

## THE BARBARIAN



The land of Norsca lies to the north of the Empire, across the Sea of Claws. It is a bleak realm: a land of frozen fjords and towering snow-capped mountains: of ice, blizzards and freezing winds. This inhospitable expanse of rock and ice is inhabited by the Norse, some of the hardest and most fearsome men in the Known World.

The Horse are violent barbarians who are feared throughout the civilised world. The harsh conditions of their homeland have made them exceptionally tough and fierce, and they enjoy their drink almost as much as a good fight! To prove their valour the Horse warriors hunt the wolves and bears that prowl the icy wastes, and wear their pelts as protection against the cold.

Horse Barbarians are big, muscular, hardy fighters. They make great Warriors and sea-faring adventurers, and their exploits are famous the world over. These barbarous crews, in their dragon-headed longships, have plundered every shore from Araby to the Southlands.

Their love of battle makes the Horsemen excellent companions when venturing into danger. They are stalwart allies, unwilling to flee in even the most dangerous of situations. Their skill and courage in combat are renowned, and their love of plunder often leads them into places not frequented by saner men.

The Barbarian finds himself in the Worlds Edge Mountains, lured partly by the stories of immense treasure hoards, and partly by the opportunity to kill hundreds of Orcs, Goblins and other hideous creatures that he knows will be found in the dungeons deep below the earth.

## THE DWARF

The Dwarfs are an ancient race, and have lived in the Old World for thousands of years. Their cities have always been built beneath the ground. Tunnelled under the rocks and through the mountainsides they formed a vast empire under the earth. Through the centuries the Dwarfs' power grew, and as their tunnels delved ever deeper, the mountains yielded up their most valuable treasures - gold, silver, jewels and precious stones to swell the coffers of the Dwarf kings.

Hundreds of years ago, disaster struck when vast armies of Orcs and Goblins assaulted the Dwarf homeland. City after city fell in desperate battle, and today the Dwarfs retain only a tiny fraction of their great kingdom and the power they held in ages past.

The Dwarfs are a long-lived people and immensely proud. They are very honourable, and never forget a debt they owe to another. They do tend to be bad-tempered, brusque, and intolerant of fools, but these bad points are more than offset by their steadfastness, reliability and loyalty to their companions. Though short, they are immensely strong and resilient, and wield their massive axes with great power and skill.

Dwarfs have long memories, and never forget any wrong they or their family have suffered. They cherish the glorious memories of their past and yearn for the days when their greatest cities will ring again to the sound of Dwarf voices, and the Orcs and Goblins have been driven back to their squalid homes in the Darklands.

All Dwarfs love treasure, especially gold. The Dwarf has joined the rest of the Warriors in the journey back to the lands of his ancestors in search of glory, lost treasures and vengeance. Every Orc killed, and every Goblin sent fleeing into the darkness, is a step towards the deliverance of his ancient birthright.



## -INTRODUCTION-

**Warhammer Quest is the game of adventure in the Warhammer World. You take the part of a heroic Warrior as you set out on the road to immeasurable power and riches. Your adventures will take you deep into the dark dungeons of the Worlds Edge Mountains, down tunnels filled with terror and danger, hopefully to find lost treasure, hoards of gold and lasting fame.**

It is a time of battle and magic, where Wizards and Warriors must fight for survival against implacable foes. It is also an age of adventure, where fame and fabulous wealth lie waiting for those brave enough to seek them.

In Warhammer Quest each player takes the role of a warrior, one of four brave adventurers willing to test their courage in the search for wealth and glory. Each hero comes from a different people. The Barbarian has travelled far from the savage north, a land of bitter cold and ferocious warriors. The Wizard hails from the cities of the Empire, the largest and most important of the realms of men. The Dwarf is drawn by the gold-lust for which his race is famous. Dwarfs are grim and rather abrupt, but they are good fighters and loyal friends who remember debts of gratitude as readily as debts of coin. The Elf comes from the green woods of Loren where his kin spend their days hunting and making merry, protected from evil by the strange magic of their land. Elves are incredibly quick and agile, and they are also the best archers in the world.

The four Warriors are ready to begin their adventures. Like all treasure hunters they are inspired by tales of fabulous riches beneath the Worlds Edge Mountains: dragon hoards, age-old temples crammed with treasures, lost silver mines, and the gold of forgotten tombs.

The bleak mountains are riddled with passageways, stairs, caverns and tunnels leading deep beneath the earth. All these underground passageways are known as dungeons. Many were built by the Dwarfs long ago, before the Goblins attacked and destroyed the oldest and most famous Dwarf holds. The Dwarfs bitterly record the tale of their loss in a weighty tome called the Great Book of Grudges, said to be written in the blood of Dwarf kings.

Not all the dungeons are old Dwarf works. Some are the squalid delvings of Goblins, malicious creatures whose narrow and often unstable tunnels extend throughout the mountains. Deeper still can be found the burrows of the Skaven, vile mutant ratmen whose scratchings undermine the entire world from coast to coast.

In the Warhammer Quest game the players enter a dark and forbidding dungeon. Together they must face the horrific dangers that wait for them. They will be attacked by monsters such as Orcs, Goblins, Skaven and Minotaurs. Other perils lurk in the darkness: scurrying venomous things like spiders, deadly pit traps, and decayed tunnels that cave in at the slightest touch. If they complete their quest the players will be rewarded with gold, treasure and artefacts of magical power. The more gold and treasure you can discover the better... and the player whose warrior amasses the greatest fortune has done best of all!

Warhammer Quest is probably unlike other games you have played. Rather than each player competing against



the others, all the players must co-operate if they are to win. Also, there is no single board. Instead, the different rooms and corridor sections are clipped together to make a dungeon that is different every time you play. The game rules may seem a little complex at first - but don't worry a lot of the rules are designed to extend the game and are not vital to begin with. The actual game rules you need to play are in this book or printed on the various cards. The hugely thick Role-play Book is all extra and alternative material that introduces you to a whole new hobby of role-playing Warhammer Quest.

Warhammer Quest is a game but it is also a hobby. The contents of this box provide you with enough to play, including four different warriors and a large selection of monsters. Whilst this will undoubtedly keep you busy for a good while, you will be happy to know that there is an exciting range of extra models, special adventures, and accessories. You can obtain new types of Warrior models together with the rules needed to play them. There are special adventure packs with new dungeon rooms, new monsters and new cards. You can also purchase card packs of treasure separately. In addition, there is the whole Citadel Miniatures range of Warhammer models and Citadel Colour paints and hobby tools!

If you would like to know more about Games Workshop's range of games and models why not drop into your local Games Workshop store or stockist. Our shop staff will be pleased to demonstrate the various games, explain how the different rules work, and chat about any aspect of modelling and gaming. If you would like more information please send a stamped self-addressed envelope to:

UK: Games Workshop, Chewton St., Hilltop, Eastwood, Notts NG16 3HY.

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

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

# -THE WARHAMMER QUEST BOX-

The Warhammer Quest box contains all you need to play the game - lots of Citadel miniatures, full-colour card counters, board sections, card decks, dice and books.

## CITADEL MINIATURES

Warhammer Quest contains the following Citadel miniatures:

4 Warrior models: Barbarian, Dwarf, Elf and Wizard  
 6 Orc Warrior models  
 6 Orc Archer models  
 6 Goblin Spearmen models  
 6 Night Goblin Archer models  
 12 Skaven models  
 3 Minotaur models  
 12 Giant Spider models  
 12 Giant Bat models  
 12 Giant Rat models  
 12 Snotling models  
 10 Dungeon Doorways

All of the Warhammer Quest miniatures are supplied on plastic sprues. Before assembling them carefully remove each model from its sprue using either a craft knife, snips, or an old pair of nail clippers. Do not twist or pull the pieces to detach them, as they might break. Any scars or marks left on the models may be gently cleaned off with a craft knife or small file.

### Warriors, Goblins and Skaven

These models are designed to fit into the open diagonal slots in the 20mm square slottabases. We recommend that they are glued into the slottabases using a suitable adhesive such as polystyrene cement or superglue.

If you wish, a model may be positioned on its slottabase without using the slots, facing forwards for example. To do

this, remove the model's tag with a pair of snips and glue its feet directly to the slottabase.

If you are an inexperienced modeller please remember that craft knives and other modelling tools must be handled with care. Before making any cut always rest the model directly on a hard surface, and then cut downward onto the table and away from yourself.

### Orcs

The Orcs are designed to fit into the larger, 25mm square slottabases. They can be attached to their slottabases in the same way as Warriors, Goblins and Skaven.

### Minotaurs

Minotaur models have an integral base, and therefore do not need to be mounted onto slottabases.

### Dungeon Doorways

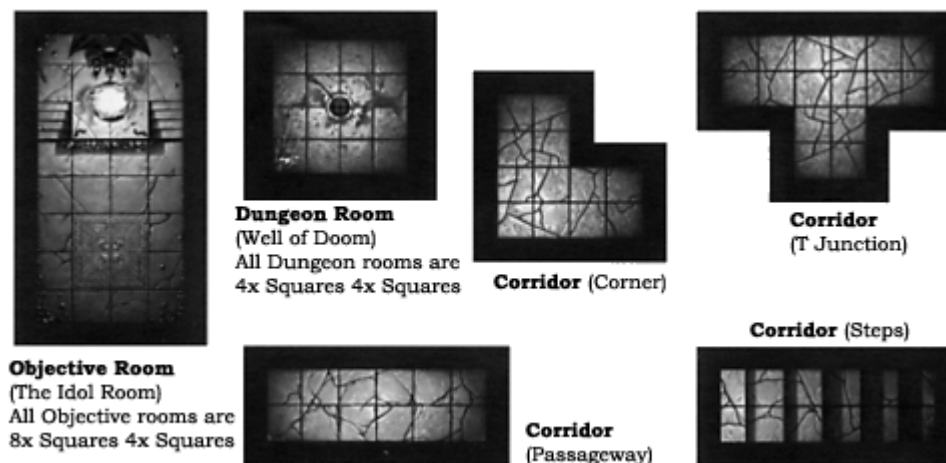
The ten dungeon doorways are used to clip together the board sections and create the dungeon.

## BOARD SECTIONS

Unlike conventional board games, where the board is the same every time, the Warhammer Quest board is made up of separate pieces that can be arranged in hundreds of different ways. In other words, every dungeon that the Warriors explore will be new and exciting.

There are three different types of board sections: dungeon rooms, objective rooms and corridors.

The differences between the three types of board sections, and how each is used, are explained in more detail in the rules.



## -WARHAMMER QUEST MONSTERS-



*Orc Warrior*



*Orc Archer*

Orcs are brutal, green-skinned creatures that live in the wastelands and mountains of the Warhammer World. They are slightly taller than men, as well as being broad and very well-muscled. Their physical prowess is not matched by their intellect however, as Orcs are not very intelligent, though they do have a certain low cunning. They are warlike and aggressive creatures, and their size and strength make them excellent fighters.

Goblins are smaller relatives of the Orcs, and the two races often co-operate with each other. Though not as strong as Orcs, Goblins are more intelligent, and less inclined to squabble among themselves. Goblins dislike the sunlight, and tend to live in squalid tunnels and caves burrowed under the hills and mountains..



*Goblin Spearman*



*Night Goblin Archer*

Night Goblins live in the caves and tunnels beneath the Worlds Edge Mountains. They have grown so accustomed to living in the dark that when they venture above ground they have to shield themselves from the sunlight by wearing hooded cloaks.

Giant spiders are a common danger in the lost places under the ground. They leap out of the shadows onto their prey, biting them with their venomous fangs then immobilising them with their sticky webs.



Snotlings are the tiniest of the green-skinned races. They have only a rudimentary intelligence, but can wield simple weapons such as wooden clubs. Snotlings are cowardly creatures, and attack in large packs to try and bring down their foes by sheer force of numbers.



Skaven are foul mutant ratmen, who can walk on their hind legs in the manner of men. They are highly intelligent, but utterly evil. Skaven continually plot to bring about the destruction of human civilisation. They live underground, and their foul tunnels traverse the length and breadth of the Old World.



*Skaven Warrior*



Giant rats, swollen with disease, prowl the empty tunnels and abandoned passageways in large packs. Maddened by hunger, they throw themselves at their prey in a frenzy of snapping teeth and slashing claws.

Flocks of giant bats huddle on the roofs of musty caves, waiting for a chance to swoop down onto their prey. The sound of their high-pitched chittering and flap of their heavy leathery wings strike terror into their victims.



*Giant Bat*

Minotaurs are huge, bestial creatures that live in the wildest places of the Warhammer World. They are immensely

strong, and can inflict terrible wounds with their massive axes. Minotaurs are not very bright, but they are incredibly savage and attack ferociously in combat. A single Minotaur is a dangerous opponent, but they sometimes hunt in groups of two or three!





River Troll

## CARD DECKS

Warhammer Quest comes with three different packs of cards: Dungeon cards, Event cards and Treasure cards. (Note however, that for manufacturing reasons the cards are supplied in two packs in the box - the Dungeon pack is split across the two packs and must be separated out before you play.)

We'll explain how to use these cards later.



## SPELL CARDS

The Wizard character in the Warhammer Quest game has the ability to cast magic spells. These are represented by cards which are held by the Wizard player. Full details of Spell cards and the Wizard character are given in the Spellcasting section.



## DICE

Warhammer Quest comes with a number of six-sided dice in two different sizes. The larger dice are used extensively in the game to resolve combat, and wherever a dice roll is required. The smaller coloured dice are not rolled but are placed next to models or on record sheets to keep track of various game details. For example, a small dice is placed by a Monster to show how many Wounds it has left during combat. As the two kinds of dice are a different size and colour there is no danger of confusing them while you play.



For convenience, especially on cards and tables where space is limited, we refer to six-sided dice as D6.

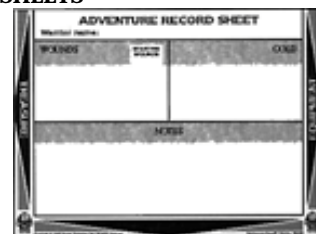
If the text tells you to roll 2D6 it is instructing you to roll two dice and add the scores together, to get a number from 2 to 12. In the same way, 3D6 is three dice added together, 4D6 is four dice added together, and so on.

Similarly, if the text tells you to roll 2D6+3 roll two dice, add the scores together, and then add 3 to the result. This gives you a number from 5 to 15. Other dice and modifier combinations are treated the same way.

If the text tells you to roll 1D3 it simply means that you should use a D6 to randomise a number from 1 to 3. If you roll a 1 or a 2 take the result as a 1, a 3 or a 4 becomes a 2, and a 5 or a 6 becomes a 3. Effectively, you are rolling 1D6, halving the result and rounding the number up.

## ADVENTURE RECORD SHEETS

In the Warhammer Quest box you will find a pad of 50 Adventure Record sheets. You can use these while you play to record details of your character, such as how much gold he has collected.



## RULE BOOK

This is the Warhammer Quest Rule Book, and contains all the rules you need to play Warhammer Quest.

### ADVENTURE BOOK

The Adventure Book contains 30 complete Warhammer Quest adventures for you to play.

At the back of the Adventure Book you will find a useful playsheet which summarises the most important rules of the game. After a while you will be able to play Warhammer Quest using just the playsheet rather than the Rule Book, although you will find it necessary to consult the Rule Book occasionally for more detailed rules or for a full explanation.

### ROLEPLAY BOOK

The Role-play Book develops the Warhammer Quest rules and has lots of new things for your Warriors to do. You can use as few or as many of these extra rules as you like, and you don't have to use any if you don't want to. However, you'll certainly want to wait until you've learned the rules in this rulebook first. For now, leave the Role-play Book in the box until you have played a few games in full.

Note that some of the counters in the box are used with special rules from the Role-play Book, so you won't need them for the moment.

#### Equipment Cards



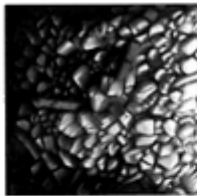
### CARD MARKERS AND COUNTERS

Warhammer Quest comes with a large number of special tokens, markers and counters. These are used to determine the effects of various spells, mark locations, and keep track of various details during the game. They are explained more fully in the relevant sections of the rules.

The counters and markers you'll need straight away are shown below. *Warrior Cards*

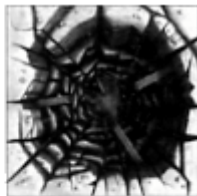


#### Warrior Counters



#### Cave in Marker

This marker is used to show where a cave-in has occurred in the dungeon.



#### Pit of Despair Marker

The Pit of Despair is a spell the Wizard can cast. This marker is used to show the area of the magic pit that the spell creates.



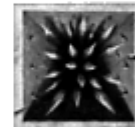
#### Webbed Counter

These counters are used when the Warriors are attacked by Giant Spiders. Place one next to any Warrior caught in it.



#### Portcullis Marker

This marker will fit into a Dungeon Doorway to show where a portcullis has fallen.



#### Pit Marker

Used to show the location of a pit.



#### Power Token

Used by the Wizard when he is casting spells.

**WHAT ELSE YOU'LL NEED**

To play Warhammer Quest you will also need two or more players - preferably four and a firm, level surface such as a tabletop or area of floor. The kitchen table will do just fine.

A grey or black blanket or heavy cloth draped over the table or spread across the floor makes an ideal surface to play Warhammer Quest, as it makes the board sections really stand out. Finally, you will need some pens or pencils and paper to make notes as the game progresses.

**PAINTING YOUR MODELS**

You can use the plastic miniatures that come in the box just as they are, although many people like to paint them. Painting models is easy and great fun, and it really brings a game of Warhammer Quest to life!

**Citadel Paints and Brushes**

Citadel Miniatures make a wide range of paints and brushes specially designed for metal and plastic miniatures. These can be purchased from all Games Workshop stores, or direct from Games Workshop Mail Order.

Games Workshop stores also run regular painting and gaming clinics where you can go along and learn how to paint your Warhammer Quest miniatures, meet other Warhammer Quest players, or simply chat with the staff about Games Workshop games.

Game Workshop publish a monthly magazine called White Dwarf, which contains regular articles on playing and painting miniatures for Warhammer Quest and other Games Workshop games. White Dwarf is available from all Games Workshop stores, most newsagents, and through Games Workshop's mail order service.

**-WARHAMMER QUEST CONTENTS-**

4 Warrior models: Barbarian, Dwarf, Elf and Wizard	17 Blank Event Cards
6 Orc Warrior models	15 Spell Cards
6 Orc Archer models	4 Warrior Cards
6 Goblin Spearmen models	4 Battle-level Cards
6 Night Goblin Archer models	4 Equipment Cards
12 Skaven models	4 Warrior Counters
3 Minotaur models	6 Dungeon Rooms
12 Giant Spider models	5 Objective Rooms
12 Giant Bat models	7 Corridors
12 Giant Rat models	1 Steps
12 Snotling models	3 T-junctions
10 Dungeon Doorways	1 Corner
32 Page Rule Book	1 Portcullis Marker
16 Page Adventure Book	1 Cave-in Marker
192 Page Role-play Book	3 Pit of Despair Markers
1 How to Play sheet	6 Webbed Counters
50 Page Adventure Record Pad	15 Power Tokens
19 Event Cards	10 Luck Counters
23 Dungeon Cards	8 Scenery Markers
30 Treasure Cards	6 Large Dice & 12 Small Dice



*It had seemed a safe bet at the time harmless wager that might actually earn them some money. But it must have been the ale talking that night in the Drum And Monkey tavern in Altdorf. They had been full of bravado then, all of them, and had bravely accepted the: stranger's quest, just as they had accepted the free drinks all night. All they had to do was track down-a warband of Orcs who had stolen his magical amulet, and return it to him in Altdorf. He'd go himself, the stranger said, but he had ether, more pressing tasks. And the generous down payment in hard coinage had been a sound argument for accepting the challenge.*

*But that was weeks ago, before the trail of the Orcs had gone cold, and the cutting winds and endless rainstorms of the Worlds Edge Mountains had chilled the Warriors to the bone. In this inhospitable region the air was forever damp, and everything was soaked by the incessant fine drizzle.*

*When Galahern the Elf had spotted the black slash of the cave mouth in the mountain side, the Warriors*

*were overjoyed at the thought of at least escaping the rain for a while.*

*As they trudged towards the cave, stamping their way through the sodden bracken, Wilhelm Xavier, the Wizard of the parry, pointed out the unmistakable marks of iron-shed Ore feet leading into the gaping maw. He raised his fingers and muttered a strange invocation. Within moments the footfalls of the Warriors became muffled and quiet as his magic worked its spell.*

*Thus silenced, the four Warriors approached the cave, Galahern hanging back with an arrow notched to his bow, Kragan the Barbarian unsheathed his mighty sword and stepped into the opening, sniffing the air for the tell-tale scent of Ores. The dying embers of a fire still glowed in the fissure, revealing a single stout door, nearly concealed by animal skins hung from the far wall. The door was locked, an Orc Rune of Warning branded into the ancient wood. Grumli Grunnson, the Dwarf Warrior, ignored the foul sign and had the lock open in a few seconds...*



## -THE WARRIORS-

Each character in the Warhammer Quest game has his own unique skills. Some, such as the Barbarian and Dwarf, are best suited to the frenzy of hand-to-hand combat. Others, such as the Elf and Wizard, are better suited to standing off from the thick of the fighting and using arrows or spells. To succeed in their adventure the Warriors must work together as a team.

In Warhammer Quest each player takes the role of one of the Warriors - the Barbarian, the Dwarf, the Elf or the Wizard. The Warriors' different abilities and skills are represented in the game by eight different characteristics. These are numerical values that show how fast the individual is, how strong, how tough and so forth. Each characteristic is measured on a scale of 1 to 10. If a Warrior is very strong he will have a high Strength characteristic value, if he is very tough, he will have a high Toughness characteristic value, and so on.

The eight characteristics are: Wounds, Movement, Weapon Skill, Ballistic Skill, Strength, Toughness, Initiative and Attacks. Taken together, these characteristic values are called the Warrior's profile.

### WOUNDS (W)

This characteristic shows how much damage a Warrior can take before being killed, and therefore knocked out of the game. Unlike the other characteristics, a Warrior can have more than 10 Wounds (the average number of Wounds a Warrior has at the start of the game is 11). During play, your Warrior will lose Wounds as he fights Monsters, falls victim to traps, or suffers from poison or other perils.



### MOVEMENT (M)

This shows how far a Warrior may move in one turn of the game. The higher his Movement value the further he can move.

### WEAPON SKILL (WS)

This is a measure of a Warrior's prowess in hand-to-hand fighting. The



higher a Warrior's Weapon Skill, the easier it is for him to land blows on his opponents.

### BALLISTIC SKILL (BS)

This shows how good a shot the Warrior is with bows and other similar weapons.

### STRENGTH (S)

This shows how strong the Warrior is. The stronger the individual, the more powerful his blows, and the more likely he is to wound his opponents.

### TOUGHNESS (T)

This characteristic shows how tough the Warrior is. The tougher the Warrior is, the more difficult it is for his opponents to inflict wounds on him, and the easier it is for him to withstand an enemy's blows.

### INITIATIVE (I)

The Initiative characteristic shows how quickly a Warrior can react to danger. A Warrior's Initiative determines when he takes his turn in the game.

### ATTACKS (A)

This characteristic shows how many times a Warrior can strike his opponent each turn. Our Warriors have only one attack per turn, but some Monsters have more. The more Attacks a creature has, the more dangerous it is to fight, as you will soon discover.



## -WARRIOR CARDS-

Each Warrior's profile is printed on a Warrior card. The card lists all of his characteristics, and also indicates any special rules that apply to the Warrior, along with his equipment and armour. On the back of each card there is a description of the Warrior which tells you more about him.

The Warrior card for the Barbarian is shown below. You will notice that his profile is given at the top left hand side. Some of the values may seem a little confusing right now, but don't worry, we'll explain what they mean soon.



### Profile

The Warrior's profile.

### Equipment

Shows the item of equipment carried by the Warrior.

### Weapon

Indicates the weapon carried by the Warrior.

### Armour

Armour protects the Warrior in combat.

### Combat Table

Shows the score required by the Warrior to hit an enemy he is fighting. Look up the enemy's Weapon Skill (WS) on the top row – the number beneath is the score you need to strike a hit.

BARBARIAN	
Wounds:	1D6+9
Move:	4
Weapon Skill:	3
Ballistic Skill:	5+
Strength:	4
Toughness:	3 (4)
Initiative:	3
Attacks:	1 (+1)

● Equipment: Lantern.  
 ● Weapon: Sword, causing 1D6+4 Wounds.  
 ● Armour: Thick furs, giving him +1 Toughness.  
 Pinning: Breaks from pinning on a roll of 6+.

**Special Rules**  
 Each turn, before he fights, there is a chance the Barbarian may go berserk. Roll a dice and add +1 to the score for every slain Monster model on his Adventure Record sheet. If his total score is 6 or more, the Barbarian goes berserk until the combat is over. While berserk, he gets 1 extra attack every turn.  
 However, if he rolls a 1, then regardless of how many Monsters he has on his Adventure Record sheet, disaster strikes! The Barbarian is so maddened with bloodlust that all he does this turn is slash wildly about him, causing 1 Wound on every adjacent Warrior (no modifiers).

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

### Picture

A portrait of the Warrior in all his glory, ready to enter the dungeon and do battle.

### Pinning

This indicates how easily the Warrior can escape from his enemies.

### Special Rules

Any special rules that apply to this Warrior.

### Adventure

#### Record Sheet

Used to keep track of the Warrior's Wounds, the amount of gold and treasures he has, etc

ADVENTURE RECORD SHEET		
Warrior name:		
WOUNDS	STARTING WOUNDS	

## -ADVENTURE RECORD-

When you play a game of Warhammer Quest, you will need to use one of the Adventure Record sheets as well as the Warrior card for your Warrior. The Adventure Record is used to keep track of how much gold you have collected, how many Wounds your Warrior has suffered, and other details, as will be explained later.

## -EQUIPMENT-

Each Warrior starts the game with a different piece of equipment. The Barbarian has a lantern, the Dwarf carries a rope, the Elf has a magic potion, and the Wizard has a magic scroll which enables him to cast a powerful spell. These items are represented by Equipment cards. During play, the appropriate card is placed by the side of each Warrior's Adventure Record. Each Equipment card contains all the special rules for that piece of equipment.

## -STARTING THE GAME-

**Most board games have a set objective that is the same every time you play, with one player emerging as the winner. This is not the case in Warhammer Quest. Instead, you use the Adventure Book to discover what the Warriors must do to win the game. It may be that you have to rescue a prisoner, kill a vicious Minotaur, or find a long lost treasure.**

Unlike most other games, in Warhammer Quest there is no single winner. Warhammer Quest is a game of teamwork, where all the players must work together to defeat the minions of evil that await them in the dungeons. The whole party of Warriors wins by emerging victorious at the end of the adventure. (Of course, some of you might not make it through... in which case the victory of the others is even more heroic!)

### CHOOSING A WARRIOR

The Warhammer Quest game contains four Warriors: the Barbarian, the Dwarf, the Elf and the Wizard. Each player chooses which Warrior he is going to play. If more than one player wants to play the same Warrior, each roll 1D6 and the player with the highest score chooses first.

Warhammer Quest is best played with four players. However, if there are less than four players available you can enter the dungeon with fewer Warriors. If you manage to escape alive doing this, you are indeed mighty heroes!

Once you have decided who is playing which Warrior, each player takes the appropriate Warrior card, an Adventure Record sheet and the Warrior model.

### STARTING EQUIPMENT

Each Warrior carries a different item of equipment at the start of the game, as shown on his Warrior card. The Barbarian has the lantern, the Dwarf has the rope, the Elf carries the Healing Potion and the Wizard has the Hand of Death scroll. Each player takes the Equipment card for his Warrior, and places it next to his Adventure Record.

### THE LANTERN AND THE LEADER



The most important piece of equipment in the game is the lantern. The Warrior who carries it lights the way for the others, and therefore leads the other Warriors into the depths of the dungeon. It is usual for the Barbarian to carry the lantern.

If three or fewer players are available, then it is possible to play without the

Barbarian. In this case, one of the other Warriors must carry the lantern as well as his own equipment. Either decide among yourselves which player will lead the party, or roll 1D6 and the highest scorer may choose the leader.



Dwarf

### HOW MANY WOUNDS?

The next thing to do is to determine the Wound value for each Warrior. Once established, this value is referred to as the Warrior's Starting Wounds. Each player consults the profile on his Warrior card. The Wounds entry indicates that you should roll a dice and add a number to the score. For example, the Barbarian rolls a dice and adds 9, giving him a potential Starting Wounds total of between 10 and 15.

If you get a 1 you are allowed to roll again, but you must keep the score of your next dice roll even if it is another 1!

Once you have determined your Starting Wounds, write the number in the box marked 'Starting Wounds' on your Adventure Record. The larger box marked 'Wounds' is used to keep track of any wounds suffered during the game. To start with you also write down the Starting Wounds value in this larger box. When your Warrior suffers wounds as a result of fighting, traps, etc, you must reduce the total in the 'Wounds' box accordingly. For example, if your Warrior's Starting Wounds is 14 and he suffers 3 wounds in a fight you have 11 wounds left - so cross out 14 in your Wounds box and write 11 instead. If he suffers a further 5 wounds cross out the 11 and write 6, and so on.

It is possible for Warriors to heal wounds during the game, so your total can go up as well as down. Note, however, that your Starting Wounds value is always the same and your Warrior can never have more Wounds than his Starting Wounds. This is why you keep a separate note of your Starting Wounds on the Adventure Record.

## THE WIZARD

Before the game begins, the Wizard player must select three spells. Split the Spell cards into their three types attack spells, defence spells and healing spells - and shuffle each deck. The Wizard player takes one of each type at random. These are the Wizard's three spells for the game. Put the rest of the spells back in the box.

Each Spell card has a summary of the spell's effects and a casting number. The higher the casting number the harder the spell is to cast. Full details on all the Spell cards and Wizards are given in the Spellcasting section.

### POWER TOKENS

Once he has taken his spells, the Wizard player rolls 1D6 and takes that number of Power Tokens. He may re-roll if he gets a 1, but must stick with the second number he rolls. The Power Tokens are placed on the Wizard's Warrior card in the space provided.

Power Tokens represent an inner magical force that the Wizard can draw upon during the adventure. The more Power Tokens a Wizard has the more certain he can be of casting a spell.

The rules that describe how to cast spells and how to use the Power Tokens are given in the *Spellcasting* section.



## THE DUNGEON

The Warriors are now almost ready to undertake their first adventure. Before they can descend into the depths of the dungeon you must sort out the various dungeon board sections and card decks.

First sort out the board sections into three piles: dungeon rooms, objective rooms and corridors. Dungeon rooms are all 4 squares by 4 squares, while objective rooms are 8 squares by 4 squares. All the other board sections (steps, passageways and junctions) are classed as corridors.

Next sort out the three decks of cards - the Dungeon deck, the Event deck and the Treasure deck. To begin with, take the Dungeon deck and remove the five cards that represent the objective rooms (Fountain of Light, Tomb Chamber, Idol Chamber, Fighting Pit and Firechasm). Now shuffle each deck thoroughly and place each one face down at the side of the table within easy reach.

Finally separate the different model Monsters so that you can easily find them while playing. You are now ready to begin!

## THE ADVENTURE BEGINS

The Warriors are ready to begin their adventure. They will enter the dungeon by means of a hidden passage, cave mouth or secret door. They must explore the sprawling dungeon, fight the Monsters they find, and overcome whatever perils they uncover before they complete their appointed task.

Before the Warriors set foot in the dungeon, you must determine which adventure you will undertake. You will need to refer to the Adventure Book, which contains the instructions for thirty complete adventures. There are six adventures for each of the five objective rooms.

### TO START THE ADVENTURE:

**1** Take the five Objective Room playing cards and shuffle them. Pick one at random and put the rest back in the box. The goal of your adventure lies in the room you have chosen.

**2** Find the section of the Adventure Book that contains the adventures for your objective room. Roll 1D6 to determine which adventure your Warriors will undertake.

For instance, you pick the Fire Chasm objective room card. Turning to the Fire Chasm Adventures section on page 3 of the Adventure Book, you roll a 1, so you will be playing the 'Destroy the Warpstone Icon' adventure.

**3** Shuffle the Dungeon cards and deal out six face down. Now take your chosen Objective Room card and shuffle it in with the six cards you have just dealt. Finally, deal a further six Dungeon cards on top of the seven you already have. You should now have thirteen cards, and your objective lies somewhere among the final seven... but who knows where exactly! The remaining Dungeon cards are NOT used, and may be returned to the box. The thirteen cards, including the objective room, form the Dungeon deck for the adventure.

**4** Turn over the top card from the Dungeon deck. This is the entrance to the dungeon. Place the corresponding board section in the middle of your table or playing area. Now attach the doorways as indicated on the card by clipping them onto it. The doorways' positions are marked in white on the picture of the room on the Dungeon card.

**5** Place the model representing the leader (the Warrior with the lantern) in any square in the entrance board section. Now place the rest of the Warrior models on the board, starting with the Warrior who has the highest Initiative value, and then the next highest, and so on. Each Warrior model can start in any square.

**6** Let the adventure begin!

## -THE SEQUENCE OF PLAY-

During the game the Warriors can search, move, fight, explore, cast spells and even run away from the monsters they find! In the real world this would all happen at once, as swords are drawn, doors are kicked open, bows are fired and spells are cast. In the Warhammer Quest game all these activities take place in a predetermined sequence of play

Warhammer Quest is played in a number of turns. During each turn, the Warriors and the Monsters all get a chance to do certain things, such as moving, fighting, casting spells, and so on.

Each turn is divided into four phases. You must work through the phases in the correct order, and complete each phase before moving onto the next. When all the phases are over the turn is ended, and a new turn begins.

The turn sequence is summarised below. The next few pages deal with each phase in more detail. If you don't understand everything right now don't worry, everything will be explained as we go along.

### 1 POWER PHASE

During this phase the Wizard player determines how much magic power the Wizard has available that turn. He also determines whether any Unexpected Events occur.

### 2-WARRIORS' PHASE

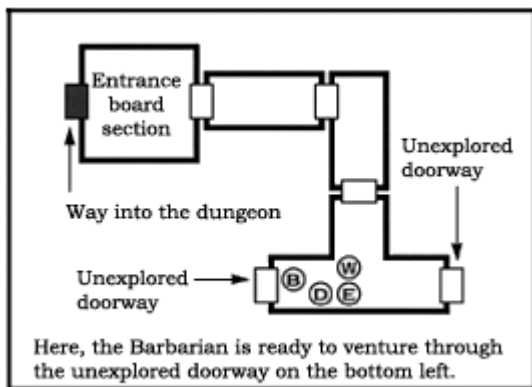
During this phase the Warriors can move, fight Monsters, and prepare to explore further into the dungeon.

### 3-MONSTERS' PHASE

If there are any Monsters on the board they can move and fight during this phase.

### 4 EXPLORATION PHASE

During this phase the Warriors may try to determine what lies beyond an unexplored doorway. Once the Exploration Phase is complete the turn is over.



## EQUIPMENT AND TREASURE

Each of the four Warriors carries an item of equipment: the Lantern, Rope, Healing Potion or Magic Scroll (see *Starting Equipment*, page 11). You don't have to wait until a particular phase to use these, they can be used at any time. For example, if the Dwarf is badly wounded the Elf can use his Healing Potion to heal his companion. The Elf model doesn't need to be next to the Dwarf or even on the same board section, the player simply hands the Equipment card to the Dwarf player who uses it to heal the Dwarf. The rules for each piece of equipment are described on its card.

The Warriors find treasure during the game, and some of this can also be used. For example, your Warriors might discover a magic sword, a potion, or a powerful arcane device. These treasures are represented by Treasure cards. When a Warrior wins a piece of treasure the Treasure card is placed on or next to his Adventure Record sheet. As with the Rope, Healing Potion, etc, you can use these items at any time you wish. Note that some magic devices will only work a limited number of times, whilst other items must be given up when they are used, such as when you drink a potion for example. The rules for these special types of treasure are explained on the cards.

Some treasures represent armour, shields and weapons. These are very useful items which will help you to complete your adventure. A few are magical and these are especially valuable. When you get armour, a shield or weapons your Warrior can use them straight away. He can wear a suit of armour, use a shield, or arm himself with a weapon.

A Warrior cannot give or 'lend' armour or weapons to another Warrior except at the very end of a turn and then only if there are no Monsters on the board. This means you can swap or allow another player to borrow a weapon or armour, but you cannot do so in the middle of a fight.

Note that although a Warrior may have two sets of armour, several shields, and as many weapons as you like, he cannot use them all at once! Any extra items are stowed away in the Warrior's pack. A Warrior who has two or more weapons can choose which he wants to use each turn, but he can only use one weapon during any one turn.

### THE RULE OF 1 AND 6

The rule of 1 and 6 is the most important rule in the game. When making a dice roll, for whatever reason and whatever modifiers apply, a natural roll of 1 always fails and a natural roll of 6 always succeeds.



## -POWER PHASE-

**The Warhammer World is full of monsters, evil sorcerers, great magic treasures, and mighty spells. The dungeon that lies before the adventurers harbours many dangerous foes, and the Warriors will need all their skills to survive.**

During the Power Phase the Wizard player determines how much magic power the Wizard has that turn. At the same time he discovers whether an Unexpected Event occurs.

### WIZARD'S POWER

At the start of the Power Phase, the Wizard player rolls 1D6 to determine his Power level for that turn. Take a small dice and place it on the Wizard's Warrior card, so that the number rolled is shown on the uppermost face. When the Wizard uses his Power to cast spells, the dice is turned round so that it shows the amount of Power he has left.

For details on how the Wizard casts spells see the Spellcasting section.

### UNEXPECTED EVENTS

If the Wizard player scores a 1 when rolling for Power an Unexpected Event occurs. Turn over the top card of the Event Deck and follow the instructions. Sometimes you may find a clue to help you in your quest, although it is more likely you'll meet some Monsters!

If the Event card is a special event (it has an 'E' in the top corners) resolve it immediately, as described on the card.

If the Event card is a group of Monsters (the card has an 'M' in the top corners) the Warriors have been attacked! Look at the card to see how many Monsters there are, take that many miniatures and put them on the board according to the rules for placing Monsters on the next few pages. Keep the Event card handy, as it has some information that you will need when the fighting starts.

If the Wizard player does not roll a 1, then no Unexpected Event happens this turn, so you may go straight to the Warriors' Phase.

Designer's Note: During playtests, the Wizard player seemed to roll so many 1's that this phase quickly became known as the 'Roll a 1 Phase' rather than the Power Phase!



### PLACING MONSTERS

When Monsters attack the Warriors you must decide where to put them on the board. Monsters usually leap upon the Warriors as they move through the dungeon, appearing right next to them with no warning! The first time the Warriors encounter some Monsters the leader places them. The next time Monsters appear the player to his right places them. After that, the player to that player's right places the Monsters, and so on. In this way each player gets a chance to place the Monsters.

When you place the Monsters you can't just put them anywhere you like. That would be far too convenient for the Warriors! The player must obey the One-on-One rule. This rule simply states that a group of Monsters will always be shared equally between the Warriors. Position each model facing the Warrior it is attacking, as this will help later when it comes to working out the combat.

Often the Warriors will be outnumbered by the Monsters, in which case you must share out the Monsters as equally as possible. The diagrams on page 16 show you how to do this.

### WARRIOR COUNTERS



Sometimes there are an odd number of Monsters to be placed, and they cannot be divided equally amongst the Warriors. If this is the case, you can use the Warrior counters to determine which Warriors the spare Monsters will fight.

Place the four Warrior counters in a mug or cup and give them a shake. Without looking, draw one Warrior counter to determine who the Monster attacks. If there is no space next to that particular Warrior, draw another Warrior counter until you find one who still has one or more adjacent empty squares to place the Monster in. Carry on drawing Warrior counters until all the spare Monsters are placed.

If there are no spaces left next to any of the Warriors, and there are still some Monsters to be placed, put them as close to the Warriors as possible on empty spaces on the same or an adjacent board section.

### DIFFERENT MONSTERS

When you are attacked by different kinds of Monsters, you must share the different kinds evenly according to the One-on-One rule. For example, if the Warriors are attacked by four Orcs and four Goblins, then each Warrior must fight one Orc and one Goblin. Use the Warrior counters to decide who is attacked by any odd Monsters.

**BUT THE WARRIORS AREN'T ALL IN THE SAME PLACE...**

Sometimes the Warriors may be split between different board sections when they are attacked by Monsters. In this situation take a Warrior counter to determine where the Monsters appear, and place them in the board section that contains the Warrior whose counter was drawn.

For example: the Elf is by himself in a corridor, and an Unexpected Event results in an attack by some Monsters. You draw the Elf's Warrior counter from the cup, and the Monsters are placed on that board section. All the Monsters will attack the Elf if they can! Only if you run out of room on that board section will the Monsters spill over and attack the other Warriors.

*Note: It is a good idea for the Warriors to stick together on the same board section as this means the Monsters will have to divide their forces to fight all the Warriors.*

**MONSTERS WITH MISSILE WEAPONS**

An exception to the above rule is where the Monsters are armed with bows, or other long ranged missile weapons. These Monsters are placed as far away from the Warriors as possible, whilst remaining on the same or adjoining board section and still able to see their target.

Monsters with missile weapons also have swords.

**What You Can See**

Models armed with missile weapons may only shoot at targets they can see. Their sight, and therefore their shot, is blocked if anything solid - like a wall - lies between them and their target. Other Monsters and

Warriors may be fired through as if they were not there, as they are assumed to be moving all the time.

To determine whether a model can see a target or not, draw an imaginary line from the centre of the firer's square to the centre of the intended target's square. If this line passes through a wall, the 'line of sight' is blocked and the target may not be fired at.

**MONSTERS' ATTACKS**

Following an Unexpected Event, attacking Monsters are placed on the board in the Power Phase as already described. The Monsters do not fight until the Monsters' Phase which comes after the Warriors' Phase. This means that the Warriors will normally fight before the Monsters. However, some Monsters have a special attack which is resolved as soon as the models are placed! This is indicated on the card. Such Monsters are very dangerous because they fight before the Warriors have a chance to strike. Fortunately most Monsters which attack in this way are small and relatively weak, such as Giant Bats.

**DEAD WIZARD**

If the Wizard is killed, one of the other players must roll a dice in the Power Phase to see if an Unexpected Event occurs. Even though there is no longer any need to determine the Wizard's Power level, the party may still be attacked by Monsters!

**- WHAT YOU CAN SEE -**

In this example, the Orc can see the Elf, even though the Minotaur is in the way. Models in the arrow's path are ignored as they are assumed to be in constant motion and do not block the archer's sight for very long. A skilled archer is therefore able to shoot past Men and Monsters to hit his target.

On the other hand, the Orc cannot see the Wizard, as his vision is blocked by the wall. The Orc must move one square to the right, or one square forward and to the right in order to see the Wizard.

Orc Archer

## EXAMPLES OF PLACING MONSTERS

## KEY

<b>B</b>	Barbarian
<b>D</b>	Dwarf
<b>E</b>	Elf
<b>W</b>	Wizard
<b>S</b>	Skaven
<b>M</b>	Minotaur

## PLACING 5 SKAVEN

When Monsters attack one of the players must place them using the One-on-One rule as a guide. In this example the Warriors have been attacked by five Skaven. The player whose turn it is to place the Monsters puts four of the Skaven onto the board in the positions indicated. Each warrior fights one Skaven. The remaining Skaven could attack any of the Warriors, so a Warrior counter is drawn randomly from a cup. In this instance the Wizard counter is drawn so the extra Skaven is placed as shown. The player can choose the exact square to position the Monster.



## PLACING 9 SKAVEN

Where there are lots of attacking Monsters the player shares out the Monsters equally according to the One-on-One rule. Often there won't be enough room to a lot the Monsters equally, in which case share out the Monsters between the Warriors with empty spaces next to them. Any odd Monsters can be randomised using the Warrior counters.

In this case the Warriors have been attacked by no less than nine Skaven. The Monsters were placed so that each of the Warriors is attacked by two Skaven. The last Skaven could only be placed so that he attacked the Barbarian, as all the other squares are occupied! The Barbarian is therefore attacked by three Skaven while the other Warriors must fight two Skaven each.

## NOWHERE TO GO!

Sometimes the Warriors will be attacked by so many Monsters that there is not enough space to put them on the same board section. When this happens the Monsters may be placed on adjoining board sections. Should the Warriors be attacked by so many Monsters that you cannot fit them on adjoining board sections then these extra monsters are not placed at all - the Warriors have enough on their hands as it is

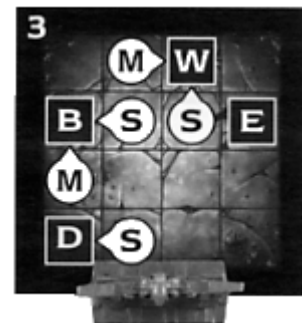
## PLACING 3 SKAVEN AND 2 MINOTAURS

When there is more than one type of Monster attacking, treat each type separately.

In diagram 3, the Warrior counters were used to determine that the three Skaven attacked the Barbarian, the Dwarf and the Wizard.

The Warrior counters were then returned to the cup, and two more drawn to determine who the two Minotaurs would attack. This turned out to be the Barbarian and Wizard.

This means that although there were more than four Monsters in the room, the Elf is not under attack by any of them. Lucky Elf!



## -WARRIORS' PHASE-

As they battle their way through the dungeon, the Warriors meet many foul and dangerous Monsters that must be defeated before they can continue. From sneaky Snotlings and Giant Bats, through to the mighty Minotaurs, the one thing that all these creatures have in common is a fierce determination either to kill the Warriors or drive them from their lair.

During the Warriors' Phase, each of the players may move his Warrior and attack Monsters. The rules for combat and spellcasting are given later.

In this section we are concerned only with what the players can do, and the order in which they do it.



### WHO GOES FIRST?

During the Warriors' Phase, each player takes a separate turn one after the other. The Warrior carrying the lantern (the leader) always goes first. Normally this will be the Barbarian. If the Barbarian is killed one of the other Warriors must take the lantern, and he becomes the new leader.

Once the leader has taken his turn, the other players take theirs in order of initiative. The Warrior with the highest Initiative goes next, then the next highest, and so on. The order will thus be the Barbarian (leader), Elf (Initiative 6), Wizard (Initiative 3), Dwarf (Initiative 2). Each Warrior completes all of his movement and fighting before the next Warrior takes his turn.

#### THE LANTERN

The lantern illuminates the board section the leader is on, plus all adjacent board sections. If a Warrior moves onto a section of board that is not illuminated by the lantern, or is left behind by the leader, he becomes lost in the dismal depths of the dungeon, and is removed from the game.

This is obviously a very important rule, and is worth remembering right from the start. If the Warriors start to split up and go in different directions some will end up lost in the dungeon! Always keep a careful eye on where the leader is, and stick to the board sections that are lit by the lantern.

### MOVING AND FIGHTING

During his turn your Warrior may move a number of squares equal to his Move (M) characteristic. When the Warrior has moved he may attack a Monster in an adjacent square. You do not have to move the model the full distance allowed, or even move at all. You may move in any direction, including diagonally, and you can position the model to face any direction you like. However, your Warrior may not move through a square that contains another model or obstacle.

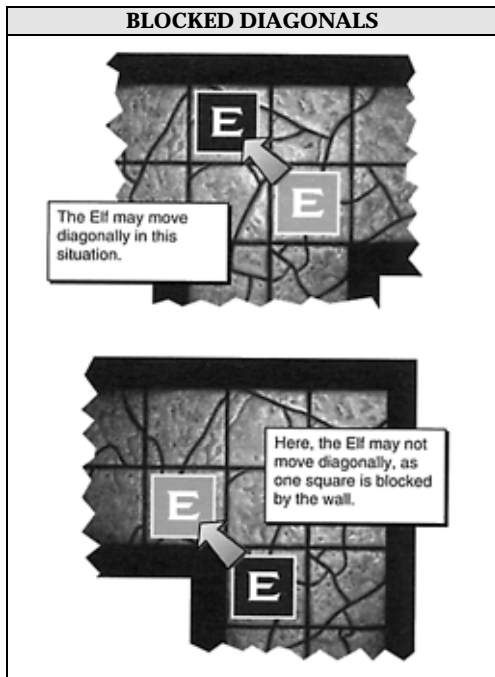




Designer's note: *Some rooms, such as the Idol Room for example, have different floor levels. In rooms like this the indicated path between the levels is the only route open to the Warriors. In the Idol Room, for instance, the Warriors can only reach the upper floor by going up one of the staircases. Unless the adventure Book states otherwise, stairways - and other routes like them - are treated as if they were normal squares for the purposes of movement.*

### BLOCKED DIAGONALS

A Warrior may not move diagonally into a square if one of the adjacent squares between him and his destination square is wall. The diagrams below show how this works.



### PINNING

If there is a Monster in a square adjacent to your Warrior at the start of the Warriors' Phase then your Warrior is 'pinned' by the Monster, and may not move. This represents your Warrior standing his ground as he valiantly defends himself against the attacks of his opponent. Though a pinned Warrior may not leave the square he is in, he may turn to face any direction.

**Escape From Pinning** As described above, a Warrior is pinned in place if he starts the Warriors' Phase adjacent to a Monster. However, he can try to escape from pinning if the player wishes. Each Warrior card has a pinning value indicated on it. To escape from pinning you must roll a dice and score at least your pinning value. If successful, the Warrior dodges out of the fight and is free to move normally. If unsuccessful, the Warrior must stay where he is and fight the Monster in hand-to-hand combat. He may not use a missile weapon while he is pinned.

**Note:** No matter how many Monsters pin a Warrior in place, he only has to make one Pinning roll to escape.

## WHEN CAN A WARRIOR FIGHT?

When your Warrior ends his move next to a Monster he may fight it. The rules for combat are described later in the Combat section.

Alternatively, the Elf has a bow which he may shoot at a Monster from a distance. As long as he can see the Monster he may shoot at it (see the description of What You Can See in the Power Phase).

A Warrior cannot fight a Monster at close quarters and shoot at it in the same turn. He can do one or the other.

## EXPLORING

If the Warriors move up to a doorway which has no adjoining board section they must halt - they cannot go through it. The dungeon beyond the doorway has not yet been explored. The Warriors may explore further into the dungeon in the Exploration Phase, as described later.

## DUNGEON ENTRANCE

The dungeon entrance leads into the dungeon - it also leads out! If the adventurers wish to retrace their steps and leave via the dungeon entrance they can do so, provided of course that their way is not blocked by a cave-in or a portcullis. Note that usually the Warriors' objective will provide an alternative (and often easier!) way out, so it is rarely necessary for them to retrace their steps.

## MOVING ONTO NEW BOARD SECTIONS

When a Warrior moves onto a new board section for the first time, it will be empty. However, there may be all manner of Monsters lurking in the shadows of a room that do not reveal themselves until the Warriors enter!

Once a Warrior has stepped onto the new board section and completed his movement, his turn ends immediately. Play now passes to the next Warrior.

## WHAT NEXT?

Once all of the Warriors have completed their movement and fighting, you are ready to go onto the Monsters' Phase.



## MONSTERS' PHASE

**The denizens of the caves below the Worlds Edge Mountains will defend their treasure and gold from intruding Warriors. As the Warriors delve deep into the dungeon, the Monsters that live in the darkness prepare to attack.**

During the Monsters' Phase, it is the Monsters' turn to fight back! As the Monsters are not represented by players, you must move the models and roll dice on their behalf. Players can take it in turns to do this.

### NEW ROOMS

If the Warriors move into a new room during the Warriors' Phase, then you must begin the Monsters' Phase by drawing a card from the Event deck to see what is inside. If the card reveals Monsters, they are always placed inside the room, even if the Warriors are split up between several board sections.

It is only necessary to draw a card when a room is entered for the first time, not on any subsequent occasion. Note also that a card is only taken when the Warriors enter a dungeon room, not when they enter a passageway, stair or other corridor section. Objective rooms have special rules as described below.

#### DUNGEON ROOM

Dungeon rooms are all 4 squares by 4 squares. The first time the Warriors enter any room turn over the top card of the Event deck to discover what is inside. There are two kinds of card - Events and Monsters. If an Event occurs, follow the instructions on the card. If Monsters are revealed, they pounce upon the Warriors as described below. For a detailed explanation of placing Monsters see the Power Phase, page 16.

First determine how many Monsters appear according to the instructions at the top of the card. For example, if 2D6 Monsters appear, roll two dice and add the scores together to get a total of between 2 and 12. Take the models and place them in the room. Keep the card handy, as it has information that you will need during the forthcoming combat.

If there is not enough space in the room for all the Monsters, any left over may be positioned in adjoining board sections. Remember to apply the rule of One-on-One, sharing out the Monsters equally between the Warriors. Any odd Monsters can be allocated randomly using the Warrior counters.

When you place a Monster next to a Warrior, turn the model so that it faces the Warrior it is fighting. This makes things clearer when it comes to working out combat.

#### OBJECTIVE ROOM

The objective room lies at the end of the dungeon and contains the Warriors' final goal. When the Warriors enter the objective room, do not take a card from the Event deck - refer to the Adventure Book instead.

The Adventure Book contains any special rules that you'll need when the Warriors reach their objective. You will find that the Warriors' goal is guarded by many Monsters which must be fought and defeated.

#### NEW MONSTERS

Once new Monsters have been placed on the board in the Monsters' Phase, their turn is over. They have expended their turn by leaping into position. They cannot move or fight until the Monsters' Phase of the next turn.

Monsters that appeared in the Power Phase of the current turn can attack in the Monsters' Phase of the same turn.

### MOVING AND FIGHTING

Apart from new Monsters, as explained above, the Monsters already in play can now move and fight.

#### WHAT DOES A MONSTER DO?

Monsters always attack the Warriors! Exactly what they do depends on where they are standing, and what sort of weapon they are armed with. If a Monster is pinned it will not move. It remains where it is and fights the Warrior next to it.

If a Monster has a missile weapon, and can see a target then it stays where it is and shoots.

If a Monster has a missile weapon, but cannot see a target, it will move until it can see a target and then shoot.

If a Monster does not have a missile weapon, or if it has a missile weapon but cannot move to see a target, then it will move towards one of the Warriors. If the Monster can move next to a Warrior it will attack him. Remember, Monsters will move and attack according to the One-on-One rule where possible. They will divide up against all the Warriors equally.



#### THE RULE OF ONE-ON-ONE

A group of Monsters will always fight one-on-one where possible – the Monsters are shared out as equally as possible between the Warriors. So, if the four Warriors are attacked by eight Orcs, each Warrior would be attacked by two Orcs. This rule applies both to placing Monsters and to decide which Warriors the Monsters attack each turn.

**MOVEMENT**

Monsters move in the same way as Warriors, up to a number of squares equal to their Move (M) characteristic. When a Monster has completed its move it may attack any Warrior in an adjacent square.

Special rules apply to some Monsters. These are noted on the Monsters' cards, which are also summarised on the back of this rulebook.

**PINNING**

Any Monsters that begin the Monsters' Phase adjacent to a Warrior are pinned to the square they are in. This works in exactly the same way as already described for Warriors. However, Monsters cannot escape from pinning.

**THE FIRST ATTACK RULE**

Monsters placed in the Power Phase as a result of an Unexpected Event must obey the First Attack rule in the following Monsters' Phase. Monsters placed in the Monsters' Phase as a result of Warriors entering a Dungeon Room must also obey the First Attack rule in the next Monsters' Phase.

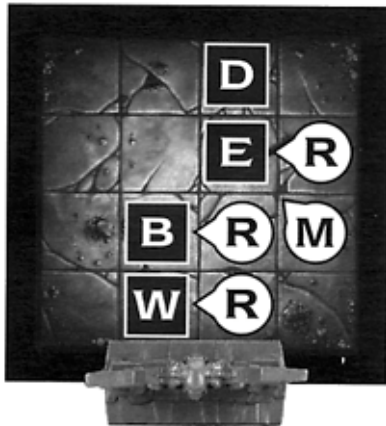
The First Attack rule simply states that Monsters placed to attack a Warrior will try to fight that Warrior when they make their first attack. Even if the Warrior has moved away, the Monster will follow and attack if it possibly can.

The First Attack rule overrides the normal One-on-One rule. The reason for this is that you have already decided who the Monsters will fight when they are placed. Once this turn of 'first attack' is over, the One-on-One rule is used to determine who the Monsters attack once more.

Bear in mind that Monsters are pinned in place if they start the Monsters' Phase next to a Warrior. Pinned Monsters always stay where they are, regardless of the First Attack rule.

**EXAMPLE**

The Warriors enter a room and discover a Minotaur and three Giant Rats. As there are odd numbers of Monsters, the Warrior counters are used to see which Warriors they are placed next to. The Minotaur leaps upon the Elf, and the Giant Rats pounce on the Elf, the Barbarian and the Wizard. The lucky Dwarf hasn't been attacked!

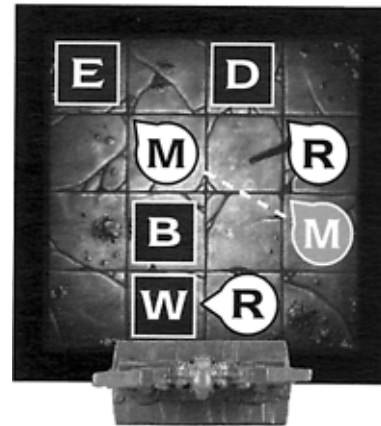


Fortunately, the Monsters do not get to fight this turn, as they have just been placed. The turn ends with the Monsters and the Warriors facing each other for a fight next turn.

In the Warriors' Phase of the next turn, the

Warriors attack first, hoping to kill as many Monsters as possible before the beasts can fight back. The Elf goes first. He can't be pinned, so he leaps aside and moves into the corner, from where he

shoots at the Minotaur, hurting it slightly (we'll explain how to work out attacks later on). The Barbarian goes next, followed by the Wizard then the Dwarf. The Barbarian kills his Rat, but the Wizard and the Dwarf miss!



Now it is the Monsters' Phase. They were put on the board last turn, so this is the first time they can actually attack the Warriors. Because this is the case, the First Attack rule applies, so the Monsters attack the Warriors they were originally placed next to if they can.

The Wizard has not moved, so his Rat attacks him where he is, luckily missing. The only other Monsters left alive are the two that were placed next to the Elf - the Minotaur and a Rat. The Rat is pinned to the Dwarf, so it cannot move at all. It has to attack the Dwarf instead of moving and attacking the Elf. The Minotaur isn't pinned to anybody, so it hurls itself across the room and hits the Elf.

Note that in the example the Dwarf: player would no doubt be cursing the Elf player. Although no Monsters were placed next to him, the Elf moved away, forcing the Rat to attack the Dwarf, who would otherwise have got away without being attacked at all!



## EXPLORATION PHASE

The caverns beneath the Worlds Edge Mountains cover many miles, tortuously twisting this way and that as they lead deep underground. As the adventurers advance into the dungeon they will uncover ancient passages, long-abandoned rooms, and stairways hewn into the rock.

During the Exploration Phase the players put down new board sections to extend the dungeon. To do this the Warriors must explore the darkness beyond the gaping doorways.

### EXPLORING

Only the leader can explore using the lantern to light the way for the other adventurers. Exploration is only possible if there are no Monsters on the board section the leader is on. It is impossible for the leader to explore in the midst of the hurry burly of combat.

To explore, the leader must be positioned next to a doorway that leads into an unknown part of the dungeon. In the exploration phase the player declares that he is exploring and takes a card from the top of the Dungeon deck. The card will reveal the room or corridor that lies beyond the doorway.

Take the appropriate board section and clip it to the doorway as shown on the diagram opposite.

It is a good idea to place the Dungeon card face-up on the new board section to remind yourself that no-one has entered it yet.

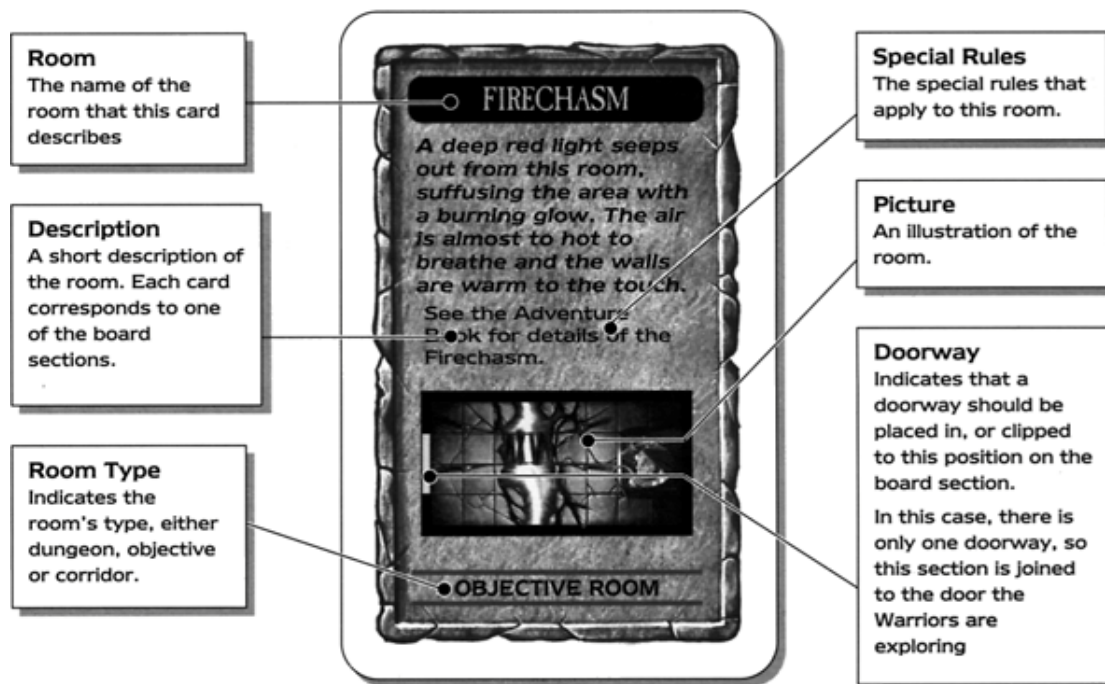
Once a new board section has been put down, the Warriors will be able to move into it next turn in the Warriors' Phase. There is no obligation to enter a room or corridor that you have discovered. Players may prefer to explore other parts of the dungeon first.

The Exploration Phase is now over and play proceeds to the Power Phase of a new turn.

### DIVIDING WAYS

If you find a T-junction place the board section on your playing surface as normal. Now, before you do anything else, you must divide the Dungeon deck! The Warriors know their objective lies one way or the other, but they don't know which! Dealing from the bottom of the Dungeon deck, deal out one card at a time to the left and to the right until you have two separate decks. Place one deck at each of the two new exits of the junction. As the Warriors explore, use the left Dungeon deck for the left hand branch of the dungeon, and the deck on the right for the right hand branch.

If you run out of cards, or if the Warriors reach the end of one route without finding the objective room, then further progress in that direction is impossible. The Warriors will have to retrace their steps or abandon their quest.





## EXPLORATION

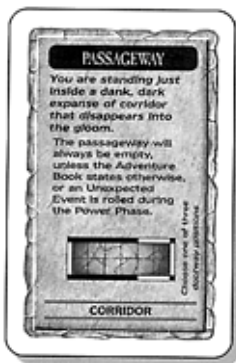


In the diagram on the left, the Barbarian is ready to explore the doorway in the south wall.

To explore beyond the doorway, there must be no Monsters on the board section, and the leader - the Barbarian - must be in one of the two squares in front of the door.

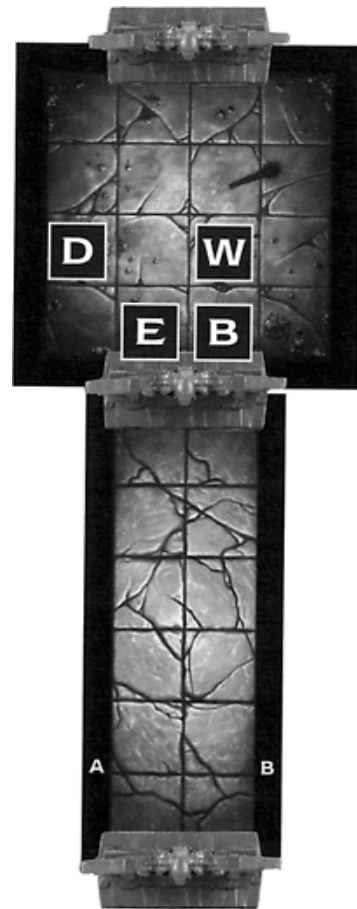
The Barbarian announces that he wishes to explore. The player takes the top card of the Dungeon deck, which in this case is a passageway.

*The leader must be in one of the two squares in front of the doorway in order to explore.*



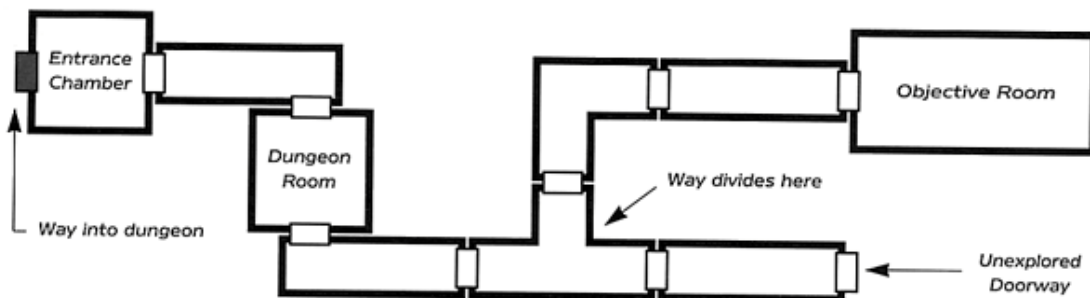
Passageways always have two doorways, one at either end. One is the doorway in front of the Warriors while the other lies at the other end.

If you look at the small diagram on the Dungeon card, you'll see that at one end of the passageway you have a choice of three positions in which to place the doorway. You can put the doorway in any one of these positions.



In the diagram on the right the new passageway has been placed with the second doorway positioned directly opposite the first. The second doorway could equally well have been placed in positions A or B. The diagrams below show some other ways you can lay out the corridors and dungeon rooms. Because you can lay out the rooms in different ways, you can easily arrange the dungeon to fit your playing area.

This example shows one of the many possible dungeon layouts you can create with the Dungeon cards.



## - THE END -

The last Skaven twitched once then lay still, an elf arrow embedded in its furry pelt. The foul idol was overturned, smashed into a thousand pieces. The Warriors, bleeding and exhausted, hardly realised that their adventure was over. Behind the idol, near-hidden in the gloom, a passageway led upwards towards a tiny speck of daylight. Freedom and victory was theirs...

When the Warriors reach the objective room they must complete their quest or die in the attempt. Whether they succeed or fail the adventure is over.

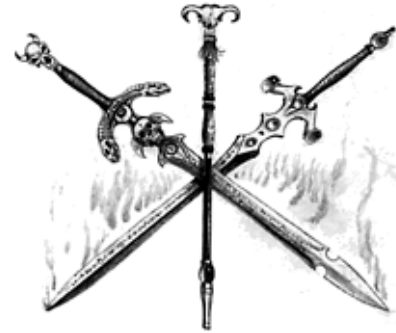
### THE OBJECTIVE ROOM

Each adventure finishes in one of the objective rooms. When the Warriors enter the objective room, don't take an Event card, as you would normally. Instead refer to the description of the adventure you are playing in the Adventure Book. This describes the Monsters that lie in wait and tells you what you have to do to complete your quest.

Once the adventure has been completed, it is time for the players to count their treasure. Each Warrior has a tally of gold which is earned for killing Monsters this is explained in the Combat section, which follows). In addition, a player can cash in any Treasure cards he has left for gold.

### SO, WHO'S WON?

All the Warriors win by completing their adventure. The amount of gold won by each Warrior is a measure of his individual success. The Warrior with the most gold has done best of all.



*The door swung open into a dark corridor, leading deep into the mountain side.*

*"Light the lantern. Kragan, and lead the way, ". the Dwarf grunted through gritted teeth. "Methinks we've found us our Orcs".*

*Their way illuminated by the pale glow of the lantern. the warriors stepped over the threshold and into darkness.*

*The path wound this way. then that, splitting off into sub-passages and great galleries. The Warriors stuck together. following Kragan's lead as he and Galahern picked up the Orc's trail.*

*Eventually, the intrepid Warriors reached a junction. and had to make a choice. Kragan was uncertain. convinced that the Orcs had taken the right fork. but equally convinced that there was something very odd about the tunnel.*

*"My magic does not indicate foul play afoot, my muscle-bound friend." declared Xavier, peering into the darkness.*

*"Nor do I hear anything untoward." whispered Galahern. Listening intently.*

*"I need no magic. nor forest ears, spat the Barbarian. "I just know."*

*The Barbarian's sword glittered in the wan light of the lantern held in his other hand. as he studied the wall carefully. running his callused fingers into the cracks in the rock.*

*After a few minutes Grunnson snorted impatiently and strode off into he darkness, his axe raised ready to strike.*

*"If there be Orc flesh, rending, danger and death, Grumli Grunnson welcomes it,"*

*"Curse the impatience of fools." exclaimed Xavier. nevertheless drawing his own sword and following the Dwarf into the shadows.*

*Looking across at the Barbarian. Galahern the Elf shrugged wistfully.*

*"We are in this together my friend" he said. before leaping after the others. Drawing himself to his full height. the Barbarian grinned. showing sharp, teeth. He could smell fresh Orcs, not far away and up ahead. It was time. Shouting the war cry of his ancestors, he too charged into the darkness, sword in one hand. lantern in the other.*

*The heavy iron portcullis slammed shut behind them. and a hail of deadly black-fletched arrows rained from me shadows...*



# COMBAT

**During their adventures the Warriors will soon find themselves fighting for their lives. The dungeons beneath the Worlds Edge Mountains are filled with fool beasts, and any Warrior who dares enter must be fully versed in the arts of war.**

The rules described here apply to all combatants. Whether Monsters or Warriors are fighting, all combat is worked out in the same way. Because the Monsters are not represented by separate players, you will have to roll dice on their behalf when they fight. Any player can do this as is convenient.

There are two kinds of combat: the first is hand-to-hand combat fought at close quarters with swords, axes and similar weapons. The second type is fought at longer range using bows and arrows or other missile weapons. For now, we'll concern ourselves with the rules for hand-to-hand combat. We'll look at missile fire later.

The following characteristics are used to work out combat. It is worth reminding yourself what these characteristics are before going any further. You'll find it helpful to have a Warrior card to refer to and also Event cards for several types of Monsters.

## WEAPON SKILL (WS)

This is a measure of a Warrior's or Monster's prowess in hand-to-hand combat. It reflects his skill as a swordsman and it indicates how good he is at close quarter fighting.

## BALLISTIC SKILL (BS)

This is a measure of a combatant's skill with ranged weapons such as bows. It shows how good a shot he is.

## STRENGTH (S)

This shows how strong the Warrior or Monster is. The stronger an individual is, the more damage he can inflict when he strikes a blow.

## ATTACKS (A)

This characteristic shows how many times a combatant can strike his opponent each turn. Each separate strike is known as an Attack.

If a Warrior has more than 1 Attack he may split them between two or more enemies as you wish.

If a Monster has more than 1 Attack it must use all of them against a single Warrior.



You will need to know these values for each combatant to resolve the fight. The Warriors' characteristics are on their Warrior cards, while the Monsters' characteristics are on the appropriate Event card. Monsters' characteristics are also summarised in the back of this book, as well as in the Bestiary section of the Roleplay Book.

## HAND-TO-HAND COMBAT

A Warrior or Monster may fight against any opponent in an adjacent square. The attacker does not literally have to face his opponent in order

to attack, but it is convenient to turn each model to face the enemy it is fighting. This helps you remember which opponent you are attacking, especially where there are lots of models involved.

When a Warrior or Monster attacks, work out if they hit their enemy as follows. First take the Warrior card for the Warrior (if a Monster is attacking use the Event card instead). You will notice that each Warrior and each type of Monster has its own Combat Table. The Combat Table shows you the dice score that Warrior or Monster needs in order to hit their opponent.

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



To use the Combat Table, you need to know your enemy's Weapon Skill (WS). Find this value on the top line of your Combat Table, marked "Enemy's WS". Underneath this number you'll see the score you need to hit your foe. Roll 1D6 - if you roll equal to or over this score, then you have hit your opponent.

The Combat Table shown above is that of the Barbarian. Imagine the Barbarian is fighting a Goblin, which has a Weapon Skill of 2. The Barbarian reads along the top line of his Combat Table, and sees that he needs to roll a 3 or more to hit the Goblin.

*Designer's Note: The Combat Tables are extracted from a larger matrix called the To Hit Chart which is given in full on the back page of the Rule Book. When you are more experienced you may find it convenient to use this instead of the individual Combat Tables.*

## WOUNDS

Once a combatant has hit his opponent, you must determine if he wounds him, and if so, how badly. To do this, roll 1D6 and add the attacker's Strength to the score.

Some weapons also add to the score by giving the attacker a Strength bonus, and this too should be added to the total.

Some Monsters cause extra damage, like the Minotaur which rolls two dice plus its Strength.

The total score is the number of Wounds the attacker has inflicted.

### TOUGHNESS

Some opponents are tougher than others and can withstand blows more easily. To represent this, deduct the opponent's Toughness from the number of Wounds scored.

For example, the Barbarian has a Strength of 4. When he hits an opponent he inflicts 1D6 + 4 Wounds. If he strikes a Goblin, he will cause 1D6 + 4 Wounds minus the Goblin's Toughness. As the Goblin has a Toughness of 3, the Barbarian will inflict 1D6 + 4-3 Wounds. If the Barbarian rolls a 5 he will therefore score 6 Wounds. If he rolls a 1, he will score 2 Wounds, and so on.

Some opponents also wear armour that adds a bonus to their Toughness, making it even more difficult to kill them. For example, the Barbarian wears heavy furs which add an extra 1 to his Toughness, giving him a total value of 4.

Some special Monster attacks ignore Toughness and armour, for example Giant Spiders. When this is the case, it is indicated on the Monster card.

### DEATH-BLOW

#### (Killing a Monster with a Single Blow)

Sometimes a Warrior will hit a Monster so hard that he kills it with a single blow. If this happens he can carry on his attack to the next Monster, getting a chance to kill him too. This follow-on attack represents the mighty swing of the Warrior's blade hacking down his foes in one monstrous blow.

If there is another Monster standing in an adjacent square to the Warrior's initial target, and that is still within the range of his attack, the swing of his blade may catch it too. Roll to hit and wound the Monster as normal. If this Monster is also killed with a single blow, the blow carries on round in the same direction to the next Monster, and so on.

This mighty blow, which we call a death-blow, stops when the Warrior fails to kill a Monster with a single blow, or his blade meets an obstacle such as a wall or another Warrior.

Note that if you kill a Monster with a single blow from an arrow or other missile weapon you do not get to carry on to the next Monster, as you cannot hit more than one target with a single arrow.

Only Warriors may make a death-blow, not Monsters.

## WOUNDED MONSTERS

Each type of Monster has a different Wounds value, as shown on the Event card. This shows the number of Wounds the Monster can sustain before it dies. If you strike a Monster and inflict that many Wounds or more, then you have killed it.

When you kill a Monster remove the model from the board immediately and place it on the Adventure Record sheet of the Warrior who slew it. The dead Monster is worth a certain amount of gold at the end of the fight, as we shall see.

If you inflict 1 or more Wounds on a Monster, but don't kill it outright, then you must record how many Wounds it has left. This is done using a small dice. Take the dice and place it next to the model so that the uppermost face shows how many Wounds the Monster has left. If the Monster is hit again, by the same or a different Warrior, it will now require fewer Wounds to kill it outright.

Some Monsters have lots of Wounds - a Minotaur has 15, for example. If such a Monster is wounded you will need to use several dice to show the number of Wounds it has left. For example, if a Minotaur suffers 5 Wounds you will need to use 2 dice showing 6 and 4 to indicate the 10 Wounds it has remaining.

## WOUNDED WARRIORS

The number of Wounds a Warrior can suffer before he is dead is shown on his Adventure Record sheet in the Starting Wounds box. Any Wounds he sustains reduce this total accordingly, and the number of Wounds he has left is noted down in the Wounds section of his Adventure Record sheet.

Continue to record the number of Wounds until the Warrior has none left. Note that the number of Wounds never drops below 0.

Once a Warrior has no more Wounds he collapses to the floor unconscious. Place the model on its side to show this. The Warrior is not necessarily dead as he can still be healed by a potion or by magic. However, if he is not healed by the end of that turn, the Warrior dies, the model is removed, and the player is out of the game.

If any player has a Healing Potion or if the Wizard has a restorative spell, now is the time to use it! Anything that gives the Warrior 1 or more Wounds back will do the trick. We'll explain how to do this under Healing, below. For now, it is enough to know that the Warrior can regain 1 or more Wounds. If he is healed, stand him back up and note his new current Wounds total on his Adventure Record sheet.

## SHOOTING

Shooting is worked out slightly differently from hand-to-hand combat. A model can only shoot if it is not adjacent to, and therefore not pinned by, an enemy. If pinned in place, a model must fight hand-to-hand combat, as described above.

A Warrior or Monster which has a bow or other missile weapon can shoot at any target that it can see. Rules for what you can and can't see are given in the Power Phase section.



Regardless of how many attacks they might have, a Warrior or a Monster may only shoot once a turn.

To work out whether you hit your target, you need to know your Warrior's Ballistic Skill (BS). Look at your Warrior card to find out what this is. The Ballistic Skill indicates the minimum dice roll you need to hit your target. For example, the Elf has a BS of 4+, so he requires a score of 4 or more to hit with his bow.

If you score a hit, work out Wounds in the same way as hand-to-hand combat. For shooting hits, rather than use the Strength of the combatant use the Strength of the missile weapon itself. In the case of bows, this is 3, so all hits from a bow have a Strength of 3.

In the case of Monsters, look at the Event card which will tell you the score they need to hit. Night Goblin archers need to roll 5 or more to score a hit with their bows, for instance. A summary of the Monsters on the Event cards is given at the end of this book.

When more than one Monster opens fire on the Warriors it is convenient to decide how many of the Monsters score hits before dividing up the hits equally amongst the Warriors, according to the One-on-One rule. Obviously only the Warriors that can be seen can be hit by missile fire.

Any odd hits can be distributed amongst the Warriors by drawing Warrior counters.

### HOW LONG DOES COMBAT LAST?

Once Monsters attack it may take several turns of fighting before they are all slain. While the Warriors and Monsters are engaged in combat you must remember to work through the Power Phase, the Warriors' Phase and the

Monsters' Phase as normal. There is no need to worry about the Exploration Phase as you cannot explore while there are Monsters on the board.

Combat continues until all the Monsters are slain. This is important because there are some things you can't do while combat is in progress - for example you can't collect gold for slain Monsters, or take Treasure cards (this is explained below). It is also possible for the Barbarian to go berserk while fighting, in which case he stays berserk for the duration of the combat (see the Barbarian special rules on his Warrior card).

## HEALING

Although Warriors will suffer Wounds during the course of their adventures it is possible for them to regain Wounds through healing. There are various ways in which a Warrior's Wounds may be healed. The Elf can use his magic Healing Potion, the Wizard can cast healing spells, and the Warriors may find items of treasure that have special healing properties.

The Elf carries a magic Healing Potion, which he may use at any time to heal any of the Warriors, either himself or one of his fellow adventurers. When the potion is drunk, the Warrior regains all of the Wounds he has suffered. However, the Elf must be careful because the Healing Potion can only be used once, after which the card must be discarded.

The Wizard can heal Wounds by casting a Healing spell. We'll explain how he does this later in the Spellcasting section.

When they discover treasure, the Warriors may come across items that magically heal their wounds, such as potions and salves. These are represented by Treasure cards which are held by the players. A player can choose to expend one of his Treasure cards at any time to heal himself or a fellow Warrior. There is no obligation for a player to use the Healing Potion or a Treasure card to heal another player's Warrior, he may prefer to keep it for himself!

## GOLD AND TREASURE

The Warriors' goal lies at the end of the dungeon, but there is plenty of gold and treasure to be won along the way. Treasure can also take the form of useful magic weapons, potions, and other devices which may help you complete the quest.

### GOLD

Every time a Warrior kills a Monster - either in hand-to-hand combat, with a missile weapon, or by magic - place the model on his Adventure Record sheet. Once all the Monsters on the board have been killed, the combat is over. The players can now trade in the Monsters their Warrior has slain for gold.

Each Monster is worth a certain amount of gold as indicated on the Event card. This is called the Monster's Gold Value. Calculate the amount of gold your Warrior has earned and remove the slain Monsters from your Adventure Record sheet. Note down your gold total and gloat over your growing riches!



*Skaven Warrior*

## TREASURE

Treasure is represented by the cards in the Treasure deck. The Treasure cards include magic weapons, potions, and other sorcerous devices as well as lots more gold. The Warriors earn a Treasure card when they have resolved an event triggered by an Event card. Some of the Event cards represent traps, pitfalls and other random occurrences for which no treasure is awarded. If you don't get a Treasure card for completing an event, the Event card will tell you so.

The Warriors can only take the Treasure card when the Event is complete. For example, should they be attacked by a mob of Orcs they will automatically receive a Treasure card once all the Orcs have been slain.

It is possible for two or more Event cards to be in play at once, in which case no treasure is awarded until all the outstanding events are completed. Once all outstanding events are over, the adventurers receive a Treasure card for each event. Generally speaking, this means you have to kill all the Monsters before you get any treasure.

The leader (usually the Barbarian) takes the top card off the Treasure deck. The player may decide whether to keep the treasure for himself or give it to one of the other players. However, the leader must always share out the Treasure cards equally between all the Warriors. This means that no Warrior can have a second item of treasure until all the Warriors have been given at least one, and so on.

As each Warrior collects treasure, keep the Treasure cards next to his Adventure Record sheet. Also note down on the sheet how many Treasure cards the Warrior has been given so far. In this way you can keep count of how many Treasure cards each Warrior has earned, and make sure that they are shared out evenly.

For example, the Barbarian has earned two Treasure cards, while the other three Warriors only have one Treasure card each. This means that the other Warriors must each receive another Treasure card before the Barbarian can take a third card.

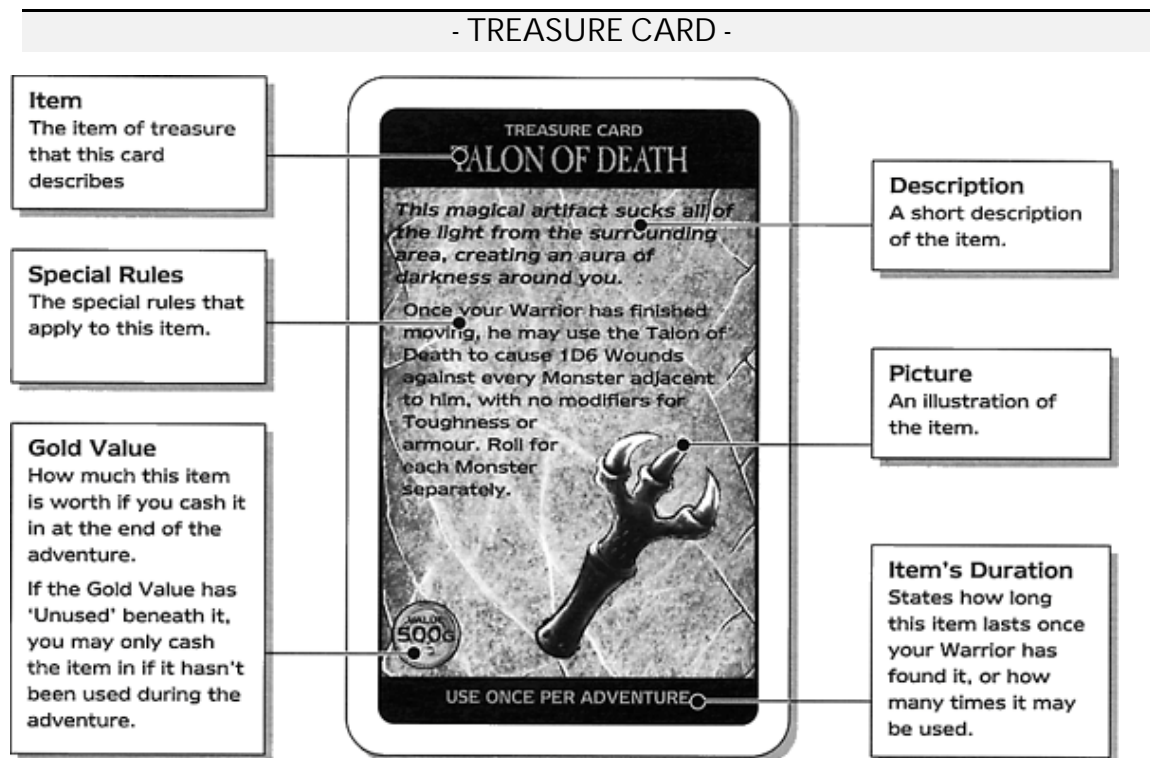
Some Treasure cards must be surrendered when you use them, for example to use a magic potion you have to drink it. If you have to surrender the Treasure card after using the item on it, the card will tell you to do so. Not all items have to be discarded after they are used, some can be kept and traded in for gold as described below. Any discarded cards still count towards the amount of treasure that Warrior has had.

Treasure cards are also worth gold. Any Treasure cards you have left at the end of the adventure can be traded in for gold. The amount of gold each card is worth is indicated on the Treasure card itself, and is known as its Cold Value. The more gold you have at the end of the game the better. The Warrior with the most gold has done best of all.

## DEAD WARRIORS

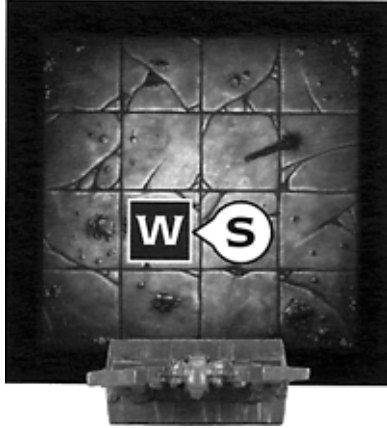
When a Warrior is killed all of his gold and Treasure cards are lost. The remaining Warriors must leave all of their dead companion's treasure behind, along with his body.

The exception to the rule above is Equipment cards. Each Warrior begins the game with one item of equipment. If the Warrior is killed, then his item may be taken by another player. Obviously, the most important of these items is the lantern, as the Warrior with the lantern becomes the party's leader. If the players cannot decide which of them will take the item, then use the Warrior counters to decide.



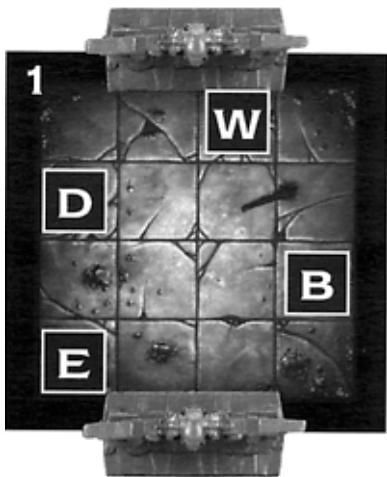
## - EXAMPLES OF COMBAT -

Take one of the dungeon rooms from the Warhammer Quest box together with the model Warriors and some of the Skaven. We're going to work our way through a fight one step at a time. To start with we'll fight a brief one-against-one encounter between the Wizard and a Skaven. Place the Wizard and a Skaven in the room as shown.



It is the Warriors' Phase so the Wizard can attack. The Skaven has a Weapon Skill (WS) of 3. Cross referencing this against the Wizard's Warrior card we see he requires a roll of 4 or more to hit. The dice is rolled and scores a 5 - a hit! Next you must determine how much damage has been inflicted. Roll a D6 and add the Wizard's Strength of 3. The dice turns up a 4 so the Wizard has struck 7 Wounds. However, you must deduct the Skaven's Toughness of 3 from this, so the creature suffers a total of 4 Wounds. Unluckily for the Skaven he can only take 3 Wounds, so the Wizard has slain the Skaven and the foul creature is removed!

In practice, combats will usually involve several Warriors and lots of Monsters! The next example takes you through a turn of combat starting in the Power Phase. Arrange the Barbarian, Wizard, Dwarf and Elf as shown in diagram 1, below.



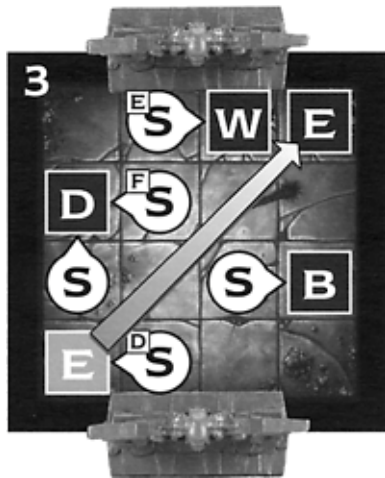
It is the Power Phase, so the Wizard rolls a D6 to determine his magical Power for the turn. Unfortunately he rolls a 1 indicating an Unexpected Event. The Wizard has 1 Power for the turn and he places a small dice on his Warrior Card to show this. Next, an Event Card is turned over revealing an attack by 2D6 Skaven. Two dice are rolled scoring a total of 7. The player whose turn it is to place the Monsters puts them in position using the One-on-One rule to decide which Warriors are attacked. One Skaven is placed against each of the Warriors and three counters are drawn to determine who is attacked by the remaining Monsters. In this case the Elf is lucky enough to avoid attack and the seven Skaven are finally placed as shown in diagram 2.

It is now the Warriors' Phase and each of the Warriors takes a turn starting with the Barbarian (because he's the leader). The Barbarian's special rule is that he can go into a berserk killing frenzy in combat. He rolls a D6 and if he scores a 6 he goes berserk and gets 2 attacks per turn whilst the combat lasts. If the Barbarian rolls a 1 he cannot attack at all that turn and instead lashes around in a blind fury accidentally hitting any Warriors standing next to him! The Barbarian player rolls a D6 and does indeed score a 6... Berseerrrk! Referring to the Barbarian's Warrior card you'll see he requires a score of 4 or more to hit a Skaven (WS3). Each attack is resolved separately. The Barbarian picks the Skaven to his right (A) and rolls to hit scoring 2 - a miss. He still has 1 more attack, so he picks the same Skaven and rolls again. This time he scores 6 and hits the Monster right between the eyes.



Next the Barbarian determines how much damage he causes. The player rolls a D6 and scores 5, adds his Strength of 4 and deducts the Skaven's Toughness of 3, inflicting 6 Wounds in total! The Skaven is dead and the model is removed. Because the Barbarian slew the Skaven with a single blow he can continue to sweep his sword round in a death blow. The Barbarian rolls to hit the next Skaven (B) and we'll assume he hits and kills this one outright too. Continuing the death blow round he can attack the third Skaven (C), but we'll assume he misses.

The remaining players go in order of their initiative, so the next to take his turn is the Elf. Unlike the other Warriors the Elf is never pinned. The player decides to take advantage of this by moving as shown in diagram 3.

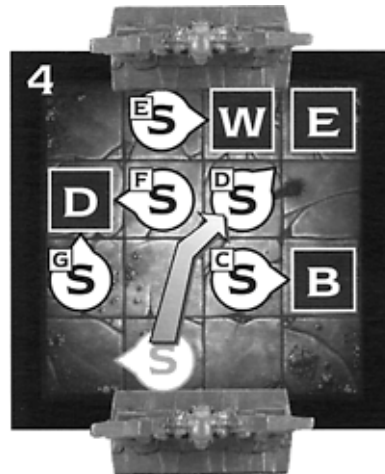


The Elf is now able to shoot his bow. He aims at the Skaven in the opposite corner (D) and shoots, requiring a score of 4 or more to hit. He scores a 4 and hits. Damage is  $D6 + 3$  (the strength of a bow)  $- 3$  (Skaven's Toughness). The dice rolls a 1 so the Skaven takes 1 Wound. This is not enough to kill it so a small dice is placed next to the Skaven to show the number of Wounds it has left (2 in this case).

The Wizard goes next. He attacks the Skaven facing him (E) but misses altogether leaving only the Dwarf to attack. The Dwarf has a special rule for damage because of his fine Dwarf axe. When he rolls for damage the Dwarf rolls two dice and picks the best result. If he rolls a double he can add the scores together, except that if he rolls a double 1 he trips over his beard and falls over instead! We don't want to kill too many Monsters in our example, so we'll assume the Dwarf manages to miss.

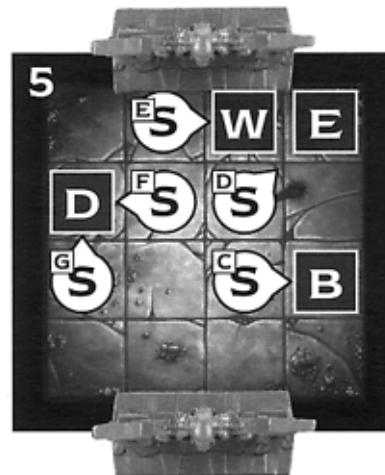
It is now the Monsters' Phase (see diagram 4). The surviving Skaven attack the Warriors they leapt upon in the Power Phase. All the Skaven except one are pinned in place, the only exception being the Skaven (D) originally facing the Elf. As the Skaven haven't fought yet the First Attack rule applies - the Skaven must try to attack the Warrior it was originally fighting if possible. The Skaven therefore moves next to the Elf and attacks him.

All the Skaven attack in the same way, so we'll just work out the fight with the Elf in detail. The score the Skaven requires to hit is shown on its Monster card and in this case it rolls a 5 and hits. However, the Elf's special rule is that he can try to dodge any blow that hits him. The Elf player rolls a dice. He needs a 6 to dodge but rolls a 2 - failed! The Skaven therefore hits the Elf and must determine Wounds. It rolls a  $D6$  and adds its Strength (3) and deducts the Elf's Toughness (3). The dice scores a 4, so the Elf takes 4 Wounds. The player notes this down on his Adventure Record sheet.



The remaining Skaven roll to hit their targets in the same way, but inflict no further damage on the Warriors. The Monsters' Phase is over. As a combat is in progress the Exploration Phase is skipped and it's the end of the turn.

The next turn starts with the Power Phase.



We'll leave the Warriors busy fighting the Monsters as it would take rather a long time to complete our example. Perhaps you would like to finish the combat for yourself. Remember that the Barbarian is already berserk, so he automatically gets 2 attacks. Also remember to share out the Monsters as evenly as possible when they fight. For example, if the Warriors kill no Skaven at all in the next Warriors' Phase then there are five Skaven left. Skaven G attacks the Dwarf, E attacks the Wizard, D attacks the Elf, and C attacks the Barbarian. Skaven F could attack the Dwarf or the Wizard so use the Warrior counters to decide which of these two Warriors he fights..





# SPELLCASTING

The Wizard is the master of arcane magic and one of the most powerful Warriors. He is able to cast spells to destroy his foes, to protect his companions, and to heal their wounds, this section describes how the Wizard player can use his magic in the game.

The Wizard starts the game with three Spell cards one attack spell, one defensive spell, and one healing spell. These represent the magic that he has memorised from his spell book.

Take the spell cards and have them on hand as you read this section. You will notice that each Spell card has a description of the spell's effect and a casting number indicated in the top corner. The higher the casting number the harder the spell is to cast.

## POWER

At the start of each Power Phase, the Wizard rolls 1D6 to determine his Power for that turn. This dice roll also shows if an Unexpected Event occurs. If the player rolls a 1 his Power is 1 and an Unexpected Event occurs.

Place the dice in the Current Power box section of the Wizard's Warrior card so that its uppermost face displays his Power score. As the Wizard expends his Power to cast spells, the dice is turned around to show the amount of Power he has left.

The Wizard may cast any or all of his spells each turn. He can even cast a spell more than once if he wants. To cast a spell the Wizard must give up some of his Power. The spell's Casting Number shows how much Power the Wizard must expend to cast it. For example, a spell with a Casting Number of 4 requires 4 Power to cast.

## WHEN CAN SPELLS BE CAST?

A Wizard may cast spells at any time during the turn. He can even cast spells during the Monsters' Phase. The player declares he is using a spell, gives up the Power required, and the spell is cast as described on the card.



## - SPELL CARD -

**Casting Number**  
This is the amount of Power that this spell requires to cast.

**Special Rules**  
The special rules that apply to this spell.

**Target and Duration**  
The target or targets that this spell may be used against, and the duration of the spell's effects.

**Spell Name**  
The spell that this card describes.

**Description**  
A short description of the spell's effects.

**Spell Type**  
Whether it is an attack, defensive or healing spell.

*Exhausted. Galahern listened, ear to the ground.*

*"I think we may have lost them, for now at least."*

*They had escaped into a small, Core room, having used a stout iron spike to wedge the entrance closed. Opposite the sealed portal, a large doorway stood slightly ajar, leading into the darker depths of the dungeon.*

*Beside them, the Dwarf and the Barbarian held the slumped body of Xavier, bleeding heavily from several wounds. None of the Warriors were unscathed.. Kragan had deep gashes on his muscular torso, and blood trickled from a rent torn in Grumli's armour. Galahern's left arm hung useless, shattered by a blow from an Orc scimitar.*

*The Warriors had been caught in a trap - over thirty Orcs and Goblins attacking them from all sides. The Wizard's thunderbolts had split the dank air, shrivelling flesh on bone, yet still the dark brood came. Galahern had felled the foe from afar with his lightning-fast bow, and the red mist of their blood had hung around Kragan and Grumli as they fought back to back against overwhelming odds. In the distance a gong had rang again and again, summoning yet more monsters and adding its atonal clamour to the screams and shouts of battle.*

*Eventually, there were no more monsters left to kill, and the Warriors stood alone midst a pile of steaming bodies. Staggering across the room, Kragan had relieved one of the dead Orcs of a glowing sword. "powerful weapon. I'll keep it." he had grunted, kicking the Orc out of the way.*

*Then the gong started to ring again, and Galahern's keen ears had picked up the sound of many feet.*

*"More come, we must flee." the Elf had shouted.*

*Grumli shook his head, as if awakening from slumber. Leaning heavily on his axe, he looked up and snarled.*

*"A Grunnson run from the likes of these? Never. Not while I live and breathe!"*

*"If we have time, I have a healing salve that will do its work on Xavier, for he suffers from little more than loss of blood. Then his magic in turn will heal my arm. But we need a few moments to gather our wits, to marshal our resources. Then you can have your fill of this offal scum."*

*"Very well. A short respite, then we see to the rest of these vermin," declared Grunnson, pulling the Wizard from beneath the dead bodies.*

*And so the Warriors had fled to this small room and its temporary safety.*

Attack spells are an exception in that they can only be cast during the Warriors' Phase. However, you can cast an Attack spell at any time during the phase, even during another player's turn if you wish.

The only time you can never cast a spell is to interrupt a hit. Once a Monster, Warrior, or anything else (like a trap) has 'hit' you have to work out any damage straight away. This is because the 'to hit' and 'damage' rolls are really the result of one continuous action, and although you make two separate dice rolls, it would be inappropriate to interrupt them to cast a spell.

At the end of each turn, any unused Power is lost. The Wizard rolls again in the next Power Phase.

### HOW LONG DO SPELLS LAST?

At the bottom of each spell card there is an entry called 'Duration' which tells you how long the spell lasts. This will be either Immediate, This Turn, or One Whole Turn.

**Immediate.** This means the spell is resolved immediately, its effects are generally permanent. For example, the spell Heal Wounds. When this spell is cast, a chosen Warrior will have D6 Wounds healed.

**This Turn.** This means the spell lasts for the remainder of the turn. Regardless of when you cast it, the spell lasts until the end of the current turn. An example of this type of spell is the Iron Skin spell. When you cast this spell a Warrior adds +2 to his Toughness for the rest of the turn.

**One Whole Turn.** This spell lasts for an entire turn. For example, if it is cast at the start of the Monsters' Phase it will last until the start of the Monsters' Phase in the following turn. If cast at some point during the Warriors' Phase (for example, once the Dwarf has moved, but before he attacks), it lasts until the same point next turn. In fact, only the Levitation spell lasts for 'one whole turn', so this isn't too difficult to remember.

## POWER TOKENS



The Wizard's Power Tokens represent his inner magical resources. At the start of the game, the Wizard has 1D6 Power Tokens in his Power Store. He can give them up during play to gain extra Power.

Each Power Token the Wizard trades in gives him 1 extra point of Power. Once a Power Token has been given up it is gone for good, so you must be careful how you use them.

### - EXAMPLE -

In this example, the Wizard starts the game with 6 Power Tokens and the following three spells:

Spell	Casting Number	Type
Fireball	5	Attack
Shield	6	Defence
Heal Wounds	4	Healing

The Warriors are in the middle of a hectic fight with some Goblins. The Wizard player rolled a 5 in the Power Phase, so he has 5 Power available this turn.

The Wizard could cast his Fireball spell to try and kill some Goblins. This would use up 5 Power. Alternatively, he could hang on to his Power in case he needs to cast a Heal Wounds spell later. This would cost 4 Power. The Wizard can't cast the Shield spell unless he's prepared to sacrifice one of his six Power Tokens.

## - TO HIT CHART -

ATTACKER'S WEAPON SKILL	DEFENDER'S WEAPON SKILL									
	1	2	3	4	5	6	7	8	9	10
	1	4	4	5	6	6	6	6	6	6
	2	3	4	4	4	5	5	6	6	6
	3	2	3	4	4	4	4	5	5	6
	4	2	3	3	4	4	4	4	5	5
	5	2	3	3	3	4	4	4	4	4
	6	2	3	3	3	3	4	4	4	4
	7	2	3	3	3	3	3	4	4	4
	8	2	2	3	3	3	3	3	4	4
	9	2	2	2	3	3	3	3	3	4
	10	2	2	2	2	3	3	3	3	4

## - MONSTER REFERENCE TABLE -

For more details see the Bestiary section of the Roleplay Book.

	M	WS	BS	S	T	W	A	No.	Gold	Notes
Orc Warrior	4	3	4+	3	4	3	1	1D6	55	-
Orc Archer	4	3	4+	3	4	3	1	1D6	55	Armed with Bow (Str 3)
Goblin Warrior	4	2	5+	3	3	2	1	1D6	20	Armed with Spear
Night Goblin Archer	4	2	5+	3	3	2	1	1D6	20	Armed with Bow (Str 1)
Snotlings	4	1	-	1	1	1	1	1D6	10	See the Snotling Event Card
Skaven Warrior	5	3	4+	3	3	3	1	2D6	40	-
Minotaur	6	4	4+	4	4	4	2	1	440	Causes 2D6+4 Wounds
Giant Spiders	6	2	-	S	2	2	1	2D6	15	See the Spider Event Card
Giant Rats	6	2	-	2	2	2	1	2D6	20	See the Rat Event Card
Giant Bats	8	2	-	2	2	2	1	2D6	15	See the Bat Event Card



## THE WIZARD

There is a power in the world that lies beyond the understanding of most mortal men, a power that can level mountains and destroy cities: the raw power of magic.

The great High Elf Sorcerers have studied the lore of magic for thousands of years, and their sorcery goes far beyond the understanding of any other race. Their homeland, Ulthuan, is the most magical part of the Warhammer World, and in the far distant past the Elf mages taught some of their magic to men.

Since that time, the Wizards of mankind have established the Colleges of Magic and have been developing their skills. Magic is recognised as a potent force that can be used for good and for evil purposes. All armies have powerful Battle Wizards who are skilled in spells of warfare and destruction. As men-at-arms clash on the field of battle, and as cannons roar and arrows fly, another battle is fought out between the rival spellcasters of the opposing armies. Magical energies surge and crackle above the battlefield as enemy Wizards strive for supremacy.

The Wizard seeks adventure in the dungeons and caves below the world. Not much is known about the evil creatures the Warriors will meet, but it is certain that there will be times when swords are of no use, and only magic will prevail. The Wizard will have to call on all his guile and wisdom to bring the Warriors to safety, and for their part the Warriors would be well advised to protect him.

## THE ELF

The Dwarfs and the Elves enjoyed the golden age of their civilisations long before the empires of Man arose, and both are long-lived and noble races. There the similarity ends, however, as where the Dwarfs are short and stocky, the Elves are tall and slender. Where Dwarfs are gruff and serious, Elves are joyous and seem frivolous to other races. It was inevitable that the differences that lie between them should lead to a terrible and bitter war.

Though the war has ended, neither the Elves nor the Dwarfs will ever truly forgive nor forget, and an enduring mistrust now exists between their two races.

Elves are tall, slender, pale-skinned and of haughty demeanour. Their slender build belies their strength and toughness, for Elves are powerful creatures, and deadly in battle.

Their weapons and armour are the finest in the Warhammer World, crafted out of exquisite materials, using techniques unknown to Man, and encrusted in precious gems.

Elves generally keep themselves apart from the world of Men. Most of the Elves have abandoned the Old World and now make their home in the Elf kingdom of Ulthuan.

A few Elves still live in the forests of Loren. These Wood Elves are not as far distanced from the realms of humans as their High Elf kin. In times of dire threat to the Empire or the Kingdom of Bretonnia, the Wood Elves will even send mighty armies to fight alongside the human warriors in battle.

Wood Elf adventurers are rare but not unheard of. The Elves' passion for bright jewels and gems, and their hatred of evil races such as Orcs and Goblins, can lead even them to undertake the most hazardous of adventures.

The Elf in Warhammer Quest is just such a Warrior - determined to recover lost treasures, experience new realms and rid the world of the hideous monsters who deface its beauty.

