

# Warhammer Quest

## DUNGEON ADVENTURES IN THE WARHAMMER WORLD

# CREATURES OF DARKNESS

By Ian Pickstock

**The caverns and dungeons below the Warhammer World are treacherous places. Courageous Warriors battle against evil, questing for lost treasures through the unending danger of bloodthirsty monsters and vicious traps.**

### WARHAMMER QUEST

Warhammer Quest is a huge game with endless opportunities for exciting combat and challenging adventure. Included in the Warhammer Quest box is the mammoth Roleplay book which expands your games in a number of ways. These expansions range from building up your character from a mere novice to a full blown battle-lord, to playing a world-spanning epic covering many months of adventuring and all organised by a Gamesmaster. However, I have to say that my favourite way of playing Warhammer Quest is to simply open the box and play a game. This requires no preparation, just get three strong and trusty companions and you're all set to go!



This type of Warhammer Quest game is generated entirely by cards. These contain all the Monsters' details and special rules to describe each encounter. The treasure gained for killing these fearsome foes is also on cards, so that when a Warrior wins a piece of treasure, any special rules are to hand. Each Treasure card represents a great magic item that the Warriors can obtain by killing Monsters and progressing deeper into the dungeon. Once players are familiar with the game rules, they need look very little up in the Warhammer Quest Rulebook. This creates a fast-paced and furious game, matching the heroic action taking place deep beneath the surface of the Warhammer World.

Since the release of Warhammer Quest, four new sets of cards have been added to the range, which increases the scope of your adventures. Three of these decks are packed full of new treasure items which are really easy to use – you simply add them to your existing deck and play your games as before. Now the Warriors will be able to battle for immensely powerful magic items such as the awesomely destructive *Hammer of Sigmar* and the deadly accurate *Bow of Loren*.

The fourth of these new packs is the blank Event card deck which contains 17 Monster and 4 Encounter Event cards. These allow you to fill in the details of your favourite Warhammer creatures, and to create new challenges for your brave Warriors. They can then be shuffled into your original Event cards, where they will look no different. Alternatively, if you write enough, you could make a whole new Event deck! If you have lots of Chaos, Skaven, or any other Citadel Miniatures you want to use in your games of Warhammer Quest then the blank Event deck is just what you need.





## PICKING MONSTERS

When you're writing new Event cards, your first task is to decide which Monsters to include. Naturally, this will depend on what is in your collection. For instance, you may have your own Warhammer army or perhaps you have just a few favourite miniatures that you would like to use in a Warhammer Quest games.



With Warhammer Armies – Dark Elves just out, I thought I'd use some of the new Dark Elf miniatures in a Warhammer Quest adventure. I've enjoyed playing several games of Warhammer with and against this cruel race, but what I really wanted to do was include them in the Warhammer Quest adventures that we have been running here at the Studio. I therefore decided to make my own Dark Elf cards using a blank Event pack. One set would be more than enough to make an entire Dark Elf deck that I could use to fight adventures deep under Naggaroth. However, I haven't got many Dark Elf models painted up yet, so I opted to make some Monster Event cards for the figures I had, and a couple of special Dark Elf encounters that could befall the Warriors. These could then be mixed with some of my existing cards, creating a dungeon filled with Orcs and Goblins, led by those evil Dark Elves.

**Type:** Write the name of your monster here.

**No.:** Write how many monsters are placed when the card is drawn. e.g. 1, 1D6, 1D6+6, 2D6 etc.

**Profile:** The Monster's stats are written here. These are used to determine how the monster performs in combat.

**Combat Table:** Look up the monster's WS on the chart on page 32 of the rulebook to fill in the Combat Table.

**Special Rules:** These can be taken from the Bestiary or you can invent your own.

**Gold:** The gold gained for killing the monster.

The card template includes the following fields:

- Type:** A line for writing the monster's name.
- No.:** A line for writing the number of monsters.
- Wounds:** A line for writing the number of wounds.
- Move:** A line for writing the movement value.
- Weapon Skill:** A line for writing the weapon skill.
- Ballistic Skill:** A line for writing the ballistic skill.
- Strength:** A line for writing the strength.
- Toughness:** A line for writing the toughness.
- Initiative:** A line for writing the initiative.
- Attacks:** A line for writing the number of attacks.
- Armour:** A line for writing the armour value.
- Opponent's WS:** A row of boxes for writing the opponent's weapon skill.
- To Hit:** A row of boxes for writing the hit chance.
- Special Rules:** A large area for writing special rules.
- Gold:** A line for writing the gold gained.

## WRITING THE CARDS

When you have decided which Monsters you want to use, all that remains is to write their details on the cards. I have decided to use Dark Elves, but you may have chosen to use your collection of Undead, Chaos or whatever, it's entirely up to you. However, no matter what Monsters you are adding, there are four basic elements to consider:

### Gold

Working out the value of Monsters is really simple. The Gold value of a creature is simply its Warhammer points value multiplied by ten. All you have to do is consult the army list of the Monster and do your sums!

### The Profile

This is the Monster's Movement, Strength, Attacks, etc. These are in the Warhammer Quest Roleplay book, or converted from the profiles in the bestiary section of any Warhammer Armies book. Converting these from Warhammer is really easy. As Warhammer Quest uses the same profiles, just copy them onto your cards! There are, however, a couple of changes between Warhammer and Warhammer Quest profiles which you should take into account when designing your Monster.

In Warhammer Quest, Ballistic Skill is the number a Monster needs to equal or beat on a D6 to hit its target, instead of a value that has to be looked up on a chart. So, to get a Monster's BS in Warhammer Quest, look up what it needs to hit on the Warhammer quick reference table and note this down on the Event card. For instance a Dark Elf has BS of 4, which means it hits its target on a 3+. This means that in Warhammer Quest a Dark Elf has BS of 3+.

The other change is the number of Wounds a Monster can suffer before it is finished off. A Monster that may only have one Wound in Warhammer can have more Wounds in Warhammer Quest! There isn't any special way to work out how many Wounds your Monster has, you can just adjust it to your liking, depending on how long you want your monsters to survive. Small Monsters like Goblins can be seen off with a single blow, while Orcs need to be more enduring. Generally, if your Monsters are good fighters, there won't be many of them attacking the Warriors, so you'll want them to survive for a turn or two more.

### Special Rules

Special rules cover any special skills or weapons the Monster has. For example, Snotlings gang up on a single Warrior because they are small, Assassins ambush the party, and Rats can make a deathleap attack.

### Quantity

The final element is how many of your Monster turn up when the card is drawn. This is probably the most important element as it achieves balance in the game. If your Monsters are very good, then they will probably overwhelm the Warriors quickly if

there are too many of them. The key is to make each event so that it provides a challenge for the party, but by using the correct tactics and a bit of luck, the Warriors can prevail.

## MONSTER CARDS

I've made my own Dark Elf cards which I use in my Warhammer Quest adventures. If you take a look at the examples at the bottom of the page you can see how I filled in my blank Event cards. Before going any further, I would suggest that you write on your cards in pencil, until you are satisfied that the rules you have invented work. When you are completely sure about your Monsters, you should write them in permanently with a ball-point pen. Don't use a felt or fibre tip pen or your painstakingly created Event card may smudge!

The first few cards in my Dark Elf Event pack were really easy as the rules for Dark Elf Warriors, Witch Elves and the Naggaroth Black Guard are in the Bestiary section of the Warhammer Quest Roleplay book. With these Dark Elf troops on Event cards I wouldn't have to look through the Roleplay book every time the Dark Elves were generated. It was only a matter of a few minutes to copy the profiles, special rules and their gold values onto three of my blank cards.

## DARK ELF WARRIORS

These are the basic troops of the Dark Elf army and would also form the most common type of Monster in the dungeons under Naggaroth. Looking at my model collection, I realised that the Dark Elf Warriors would have to lose their crossbows, as my miniatures were not armed with them. Later, when I've painted some Dark Elf Crossbowmen, I'll add a special rule for their deadly repeater crossbows!



A Dark Elf Warrior, a Witch Elf and a Black Guard of Naggaroth are just a few of the exciting new models in the Citadel Miniatures Dark Elf range. Using blank Event cards, you can pit your Warriors against these evil foes in your games of Warhammer Quest.



**M** Type: *Witch Elves*  
No.: *1D6*

Wounds: *11*  
Move: *5*  
Weapon Skill: *4*  
Ballistic Skill: *3*  
Strength: *3*  
Toughness: *3*  
Initiative: *6*  
Attacks: *1*  
Armour: *-*

Opponent's WS	1	2	3	4	5	6	7	8	9
To Hit	2	2	3	4	4	4	4	4	5

Special Rules *FRENZY*: At the start of each combat roll a D6 for each Witch Elf. On a roll of a 4+ she gets double attack.

*HATE ELVES*: When a Witch Elf fights against an Elf, the Witch Elf gets an extra attack but such to his fury that all her attacks suffer a -1 to hit penalty.

VALUE *140*

**M** Type: *Naggaroth Black Guards*  
No.: *1D6*

Wounds: *6*  
Move: *5*  
Weapon Skill: *5*  
Ballistic Skill: *5*  
Strength: *3*  
Toughness: *4*  
Initiative: *3(5)*  
Attacks: *7*  
Armour: *2*

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	2	2	3	3	4	4	4	4	4	4

Special Rules *HATE ELVES*: When a Dark Elf fights against an Elf, the Dark Elf gets an extra attack but such to his fury that all his attacks suffer a -1 to hit penalty.

*FIGHT IN RANKS*: Black Guard are armed with halberds so they may attack the enemy from up to two squares away.

VALUE *150*

**M** Type: *Dark Elf Warriors*  
No.: *1D6-3*

Wounds: *6*  
Move: *5*  
Weapon Skill: *4*  
Ballistic Skill: *3*  
Strength: *3*  
Toughness: *3(4)*  
Initiative: *6*  
Attacks: *1*  
Armour: *1*

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	2	3	3	4	4	4	4	4	5	5

Special Rules *DODGE*: When a Dark Elf is hit roll a D6. On a roll of a 6 the Dark Elf dodges and the hit misses.

*HATE ELVES*: When a Dark Elf fights against an Elf, the Dark Elf gets an extra attack but such to his fury that all his attacks suffer a -1 to hit penalty.

VALUE *130*

The cards shown above are the finished versions. All of the rules are from the Warhammer Quest Roleplay book, but I still played a couple of games to determine how good they are and how many models would be placed when each card was drawn.





The Black Ark Corsair is one of the new troop-types from Warhammer Armies – Dark Elves. With blank Event cards you can add many deadly monsters to your games.

**M** Type: *Black Ark Corsairs*  
No.: *1D6+3*

Wounds: *6*  
Move: *5*  
Weapon Skill: *4*  
Ballistic Skill: *3*  
Strength: *3*  
Toughness: *3(4)*  
Initiative: *6*  
Attacks: *1*  
Armour: *1*

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	2	3	3	4	4	4	4	4	5	5

**Special Rules**

*DODGE:* When a Dark Elf is hit roll a D6. On a roll of a 6 the Dark Elf dodges and the hit misses.

*WITCH ELVES:* When a Dark Elf fights against an Elf, the Dark Elf gets an extra attack but each of his attacks suffers a -1 to hit penalty.

*DRAGON CLOAKS:* When rolling to wound a Character, any dice that roll a 1 or 2 are ignored. They are considered to have been deflected.

VALUE 120

M

## BLACK ARK CORSAIRS

Warhammer Armies – Dark Elves is packed full of all sorts of interesting new troop types. My favourites are the excellent Black Ark Corsairs, so I decided that they would be the first ones I'd take out of the army book. These grim fighters were a little more difficult to work out than the previous three, but I persevered and I think that they came out really well in the end.

I especially like the Corsairs' background and imagery. Each of the deadly Dark Elf Black Arks carries a regiment of Corsairs. Every Black Ark Corsair is sworn to carry out the orders of the Black Ark's ruler without question. These warrior-knights are utterly loyal to the Lord of the Black Ark, carrying out his every whim, no matter what foul deed or heinous crime it entails. When a Dark Elf fleet reaches the coast of a foreign land, it is the Corsairs that are at the front of the raiding army. The Corsairs move swiftly, favouring light equipment and their Sea Dragon Cloaks to protect them.

The Corsairs have a Warhammer profile that is the same as a standard Dark Elf Warrior, so I stuck with the same profile as the one printed for Dark Elf Warriors in the Warhammer Quest Roleplay book. Also, in Warhammer Armies – Dark Elves, the Black Ark Corsairs are noted as wearing cloaks made from the scales of the mighty Sea Dragons. These cloaks are very flexible and light, allowing the wearer to move swiftly, yet rendering him impervious to anything but the mightiest blow.

The way I decided to tackle this was to penalise the Warriors if they rolled low scores on the damage dice. When a Warrior rolls to damage a Black Ark Corsair, a roll of a one or a two is ignored and does not add to the Warrior's Strength. The blow is considered to have bounced off the thick Dragon Cloaks. However, there is more than one way you can represent troops that have very good armour, special shields or some other protective artefacts. The simplest way is to give the Monster a very high Toughness or points of armour like the Dwarf Warrior. Alternatively, you could give the Monster the Ignore

Pain or Ignore Blow skill (or both!). Full details of these special Monster abilities are on page 82 of the Roleplay book. You can always try new rules in games and if you like them, keep them. If they don't work out just make some modifications and try facing the Monsters again.

This process is called playtesting and it's how we (and you!) test out new rules and game systems. Playtesting can be lots of fun – you get to play loads of games in which your Warriors will get cut to pieces by super-hard Monsters one moment, and be slaying Monsters that are far too weak the next. It is essential that you test out your new rules, as it is very difficult to judge exactly how a new model with special rules will interact with the other elements of the game just by looking at what you've written. Make sure you have a tolerant group of mates, who don't moan all the time and are always willing, even eager, to try out new rules and ideas. Don't listen to Wizards they're the world's biggest whingers!

## QUANTITY

This is a very important part of writing your own Event cards. If your new monsters are really dangerous like Trolls or Vampires, you'll only need a few of them to really challenge the Warriors (or just one for super-tough foes). On the other hand, if you've written the rules for Hobgoblins you'll need at least 7 or more (2D6) for them to present more than just a minor irritation for the Warriors. Your best bet is to consult the monster tables in the Roleplay book. For instance on the Battle-Level 1 Monster table, result 63 indicates that D6+2 Black Guards of Naggaroth turn up. Using this as guide for my own Black Guard card, I wrote down 1D6 Naggaroth Black Guards turn up on my card. The small reduction is because the Monster tables are designed for Warriors that are playing a slightly more advanced game and hence are better equipped. Also, don't forget to consider how many models of each type of Monster you have in your collection! Make sure you can't generate more Monsters than you actually have as this can get very confusing in the middle of an adventure. Of course if you buy more of the same adversary you can always add them to your card.



The Witch Elves and Black Guard are both good monsters that will tax the Warriors' skills so only D6 of these would be needed to give the Warriors an exciting battle. The Dark Elf Warriors and the Black Ark Corsairs were not quite as good as their elite brethren, but are still better than Orcs and Skaven, so D6+3 of these would confront the Warriors when their card was drawn.

## INTO THE UNKNOWN...

So that's what I did with my blank Event cards. Now it's time to gather some hardened Warriors and set off down the nearest uninviting dungeon entrance, to slay evil-doers and discover more hidden treasures...