



(v1.00)

· CARDS & FLOORPLANS ·

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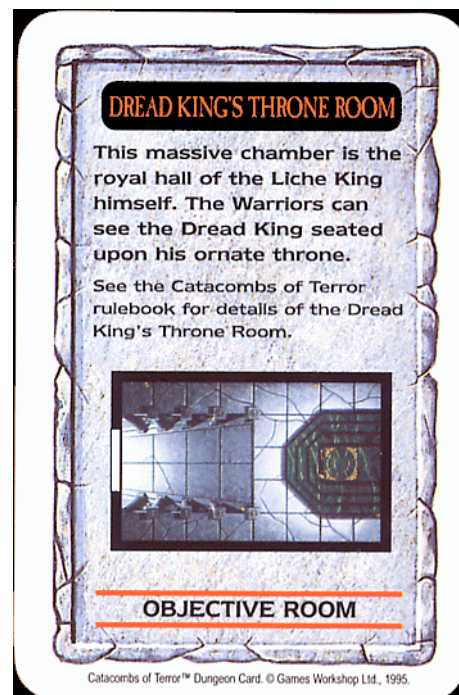
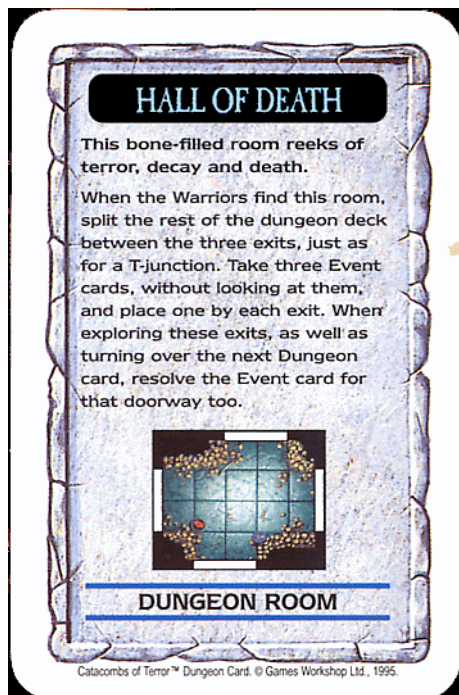
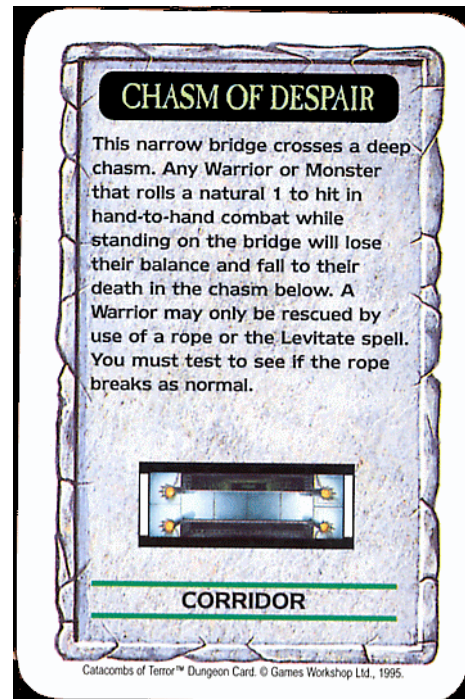
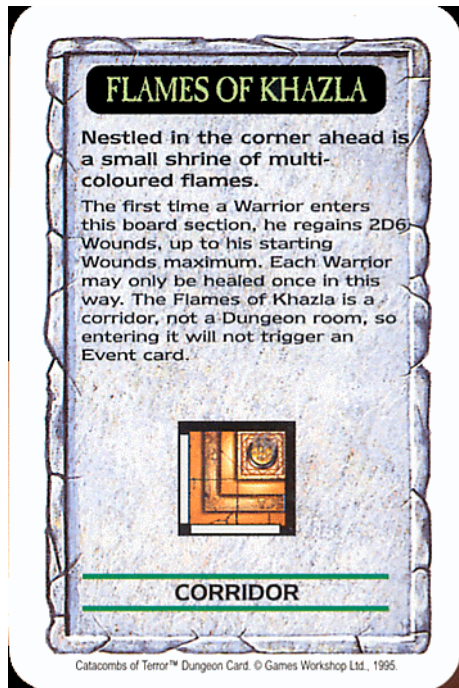
*This is the 2nd volume of the **completely** unofficial, unsupported, and unauthorised electronic version of Games Workshop's Warhammer Quest expansion set "Catacombs of Terror".*

As much as possible this electronic version resembles the original, though colour depths and the resolution of the images has been reduced where possible in order to produce a smaller file size.

Due to the licensing restrictions on the fonts used, they can not be embedded in the PDF. So to ensure that the manual looks as it is intended to you 'll need the "Casablanca Antique" and the "Book Antiqua" fonts (otherwise it looks terrible).

*Enjoy.
A.*

· DUNGEON CARDS ·



· EVENT CARDS ·

E**E**

HORROR IN THE DARKNESS

For a brief moment, the light of the lantern is eclipsed as darkness sweeps out from the depths of the catacombs and engulfs the Warriors. In the darkness, each Warrior finds himself confronted by his worst nightmare.

Each Warrior must roll a dice and add his Strength to the score. If his total is greater than or equal to 7, he masters his fear and passes unscathed – he gains +1 to hit with the next 1D6 attacks he makes. If not, then when the lantern is re-lit, moments later, the Warrior has a look of stark terror on his face. He is so shaken by the experience that all his to hit rolls are at -1 until the end of the next combat.

Roll a dice. On a roll of 1, 2 or 3 take another Event card.

NO TREASURE CARD FOR COMPLETING EVENT

Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.

M**M**

LUTHOR LARANSCHELD'S HUNCHBACK SERVANT


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

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

Special Rules

Ignore Blow. Every time Luthor is hit, roll a D6. On a 6 Luthor ignores any damage he would normally have taken.

Special Attack. See the reference sheet.



LUTHOR 300 GOLD

Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995. Part No. 200120

M**M**

VAN DAMNEG THE DREAD KING

Wounds: 18
Move: -
Weapon Skill: 5
Strength: 4
Toughness: 4
Attacks: 1

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

Special Rules

Causes 2D6(+4) wounds when he hits.

Necromantic Magic - See spell card.

Spells cast against the Dread King cost 1 extra point of power to cast.

Minions - See special card.

If this is an unexpected event, shuffle this card back in the deck and take another instead. If the Warriors have just entered a room, place the Dread King in a corner as far away from the Warriors as possible, then place his minions.

VAN DAMNEG 700 GOLD

Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.

E**E**

SPECTRAL ATTACK

A shadowy figure materialises from the darkness and reaches its long fingers out to grab the Warriors.

Each Warrior should roll a dice and add their Initiative. On a total of 7 or more the Warrior evades the Spectre's chilly touch. If the Warrior scores a 6 or less a bolt of freezing energy strikes his body, and he suffers D6 wounds with no deductions.

Roll a dice. On a roll of 1, 2 or 3 draw another Event card.

NO TREASURE CARD FOR COMPLETING EVENT

Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.

E**E**

DWARF GHOST

The luminous form of a ghostly Dwarf materialises in front of the Warriors. It is the spirit of a venerable Dwarf Goldhunter, who warns the Warriors about the dangers they will face deeper in the catacombs.

The Warriors may use the Dwarf's advice to avoid any one Event card they don't wish to encounter. Put the Event card you don't want to encounter to one side for the rest of the adventure, you don't have to shuffle it back into the Event pack. There is no need to take another Event card in its place either.

NO TREASURE CARD FOR COMPLETING EVENT

Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.

E**E**

DEATH CURSE

A reedy, cracked voice cries out, "Suffer my curse, vile unbelievers!" The Warriors are engulfed in darkness, and freezing blackness clutches at their souls.

Roll a dice for each Warrior.

1-2 The pain is unbearable, sapping the Warrior's strength. He loses 1D3 wounds from his starting wounds score, permanently.

3-4 The Warrior cries out in anguish as the cold cuts through him. He loses 1 wound from his starting wounds score, permanently.

5-6 The Warrior valiantly resists the evil curse, finding hidden reserves of strength through his iron resolve. Gain 1D3 lost wounds back.

Take another Event card immediately.

NO TREASURE CARD FOR COMPLETING EVENT

Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.

(M)
(M)

ID6 SKELETON SPEARMEN AND ID6 SKELETON ARCHERS


Wounds: 5
Move: 4
Weapon Skill: 2
Strength: 3
Toughness: 3
Attacks: 1

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

Special Rules

Regenerate. If a Skeleton is standing at the end of the turn, it gets back D6 wounds, up to its starting wounds maximum.

Weapons. Skeletons armed with bows (Strength 3) need a 5+ to hit. Skeletons armed with spears can attack from up to two squares away, even past intervening models.



Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.

(M)
(M)

1 TOMB GUARDIAN

Wounds: 15
Move: 4
Weapon Skill: 3
Strength: 3
Toughness: 3 (4)
Attacks: 1


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


SPECIAL RULES

Guardians. Tomb Guardians do not leave the board section they are placed on.

Armour. Tomb Guardians have 1 point of armour giving them Toughness 4.

Regenerate. If a Tomb Guardian is standing at the end of the turn, it gets back D6 wounds, up to its starting wounds maximum.





Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.

(M)
(M)

ID6 SKELETON SPEARMEN


Wounds: 5
Move: 4
Weapon Skill: 2
Strength: 3
Toughness: 3
Attacks: 1


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

Special Rules

Regenerate. If a Skeleton is standing at the end of the turn, and has suffered wounds, it gets back D6 wounds, up to its starting wounds maximum.

Spears. These Skeletons are armed with spears, and can attack from up to two squares away, even past intervening models






Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.


(M)
(M)

ID6+3 ZOMBIES

Wounds: 5
Move: 4
Weapon Skill: 2
Strength: 3
Toughness: 3
Attacks: 1

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





Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.

(M)
(M)

ID3 TOMB GUARDIANS

Wounds: 15
Move: 4
Weapon Skill: 3
Strength: 3
Toughness: 3 (4)
Attacks: 1


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


Special Rules

Guardians. Tomb Guardians do not leave the board section they are placed on.

Armour. Tomb Guardians have 1 point of armour which takes their Toughness up to 4.

Regenerate. If a Tomb Guardian is standing at the end of the turn, it gets back D6 wounds, up to its starting wounds maximum.





Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.

(M)
(M)

2D6 GHOULS


Wounds: 4
Move: 4
Weapon Skill: 2
Strength: 3
Toughness: 4
Attacks: 2


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

Special Rules

Break. If any Ghouls have been killed this turn, roll a dice. If the score is greater than or equal to the number of remaining Ghouls, they will flee. Remove them from the board. The Warriors do not get gold for fleeing Ghouls, but will get

Treasure at the end of the combat as usual.






Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.


M
GUNTHER LARANSCHELD
EVIL NECROMANCER
M

Wounds: 15
Move: 4
Weapon Skill: 4
Strength: 4
Toughness: 3
Attacks: 2

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

Special Rules
 Gunther is guarded by his Undead servants. See the Minions card. He has the Grimoire Necris - see the Special card. Place the Grimoire, then Laranschild, then his minions. He may be able to cast spells - see the Necromantic magic card.







Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.

M
1 CARRION
M

Wounds: 10
Move: 8
Weapon Skill: 3
Strength: 3
Toughness: 3
Attacks: 3+

Special Rules
Carrion Attack. Every time the Carrion hits, roll twice for damage (1D6+3) and apply both damage rolls to the Warrior.
Fly. Carrion can fly. They are never pinned and may change the target of their attack each turn.





Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.

E
CURSE OF THE DREAD KING
E

As the Warriors stoop to pick up a glittering item of treasure which lies before them, a sudden aura of malice fills the room. Each Warrior feels invisible eyes watching him, and the temperature drops to a deathly chill.

The Dread King has become aware of the Warriors' intrusion and summons his forces to protect him. When the Warriors enter the Dread King's Throne room, there is a -1 modifier to their roll on the Dread King's Throne Room Monsters Table. Keep this card to remind you.

If you are not playing with the Dread King's Throne Room objective card, discard this card and take another.

Draw another Event card immediately.

TAKE A DUNGEON ROOM TREASURE CARD NOW


Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.


M
1D6+3 SKELETONS
M

Wounds: 5
Move: 4
Weapon Skill: 2
Strength: 3
Toughness: 3
Attacks: 1

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

Special Rules
Regenerate. If a Skeleton is standing at the end of the turn, and has suffered wounds, it gets back D6 wounds, up to its starting wounds maximum.






Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.


M
1D6+3 SKELETONS
M

Wounds: 5
Move: 4
Weapon Skill: 2
Strength: 3
Toughness: 3
Attacks: 1

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

Special Rules
Regenerate. If a Skeleton is standing at the end of the turn, it gets back D6 wounds, up to its starting wounds maximum.
Bows. Skeletons armed with bows (Strength 3) need a 5+ to hit.






Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.

E
VAMPIRE BATS
E

The air is suddenly thick with a cloud of bats, chittering and screeching as they swoop upon the Warriors. These are no ordinary bats - they are Vampire bats, servants of the undead.



Resolve the Vampire bat attack immediately. Each Warrior is attacked by seven bats.

To see how many bats each Warrior manages to kill, roll a D6 and add the Warrior's Strength. The remaining bats inflict 1 Wound each upon that Warrior, with no modifiers for Toughness or armour.

Once they have attacked, the bats fly off into the darkness.

Each bat killed is worth 5 gold, divided equally amongst any Warriors still standing.

NO TREASURE CARD FOR COMPLETING EVENT

Catacombs of Terror™ Event Card. © Games Workshop Ltd., 1995.

· SPECIAL CARDS ·

CATACOMBS OF TERROR SPECIAL CARD
UNDEAD MINIONS

Roll a dice to see which minions appear. See the reverse of this card for details

Monster Type	Gold Value
1 1 Tomb Guardian	110g each
2 1D6 Skeletons with bows	80g each
3 1D6 Skeletons with spears	80g each
4 1D6 Zombies	40g each
5 2D6 Ghouls	80g each
6 1D6 Skeletons with swords	80g each

Special Rules - Ghouls.
Break. If any Ghouls have been killed this turn, roll a dice. If the score is greater than or equal to the number of remaining Ghouls, they will flee. Remove them from the board. The Warriors do not get gold for fleeing Ghouls, but will get Treasure at the end of the combat as usual.

Catacombs of Terror™ Special Card. © Games Workshop Ltd., 1995.

CATACOMBS OF TERROR SPECIAL CARD
NECROMANTIC MAGIC

The Dread King and Gunther Laranschild both have the ability to cast Necromantic magic spells. They cast their spells at the start of the Monsters' Phase, before they do anything else (ie, move and attack). To see which spell is cast, roll a D6, and refer to the list of spells on the reverse of this card.

Note that Gunther can only cast spells if he is in a square next to the Grimoire Necris at the start of the Monsters' Phase. See the Grimoire Necris card for more details.

Catacombs of Terror™ Special Card. © Games Workshop Ltd., 1995.

CATACOMBS OF TERROR SPECIAL CARD
GRIMOIRE NECRIS

It is within the pages of this dark and brooding book that Gunther Laranschild first learnt of the legend of the Dread King, and since that fateful day he has been driven by a burning desire to re-instate that dark lord to power over the world.

The Grimoire can be destroyed - it has 25 wounds, is Toughness 5 and any Warrior needs to roll a 5+ to hit it. Any spell cast against it will only be successful on a dice roll of 5+.

The Grimoire Necris can appear in two places in the Catacombs of Terror. Firstly, Gunther Laranschild may have it, enabling him to cast spells from its evil pages. Secondly, it may appear in the Dread King's Throne room.

Catacombs of Terror™ Special Card. © Games Workshop Ltd., 1995.

	SK	TG	ZO	GH
Wounds:	5	15	5	4
Move:	4	4	4	4
Weapon Skill:	2	3	2	2
Strength:	3	3	3	3
Toughness:	3	3	3	4
Attacks:	1	1	1	2

SK=Skeleton GH=Ghoul
TG=Tomb Guardian ZO=Zombie

UNDEAD MINIONS TO HIT CHART

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Skeleton	3	4	4	4	5	5	6	6	6	6
Guardian	2	3	3	4	4	4	4	4	5	5
Zombie	3	4	4	4	5	5	6	6	6	6
Ghoul	3	4	4	4	5	5	6	6	6	6

Special Rules - Tomb Guardians never leave the board section they are placed on. Tomb Guardians have 1 point of armour which takes their Toughness up to 4.

Regenerate. If a Skeleton or Tomb Guardian is standing at the end of the turn, it gets back D6 wounds, up to its starting wounds maximum.

Skeleton Bows are Strength 3, and need a 5+ to hit. Skeletons with spears can attack from two squares away, even past intervening models.

NECROMANTIC SPELLS (Roll a D6)

- The spell fails to work, and has no effect whatsoever.
- Hand of Death.** A single random Warrior loses 1 attack in the next Warriors' Phase.
- Soul Drain.** One random Warrior suffers 1D6 wounds, with no deductions.
- Summon Skeletons.** Place 1D3 Skeletons on the board as normal. They attack immediately.
- Summon Ghouls.** Place 1D3 Ghouls on the board as normal. They attack immediately.
- Summon Zombies.** Place 1D3 Zombies on the board as normal. They attack immediately.

PLACING THE GRIMOIRE

In the Dread King's Throne Room, the Grimoire sits in the square atop of the dais, and the Dread King is placed in the square behind it. When it appears with Gunther Laranschild anywhere else, put it in a corner, away from any Warriors. Gunther is placed next to the Grimoire, whether in the Throne Room or not.

Necromantic Magic. The Dread King has committed the entire contents of the book to his ancient memory. So long as he is adjacent to the Grimoire and is not pinned, he re-rolls his spell casting dice roll if he scores a 1.

If Gunther is standing next to the Grimoire at the start of the Monsters' Phase, and is not pinned, he may attempt to cast a spell. Roll a D6 - on a score of 4 or more Gunther may cast a spell that turn.


See the Necromantic Magic card to see which spells The Dread King and Laranschild cast.

TREASURE CARDS

OBJECTIVE ROOM TREASURE CARD
SCEPTRE OF ZANDRI

The Sceptre of Zandri protects its wielder from the baneful gaze of the Undead, making him harder to hit.

The Sceptre may be wielded like a normal sword, and inflicts an extra D6 wounds against Undead. In addition, Undead are at -2 to hit a Warrior using the Sceptre.



VALUE 1000 GOLD


PERMANENT

Catacombs of Terror™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD
STONE ICON OF GHAMALUK

Ghamaluk was a grand vizier of Araby, and created a series of stone icons specifically to combat the Undead hordes amassed against him. Many of these icons have passed into the hands of the famous Witch Hunter Gunter Grafftag of Sylvania.

This icon has the power to heal the bearer back to his starting wounds once per adventure.



VALUE 200 GOLD

USE ONCE PER ADVENTURE

Catacombs of Terror™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD
TALISMAN OF ALCADIZZAR

This Talisman protected a great Priest King against the decaying magic of the evil Liche Lord Nagash himself.

Any Warrior bearing this talisman is immune to the effects of a Necromantic spell on a dice roll of 5+ per spell. Other Warriors are affected as normal.



VALUE 500 GOLD


PERMANENT

Catacombs of Terror™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD
AMULET OF CHARADRI

Charadris was a Priest of Sigmar who abhorred magic in all its forms, believing that his faith in Sigmar was the greatest power of all.

Any Undead Monsters with the Regenerate ability standing next to the Warrior may only regenerate half the number of wounds they normally do (rounding fractions down).



VALUE 300 GOLD


PERMANENT

Catacombs of Terror™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD
ORB OF SIGMAR

The Grand Theogonist Wilhelm used this sparkling orb in his battle against the Vampire count Vlad von Carstein.

When the power of the Orb is invoked, no Necromantic magic may be used by any model on the same board section for the next 1D6 turns.



VALUE 400 GOLD

USE ONCE PER ADVENTURE

Catacombs of Terror™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD
THE BLESSED GEM

This huge ruby has been empowered with warding spells engraved into it by the wizards of the Empire.

Once per turn, the Blessed Gem can be used to dispel a Necromantic spell. When the spell is cast, roll a dice. On a roll of 4+ the spell has no effect.



VALUE 350 GOLD


Wizards only

PERMANENT

Catacombs of Terror™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD
AXE OF KHEMRI

This magic axe was forged many centuries ago by the Priest Kings of the ancient realm of Khemri. It is a mighty weapon with a pure white blade. When their kingdom fell, the axe was lost, presumed destroyed.



The axe confers the same Strength bonus as the axe carried by the Dwarf, and follows the same rules (roll an extra dice for wounds, and choose the highest score). In addition, when used against Undead, the wielder gains +1 to hit.

(RPG - the abilities of this axe cannot be added to in any way, such as runes etc.)

VALUE
750
GOLD

PERMANENT

Catacombs of Terror™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD
CHALICE OF VIGOUR

This chalice is one of the legendary artifacts created by the Priest King Alcadizzar. Much sought after by Witch Hunters, the chalice is filled with a golden liquid, which never dims or dries up.



Once per adventure, the Warriors may inhale the pungent vapours that rise from the bubbling golden liquid.

For the duration of the next combat, on a roll of a 6 to hit, the Warriors will cause an extra 1D3 Wounds against their enemies.

VALUE
300
GOLD

USE ONCE PER ADVENTURE

Catacombs of Terror™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD
SILVER STONE

The Silver Stone imbues a weapon it touches with magical powers.



The stone may be used once to permanently enchant a single weapon. The affected weapon is now magical, and causes an extra D6 wounds on a hit roll of a 6.


VALUE
250
GOLD

USE ONCE AND DISCARD

Catacombs of Terror™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD
HELM OF ALCADIZZAR

This glittering helmet was worn by Alcadizzar as he rode into battle against the Undead hordes. It is said that the helm had the magical ability to store the light of the sun, and the Undead would flee in terror from the blazing figure of Alcadizzar as he galloped across the battlefield.



The helm illuminates the dungeon just like the lantern. It adds +1 to the wearer's Toughness, and any Undead are at -1 to hit the wearer.


VALUE
450
GOLD

PERMANENT

Catacombs of Terror™ Treasure Card. © Games Workshop Ltd., 1995.

DUNGEON ROOM TREASURE CARD
THE KINGSHIELD OF TILEA

King Esteban of Estalia won a famous battle against the Undead of Lahmia, and attributed his legendary invulnerability to the shield he bore. Its past is shrouded in mystery, but the kings of Tilea have always carried it into battle.



The shield adds +1 to the wearer's Toughness, and once per adventure will negate the effect of any one blow.

VALUE
200
GOLD

PERMANENT

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· FLOORPLANS ·

