

# • Beyond the Grey Mountains •

**W**arhammer Quest provided players with a Roleplay book, which transformed the standard board-game into a detailed, on-going adventure. This offered it's players more depth but in return, lost some of it's charm. Playing without a Games Master became almost impossible and the pen-and-paper 'between dungeons' felt slightly disjointed after a long table-top session.

'Beyond the Grey Mountains' is a collection of house rules which replaces the tedious tables with accessible add-ons - and introduces fresh mechanics to keep each game memorable and exciting.

This Rule Book will outline each of these new additions. However, you will need to download and print each add-on to experience the new events, items, objectives, monsters, dungeons, locations, mini-games and more!

## • A TYPICAL GAME SESSION •

A single game session of BTGM is very similar to an advanced game of Warhammer Quest. It consists of:

1. Select Objective Room & Determine a Quest
3. Discover the Adventure Theme
4. Travel to Dungeon from Settlement
5. Advance through Dungeon
6. Complete Objective Event
7. Finish Quest
8. Travel to Settlement from Dungeon
9. Visit/Purchase/Sell/Level-Up

It is recommended that you already have a good understanding of Warhammer Quest and play BTGM with four players cooperatively.

### Single Use Items

Any item or rule that states "One use per dungeon/adventure" can be used only once per game session, as shown above. E.g. If a single-use item is used during a Skirmish before the Warriors reach a dungeon it cannot be used again until they have visited the dungeon, and returned to a Settlement.

### Starting Wounds and Wound Tokens

Wounds are now physical tokens that can be handed out to players at the beginning of a game session. Each player places the total number of Wound tokens as their character sheet states as 'Starting Wounds' before they leave a Settlement. Regenerating to starting wounds does not occur between entering Skirmishes and Dungeons. If the Warriors would like to heal themselves during an additional turn at the end of a Dungeon or Skirmish then they may do so, however treat these turns as any other (E.g. Rolling for unexpected events).

## • THEMED ADVENTURES •

The most dramatic game-mechanic we've introduced is a way to sculpt each adventure, to feel like a consistent fight against a specific race from the Warhammer World, and all without the need of a Games Master. This allows the players to focus on having fun as a team and enjoy the sense of playing against the real enemy, *the roll of the dice!*

As per a normal game of Warhammer Quest, the party first draws an Objective Room Card at Random and rolls of which Quest they'll embark on. There have been new additions to this pack of cards, including; The Warfire Forge, Gaol, Slann Temple, Furnace of Hashut and several more. The same rules for rolling on a Quest apply as any other Objective Room, though you may only need to roll 1D3 instead of 1D6 as some Objective Rooms only support three Quest variations. For further rules please read the specific Expansion Pack or White Dwarf Article.

Next we determine the dungeon theme. Please review the checklist below:

1. Is the Objective Room Monster-specific?  
E.g. the Warfire Forge is always inhabited by Skaven, the Furnace of Hashut is always inhabited by Chaos Dwarfs, Gorgut's Lair is always inhabited by Orcs & Goblins, etc.
2. Has a race or Monster type been mentioned during the quest introduction? E.g. "Skaven Curse" or "Nurgle's Rot" from the Adventure Book
3. If it is not immediately obvious which enemies are going to appear, select a Monster Race Counter at random. This is the type of dungeon you'll be facing.

### Event Cards

The deck of Event Cards should now be tailored to it's corresponding theme. For this, it is recommended you use a colour scheme. For example, we use Black for Chaos, Green for Lizardmen, White for Undead, Yellow for Uninhabited or left blank for all dungeons. Events can often have many colours marked on them if suited to different dungeon themes.

### Objective Room Events

Rather than rolling on any Objective Room Monster table we instead draw from a themed Objective Room Event pool, much like entering a normal Dungeon Room when playing standard rules. After the Objective Event has been resolved, draw a single Objective Room Treasure Card and follow any additional rules notified by their quest.

## • TRAVELLING BY MAP •

The party must now journey across destinations on an illustrated map. These rules replace Travelling in the Roleplay Book.

### Dungeons

Dungeon entrances are plotted across the map. Depending on where your Warriors are currently situated, they will now have to travel to the dungeon entrance before they begin, as well as make their return journey back.

Once an Objective has been completed, cross off the dungeon and continue. Once all dungeons are completed, you have successfully beaten BTGM!

### Starting Position

If this is a new party of Warriors about to begin their first adventure then roll 1D6 on the *Lost Table* below to discover where their adventure begins.

#### Lost Table

- |    |   |
|----|---|
| 1. | The Military Outpost, Middenstag (Middle)           |
| 2. | The Woodland Village, Winsen (Middle-left)          |
| 3. | The Busy Town of Bogenhafen (Bottom-left)           |
| 4. | The Coastal Town of Norden (Top-right)              |
| 5. | The City of the White Wolf, Middenheim (Top-middle) |
| 6. | The Capitol City, Aitdorf (Bottom-middle)           |

### Journey Time

As opposed to rolling on how many weeks it takes to travel, the players must now measure their chosen path on the map. By default, it will take one week to travel one inch, however this depends on the terrain the party is travelling across.

• TRAVELLING 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
2.	Orcs
3.	Zombies
4.	Dark Elves
5.	Chaos Dwarfs
6.	Chaos Warriors

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.

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 RUINS

The Warriors see the ruins of a small chapel. If you wish, your Warrior may spend some time in prayer to his Gods. After your Warrior spends 50 gold in offerings you may roll 1D6 on the following table:

1-5.	The gods aren't listening, and ignore your Warrior.
6.	Your Warrior has +1 Wound added to his Starting Wounds. This is 1 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. Draw a one inch zigzag line across map in front of the Warriors. They now have a choice:

- a) Travel around the chasm, making their journey longer.
- b) Use any piece of rope to cross the chasm. However, one piece of rope is only sufficient for a pair of Warriors. If the two Warriors 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 50 gold to let him join them. After all, he explains, there is safety in numbers.

If the Warriors accept, roll on the table below. If they refuse treat this week as an *Uneventful Week*:

1.	The stranger does not know the way and the party is soon lost. Roll another two times on the Hazard Table.
2.	The stranger disappears in the night, along with the Warriors Gold and food. Each Warrior loses all edible items (provisions and bread) they were carrying and 50 Gold.
3-6.	The stranger shows the Warriors a shortcut and they reach their target in no time. You arrive at your destination.

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 only.
Lucky Charm	50 Gold	A Warrior wearing this may re-roll any single dice roll once per adventure.
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 only.
Silver Key	75 Gold	On a roll of 5 or 6 the key fits and can open a single Portcullis door. One use only.

Each Warrior may buy a maximum of one of each item. Once the Warriors have made their purchases, the pedlar vanishes into the woodland. Now roll 1D6 for each object the Warriors have bought. If the result is a 1 or 2, 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.

1.	The tornado throws your Warrior into a gaping ravine, roll 1D6. On a score of 1-3 roll on the Physical Injury Table, on a score of 4-6 lose 1 Wound permanently.
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 1D6 x 100 gold (or all he has, if he has less).
3-6.	Your Warrior holds on, but he can only grasp hold of his most prized possessions. Choose a Treasure Card to keep and randomly select another from your Warriors remaining Treasure Cards. This item must be discarded.

## 22 UNEVENTFUL WEEK

## 23 SKIRMISH – AMBUSHED BY CENTAURS

The Warriors are ambushed in the middle of the night by a pack of Centaurs. Place the Warriors in the centre of the Skirmish board section, adjacent to their bed rolls and camp fire. Place one Centaur, in three corners of the board section (3 Centaurs in total). The Centaurs attack first as if they had Ambush A+; however, one Warrior on guard duty and all pet dogs will counter this and take their turns immediately before the Monsters. To determine which Warrior is awake, each party member must roll a dice. The Warrior with the highest score spots the Centaurs before they attack.

## 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 walk 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 20 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 beat the mercenaries in a fierce fight, and free the prisoner. The Prisoner offers his last remaining possession to one of the party, a wooden necklace, carved into the shape of a pyramid. Choose a Warrior counter to determine who is given the necklace. The Warrior may re-roll any single dice during any adventure. The necklace is then lost and must be discarded. |

## 26 GUESTS

The Warriors arrive at a single large house, standing far away from any other civilisation. If the Warriors choose to knock and ask for accommodation roll 1D6 below:

- |      |  |
|------|--|
| 1-2. | As the Warriors approach the building, the smell of rotting flesh fills the air. Place the Warriors on the Skirmish Board Section, along with 6 Zombies.   |
| 3-4. | After knocking on the door several times, nobody answers and it seems to be locked. The Warriors continue their journey.   |
| 5-6. | A rich and powerful Wizard answers the door and welcomes you in. After a good night's sleep the Warriors are offered 1 Healing Potion (Heals 1D6 Wounds) to take with them and any Wizard in the party regains his maximum Power Tokens. |

## 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 may pay 1D6 x 20 gold and in return the witch promises to strengthen the Warrior with an enchanted potion. After a Warrior accepts and has paid, Roll 1D6 on the following table:

- |      |  |
|------|--|
| 1-2. | 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 for the next, adventure. |
| 3-5. | A powerful heat surges through your Warrior, and he feels energy coursing through his muscles. He is at +1 Strength for the duration of the next adventure.                          |
| 6.   | The potion warms your Warrior to the core. He gains +1 Wound to be added permanently to his Starting Wounds.   |

## 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.   | Your Warrior gives 1D6 x 100 gold to the poor.   |
| 2-5. | Your Warrior gives 100 gold to the poor  |
| 6.   | Touched by your kindness and concern, the village elder brings a carefully wrapped rune stone from his house, presenting it to your Warrior in exchange for 1D6 x 50 gold. The rune stone may enchant a single melee weapon, causing it to become Magical. |

## 33 UNEVENTFUL WEEK

## 34 SKIRMISH – AMBUSHED BY GOBLINS

The Warriors are ambushed in the middle of the night by a pack of Goblins. Place the Warriors in the centre of the Skirmish board section, adjacent to their bed rolls and camp fire. Place one Goblin Wolf Rider and two Goblin Archers, in two opposite corners of the board section (6 Goblins in total). The Goblins attack first as if they had Ambush A+; however, one Warrior on guard duty and all pet dogs will counter this and take their turns immediately before the Monsters. To determine which Warrior is awake, each party member must roll a dice. The Warrior with the highest score spots the Goblins before they attack.

## 35 POOL OF DREAMS

The Warriors come across a deep pool of freezing water. Its surface is like a mirror, with shifting images drifting across its still, icy surface. As the Warriors gaze into the 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 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 and setting alight his clothes. He loses a piece of armour (a shield or helmet, for instance) and next time he arrives in a Settlement he must replace his tattered, charred rags immediately and buy new robes before he can visit any other Settlement location.

41 SKIRMISH – GIANT CAMPSITE

The Warriors see smoke curling above the trees. Within a few minutes they reach the crest of a hill that overlooks a Giant sitting by his camp fire. The Warriors may choose to engage the Giant on a Skirmish, or continue their journey. If the Warriors choose to fight, they may be placed on any square around the edge of the Skirmish board. The Giant will be placed adjacent to the campfire, in the centre.

42 FLOOD

The weather has destroyed the surrounding ground, creating a foul marshland. Draw an impassable inch circle around the Warriors on the map and roll again on the Hazard Table.

43 WAYLAID

The Warriors come across the remains of a burned down building. The unfortunate family are trying to rebuild their home, and would greatly appreciate the Warriors' help. The heroic Warriors cannot refuse their pleas, and stay to help them. After a week of hard work the Warriors pack their things ready to carry on their journey. However, a child from the family has befriended one of the Warriors pet dogs. If possible, randomly choose between the Warriors dogs. The Warrior says farewell to his companion and his pet stays behind, protecting the family.

44 WINE MERCHANT

The party is approached by a horse and cart. The rider explains that he is a wine merchant, travelling to a nearby settlement and would like to accompany the Warriors and in return will offer some of his stock. Each Warrior must roll 1D6 and use the modifications on the right.

Trollslayer	+1
Priest	-2
Wizard	-3
Elf	-4

If the total score is 14 or more; The Warriors take several barrels of wine and begin drinking immediately. After a night of drunken mischief the Warriors awake with little knowledge of where they are. Roll on the lost table to determine where they find themselves the next morning.

If the score is less than 14, each Warrior may take a single flask of wine (Effects last 2 turns; -1 Weapon Skill; -1 Initiative; +2 to Fear Rolls; Wizards cannot cast spells).

45 SKIRMISH – OGRE CAMPSITE

The Warriors see smoke curling above the trees. Within a few minutes they reach the crest of a hill that overlooks three Ogres sitting by a camp fire. The Warriors may choose to engage the Ogres on a Skirmish, or continue their journey. If the Warriors choose to fight, they may be placed on any square around the edge of the Skirmish board. The Ogres will be placed adjacent to the campfire, in the centre.

46 TREEFOLK

The Warriors journey takes them past a set of enormous trees, stretching into the sky. The shelter makes a perfect place to stay, and the Warriors set camp underneath the hulking branches. If an Elf is in the party (or any Wizard who can cast a language spell) he may awaken the Trees by attempting to speak to them. On a Roll of 4+ (or automatically, if a War Dancer is in the party) the Treefolk awaken and offer to carry the Warriors. It takes twice as long to reach your destination, but do not roll again on the Hazard Table for the remainder of this journey.

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. Each Warrior loses all his edible items (provisions, bread, etc.).

53 DUNGEON ENTRANCE

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 discover a secret doorway leading down into a dungeon. Draw another dungeon icon on the map. The Warriors may enter, or carry on their journey.

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. Each player rolls a dice; the Warrior with the lowest score has been hit on the head by a piece of stone. If the Warrior is wearing a helmet, he shrugs off the blow. If not, the Warrior loses 1 Wound Permanently.

55 WAGON TRAIN

The lead wagon of a convoy pulls up alongside the Warriors. The driver says that he is passing their destination, and if each Warrior pays him 1D6 x 20 gold they can hitch a lift. The Warriors reach their destination in no time, and do not roll again on the Hazard Table for this journey.

56 UNEVENTFUL WEEK



## 61 SKIRMISH – ORC CAMPSITE

The Warriors see smoke curling above the trees. Within a few minutes they reach the crest of a hill that overlooks eight Orcs and an Orc Big Boss, sitting by a camp fire. The Warriors may choose to engage the Orcs on a Skirmish, or continue their journey. If the Warriors choose to fight, they may be placed on any square around the edge of the Skirmish board. The Orc Boss will be placed adjacent to the campfire, surrounded by the other Orcs.

## 62 HIDDEN TREASURE

As the Warriors pass a large hulking tree, one of them notices a gaping hole at its roots. Each Warrior rolls a dice, the highest scoring player rolls on the following table:

- |      |   |
|------|---|
| 1-2. | The Warrior places his hand in the darkness, only to sink his fingers into a pile of Squig dung.              |
| 3-4. | The Warrior finds a Silver Key, which can be used to unlock any portcullis on a roll of 5 or 6. One use only. |
| 5-6. | The Warrior finds a bag containing 1D6 x 50 gold.   |

## 63 TRAVELLING MINSTREL

A travelling minstrel joins the Warriors for next week, constantly playing his lute and singing all day and night. Roll 1D6 on the following table:

- |      |   |
|------|---|
| 1-3. | The minstrel's playing is awful. Each Warrior rolls 1D6 and adds his initiative. Driven insane by the annoying bard's songs, the Warrior with the highest score takes his lute and beats him with it. The next Settlement the Warrior visits he may do nothing for the first day, as he is spotted by a wanted poster and put in gaol (he does not roll on the Settlement Events table or pay for living expenses). |
| 4-6. | Each Warrior rolls 1D6 and adds his initiative, the Warrior with lowest score is inspired by the minstrel and also learns to sing. Each time he visits a settlement he may choose to not pay living expenses for one day. Note this down on his adventure record sheet.   |

## 64 FALL

Roll 1D6 for each Warrior. The Warrior with the lowest score trips over a log and breaks his ankle. How embarrassing! Note this on his adventure record sheet. The Warrior is at -1 Movement for the remainder of the current Adventure. *For more details read rules on to the Physical Injury Table.*

## 65 UNEXPECTED COMPANION

If none of the Warriors has a pet dog, treat this as an uneventful week. If they do, select one pet dog at random. After a long day of whining, the dog runs off and lays by a nearby tree. The Warriors soon discover the dog is amongst a litter of puppies. If a Warrior does not already have pet dog he may take a puppy. The puppy costs the Warrior double living expenses each day, and after the next Adventure becomes large enough to fight (see the Skirmish rules).

## 66 HALFLING CROPS

On a glorious day, the Warriors stroll through fields of tall, green weeds. Having walked for many miles over bleak and inhospitable realms, the Warriors breathe in the aroma and feel rejuvenated. Each Warrior is restored to their starting Wounds. They may also take 1D6 Halfling Pipe-weed leaves with them; however, if they choose to steal these crops there is a chance they will be caught. At the next Settlement, any Warrior who has stolen any Pipe-weed must roll a dice; on a score of 1 he has been noticed and is thrown out. He will have to wait outside the Settlement walls until the rest of the party rejoins him.



### • SKIRMISH RULES •

Fighting Monsters is now a possibility outside the dungeon with the introduction of skirmishes. If the Warriors are engaging in a Skirmish, you may choose to place them on any square along the surrounding outside edge of the board section. If your Warriors are being ambushed during a Skirmish, place them in the centre of the board section around the campfire.

#### Pet Dogs

A Warrior with a pet dog can use the hound in battle during a skirmish. Place a pet dog adjacent to its owner at the beginning of the battle with the following rules:

- Dogs take their turn immediately before their owner's.
- During each turn, a dog will automatically attack the nearest Monster. However, if the Warrior would prefer his dog to retreat, break from pinning or attack another target, then he must take an initiative test (the Warrior's initiative).
- A Warrior may never attack any pet dog, unless it's stated as a rule (E.g. a Barbarian felling his berserk).
- Each dog starts the Skirmish with the same profile statistics of a Warhound (found on page 105 of the Roleplay Book). However, pet dogs do not have any special rules.
- A pet dog may never use any piece of equipment, armour or weapon (unless the rules specifically say so).
- Dogs are always focused on fighting during a skirmish, and cannot be healed by any means other than magic spells.
- Any gold for killing a Monster that a pet dog has slain goes to their owner.
- A dog that reaches zero Wounds does not roll on any injury table and is beyond any form of healing.
- After the Skirmish has ended the owner of any dead pet must immediately pay 1,000 gold for a burial (or all his gold if he cannot afford it).

#### Power Phase

During the Skirmish an unexpected event will never occur. However, the Power dice should still be rolled as normal.

#### Finishing the Skirmish

After all the Monsters on the Skirmish have been killed the Warriors do not obtain any Treasure Cards and continue their journey.

# • ITEMS AND INJURIES •

When trading items or dealing with Wounds, the standard and advanced rules outlined in both the Roleplay and Rulebook are slightly hazy, so here is a list of solid rules that will make things a lot clearer.



## • ITEMS •

### Passing Items to Others

- Passing any item, equipment or weapon between Warriors can be done at any time during their turn, but only before combat.

- Any item can be thrown to a Warrior, no matter their current mental or physical status, however they may not be able to use it.

- Any amount of items can be passed to another Warrior in a single turn.

- Passing items between Warriors can be done so over a total of three squares, including the squares the Warriors are standing in. This can be done even if a Monster occupies the square between both Warriors, but not through walls or corners.

- You may string together Warriors, so passing objects can be done along a chain in a single turn.

- After or during a Warrior's single attack, he cannot take part in receiving any physical object until the next turn.

### Over-encumbered

Each Warrior now has a limit on carrying certain items around with him. To simplify these rules, each item type is listed underneath its appropriate storage, which is also illustrated on the updated Warrior Record Sheet. If a Warrior cannot carry an item, as he has already reached his limit – he must pass it to another Warrior or lose it permanently.

- Coin Purse; A Warrior may carry any amount of gold with them.

- Knapsack; A Warrior is limited to 7 individual items in his Knapsack. This includes potions, bandages, scrolls, treasure and any other form of item (pipes, books, etc.).

- Provisions Bag; A Warrior is limited to 4 individual edible items. This includes cheese, bread, herbs, etc.

- Hands (Active items); A Warrior may carry two single-handed weapons, a double-handed weapon, a bow or a single-handed weapon and shield. Also, items such as a books, scrolls or staffs may be used in one hand.

- Holster; An additional weapon, shield, book or staff may be holstered. Effects from using these items do not apply until the item is swapped to his hands (for example, a shield will not give the bearer +1 toughness for being holstered on his back).

- Armour; A Warrior may only use one set of boots, gloves, armour, cloak or helm at the same time. Any additional pieces of armour that he cannot wear must be placed in his Holster or Knapsack (and he does not gain their effects).

- Equipment; There is no limit to wearing any other item that is not armour. This includes; necklaces, bracelets, broaches or stones (can be worn as necklaces, placed on armour, etc.).

## • HEALING •

- Not a mandatory rule, but as a useful guide; healing should be resolved at the start of each Warriors turn before he moves or attacks.

- When using any form of magical healing, blessings or potions a Warrior will not face any penalties and may do so as many times as he wishes during a single turn.

- When using Bandages and edible items; the Warrior loses all attacks during the same turn, but they may still move.

- When healing a companion with bandages; only the Warrior using the item loses his attacks, not the Warrior being healed.

- When smoking a pipe; a Warrior loses all attacks and movement during that turn.

- If any Warrior has fallen to zero Wounds he is now Downed and ignores the standard rules to healing, please refer to the Zero Wounds section below.

- If any Warrior is still downed during the final turn of the Dungeon (the last Monster is killed) they must still roll once on the Downed table. If the Warrior is still Downed he may leave the Dungeon as normal.

### Healing Items Quick Reference

Smoking	Cannot move, attack or cast spells this turn.
Eating/Bandages	Cannot attack or cast spells this turn.
Drinking	Can move and attack as normal.

### Zero Wounds

The following rules replace those from the Roleplay or Rulebook regarding zero Wounds:

Whenever a Warrior is reduced to zero Wounds, he is considered to be seriously injured, and in very grave danger of dying. At the instant his Wounds become zero, he is classed as Downed and will have to make a roll on the Downed Table at the end of the turn.

When in a Downed status, lay the Warrior's model on its side. Any Warrior in this state may not heal themselves, although magical items that automatically heal the Warrior may be used to aid them. When being healed in any form, whether it's by himself or by a friendly Warrior; ignore the standard rules and refer to 'Aiding a Downed Warrior' below. At the very end of the turn, roll 1D6 on the Downed Table, to see if the Warrior succumbs to his wounds and perishes, or stabilizes. Monsters will never attack Downed Warriors and will change targets to the nearest standing Warrior.

### Monsters on Zero Wounds

When Monsters reach zero Wounds they do not roll on the Downed Table, and die immediately.

### Aiding a Downed Warrior

To aid a fellow Downed Warrior and increase his chances of recovery, any party member able to heal the Warrior may attempt to do so, although there is no guarantee the cure will work.

- No edible items such as provisions, herbs or bread can be used on a Downed Warrior.

- Any other form of healing that is not a spell, blessing or potion (such as bandages) will take time for the friendly Warrior to use on a companion. Any Warrior using such item may still move but loses all attacks that turn.

- Each item or Magical Spell that would usually heal any amount of Wounds on a Downed Warrior, instead adds +1 to their roll on the Downed Table at the end of the turn.



## • DOWNED TABLE •

Any Downed Warrior must always roll 1D6 on the Downed table at the very end of the turn. A natural score of 1 will always result in a Serious Injury, no matter how many aids he has been given.

### 1 SERIOUS INJURY

The Warrior has suffered a severe injury, which could be fatal. Depending on the type of Damage that knocked the Warrior to zero Wounds, he must either roll on the Physical or Mental Injury Table. If he survives his injury; he is no longer Downed and starts the next turn on 1 Wound.

### 2-4 UNCONSCIOUS

The Warrior is in mortal danger and remains unconscious. The Warrior is still classed as Downed and must roll again on the Downed Table at the end of next turn.

### 5-6 RECOVERY

The Warrior's condition has stabilized enough for him to stand by himself. He starts the next turn on 1 Wound.



## • INJURY TABLES •

### Determining which Injury Table to roll on

To determine which injury table to roll on, you must decide the most obvious cause of damage. If in doubt, use the guide above each table. Remember to note down which injury has affected the Warrior's statistics, as there may be a method of curing this injury at a Settlement.

*Note: if a Warrior's Strength, Toughness or Initiative reaches zero they must retire for adventuring.*

## • PHYSICAL INJURY •

- the Warrior's final Wounds have been inflicted from a physical blow from either a melee or missile weapon.

- the Warrior's final Wounds have been inflicted by a falling stone or by any other physical object.

If so, roll 2D6 on the following table;

### 2 SEVERED NECK

The Warrior's head has almost been entirely severed from his body. He cannot be restored to life by anything, apart from some form of magical resurrection such as Divine Intervention or an item such as a Soulstone. Without any form of resurrection, the Warrior will pass on to the next life.

### 3 SEVERED LEG

One of the Warrior's legs has been severed. He is now permanently at -2 Movement. If the Warrior loses both legs he must retire from adventuring.

### 4 SEVERED ARM

One of the Warrior's arms has been severed. He may no longer use anything in or on that arm (he can no longer use 2 handed weapons, and cannot use a shield at the same time as a weapon). He is now permanently at -2 Weapon Skill. If the warrior loses both arms he must retire from adventuring.

### 5 INTERNAL INJURY

The warrior's vitals have been seriously damaged. The Warrior loses 1D6 Starting Wounds permanently.

### 6 HEAD WOUND

Roll 1D6 + 1 on the Mental Injury Table. On a score of 7 the Warrior shrugs off the injury as a minor flesh wound.

### 7 BLINDED

The warrior has been blinded in one eye. He suffers -1 Ballistic skill and -1 Weapon Skill permanently. If the warrior loses sight in both eyes he must retire from adventuring.

### 8 DEAFENED

The warrior has been deafened in one ear. He suffers -1 Initiative permanently. If the warrior loses hearing in both ears he must retire from adventuring.



## 9 BROKEN ANKLE

The warrior has suffered a bone fracture to the leg.  
The Warrior is at -1 Movement permanently.

## 10 BROKEN WRIST

The warrior has suffered a bone fracture to the forearm.  
The Warrior is at -1 Strength permanently.

## 11 BROKEN RIB

The warrior has suffered a bone fracture to one of his ribs.  
The Warrior is at -1 Toughness permanently.

## 12 LACERATION

The Warriors face has been cut open from brow to chin.  
Roll a further 1D6:

- |      |  |
|------|--|
| 1-3. | The Warrior loses 1D3 Wounds permanently.  |
| 4-6. | The laceration leaves an impressively horrific scar. Add +1 to all Stock dice when purchasing at a Settlement. |



# • MENTAL INJURY •

- the Warrior's final Wounds have been inflicted by a magical spell, magical trap or any curse.

- the Warrior's final Wounds have been caused by any form of poison, toxic gas or radiation.

If so, roll 1D6 on the following table;

## 1 COMA

The Warriors limp body falls to the floor unconscious. He cannot be restored to life by anything, apart from some form of magical resurrection such as Divine Intervention or an item such as a Soulstone. Without any form of resurrection, the Warrior will pass on to the next life.

## 2 FRENZY

The Warrior's severe head injuries make him uncontrollable in combat. When rolling to hit any Monster, on a roll of 1 the Warrior will instead attack the nearest friendly Warrior at random (if possible, within range of his current missile or melee weapon).

## 3 HALLUCINATIONS

The Warrior suffers extreme hallucinations and begins to think his visions are real. At the start of each turn, if the Power Dice rolled is a 6, the Warrior starts speaking to the nearest wall and loses all attacks that turn.

## 4 STUPIDITY

The warrior has something knocked loose inside his skull. He now suffers from Stupidity. At the start of each turn, roll 1D6. On a roll of 1, the Warrior stands with a blank stare and may do nothing this turn.

## 5 LOST SOUL

The Warrior feels much weaker than before. If the Warrior is a Wizard or Priest all Power or Blessing rolls are at -1 permanently. If the Warrior is of a different type, he loses -1 Initiative permanently.

## 6 FEARLESS

Life flashes before your Warrior's eyes, but this only intensifies his determination. The Warrior no longer suffers penalties from Fear.

• SETTLEMENTS •

During Settlement visits the BTGM rules are very similar to those in the Roleplay Book, with the exception of where the Warriors can visit. The original rules for Stock rolls, Living Expenses, Levelling Up and Settlement or Catastrophic events remain the same as before.

Special Locations

Due to having already discovered all available locations when the Warriors have first arrived, there is no need to roll to discover Special Locations. However, the original rules for only being able to visit a Special Location once per Settlement still apply. To see which locations are classed as Special, check their Card for an 'S'.

• SETTLEMENT CARDS •

Once at a Settlement you must draw a number of Settlement Cards to determine which locations can be visited during the Warrior's stay. The locations picked will remain the same until the Warriors leave (and have travelled to another Settlement or Dungeon). Draw the following amount of Settlement Cards depending on which sized Settlement the Warriors are staying at:

Village
3 x Market Square Locations
2 x Merchant Quarter Locations
1 x Arcane District Locations

Town
3 x Market Square Locations
4 x Merchant Quarter Locations
5 x Arcane District Locations

City
4 x Market Square Locations
5 x Merchant Quarter Locations
6 x Arcane District Locations

Settlement Card Packs

In the Roleplay book, for your Warrior to discover a Special Location a 7 or more on 2D6 was required in a town, and 7 or more on 3D6 in a city. That's roughly a 60% chance in a town and 90% in a city.

When playing BTGM and drawing your Settlement Locations, it is crucial that you include a specific amount of cards in each pack. This ensures that the chances to find certain places are kept in ratio to how large the settlement is. Remember, you will most likely have to include locations for character expansions that are not present - but these are still required.

There should always be 5 Market Square cards to draw from.

There should always be 8 Merchant Quarter cards to draw from.

There should always be 8 Arcane District cards to draw from.

Although this makes it slightly harder to find Special Locations (although there's now a possibility to find one at a Village), Settlements become more accessible for new players and more exciting for old veterans. Here's the maths if you're interested:

City:	Town:	Village:
Arcane: 6 / 8 (75%)	Arcane: 5 / 8 (62.5%)	Arcane: 1 / 8 (12.5%)
Merchant: 5 / 8 (62.5%)	Merchant: 4 / 8 (50%)	Merchant: 2 / 8 (25%)
Market: 4 / 5 (80%)	Market: 3 / 5 (60%)	Market: 3 / 5 (60%)

