



- Compendium –

Volume II

v0.02

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- INTRODUCTION -

Volume II of the extremely unofficial Warhammer Quest Compendium. The compendium contains all the articles which have appeared in Games Workshop's White Dwarf magazine. The issues that contained the articles are not available from Games Workshop any longer, so this document is designed to act as an archive for those of you who would like to keep your original issues as pristine as possible.

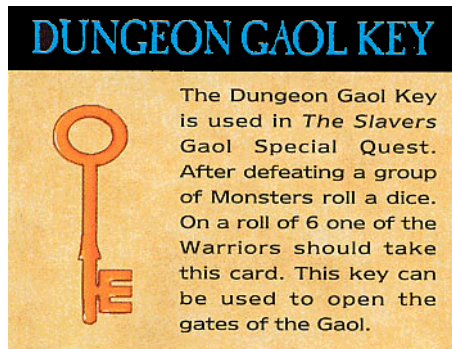
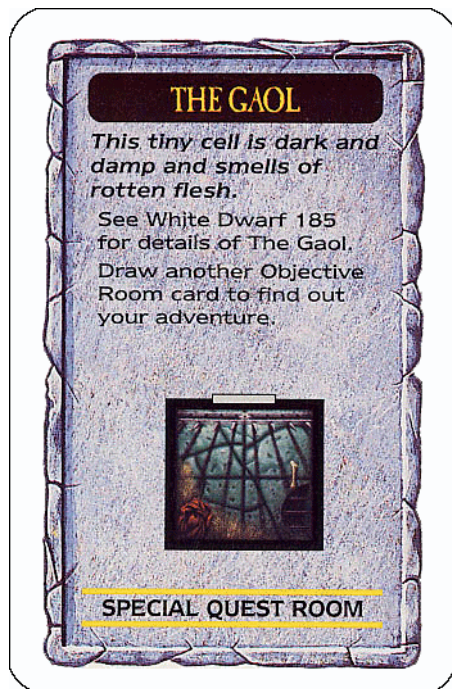
The format and look of the original articles has been preserved as much as possible, but compromises have been taken in order to keep the size of this document manageable, for instance photographs have been reduced to 256 colours etc.

The Compendium has been split into two volumes Volume I has all the articles and text, while Volume II (this one) has the extra board sections and event cards etc.

There is a lot of good articles here and they're bound to offer something to even the most jaded Warrior.

Enjoy.

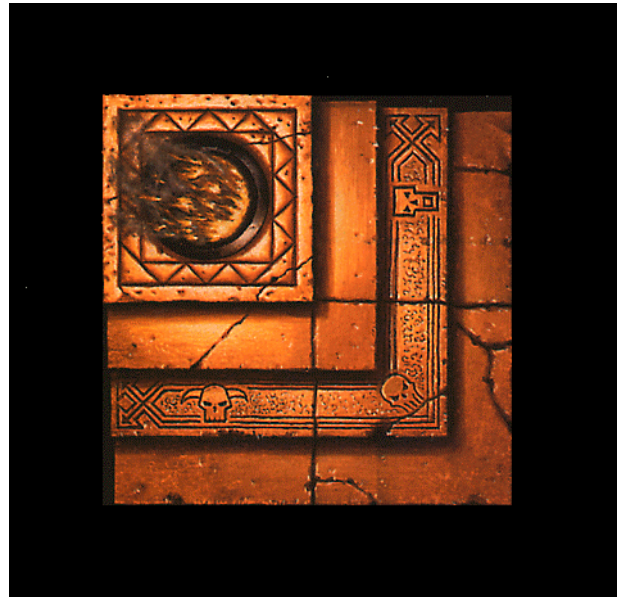
Dungeon Card



- FLAMES OF KHAZLA -

(Originally in White Dwarf number 189)

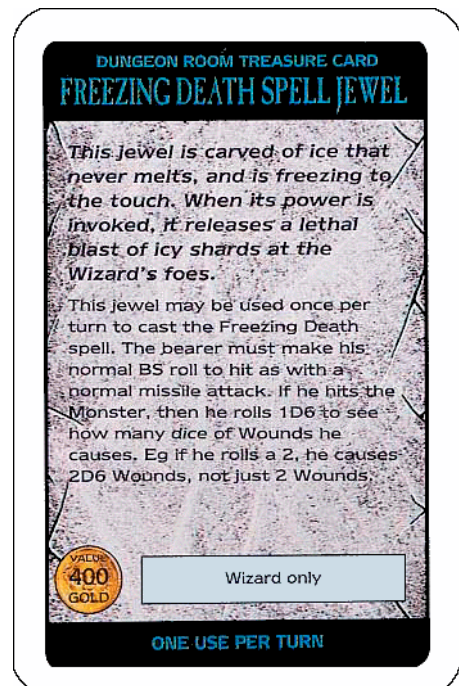
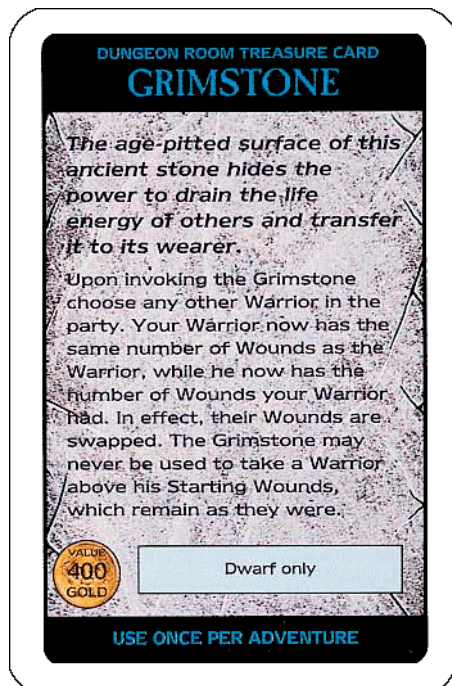
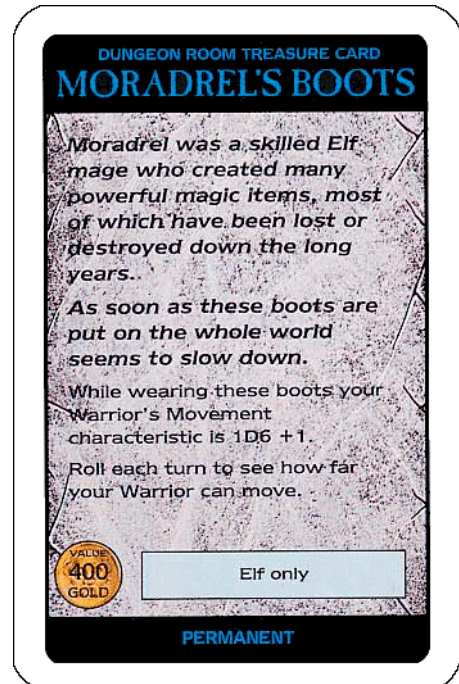
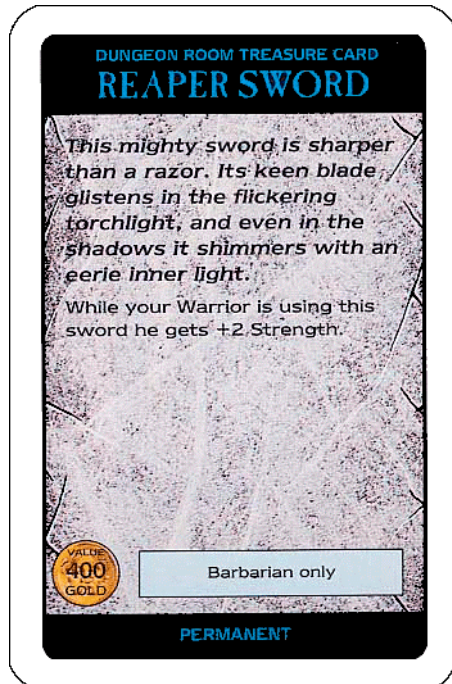
Dungeon Card



- LAIR OF THE ORC LORD -

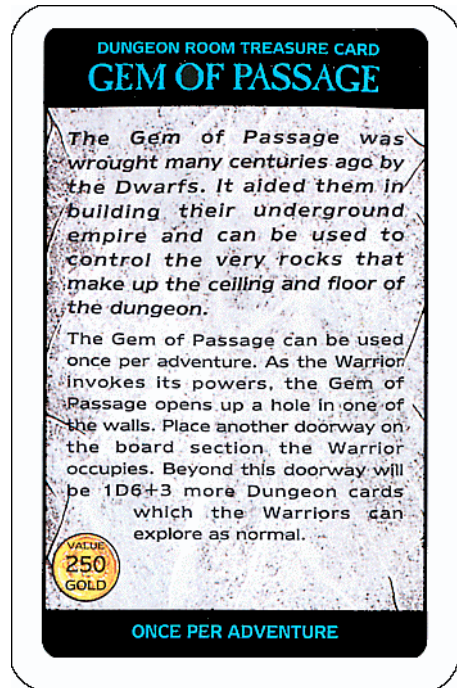
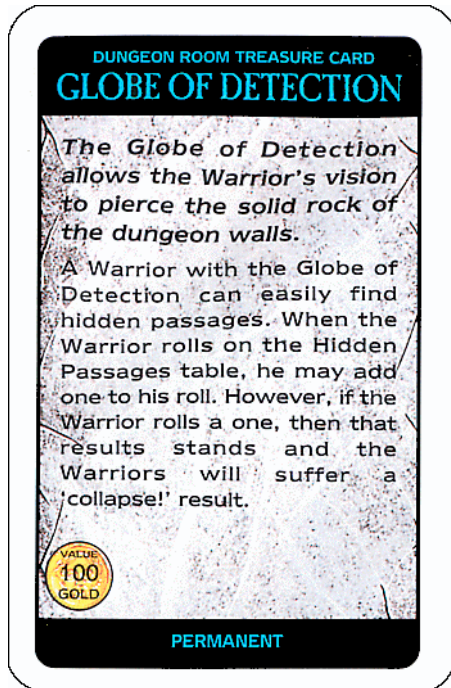
(Originally in White Dwarf number 187)

Note: The article for this issue was basically an advert for the *Lair of The Orc Lord* expansion set, which is why it doesn't appear in Volume 1 of the compendium. But it did come with the following four treasure cards:



- THE DARKNESS BELOW -

(Originally in White Dwarf number 189)



TREASURE MAP

When used, roll a D6 on the following table:

1	Forgery! Add D6 cards to the top of the Dungeon deck.
2-5	Nothing familiar. The map is no help, but may be used again.
6	Treasure Ahead! There is a treasure chest in the next Dungeon room. See WD189.

- DARK SECRETS -

(Originally in White Dwarf number 190)

SECRET MAP

You have a map which leads to a chamber filled with treasure!

If you ever get to a point where you would have to turn back, then you may explore beyond what would normally be a dead end. Take an Objective Room at random and clip it onto the board. This room is illuminated, and you will not need the Lantern to enter. If you enter, roll a D6.

D6	Result
1,2	It's a trap! Roll on the Objective Room Monster table, but take no treasure!
3,4	Wrong room! take an Event card, which is resolved as usual.
5,6	Treasure! Take an Event card, resolved as usual, then take an extra 1D3 Treasure cards for yourself.

ESCORT

A wizened alchemist from Altdorf has paid you to escort him into the dungeon to search for a certain item. You must protect him at all times.

The artefact he seeks is in the Objective room. If he is alive when your quest is complete, he finds what he searches for and rewards you with 1D6x100 Gold!

You will need a model to represent the alchemist, controlled by yourself. He will not attack, and has the profile below. He moves 4 squares per turn. Monsters will not attack the alchemist while there are Warriors still standing!

WS	BS	S	T	I	A	WOUNDS	PINNING
2	6+	2	4	5		6	4+

PERSONAL SUPPLIES

Before descending into the perilous darkness, you stocked up with some supplies to help in the danger ahead. Roll a dice to see what you have brought, and what it does.

D6	Supplies
1,2	D6 provisions. Each heals 2 Wounds when eaten. May be used at any time.
3,4	D6 bandages. Each heals 3 Wounds when used. May be used at any time.
5,6	A trance stone. If you do nothing in a turn, including moving, and there are no Monsters on the board, you may heal 1 Wound.

Of course, you could sell or swap these with the other Warriors if you wish!

DISCOVERY

Legend tells that deep within this dungeon lies an item of great power. You have worked out where it lies, and you are determined to make it yours!

Roll D6+6 and secretly note down the result. This is the number of board sections which must be explored before you reach the place of your search.

When you get there, before doing anything else, you must roll another D6. This shows the number of Treasure cards you can now pick up. You must choose one of them as the legendary artefact, keeping it as your own, on top of any other treasure you may have. The other cards are shuffled back into the Treasure deck.

PHOBIA

You harbour a secret fear that chills your blood! Roll a dice to see what your phobia is:

1. Rats - you are at -1 to hit them.
 2. Spiders - you are at -1 to hit them.
 3. Bats - you are at -1 to hit them.
 4. The dark! - you will never move off the board section with the Lantern on it.
 5. Blood! - whenever your Warrior is wounded, roll 2 dice - on a double one you faint, missing the next Warrior's phase. Whilst down, no Monster will hit you.
 6. Minotaurs - (understandable really!) you are at -1 to hit them.
- Gain +10 Gold for every Wound you cause against a Monster you fear!

VENGEANCE

You have a personal reason for going on this adventure - vengeance! Your arch enemy is reputed to dwell in this cave system, and you are out to destroy the monster once and for all.

Write down in secret what type of Monster you are after. When you first meet this type of Monster, you go absolutely crazy, leaping into the fray with no thought for the others at all. Reveal which Monster you want to kill to the other players. Until it is dead, you always go first, gaining +1 Attack, +1 Strength, but -1 to hit as you are attacking so wildly. If you kill the Monster, you gain double the normal Gold!

RESCUE

A member of your family has been kidnapped, and must be rescued.

Roll a D6 twice to see who has been captured, and where they are held.

D6	Who?	Where?
1	Father	Well of Doom
2	Mother	Monsters' Lair
3	Brother	Guard Room
4	Sister	Dungeon Cell
5	Cousin	Torture Chamber
6	Nephew	Objective room

If you find the room, then roll a D6. On a 1, you are too late, the relation is dead! On a 2-5 your relation is alive but guarded - take an extra Event card. On a 6, the room is empty except for your relation, do not take an Event card for the room (Objective Room contains normal Monsters). Once there are no Monsters in play, the relation is freed. Eternally grateful, they give you a Treasure card and escape safely to the surface.

PURSUIT

You have not told the others, but you are being pursued by monsters who are after your blood. You stole a valuable artefact from them and they will not rest until they get it back.

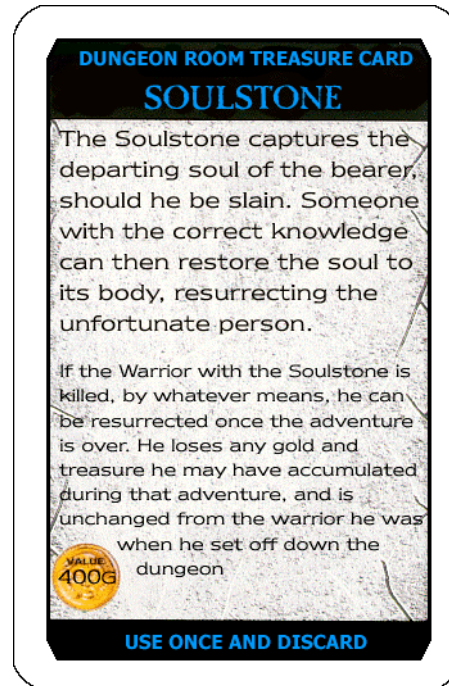
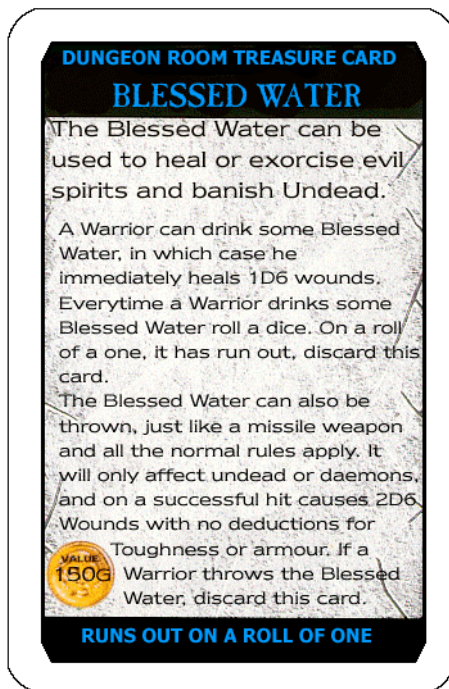
You must keep an eye on the Power dice. As soon as the Wizard rolls the same number in two successive turns, the pursuit arrives, howling for your blood.

Roll on the Objective Room Monsters table to see what arrives. Before fighting them, you reveal to the others the truth - take a Treasure card now. This is the item the Monsters are after. It may be of some use in the fight which follows!

- A HORROR AWAKENS -

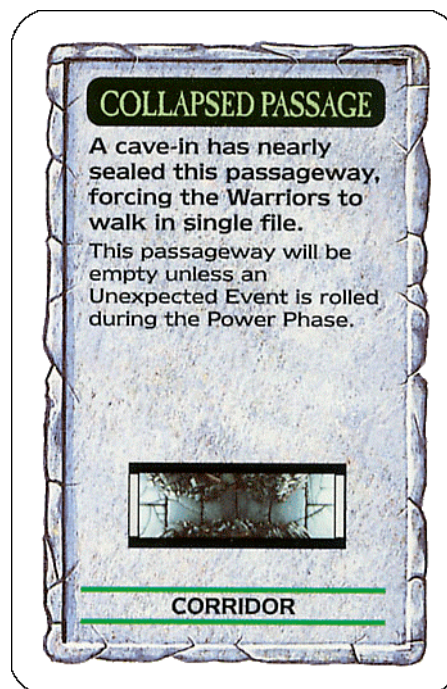
(Originally in White Dwarf number 191)

(These have been re-created as the cards I had were in bad condition. The content is identical.)



- INTO THE DEPTHS -

(Originally in White Dwarf number 192)





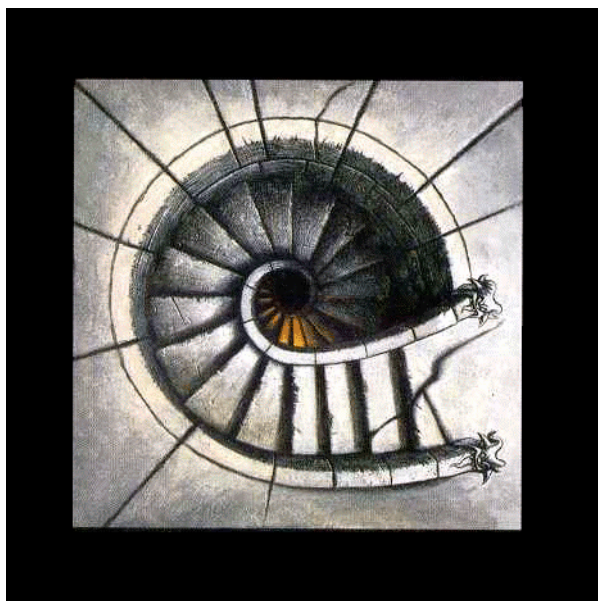
DEAD END

A rockfall blocks the tunnel ahead and there seems no obvious way deeper into the dungeon.

See White Dwarf 192 for details of the Dead End.



CORRIDOR



- A DUNGEON OF YOUR OWN -

(Originally in White Dwarf number 193)

E
SPIDERS' LAIR
E

The Warriors stumble into a tangle of webs, and as they struggle to free themselves a swarm of Giant Spiders scuttles out of the surrounding darkness.

Each Warrior is immediately webbed just as if he had been successfully hit by a Giant Spider. In addition, D6+3 Giant Spiders attack the Warriors, place them on the board and resolve their attacks in the the next Monsters' phase as normal. The Warriors must break free as normal, all the usual rules for being webbed apply and can be found in the Warhammer Quest Rulebook.

This area is littered with the remains of past victims, and if the Warriors manage to kill all the Giant Spiders, they each gain a Treasure card, rather than a single Treasure card for the whole party.

E
TREASURE TROVE
E

The room is filled with loot – ancient armour and weapons, and chests full of gold and gems. However, it is also guarded by fierce Monsters who have reinforcements nearby.

Draw the next TWO Event cards and resolve them as normal (work out 'E' type events before placing Monsters). If the Warriors manage to kill all of the guards, they may search the room for treasure. This treasure is in addition to any gained for defeating the Monsters guarding the room. Whilst searching, a Warrior may do nothing else.


At the end of the turn, roll a D6 for each Warrior searching. On a roll of 6, the Warrior finds something useful and may take a Treasure card. On a roll of a 1 an Unexpected Event occurs next turn, regardless of the Power roll. Note that only one unexpected Event occurs, regardless of the Power roll and the number of ones rolled by searching Warriors.

M
ORC AMBUSH
M

Wounds: 3
Move: 4
Weapon Skill: 3
Strength: 3
Toughness: 4
Attacks: 1

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

Special Rules
 The Warriors are attacked by D6 Orcs. However, the Orcs have sprung a well-timed trap and get to attack first. The Orcs may attack as soon as they are placed on the board, just like Giant Bats.




M
RAT OGRE
M

Wounds: 20
Move: 6
Weapon Skill: 4
Strength: 5
Toughness: 5
Attacks: 2

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Rat Ogre	2	3	3	4	4	4	4	4	5	5

Special Rules
 Rat Ogres are extremely strong creatures and do an extra D6 damage (2D6+5).



- DOMAIN OF THE HORNED RAT -

(Originally in White Dwarf number 195)

QUIRRIK'S LABORATORY

The stench of burning warpstone fills the air, and the ominous hum of powerful machinery makes the floor shake. In the darkness you spy the bulky form of the warpfire generator!
See White Dwarf 195 for details.



OBJECTIVE ROOM

M**RAT GOLEM****M**

Wounds: 12
Move: Special
Weapon Skill: 2
Strength: 6
Toughness: 6
Attacks: Special

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Rat Golem	3	4	4	4	5	5	6	6	6	6

Special Rules
See White Dwarf 195 for the Rat Golem's special rules.

450
GOLD

M**QUIRRIK - SKAVEN WARLOCK ENGINEER****M**

Wounds: 10
Move: 5
Weapon Skill: 3
Strength: 3
Toughness: 4
Attacks: 1

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

Special Rules
Minions: Quirrik is always accompanied by some of his followers, see White Dwarf 195 for details.
Magic: Quirrik can cast one spell at the start of each Monsters' phase. See White Dwarf 195.

400
GOLD

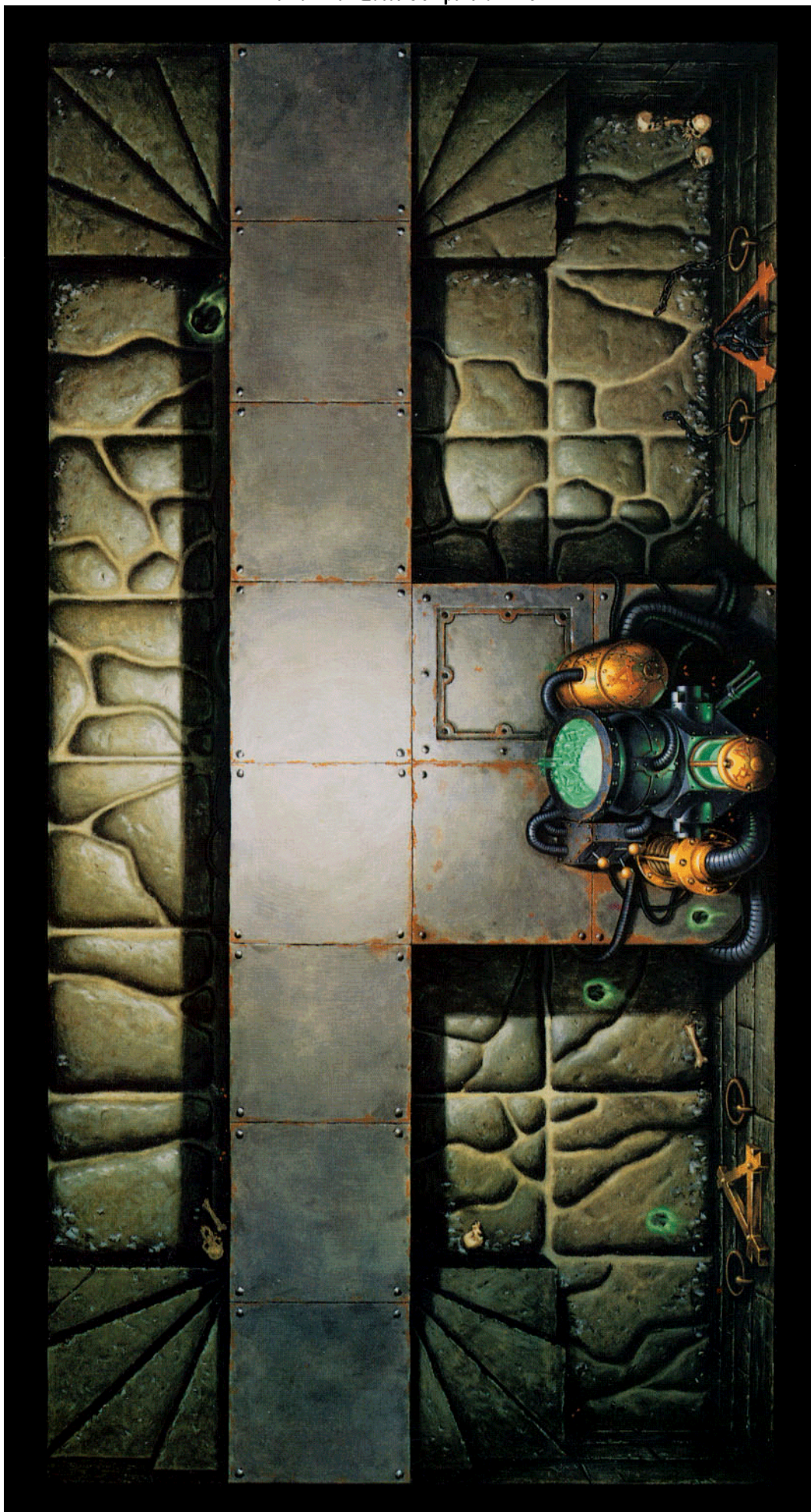
M**SKREEK DEATHSTRIKE SKAVEN ASSASSIN****M**

Wounds: 6
Move: 5
Weapon Skill: 5
Strength: 4
Toughness: 4
Attacks: 1(+1)

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

Special Rules
Ambush: Skreek attacks as soon as he is placed.
Throwing Stars: Skreek carries throwing stars (Str 4).
Weeping blades: Skreek has two swords giving him an extra attack. In addition, see White Dwarf 195.

400
GOLD



Warhammer Quest Compendium Vol. II
- THE LOST KINGDOMS -

(Originally in White Dwarf number 197)

E **SHIFTING SANDS** **E**

A deluge of hot sand starts to pour into the dungeon through grilles in the walls of this room. Although there is time to escape, this makes the Warrior's footing unstable.

While on this board section, each Warrior must roll a D6 and add their Strength at the start of the Warriors' Phase. On a roll of 6 or less the Warrior is unbalanced and falls over – place him prone for the turn. The rules for being prone are given in the Warhammer Quest Roleplay Book on page 36.

Draw another Event card immediately

NO TREASURE FOR COMPLETING EVENT

E **SNAKE PIT** **E**

The floor of the room is covered with writhing snakes, coiling about your legs and hissing loudly. Unless your Warriors tread warily they may be bitten.

For each square over one that a Warrior moves in a turn, roll a D6. On a roll of a 1 the Warrior is bitten by an irritated snake and suffers 1 Wound. The snakes' bites carry potent venom, see the rules for *Poison* in the Warhammer Quest Roleplay book on page 85.

The Monsters of the dungeon are used to the snakes and suffer no penalty to their movement.

NO TREASURE FOR COMPLETING EVENT

E **ALARM** **E**

As they enter, one of the Warriors trips a wire which sets off a cacophonic din of gongs and bells. The Warriors should really watch their step from now on as the Monsters know they're coming!

All Monsters for the rest of the dungeon gain the *Ambush* (6+) ability. This means that the Monsters will attack as soon as they are placed if you roll a 6 on 1D6 when they are put on the board. This is in addition to a Monster's normal *Ambush* ability, should it have one.

NO TREASURE FOR COMPLETING EVENT

E **SLIDING WALL** **E**

As the Warriors enter, the wall behind them starts to grind across the doorway, blocking off the route out of the dungeon.

Unless one of the Warriors discards a weapon or door spike to wedge the sliding wall in place, the exit is closed off, just as with the *Cave-in* Event.

Draw another Event card immediately.

NO TREASURE FOR COMPLETING EVENT

- A GREEN AND PUSTULANT LAND -

(Originally in White Dwarf number 201)

E

Affliction of Nurgle

The diseases & contagions of Festamus the Septile have infected one of the Warriors. Pick a Warrior counter to decide who falls ill & then roll a die to see which illness the Warrior contracts.

1-2: Odorous Blight - the Warrior's flesh begins to rot, & a small cloud of flies gathers around him. Any other Warrior standing in a square next to him at the end of the Exploration Phase must lose their next turn as they retch in disgust.

3-4: Pustulant Fungosity - the Warrior's body erupts in sores & warts, which constantly bleed & ooze pus. Any time the Warrior is healed, he regains only half the wounds indicated (round fractions up).

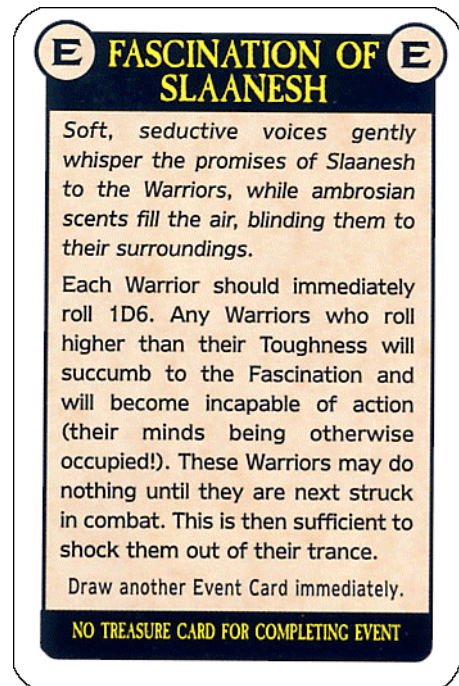
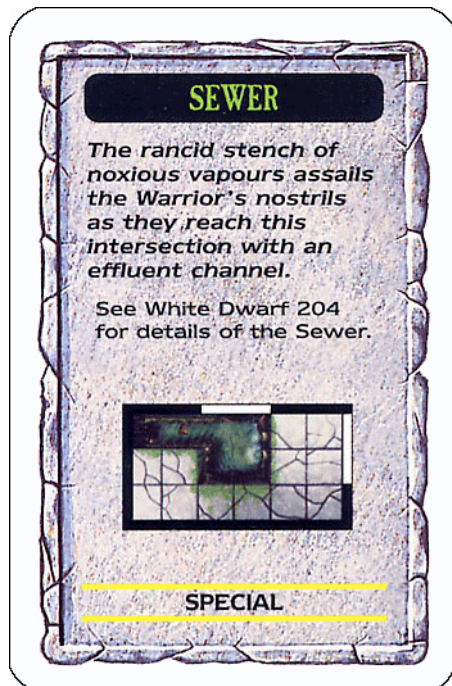
5-6: Mouldering Pox - the Warrior breaks out in bright green & purple blotches. He will no longer be admitted to settlements.

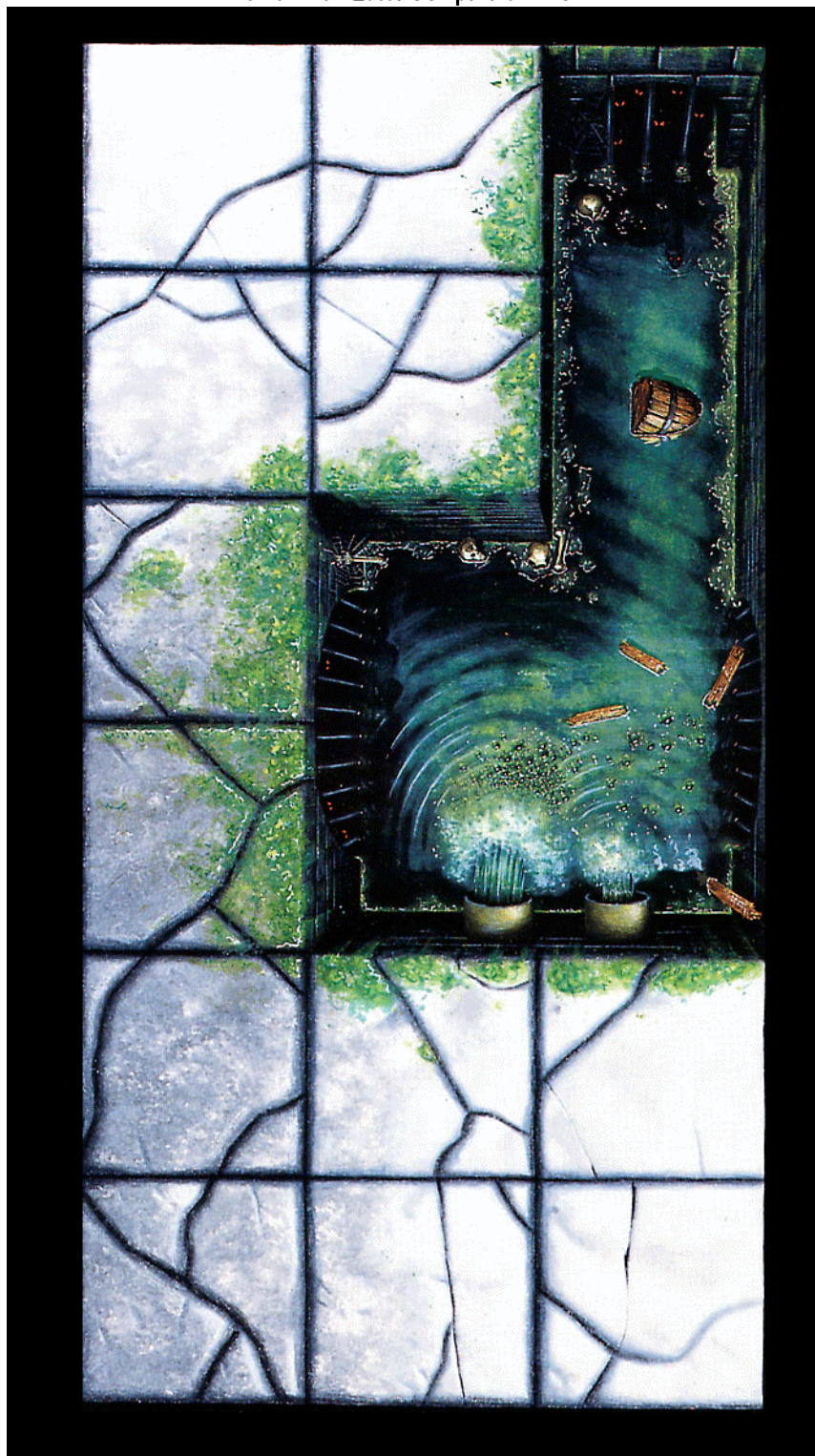
NO TREASURE FOR COMPLETING EVENT

E

- ROOM FOR IMPROVEMENT -

(Originally in White Dwarf number 204)





- CARD BACKS -

In order to reduce the file size, rather than have the backs of the cards with each article the backs are reproduced here individually and can be printed as required.

