

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

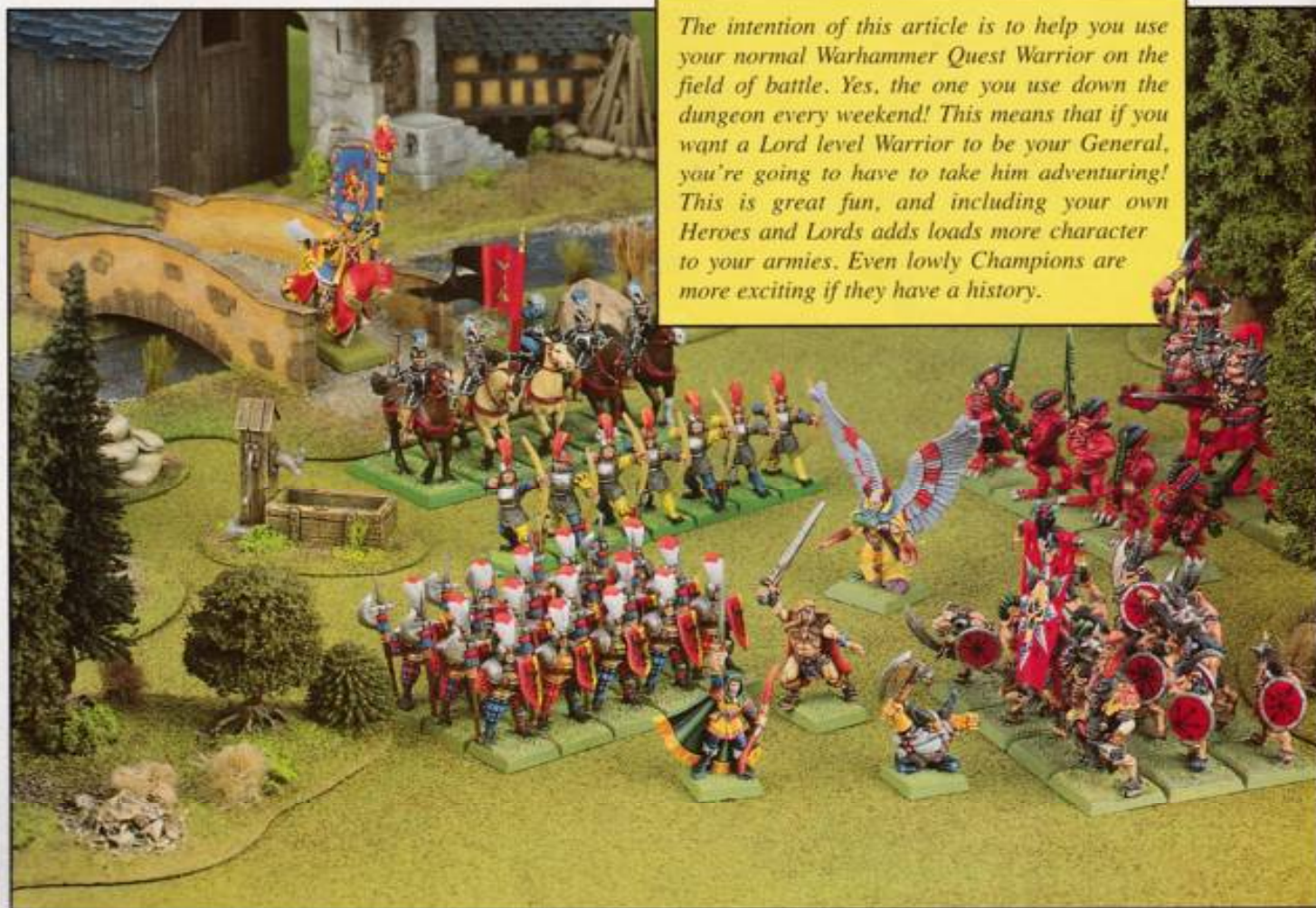
GETTING OUT ONCE IN A WHILE...

By Andy Jones

For a while now, I've been toying with the idea of taking my Dwarf Warrior from Warhammer Quest and trying him out in a Warhammer battle. This had raised no end of problems, so I'd never quite got round to doing it. However, you can only take so many hourly visits from the White Dwarfers menacing you with demands for articles, so I've spent a couple of days getting my thoughts in order concerning this rewarding, if somewhat prickly, subject.

Rather than working out endless tables to translate each and every skill, item, spell and so on, I've come up with some basic principles to be applied in as cavalier a fashion as your opponent will allow! Whatever your Warrior, this article should give you some hints and tips on how to shoehorn him into the vanguard of your Warhammer army. After all, even the most battle-hardened dungeon adventurers can always do with some extra practice...

The intention of this article is to help you use your normal Warhammer Quest Warrior on the field of battle. Yes, the one you use down the dungeon every weekend! This means that if you want a Lord level Warrior to be your General, you're going to have to take him adventuring! This is great fun, and including your own Heroes and Lords adds loads more character to your armies. Even lowly Champions are more exciting if they have a history.



ROLEPLAY ADVENTURE

PROFILE

NAME	WOUNDS: 36
Grimcrag Grunnson	MOVE: 4
WARRIOR TYPE	WEAPON SKILL: 7
DWARF	BALLISTIC SKILL: 2+
RACE	STRENGTH: 4
I said Dwarf!	TOUGHNESS: 5
BATTLE LEVEL	INITIATIVE: 5
10 (Lord)	ATTACKS: 4
	WILLPOWER: 6
	PINNING: 4+
	LUCK: 3

COMBAT CHART

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

WOUNDS

36 32 28 25 18 20

STARTING WOUNDS

36

1 GENERAL 160 points

Your army must be led by a General. The General represents a mighty Dwarf lord, perhaps the head of an ancient clan, possibly even a Dwarf king.

	M	WS	BS	S	T	W	I	A	Ld
Dwarf Lord	4	7	6	4	5	3	5	4	10

EQUIPMENT: The Dwarf Lord carries a hand weapon. This will almost certainly be an axe, undoubtedly an ancient heirloom of his house.

WEAPONS/ARMOUR: The General may be armed with any of the weapons or armour indicated in the

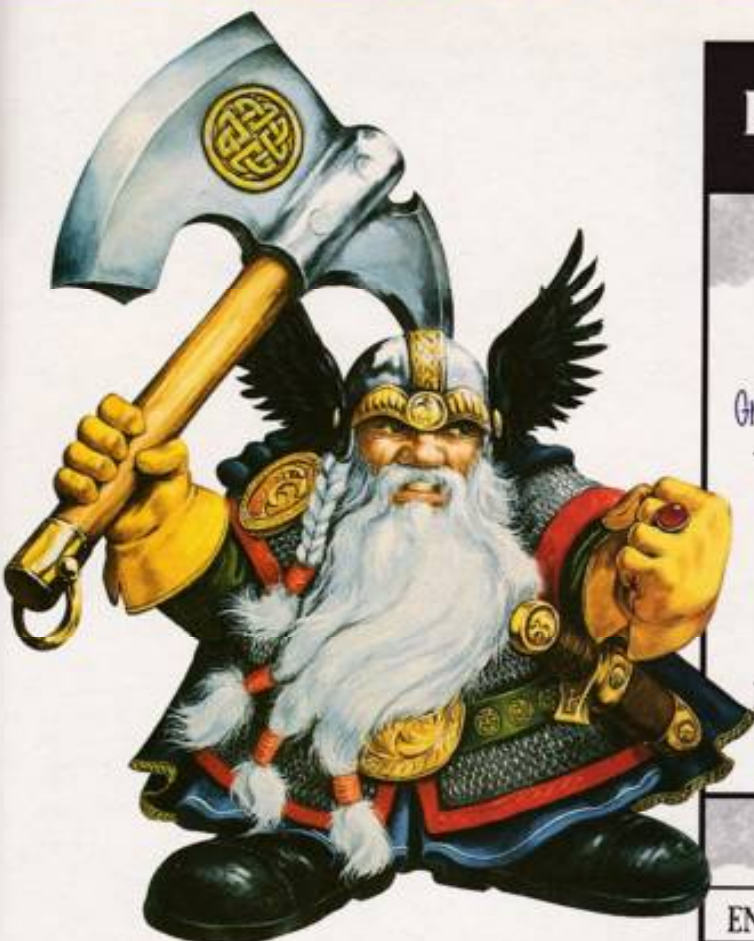
Their

two profiles

are, as you can

see, pretty similar. However, there are some differences between Warhammer Quest and Warhammer which have to be reconciled. A Dwarf General in Warhammer with 36 Wounds would be all but invincible, simply out of sheer staying power! So, Wounds, Pinning, Damage Dice, Leadership, Ballistic Skill and Luck all need sorting before we can go any further.

Pinning, Willpower and damage are only needed in Warhammer Quest and can be dumped straightaway when playing Warhammer. Only Wounds, Ballistic Skill and Leadership are relevant in Warhammer battles, with Luck as an option, and you can work these out roughly like this:



I've not tried Grimcrag in a game of Warhammer yet, but watch out for his first foray onto the field of battle. If Gav and Ian get their acts together, he might even be accompanied by his trusty comrades Keanu The Reaver (Gav's Barbarian), and Ian's Elf Jikiri (what kind of a name is that I ask you?). We shall see.

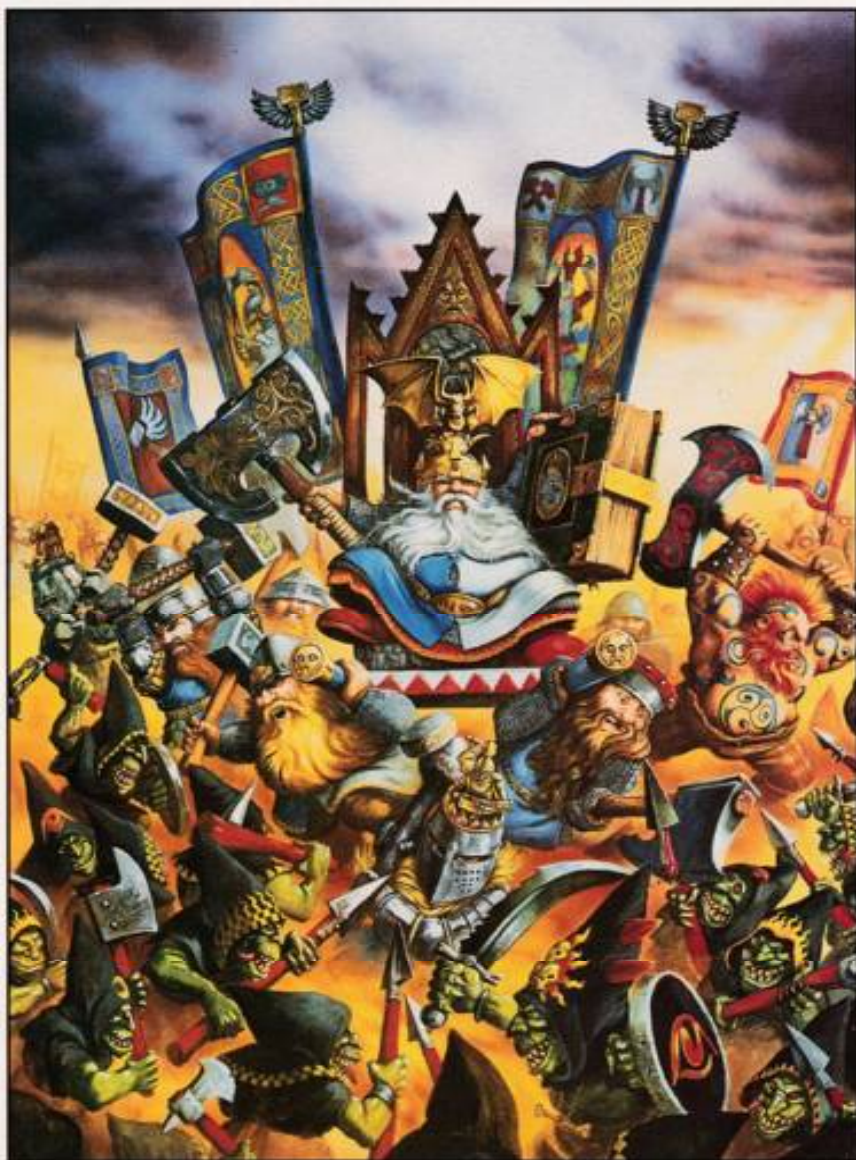
An overriding point to be made here and now is that this is just how I sorted these conundrums out. Before fighting a battle with one of your own Warhammer Quest heroes, you'll have to agree on everything with your opponent, and let him see how you have approached the translation of the relevant skills and so on. Otherwise, there'll be all sorts of arguments later on when you start to pull out the Death Runes and Stonebread...

Anyway, without further ado, here is:

GRIMCRAG GRUNNISON, SON OF UNGRUN GRUNNISON THE GRIMLY GLUM

Grimcrag is a Warhammer Quest Battle-level 10 Dwarf Lord, with the profile shown above. I started off by looking at his profile and adventure record sheet. By Battle-level 10, his sheet was pretty busy and there was an awful lot of information to take in. My first tasks were going to be sorting out the "Warhammer Quest only" parts and then establishing some ground rules for converting what was left.

A good anchor point was going to be the Dwarf army book, so I had a look to compare the profile of Grimcrag to some Dwarf characters from the book. The nearest I could find was the Dwarf General, but this isn't so surprising - Grimcrag is a Battle-level 10 Lord after all and no mean fighter!



WOUNDS

As a rule of thumb, one Wound in Warhammer is equivalent to somewhere between 1 and 10 Wounds in Warhammer Quest, as deemed appropriate through long winter months of endless playtesting. For example, in Warhammer Quest a Goblin has 2 Wounds and an Orc has 4. We could pretend that there is a cunning scientific formula at work here, rather than explaining that what we did was play the game until it felt right. In fact, the formula is so cunning that I couldn't possibly explain it now (multiple regression analysis and correlation coefficients of determination never were my strongest points). Anyway, this would imply that Grimcrag, in Warhammer terms, has somewhere between 3 and 4 Wounds. To decide this, you can divide the total Warhammer Quest Wounds by 10 and round off to the nearest number – in Grimcrag's case this gives a total of 4 Wounds. This is 1 Wound more than the Dwarf General, so Grimcrag is already shaping up to be very tough indeed. This, of course, will need to be reflected in his points value!

LEADERSHIP

If Grimcrag is, as his profile suggests, equivalent to a Dwarf General then his Leadership can be assumed to be 10.

BALLISTIC SKILL

In Warhammer Quest, Grimcrag has a BS of 2+, meaning that he needs to roll a 2 or more on his dice to hit with missile

weapons. Converting this for Warhammer battles is a breeze – just look at the "To Hit" table until you find the number 2 to hit. This cross-references with the BS line to give a value of 5 – so Grimcrag has a BS of 5 in Warhammer. This is not quite as good as the Dwarf General profile, reflecting the fact that in his dungeon adventuring career Grimcrag almost exclusively uses the Grunnson Family Axe, weapon of his forefathers, a mighty and hungry beast of war as we shall see.

GRIMCRAG IN WARHAMMER

	M	WS	BS	S	T	W	I	A	Ld
Grimcrag	4	7	5	4	5	4	5	4	10

So we now have a basic profile for our Warhammer Quest Dwarf in Warhammer. This is a good start, but now the tricky bit really starts. What equipment will Grimcrag take into battle? What is relevant? How will his skills work? Which Magic Items is he entitled to? This will then lead us to our ultimate goal... his points value!

As a guide, we can use the section from the Dwarf army book which tells us that a Dwarf General has a hand weapon (which is normally an ancient heirloom), any armour he likes and 3 Magic Items

GRIMCRAG'S CHOICE

In Warhammer Quest, by Battle-level 10 Grimcrag has a vast array of magical weapons, armour and other items at his disposal. He also has many more mundane dungeoneering tools and items of equipment, which really have no place on the massed field of battle. It would take forever to go through each possible item in Warhammer Quest, including all magical weapons, items, and armour, together with all the items which can be purchased in settlements. Remember that Grimcrag's equipment is just the personal effects of this one Dwarf Warrior. There are almost endless combinations in Warhammer Quest, so no two Warriors are ever the same.

All we can do then is to give some general pointers and tips. Think first of the two different situations we are playing in. Warhammer Quest is a game which represents the Warriors' sojourn into the dark, monster-infested caverns beneath the Warhammer World. The adventure can take days of "real time" and parties of Warriors have been known to vanish for years on end before reappearing laden with treasure, or bearing the bodies of their slain companions. Remember too, their adventures will be even longer when you include journey time to and from the dungeons, so in Warhammer Quest the Warriors usually need to be tooled up for a pretty long haul.

In your Warhammer battles, on the other hand, the "real time" is measured in hours. At the start of each Warhammer battle, you roll a dice to see how many turns of daylight are left. A Warhammer battle is a frenzied, hectic, cataclysmic event, with near constant action from start to end.

How this affects choice of equipment and so on is quite simple. In Warhammer Quest, there are no limitations, as you are assuming that the Warriors will have time to change weapons as each new event happens, and retire to lick their wounds before pressing on. To some extent the Warriors set their own

pace. It is appropriate and fun that well-prepared Warriors can always find the spell, skill or item of equipment to overcome the situations which come their way. However, the very fact that they have so much equipment can sometimes set the Warriors up for a fall. One of the most galling, yet strangely entertaining things in Warhammer Quest is when the Warriors fail dismally at one hazard or another, perhaps ending up losing their favourite magic items, or even losing a companion. Then, a few turns later, one of the players (scanning his endless list of myriad equipment) notices the lucky charm he had overlooked at that crucial point. Does he speak up? Keep quiet? A smug "I could have saved you after all, matey!" is not going to earn you any friends in this situation...

In Warhammer battles, time is of the essence. A Warrior chooses his armour and equipment and strides decisively into battle. Once in combat, time becomes a blur of sword and axe, blood and pain, anger and death. There is little enough time to issue orders to your troops, let alone to retire to your castle and

choose another sword or suit of armour! Hence the limitations on magic items. Apart from anything else, in Warhammer you have to pay points for the items you carry, and imagine the cost of a Warhammer General with all the items possessed by Grimcrag Grunnson!

This takes us back to the position that for a Warhammer battle, a Warhammer Quest Warrior will have limitations as to what magic items he can take. The Warriors in Warhammer Quest have titles appropriate to Warhammer (Champion, Hero, Lord), which will dictate how many magic items they may have. The important point to make is that these must be taken from the items which the Warhammer Quest Warrior normally has in his possession – unlike normal Warhammer characters there is no looking through weighty rulebooks to select the most suitable item to use in the forthcoming battle.

So, now we know how many items Grimcrag will be limited to, we have to decide how to choose them. At Battle-level 10,

"Come on Grimcrag, doesn't your honour demand that you fight with your Empire allies?" The exasperated Envoy gesticulated wildly at the recalcitrant figure slumped at a table by the bar. "King Thorgrim will be there and everything. It'll be... fun. You know, like the Old Days. Loads of Orcs, Trolls too I'll wager, and everyone knows how much you like Trolls..."

"Raise yer five an' mine's a pint." Grimcrag glowered at his cards.

Keanu the Reaver, Barbarian Lord, beckoned at the Imperial Envoy with a gnarled finger, bedecked in priceless rings. Jewel-studded bangles clashed on his heavily muscled arms and Jikiri the Elf raised his eyes heavenwards at this ostentatious and tasteless show.

"Keanu, my friend, you don't have to be so vulgar with your riches."

The Elf flicked a lock of golden hair from his forehead and effortlessly caught the eye of the buxom serving girl at the bar. She blushed and dropped a flagon of Bugman's Troll Repellent '33.

"A bottle of your finest wine, if you please. No, make it two." he whispered, yet his voice carried across the crowded room with ease.

Johan Arstein, Imperial Envoy from General Sturmdrang of Nuln, sidled closer to the table, blinking nervously. He had just turned 18 and this was his first job. Go and get these three layabouts for the battle. We'll catch the greenskins in three weeks time at Mad Dog Pass. These three can never turn down a good fight, they'd said. At the time, Johan hadn't known who the three names on the scroll were, hadn't noticed the amused grins on the general's face as he had proudly marched off with the scroll in his hand. Three more warriors for the battle, who could possibly refuse such a glorious opportunity? Then he'd read the small print and done some background research in the library before setting off, and what he'd found had made his heart quail. They were Grimcrag, Keanu and Jikiri – Grunnson's Marauders. Sorry, GRUNNISON'S MARAUDERS!

And here he was, a few days later, hopping nervously from toe to toe until the Reaver kept him still by pinioning one of his feet to the floor with a well thrown, very sharp dagger. The pain hadn't reached his brain yet, and he hoped nothing was seriously hurt. If anyone could pinion you expertly to the floor without seriously hurting you, if he wanted to that was, then Keanu could. It was strangely reassuring. Johan leant over towards the barbarian. His foot was starting to throb a little.

"Sir...?" His voice was a croak, the type a dry-throated frog would be proud of.

The Hulking barbarian cleared his throat, which was well lubricated by countless assorted libations.

"Lissen, sqvirl. Mista Grimcrag, 'e vounts ta know vot is da deal vis dis axe fing? Da Elf..." Keanu jerked a stubby finger at Jikiri "Da Elf 'e say is in zee small print dat Keeng Thorgreem gets zee best axe and arma and suchlike, ya?"

"Well, you see..." began Johan.

"Grunnson Family Axe or no axe at all! Thorgrim can get as grudgesome as 'e likes but I'll pull 'is beard as soon as fight without..." a tear glinted in Grimcrag's rheumy eye, "Without ol' Slaughterer". The thought obviously upset him a lot and he gripped his cards with furious intent. One of them ripped.

"Ooops. Now look vot you is dun."

"Best cards them. Karak Azgal. Fifth Deep. Third door on the left. Just past the Dragon and them Ogreling things. Worth some gold I'll warrant. Ruined." Grimcrag scowled and looked up at the Envoy "You still 'ere, boy?" The Dwarf glanced at Jikiri and nodded towards Johan. "Got pluck, 'ave to 'and it to 'im. Killed better than 'im for less. Stop casting yer scrawny shadow at me boy or I'll cut yer 'air off at the knees!"

Johan was almost weeping. Almost. He was an Imperial Envoy though. Pulling himself together, trying to ignore the shooting pains in his right foot, he put the Imperial "Employment for Battle Warrant" down on the table, stopping any further card play.

Life in the Dead Ogre Inn, probably the whole town, momentarily stopped. You could have heard a pin drop, but no one dared drop one. Something inside Johan snapped, almost with an audible twang.

"Look chaps, it's my first job. I can't move because I'm pinned to the floor. It's going to be a good battle, lots of killing – guaranteed in paragraph fifteen, I think. Please, can we just get on with it? Thorgrim says he has to have all the best gear, because, well, because he's King, after all... Can't we just get on with it?"

"Look pipsqueak, we don't go anywhere without our best stuff. Who d'ya think we are? We're Grunnson's Marauders, not Grunnson's Flamin' Annoyed People! We maraud, okay? If Thorgrim or anyone else thinks we're going to leave our best stuff at 'ome, 'e can think again. If 'is gear isn't up to the job, tough Stonebread on 'im!"

The Marauders all nodded sagely.

"Absolutely right!"

"Vel said!"

"And another thing, there is the huge and totally exorbitant fee that we have to charge these days, times being what they are..."

Johan sighed, "Gold no object, I have in my power..."

A crafty glint appeared in Grimcrag's eye.

"No object, eh? Foolish words them, lad. 10,000 pieces we agreed on, didn't we lads?" All nodded in agreement. "Assuming we'd take the job on, of course..." Grimcrag was picking unidentified black bits from under his nails with a razor sharp dagger that had a magical glint to it. "Cash in advance."

"Ya. Advanz!"

"I can authorise the payment from the city's coffers of..."

"And we get to use our best stuff?"

"Err... Okay, if that's what it takes," Johan sighed again, more deeply.

"Okay, let's go!" The Marauders shoved their chairs back and stood up. "By my reckoning that's 5,000 gold each?"

"Ya, Fünfthouzan!" grinned the Barbarian, retrieving his dagger from the floor.

"Aargh!" screamed Johan, hopping around on one foot. "Hold on a minute!" The Marauders all sat down, looking immediately bored. Grimcrag beckoned for more beer.

"Oh, all right then, for pity's sake, can't we just get going?"

"Don't get all shirty lad, it doesn't suit." Jikiri reprimanded the Envoy with a stern if somewhat amused look.

Before he could reply, Johan was involuntarily shrieking with pain as a sturdy, heavily armed and armoured Dwarf stomped on his foot on the way out. "Banks close in 'alf an 'our, let's get going!"

Limping painfully to keep up, Johan headed off after the legendary warriors. He had a feeling that he hadn't heard the end of this.

The Barbarian's voice floated back to him from the street.

"Come on boy, and votch dat fut. Is nastee cut you got, ya?"

he is a Lord and entitled to three items from his expansive personal arsenal. Bear in mind that some of the tools of his trade are only available in Warhammer Quest, and their special rules will need converting to be of use in Warhammer battles.

USELESS ITEMS

Some Warhammer Quest items are clearly just for dungeon adventures. Lock tools, rope, door spikes and so on are clearly not going to be of much use on the battlefield. Common sense will win out here, but generally these sorts of items will not be taken into battle, unless perhaps you are playing a special scenario or campaign game.

WOUNDS

If you use the convention that an item which causes up to 6 Wounds in Warhammer Quest (this includes items, skills, and so on which cause 1d6 Wounds) causes 1 Wound in Warhammer battles, you will probably not go too far wrong. So, for example, the Warhammer Quest *Killing Blow* skill, which causes an extra 2 wounds every time the Dwarf rolls a 6 to hit, will cause a single extra Wound on a roll of 6 to hit in Warhammer. In order to cause 2 extra Wounds in battle, the equivalent Warhammer Quest skill or spell (or whatever) would have to cause an extra 7 or more Wounds. The Barbarian skill *Mighty Blow*, for example, means that for every attack the Barbarian gives up, he can cause an extra 1d6 Wounds on one of his remaining Attacks. In Warhammer this translates as an extra Wound caused per Attack surrendered.

ATTACKS AND STUFF

Items in Warhammer Quest which give extra attacks, can, well, give extra attacks... Likewise, items which boost Strength, Weapon Skill and so on can be translated directly.

TOUGHNESS AND ARMOUR

Toughness works differently in Warhammer Quest and Warhammer, and it's not uncommon for Warriors to have enough armour and magical items to boost their Toughness to 10 or more (and still get smashed to a pulp in minutes!).

The basic, unmodified Toughness profiles of the Warriors will translate fine into Warhammer. However, many items of armour add +1 Toughness here, +2 there, and so on. If a Warrior in Warhammer Quest has items which are easily transferable to Warhammer (light armour, shield, heavy armour, etc), then stick with the Warhammer rules. Anything else gets pretty complicated. This is because in Warhammer Quest, armour is deducted directly from Wounds caused – so if a Warrior has three points of armour, an enemy has to inflict 4 Wounds before any get through at all. Even then, Toughness is deducted. So, Grimcrag, with Toughness 5 and, say, 3 points of armour will have a total Toughness of 8. Anyone attacking him will have to cause a total of 9 Wounds with a hit just to hurt him. In Warhammer, on the other hand, each point of armour adds to the Warrior's saving throw. No armour – no save.



THE GRUNNISON FAMILY AXE

This mighty weapon had been handed down through generations of Grunnsons. However, each time the axe is passed on, a powerful Runesmith removes any enchantments placed on it – the new owner must prove his own worth and earn his own runes. Grimcrag has been very happy with ol' Slaughterer and has built up the following Runes:

FOUR DEATH RUNES

In Warhammer Quest, each of these adds +2D6 damage to a hit, which neatly converts into +2 Wounds in Warhammer. Each of these runes can be applied to a single hit in the battle. So Grimcrag may apply all 4 to one hit (causing +8 wounds), or to 4 separate hits, causing +2 wounds on each, or any other combination. He has to declare *before* rolling to hit that he is using a rune.

TWO RUNES OF RESTORATION

I've come up with the following rule to cover the Axe's two Runes of Restoration. Every turn, if Grimcrag has suffered any Wounds, so long as he has one or more left, he may roll 2D6. If either come up with a 6, he gets a Wound back, up to his maximum wounds score (which is 4).

TWO RUNES OF DESTRUCTION

Each of these runes doubles Grimcrag's Attacks and can be applied to a single turn in the battle. So, Grimcrag may apply both to one turn (giving him a total of 16 Attacks!), or on two separate turns, giving 8 Attacks in each. He has to declare at the start of the turn that he is using a rune.

RUNESTONE

This is a runestone burned into his axe which has a permanent effect – every time Grimcrag hits an opponent with a 6 to hit, he causes an extra Wound.

Note that if he wants a turn of total destruction, Grimcrag could use all these at once – he could get sixteen attacks with the first hit in the turn causing +8 Wounds (with a possibility of doing +9 if he rolls a six to hit)! Once they're all used though, that's it for the battle.

Oh, and of course the axe is magical...



For example, with light armour, open helm and a shield we get a Warhammer

Quest Toughness bonus of +3. This gives a saving throw of 5+ in Warhammer – just as you would expect for wearing light armour and shield!

Using this guide will keep you somewhere on track when converting armour values to Warhammer Battle from Warhammer Quest. There are bound to be some anomalies, which you will have to work out with your opponent. Remember too, that some of the items of armour in Warhammer Quest incur movement penalties and so on. These will all still apply in Warhammer, where appropriate.

IGNORING ARMOUR

Some spells or weapons in Warhammer Quest ignore armour.

In Warhammer, this still applies. Likewise, some items in Warhammer Quest ignore certain number of armour points. A *Rune of Smashing*, for example, ignores 1 point of armour every time the weapon it is engraved upon is used. The easiest way to resolve this is to apply the same formula as for working out saving throws – for every 2 points (or part) of armour that a weapon ignores, it inflicts an additional -1 saving throw modifier in Warhammer.

TO BE CONTINUED...

As you can see, converting a Warrior into Warhammer terms is no simple task, and I'm only just beginning to realise myself what's involved. Rather than take up half of this issue of White Dwarf explaining everything, I'll draw to a close now. Next month I'll finish up, with a discussion of skills, spells and the all-important points cost, as well as presenting the "finished" Grimcrag Grunnson. I'm sure it'll all seem worth it when the Gobbos start fleeing the Grunnson Family Axe!

Conversion and effect is understandably a bit tricky. A good place to start is the basic rules in Warhammer for armour, and what the different types of armour do:

	Warhammer Cost	Armour Save
Shield	1	6+ save or +1
Light armour	2	6+ save
Heavy Armour	3	5+ save

I use these as a rough guide for the armour available in Warhammer Quest. Sticking with the armour types from Warhammer, the best thing to do in Warhammer Quest is probably to lump the armour types into brackets. I use the guide that for up to 2 points of Toughness conferred by armour in Warhammer Quest, the Warrior gains +1 to his armour save in Warhammer. I fiddled around a bit with this guide to come up with the table below. This is about the only definite guide to any subject you're going to get in this article!

CONVERTING TOUGHNESS TO ARMOUR

Toughness/Armour	+1	+2	+3	+4	+5	+6	+7	+8	+9
Saving throw	6+	5+	5+	5+	4+	4+	3+	3+	2+
Saving throw mod.	-1	-2	-2	-2	-3	-3	-4	-4	-5