Battle-level. As your Warrior goes up Battle-levels, his Willpower characteristic increases.

WILLPOWER TABLE

Battle-level	Barbarian	Dwarf	Elf	Wizard
1	3	4	2	3
2	3	4	2	4
3	3	5	3	4
4	3	5	3	4
5	4	5	3	4
6	4	5	3	5
7	4	5	3	5
8	4	6	4	5
9	4	6	4	5
10	4	6	4	6



· NEW WARRIORS' ACTIONS ·

The list which follows is designed to help Gamesmasters resolve the intentions of the players when they state what their Warriors are going to do. The list gives examples of how to resolve a great many situations, together with suggestions for relevant characteristic tests and difficulty modifiers.

Note that there are some things which, realistically, certain Warriors would not even try. The Dwarf is unlikely to take cover behind a table or try any acrobatic rope swinging when charging into battle with his axe, for example. It is the Gamesmaster's job to keep the players in check.

Some actions are indicated as being either more difficult or easier for certain types of Warrior to attempt by having a dice roll modifier listed. Remember that these are only guidelines and that you should feel free to apply additional modifiers as circumstances dictate.

Remember that the following list is not definitive. The players are bound to come up with all sorts of ideas to cope with different situations and it is part of your job to determine the consequences.

BARGE ASIDE

If he likes, a Warrior can try to barge a Monster to one side so that he can get past. Of course, the Warrior will have to break from pinning first! The Monster remains where it is, but if the Warrior wants to, he can move past it this turn, through the square the Monster is in. If the Warrior fails, then depending on how badly he fails, he may trip over and hit the floor, or just have to stay where he is and fight it out. Perhaps he loses an attack this turn or has minus modifiers on his to hit rolls as he is off balance after failing to get past the Monster.

This action takes no time to complete and requires a Strength test.

BLUFFING ENEMIES*

Sometimes, the players might decide that they are not going to simply hack all the Monsters to pieces, they are going to try and get the better of them through guile and wit instead. This sort of situation, such as when the players want to 'try and bluff our way past the guards' will usually only crop up in a pre-written adventure, when the Gamesmaster has set up the situation in advance.

It's hard to say how long it takes to convince an enemy. It depends on how gullible he is, and how persuasive the Warriors are. Of course, if the Gamesmaster does not want the Monster to be 'bluffed', then he won't be! This sort of activity will require an Initiative (intellectual) test, modified as the Gamesmaster sees fit. If the Warriors fail, then perhaps the Monsters immediately get to make some extra attacks as they see through the ruse. Perhaps they call for reinforcements and more Monsters arrive!

CLIMB ON SHOULDERS

Warriors can try to climb on one another's shoulders, perhaps to look over a high wall. So long as they are not moving around too much, this is not difficult and no tests need be made.

If another Warrior wants to climb on top, and so on, all the Warriors must make an Initiative test to remain upright, with negative modifiers to the tests as more Warriors join in. If they fail, then they might fall off, warning the enemy or perhaps taking Wounds as they hit the floor. Perhaps they just get winded and can do nothing for a whole turn.

CLIMB WALL

It is possible for your Warrior to try and climb a wall. Make an Initiative test for every 10' your Warrior climbs. If he fails he falls, taking perhaps 1D6+2 Wounds for every 10' fallen. While climbing your Warrior cannot do anything else. The Initiative tests to climb could be modified depending on whether the wall is rough, smooth, glassy, wet and so on.

To climb 10' takes 1 turn.

CONSTRUCTION

An ingenious Warrior should sometimes be allowed to construct an item of equipment from raw materials that he has in his possession or could find lying around the dungeon. A plank bridge to get across a chasm, or a long pole to reach into the roof and release a gem or key are good examples of the sorts of things that can be hastily put together. A combined Initiative/Strength test is required for success.

As Gamesmaster you should determine whether the task the Warrior is attempting is feasible or not, and decide how long it will take him. Of course, on top of the time required to construct the item, it also takes a certain amount of time to use it. If the Warrior fails in what he is doing, then he could just waste a turn or two, or if the Gamesmaster is really mean, the constructed object could collapse at some vital moment!

CRAWL

Rather than walking, a Warrior may crawl along the floor, hide behind objects and get out of the line of fire of missile weapons. While crawling your Warrior moves at half speed.

This action does not require any characteristic test.

DISARM ENEMY

Your Warrior can try to disarm his foe rather than (or perhaps just before) killing him. To disarm a foe, make a normal to hit roll against the target, then make a successful Weapon Skill test to disarm him rather than cause damage. If your Warrior succeeds the Monster is disarmed and must spend one turn regaining his weapon. While doing so the Monster is at Weapon Skill 1. If your Warrior fails to disarm the Monster the attack is wasted.

This test should be modified as the Gamesmaster sees fit depending on the Monster your Warrior is trying to disarm, or whether you as Gamesmaster want the Monster to be disarmed at all!

DISARM TRAP

Sometimes, a Warrior may be in a position to try and dismantle a trap. Your Warrior may make a single "intellectual" Initiative test to attempt to disarm a trap. If your Warrior succeeds the trap is rendered harmless. If your Warrior fails the trap goes off. More difficult traps may have a modifier to the score required.

Each attempt to disarm a trap takes 1 turn to complete.

DISTRACT ENEMY

Sometimes it is better to try and get past a lone Monster (a sentry or a powerful dragon, for instance) without getting into a fight with it.

In lieu of any other method, a Warrior may attempt to distract such a Monster by throwing a pebble or gold coin to one side to attract its attention. A Ballistic Skill test is required to throw the coin accurately to the place required, followed by an Initiative test to fool the Monster, modified if it is particularly



alert or stupid. If successful, the Monster wanders over to investigate, allowing the Warriors to pass. If your Warrior fails either test, the Monster becomes suspicious and starts looking for possible causes of trouble.

This action may be carried out before or after your Warrior's movement, but not both.

DUCK

Your Warrior may try and duck beneath another Warrior's Death-blow so that it carries on over your head and hits the next available Monster. If the test to do so fails, the blow hits your Warrior, and he suffers Wounds as normal.

This action requires a "physical" Initiative test to complete.

FIGHT DEFENSIVELY

A Warrior may give up 1 or more of his Attacks per turn, trading each one in for a -1 modifier on his opponent's to hit rolls. Having given up the attacks, you must make a Weapon Skill test to see if your defensive fighting is successful. If not, then you have given up the attacks for nothing!

HIDE*

Under certain circumstances your Warrior may try to hide for a while, perhaps to recover Wounds. It is up to the Gamesmaster to determine whether there is anywhere to hide in this area of the dungeon. If there is, your Warrior must make an Initiative test to hide successfully. It is then up to the Gamesmaster to determine what happens if some Monsters walk by (perhaps there is a fifty/fifty chance that they walk right by without seeing the hidden Warrior). It might be possible for the Warrior to move whilst he is hiding, creeping along in the dark shadows, for example.

Beware, however, if a Warrior keeps hiding at the first sign of danger and tries to avoid all the Monsters, it is quite within the Gamesmaster's rights to have the Monsters find him immediately.

HOLD DOOR OPEN/CLOSED

Your Warrior can try to stop a door, drawbridge, portcullis or whatever, and jam it open or shut. It requires a Strength test to succeed, modified by the size and weight of the door, and the power which is opening or closing it. If your Warrior fails the test, there might be a chance that he is trapped by the closing door.

Depending on the situation, the Gamesmaster should determine whether propping the door open is quick and easy, allowing the Warrior to carry on with his move as usual after completing this action, or whether it takes a complete turn.

This action requires a Strength test to complete.

IDENTIFY*

Having found an object, a Warrior may want to try to find out what it is. His chances of doing so will depend on what sort of Warrior he is and what he is looking at. A Barbarian will have little chance of correctly identifying an Orb of Might, but he could have a good idea of what a Berserker Sword looks like. An 'intellectual' Initiative test, modified by the Warrior's ability and the item's obscurity, is required for success, and this will take one or more turns.

If a Warrior fails to identify an object, then the Gamesmaster can either say, 'You have no idea what it is' or even 'You are convinced that it is a sword of blasphemy and damnation' or whatever else comes into his head.

IMPROVISE WEAPON

The Warriors may sometimes find themselves short of their trusty weapons. When this occurs the Warriors can try to improvise using something else (chairs, broken bottles, etc). Attacks with such weapons sometimes need a variety of tests to complete. For example, a Warrior attempting to kill a Giant Spider by dropping a chest on it will require a Strength test to lift the chest, followed by a Ballistic Skill roll to hit. The damage done by such an attack would depend on the size/weight/sharpness of the improvised weapon and should be determined by the Gamesmaster.

INTERROGATE

Having found, stunned and bound a prisoner, a Warrior may want to ask him a few questions. This process uses a combination of Strength, Initiative and Willpower tests, depending upon whether the Warrior uses brute force, animal cunning or stubborn browbeating to interrogate the prisoner.

The Warrior should declare which method(s) he is using at the start of the interrogation and make the relevant test(s), modified by the prisoner's Toughness.

A Strength Test when using brute force.

An 'intellectual' Initiative test when using animal cunning.

A Willpower test when using stubborn browbeating.

If the roll succeeds the prisoner tells him what he wants to know.

Of course, this sort of thing will only really work if the Gamesmaster has created the background for certain Monsters in the adventure, and presents the opportunity for the Warriors to capture a Monster and try and wheedle the vital information out of him. If they fail, then maybe the Monster tells them a convincing pack of lies, cannot understand a word they are saying, dies under their brutal torture or even gets free and raises the alarm.

An interrogation may take 1 or more turns to complete.



JUMP

A Warrior may attempt to jump down a sheer surface, such as down into the Fighting Pit. Note that this 'jumping' is different to 'leaping'. Warriors jump up onto or off things (up onto tables or ledges, for instance, and down staircases or pits), and leap across things (firechasms, for example!).

To succeed in making a jump, the Warrior must make an Initiative test, perhaps modified by -1 for every full 10' he is jumping.

If he fails he could fall, suffering maybe 1D6+2 Wounds for every 10' fallen.

If the jump is successful, the Gamesmaster might allow the Warrior to continue to move and fight as usual.

A jump can be made at any time during the Warrior's movement. For example, he could move 2 squares and then jump up onto the tomb to get a clear shot at the Vampire with his pistol.

KICK OVER

A Warrior might try to kick over any furniture or other heavy objects in the room. He would probably want to do this in order to hinder his enemies' progress or to use it as cover. This usually requires a Warrior to make a successful Strength test, perhaps modified by the weight of the object.

An item that has been knocked over could hold up the enemy's progress by reducing his Movement through the squares it covers. For instance, a table blocking a doorway might take the Monsters 1 turn to clear. Some possible ways of dealing with 'fighting behind cover' are explained later.

Kicking an item of furniture over usually takes no time at all, as it is done in the heat of battle.

LEAP

A Warrior might try to 'leap across the Firechasm' or other similar hazard. This sort of move can be seen as a combination of Initiative and Strength, requiring good co-ordination and quick reactions coupled with strong muscles. To succeed in making a leap safely the Warrior must make an Initiative test, modified by -1 for every square over and above the first two he is leaping. This test could be easier for very strong Warriors. It could also be made more difficult if the Warrior is loaded down with all sorts of treasure, armour and the like.

If he fails then perhaps he just makes it, hanging down on the far side of the chasm, scrabbling desperately for a hand hold. Perhaps he loses an item or two as they plunge down into the abyss. Or perhaps he just falls in!

A leap can be made at any time before, during or after your Warrior's movement and costs him some of his Movement allowance, depending on the obstacle's width.

LIFT TRAPDOOR

Sometimes the Warriors might want to pull open a trapdoor, or lift up a stone slab. This typically requires a successful Strength test to complete, modified by the trapdoor's weight and whether it is seized or rusted shut – or even locked!

Lifting a trapdoor takes a minimum of 1 turn to complete.

LISTEN AT DOOR*

A Warrior who is standing by a doorway may try and determine what lies beyond it by listening at the door. This is usually done just before the Warriors 'explore'. To succeed requires a successful 'intellectual' Initiative test, perhaps modified by the thickness of the door and the volume of the noise. Of course, if there are no Monsters beyond the door, or they are aware of the Warriors and are deliberately being quiet, the Warriors won't hear them even if they make the test!

In a pre-written dungeon this is easy to resolve as the Gamesmaster simply refers to his notes to determine if there is anything beyond the door that the Warriors are likely to hear.

Even if the Warriors do hear something they should remain unsure of exactly what it is unless the sound is particularly easy to identify.

It's up to the players how long the Warriors listen at a door. In general, the longer they listen the better their chance of hearing something – if there is anything there to hear. This is a really good opportunity for a Gamesmaster to wind the players up!

LOOSEN/TIE BONDS

If the Warriors are tied up, or have found some prisoners to free, they may want to loosen their bonds. This requires a successful Initiative and Strength test to complete, modified by the actions of the prisoner and the quality of the shackles – chains or manacles are going to be trickier than rope! The test will typically be much, much more difficult if a Warrior is trying to untie himself.

The time taken to loosen or tie a person's bonds depends on who has tied them and to what extent. It takes a matter of moments to slice through a pair of shoelaces holding a prisoner's wrists together, but a securely gagged, bound and chained prisoner takes a great deal longer to release.

Tying up a Monster is the reverse of untying a prisoner, but the Warriors will have to subdue or knock out the Monster before they can shackle it. Also, bear in mind how tough or strong the Monster is when it wakes up. There are no bonds known to hold an Emperor Dragon for very long! It is up to the Gamesmaster to decide exactly how long it takes to untie or tie up a prisoner.

If the Warriors fail, then maybe the Monster plays along, and escapes as soon as it is left alone. Perhaps the Monster just breaks loose immediately, getting a free attack or two against the surprised Warriors.

MAKE BANDAGES

In times of dire need, a Warrior can rip up clothes to make emergency bandages. A Warrior may only do this if he has some spare clothing (such as the Cloak Treasure card). This activity requires a successful Initiative test. The Warrior doing the bandaging must be in a square adjacent to the injured Warrior.

The best effect such bandages have is to restore a Warrior to 1 Wound and keep him alive. They are no substitute for proper healing. The players should not expect such makeshift bandages to staunch deep wounds. This action is usually an act of desperation to stop a Warrior dying if the Warriors have no spells, potions etc. left capable of healing him. The Gamesmaster shouldn't let the players abuse this option, and should make it clear that he is doing the players a real favour letting them get away with it at all!

This takes no time at all to complete.

DIFFICULT SHOT

A skilled archer may sometimes try to make a difficult or seemingly impossible missile weapon shot. Shooting an arrow through a small window or tying a rope to an arrow and shooting it across a chasm are just the sort of thing we are talking about. To do this requires a successful Ballistic Skill to hit roll, modified by the difficulty of the shot being attempted. If he fails, then... the shot misses!

This takes no more time to complete than making a normal shot.

MAKE ROPE

Warriors can sometimes try to construct a makeshift rope from materials they have to hand, such as cloaks. This requires completion of a successful Initiative and Strength test. It is up to the Gamesmaster to decide if it is possible, depending on what materials are available.

Once a rope has been constructed, the Gamesmaster should decide whether there is any chance of it breaking when used, depending on the quality of the materials used. Note that a makeshift rope can only ever support the weight of one Warrior at a time.

If they have the requisite materials, it takes 1 turn for a Warrior to make a 20' rope (the maximum length achievable using cloaks or other items the Warriors have handy). If the Warriors fail their tests to make the rope, then the Gamesmaster can either say 'You get into a right mess' and leave it at that, or even 'As you are twenty feet down, you hear an ominous ripping sound...'



MOVING HEAVY OBJECTS

A Warrior can try to move a heavy object, such as a barrel or cupboard, around the dungeon, perhaps to block a doorway or passage. This requires a successful Strength test, modified by the weight of the object being moved. If the object is really big or heavy, two or more Warriors may need to combine their efforts to move it.

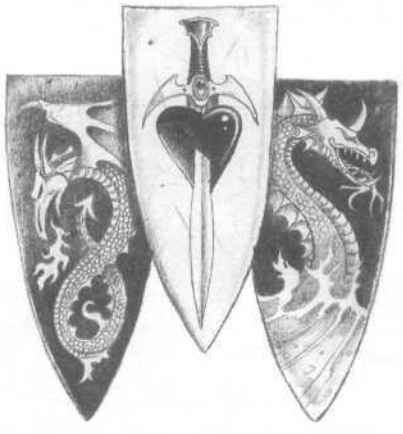
This may take one or more turns to carry out, depending on what the Warriors are attempting, during which time the Warriors may do nothing else and have their Movement at least halved. For example, dragging the solid gold sarcophagus of the Mummy Rameses VIII back to the surface may take months, and the Warriors had better watch out for Rameses himself. If they fail, then the object is just too heavy. Perhaps they drop it on one of the Warriors' feet!

PICK LOCK

The Warriors might want to open a locked chest, cupboard or door to which they do not have a key. To do so requires a successful 'intellectual' Initiative test, modified by the complexity of the lock, the tools available and how rapidly your Warrior carries out the action. If they fail then the lock stays resolutely shut. Now, was that lock the Warriors were fiddling with trapped at all...?

PLAY DEAD

Playing dead is usually a last resort ('Don't hit me any more, I'm dead!') and is similar to the skill a Warrior can learn from the Kislevite Raider in the Alehouse (result 11 on the Alehouse Events Table). If a Warrior plays dead, Monsters will not usually attack him if there are still moving targets around. Playing dead successfully requires an Initiative test, perhaps at -3 to complete (*Monsters are not all stupid*).



If the Warrior is successful, no Monsters attack him as long as at least one other Warrior is still standing. If all of the Warriors play dead at the same time the Monsters assume the fight is over. They will then attempt to loot the Warriors' 'corpses', discover they are still alive, and attack at +2 or more on their to hit rolls.

It takes no time at all to play dead, but once down, a Warrior must stay there for at least a whole turn, or whole turns thereafter. As the Gamesmaster, do not let a player get away with cunning ploys such as –

Player: I'm going to smack the Gorgon, then fall over and play dead until the end of the turn, so I can get up next turn and do it again without the Gorgon attacking me.

Gamesmaster: Nice try, but I think not!

READ

Sometimes, the Warriors might try to read unknown scripts and runes they come across. This requires a successful 'intellectual' Initiative test, modified by the obscurity of the runes or script the Warrior is trying to decipher. If the runes or text are magical the Warrior might have to make a Willpower test to even see them at all.

If the Warrior fails then the Gamesmaster can either string him along 'It tells of the great golden hat of power' (a very cruel thing to do), or just tell the player that his Warrior has no idea what the writing says. Often, it is important for the Warriors to read the script, as it may be a vital plot device. In this case, the Gamesmaster has to make sure that the Warriors find the writing, and that one of the Warriors reads and understands it.

SEARCH OBJECT*

Having found a particular item, a Warrior might want to thoroughly search it for traps, writing, runes, hidden compartments, etc.

This requires a successful 'intellectual' Initiative test with the usual modifiers for Warrior type, complexity of traps etc. As the Gamesmaster it is sometimes fun to say to the player when it come to the Warriors' Phase, something along the lines of:

Gamesmaster: 'Ah yes, Grimbeard the Dwarf. You declared that you were going to search the black cube for traps did you not?' (Evil grin as he consults his notes.)

Player: 'Errr, yes.' (Worried look.)

Gamesmaster: 'Let's see, are there any Warriors within two squares of the Dwarf?' (Looks at the board.) 'Oh my! You are standing right next to Shadrach, and he's a Wizard.' (Winces painfully as if not daring to look at his notes any more.)

Player: 'Oh no, what have I done?'

Other players (in unison): 'You idiot!'

Gamesmaster: 'Right, make an Initiative test at... -6 to the score.'

Of course, there is no trap, the cube opens safely, and all is well. The Gamesmaster kept the players on their toes though!

Usually, if a Warrior fails, then he doesn't find anything. If he fails very badly, he might set off a trap after all...

SEARCHING ROOMS*

The Warriors might decide to thoroughly search a room and uncover any secret doors, concealed crannies, vital clues etc. This requires a successful 'intellectual' Initiative test, modified by how well hidden the items the Warriors are trying to find are. There are also modifiers to be taken into account for which Warrior is searching (Dwarfs are good at this sort of thing, especially if there is any chance of finding some gold). The more specific the area that a Warrior searches ('I'm just searching the far wall', or 'I'm just searching that corner'), the better his chance will be of finding an item hidden there. Again, it will often be the case that the Gamesmaster has to ensure that the Warriors do find some secret doors, especially if they are vital to the next part of the adventure.

Depending upon what your Warrior is searching for, failure could indicate anything from wasted time to setting off an alarm and drawing Monsters to the area. Having found any concealed items, these objects could be 'searched' or 'identified' next turn, to try and determine exactly what they are.

It takes at least 1 turn to search a room, depending on its size and how many things it contains. Each Warrior searching may do nothing else while he searches.

STARTING FIRES

The resourceful Warriors might want to start a fire using any available source of flame. This requires a successful 'intellectual' Initiative test, modified by conditions and by how wet the tinder is.

A fire created in this way is unlikely to develop into a blazing inferno. However, the Gamesmaster should let the Warriors know what has happened to the fire from turn to turn. Under certain conditions the fire may simply fizzle out. In extreme cases it may set the whole dungeon ablaze. If the Warriors try and warm themselves by starting a fire in a Skaven gunpowder store they can expect a roaring fire!

The time it takes to start a fire depends on the conditions and the materials to hand. In a warm, dry room with lots of straw and old paper a healthy blaze could be started in less than a turn. In a dank cave with a pile of sodden rags, the task could well be impossible.

STUNNING ENEMIES

Sometimes, a Warrior might want to knock an opponent unconscious rather than kill him. This is likely when the Gamesmaster has made it clear one way or the other that this character holds the key to important information, or can perhaps be held to ransom. Maybe there is a bounty on his head over and above his gold value. There are many ways to convince the gold-hungry Warriors not to kill a Monster out of hand. This can be worked out as follows.

Having declared that he wants his Warrior to stun his opponent, the player must roll to hit and determine damage as normal. If the Warrior succeeds and causes some Wounds make a test against his Weapon Skill.

If the Weapon Skill test succeeds and the damage is enough to take the target down to 0 Wounds, it is successfully stunned (you don't deduct the Wounds caused as they are only temporary). The Monster remains stunned for at least 1 turn, but it can be longer depending upon the ease with which the Warrior made his Weapon Skill test, and how strong the Warrior is.

If the Weapon Skill test succeeds but the damage is not enough to take the target down to 0 Wounds, the target is dazed and at -2 on his to hit rolls for 1 turn. You still don't deduct the Wounds caused as the Warrior was trying to stun, not kill.

If the Weapon Skill test is a failure, the Warrior fails to stun at all, and makes a normal attack against his opponent, causing real Wounds as usual.

SWING ON ROPE

If the opportunity presents itself, a Warrior might try to swing across a chasm, etc. on a rope. This requires a successful 'physical' Initiative test, modified by the distance of the swing. Failure indicates that perhaps the Warrior fails to let go of the rope at the far end of the swing, and comes flying back, or is left dangling over the chasm. In the most dire circumstances, the Warrior slips from the rope and crashes to his doom!

A swing can be made at any time before, during or after a Warrior's movement and can cost him 1, 2 or 3 or more squares of Movement, depending on the obstacle's width and the generosity of the Gamesmaster.



TAKING COVER

Warriors standing behind an up-ended table or other large object (or body) may want to use it as cover, getting perhaps +1 Toughness or more from its protection. In combat a Warrior might be at -1 on all his attack dice rolls, and any Monsters attacking him might be at -1 on all their attack dice rolls too, so long as the cover is between them. At the Gamesmaster's discretion, if a Warrior hiding behind a table or other object of cover rolls a natural 1 on an attack, then perhaps he sticks his sword in the item (the table for example), and trips over it and falls flat on his face. It might take him the rest of the turn to get back up, and until then he is counted as Prone.

Taking cover does not require a characteristic test.

UNDERSTAND SPEECH

Sometimes a Warrior may try to pick out or comprehend the words spoken by strangers or Monsters, or at least to discern their approximate meaning. This requires a successful 'intellectual' Initiative test, modified by the volume and clarity of the words the Warrior is trying to understand. Failure might mean getting completely the wrong end of the stick, whilst success means the Warrior has some idea of what is going on.

Understanding takes no time at all to complete.



WAIT/INTERRUPT

It is possible for a player to declare that he is going to try to act out of sequence by waiting for another Warrior to take his turn first, even if the other Warrior has a lower Initiative. A successful Initiative test indicates that the Warrior may wait until later in the Warriors' Phase than usual. Working the other way, a player might say that he really wants to go first, leaping in in front of the others. This is not usually advisable, as it will cause arguments amongst the players. However, sometimes you might be in the situation where the Dwarf player has whittled the Monster down to its last few Wounds in the last turn, and now he can see 'the gurly Elf' leaping in and dealing the coup de grace. In this situation he might say 'I want to go first!' If the Gamesmaster wants, he can resolve this with a curt 'No', or let both players roll a dice and add their respective Warrior's Initiative to the score – highest score goes first.

WEDGE DOOR SHUT/OPEN

A Warrior can try to prop a door shut or open. This requires a suitable object to hand to wedge the door, such as an iron spike, a spare sword or dagger. A successful Strength test, modified by the size or weight of the door (plus any Monsters pushing against it from the other side), indicates that the door is jammed in position. Failure might indicate that the Monsters burst through, knocking the Warrior over, or that the item used to try and wedge the door is broken, and so on.

Wedging a door takes a minimum of 1 turn.

· EXAMPLE WARRIORS' ACTIONS ·

ACTION	SUGGESTED MODIFIER B	D	E	W	TEST	NOTES
Barge Aside	+1	0	-2	-2	Str	–
Bluffing Enemies*	-2	-2	0	+1	I	Less effective against large groups of Monsters. Effects last 1 turn.
Climb on Shoulders	+1	-2	+2	0	I	Deduct number of squares Warriors are moving from roll.
Climb Wall	+2	-2	0	0	I	Test every 10'. On fall take 1D6+2 Wounds per 10' fallen.
Construction	-3	+2	-1	0	I/Str	Time to use item constructed is on top of making it.
Crawl	0	-1	0	0	–	Move at half speed or less while crawling.
Disarm Enemy	+1	0	0	-3	WS/Str	Opponent takes 1 turn to regain weapon, is at WS 1 until then.
Disarm Trap	-2	+3	-2	0	I	Takes 1 turn for each attempt.
Distract Enemy	0	0	0	+1	I, BS to hit	Action may be carried out either before or after Movement.
Duck	0	+1	+1	0	I	Allows Warrior to avoid companion's death-blow.
Fight Defensively	–	–	–	–	–	For each Attack Warrior sacrifices, enemy is at -1 to hit.
Hide*	0	0	0	+2	I	While hidden may do nothing but watch and rest.
Hold Door Open/Closed	+1	+1	0	-2	Str	Action is used when holding door being shut against the Warrior.
Identify*	0	+2	0	+2	I	Warrior may use Luck tokens to improve his chance of success.
Improvise Weapon	-	-	-	-	?	Gamesmaster to determine.
Interrogate	+1	+2	-1	0	I, Str, Wp	Str test for force; I test for cunning; Wp Test for browbeating.
Jump	0	-2	0	0	I, T	Used to jump vertically. Modify by -1 for each 10' jumped.
Kick Over	0	0	0	0	Str	Warrior behind table gets +1 Armour. Opponent gets -1 to hit.
Leap	0	-2	+2	-1	I	Used to leap horizontally, modify by -1 for each square past 2.
Lift Trapdoor	+1	0	0	0	Str	Takes minimum of 1 turn to complete Action.
Listen at Door*	0	0	+1	0	I	Action does not allow Warrior to identify sound, only its presence.
Loosen/Tie Bonds	0	0	0	0	I/Str	–
Make Bandages	-1	-1	+1	0	I	May only carry out Action if supply of raw materials available.
Difficult Shot	0	-2	+1	-1	BS	–
Make Rope	-1	+2	-1	0	I/Str	May only carry out Action if supply of raw materials available.
Moving Heavy Objects	0	0	0	0	Str	While moving object Warrior's Movement is halved.
Pick Lock	-1	+2	-3	0	I	–
Play Dead	0	0	0	+2	I	Warrior playing dead must remain prone for at least a whole turn.
Read	-4	0	+1	+2	I, Wp	Willpower test required to read magic runes/script.
Search Object	-2	+3	-2	0	I	While searching a Warrior may do nothing else.
Searching Rooms	0	+1	0	0	I	While searching a Warrior may do nothing else.
Starting Fires	+1	0	0	+1	I	Source of flame required before Action can be attempted.
Stunning Enemies	0	0	0	0	WS, to hit	–
Swing on Rope	+1	-2	0	-1	I	Action costs a number of squares equal to obstacle's width.
Taking Cover	–	–	–	–	–	While hiding Warrior is at -1 to hit and -1 to be hit.
Understand Speech	0	0	0	+2	I	–
Wait/Interrupt	–	–	–	–	I	–
Wedge Door Shut/Open	+1	0	0	0	Str	Action used when shutting/opening door with no resistance.

· REACTING ·

So far, the Warriors' decisions and activities have triggered characteristic tests. Barging Monsters aside is resolved using a Strength test, while reading strange runes is resolved using an "intellectual" Initiative test and so on. In each case, the player says what he wants to do, and the Gamesmaster must decide which characteristic test is most appropriate.

The second type of test that the Warriors regularly make are *reactions* to something that the Gamesmaster has set up. For example, if one of the Warriors sits on top of a locked sarcophagus, it will be up to the Gamesmaster to tell him whether anything happens or not. If the sarcophagus conceals a secret trap, then the Gamesmaster will tell the players that this is the case. Sometimes, the Gamesmaster's notes might tell him that a poison dart flies out, or a stone block falls on top of him. Whatever, it will be up to the Gamesmaster to decide if the Warrior in question has any chance at all to react, and get out of the way, or whether he just gets poisoned or crushed where he sits.

In these situations, it is up to the Gamesmaster to tell the player to make a characteristic test to react in time.

The following examples of the sort of things set up by the Gamesmaster are by no means a definitive list, but cover some of the most common situations that might occur.

As Gamesmaster, you might find it useful not to tell the players what they are reacting to until they have rolled. Only once they have all passed the tests do you tell them that had they failed they wouldn't have avoided the cave-in that just occurred. This is guaranteed to keep the players listening to your every word!

Finally, remember that the Warriors don't automatically get to react against everything that happens to them. It is the Gamesmaster's decision whether they are quick enough or not. You might decide, for instance, that the Lightning Bolt trap is so fast that anyone hit by it has no chance at all to react.

ANIMOSITY

Some items or rooms may be cursed, so that being in or near them might put the Warriors under a spell which leads them to a paranoid suspicion each other. If he reacts badly to this, a Warrior perhaps becomes convinced that his companions are trying to stab him in the back or steal his treasure. As a result, he might attack the nearest Warrior. At other times, the curse might not take such a hold. It is up to the Gamesmaster to decide how long this state lasts, depending on the strength of the spell, but one turn is normal. Warriors suffering from Animosity might be controlled by the Gamesmaster.

Any reaction to this kind of trap will be against Willpower.

AVOID TRAP

As he explores, a Warrior may sometimes step on a trigger and set off a trap. The Warrior may then have a slim chance to avoid either the trap or its effects. Of course, the trap, if set off, may affect all the Warriors. Once more, there are degrees of success and failure – the trap could be sprung but the Warrior's lightning reactions allow him to avoid its worst effects, for example.

Any reaction to this kind of situation will be made against Initiative.



DISEASE

Some rooms, items or traps may be infected with a disease such as Nurgle's Rot. Warriors who brazenly rifle through such objects are likely to be infected. The results of such plagues can vary as the Gamesmaster sees fit – perhaps the Warrior loses 1 point of Toughness until he can either visit a Settlement and pay 1D6 x 200 gold to be healed or he consumes a healing potion. If a Warrior's Toughness is reduced to zero, he is dead.

Any reaction to this kind of situation will be against Toughness.

REACTION

This is a 'catch-all test' and covers most situations not specifically dealt with elsewhere. The Gamesmaster can ask a Warrior to make an Initiative test to see if he notices some Monsters creeping up, a small gem on the floor, the fact that the cave floor has started to move down or that the dungeon is getting oppressively hot, etc.

Any reaction to this kind of situation will be against Initiative.

RESIST MAGIC

Sometimes the Gamesmaster might set up a situation where, as the Warriors walk down a passageway or enter a room, they set off some kind of magical defence – a lightning bolt, a freeze spell, hypnotism or whatever. The source of the spell might be anything from an item acting as a static defence to a spell that has been cast secretly against the Warrior.



Wizards and Dwarfs are better at resisting attacks of this nature than other Warriors – the Wizard because of his understanding of the nature of magic and his ability to master the powers thrown against him; the Dwarf because of his gruff and bad-tempered determination not to believe in the spell.

Any reaction to this kind of situation will be against Willpower.

Note that the Warriors do not automatically get to resist every spell. This rule only applies in special circumstances.

SPOT LIE

Sometimes, the Warriors might bump into one of the characters the Gamesmaster has created to populate the adventure. He might be friend or foe, who knows? (actually, the Gamesmaster does, but he isn't telling). These sorts of characters can sometimes lie to the Warriors, leading them off on a wild goose chase to achieve some nefarious goal of the character. The Gamesmaster might let the Warriors realise that the character is blatantly lying to them. If they fail to spot the lie, then they may believe what they are told. If they just fail, they may play along but be a bit suspicious. Note that this doesn't mean they will believe the character if he says something plainly ridiculous, like, for instance, he is an elephant in disguise!

Any reaction to this kind of situation will be against Willpower and perhaps Initiative.

UNDERSTAND SPEECH

Just because a Warrior hears something through a door, it does not always mean that he will understand what he hears. The Gamesmaster can make the Warrior take an Initiative test to see if he understands what is being said. If he fails the test, then the Gamesmaster can either tell him a lot of nonsense, as the Warrior has completely misunderstood, or he can simply tell the player that he cannot understand the language.

Any reaction to this kind of situation will be against Initiative.

· CONTROLLING TESTS ·

As Gamesmaster you must learn to control the players, leading them through the adventure and resolving their intentions by one characteristic test or another. The important thing is to keep the game tense and exciting. Don't let the players get into the routine of 'enter the room, see if the Dwarf can see anything or the Elf can smell anything, the Barbarian props the door shut, the Wizard hides and then everyone looks for treasure.' Once they have done this a couple of times, spring an ambush on them. As they are busy looking, smelling, locking and hiding, they might all be at -2 to their to hit rolls for the first turn. Remember that the main aspect of your job is to keep control of the game.

· WARRIORS' CHARACTERISATION ·

As the Warriors progress through the Battle-levels, each will acquire an individual character as he gains his own combination of skills, weapons and equipment. This is an important part of Warhammer Quest. In fact, it is possible to characterise the Warriors even further, by letting them get better at doing certain specific things. The Elf might become a dead shot, gaining bonuses to making those most difficult of shots with his bow. The Barbarian might develop a shoulder barge technique of his own, helping him to shove his way out of any situation. This will make the Warriors even more distinguishable from one another – even Warriors of the same type.



Once you have played a few games you will probably find that there are certain things each Warrior tries as a matter of course in almost every situation. Ragnar the Barbarian, for instance, might always try to barge his way to the centre of the room in order to get a really good death-blow in. Within reason, this sort of behaviour shouldn't be considered as 'playing to a formula' and should be encouraged. After all, it is this sort of individual foible that legends are made of...

One way of resolving this extra level of individual development is shown below.

· SPECIALIST ACTIONS ·

Some things the Warriors try can be so accurately defined that they are resolved in exactly the same way each time they occur in a game. Barging aside Monsters is a good example of this. Making a difficult shot is another. Every time a Warrior goes up a Battle-level there is a chance that he becomes more adept at certain actions. These are his **specialist actions**, and are in addition to any skills he may gain.

When your Warrior goes up a Battle-level, roll 1D6 on the following table:

1-3 No specialist action
4-6 1 specialist Action

What this means is quite simple. When the Elf goes up to the next Battle-level, for example, he rolls a dice to see if he can specialise in anything particular. If he rolls a 4 or more, he can say, 'I'd like to specialise in difficult shots.' If the Gamesmaster thinks his request is reasonable, then he agrees, and the player may write 'Good at Difficult Shots' on his Adventure Record sheet, together with a brief description of what this means, and a note of the characteristic involved.

Whenever he has to try and make a difficult shot from now on, the Elf may gain a +1 modifier on his dice roll. If he likes, he can get even better at difficult shots next time he goes up a Battle-level and rolls a 4+ on the table above. Then he should note down 'Difficult Shots +2' and so on.

Any bonuses gained in this way to certain courses of action may never be applied to the standard dice rolled in combat. A player may not say 'I want to get even better at shooting at Monsters and hitting them with my sword.' These guidelines are just to add an extra level of detail to each Warrior in the roleplay game.

LIMITATIONS

Generally speaking, a player may choose whatever he wants to specialise in, as long as the Gamesmaster deems it suitable for his type of Warrior. Dwarfs, for instance, are good at spotting traps, finding secret doors and the like, so their specialist actions should reflect this. They are less likely to have specialist actions that involve leaping chasms, etc.

When choosing what to get better at in this way, the player should picture the archetypal Barbarian, Dwarf, Elf or Wizard before making his choice. The final decision in all cases rests with the Gamesmaster, who shouldn't hesitate to refuse certain specialist benefits to certain Warriors. If neither the players nor the Gamesmaster can decide whether a certain choice is appropriate or not, assume it isn't.

IMPROVISATION

These rules are deliberately open-ended, so that as certain actions occur to the players or the Gamesmaster during the game they can easily incorporate them. It is possible to think of things that can be applied when travelling between adventures or in a Settlement. For instance, trying to bargain with a trader is just the sort of thing that a Dwarf would be good at.

If he wants to be super-efficient, the Gamesmaster can build up his own list of typical actions the Warriors might try, together with how he resolved them in the past, what characteristic tests were applied, and what the results were for success or failure.

If you join another gaming group with their own Warriors, you will have to show them what your Warrior's areas of expertise are and what bonuses he gets for trying certain things in the game. It will be up to them whether they agree to let you use them or not. Either way, the decision however, is – as always – up to that group's Gamesmaster.

• CREATING ADVENTURES •

When designing your own adventures, try not to make them impossible. Although the players need to be kept on their toes, they shouldn't feel that they haven't a hope of getting out alive! This section gives some suggestions for balancing your dungeons so that although the Warriors will face a difficult challenge, the game shouldn't turn into a walk-over for the Monsters.

There are a number of different ways to design your own adventures, but the easiest way to get started is to use a variant of the random, card-based system you have been using in your games so far. Rather than generate the adventure as the Warriors explore, you can do all the card-turning before the players arrive for the game. You could even set the whole thing up a few days beforehand.

When planning an adventure in advance you still turn over Dungeon cards to decide what rooms go where, using the Event cards, monster tables etc to determine which Monsters and events occur in which rooms, and Treasure cards (or the Treasure Tables) to see what treasure the Monsters are guarding. The difference is that this is all done before the game starts, and noted down on a map.

Of course, if you want a certain item of treasure to be in a certain room, guarded by a certain Monster, you can simply ignore the cards or tables and make a note to that effect. Likewise, if the cards or tables throw up an Event that you don't feel is appropriate at that point in the adventure (a cave-in in a vital corridor, or the Dwarf Prospector where you don't want him, for instance) ignore them and draw another card or re-roll.

As you draw each Dungeon card to generate the dungeon layout, make a map on a piece of graph paper, noting down each room's contents according to the Encounter and Treasure cards or tables. This way, when you start to play you'll know exactly what is round the next corner. Rather than turning over cards and referring to tables to determine what lies behind each door, you simply look at your map to discover what is in store for the Warriors!

The advantage of doing this kind of preparation is that you are not surprised by what the Warriors find, and use that foresight to build the tension as they explore. In addition, this element of planning and preparation makes the players less likely to feel that their Warriors' fate is at the mercy of a random deck of cards or table, but instead is entirely up to you, the Gamesmaster. Finally, this preparation is also good fun for you: as you know the complete layout of the dungeon, you can relish the prospect of the Warriors entering the room full of Minotaurs and Orcs, long before they get near it!

Using this system, you have even more control over the game. Now you can not only use Monsters as they appear, but even move nearby Monsters in as reinforcements. This makes the game even more exciting and challenging for the players.

Once you have got the hang of writing up your adventures in this way, you may want to invent your own adventures from scratch. That's great, and is exactly what you should be working towards. You can lay out the dungeon rooms exactly as you want them, according to your own fiendish plan. You can place exactly the right types and numbers of Monsters you need, according to the models you have available, and litter the dungeon with rich treasures and deadly traps to foil the Warriors.

The final stage is to invent your own rooms, treasures and traps, and link them together to create a unique campaign, complete with its own arch-villains for the Warriors to meet again and again, as they try to defeat their servants and thwart their heinous schemes.

Writing adventures in advance, rather than using the card-based system, has one other important difference: you can lead the Warriors up blind alleys and dead ends, knowing that the treasure they seek is down the other fork of the tunnel that they passed some time ago. In a card-based dungeon you can't do this, as whichever direction the Warriors go in they still turn over the next Dungeon card.

To see exactly how this sort of thing works have a look at the Death Below Karak Azgal campaign at the end of this book. This shows how a campaign works and the level of detail required.



You will see that there is a thread, a story, running right through the Karak Azgal adventure. When you create your own adventures, you should try and think of an interesting and exciting plot. History, background, special characters, sub-plots, intrigue, special items of treasure and Monsters of evil repute all go to make a great story and an exciting adventure. The sample adventures in the Adventure Book, even though they are very straightforward, introduce all these elements, as do the various event tables and cards. If you think about your adventures and come up with a good storyline, the games themselves will be exciting, and the players will have a really good time!

The Warhammer Army books, also available from Games Workshop, provide all the background material you'll need to set your adventures anywhere in the Warhammer World, as well as acting as a great source of inspiration. In addition, the catalogue pages at the back of each book show you some of the exciting miniatures available to populate your adventures.

The most important thing to remember about generating your own adventures like this is – whatever happens – never, ever show your map to the players!

· EXAMPLE OF PLAY ·

The following description illustrates a few turns of the Warhammer Quest Roleplay game. It shows how the Gamesmaster controls the gameplay, and illustrates some of the new options now available to the players and their Warriors.

· TURN ONE ·

Declaration Phase

During this phase the players declare their Warriors' actions for the coming turn. Before they decide, however, the Gamesmaster consults his notes and reads out the room's description.

Gamesmaster: "You are in a small room with two doors, leading to who knows where." *(indicating the doors attached to the board section.)* "Save for a pile of rags in one corner the room is bare."

The Dwarf player decides the Dwarf will stay where he is and spend the whole turn searching the room. The Wizard player, suspicious as ever, says the Wizard will levitate so he doesn't set off any ground-level traps. The Elf player says the Elf will take a look at the rags. The Barbarian player decides the Barbarian will see what lies beyond one of the doors, so he will walk over and listen at it.

Power Phase

The Wizard player rolls for his Power, scoring a 4. No Unexpected Events this turn!

Warriors' Phase

The Barbarian wanders over to the door, ready for the Exploration Phase, and sticks his ear against it. Looking at his map, the Gamesmaster sees that the room is empty, but makes a secret Initiative test for the Barbarian anyway. He scores a 6, failing the test, so the Gamesmaster tells the Barbarian that he hears nothing.

The Elf moves over to the rags and starts to search through them. Looking at his notes again, the Gamesmaster tells the Elf player that it takes him the rest of the turn to do this.

The Wizard, using his Levitate spell, rises a few feet from the ground.

The Gamesmaster's notes state that there is nothing of value in the room, but he rolls some more dice for the Dwarf anyway (supposedly checking against his Initiative). The Dwarf finds nothing at all.

Monsters' Phase

There aren't any Monsters on the board at the moment so nothing happens this phase.

Exploration Phase

The Barbarian shines the lantern through the grating in the door to see what lies beyond. Referring to his notes, the Gamesmaster reads out the room's description, as seen through the grating.

Gamesmaster: "You can see a dimly-lit room."

To end the turn, the Gamesmaster informs the Elf that he has found a small casket under the pile of rags, sitting in a small recess in the floor.

· TURN TWO ·

Declaration Phase

After discussion with the Barbarian player, the Dwarf player states that the Dwarf will follow the Barbarian when he moves into the next room and is ready to fight. The Wizard player states that he will do the same.

The Elf player asks if he can combine a couple of actions:

Elf Player: "Can I pick up the casket and make it through into the room with the Barbarian?"

Gamesmaster: "Yes, that seems reasonable enough."

The Elf player states that the Elf will grab the casket and also follow the Barbarian. The Barbarian player, as agreed with his companions, states that the Barbarian will enter the new room and hit anything in there.

Power Phase

This turn the Wizard rolls a 3 for his Power, so once again no Unexpected Events occur.

Warriors' Phase

The Barbarian steps through into the newly explored room, taking up a position against the near wall.

The Elf picks up the casket and makes ready to follow the Barbarian. As he does so the Gamesmaster says:

Gamesmaster: "Make an Initiative test, Elf, you've just set off a trap!"

Groaning aloud, the Elf player rolls the dice, scoring a 3. Adding his Initiative of 5, he gets a total of 8, making the required score.

Gamesmaster: "Lucky. As you lift the casket the lack of weight in the stone recess causes a sharpened stake to plunge down from the roof towards you. You roll away with the casket just in time!"

Relieved, the Elf scurries off with the casket into the next room, quickly followed by the Wizard and the Dwarf.





Monsters' Phase

Consulting his notes, the Gamesmaster reads aloud:

Gamesmaster: "You emerge into a square room with a green tiled floor. A growing hum of power fills the air. With a sudden flash, 8 Orcs appear, surrounding you. One of them looks to be the leader, and he attacks... *(drawing a Warrior counter)*... the Barbarian."

The Gamesmaster places the Monsters' miniatures on the table, the leader attacking the Barbarian.

Exploration Phase

The Warriors can't explore this turn, as they are engaged in combat. The Elf player, however, asks:

Elf Player: "Can I have a quick look in the casket?"

Gamesmaster: "Don't be daft. You're surrounded by Orcs and you've run out of time this turn. Next turn you can try to give it a once over if you really like, but you'll be at -2 to your Weapon Skill and won't be able to make any attacks... and don't forget it might be trapped. Well, fancy a go?"

Elf Player: "Er, no... Perhaps I'll wait."

· TURNS THREE TO FIVE ·

During the next three turns the Warriors concentrate on fighting the Orcs, taking quite a few Wounds in the process but surviving intact. The highlight of the combat is the Barbarian picking up a trestle bench in the room and crushing three Orcs against the wall with it. By the end of turn five all the Orcs are dead. The Warriors take a break to tot up the Monsters' gold value and determine what treasure they find. After referring to his notes, the Gamesmaster tells them they have found a healing potion and a small key.

· TURN SIX ·

Declaration Phase

Now all the Monsters are dead, the Dwarf player states that the Dwarf will search this room. The Wizard player states that the Wizard will heal the Elf, who came off worst in the recent conflict, then move over to the door. The Elf player decides that the Elf will try and open the casket, after searching it for traps. Meanwhile, the Barbarian player states that the Barbarian will listen at the other door in the room.

Power Phase

The Wizard rolls a 4 for his Power, and immediately uses it to heal the Elf.

Warriors' Phase

The Barbarian moves over to the only other exit that leads from the room.

Barbarian Player: "I'm going to listen at the door."

Gamesmaster: "OK, I'll make an Initiative test for you."

The Gamesmaster rolls a 6, which when added to the Barbarian's Initiative of 3, means he passes the test easily.

Barbarian Player: "Well?"

Gamesmaster: "You hear a muted muttering in a guttural tongue."

Barbarian Player: "Can I understand it?"

The Barbarian rolls an Initiative test (at -1) and fails.

Gamesmaster: "'Ugrug karug shalag' mean anything to you?"

Barbarian Player: "Guess I can't understand it then. Still, at least I know there's something in there."

Gamesmaster: "Searching the casket for traps will take you all turn, Elf, so you'll have to stay where you are. Wizard and Dwarf, you're next."

The Wizard moves over to the door, ready to move in next turn.

The Dwarf starts to search the room.

Gamesmaster: "That's going to take you all turn, too."

Monsters' Phase

Nothing happens in the Monsters' Phase, although the Gamesmaster rolls a few dice behind his screen to see if the Monsters in the next room decide, by sheer luck, to come through.

Exploration Phase

The Gamesmaster looks at his notes and places a large room on the other side of the door. It looks to be a dead end, as there are no other doors leading out of it.

To finish the turn off, he resolves two things – the Elf and the casket, and the Dwarf's search.

The Elf makes the required characteristic tests and so avoids a poison dart trap on the lock. However, the casket is locked!

Elf Player: "Oh no... Hang on though, I bet the key we got off the Orc opens the lock."

Gamesmaster: "Maybe, but you'll have to wait until next turn to find out."

Dwarf Player: "What about me? Do I find anything?"

The Dwarf successfully searches the room and discovers a secret door in one of the other walls. The Gamesmaster places it on the board as the turn ends.

And so the game continues, turn by turn, just like all your games of Warhammer Quest so far. This time, however, the Warriors are trying many things other than attacking Monsters, and the Gamesmaster is resolving their actions as he sees fit.

The next question is whether the Warriors go through the secret door that the Dwarf discovered, or enter the room which they are sure contains Monsters...



TROLLSLAYER

This section presents the Dwarf Trollslayer, a new Warrior to use in your games of Warhammer Quest. There is a whole range of new Warrior types available in special Warhammer Quest Warrior Packs. Each pack contains a new Warrior, together with his special rules, numerous card components and a Citadel miniature to represent him on the table.

Dwarfs are proud, honourable individuals who hold long grudges against anyone or anything who wrongs them. Conversely, if they make a promise or owe a favour they will do their utmost to fulfil it, even if the price of so doing is terrible.

This fierce pride means that Dwarfs cannot bear failure, loss or tragedy. If a Dwarf's family is slain, his treasure hoard stolen, or if he fails to fulfil an oath or duty, he is likely to be driven over the edge of sanity by an all-consuming guilt.

Dwarfs affected in this manner often go into a self-imposed exile, wandering off into the wildest and most dangerous areas of the world to seek solace and redemption through an honourable death in battle. They seek out and fight the most ferocious and deadly Monsters they can find, believing that only death at the hands of such terrible beasts will redeem them.

These Dwarfs are known as Slayers. They wear no armour, but their bodies are covered in bright tattoos. Their hair is stiffened with fat and died bright orange, and stands from their heads as huge crests and mohicans.



What many other races cannot understand about Slayers is that even though they are looking for death they never fight to lose. Even in the pits of despair a Slayer remains a proud warrior. He will fight with a ruthless determination devoid of fear until either he or the Monster is dead. If the Slayer dies he has fulfilled his doom. If the Monster dies the Slayer must seek a bigger, yet more powerful creature and try once more.

A Slayer is a useful addition to any band of Warriors, as he will never run from a fight. However, his preoccupation with death means that he will never leave a dungeon until either he is dead, and his body carried out by his companions, or his quest is fulfilled.

INTRODUCTION

These rules are split into three sections: a basic Warhammer Quest section, an Advanced Warhammer Quest section, and a Roleplay section.

The Warhammer Quest rules contain all the rules for using the Trollslayer in your games. The Advanced Rules cover all the rules for the progression of the Trollslayer through the Battle-levels, including any skills or special rules, and the final section gives rules for using the Trollslayer in the full roleplay system.

RULES FOR WARHAMMER QUEST

If you wish, you may replace one of the Warriors from the Warhammer Quest game with the Trollslayer. Simply allow one of the players to choose the Trollslayer. The rules which follow explain how to use the Trollslayer in your games.

Remember that if there is no Barbarian in the party, then one of the other Warriors will have to carry the lantern and be the leader.

BIGGER GROUPS OF WARRIORS.

If you want to, you can take more than four Warriors on an adventure, adding the Trollslayer to the standard group of Warriors. If you do this, you will have to make sure that there are enough Monsters to go round! The cards and tables from the Warhammer Quest game are based on there being four Warriors, and if you have fifteen different Warriors in the party, then the game as it stands will present no challenge at all! As a general rule, stick to parties of four Warriors, but if you have a party of five or six, then increase the number of Monsters by an equal proportion.

For example, if you have six Warriors in the party, this is 50% more Warriors than the Event cards are set up to deal with. In this case, you should make sure that each time any Monsters appear, there are 50% more of them. Six Orcs would become nine Orcs, for instance. If the card says "1D6 Orcs", roll the dice as usual and then multiply the result upwards to match the party size – so a dice roll of 4 Orcs would become 6 Orcs for a party of six Warriors, for example.

· STARTING AS A SLAYER ·

The profile of a Trollslayer is as follows:

Wounds	1D6+10	Toughness	4
Move	4	Initiative	2
Weapon Skill	4	Attacks	1
Ballistic Skill	6+	Pinning Roll	6+
Strength	3		

WOUNDS

The Trollslayer starts off with 1D6+10 Wounds. Remember that when rolling Wounds, if you roll a 1, you may re-roll the dice, but if you roll a 1 a second time, you must keep it.

EQUIPMENT - WEAPON

The Trollslayer starts the game with a Rune Axe. This is a magical axe which causes an extra Wound every time it strikes.

TROLLSLAYERS AND ARMOUR

Trollslayers never wear armour – never, ever – the mere thought of wearing it upsets them a lot.

TROLLSLAYERS AND TREASURE

The only items of treasure that a Trollslayer may keep and use are axes and hammers and those magical items that don't deal with spellcasting. He never uses a shield or wears armour of any sort. Other items are simply added to his gold total and are then destroyed (so that the other Warriors don't get them). This represents the fact that once he has liberated a valuable item from the Monster who hoarded it he has no desire to keep the treasure for himself.

FIGHTING

Trollslayers may only use axes or hammers in combat, although they may be of any type (throwing axe, battle-axe, etc). Swords, spears, maces etc. are right out! The only 'ranged' weapon a Trollslayer ever uses is a throwing axe – no pistols or bows allowed!

· TROLLSLAYERS IN AN ADVENTURE ·

Trollslayers never run away. To do so would be a great shame indeed. This is partially reflected in the Trollslayer's pinning dice rolls. In addition, if possible, he always engages the largest Monster in the combat in hand-to-hand combat. Secondly, a Trollslayer never uses the Escaping Table from the Adventure Book. If the rest of the Warriors declare they are running away, the Trollslayer takes the lantern and carries on alone.

SPECIAL TROLLSLAYER SKILL

All Trollslayers are exceptional fighters, able to identify the smallest chink in an opponent's armour, 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 defences with ease. For that blow only, the Trollslayer has a Strength of 7 when working out how many Wounds he causes.

· ADVANCED RULES ·

The rules in this section are used in conjunction with the Roleplaying game. They explain all about taking your Trollslayer through the Battle-levels, visiting Settlements and gaining skills.

TROLLSLAYERS AND EVENTS

If any Event occurs that requires the Dwarf to give up some of his gold, double the amount he loses. In addition, a Trollslayer cannot back down from any confrontational Event (eg, The Duel) and must always fight to the best of his ability.

TROLLSLAYERS & GOLD

Although it is a strange concept to apply to Dwarfs, who as a race have perhaps the greatest lust for treasure, Trollslayers have little need of gold. They are seeking death in battle, and so have scant regard for worldly wealth. When generating a Trollslayer roll 1D6 on the following table to determine the maximum amount of gold he can carry at any time.

1	1,000 gold
2-4	2,000 gold
5	3,000 gold
6	4,000 gold

Once a Trollslayer is carrying his maximum amount of gold, any extra gold that he gains he automatically manages to lose on his travels. Where it goes is anyone's guess, and the Trollslayer does not care over much. He simply never seems to have the full amount by the time the Warriors reach town.

This does not stop him from training to go up to the next Battle-level, as we shall explain.

TROLLSLAYERS IN SETTLEMENTS

A Trollslayer must make at least one visit to the Alehouse during a single stay in a Settlement, and may make any number of further daily visits. At the start of each day in the Settlement make a Willpower test for the Trollslayer. If he fails, he spends the whole day in the Alehouse. While there he rolls 2D6 as usual, but with a +1 modifier on the dice roll. If the sum is 13 or more, he is so taken with the place that he stays there for 1D6 days, rolling on the Alehouse Events Table to see what happens to him each day.



A Trollslayer may make one visit to the Dwarf Guildmasters for each stay in a Settlement, but may not be entirely welcome. To represent this he rolls one less D6 for the Settlement type to see if he can find it – 2D6 in a city and 1D6 in a town. If he does find a Guildmasters, he may only visit the Runesmith or buy stonebread.

A Trollslayer may also visit the Temple, the Weaponsmith, the General Store, the Animal Trader (even he will need a mule to cart his treasure around), the Alchemist, the Gambling Den and the Trollslayer Shrine during his stay in a Settlement.

EQUIPMENT

Trollslayers do not buy any weapons apart from axes and hammers. They have no need of bandages, provisions or trance stones, as such items only delay them finding death in battle. They are quite happy to buy beer, rope and the like.

Unlike other Dwarfs, a Trollslayer is so tough that he can eat stonebread at any time, even in the middle of a fight if need be. He simply pops a chunk into his mouth and starts to chew.

TRAINING

Trollslayers train at the dedicated Trollslayer Shrine found in all Settlements with a large Dwarf population. The Trollslayer Shrine is a special location, and follows all the usual rules.

As mentioned above, Trollslayers don't tend to keep hold of gold. Instead, when they kill a Monster they keep some token as proof of the deed. These are then taken back to the Trollslayer Shrine. More often than not, some greatly scarred and grizzled Daemonslayer will be sufficiently impressed to take the Trollslayer aside and pass on some of his knowledge. Trollslayers are quick to learn any combat-related skills and this 'training' takes 1D6 days rather than a whole week.



In order to keep track of a Trollslayer's development, you must keep two separate gold totals. The first is the actual total of gold he has to spend, and the second is the total of the gold value of the Monsters he has killed plus the treasure he has gained.

The first total shows his actual gold, and is used to pay for accommodation, buy new axes etc., whilst in town.

The second total shows how worthy he is of being trained to go up to the next Battle-level. Note that this second total represents the various grisly items he has collected over the course of his adventuring, showing the gold value of the Monsters he has killed. When this total shows that he has collected enough treasure and killed enough Monsters to go up to the next Battle-level, he may 'train' the next time he visits the shrine. To do so, he knocks the required amount of gold from this second total, and trains as usual.

For instance, a Battle-level 1 Trollslayer has a maximum gold allowance of 1,000 gold. He has killed Monsters and collected treasure to the nominal value of 5,000 gold. However, he only actually has 900 gold, as the rest has been 'lost' during his travels. He has to keep two separate totals. He visits a Trollslayer Shrine to train and crosses 2,000 gold off his nominal total, going up to Battle-level 2 and leaving the nominal total at 3,000 gold.

He may then visit other locations and buy other items (axes usually). These have to be paid for out of his 'real' gold – which amounts to 900 gold at the moment.

TROLLSLAYER SHRINE

Whilst in the shrine, the Trollslayer piles most of his gold and other offerings upon the altar of the shrine, and sinks into deep contemplation of the awful event that led him to become a Trollslayer in the first place. Although he knows that he can never redeem himself except through an honourable death, his pride overrides his despair. It is sometimes the case that he may gain assistance in his quest for a glorious death through his visit to the shrine.

Extra Donations

When a Trollslayer visits the Slayer Shrine, even if he is not training, he may still hand over 1D6 x 50 gold if he wishes. This comes from his actual gold total, not from the nominal total he has collected for killing Monsters. This represents him handing over extra gold to the Trollslayers in order to alleviate his deep rooted sense of guilt.

Once he has handed over the gold, the player rolls a dice and consults the following table:

1 No-one in the shrine is impressed. They all have much more to give, and the Trollslayer is thrown out in disgrace. He must leave the shrine immediately.

2 The other Trollslayers nod sagely at him, acknowledging him as a fellow Slayer.

3, 4 The Trollslayers are impressed, and usher the Trollslayer into the inner chamber of the shrine, where only the most exalted Trollslayers are allowed access. Make one dice roll on the Inner Chamber Table, to see what happens to him there.

5, 6 The Trollslayers are very impressed, and usher the Trollslayer into the inner chamber of the shrine, where only the most exalted Slayers are allowed access. Make two dice rolls on the Inner Chamber Table, to see what happens to him there.

Trollslayer Shrine Inner Chamber Table

1 A Daemonslayer is so taken with the exploits of your Warrior that he offers to paint a particularly impressive tattoo on the Trollslayer's arm. This is a singular honour, and the Trollslayer leaves the shrine feeling even fiercer than usual, ready once more to seek his own death at the hands of a powerful Monster.

2 A Giantslayer with an amazing orange mohican which puts the quiff of your Trollslayer to shame offers to do the same job to the Trollslayer's hair. Some time later he emerges with a crest to end all crests, a truly fearsome sight to behold. For the next dungeon, any Monsters who roll a 1 to hit the Trollslayer are so frightened by his appearance that they lose the rest of their attacks for that turn.

Roll another dice now. If you score a 6, then the violent orange crest of hair is set so hard that its effect is permanent.

3-5 The Runesmith is at the shrine, on Trollslayer business, and agrees to inscribe a rune on your chosen axe. Roll a dice and see which rune you gain:

- 1, 2 A Rune of Strength. This adds +1 to the Strength of the Trollslayer for the next adventure, after which the rune fades.
- 3, 4 A Rune of Toughness. This adds +1 to the Toughness of the Trollslayer for the next adventure, after which the rune fades.
- 5, 6 A Rune of Rage. Once in the next adventure, the Dwarf may ignore any rules for Initiative and pinning, and may move into combat with the biggest Monster in the room, with a move rate of up to twice his normal move. At the end of the adventure, the rune fades.

As soon as you have rolled to see what rune you have gained, roll another dice. If you score a 6, then the rune is permanent, and does not fade at the end of the next adventure. The Rune of Rage may still only be used once in each adventure, however.

It is possible to put as many runes of this nature as you wish on a single weapon, as you get them.

6 Killer blow! A Trollslayer in the inner chamber demonstrates the killer blow attack, lethal in combat. After a few hours' practice, the Trollslayer has mastered the skill to deadly perfection. Every turn, the Trollslayer may nominate a single Attack, before rolling the dice to see whether he hits or not. If he does hit his target with the nominated attack, then he gains an *extra follow through attack that turn, resolved* immediately, on top of any remaining attacks he may have to make that turn. This attack is resolved just like any other, rolling to hit as usual, etc.

Replacement Rune Axe

If for any reason the Trollslayer loses his trusty Rune Axe, then the Runesmith will replace it with a Rune Axe as owned by the level 1 Trollslayer. He will do this for no cost, as the shame of losing his axe is cost enough to the proud Trollslayer. If a Trollslayer loses his axe, then he must visit the Runesmith for a replacement axe as soon as he reaches a Settlement, and he may not visit the Slayer Shrine during that visit to town, as he is too ashamed.

· TROLLSLAYERS' SKILLS ·

A 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.



2 Brute Strength

This skill allows the Trollslayer 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 may now make his normal attacks.

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 armour. 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 Attacks.

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

4 Reaction Strike

This skill allows the Trollslayer 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

This skill allows the Trollslayer 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 Deathsong

This skill allows the Trollslayer to survive below zero Wounds by drawing on his inner reserves of Strength and Willpower.

As soon as your Warrior is knocked to zero Wounds or below he begins to sing a fearful, grim battledirge – his deathsong. 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 deathsong roll 1D6. On a score of 1, 2, 3 or 4 the blow has its normal effect: taking your Warrior below 0 Wounds and into unconsciousness. On a score of 5 or 6 he ignores the blow's effects, remains standing and on 1 Wound.

Your Warrior continues to sing his deathsong and remain on 1 Wound until he is healed in the normal manner.

12 Blood-fever

This skill allows the Trollslayer to trade in all of his Attacks each turn for a single blood-fever attack. Make an Attack as normal. 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.

SPECIAL TROLLSLAYER SKILL

In addition to any other skills that they may have, all Trollslayers are able to identify weak spots in any Monster's defence and strike them with almost unerring accuracy.

Whenever a Trollslayer hits with a natural 6, his Strength is modified to the following value when determining damage for that blow. In addition, the Monster may not use its Ignore Blow or Ignore Pain abilities, if it has them, against this blow.

	Modified Strength
Trollslayer	7
Giantslayer	8
Dragonslayer	9
Daemonslayer	10

ROLEPLAY GUIDELINES

Trollslayers are hard as nails. They live to fight – more accurately they live to die. As such, it is fairly easy to roleplay a Trollslayer. His only choice is to attack the Monsters in as obvious and direct a manner as possible. This might annoy the other players from time to time, especially if they are trying to hide or evade the dragon, and the Trollslayer runs straight in roaring his war cry. Trollslayers are gruff, morbid types, preoccupied with death. Having said that they are very good fighters, and the Warriors will be hard pressed to find a better companion when faced by hordes of Monsters.

CHARACTERISTIC TESTS

Trollslayers are of course Dwarfs, so more or less all the guidelines for the Dwarf apply to the Trollslayer too. All that you need to bear in mind is that he a more physical Dwarf, and will be better at fighting, barging, enduring pain and the like, and less inclined towards hanging around and picking locks. Not that he is no good at that sort of thing, it's just that he would prefer to get on with the fighting, and leave the searching for treasure etc to the others.

All the negative aspects of being a Dwarf apply to the Trollslayer too – he is not likely to excel at leaping and jumping!

Trollslayers are uncompromising Warriors, singular and determined, and adding one to the party of Warriors is sure to push your Warhammer Quest games further towards the realms of fighting, fighting and perhaps some more... fighting!

· TROLLSLAYER BATTLE-LEVEL TABLE ·

Battle-Level	Gold	Title	Move	Weapon Skill	Ballistic Skill	S	Damage Dice	T	Wounds	I	A	Luck	WP	Skills	Escape Pinning
1	0	Slayer	4	4	6+	3	1D6 (+1)	4	1D6+10	2	1	1	5	1	6+
2	2,000	Trollslayer	4	4	6+	3	1D6 (+1)	4	2D6+10	2	2	1	5	1	6+
3	4,000	Trollslayer	4	4	6+	4	1D6 (+1)	4	3D6+10	2	2	2	6	1	6+
4	8,000	Giantslayer	4	5	6+	4	2D6 (+1)	4	4D6+10	3	2	2	6	2	6+
5	12,000	Giantslayer	4	5	5+	4	2D6 (+1)	5	5D6+10	3	2	2	6	2	6+
6	18,000	Giantslayer	4	5	5+	4	2D6 (+1)	5	5D6+10	3	3	3	7	3	5+
7	24,000	Dragonslayer	4	6	4+	4	2D6 (+1)	5	6D6+10	4	3	3	7	3	5+
8	32,000	Dragonslayer	4	6	4+	4	2D6 (+1)	5	6D6+10	4	4	3	7	4	5+
9	45,000	Dragonslayer	4	7	4+	4	3D6 (+1)	5	7D6+10	5	4	4	8	4	5+
10	50,000	Daemonslayer	4	7	3+	4	3D6 (+1)	5	7D6+10	5	4	4	8	5	5+