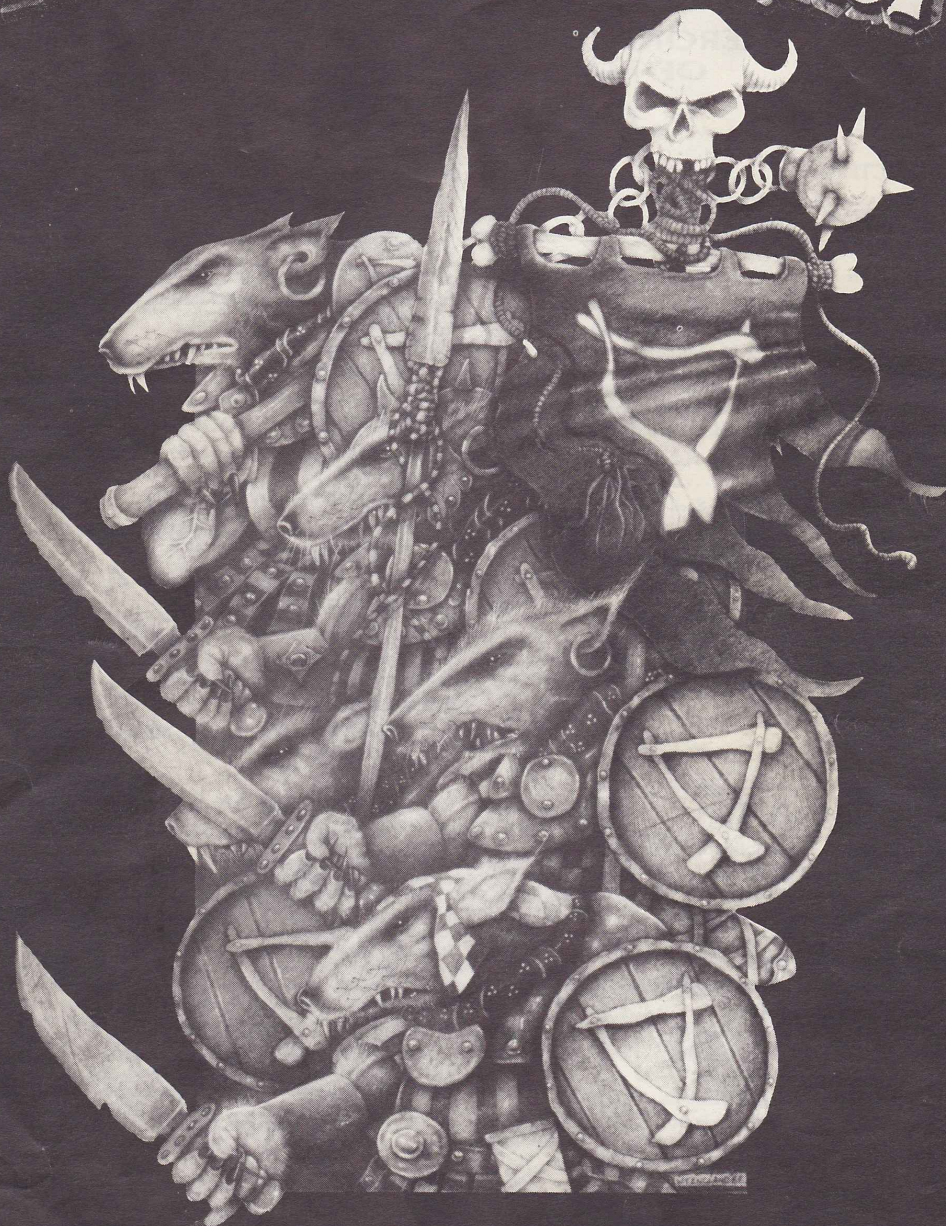


ADVANCED HEROQUEST™



RULES FOR HEROIC ROLEPLAY

HOW TO PLAY ADVANCED HEROQUEST

Before you start, the Gamesmaster (GM) should read this booklet through at least once so that he has a rough map of the game in his head and knows where to look for particular rules.

The Gamesmaster has a number of vital tasks to perform during the game. When the Heroes are exploring, he lays out the dungeon sections, revealing the new passages and rooms as they occur. Most of the time, the layout is created according to a series of dungeon generation tables, with the GM choosing how to place many of the sections. In the quest areas, the GM works from a prepared map, informing the players of the contents of each section as they enter it.

The GM controls the monsters - the fearsome creatures that make their lairs in the dark underworld and threaten the civilised peoples above. The Heroes will be trying to destroy the monsters and loot their treasure, and it is the GM's job to fight back, using the monsters to try and kill the Heroes or drive them from the dungeon.

The GM also controls the traps that have been set around the dungeon, choosing when to play traps upon the Heroes and checking the effects when he does play them.

Finally, the GM looks up the results of the Heroes' dice rolls, describes the type of room or treasure that has been discovered, and generally makes sure everything runs smoothly and according to the rules. A special section of the rules, called *The Gamesmaster*, fully explains the GM's role and the GM should read and understand this before playing the game.

The other players each control one Hero and, as the fame of their Hero spreads, a number of Henchmen. The Heroes explore the dungeon, moving through the labyrinthine passages and echoing chambers, and fight the monsters they encounter there, hoping to defeat them and recover their treasure. Each player decides what his Hero and Henchmen do: where they move, who they fight, what weapons to use, whether to cast magic if the Hero is a Wizard, and so forth.

The ultimate aim of the players is to develop a mighty Hero, a warrior or sorcerer whose exploits are known throughout the land. The successful Hero becomes more powerful as he learns new skills, gains magical items to help him, and attracts followers to aid him in his quests. With his ever-increasing power, the Hero is able to fight even greater foes and face the most terrible enemies, until his adventures truly become the stuff of which legends are made.

The immediate goal of the Heroes is to complete a quest - a mission they have chosen which links together the many expeditions they will make into the underworld. A quest may take place in more than one dungeon as the Heroes attempt to conquer different enemies or find a number of Quest Treasures. And it will probably take more than one expedition for the Heroes to fully explore each dungeon. In this way, each individual game - each expedition to a dungeon - is part of a greater exploration of the Warhammer world. And as the Heroes explore, and fight, and find great treasures, so they will improve their skills, be able to buy better equipment, and attract a retinue of Henchmen willing to serve such renowned adventurers.

We've included a quest in this rulebook so that you can start playing straight away. The Quest for the Shattered Amulet is an epic adventure that takes place in four separate dungeons, each of which contains a fragment of the lost Amulet. The Heroes' quest is to find the four parts of the Amulet and defeat the Skaven guardians.

In the rules that follow there are examples of play and dungeon layout drawn from the Quest for the Shattered Amulet. These are a helpful guide in explaining how to play *Advanced Heroquest*, but remember that they are only examples - there are many other types of quest, designs of dungeon layout, and varieties of monstrous opponent for the Heroes to face.



GG

THE HEROES

In *Advanced Heroquest*, you keep the same Heroes from game to game, developing their skills and building up their retinue of Henchmen. You only need to start again if your Hero is killed - and, even then, there are arcane magics powerful enough to raise the dead.

For the first game, however, each player will need to choose the Hero he is going to play. Later, you'll learn how to create Heroes from scratch, but to start with it's a good idea to use the four Heroes that we've already created (you'll find the filled-in character sheets in the reference section). These are the Warrior Heinrich Löwen, the Dwarf Sven Hammerhelm, the Elf Torallion Leafstar, and the Wizard Magnus the Bright.

Each player should roll a dice, with the highest scorer having first choice of Hero. All four Heroes have their own strengths, so it doesn't matter too much which one you get. Take the prepared character for your Hero - if you want, you can copy the information onto a blank sheet so that you can change it during the game.

If there are only three players, one of the Heroes is left out. If there are two players, each one gets one Hero plus one Henchmen. If there's only one player, he gets a Hero and two Henchmen. Make out a character sheet for each Henchman by copying the standard abilities of a Man-at-Arms onto a blank sheet (Henchmen are fully explained in the *Before Expeditions* section).

FILLING IN A CHARACTER SHEET

The character sheets detail the Heroes' abilities. The ready-made ones have all of the starting information about your Hero on, though these scores will change as the game progresses. For your first characters, we've used the four Heroes from the examples in this rulebook - Heinrich, Torallion, Sven and Magnus. When you design your own Heroes, you'll have to think up names for them - use your imagination to come up with some good heroic fantasy names.

Here is what the information means:

Each character sheet has a space for an illustration of your Hero and a blank shield on which you can draw your Hero's heraldic emblem. You should make a sketch of your Hero showing what weapons he's carrying and what armour he's wearing. If he finds or buys new weapons or gains a magical item, you can add these to the sketch. The blank shield allows you to show your Hero's emblem - this can also be painted onto the shield of the Hero's model. Pick an emblem that suits your hero - there are some good examples on the side of the box, and many more shield designs can be seen in *White Dwarf* magazine.

START	CURRENT	WEAPON SKILL		START	CURRENT	SPEED							
8		8		8		6							
		BOW SKILL				BRAVERY							
8	6					9							
		STRENGTH				INTELLIGENCE							
6						8							
		TOUGHNESS				FATE							
5	8					2							
NAME: HEINRICH LÖWEN													
RACE: HUMAN WARRIOR													
HAND-TO-HAND COMBAT	TARGET WPN SKILL HIT ROLL	1	2	3	4	5	6	7	8	9	10	11	12
		2	2	3	4	5	6	7	8	9	10	10	10
RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+							
	HIT ROLL	6	7	8	9	10							
WEAPONS	SWORD	RANGE	DAM	DICE	FUMBLE	CRITICAL							
		N/A	4	1	12								
ARMOUR	CHAIN MAIL	BOW SKILL	TOUGHNESS	SPEED									
	SHIELD	-1	+2	-2									
	TOTAL	-1	+1	0									
EQUIPMENT													



Your Hero's Weapon Skill, Bow Skill, Strength, Toughness, Speed, Bravery and Intelligence are ranked out of 12, with 12 showing complete expertise in that characteristic.

Weapon Skill (WS) measures how effective the Hero is with cutting and bashing weapons like swords and maces. **Bow Skill (BS)** measures his skill with a bow, or any other weapon he can throw or fire. **Strength (S)** and **Toughness (T)** are measures of his physical fitness. **Speed (Sp)** shows how quickly he can move, **Bravery (Br)** measures his courage when faced with the unknown and **Intelligence (Int)** puts a value on his brains!

Fate Points are a reflection of the legendary qualities of luck, a place in destiny, and those other indefinable qualities that mark the epic Hero. By spending a Fate Point (FP), you can change anything that just happened - you can even avoid being killed.

The **Wounds (W)** score measures how healthy the Hero is. When you suffer damage in combat or from traps you will lose Wounds. If your Wounds score falls to 0, you are knocked out. If it falls any lower than 0, that Hero dies, and must be removed from the game.

Notice that there are two columns for all these characteristics. The first is the Hero's **starting level**. This shows the Hero as he begins his life of adventure, without weapons, armour or injury. The next column is **current level**. Any changes to the starting level of a Hero should be recorded here, in pencil, since these scores can change numerous times. On the ready-made character sheets, you will see that some of the current level boxes already contain numbers; these are the characteristics that are different at the start of the game because of the Hero's armour. For example, you'll notice from Heinrich's character sheet that Bow Skill has fallen from 7 to 6, his Toughness has improved from 6 to 8, and his Speed has fallen from 8 to 6. This is all due to his armour, which makes him slower and clumsier, but much harder to damage.

The next section is headed **Hand-to-Hand Combat** and is used when your Hero is fighting a monster. To hit an opponent, you make a **hit roll** using a 12-sided dice - the number you need to roll gets higher the greater the Weapon Skill of your opponent. The GM tells you the Weapon Skill, and you look for this number in the top row. The number underneath is the hit roll; you've got to roll equal to or greater than this - if you succeed, you've hit your target.

Next comes the **Ranged Combat** section, which works in much the same way. Count the number of squares to your target, and match it to the number in the top row. The number underneath is what you have to roll to hit the target.

Under that, the Hero's **weapons** are described. Each is listed separately, with four additional pieces of information. **Range** indicates the maximum range of the weapon - for example a short bow has a maximum range of 24 squares and can't be shot at anything further away. If there's no number for range, the weapon can't be used in ranged combat. **Damage Dice** gives the number of dice you roll in order to measure the damage a hit causes. If you roll the number shown in the **Fumble** space, something has gone wrong with your attack. If you roll the number in the **Critical** space, you have done much better (hit rolls, fumbles, criticals, and so forth are all fully explained in the **Combat** section).

Next, there is **Armour**, with three pieces of information about each item. These measure what effect the armour has on Bow Skill, Toughness and Speed. Each separate piece of armour should be listed, and their effects totalled. The overall effects on each characteristic should be added/subtracted from its current level. As we have seen, this has already been done on Heinrich's character sheet for the armour he starts with.

The last section is **Equipment** which lists the various additional items the Hero carries, for example, gold crowns, rope, magic potions and so forth. If the Hero is a Wizard, this space also lists his **spell components**, the special ingredients that are used up whenever he casts a spell.

The player controlling the Wizard should also take the **Spell Book**.

THE GAMESMASTER

While the Hero players are filling in their character sheets, the GM should prepare for his part in the game. He must:

1. Place all the dungeon counters (see *The Gamesmaster* section) in a cup or mug.
2. Sort out all the dungeon sections and place them in a convenient place near the playing surface.
3. Place all the monsters, doors etc in the box, ready for use.

STARTING PLAY

Once these preparations are complete, the game can begin. The GM should place a stairway section at the centre of the table. Running away from the stairs are two passage sections leading to a t-junction section. All dungeons start like this.



◀ STAIRCASE

◀ CORRIDOR SECTION

◀ CORRIDOR SECTION

◀ T-JUNCTION

Each Hero player now rolls a dice. Whoever scores the highest (roll again to break a tie) becomes the **Leader**. The Leader rolls the dice as the dungeon is explored to see if a room has any doors, etc. He is also allowed to decide in what order the Heroes move, if they cannot decide for themselves. A new Leader is chosen after each combat, so each Hero player should get a chance to be the Leader at some time during an expedition.

The other Hero players should then roll the dice again. The player rolling highest becomes the **Expedition Mapper**. A complete record needs to be kept of the dungeon as it is discovered during each trip and a map drawn on a copy of the mapping sheet provided at the end of this booklet. You'll find some guidance about this in the next few sections.

The players then place their Heroes on the stairway. No more than one model may be placed per square. If the Hero players can't agree who will start where, the Leader chooses for them.

Play then proceeds to the first exploration turn of the game.

TURNS

In **Advanced Heroquest**, there are two types of turn: **exploration turns** and **combat turns**. Most turns are exploration turns - these are the periods when the Heroes are exploring the dungeon, moving into new areas, opening doors, searching rooms and passages, and so on.

You only start a combat turn if a previous exploration turn revealed monsters. Then you keep playing combat turns until you have defeated them - or they have defeated you!

EXPLORATION TURNS



Exploration turns are those in which the Heroes move around the dungeon looking for monsters to fight and treasure to loot. There will never be any monsters in sight during an exploration turn - if there are, you should be playing a combat turn instead. During exploration, the Heroes will sometimes go back along a passage or through a room they have already explored, but the most exciting moments are when they enter a new part of the dungeon for the first time.

Exploration turns consist of three distinct stages - or *phases*. You play through each phase before moving onto the next.

Hero Player Phase

The Heroes move. You may move your Hero (and Henchmen, if you have any) up to 12 squares, or have him search for secret doors or have him search for hidden treasure. A Hero who ends his move next to a doorway or chest may open or close it. A Hero may also spend one whole Hero player phase removing or putting on armour (or two whole phases doing both).

Exploration Phase

If the Heroes move to a point where they can see into a new section of the dungeon, the GM places new room and passage sections, using the rules you will find later. The exploration turn ends immediately if any of these sections contain monsters. Actions during this phase are explained in the *Exploration* section.

Gamesmaster Phase

The GM rolls a dice. On a roll of 1 or 12, he may draw a dungeon counter from the cup. The use of dungeon counters is explained in *The Gamesmaster* section.

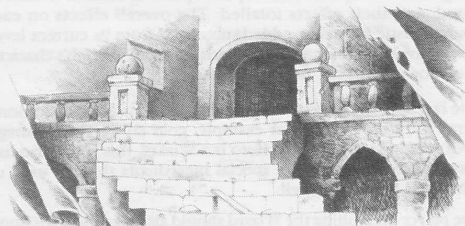
HERO PLAYER PHASE

During the Hero player phase, Heroes and Henchmen move around the dungeon and explore. Heroes may also open doors, search for treasure and so forth (Henchmen only move during this phase - they are armed guards, not adventurers, whose purpose is to help fight the monsters the Heroes discover).

The Heroes and Henchmen move one at a time. The players take it in turns to move their models, with each player moving all of his models before the next player moves any of his. Once a player removes his hand, the move cannot be altered (like chess). Only the player who controls the Hero may move him. If the Hero players cannot agree in which order they are going to move, the Leader must make that decision for them. Only the player who controls the Hero or Henchman may move him.

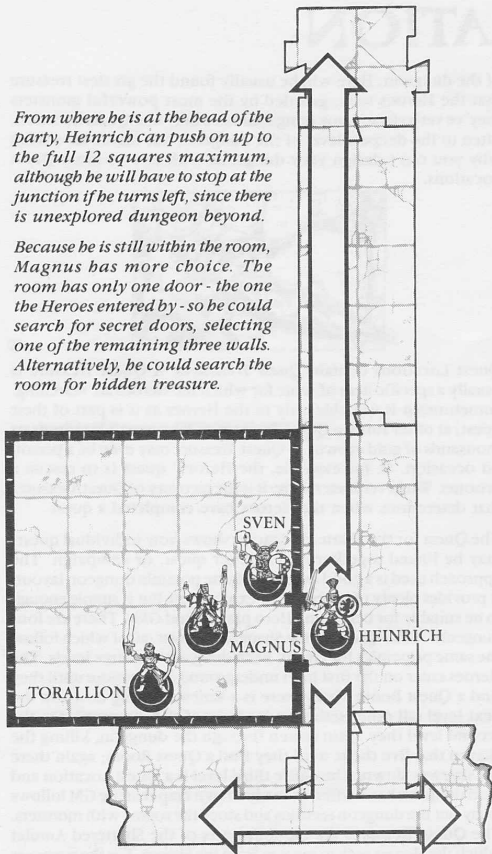
The following actions are available to a Hero during the Hero player phase.

1. A Hero or Henchman may move up to 12 squares. He may move vertically or horizontally, but not diagonally. Any move that takes a Hero into an unexplored part of the dungeon (eg round a corner or through a door) must stop before it reaches the unexplored part. In the case of a door, this means at the door; in all other cases, it means somewhere on the junction. The new dungeon sections will be generated during the exploration phase of the turn.
2. If a Hero ends his move next to a closed door, the player may choose to have him open it. The Hero must stop before opening the door and cannot both open and move through a door during a single exploration turn. If the door opens into an area of previously-unexplored dungeon, the new dungeon sections will be generated during the exploration phase of the turn.
3. If a Hero ends his move next to a closed chest, the player may choose to have him open it. The contents of the chest are revealed by the GM and may be picked up by any of the Heroes or their Henchmen. If there are any disagreements over who gets what, each player rolls a dice with the highest scorer getting first choice.
4. A Hero may spend the phase searching for secret doors. The player specifies which wall the Hero is searching - the Hero must be in the same dungeon section as the chosen wall, and the wall should not have been previously searched. The player rolls a dice and consults the *Secret Doors Table* (see below). A Hero searching for secret doors can't move as well.
5. If in a room that hasn't already been searched, a Hero may search for hidden treasure. The player rolls 2 dice and consults the *Hidden Treasure Table* (see opposite). A Hero searching for hidden treasure can't move as well.
6. A Hero may spend the phase removing or putting on armour. If armour is removed, the Expedition Mapper should record that the room or passage now contains the discarded armour - cross this out if anyone puts the armour on again. A Hero donning or removing armour can't move as well.



From where he is at the head of the party, Heinrich can push on up to the full 12 squares maximum, although he will have to stop at the junction if he turns left, since there is unexplored dungeon beyond.

Because he is still within the room, Magnus has more choice. The room has only one door - the one the Heroes entered by - so he could search for secret doors, selecting one of the remaining three walls. Alternatively, he could search the room for hidden treasure.



Hidden Treasure

Heroes may search for *hidden treasure* in any room. Each room may only be searched once - if the search is unsuccessful, there's no treasure to be found. The Expedition Mapper should record rooms which have been searched for hidden treasure, successfully or not.

If a Hero searches for hidden treasure, roll two dice and consult the *Hidden Treasure Table*.

HIDDEN TREASURE TABLE	
2D12	Result
2-6	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
7-16	There is no hidden treasure in this room.
17-23	The Hero finds a cache of hidden treasure - roll a dice and multiply the score by five to find the value of the treasure in gold crowns.
24	The Hero finds a hidden magical treasure - roll two dice and consult the <i>Magic Treasure Table</i> in the <i>Treasure</i> section.

Searching for hidden treasure and secret doors does have a negative side. To reflect the time wasted, the *Secret Door Table* and the *Hidden Treasure Table* have entries which read *The GM may draw one dungeon counter*. If this is one of your first few games, and you are still trying to keep the powers of the GM secret, you may not wish to reveal exactly what this means to the Hero players. The use of dungeon counters is explained in *The Gamesmaster* section. For the Heroes, suffice it to say that the time you spend in searches of this type allows the GM to group his defences, making life more difficult for you later on.

Traps

Traps are introduced into the game by the use of dungeon counters. The GM can play one of these either during the normal course of exploration when a Hero moves onto a square that has not been entered before, or when a Hero opens a chest for the first time. The GM plays the counter, and then rolls on the *Traps Table* to see what type it is (see the *Traps* section).

Spotting and Disarming Traps

The chance that a trap is spotted and the chance of disarming it are shown in the *Traps Table*. The Hero that triggered the trap must roll to see if he spots it. To do this the player rolls a dice and compares the result to the *spot trap* chance for the trap. If the dice roll is equal to or higher than the spot trap chance, the Hero sees the trap before it can take effect. If not, the trap goes off. Trap effects are detailed in the *Traps* section.

If a trap is spotted, any of the Heroes can try to disarm it (not just the Hero who spotted it). If the Hero is not in a square adjacent to the trap, he must move up to the trap before trying to disarm it. The Hero should roll a dice and compare the score to the relevant *disarm trap* chance. If the dice score is equal to or higher than the disarm chance then the trap is disarmed and can be ignored. If the result is lower, the trap goes off.

In any case, if the Hero rolls a 12 he may add +1 to all disarm trap rolls in the future. (He should make a note of this on his character sheet). On the other hand, if he rolls a 1, he loses 1 extra Wound above and beyond the stated effects for the trap.

If you prefer, traps that have been spotted may simply be left alone. If the trap was in a chest, the chest cannot be opened. If the trap was in a square, that square and any adjacent squares may not be moved through; if any Heroes are already in this area of effect they must be moved back until they are no longer within the area.

Secret Doors

Heroes may only search for *secret doors* in dead ends, or rooms which have no doors except the one they entered by. A Hero may search one wall in a room or dead end per exploration turn, provided he starts the exploration turn in that room or corridor section. Searches may only be made for secret doors on the side walls of dead ends (ie the 5 square long wall). The player must state which wall his Hero is searching before he rolls on the *Secret Doors Table*.

Each wall may be searched once only - if the search is unsuccessful, there's nothing to be found there. The Expedition Mapper records any secret doors that are found there, and any walls which have been unsuccessfully searched.

If a Hero searches for secret doors, roll a dice and consult the *Secret Doors Table*.

SECRET DOORS TABLE	
D12	Result
1	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
2-6	There is no secret door in this wall section.
7-12	The Hero finds a secret door and may place it wherever he likes in the section of wall he was searching.



EXPLORATION

When you start a new game of *Advanced Heroquest*, only a very small part of the dungeon is revealed - the stairs leading down, and a double length of passage leading to a junction. Part of the mystery is exploring - you have no idea where your quest will lead. Each expedition to the dungeon will reveal more of its dark secrets.

As you explore, you build up the dungeon plan with the sections provided. At the same time, the Expedition Mapper should keep a full record of the dungeon on the mapping sheets - including any special features such as undefeated monsters and unopened treasure chests.

There are many possible layouts for dungeons. You can have a dungeon that is only one level, with no stairs going down. You can have a dungeon that has many levels, descending deep into the earth, with the Heroes' opponents becoming ever more powerful the deeper they go. You can decide to limit the size of a dungeon in advance, or just let it go on for as long as it can. Different styles of dungeon are discussed in the *Campaigns* section, with hints on how to choose what sort of dungeon you're going to create.

Each dungeon, whatever the overall layout, is made up of rooms and passages. For most areas of the dungeon, these are randomly chosen using the dungeon generation tables. The passages link the rooms together, and may also contain wandering monsters to threaten the Heroes. Rooms fall into four categories: *Normal Rooms* which are small empty chambers; *Hazard Rooms* which contain some kind of special feature; *Lairs* which are the homes of groups of monsters; and *Quest Rooms* which are the key locations in a dungeon.

Quest Rooms contain features that are vital to the Heroes' successful completion of their adventure. They might, for example, be the arcane laboratories of mad Alchemists; they could be the heavily-guarded chambers of powerful Warlords; or they might contain strange puzzles that have to be solved before the Heroes can descend to the next level and continue their quest.

At certain points in the dungeon there will also be areas known as *Quest Locations*. A Quest Location is a pre-generated section of dungeon for which the GM has a map that details the monsters, traps and treasures to be found therein. Quest Locations are usually the Heroes' ultimate objective within a dungeon - the one area that they must enter to achieve their goals. Quest Locations are designed by the GM before the quest begins, either using the dungeon generation tables as a guide, or purely from his own imagination. They should be the most exciting and dangerous parts

of the dungeon. Here will be usually found the greatest treasure that the Heroes seek, guarded by the most powerful monsters they've yet to face. Many dungeons have only one Quest Location, often in the deepest level of the dungeon, but there's no reason why you can't design your dungeons with two or more Quest Locations.



Quest Locations contain *Quest Treasures*. A Quest Treasure is usually a specific item of value for which the Heroes are searching. Sometimes it is valuable only to the Heroes as it is part of their quest; at other times a Quest Treasure will be worth hundreds or thousands of gold crowns. A Quest Treasure may even be a person on occasion, if, for example, the Heroes' quest is to rescue a prisoner. Whatever their nature, it is the recovery of Quest Treasures that determines when the Heroes have completed a quest.

The Quest for the Shattered Amulet shows how individual quests may be linked together into a larger quest, or campaign. The approach used is a good example of one possible dungeon layout. It provides plenty of potential for exploration; but is simple enough to be suitable for beginning Hero players and GMs. There are four dungeons in the Quest for the Shattered Amulet, all of which follow the same principles for layout. Each dungeon has three levels. The Heroes enter on the first level underground and explore until they find a Quest Room - here there is a stairway going down to the next level (all other stairways lead out of the dungeon). On the second level they again search through the dungeon, killing the Skaven that live there, until they find a Quest Room; again there is a stairway down. The entire third level is a Quest Location and each dungeon has a different ready-drawn map that the GM follows to lay out the dungeon sections and stock the rooms with monsters. The Quest Treasures are the four parts of the Shattered Amulet which the Heroes seek to recover from the Skaven. For the purposes of gaining Fate Points, etc, each dungeon and each piece of the Amulet counts as a separate quest. The overall quest, however, is only complete when all four parts of the Amulet are in their hands.

As you can see, the basic system is simple and easy to follow - but the four dungeons will all be very different because the upper two levels are created using the dungeon generation tables. There is no way to predict what the dungeon will look like because it is being designed as the Heroes explore. They know that somewhere in the dungeon there's a way down to the next level, but they can't tell where.

When you design your own dungeons you can follow the pattern set in the Quest for the Shattered Amulet, or choose a different layout pattern. You only need to decide how the Quest Rooms work to link the levels together - everything else is created by the dungeon generation tables.

GENERATING THE DUNGEON

The rooms and passages of the dungeon come to life as the Heroes explore. They are randomly generated using the passage and room generation tables, so the Heroes won't know what they're going to find until they get there.

You should only place a new dungeon section during an exploration phase if:

1. A Hero is standing at a junction that leads to passages that have not already been placed.
2. A Hero is opening a door that has not been opened before.

The following rules show how to place new dungeon sections.



PASSAGES

Passages can be found leading off junctions and behind some doors.

Junctions: if the Heroes are exploring from a junction, they will find passages leading from each unexplored exit.

Room Doors: if the Heroes open a previously-unopened door in a room, there is an even chance that there will be a passage or a room beyond it. Roll a dice - evens mean it's a passage, odds a room.

Passage Doors: all doors from passages lead into rooms.

Whenever the Heroes explore a new passage, whether it starts from a junction or a door, the Leader rolls on the following three tables. First he rolls a dice to determine the passage length; then two dice to see if there are any passage features; and finally another two dice to discover what lies at the end of the passage.

PASSAGE LENGTH TABLE		
D12	Passage Length	
1-2	1 Section	
3-8	2 Sections	
9-12	3 Sections	

See *Placing New Sections* below for the rules about placement of passage sections.

PASSAGE FEATURES TABLE			
2D12	Feature	2D12	Feature
2-4	Wandering Monsters	20-21	2 Doors
5-15	Nothing	22-24	Wandering Monsters
16-19	1 Door		

Doors: The Leader decides in which section of the passage the door is to be placed, and on which side of the passage. The GM then decides exactly where to put the door in the chosen wall section.

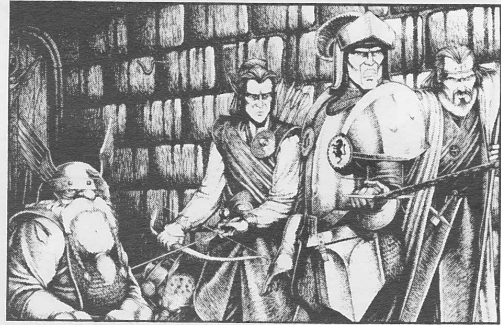
Wandering Monsters: The GM rolls on the *Wandering Monsters Table*.

PASSAGE END TABLE			
2D12	Passage End	2D12	Passage End
2-3	T-junction	15-17	Left Turn
4-8	Dead End	18-19	Stairs Down
9-11	Right Turn	20-22	Stairs Out
12-14	T-junction	23-24	T-junction

Junctions and Turns: Place the appropriate junction or corner place.

Dead End: The passage ends in a pile of fallen rocks where the ceiling has caved in - there is no way for the Heroes to pass this obstruction.

Stairs: Stairs out always lead up to the surface - if the Heroes go any further this way the expedition is over. Stairs down lead to the next dungeon level.



MP

JUNCTIONS AND CORNERS

Junctions may be placed as a result of a roll on the *Passage Ends Table*. Passages lead off from all exits from a junction, and only when a Hero is actually standing on the junction will he be able to see what leads off it. Corner sections count as junctions, so you can't see round a corner until you are standing on it.

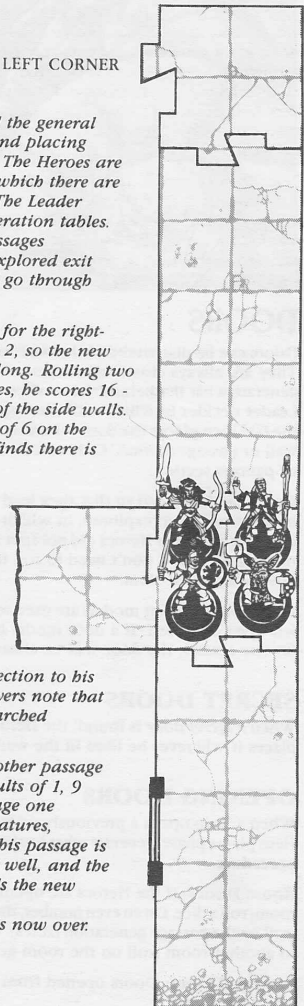
LEFT CORNER

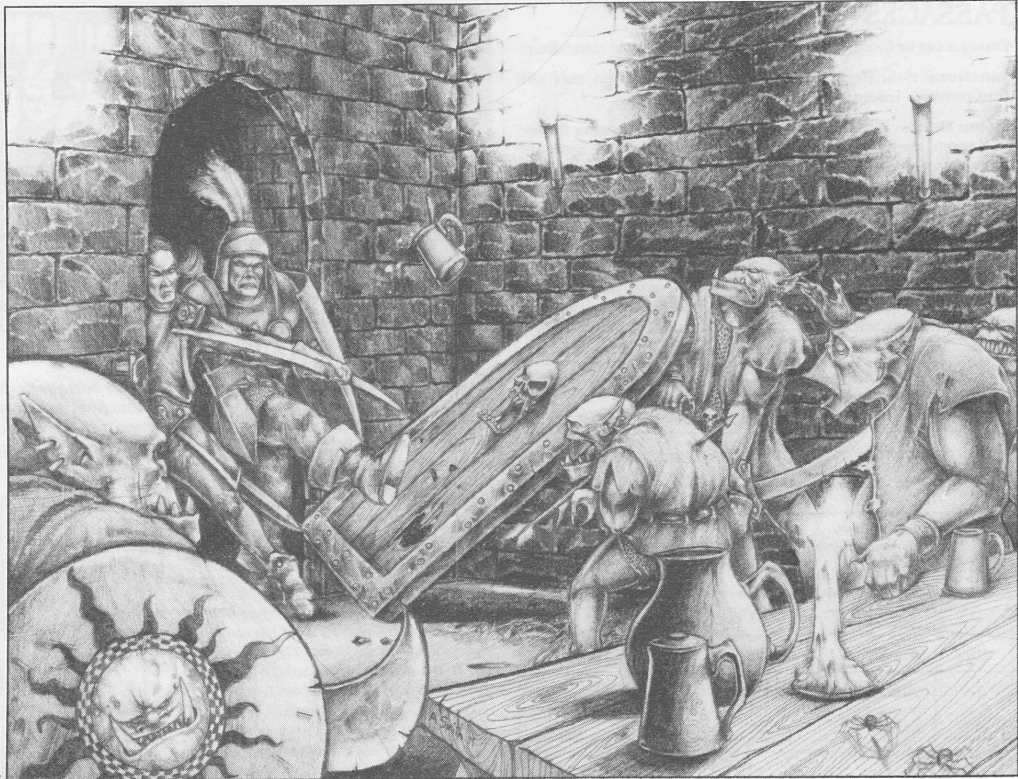
This example shows all the general rules for exploration and placing new dungeon sections. The Heroes are on a T-junction, from which there are two unexplored exits. The Leader checks the passage generation tables. Since there must be passages leading from each unexplored exit of the junction, he will go through the procedure twice.

The Leader rolls a dice for the right-hand branch, getting a 2, so the new passage is one section long. Rolling two dice for passage features, he scores 16 - there is a door in one of the side walls. Finally, getting a total of 6 on the Passage End Table, he finds there is a dead end.

The GM places the dungeon sections as indicated. The Leader is allowed to say along which passage wall the door will be, and the GM selects its exact location along that wall. The Expedition Mapper adds the new section to his map, and the Hero players note that the dead end can be searched for secret doors.

When checking for the other passage out of the junction, results of 1, 9 and 17 produce a passage one section long, with no features, ending in a left turn. This passage is laid out on the table as well, and the Expedition Mapper adds the new passage to the map. The exploration phase is now over.





DOORS

Doors can be discovered in the walls of passages, and in rooms. They are always closed when first encountered, and you only generate what lies behind them when a Hero opens a door. The Leader decides in which wall the doorway will be placed, and the GM then places the door wherever he likes in the nominated wall or passage section. Only one door may be placed per wall or passage section.

Doors can be placed so that they lead to dungeon sections that have already been explored, in which case they are assumed to be secret doors the Heroes did not spot from the other side. When this happens, you don't need to roll to find out what is on the other side of the door.

Obviously, the door models are used to show whether doors are left open or closed. If a door model is removed from the table for any reason, the door will be closed if encountered again.

SECRET DOORS

When a *secret door* is found, the Hero player who discovered it places it wherever he likes in the wall he was searching.

OPENING DOORS

When a Hero opens a previously-unopened door at the end of a Hero player phase, generate what lies behind it using the following procedure:

Room Doors: If the Heroes are opening the door from inside a room, roll a dice. On an even number, the door opens into a passage (roll on the passage generation tables). On an odd number it leads to another room (roll on the room generation tables).

Passage Doors: Doors opened from a passage section *always* lead to a room.

STAIRS

Stairs either lead down to the next level of the dungeon, or up and out of the dungeon. When a Hero enters a stairway section that leads out of the dungeon, he can complete that expedition and be removed from the table. When all the surviving Heroes have left the dungeon, that expedition is over.

The stairway sections are also used to show stairs down to the next level, and as the beginning point of the new level. Just as in the original set-up beyond the entrance, the new level will begin with a stairway and two lengths of passage leading from it.

ROOMS

Rooms will be discovered behind many of the doorways. They may contain monsters, traps and treasure, and some have special features.

When a room result is generated during exploration, the Leader rolls a dice and consults the *Room Type Table* to find out what type of room it is.

The table also tells the GM whether he should place a large or small room section.

ROOM TYPE TABLE		
D12	Room Type	Room Section
1-6	Normal	Small
7-8	Hazard	Small
9-10	Lair	Large
11-12	Quest	Large

Normal Rooms: These are small, empty chambers, long-abandoned by their original occupants.

Hazard Rooms: These rooms contain some type of special feature, such as a magic fountain, an ancient sarcophagus, or a gaping chasm. The GM should consult the *Hazards* section to discover what feature is in the room.

Lairs: Lairs are the homes of groups of monsters who have colonised the dungeon and live in its darkened chambers. The GM should roll on the *Lairs Matrix* for this dungeon to find out what sort of monsters are here and how many of them there are. Lairs also always contain a treasure chest; if the Heroes open this, the GM should consult the *Treasure* section to see what's in it.

Quest Rooms: The key locations in a dungeon level, Quest Rooms usually contain something vital to the Heroes' chances of success. Quest Rooms always have monsters in them, guarding whatever it is the Heroes are after. The GM should roll on the *Quest Rooms Matrix* for this dungeon to see what monsters are here. Like Lairs, Quest Rooms also contain a treasure chest and the GM should consult the *Treasure* section for its contents if the Heroes open it.

ROOM DOORS

Immediately after generating the room type and its contents, the Leader should roll a dice and consult the *Room Doors Table* to find out if there are any other exits. If there are doors, the Leader decides which wall or walls they are in, and the GM decides where to place them in the chosen walls.

ROOM DOORS TABLE	
D12	Number of Doors
1-4	None
5-8	1 Door
9-12	2 Doors

Note that if the room contains a Sentry (this type of monster is explained later), there will always be at least one door, even if *None* is rolled on the table.

If the room contains a feature such as a statue or a stairway, doors should always be placed so that the feature is not blocking the way through them.

PLACING NEW SECTIONS

The GM places all newly-discovered dungeon sections. He has a fairly free choice, so long as he follows these simple guidelines:

1. Passages are always straight, unless a corner junction is placed.
2. Rooms must always share a wall with the passage or room from which they were entered.
3. Passages discovered beyond rooms run alongside the room, not away from it. At least one passage section must share a wall with the room, but any others may be placed to the left or right. Obviously, such a passage will have two ends which must be generated.

OVERLAP

The GM should not place new sections so that they overlap existing ones. If a room is too large, use the smaller size. If this doesn't fit, the door is clearly a false one that doesn't lead anywhere! If there isn't space for the number of passages generated, use as many as you can fit in. If a junction has an exit that leads straight into a wall, replace it with one that doesn't. If all possible exits are blocked, add extra lengths of passage until one isn't.

In all cases, where overlap causes a problem, the GM has the discretion to use a suitable alternative to the result rolled.

RE-USING DUNGEON SECTIONS

As the dungeon grows, it is inevitable that the GM will find that he occasionally runs out of a certain sort of dungeon section. In this case, he can remove previously-placed sections for use as the newly-discovered sections. These should be taken from a part of the dungeon as far away as possible from wherever the Heroes are at the time. When (or if) they return to that part of the dungeon, the expedition map can be used to replace explored sections and any relevant features back in their correct position.

When you start a new level, it's best to clear away all the previous level's sections to leave the table clear for new discoveries.

DEAD END DUNGEONS

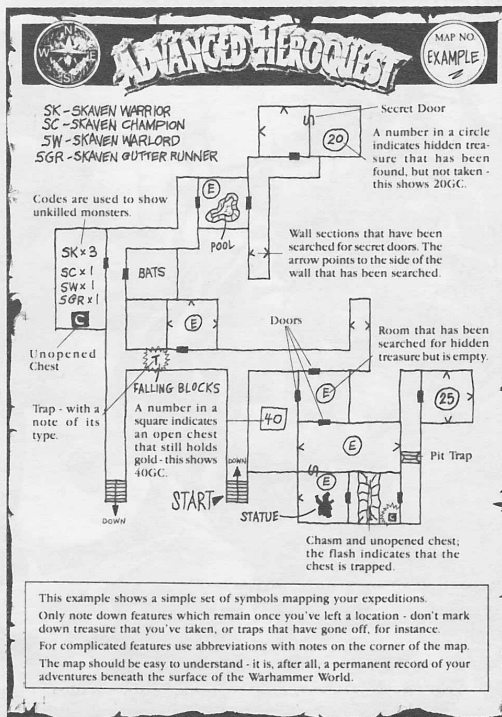
It is possible (although highly unlikely) for a dungeon to be generated which has no new areas for the Heroes to explore. This can only occur if all corridors end in dead ends or stairs, all the doors that can be opened have been opened, and all possible areas that may have a secret door have been searched. In such circumstances, the Heroes are allowed to search for secret doors in locations that have already been searched, and may keep on doing so until they find a secret door that will allow them to carry on exploring the dungeon.

MAPPING

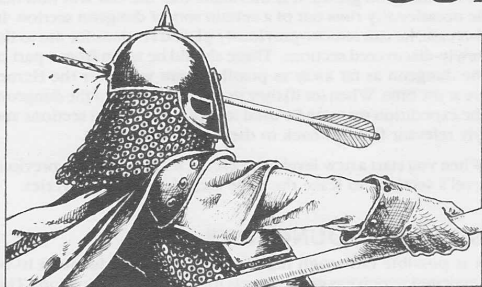
Choose a new Mapper for each expedition into a dungeon. The map as it exists thus far will show you how to set up the dungeon, which is why the notes should be so precise.

The Expedition Mapper keeps a complete record of the dungeon as it is explored. An example map is shown below, with recommended symbols for things like doors and chests. Record every feature, like a trap, and any situations the Heroes leave unresolved, like a room full of monsters or unopened chests.

EXAMPLE DUNGEON MAP



COMBAT



6

Combat turns start whenever monsters are found in the dungeon, and continue until either the monsters or the Heroes have been killed, or the Heroes have run far enough away so that the monsters give up the chase. Normally, monsters are found when a new dungeon section is explored, but the Heroes may come across wandering monsters, and the GM can spring some nasty surprises.

To decide whether you should be playing combat turns or exploration turns, try to visualise what the monsters can see - if there aren't any monsters, then it definitely isn't a combat turn! Obviously, if they are in the same dungeon section as the Heroes, they can see them and will attack. If the Heroes are in an open doorway and there are monsters in the next section, the monsters can see the Heroes. However, if the Heroes are a little way down from the doorway, they are out of sight and could evade the monsters.

Basically, if the monsters can see the Heroes, they attack. Of course, this is always the case when you first encounter them by opening a door. Monsters never retreat (although Sentries may go for help, and character monsters can be removed by the GM; more of these later). If the Heroes attempt to leave the dungeon section in which they have been fighting, the GM may decide to let the monsters pursue.



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PLACING MONSTERS

Before the monsters are placed on the table, both the Leader and the GM roll a dice. This is called a *surprise roll*. Some Heroes are particularly fast-witted and keen-eyed and give a bonus to the Heroes' surprise roll. For example, if an Elf is looking into the room or passage where the monsters have been found, the Leader adds +1 to the dice when he rolls for surprise.

If the Leader scores equal to or higher than the GM, the monsters have been surprised. The Leader places the monsters in the dungeon section in which they were found, anywhere he likes, but only one monster per square. The GM can then move each monster one square. Now start a combat turn.

If the GM scores higher, the monsters surprise the Heroes. In this case, the GM places the monsters in the dungeon section where they were discovered, one monster per square and the Leader may move each one square. Play then proceeds to the GM phase of the first combat turn (in other words, the Heroes miss their first turn!).

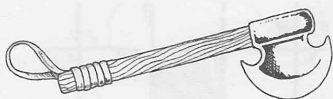
Monsters may only be placed on the room or passage section where they are encountered when they are first set up.

SENTRIES

There is a special rule for a certain type of monster, these are called *Sentries*. Sentries add +1 to the GM's surprise roll.

The dungeon section the Sentry appears in *always* contains a door (even if one was not rolled on the *Room Doors Table*), which may be placed by the GM. He can choose to have the Sentry open this door instead of making an attack (provided the Sentry is in an adjacent square).

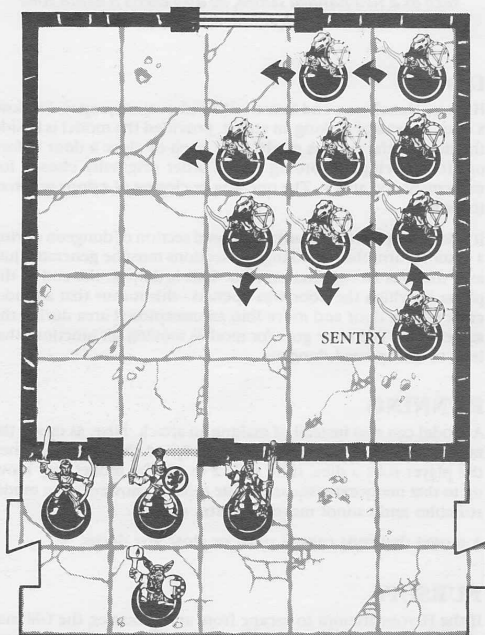
If a Sentry opens a door into an unexplored part of the dungeon, generate the new section at the end of the GM phase, using the same system as in an exploration phase, and then continue with the next combat turn.



DISTINGUISHING SPECIAL MONSTERS

If the monsters encountered include Sentries, or any of the other types of special monster that can appear (more of this later), you'll need to be able to tell which monster is which. The easiest way to do this is to use the appropriate Citadel Miniatures for the different monster types. The fantasy range of Citadel Miniatures includes models suitable for every type of monster met in *Advanced Heroquest*.

If you haven't got a suitable miniature, you should use one of the special coloured bases provided. These don't need to represent the same type of monster every time they're used, as long as everyone knows what monster is being represented this time. Of course, sometimes when the Heroes meet a special monster type they won't know what sort it is until it acts - in such cases, the GM only has to reveal the monster's type (eg he tells the players it's a Sentry) once it has performed one of its special functions (eg it opens a door).



Having nearly completed their Quest, the Heroes discover a group of Skaven (including a Sentry) behind a door. The Leader and the GM each roll a dice and add +1 (the Elf can see into the room, and there is a Sentry present); the Leader gets 4 and the GM 3, so the Skaven are surprised.

The Leader now chooses where each Skaven model is placed. Obviously, he will look to set them out in such a way that gives the Heroes an advantage. The GM may then move each Skaven model one square. A normal combat turn will now begin.

Note the door on the far side. If the GM chooses to have the Skaven Sentry open this door during the GM phase, whatever lies beyond must be generated at the end of the phase. If this is a Lair or Quest Room, with more Skaven, heavy reinforcements could soon be forthcoming...

SEQUENCE OF PLAY

Just like an exploration turn, a combat turn is played as a sequence of phases, and you must complete each one before going on to the next.

HERO PLAYER PHASE

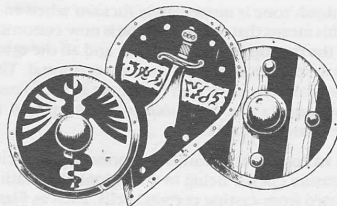
Each Hero player has several options during the Hero player phase. The Hero players decide amongst themselves who moves first - if they can't decide, the Leader decides for them. Any of the actions listed below can be performed by Heroes or Henchmen.

1. A model can move and then attack, *or* it can attack and then move. If a Hero has several Henchmen, they don't all have to follow the same sequence - some can attack first, while others move first.
2. A model may run instead of making an attack (this is explained later).
3. A model that is beside a door may open or close it instead of making an attack. This can be done either before or after moving, but not in the middle of a move. If the door leads into an unexplored part of the dungeon, the new dungeon sections must be generated just as if this was an exploration turn. This is done at the end of the Hero player phase, after all the Hero players have moved their models. This means that a model can't move through a door that opens onto unexplored dungeon in the same phase as the door is opened, even if it is opened before moving. The same goes for models moving off junctions into unexplored areas.

GAMEMASTER PHASE

The GM has a similar range of options during his phase.

1. The GM decides if his monsters are going to move and attack *or* attack and move. Whichever he chooses, all the monsters must follow the same routine. Each monster's actions must be completed before the GM starts to move/attack with the next monster.
2. A monster may run instead of making an attack (this is explained later).
3. Sentries may open doors instead of making attacks. This can be done either before or after moving, but not in the middle of a move. If the door leads into an unexplored part of the dungeon, the new dungeon sections must be generated just as if this was an exploration turn. This is done at the end of the GM phase, after all the monsters have moved. This means that a monster can't move through a door onto unexplored dungeon in the same phase as the door is opened, even if it is opened before the model moves. The same goes for monsters moving off junctions into unexplored areas.
4. If the monsters are able to pursue (explained later), any monster may open a door instead of making an attack.
5. If any special monsters, such as Sorcerers or Champions, fulfill their particular 'role' during this phase, the GM must reveal to the Hero players what type of monster they are. If a Champion attacks, or a Wizard casts a spell, or a Sentry opens a door, the GM reveals that model's identity. It should, of course, be a distinctive model or have an identifying coloured base.



END PHASE

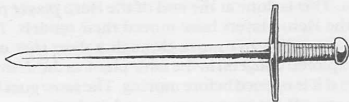
This phase only takes place if no monsters are left in play, or the Heroes escape.

Heroes are considered to have escaped if there are no monsters within sight at the end of the GM phase. The only exception is if this was solely achieved by closing a door, in which case the next turn is also played as a combat turn; if there are still no monsters in sight at the end of the next GM phase, the Heroes have escaped.

If the Heroes kill all the monsters, they may loot the bodies. The monster tables show how many gold crowns the Heroes find. If any of the monsters carried a magic item (as, for example, many character monsters do), that may also be taken. The GM must reveal what it is.

If the Heroes escape before killing all the monsters, they don't get to loot any of the bodies. Even if they later return to the place of the fight, they find that the dead monsters and their weapons have already been removed.

Finally the Hero players elect a new Leader, using the same procedure as at the start of the game. This keeps the job rotating round the players. Play now resumes with an exploration turn.



MOVEMENT IN COMBAT PHASES

The GM decides in what order the monsters move. The Hero players decide amongst themselves in what order they move - if they cannot agree, the Leader decides for them.

A monster or Hero can be moved forwards, backwards, left or right a number of squares equal to its Speed. Models may not move diagonally, through another model or through an impassable obstacle (eg a wall or closed door). If a model is moved into a death zone (see below), it finishes moving at once.

Attacks may only be made on opponents in vertically or horizontally adjacent squares. A model may be turned to face any direction, so it doesn't matter if an opponent is moved in front of or behind the model: the model can still turn to face it and make an attack. Attacks may not be made diagonally unless the attacker has a long reach weapon (such as a spear). The rules for making an attack are found in the *Hand-to-Hand Combat* section below.

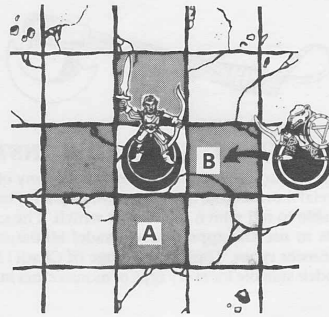
DEATH ZONES

Each model exerts a *death zone* onto any square it can attack. The area that a combatant can threaten with a hand-to-hand weapon. Any model moved into an opposing creature's death zone stops moving there; you cannot continue to move a model after it has entered an enemy death zone. However, you may move it *out* of a death zone at the beginning of its move.

Certain *long reach* weapons, such as spears, halberds or two-handed swords, allow combatants to attack diagonally. Any model equipped with such a weapon exerts a death zone on all the diagonal squares around it as well as the ones vertically and horizontally adjacent.

A model's death zone is immediately *focused* when an opponent enters it. This means that the death zone is now concentrated onto the square the first opponent occupies, and all the other squares around the model can be moved through as normal. This doesn't mean the model has to attack an opponent in the focused square - if other opponents also move into adjacent squares, the model can choose which it attacks.

A model in an opponent's death zone cannot open or close doors, or open treasure chests. Being in an opponent's death zone also stops a Wizard from casting certain spells, such as *Flames of the Phoenix* - this is explained in the relevant spell descriptions.



Torallion exerts a death zone on all the shaded spaces. However, if a Skaven is moved into square 'A', all the remaining death zone squares are ignored by other Skaven. Note too that if the Skaven moves from A to B next turn, it would have to halt movement there and it remains the focus of Torallion's death zone until it leaves the zone altogether.

If Torallion is later equipped with a long reach weapon, such as a two-handed sword, he also exerts a death zone into the diagonal spaces about him.

DOORS

Heroes, Henchmen and Sentries (see above) may open or close a door instead of making an attack, provided the model is beside the door at the time. A model may open or close a door before or after moving, according to the order originally chosen for movement and attack. The opening or closing of a door *replaces* the attack.

If a door is opened onto an unexplored section of dungeon during a combat turn, the new dungeon sections must be generated just as if this was an exploration turn. This is done at the end of the phase in which the door was opened - this means that a model can't open a door and move into an unexplored area during the same phase. The same goes for models moving off junctions that lead to unexplored dungeon.

RUNNING

A model can *run* instead of making an attack. First, as usual, the model is moved as many squares as its Speed characteristic. Then the player rolls a dice. If he rolls 2 to 12, the model may move up to that many extra squares. If he rolls a 1, however, the model stumbles and cannot move any extra squares.

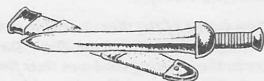
A model that runs cannot open or close any doors.

PURSUIT

If the Heroes attempt to escape from an encounter, the GM may choose to have the monsters pursue them. A monster that pursues must run, unless it can end its normal move next to an opponent and attack. A monster that is in pursuit may open a door instead of making an attack.

Pursuit ends if all the monsters are able to make a normal move and attack, in which case the next turn is a normal combat turn, or if the Heroes escape, in which case the next turn is an exploration turn. The Heroes escape if they are out of sight of any monsters at the end of the GM phase. If this was achieved by closing a door, the monsters are allowed one more turn of pursuit - if the Heroes are still out of sight, they have escaped.

If the Heroes escape, the monsters return to the place they came from. This should be recorded on the map, along with the number that are left. If the Heroes return during this expedition they face the remaining monsters. If they return during a later expedition, the monsters have been restocked and the original number are present.



HAND-TO-HAND COMBAT

A model may only make a *hand-to-hand attack* when it is adjacent to an enemy model (ie the target is in the attacker's death zone). Hand-to-hand attacks are the only type of attack that can be made when a model is adjacent to an enemy. Attacks may not be made diagonally unless the model is equipped with a long reach weapon. If a model is in contact with more than one enemy, the controlling player decides which one to attack *before* rolling any dice.

Each attack consists of one or two dice rolls. First the attacker makes a *hit roll* to see if the blow lands. If this hits, the attacker rolls for *Wounds* to see what damage it causes.

HIT ROLLS

When a model makes an attack, look up the Weapon Skill of its target on the *Hand-to-Hand Combat* section of the attacker's character sheet or monster reference table. In the row underneath the Weapon Skill is the number the attacker must roll to hit. Roll a dice; if the score is higher than or equal to required hit roll, the attack is successful and the model scores a hit.

CRITICAL HITS

If the hit roll is a 12, the attack has caused a *critical hit*. This allows the attacker to make a *free attack*.

Some large weapons, like halberds and double-handed weapons, can cause a critical on a hit roll of 11 or 12. The *Weapons* section of the attacker's character sheet or monster reference table gives the number needed for a critical.

FUMBLES

On the other hand, if the hit roll is a 1, the attack is *fumbled*. This means the model makes such a hash of the attack, his opponent is presented with a golden opportunity to crack him over the head instead. The model being attacked makes an immediate *free attack* on the attacker.

Just as larger weapons cause critical hits more often, so they cause more fumbles - although they're heavier and batter easily through armour, they're also clumsier to use. These weapons cause a fumble on a hit roll of 1 or 2. The *Weapons* section of the attacker's character sheet or monster reference table gives the number needed for a fumble.

FREE ATTACKS

Free attacks are brought about by critical hits or fumbles. A free attack is made immediately in addition to any normal attacks. Work out what happens with a free attack just like a normal one, including the chance that the free attack may score a critical hit or fumble of its own!

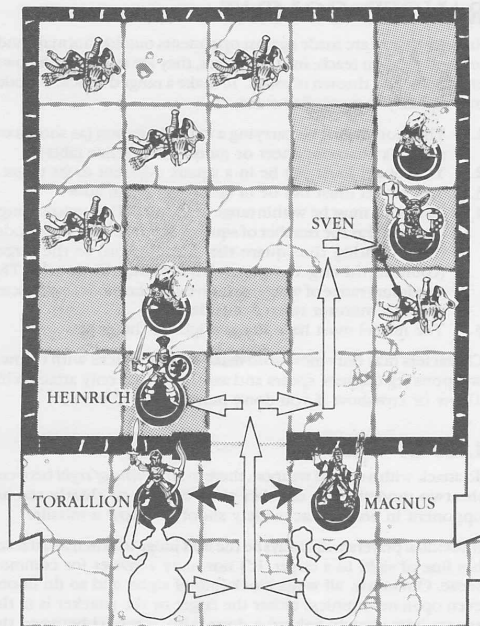
WOUND ROLLS

If the attack hits, roll again to see what damage is caused. The number of damage dice depends upon the weapon being used - the *Weapons* section of the attacker's character sheet or monster reference table gives this figure.

Roll the right number of dice, and compare each to the Toughness of the target. The target will suffer one Wound for each dice that scores a number equal to or greater than its Toughness.

A dice roll of 12 causes *critical damage* which means that it causes a Wound and it may be rolled again (and again if another 12 is rolled).

Each player keeps track of the number of wounds his models have suffered. Hero players keep track on their character sheets. The GM should use the Wound counters, placing these beside monsters as they are wounded until they have been killed. Alternatively, the GM can keep track of all monster Wounds on scrap paper.



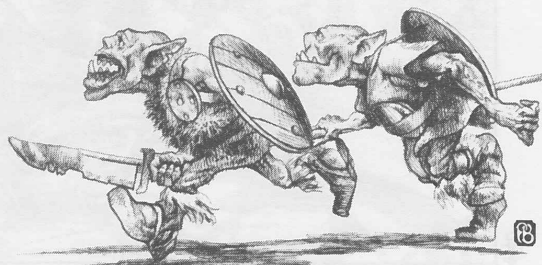
On encountering a band of Skaven in a room, the Heroes prepare for combat.

In the first Hero player phase, Heinrich and Sven move and attack; Torallion and Magnus attack and move. The Hero players briefly discuss who will do what, but the Leader eventually sorts things out.

Torallion's archery and the arcane magick of Magnus are covered in later sections. The effect is that five of the seven Skaven are taken out of the fight. Heinrich and Sven move as indicated; halting in the death zones of the Skaven they have chosen to attack.

The GM announces the Skavens' Weapon Skill: both targets have a Weapon Skill of 6. Heinrich's player checks his character sheet which shows that he needs a 5 or better to hit an opponent with a Weapons Skill of 6. Sven has the same chance to hit. The two players roll; Heinrich gets 4 and misses, but Sven gets a 12. This is a critical hit, and he gains a free attack and rolls 9. The Dwarfven Hero has hit his target twice.

He now checks the damage dice for the axe he carries. He is entitled to roll five dice for each hit. Each dice roll needs to beat the Skaven's Toughness 6 to score a Wound. He rolls 2, 10, 11, 12, 1, 5, 6, 5, 3 and 8. A total of five Wounds - more than enough to kill the Skaven (who started with 3). Note that the critical damage roll has no effect because the target has already been killed.



RANGED COMBAT

Ranged attacks are made against opponents outside normal hand-to-hand weapon reach; in other words, they are attacks with bows, crossbows and thrown missiles. To make a ranged attack, a model must qualify through five rules:

1. The model must be carrying a ranged weapon (as shown on a Hero's character sheet or monster reference table).
2. The model must not be in a square adjacent to its target.
3. The model must not be in an enemy death zone.
4. The target must be within range of the model's weapon. Range is counted as the number of squares from the attacking model (not counting the square the model is on) to the target (counting the target's square). Do not count diagonally. The maximum range of weapons is given on the model's character sheet or monster reference table.
5. The model must have line of sight to the target.

Characters may only move *and* make ranged attacks with thrown weapons (eg daggers, spears and axes). You can only attack with a bow or crossbow if you don't move.

Line of Sight

To attack with a ranged weapon, there must be *line of sight* between the two models. The attacker must be able to clearly see his opponent in order to accurately shoot or throw a missile.

Individual players will always be the best judge of when an attacker has line of sight to a target. It's normally a matter for common sense. Obviously, all walls block line of sight, and so do doors, even open ones, unless either the target or the attacker is in the square immediately behind a door. Also, a model between the attacker and the target blocks line of sight, unless it is a friendly character in a square adjacent to the attacker.

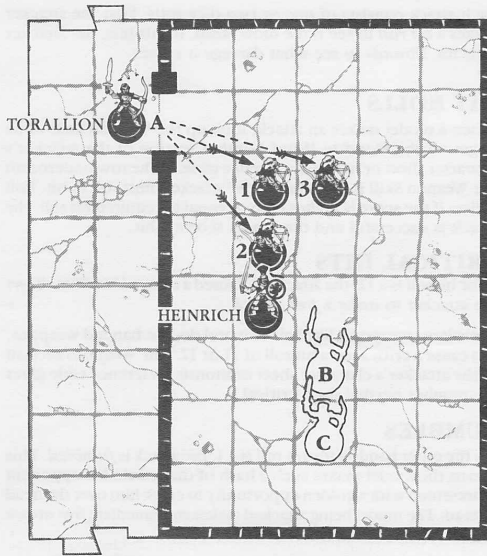
To allow for those grey areas, you can also judge line of sight to be *partially obscured*. Be guided by the principle that if it is hard to judge whether the attacker has a clear sight of the target, then he probably doesn't and should have a reduced chance of hitting it. When firing at a partially obscured target, treat the range as if it were 4 squares greater than it actually is. When there is disagreement, be sensible about the outcome. It isn't worth spoiling the game over a disagreement about who can see what - a single arrow never changed the course of anything...

Look at the following example:

Assume Torallion is one of the three positions, A, B, or C. From position A, although he is behind the door, Torallion is in the adjacent square to the opening and can thus fire through it. By the same token, the Skavens would be able to shoot him. However, it is fair to say that Skavens 2 and 3 are at least partially obscured; Skaven 2 by the wall and Skaven 3 by Skaven 1.

From position B, Torallion would have a clear shot at Skavens 3 and 2, and a partial view of Skaven 1. Heinrich doesn't block a shot at Skaven 2 as he is in an adjacent square to Torallion.

If Torallion was in position C, Heinrich would no longer be adjacent to him, and would partially obscure Skaven 2, leaving Torallion with partial views of Skavens 1 and 2, and a clear shot at Skaven 3.





Hit Rolls and Wound Rolls

Ranged attacks are resolved in a similar way to hand-to-hand attacks. First a hit roll is made and then, if the attacks hits, a wound roll is made.

Count the distance in squares to the target, excluding the square the attacker is on, but counting the target's. Do not count diagonally. Look up the total on the *Ranged Combat* section of the attacker's character sheet or monster reference table to find the score needed to hit. The target's Weapon Skill has no effect on an attack by a ranged weapon. If a hit is scored, resolve the damage in the same way as for a hand-to-hand attack.

Recovering Missiles

Daggers and throwing axes may only be thrown once. Each shot from a bow uses up one arrow, and the archer should keep a record of the arrows he has used.

Ranged weapons may be recovered once the combat is over and all the monsters have been killed (but not if the Heroes escape). Roll a dice for each arrow, dagger or throwing axe used. Arrows are can be recovered intact on a roll of 10 or more, other weapons on a roll of 7 or more.

Critical Hits and Fumbles

Critical hits and fumbles occur on rolls of 12 and 1 respectively, just as with hand-to-hand attacks.

Critical hits with a ranged weapon are assumed to have found a chink in the target's armour or hit a vital spot. The target's Toughness is halved (rounding fractions down) when rolling for damage.

A fumble causes the attack to hit an *ally* instead of the target. If there is a friendly model within two squares of the target, it will have been struck instead. The player controlling the original target chooses which if more than one is available. If there is no such friendly model, the missile misses.

FATE POINTS

Fate Points change things which have just happened (ie incidents in that turn). For example, if a model was hit by an attack, he could spend a Fate Point after he had found out the number of Wounds he has suffered and thus negate all the damage. A model may not spend a Fate Point to change something that happened in a previous turn.

Although Fate Points can be used during exploration turns, they are most commonly used in combat. Each Hero starts the game with a number of Fate Points. A Hero may spend any number of Fate Points in the same combat turn. Fate Points cannot be lent to other Heroes or to Henchmen.

Fate Points can be spent to negate (ie to reduce to 0) any and all damage a Hero suffered in a turn. This is the single, most important function of Fate Points and can be used in any circumstance. It can be used to negate the damage from an attack, the damage from a trap or whatever.

Fate Points can also be spent to convert a failed dice roll into a successful dice roll. Again, this ability can be used under any circumstances. It could be used to convert a missed attack into a hit, a failed Intelligence test into a successful one and so on.

Gaining more Fate Points is covered in the *Between Expeditions* section. A player should be careful that he doesn't waste his Fate Points. Once they have all been used, a Hero is vulnerable, and could die at any time.

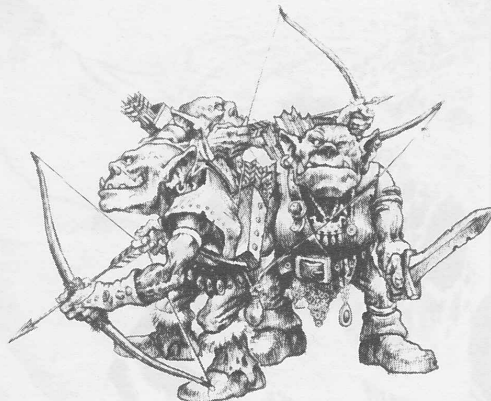
DEATH...

It happens to all in the end and to monsters more often than not. A monster or Henchman is killed when its Wounds score is reduced to 0 or below. Remove the model from the table. Its slayer may be moved into the vacated square if its player so wishes.

Heroes are merely *knocked out* (KO'd) if their Wounds score is reduced to 0, and die only when it falls any lower than this. Place the model on its side while it is KO'd. A Hero may do nothing while in this condition, and counts as having a Weapon Skill of 1 if attacked. Another Hero can drag the victim 3 spaces instead of making a normal move, provided he starts his move in an adjacent square.

A KO'd Hero can be given a Healing Potion by any Hero or Henchman in an adjacent square who has one, as long as neither character is in an opponent's death zone. A KO'd Hero can also be restored to action by a healing spell (magic potions and spells are explained later).

A KO'd Hero may be carried by a comrade during exploration turns. However, the KO'd Hero and whoever carries him may move only up to six squares.



MAGIC

Magic is the most powerful force in the Warhammer world. There are many practitioners of this mysterious art, from the simplest magician who can mend broken pots and heal coughs and colds to the greatest arch-mage who can call men back from the dead, raze cities with firestorms, and summon Daemons to do his bidding.

Magic draws its energy from the roiling mass of Chaos that enters the world through two vast breaches in reality at the north and south poles. A trained magician is able to see this raw magic as seething clouds of colour. When he casts a spell, the magician taps into this source of power, focusing and controlling the untamed magical energy to achieve the desired effect.

Every spellcaster belongs to one of the ten Colleges of Magic. Each College teaches the same fundamentals of magic, but specialises in drawing its energy from only one of the colours of magic. A Jade Wizard, for example, draws on magic that is green in hue, while a Celestial Wizard has blue as his colour. The magicians of the ten Colleges are distinguished by their magical symbols, by the colour of their clothes, and by their different philosophies.

Each of the Colleges has its own spells. Some of the spells are very similar in effect, with only their casting rituals and incantations different - others are specific to one College. In this rulebook, we've only covered the spells of the Bright Wizards; other spells will be covered in supplements and in *White Dwarf* magazine.

The Bright Wizards have red and orange as their colours. Their symbols are the key and the lock - the magical Key of Secrets and the Lock upon the Unknown. Bright Wizards are traditionally always animated by some idea or plan, never able to sit still for long without looking uncomfortable. They are hot-blooded and warlike, gaining vigour from the clash of battle. They are masters of fire magic, and are popularly assumed to be obsessed with fire and heat; their houses are often uncomfortably hot and stuffy, and they forever complain of the cold during the winter.

As they learn their craft, all spellcasters compile a *Spell Book*. This contains those spells for which the Wizard knows the correct formulae and signs, as taught to them by tutors, fellow magicians, or as taken from other Wizard's Spell Books.

At the beginning of a game, the player controlling the Wizard Hero should take the Bright Wizard's Spell Book. He begins the game with four spells, but can learn more after each expedition (see *Between Expeditions*).

Weapons and Armour

Wizards cannot wear any sort of armour or carry any weapon other than a dagger, with the exception of a magical Rune Sword. Weapons and armour disrupt a Wizard's aura and make it impossible for him to draw on the magical energies around him.

SPELL COMPONENTS

Spell components are material objects which the Wizard must have available to cast the spell. As the spell is cast, the spell component is consumed - in some cases, more than one component is required. The Wizard starts the game with the components for four spells - he may choose which, after studying his Spell Book, noting which components he selects on his character sheet. Any mix is permissible, from four different components to four the same.

CASTING SPELLS

A spellcaster may cast one spell per turn. Spells may be cast in exploration and combat turns. Casting a spell uses up the relevant spell components - the Wizard player should cross off used components from his character sheet. The Spell Book shows what effect the spell has.

If a spell has one component, the caster can move *and* cast the spell. If it has two components, the Wizard is not allowed to move during the turn in which he casts the spell.

THE INTELLIGENCE TEST

The rules for certain spells say that a Wizard must make an *Intelligence test* to cast the spell. Roll a dice and compare the result to the Wizard's Intelligence. If the roll is less than or equal to his Intelligence, he has passed the test. If the roll is greater than his Intelligence, he has failed. The Wizard may spend a Fate Point to convert a failed Intelligence test to a success.



BRIGHT WIZARD'S SPELL BOOK

DRAGON ARMOUR

Component: Red Dragon Dust

Casting the dust into the air, The Wizard's gestures pull it into a tightening band of glistening red scales. The segments expand, fuse and encase the target. This spell may be cast on any model in the Wizard's death zone. Until the next exploration turn, add +1 to the model's Toughness.



FLAMES OF DEATH

Component: Fire Dust

The Wizard casts a sizzling fireball at the enemy, which engulfs them in white flame. Place a fireball template anywhere within 12 squares of the caster within his line of sight (treat this just like ranged attacks - see the *Combat* section). Any models, friendly or enemy, which fall under the fireball template are automatically hit. Roll 5 damage dice to see what effect a hit has.



OPEN WINDOW

Component: Silver Key

Shedding only a little blood, an eye opens in the flesh of the spellcaster's forehead, an eye with no white or iris - just a glittering green light. With this eye, the Wizard may see into a dungeon section that has not already been explored. Pick any potential area that has not been explored (behind a door or past a junction, for example) and generate what is there by the normal means. If there are monsters, they will have no idea that they have been spied upon. If the Heroes enter an area with monsters that have been spied upon, add +3 to the Leader's surprise roll.



FLAMES OF THE PHOENIX

Component: Phoenix Feather

The Wizard lays his hands upon the bare wounds of a fallen comrade, and takes the pain into himself, to be consumed by the strength of his magic. By means of this spell, the Wizard may heal any Wounds lost by any one model, himself included. There must be no model other than the wounded comrade in the Wizard's death zone when he casts the spell.



You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

THE BRIGHT KEY

Component: Silver Key

The Wizard clenches his fist tightly, surrounding it with a nimbus of hot light. He then opens his hand, which will take an enormous effort, as if it were encased in rock. When it is finally opened, the Wizard will have created a door where there was none. The Wizard player may place a door in any wall of the section in which the Wizard stands. If this would lead into an unexplored part of the dungeon, and the Heroes choose to open it, first roll a dice. If the result is 4 or less, there is only solid rock behind the door. Otherwise, create the dungeon behind the door as normal.



POWER OF THE PHOENIX

Components: Phoenix Feather and a Dragon Tooth

From deep within himself, the Wizard utters a shout which carries into the void, to be heard only by the soul of a fallen comrade, beckoning it back to the body it has left. In this fashion, the Wizard may resurrect a dead character. The spell can only be cast the turn after the character was killed. If the Wizard passes an Intelligence test, the character is returned to life at full strength. If he fails, he will actually cast the soul of the dead person into tortured oblivion.



FLAMING HAND OF DESTRUCTION

Component: Red Dragon Dust

This spell transforms the Wizard's hands, so that they burn with an intense magical flame, a grim energy that does not consume the flesh, though it seems to blacken all the while the spell is engaged. In any following combat turn, if the Wizard successfully hits a target in combat, the target automatically loses as many Wounds as are shown by the roll of one dice. Do not roll conventional damage dice. The spell dies down at the beginning of the next exploration turn.



STILL AIR

Component: Phoenix Feather

The complicated words and gestures of this spell are spoken swiftly, as if racing to beat some desperate fate. But the formula also demands that they be broken off at a critical moment, and for an instant the Wizard will freeze, even his heart pausing as the energy courses through his hands. Then, for one turn, no monster in the dungeon section selected by the Wizard may move or attack. The Wizard must have line of sight to the dungeon section to cast this spell.



FLIGHT

Component: Red Dragon Dust

Strange tendrils of magic leave the palms and fingertips of the Wizard as he casts this spell, which weave to the target like the lash of a whip. As they strike, they cause a brief, blinding agony - and then a desperate desire to run, to be anywhere but this painful place. The Wizard may cast this spell on any one model to which he has whole or partial line of sight before it has moved. The Wizard player may then have the model run in any direction he chooses.



INFERNO OF DOOM

Components: Fire Dust and a Dragon Tooth

A firestorm leaps out from the Wizard's outstretched hands, which can render a man to ashes in a few seconds. Place a fireball template anywhere within 12 squares of the caster within his line of sight (treat this just like range attacks - see the *Combat* section). Any models, friendly or enemy, which fall under the fireball template are automatically hit. Roll 7 damage dice to see what effect a hit has. Before casting the spell, the Wizard must make an Intelligence test; if it is failed, only 5 damage dice can be rolled.



SWIFT WIND

Component: Fire Dust

As the last words are spoken, the air around the Wizard seems to chill, and become slightly opaque. Beyond this glass, all moves very slowly. The aura travels with the Wizard as he begins to move. For one turn, the Wizard and a number of others may move at a very rapid rate. Roll a dice, and halve the result (round up). That many characters may be moved either a maximum of 18 squares (exploration turn) or may double their Speed (combat turn).



COURAGE

Component: Silver Key

The magic that powers this spell is drawn from very dangerous sources indeed, such that the Wizard will actually see ghastly, fell creatures from the corners of his eyes, slaving for his body and soul, reaching talons for his flesh... Then, in an instant, all fear is gone. The Wizard may cast this spell on himself or any model in his death zone. The model's Bravery is automatically 12 until the beginning of the next exploration turn.



TREASURE

Second only to fame and glory, the thing closest to any Hero's heart is the discovery of vast hoards of treasure. The dungeons and hallways burrowed out beneath the surface of the Warhammer world are filled with ancient relics, hidden chests filled with gold, and magical treasures of awesome power. As a just reward for their brave expeditions against the monstrous denizens of the underworld, the Heroes can acquire magical weapons, scrolls and potions to help them in future battles, and gold to pay for Henchmen or buy equipment.

Treasure may be found concealed in long-forgotten hiding places if the Heroes successfully search for hidden treasure (see the rules in the *Exploration Turns* section).

Treasure is also possessed by monsters. Most monsters carry gold crowns with them and these may be looted if the monsters are killed (provided the Heroes don't run away before the combat is over). Character monsters may have magical weapons or other magical items which they may use against the Heroes - these may also be looted if the character monsters are killed in battle. The monster reference tables tell you how much gold and what magic items are carried by each monster the Heroes can encounter.

The other places that monsters store treasure is in their Lairs - here, in huge iron-bound chests, they keep the communal treasure of their band. If the Heroes find a Quest Room or kill the monsters defending the chest, they can open it and take the treasure stored inside - roll a dice on the *Treasure Chests Table* to see what the chest contains.

TREASURE CHESTS TABLE

D12	Result
1	Treasure map
2	6 arrows and 20 gold crowns
3	10 feet of rope and 30 gold crowns
4	2 flasks of Greek Fire
5	50 gold crowns
6	100 gold crowns
7	150 gold crowns
8	Screech Bug and 50 gold crowns
9	Rat Poison and 50 gold crowns
10	200 gold crowns
11	1 potion (see below) and 50 gold crowns
12	Magic treasure (roll two dice and consult the <i>Magic Treasure Table</i>)

Remember that Heroes and Henchmen can only carry 250 gold crowns each - they may have to leave some of the treasure behind. If this is so, the Expedition Mapper should mark down how much treasure has been left. If the Heroes come back to this area of the dungeon when they are not already burdened, they can take the rest of the treasure. Of course, they'll have to kill the new group of monsters that have taken over the Lair.



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MAGIC TREASURE

Magic items are the most valuable type of treasure the Heroes can find. Unlike gold crowns, they can't be exchanged for Heroes or Henchmen, but they make the Heroes more powerful - far more useful in the long run.

There are limits to the number of certain types of item that a Hero or Henchman can carry. For example, he can only wear one type of armour, only carry up to three weapons, have on no more than one ring or amulet at a time, and so forth. This means that the Heroes may have to leave behind non-magical equipment, or even magic items that are less powerful than those they have just found - anything left behind should be marked on the expedition map in case the Heroes wish to return for it later.

MAGIC TREASURE TABLE			
2D12	Result	2D12	Result
2	Dawnstone	12-13	Scroll
3-4	Amulet	14-16	Potion
5-6	Wand	17	Arrows or Bolts
7-8	Ring	18-20	Bow
9-10	Shield or Helm	19-21	Sword
11	Weapon	22-24	Armour

The Heroes should agree among themselves who is the best person to use the magic item. If they cannot, the Leader decides. Treasure can be re-allocated during or after the expedition anyway, and Heroes can always make swaps and deals between themselves.

DAWNSTONE

A Dawnstone is a potent magical talisman. It contains 1D12 Fate Points that can be used by the owner in the same way as normal Fate Points. The Dawnstone does not regenerate Fate Points between trips - once used, they are lost.

MAGIC AMULETS

There are two kinds of amulets. Roll a dice: an even number means an Amulet of Iron, an odd number an Amulet of Protection.

Amulet of Iron: If a spell is aimed at a Hero wearing this amulet, or he is in the area of effect of a spell, roll a dice. On a roll of 9 or more, the spell has no effect on the Hero. Note that the amulet works even if the player *wants* to be affected by the spell.

Amulet of Protection: Anybody wearing an amulet of this type has their Toughness increased by +1 point, in addition to any benefits for armour, etc.

Only one amulet can be worn at a time.

MAGIC WAND

A magic wand may only be used by a Wizard. Each magic wand contains one spell, chosen at random from the table below. Roll a dice; the wand has that many charges. Each time it is used to cast the spell, a charge is used up. Keep a record of the wand's charges. Note that the Wizard does not need to use spell components to cast a spell stored in a wand.

2D12	Spell	2D12	Spell
2-3	Inferno of Doom	14	Dragon Armour
4	Power of the Phoenix	15	Flaming Skull of Terror
5	Swift Wind		Fireball
6	Still Air	16-17	Courage
7-8	Lightning Bolt	18-19	Flight
9-10	Choke	20-21	Flaming Hand of Destruction
11	Flames of Death	22	The Bright Key
12	Flames of the Phoenix		
13	Open Window	23-24	

Full descriptions of these spells can be found in the *Magic* section.

MAGIC RINGS

There are two kinds of rings. If you find one, roll a dice:

D12	Ring
1-3	Ring of Protection (Level 1)
4-5	Ring of Protection (Level 2)
6	Ring of Protection (Level 3)
7-9	Ring of Magic Protection (Level 1)
10-11	Ring of Magic Protection (Level 2)
12	Ring of Magic Protection (Level 3)

Rings of Protection: These add to the wearer's Toughness. A level 1 ring adds +1 point, a level 2 adds +2 points, etc.

Rings of Magic Protection: These protect the wearer from spells. A level 1 ring cancels the effects of a spell if the wearer can roll an 11 or 12. A level 2 cancels the effects if the wearer can roll 9 or higher. The level 3 rings work if the wearer can roll under his Intelligence score.

Only one ring can be worn at a time.

MAGIC SHIELDS AND HELMS

Roll on the following table to see what has been discovered.

D12	Shield or Helm	Sp	BS	T
1-6	Magical Shield	0	-1	+1
7-8	Magical Greatshield	-1	-2	+2
9	Dwarven Shield	0	-2	+2
10-11	Magical Helm	0	0	+1
12	Dwarven Helm	0	-1	+2

The effect of the shield or helm on the wearer's Speed, Bow Skill and Toughness are noted, and you must amend your character sheet accordingly.

A character may only have 1 shield and 1 helm.

MAGIC SCROLLS

Scrolls can only be used by a Wizard. A scroll will hold spells each of which can be cast once, after which the writing on the scroll will fade. Roll a dice.

D12	Spells	D12	Spells
1-6	1 Spell	10-11	3 Spells
7-9	2 Spells	12	4 Spells

Generate each spell with a separate roll on the table given above for wands. Note that the Wizard does not need to use components to cast a spell stored on a scroll.

MAGIC POTIONS

There are two types of potion. Roll a dice: an even number means a Strength Potion, an odd number a Healing Potion.

Strength Potions: These may be drunk by a Hero at the start of any turn. His Strength is then increased by +2 points, and the number of damage dice he rolls for any hand-to-hand weapon is increased by +2. The effects of the potion last for three turns (combat or exploration) and then wear off.

Healing Potions: A Healing Potion may be drunk by a Hero at the start of any turn. It may be given to an unconscious Hero by another as long as neither is in an enemy death zone. Healing potions restore a Hero's Wounds to their starting level from the beginning of the *next* turn. Healing Potions will not restore Heroes who have died. Note that some hazards require a Hero to drink a Healing Potion or die.

MAGIC WEAPONS

The table shows the damage dice rolled for each combination of weapon and Strength. Normal rules and restrictions for the different types of weapons apply. Roll on the following table to see the weapon type.

D12	Weapon Type	Strength									
		1-2	3-4	5	6	7	8	9	10	11	12
1-3	Dagger	1	1	2	3	4	5	6	7	8	9
4-5	Spear	n/a	2	3	4	5	6	7	8	9	10
6-8	Axe	n/a	3	4	5	6	7	8	9	10	11
9	Axe	n/a	4	5	6	7	8	9	10	11	12
10	Halberd	n/a	3	4	5	6	7	8	9	10	11
11	Double-Handed Sword	n/a	n/a	n/a	6	7	8	9	10	11	12
12	Double-Handed Axe	n/a	n/a	n/a	6	7	8	9	10	11	12

MAGIC ARROWS OR BOLTS

There are several types of arrow and crossbow bolt. Roll on the following table:

D12	Arrow	Number found
1-4	Arrows of Death	4
5	Bolts of Death	2
6-7	Arrows of True Flight	2
8	Bolts of True Flight	1
9-11	Arrows of the Assassin	4
12	Bolts of the Assassin	2

Arrows/Bolts of Death: Add +1 to the number of damage dice rolled for a successful hit.

Arrows/Bolts of True Flight: These always hit their target; no roll is required.

Arrows/Bolts of the Assassins: A hit by one of these causes critical damage on any damage dice roll of 10 or more.

Magical arrows and crossbow bolts obey all the normal rules for ranged attacks.



MAGIC BOWS

There are several types of magical bow. Roll on the following table:

D12	Bow	Range	Damage Dice
1-4	Short Bow	28	4
5-7	Bow	40	4
8-9	Long Bow	48	5
10-11	Crossbow	48	5
12	Elven Power Bow	48	6

The weapon's range and damage dice are given. Normal rules and restrictions apply.

MAGIC SWORDS

Magic swords are rated for their additions to Weapon Skill and Strength (in other words, to the accuracy of their use and the damage they cause).

First roll a dice to find out what type of sword has been gained:

D12	Sword	+ to WS	+ to Strength
1-3	Sword	+1	0
4-6	Sword	0	+1
7-8	Sword	+1	+1
9	Sword	+2	+1
10	Sword	+1	+2
11	Sword	+2	+2
12	Rune Sword	+2	+2

Use the *Hand-to-Hand Weapon Table* in the *Campaign* section to adjust the *Hand-to-Hand Combat* figures on your character sheet and the weapon profile.

A Wizard may not use a sword unless it is a Rune Sword.

MAGIC ARMOUR

Magic armour may be worn by any Hero except a Wizard. Roll two dice on the table below to discover the type:

D12	Type	Speed	Bow Skill	Toughness
2-6	Leather	0	-1	+1
7-10	Leather	-1	-1	+2
11-13	Chain	-2	-1	+3
14-15	Chain	-1	-1	+2
16-17	Chain	0	0	+1
18-19	Plate	-2	-2	+4
20	Mithril	0	0	+3
21	Enchanted	0	0	+5
22	Dwarven	-2	-2	+5
23-24	Elven	-1	0	+4

Modifiers to Speed, Bow Skill and Toughness are noted.

BETWEEN EXPEDITIONS

Each part of a quest is accomplished over one or more *expeditions*. An expedition begins when the Heroes are placed on the first stairway section, and ends when the last surviving one of them ascends a stairway that leads out of the dungeon (though individual Heroes can have left the dungeon and the expedition before that).

You should keep a running record of how many expeditions each Hero has been on during a quest.

If the gods smiled on them during their last expedition, the Heroes may have found treasure, and maybe even a magic item or two. They will have a chance to rest and recuperate before the next expedition.



To represent the time spent between expeditions, play through the following sequence:

1. Discard unused dungeon counters (except character monster counters).
2. Recover Fate Points and Wounds.
3. Gain Fate Points for recovered Quest Treasures.
4. Divide up other treasure.
5. Pay Henchmen and cost of living expenses.
6. Roll for random events.
7. Spend gold on training, equipment, spells and spell components.
8. Attract or hire new Henchmen.
9. Embark on next expedition.

FATE POINTS & WOUNDS

Heroes and Henchmen recover any Fate Points and Wounds lost or spent during the expedition.

Each Hero will increase his Fate Point characteristic if a Quest Treasure was recovered on that expedition - a reward from the gods for their victory.

The number of Fate Points received depends on how long it took to recover the treasure. Check how many expeditions each individual Hero has been on during the quest, consult the table below, and award the indicated number of Fate Points.

FATE POINTS TABLE			
	Number of Expeditions Heroes have made to the dungeon		
	1	2-3	4 or more
Fate points	2	1	0

TREASURE

The players can now divide up the other treasure recovered from the dungeon. Gold crowns must be divided equally. Other treasures may be allocated as the players see fit - if they cannot agree who should get what, they should each roll a dice, with the highest having first choice.

Note that once the gold crowns are shared out, each Hero can do with his share as he pleases, including loaning or gifting it to other players.





COST OF LIVING

Next the players must pay their Henchmen and their cost of living expenses, as detailed on the *Cost of Living Table*.

Cost of living has priority over all other transactions. Players who cannot afford to pay their cost of living must record the amount they haven't paid on their character sheet, and pay off any debts as soon as they possibly can, before making any kind of purchase.

Henchmen who are not paid will leave the Heroes' employ.

Moneylenders and Wills

Heroes cannot carry large amounts of money with them (no more than 250 gold crowns per Hero and Henchman), so they'll have to find somewhere safe to store any money they don't spend between expeditions. They can leave their money in their lodgings - this is free and the money won't be subject to tithes, but there is a chance that the money might be stolen. Alternatively, they can take the money to a moneylender who will bank their spare cash for a small fee of 5 gold crowns paid after every expedition; the drawbacks are the tithes and the fact that the money isn't so easy to get to if a Hero dies.

Money belonging to a dead Hero that is kept at his lodgings may simply be shared out among the other Heroes. If it's banked with a moneylender, other Heroes can only have access to it if the Hero has made a will. A will names one or more of the Hero's companions who will receive any money he has banked with a moneylender upon his death - if the other Heroes are dead too, the fortunate moneylender gets to keep the Hero's cash. A fee of 20 gold crowns is levied upon executing a will, so if the Hero had less than 20 crowns his companions get nothing.

COST OF LIVING TABLE	
Item	Cost
Cost of Living	10 GCs plus 5 GCs per Fate Point
Maintain Henchman:	
Man-at-Arms	35 GS
Sergeant	75 GCs
Fee to Moneylender	5 GCs
To make or alter will	25 GCs
To transfer money in accordance with a will	20 GCs

RANDOM EVENTS

The GM rolls two dice and refers to the *Random Events Table*. If a random event is rolled, its effects must be resolved immediately.

RANDOM EVENTS TABLE	
Roll	Random Event
2-4	No event.
5	Illness: One of the Heroes (decide randomly) is struck by an illness. Unless he visits the Healer and pays 100 GCs, he has to miss the next expedition.
6	Injury: A nagging reminder of the previous expedition is causing a random Hero pain. Roll 3 damage dice against starting Toughness, and that many Wounds are lost before the expedition starts.
7	Trouble With The Law: If any Hero is carrying Greek Fire, the local Watch takes exception to the fire risk. Each Hero with Greek Fire is fined 30 GCs per flask.
8	Gratitude: The locals have collected 50 GCs in thanks for the monsters you have killed so far.
9	Tithe: Pay 10% (round up) of all money banked with a moneylender as a tithe to the City Fathers.
10	Replace Weapons: A randomly-selected Hero has found one of his non-magical weapons to be damaged. He must pay to replace the most expensive weapon he owns (or lose that weapon).
11	Robbery! All money left in lodgings is stolen.
12-13	No event.
14	Pickpocket: A random Hero loses 25% (round down) of the GCs he carries (ie not in lodgings or banked).
15	Henchman Retires: A random Henchman takes his pay and retires.
16	Man-at-Arms: A Man-at-Arms offers his services to a random Hero free of charge for one expedition.
17	Jealous Ruler: The city's ruler demands the 'gift' of a random magic item from a random Hero. The chosen Hero cannot refuse.
18	Preparedness: Your last visit cost the monsters dear. They determine to be better prepared next time. The GM may start the expedition with 2 dungeon counters.
19	Risk Money: For each Henchman who died on the last expedition, all Henchmen currently in employment with the Heroes demand an immediate risk bonus equal to their pay. You must pay this or lose them.
20	It Doesn't Pay To Be Famous: From now on, all cost of living expenses are doubled.
21	Map For Sale: The GM must offer you a treasure map for 400 GCs.
22-24	No event.



SPENDING GOLD

The players may spend any remaining gold crowns on equipment, spells, spell components and training. The cost of these is shown on the *Costs Table*.

As you buy new equipment and increase characteristics, remember to modify your character sheet appropriately. The *Campaigns* section contains all the information you need to modify character sheets, but a few notes are included here.

TRAINING

Increasing Weapon Skill improves the Hero's hand-to-hand hit roll. Refer to the *Hand-to-Hand Hit Roll Table* and modify the character sheet accordingly.

Increasing Bow Skill improves the Hero's ranged weapon hit roll. Refer to the *Ranged Weapon Hit Roll Table* and modify the character sheet accordingly. Note that armour *reduces* a Hero's current Bow Skill, and will thus also change his ranged weapon hit roll.

Increasing Strength modifies the number of damage dice the Hero rolls for a hit with a hand-to-hand weapon. Refer to the *Damage Dice Table* and modify the character sheet accordingly.

A Hero may only train to increase one characteristic point after each expedition.

Weapon Skill and Bow Skill may be increased to a maximum of 12. After the first two points increase, the cost doubles for each point (eg the third point costs 400 GCs, the fourth costs 800 GCs, and so on). Strength, Toughness, Speed, Bravery, Intelligence and Wounds may only be increased by two points. These characteristics may be taken beyond the two-point increase by magic weapons, armour, potions and so forth or by the use of spells. None of them may ever be increased beyond 12, whatever the cause.

Fate Points can be increased to any level at a cost of 1000 GCs per point. Rather than training, this represents the Hero making an offering to the Gods - they reward his proven sanctity by gifting him with a Fate Point.

NEW EQUIPMENT

Armour modifies the characters current Toughness, Bow Skill and Speed. It does not change his starting level, as this represents natural ability without armour. A Hero may remove armour during the game, which will take one exploration turn. If a Hero removes his armour, modify his current Toughness, Bow Skill and Speed as appropriate.

New weapons may have different effects to old ones. Magic weapons discovered in the dungeon certainly will - the GM will tell the Hero players the effects of any magic weapons they find. Modify the character sheet accordingly. A Hero can have up to three weapons, but may only use one at a time. He may change weapons at the start of any exploration turn.

Other items of equipment may be purchased for use in the Heroes' explorations. These include such generally useful adventuring items as rope and iron spikes, as well as items with a more specific use such as Greek Fire and Rat Poison.

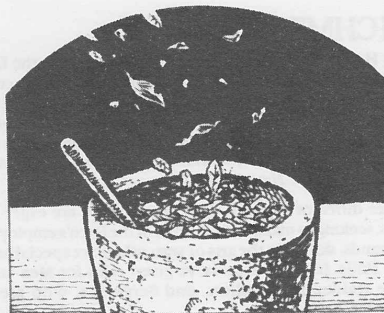
SPELLS AND SPELL COMPONENTS

A Wizard Hero may pay a tuition fee to another Wizard of his College in order to master a new spell. The learned magician trains the Wizard in the right incantations, the correct ritual movements and gestures, and the appropriate use of arcane components.

The Wizard should mark in his Spell Book that he is now capable of casting the new spell and he can use it in any future expeditions, provided he has the relevant spell components.

A Wizard may only learn one new spell after each expedition.

Although all spell components cost the same amount, the type of components required differ from spell to spell. At the start of an expedition, the Wizard must mark down on his character sheet which components he is carrying so that it is clear which of his spells he is able to cast.



HEALING

A Hero can visit a Healer between expeditions and have his ailments cured by magic. Healers aren't cheap, but they do have some very powerful spells: a Healer is able to remove diseases, restore limbs that have been cut off, and even resurrect the dead (provided the corpse is supplied). The effect of the healing magic will restore the injured Hero to how he was before the damage was caused.

A Hero may also buy one or more Healing Potions from a Healer. These curative brews are specially prepared with the help of an Alchemist, storing some of the Healer's power in a magical liquid. When a Healing Potion is drunk it will restore the Hero's Wounds to their starting level at the beginning of the next turn. A Healing Potion will not restore a dead Hero.

COSTS TABLE

Item	Cost
Training	
Increase a characteristic by 1 point	200 GCs
Increase Fate Points by 1 point	1000 GCs
Armour	
Shield	10 GCs
Leather armour	25 GCs
Chain armour	50 GCs
Plate armour	200 GCs
Mithril armour	400 GCs
Weapons	
Dagger, spear	10 GCs
Sword, axe or warhammer	25 GCs
Two-handed sword or axe, halberd	50 GCs
Short bow & 6 arrows	20 GCs
Bow & 6 arrows	25 GCs
Long bow & 6 arrows	50 GCs
6 arrows	10 GCs
Crossbow & 6 bolts	40 GCs
6 crossbow bolts	10 GCs
Equipment	
10' rope	5 GCs
10 iron spikes	10 GCs
Greek Fire flasks	25 GCs each
Rat Poison	25 GCs each
Screech Bug	25 GCs each
Spells	
Courage	100 GCs
Flaming Hand of Destruction	175 GCs
Flight!	100 GCs
Inferno of Doom	200 GCs
Power of the Phoenix	200 GCs
Still Air	150 GCs
Swift Wind	150 GCs
The Bright Key	250 GCs
Spell Component	25GCs
Healer	
Remove disease	100 GCs
Restore lost limb	500 GCs
Resurrect dead Hero (need body)	1000 GCs
Healing Potion	50 GCs

HENCHMEN

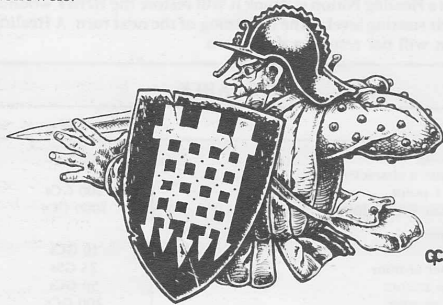
When a Hero returns to a town after an expedition, the fame of his exploits begins to spread. If he has been particularly successful, his name is heard far and wide, and tales of his adventures are related in taverns and around camp-fires across the land. Some of those who hear these tales are so impressed by the adventurer's heroic qualities that they seek to join him, hoping to share in his glory. These followers are *Henchmen*.

There are different types of Henchmen: some are eager young warriors, seeking to make their fortune in the Hero's employ; some are old hands, skilled in the arts of war; others are specialists with unusual skills. In this book, we've given rules for Men-at-Arms, who are trained footsoldiers, and Sergeants, who are more experienced fighters.

There are two ways to get Henchmen: some will automatically join the Hero as he becomes more powerful and his fame spreads; others may be hired to fight in the dungeons for gold.

ATTRACTING HENCHMEN

Each time the Hero gains a Fate Point, he also attracts a Man-at-Arms. Fate Points are gained if the Hero completes part of a quest in a small number of expeditions, so a Hero who earns Fate Points is obviously successful and heroic - exactly the qualities that attract followers.



A Hero doesn't have to accept a Henchman when he earns a Fate Point. If he turns a Henchman down, however, he doesn't get another chance until he earns another Fate Point.

Even though the Hero attracts the Henchmen for nothing, he must still pay them 35 gold crowns between expeditions or they will leave.

HIRING HENCHMEN

Henchmen may also be hired by a Hero between expeditions. Any Hero with enough gold crowns may hire one or more Henchmen, regardless of any Fate Points he has earned. A Hero may hire Men-at-Arms for 50 gold crowns each and Sergeants for 100 gold crowns each - the only restriction is the amount of gold he wishes to spend.

A Hero who has attracted a Man-at-Arms through earning a Fate Point can still hire additional Henchmen.

Once hired, Henchmen must be paid by the Hero between expeditions or they will leave.

EMBARK ON NEXT TRIP

The Heroes are now ready for their next expedition. If they return to a previously-entered dungeon, they may start from the bottom of any of the stairs they found leading out.

Should any of the Heroes have been killed on the last trip, players can bring in new ones. Obviously, these new Heroes have none of the treasure, weapons or armour of the lost Hero. They start from scratch (unless loaned cash or equipment by other players). You can use a direct replacement for the lost Hero, or use the campaign rules to generate a new one.

SERGEANTS

A Hero can hire a Sergeant at a cost of 100 gold crowns. He may also swap two Men-at-Arms for a Sergeant. These Men-at-Arms can be hired or attracted followers and there is no extra cost to make the swap in either case.

The swap may be made between any expeditions: the Hero can change two Men-at-Arms for a Sergeant as soon as he gets them, or he can wait a couple of expeditions before swapping them.

As well as costing more to hire, Sergeants cost more to maintain and must be paid 75 gold crowns between expeditions, but they are better and more experienced warriors.

To avoid confusion, it is best to use a different type of model to represent Sergeants. Any of the models from the Citadel Miniatures range of Fighters are appropriate. These can be painted with the heraldry of the Hero they follow to show their allegiance.

START	CURRENT											START	CURRENT	
WEAPON SKILL	8											SPEED	8	6
BOW SKILL	7											5	BRavery	7
STRENGTH	6											INTELLIGENCE	7	
TOUGHNESS	7											10	FATE	1
													WOUNDS	3
NAME:		RACE: HUMAN SERGEANT												
HAND-TO-HAND COMBAT	TARGET WPN SKILL HIT ROLL	1	2	3	4	5	6	7	8	9	10	11	12	
		2	2	2	3	4	5	6	7	8	9	10	10	
RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+								
	HIT ROLL	6	7	8	9	10								
WEAPONS	WEAPON	SWORD	N/A	4	1	12								
ARMOUR		BOW SKILL	TOUGHNESS	SPEED										
	CHAINMAIL	-1	+2	-2										
	SHIELD	-1	+1	0										
	TOTAL	-2	+3	-2										
EQUIPMENT														

MEN-AT-ARMS

A Man-at-Arms costs 50 gold crowns to hire and must be paid 35 gold crowns between expeditions.

START	CURRENT											START	CURRENT	
WEAPON SKILL	7											SPEED	7	6
BOW SKILL	6											4	BRavery	7
STRENGTH	6											INTELLIGENCE	7	
TOUGHNESS	6											8	FATE	0
													WOUNDS	3
NAME:		RACE: HUMAN MAN-AT-ARMS												
HAND-TO-HAND COMBAT	TARGET WPN SKILL HIT ROLL	1	2	3	4	5	6	7	8	9	10	11	12	
		2	2	3	4	5	6	7	8	9	10	10		
RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+								
	HIT ROLL	6	7	8	9	10								
WEAPONS	WEAPON	SWORD	N/A	4	1	12								
ARMOUR		BOW SKILL	TOUGHNESS	SPEED										
	LEATHER	-1	+1	-1										
	SHIELD	-1	+1	0										
	TOTAL	-2	+2	-1										
EQUIPMENT														

CAMPAIGNS

One of the most important aspects of *Advanced Heroquest* is the *campaign*. The basic idea of a campaign is that the players keep using the same Heroes in different quests, making their Heroes more and more powerful as they go from adventure to adventure. So, when you've finished your first quest, you're really only just beginning.

When you start playing a new quest, it is a good idea to have someone else be the Gamesmaster. This prevents it becoming one player against the rest all the time, and allows different people to throw in their ideas. If players want to use their Heroes again, either two players should be prepared to share a Hero, or the other three Heroes will have to go onto the next quest with a new comrade (creating new Heroes is explained later).

Of course, you don't have to use the same Heroes if you don't want to. You can retire a Hero at any time - he drops out of the campaign, taking all his gold, equipment and magical treasures with him. And if you want to bring him back after a while, then you can simply get out your old character sheet and start playing again.

Each player can have more than one Hero if he wants, though it's not a good idea to use more than one at a time - you should keep playing the same Hero for the whole of a quest, but you can swap to another Hero between quests.

HEROIC LEGENDS

When you're playing a campaign, it's a good idea to keep a record of the quests that your Hero has undertaken. You can even write this up as a continuous legend, adding new adventures each time your Hero finishes another quest: write down his most spectacular fights, his closest escapes, the great treasures he's found, the terrible monsters he's slain.

Using your Hero's legend, you can give him additional names. Your Warrior might begin life as Albrecht; if he kills a Troll, you could rename him Albrecht Trollbane. If in a later adventure he kills a Daemon he could become Albrecht Daemonslayer or Albrecht the Mighty. All great Heroes have heroic nicknames to remind the world of their exploits and to throw fear into the hearts of their enemies.

All great Heroes also have a heraldic emblem which they paint on their shields and cloaks, and which is often painted onto the shields of their Henchmen. This is to show that the Hero is proud of his renown, not scared to announce who he is, and lets his enemies know who they're fighting. Again, you can use the Hero's adventures to give you ideas for his heraldic emblem. Perhaps he has found a Rune Axe which he now wields to great effect - his emblem could be an axe, possibly with runes drawn around the outside. Perhaps he destroyed a Skeleton King - his emblem could be a skull or two crossed bones. The Heroes' character sheets have a space for you to draw in the Hero's emblem, which should then be painted onto the Hero model's shield, cloak or tunic to show who the model represents. And if your Hero gets new armour or weapons, you can pick the Citadel Miniature that most closely resembles your Hero and paint it up in the correct colours.



NUTS AND BOLTS

If you understand how *Advanced Heroquest* works, you will find it much easier to design your own adventures. At the heart of it, the game has a system that allows you to generate dungeons as you play. This is the function of the exploration turns. The combat system allows for quick, exciting battles between the Heroes and the Monsters.

The first thing to think about when designing an adventure is the nature of the Heroes' quest. This is the story that explains why they are fighting down a particular dungeon and links separate dungeons together. In the Quest for the Shattered Amulet, for example, the story is that the Heroes are searching for the four lost parts of Solkan's Amulet which are being held by the Skaven. From this you can decide what monsters should be living in the dungeons and what the Quest Treasures are going to be. In the Quest for the Shattered Amulet the monsters are obviously going to be Skaven and the Quest Treasures are going to be the four fragments of the Amulet itself.

Once you've decided what your Quest is going to be, you can choose what dungeon layout you'll use. How many levels will the dungeon have? Perhaps it is a small dungeon on one level with only a single Quest Room and no stairs down. Perhaps it is a huge dungeon with a dozen levels where the monsters get more powerful as the Heroes delve deeper beneath the surface.

There is no limit to the number of rooms, Hazards or Lairs that can be created for a dungeon (although occasionally the dungeon generation tables will close off a dungeon by providing no more unopened doors or unexplored junctions). Nor is there any limit to the number of Quest Rooms that could appear, though you may decide that not all of them have a special purpose. For example, in the Quest for the Shattered Amulet, the first Quest Room found on each level leads down to the next level, and the Third level is already designed and mapped; other Quest Rooms that are found don't contain stairs down.

You can change things around for any adventure you design so that events can happen in a different order. For example, you could have a game in which three hostages were being held in a dungeon. The adventure you invent around this may rule that one hostage will be found in each of the first three Lairs encountered, and that the Quest Rooms will contain Wizard's Laboratories, centres of diabolical research. You can choose to arrange things so that few or no rooms are empty, by creating a monster table for the ordinary rooms, or you can space everything out, creating the possibility of long chases through empty passages and rooms.

Naturally, you can also change the treasures that can be found. Use the existing treasure tables as a guide, then invent your own magical items. Perhaps one of these could be the focus of a new quest, where the Heroes have to search through a huge dungeon complex to find it.

You can add ready-designed areas, like the Quest Locations from the Shattered Amulet, but these should not be too powerful. Remember, you will have great tactical flexibility in the already-mapped areas. The best starting point might be to generate the area with the tables you have invented for your new adventure, and then move things around for your own purposes.

If you're designing a large dungeon, you should modify the *Fate Points Table* so that the Heroes gain Fate Points even after going on quite a lot of expeditions - it will obviously take them longer to complete a quest if the dungeons are very large. Alternatively, you could have more than one Quest Treasure in the dungeon so that they can recover each after a few expeditions.

Once you're thoroughly familiar with designing dungeons, there's no reason why you can't sometimes have a dungeon that has been entirely planned out in advance - in effect, the whole dungeon is a Quest Location. And if you play with more than one group of players, you can always use the expedition map that one group have drawn as the basis of a dungeon for another group.

ALTERNATIVE MONSTERS

The Quest for the Shattered Amulet features Skaven, but there are many other monsters you could introduce into the game. Perhaps the focus of the adventure is that there is one powerful monster who must be defeated by the Heroes so they can succeed. A mighty Minotaur, ruling over a Goblin clan, striking fear into defenders and Heroes alike. Or, perhaps, the final encounter could be with evil counterparts of the Heroes themselves!

Models for these creatures and many others are all available as part of the extensive Citadel Miniatures range of plastic and metal models. Future supplements for *Advanced Heroquest* and the new quests in *White Dwarf* will feature these different monsters. The following is just a sample of the monsters you can use. Each is listed with the statistical information you need; the special rules are explained below.

When you design a new quest, use the existing monster tables as your starting point for the monsters you introduce. For each monster, we've worked out a modifier that shows the relative strength of the different types; this is known as the monster's *points value* (PV). For example, Goblins are worth a 1/2-point, Skaven are worth 1 point. This means you can replace Skaven with Goblins on a 1:2 basis when you draw up your own monster tables. Look at the various monster tables, then replace each line with a broadly equivalent points value in the monsters you have chosen. There's a blank set of Monster Matrices at the back of the book for you to use when you create your own quests.

However, bear in mind that the Heroes get stronger with each quest - this means you'll need more or more powerful monsters to give them a suitable challenge. When you create your new tables after completing a quest, add 1-2 points to each line in the tables, so now 3 Skaven will end up being replaced by 8 Goblins... or an Ogre, or an Orc Warlord and 2 Orc Warriors.

Some of the monsters have special rules - these are explained below.

BERSERKER

Berserkers have the ability to transform themselves into super-human fighters with great skill and strength. The player controlling a berserker decides when and if he goes berserk. The advantages and disadvantages will soon be plain: he is an awesome killing machine, attacking twice as often, but is also be more vulnerable to being hit.

A berserker may choose to go *berserk* at the start of any combat phase. He will remain berserk until every enemy in sight has been killed.

A berserker receives one free attack per turn, which must be made at the same time as its normal attack. Treat the berserker as having a Weapon Skill two lower than normal when opponents work out their hit roll. A berserker must always move towards the closest enemy and engage him in hand-to-hand combat. Berserkers recover from being berserk at the end of combat.

SPELLCASTER

Spellcasters are able to use magic. They have a limited number of spells and must use spell components to cast them, just like Wizards. They must take an Intelligence test if a spell demands it, with the usual results for success and failure. The type and number of spells known by spellcasters are listed on the relevant monster reference tables.

REGENERATION

A monster which can regenerate recovers 1 lost Wound at the beginning of each GM phase of every combat turn.

INVULNERABLE

Some monsters are magically invulnerable and require a powerful, well-aimed blow to damage them at all. When rolling damage dice, even those dice which score equal to or greater than the monster's Toughness can only be counted if there is at least one 12 rolled. This does not apply to damage rolled as the result of a free attack or to any attack made with a magical weapon.

TWO ATTACKS

A monster with two attacks may make two hand-to-hand attack rolls instead of one. Two separate damage dice entries show how many damage dice are to be rolled whenever the first or second attacks hit.

CAUSE DISEASE

A monster which can cause disease will reduce the Strength and Toughness of anything it can hit. If such a monster hits a Hero, you must roll a dice and compare it to the Hero's starting Toughness. If the roll is under this score, all is well and nothing happens. If it is equal to or over this score, the disease will take root. Make a note on the character sheet that the Hero is diseased.

Between expeditions, the Hero must visit a Healer to have the disease cured. If disease is not removed for any reason, the Hero must have his Strength and Toughness reduced by one. This will happen each time between expeditions until the disease is cured, or until one of these scores has fallen to zero. If this happens, the Hero dies.

FLIGHT

Monsters who can fly ignore all death zones when they move.

FEARSOME MONSTER

Some monsters are so scary they cause fear in other creatures - even Heroes. If a fearsome monster has a Hero or Henchmen in its death zone at the start of any combat phase, that model must be checked for Bravery. Roll a dice. If the roll is greater than his Bravery, the character will cower; if the roll is less than or equal to his Bravery, he is unaffected. A model that cowers may not move (unless he runs) or attack, but he may open doors.

Fearsome monsters are not themselves affected by this rule and do not have to make a Bravery roll when they are fighting other fearsome monsters.

LARGE MONSTERS

Large monsters are so big that they have special rules for movement, death zones, etc.

These monsters come with bases which are four times the size of normal ones. When moving them, use one corner (the right forward), and move this corner the required number of squares. Although they appear to be too small to go through doors, they can be moved through as normal. However, never leave a large monster part-way through a door, or across a wall.

Large monsters have death zones that occupy eight spaces, as shown in the diagram.



The shaded spaces are the Ogre's death zone

Large monsters completely block any line of sight which passes over their bases. Line of sight to and from a large monster is not blocked by normal-sized creatures.

QUEST IDEAS

The most important thing you'll need to come up with as you design your own quest is a good story. Heroes need something epic, dangerous and risky to drag them from the comfort of an inn's hearth. Be creative when you design a quest. Think of all the great fantasy stories you've read, or films you've seen, and use them as a source of inspiration. Use your imagination - anything is possible with this game. Here are a few ideas for quests to get you started.

D12	Result	D12	Result
1	The Necromancer	7	Hostages!
2	The Wager	8	The Flooded Caves
3	Chase!	9	The Explorer
4	The War Band	10	The Crown Jewels
5	Jail Break	11	The Mirror Rooms
6	Earthquake	12	The Orc Warlord

You should also keep your eyes open for new quests from Games Workshop. Each month, *White Dwarf* magazine will keep you up to date with all the latest releases - and it will feature some great quests of its own!

THE NECROMANCER

"There have been so many attacks on our village by Undead - there must be a Necromancer in the Caves!"

The monsters in the dungeon are Undead; create a powerful Human Wizard as the sole character monster. The Heroes must hunt him down and destroy him, but he can appear at any time to harrass them with his creations. You need a Quest Location from which the Necromancer cannot escape, and which he has to defend or lose all his powers - his Laboratory, a heavily-guarded complex of rooms and passages.

THE WAGER

"I don't think you've got the guts to go down there. In fact, I've got 500 gold crowns right here that says you won't stay down there for an hour."

The GM can seal the entrance for 40 turns. The Heroes will need to find another way out, because the GM should also have some powerful wandering monsters and character monsters available to chase them away from the entrance or any other exit they find.

CHASE!

"He's getting away!"

An important prisoner escapes, and must be hunted down by the Heroes. But he enters the dungeon ahead of them, and tries to keep one step ahead. The GM controls the prisoner, secretly generating the rooms and passages he finds as he runs. Can the Heroes keep up, or must they find him the hard way, exploring the dungeon piece by piece.

THE WAR BAND

"They're gathering strength in those caves up beyond the forest. If we don't kill 'em now, they'll destroy every farm in this valley!"

The GM should set a total limit on the defenders. This can be reinforced between expeditions, but otherwise those killed are not replaced. Are the Heroes bold enough to defeat them?

JAIL BREAK

"There has to be some way out of here!"

This quest starts from inside the dungeon, and involves the Heroes trying to get out! Quest Rooms should have stairs leading up; there should be no other stairs in the dungeon. Naturally, the Heroes start from a room on the third or fourth level, having just managed to strangle the warden and open the door to their cell with his keys. Can they get out? Oh, and did we mention that their equipment has been stashed somewhere else in the dungeon?

EARTHQUAKE

"Hey, Magnus - was that you?!"

Add this to a normal exploration dungeon. Create a table which allows you to start destroying the dungeon once the Heroes have recovered the object of their quest. Rubble will block the passages, chasms will open in the rooms. Can they get back out?

HOSTAGES!

"My daughter... please find my daughter!"

The object of the quest is to recover a prisoner, or a group of hostages. The defenders in the Quest Location can be programmed to kill the prisoner(s) if the Heroes aren't aggressive enough. More importantly, the prisoner(s) aren't fit enough to get out under their own steam, so the journey back will be a slow-moving nightmare, as they stagger out, trying to keep the enemy from killing the sick prisoners.

THE FLOODED CAVES

"Has anyone seen the Dwarf in the last few minutes?!"

A normal exploration dungeon, but with only one level, and that partially underwater. Halve all movement rates. Reduce all damage dice by -1. Then add a few hazards and traps which bring the water level up a few feet...

THE EXPLORER

"Leave now, are you crazy? I must find out what's beyond that door."

An explorer hires the Heroes to map a dungeon. Heavily reduce the amount of gold crowns on offer, but tell the players that the explorer will pay them 5 gold crowns per room discovered. Make sure that he wants to keep going until he has met a fearsome monster or lost a few Wounds. Keeping him alive so the Heroes can get paid should be a fraught business...

THE CROWN JEWELS

"Bring them back to me and I'll make you wealthy men. But if you tell a soul... I'll have you hanged!"

A bunch of Goblinoids got lucky and stole a fabulous treasure - a bride's dowry, perhaps, or the regalia of a prince. The Heroes have to get it back. Each piece is valuable, but the real value comes if it is returned to the owner as a set. Of course, the Goblinoids don't recognise its value as a set, and the jewels are scattered amongst the toughest Orcs... If you reduce all the other treasure, the confidence the Heroes have at the beginning can become quiet desperation as they realise their only alternative to starving would be to - ulp! - sell one of the treasures... ("Maybe we can buy it back, later...").

THE MIRROR ROOMS

"We've faced everything else - but how do we deal with this?!"

The Quest Rooms should be defended by mirror images of the Heroes, just as well-armed and armoured as they are. The threat will grow as they grow stronger. The final encounter can then be with the most powerful images to date - and the mad, evil Wizard who created them.

THE ORC WARLORD

"They say the Orc armies we have heard of were led by a great Warlord, but that he was gravely hurt in battle with the Imperial host. If he could be killed, there would be a handsome reward..."

Create a Quest Location where an Orc Warlord lies wounded. He has been badly injured, and neither he or his guards can pursue the Heroes, which is just as well - they should be much too strong for the Heroes to defeat at first. But they might succeed with some help, perhaps discovered in another Quest Location - a magical item, or some prisoners who could be released.

CREATING HEROES

As your Heroes adventure beneath the Warhammer world, they face constant danger. Sometimes a Hero is unlucky and suffers a fatal blow when he has no remaining Fate Points. The result is inevitable: death. If his companions are unable to take his corpse to a Healer and pay to have him resurrected, the party will have to look for another Hero. For your first few games, it is easiest to simply start again with one of the ready-to-play Heroes. Once you've been playing for a while, however, you're going to want to create your own Hero.

To create a new Hero you need to work through the tables below, filling in your character sheet as you go. You first roll on the *Hero's Race Table* to find out what race the Hero belongs to: this can be Human, Dwarf or Elf. You then roll on the *Hero Creation Table* to discover the Hero's characteristics; the column you use on this table depends on your Hero's race. At this point, you should choose whether he's going to be a Warrior or a Wizard.

Once you've found out what sort of characteristics your Hero has, you can consult the remaining tables to fill in the combat sections of the character sheet. You'll need to know what weapons and armour the Hero has, so each Hero has a starting purse of around 65 gold crowns to buy equipment.

By the time you get to the end of the tables, you'll have a Hero ready to begin play. All you need to do before you start is choose a name for your Hero, draw a sketch of him on your character sheet and design his shield emblem.

Training

When your Hero comes back from an expedition and spends some of his gold on training, these tables tell you the effects of increasing his Weapon Skill, Bow Skill or Strength. Check the Hero's new current level and make any changes required to your character sheet.

The *Hand-to-Hand Weapons*, *Ranged Weapons* and *Armour* tables tell you any changes to make if you buy new weapons and armour.

Monsters

These tables also allow you to create reference cards for monsters from the information provided on the monster reference tables. You obviously won't need to roll for race and characteristics, so you simply check the monster's hit rolls, weapon statistics and so forth.

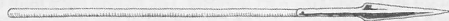
RACE

Your Hero can be one of three races: Human, Dwarf or Elf. If your Hero is replacing a dead Hero, your GM may allow you to choose what race you are so that the party remains balanced. Of course, you don't have to have include all of the races or Hero types in a party - there's no reason why you shouldn't have a party consisting entirely of Dwarfs, for example.

HERO'S RACE TABLE	
D12	Race
1-6	Human
7-9	Dwarf
10-12	Elf

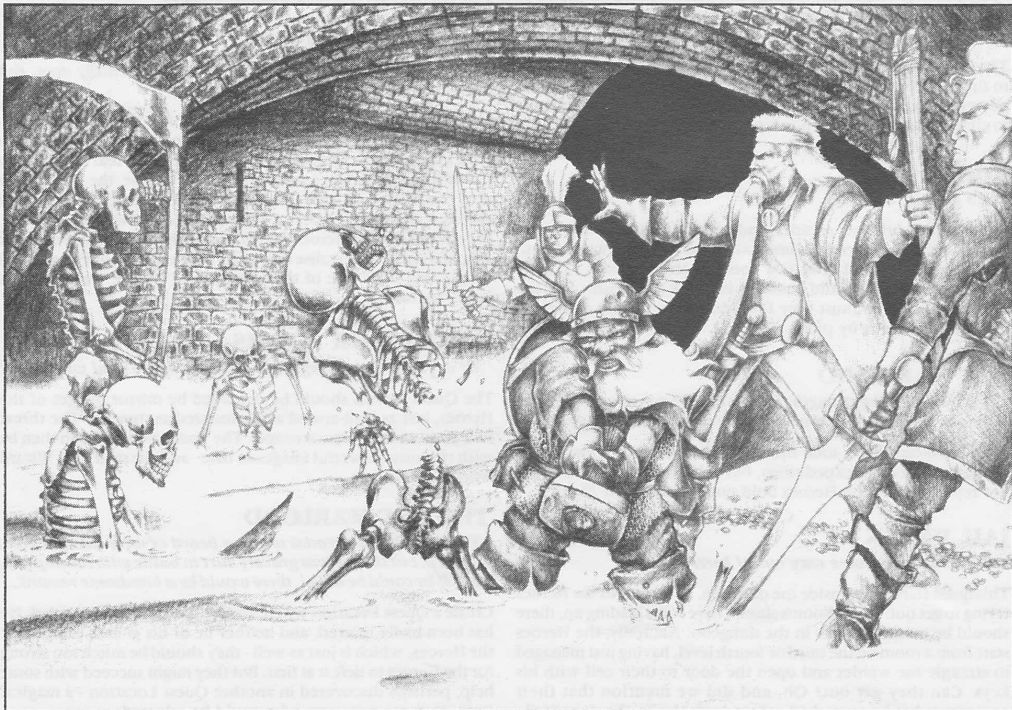
Dwarfs

Dwarfs are expert miners and craftsmen, which gives them a greater ability to notice unusual rock formations and understand strange mechanical devices. Therefore, all Dwarfs have a bonus of +2 on all rolls to spot and disarm traps.



Elves

Elves are quick-witted and eagle-eyed, used to reacting swiftly to the constant movement around them in their natural woodland environment. Therefore, all Elves add +1 to any surprise rolls made by the Leader if they can see the encountered group of monsters.



as

CHARACTERISTICS

Once you know the Hero's race, you can roll his characteristics. These are the figures that determine how good or bad a fighter he is, what chance he has of casting certain spells and so forth.

To create these characteristics, the table asks you to roll a dice and add a number to the score; for example, roll D6+4 means roll a six-sided dice and add four to the result. You can either use the appropriate dice (eg a six-sided dice for D6, an eight-sided dice for D8 and so on) or you can roll the twelve-sided dice you get with the game and reroll it if the number is higher than the maximum. For example, to simulate a D8, you can roll the twelve-sided dice and reroll scores of 9 to 12.

For each characteristic, roll the dice shown in the column for the Hero's race.

HERO CREATION TABLE			
Characteristic	Human	Dwarf	Elf
Weapon Skill	D6+4	D6+5	D6+4
Bow Skill	D6+4	D6+4	D6+5
Strength	D4+3	D4+3	D4+3
Toughness	D4+3	D4+4	D4+2
Speed	D6+4	D6+3	D6+5
Bravery	D8+3	D8+3	D8+3
Intelligence	D8+3	D8+2	D8+3
Wounds	D4+1	D4+1	D4+1
Fate Points	2	2	2

WIZARDS

You can choose to make any Hero you create a Wizard. This means that your Hero can cast spells. There are drawbacks to being a Wizard, however. It means that you can't wear armour and that the largest weapon you can carry is a dagger. Provided your comrades protect you, you'll be able to use powerful magic - if they let the monsters through, you'll have a very hard time defending yourself.

Dwarf Wizards

Dwarfs are not as magically inclined as Humans and suffer restrictions in their spellcasting. Every time that a Dwarf casts a spell, whether or not it normally needs an Intelligence test, the Dwarf must roll equal to or under his Intelligence or the spell fails and the components are wasted. If the spell does normally require an Intelligence test, the Dwarf Wizard must take two tests and pass both successfully to be able to cast the spell.

Dwarfs are also slow learners of magic and need more tuition than Human Wizards. The cost for learning any spell is doubled for a Dwarf Wizard.

A Dwarf Wizard starts off knowing two spells: you can pick any two from the four known by a Human Wizard.

Elf Wizards

An Elf Wizard's profile is slightly different to that of a normal Elf, to reflect the large amount of time he has spent studying the arcane arts. An Elf Wizard's roll for his Intelligence is modified by +1, and his roll for Strength by -1, over and above the modifiers on the *Hero Creation Table*.

An Elf Wizard starts off knowing the same four spells as known by a Human Wizard.

Cost of Starting Spells

The four starting spells all cost 100 gold crowns to learn, or 200 gold crowns to a Dwarf Wizard.



HAND-TO-HAND COMBAT

Use this table to work out the scores required to hit an opponent in hand-to-hand combat. Look up your Hero's Weapon Skill in the left-hand column, then copy down the row of figures to the right into the *Hand-to-Hand Combat* section of your character sheet.

HAND-TO-HAND HIT ROLLS TABLE												
Attacker's WS	Defender's Weapon Skill											
	1	2	3	4	5	6	7	8	9	10	11	12
1	7	8	9	10	10	10	10	10	10	10	10	10
2	6	7	8	9	10	10	10	10	10	10	10	10
3	5	6	7	8	9	10	10	10	10	10	10	10
4	4	5	6	7	8	9	10	10	10	10	10	10
5	3	4	5	6	7	8	9	10	10	10	10	10
6	2	3	4	5	6	7	8	9	10	10	10	10
7	2	2	3	4	5	6	7	8	9	10	10	10
8	2	2	2	3	4	5	6	7	8	9	10	10
9	2	2	2	2	3	4	5	6	7	8	9	10
10	2	2	2	2	2	3	4	5	6	7	8	9
11	2	2	2	2	2	2	3	4	5	6	7	8
12	2	2	2	2	2	2	2	3	4	5	6	7

RANGED COMBAT

Use this table to work out the scores required to hit an opponent with a ranged weapon. Look up your Hero's Bow Skill in the left-hand column, then copy down the row of figures to the right into the *Ranged Combat* section of your character sheet.

RANGED HIT ROLLS TABLE					
Attacker's BS	Range				
	1-3	4-12	13-24	25-36	37 or more
1	11*	12*	Miss	Miss	Miss
2	10	11*	12*	Miss	Miss
3	9	10	11*	12*	Miss
4	8	9	10	11*	12*
5	7	8	9	10	11*
6	6	7	8	9	10
7	5	6	7	8	9
8	4	5	6	7	8
9	3	4	5	6	7
10	3	3	4	5	6
11	3	3	3	4	5
12	3	3	3	3	4

* When you need an 11 or 12 to score a normal hit, there's no chance of getting a critical hit - you're lucky enough to hit the target at all!

WEAPONS AND ARMOUR

Before you can fill in the *Weapons* and *Armour* sections of your character sheet, you'll need to know what equipment the Hero possesses. Every Hero starts off with 50 to 80 gold crowns. Roll $D4 + 4$ and multiply the result by 10 to calculate the number of gold crowns you start with.

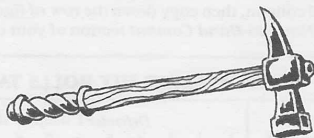
This gold may be spent on any of the items on the *Costs Table* with the following exceptions:

Training: you cannot start to train until you've been on at least one expedition.

Spells: If you have a Wizard Hero, you don't need to pay for your starting spells. You can't learn any more spells until you've been on at least one expedition.

Spell Components: If you have a Wizard, you automatically get one spell component per starting spell - so Human Wizards get four free components, Elf Wizards three and Dwarf Wizards two. You can't buy any extra components until you've been on at least one expedition.

Once you've bought your equipment, you can fill in the *Weapons* and *Armour* sections of your character sheet.



HAND-TO-HAND WEAPONS

For hand-to-hand weapons, cross-reference your Hero's Strength against the type of weapon to find out how many damage dice you roll when you hit. The table also lists the score needed for a critical hit and a fumble.

Certain weapons have a minimum Strength - a Hero with less than the minimum is too weak to wield the weapon with any effect.

Large weapons are heavier and score critical hits on 11 or 12 rather than just 12, but they are clumsier and cause fumbles on a 1 or 2. They still only cause critical damage on a 12.

If your Hero has a weapon not listed below, choose the nearest weapon type.

Hand-to-hand weapons don't have any range.

HAND-TO-HAND WEAPONS TABLE

Weapon	Strength										Fumble	Critical
	1-2	3-4	5	6	7	8	9	10	11	12		
Fists	—	1	1	1	2	3	4	5	6	7	—	—
Dagger	1	1	1	2	3	4	5	6	7	8	1	12
Spear	—	1	2	3	4	5	6	7	8	9	1	12
Sword	—	2	3	4	5	6	7	8	9	10	1	12
Axe or Warhammer	—	2	3	4	5	6	7	8	9	10	1	12
Halberd	—	2	3	4	5	6	7	8	9	10	1-2	11-12
Double-Handed Sword	—	—	—	5	6	7	8	9	10	11	1-2	11-12
Double-Handed Axe	—	—	—	5	6	7	8	9	10	11	1-2	11-12
Claws and Fangs	1	2	3	4	5	6	7	8	9	10	—	—
Huge Club	—	—	—	—	7	8	9	10	11	12	1-2	11-12

Fists: This covers all forms of unarmed attacks by Heroes and Henchmen.

Spears: Spears can attack diagonally adjacent squares.

Halberd: Halberds can attack diagonally adjacent squares.

RANGED WEAPONS

The *Ranged Weapons Table* gives you the maximum range and damage dice for each missile and thrown weapon.

All ranged weapons cause a fumble on a hit roll of 1 and a critical hit on a roll of 12 (except where an 11 or 12 is needed to hit).

RANGED WEAPONS TABLE			
Weapon	Max Range	Damage Dice	Notes
Thrown Dagger	3	2	Move and throw
Thrown Axe	3	3	Move and throw
Thrown Spear	6	3	Move and throw
Short Bow	24	3	
Bow	36	3	
Long Bow	48	4	Min 6 Strength
Crossbow	48	4	Turn to reload

Move and Throw: The Hero can throw the weapon even if he moves that turn. Bows can only be fired if the Hero doesn't move.

Minimum 6 Strength: Your Hero needs a Strength of at least 6 to use a long bow.

Turn to Reload: After firing a crossbow, the Hero must spend a turn without moving to reload it.

ARMOUR

Armour adds to the Toughness of your Hero, but restricts his ease of movement and therefore reduces his Bow Skill and Speed.

Monsters always have their characteristics listed with armour taken into account. You only need to consult this table if the monster is wearing a different sort of armour from usual. You can work out a monster's starting levels easily by adding the numbers you'd normally subtract and subtracting those you'd normally add.

ARMOUR TABLE

Armour	Bow Skill	Toughness	Speed
Shield	-1	+1	-
Leather Armour	-1	+1	-1
Chain Armour	-1	+2	-2
Plate Armour	-2	+3	-2
Mithril Armour	-1	+3	-1



DANCED HEROQUEST

MAP NO.

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START	CURRENT	START	CURRENT
WEAPON SKILL		SPEED	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BOW SKILL		BRAVERY	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STRENGTH		INTELLIGENCE	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TOUGHNESS		FATE	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NAME:		WOUNDS	
RACE:		<input type="checkbox"/>	<input type="checkbox"/>

HAND TO HAND COMBAT	TARGET	1	2	3	4	5	6	7	8	9	10	11	12
	WPN SKILL HIT ROLL												

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL					

WEAPONS	RANGE	DAMAGE	FUMBLE	CRITICAL

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
TOTAL			

EQUIPMENT	
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START CURRENT

WEAPON SKILL

5

BOW SKILL

6

STRENGTH

4

TOUGHNESS

4



START CURRENT

SPEED

8

BRAVERY

9

INTELLIGENCE

9

FATE

2

WOUNDS

3

NAME: MAGNUS THE BRIGHT

RACE: HUMAN WIZARD

HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	6	7	8	9	10

WEAPONS	DAGGER	RANGE	DAM.DICE	FUMBLE	CRITICAL
		N/A	1	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
TOTAL			

EQUIPMENT BRIGHT WIZARD'S SPELL BOOK
4 SPELL COMPONENTS
10ft. ROPE, IRON SPIKES

START CURRENT

WEAPON SKILL

8

BOW SKILL

8 6

STRENGTH

6

TOUGHNESS

5 8



START CURRENT

SPEED

8 6

BRAVERY

9

INTELLIGENCE

8

FATE

2

WOUNDS

4

NAME: HEINRICH LÖWEN

RACE: HUMAN WARRIOR

HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	6	7	8	9	10

WEAPONS	SWORD	RANGE	DAM.DICE	FUMBLE	CRITICAL
		N/A	4	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
CHAIN MAIL	-1	+2	-2
SHIELD	-1	+1	0
TOTAL	-2	+3	-2

EQUIPMENT

START CURRENT

WEAPON SKILL

9

BOW SKILL

9

STRENGTH

5

TOUGHNESS

5



START CURRENT

SPEED

9

BRAVERY

9

INTELLIGENCE

9

FATE

2

WOUNDS

4

NAME: TORALLION LEAFSTAR

RACE: ELF

HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	3	4	5	6	7

WEAPONS	SWORD	RANGE	DAM.DICE	FUMBLE	CRITICAL
		N/A	3	1	12
	LONG BOW	48	4	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
TOTAL			

EQUIPMENT 6 ARROWS
NOTE: ADDS +1 TO SURPRISE ROLLS

START CURRENT

WEAPON SKILL

8

BOW SKILL

7 5

STRENGTH

6

TOUGHNESS

6 8



START CURRENT

SPEED

6 5

BRAVERY

10

INTELLIGENCE

7

FATE

2

WOUNDS

5

NAME: SVEN HAMMERHELM

RACE: DWARF

HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	7	8	9	10	11*

WEAPONS	WARHAMMER	RANGE	DAM.DICE	FUMBLE	CRITICAL
		N/A	4	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
LEATHER	-1	+1	-1
SHIELD	-1	+1	0
TOTAL	-2	+2	-1

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE
ADDS +2 TO ROLLS TO SPOT AND DISARM TRAPS

START	CURRENT			START	CURRENT
WEAPON SKILL				SPEED	
8				9	
BOW SKILL				BRAVERY	
6				10	
STRENGTH				INTELLIGENCE	
7				6	
TOUGHNESS				FATE	
6				2	
NAME: ROGAR				WOUNDS	
RACE: HUMAN BARBARIAN				5	



HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	6	7	8	9	10

WEAPONS		RANGE	DAM.DICE	FUMBLE	CRITICAL
	DOUBLE HANDED SWORD	N/A	6	1-2	11-12

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	TOTAL			

EQUIPMENT	
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START	CURRENT			START	CURRENT
WEAPON SKILL				SPEED	
9				8	7
BOW SKILL				BRAVERY	
8	7			9	
STRENGTH				INTELLIGENCE	
5				9	
TOUGHNESS				FATE	
6	7			2	
NAME: LADRIL				WOUNDS	
RACE: HIGH ELF				3	



HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	5	6	7	8	9

WEAPONS		RANGE	DAM.DICE	FUMBLE	CRITICAL
	SWORD	N/A	3	1	12

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	LEATHER	-1	+1	-1
TOTAL		-1	+1	-1

EQUIPMENT	SPELL BOOK (DRAGON ARMOUR AND OPEN WINDOW ONLY) 2 SPELL COMPONENTS HEALING POTION NOTE: ADDS +1 TO SURPRISE ROLLS
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START	CURRENT			START	CURRENT
WEAPON SKILL				SPEED	
5				8	
BOW SKILL				BRAVERY	
6				9	
STRENGTH				INTELLIGENCE	
4				9	
TOUGHNESS				FATE	
4				2	
NAME: TELOR				WOUNDS	
RACE: HUMAN WIZARD				3	



HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	10	10	10
	HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10	10


RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	6	7	8	9	10

WEAPONS		RANGE	DAM.DICE	FUMBLE	CRITICAL
	DAGGER	4	1	1	12

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	TOTAL			

EQUIPMENT	SPELL BOOK, 4 SPELL COMPONENTS, 10FT. ROPE, IRON SPIKES
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START	CURRENT			START	CURRENT
WEAPON SKILL				SPEED	
9				6	4
BOW SKILL				BRAVERY	
5	4			9	
STRENGTH				INTELLIGENCE	
6				7	
TOUGHNESS				FATE	
7	9			2	
NAME: DURGIN				WOUNDS	
RACE: DWARF				4	



HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	8	9	10	11*	12*


WEAPONS		RANGE	DAM.DICE	FUMBLE	CRITICAL
	DOUBLE HANDED AXE	N/A	5	1-2	11-12


ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	CHAIN	-1	+2	-2
TOTAL		-1	+2	-2


EQUIPMENT	*NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE ADDS +2 TO ROLLS TO SPOT AND DISARM TRAPS
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SKAVEN REFERENCE TABLES


	WS	BS	S	T	Sp	Br	Int	W	PV					
SKAVEN WARRIOR	6	5	5	7	10	6	6	3	1					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	3	
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL													
	EQUIPMENT / NOTES													
	LEATHER ARMOUR SHIELD SWORD													

	WS	BS	S	T	Sp	Br	Int	W	PV					
SKAVEN SENTRY	6	6	5	6	11	6	6	3	2					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	3	
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL													
	EQUIPMENT / NOTES													
	SHIELD SWORD													


	WS	BS	S	T	Sp	Br	Int	W	PV					
SKAVEN CHAMPION	7	5	6	8	9	8	6	3	2					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	4	
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL													
	EQUIPMENT / NOTES													
	CHAIN ARMOUR SHIELD SWORD													

	WS	BS	S	T	Sp	Br	Int	W	PV					
SKAVEN WARLORD	8	5	7	8	9	9	7	4	6					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	6	
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL													
	EQUIPMENT / NOTES													
	MAGIC HALBERD													

	WS	BS	S	T	Sp	Br	Int	W	PV					
SKAVEN GUTTER RUNNER	6	6	5	5	12	6	6	3	2					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	3	
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL													
	EQUIPMENT / NOTES													
	POISONED DAGGER (COUNTS AS A SWORD)													

	WS	BS	S	T	Sp	Br	Int	W	PV					
SKAVEN NIGHT RUNNER	7	7	5	5	12	6	6	3	3					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	3	
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL													
	EQUIPMENT / NOTES													
	POISONED DAGGER (COUNTS AS A SWORD)													

	WS	BS	S	T	Sp	Br	Int	W	PV					
SKAVEN POISONED WIND GLOBADIER	6	6	3	5	10	6	6	3	6					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	2	
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL	6	7	8	9	10	*	*						
	EQUIPMENT / NOTES													
	HALBERD * SEE SPECIAL RULES													


	WS	BS	S	T	Sp	Br	Int	W	PV					
SKAVEN JEZZAILACHIS TEAM	6	6	6	4	10	6	6	3	6					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	2	
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL	6	7	8	9	10	*	*						
	EQUIPMENT / NOTES													
	SWORD * SEE SPECIAL RULES													

SKAVEN REFERENCE TABLES


SKAVEN WARPFIRE-THROWER TEAM	WS	BS	S	T	Sp	Br	Int	W	PV					
	6	6	4	4	10	6	6	3	10					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	2
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL	6	7	8	9	10	*	*						
	EQUIPMENT / NOTES													
	SWORD													
	* SEE SPECIAL RULES													


CLAN SKRYRE WARPWEAVER	WS	BS	S	T	Sp	Br	Int	W	PV					
	5	6	4	5	10	6	9	3	6					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10	J
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL													
	EQUIPMENT / NOTES													
	DAGGER													
	CAN CAST: FIREBALL x1, FLAMING SKULL OF TERROR x1													


CLAN SKRYRE WHITE SKAVEN SORCERER	WS	BS	S	T	Sp	Br	Int	W	PV					
	5	7	5	5	10	6	10	4	10					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10	
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL													
	EQUIPMENT / NOTES													
	DAGGER, RING OF MAGIC PROTECTION													
	CAN CAST: CHOKO x1, FLAMING SKULL OF TERROR x1, FIREBALL x2													

CLAN PESTILENS PLAGUE CENSER BEARER	WS	BS	S	T	Sp	Br	Int	W	PV					
	6	6	4	5	10	6	6	3	6					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	2
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL	6	7	8	9	10	*	*						
	EQUIPMENT / NOTES													
	STAFF (COUNTS AS A SWORD)													
	* SEE SPECIAL RULES													

CLAN PESTILENS PLAGUE MONK	WS	BS	S	T	Sp	Br	Int	W	PV					
	6	6	4	5	10	6	8	3	6					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	2
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL													
	EQUIPMENT / NOTES													
	DAGGER													
	WARP SCROLL													

CLAN MORS WARLORD	WS	BS	S	T	Sp	Br	Int	W	PV					
	8+2	5	7+2	8	9	9	7	4	10					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	7	
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL													
	EQUIPMENT / NOTES													
	CHAIN ARMOUR, SHIELD,													
	RUNESWORD (+2 WS, +2 S)													

CLAN ESHIN ASSASSIN	WS	BS	S	T	Sp	Br	Int	W	PV					
	9	9	5	7	12	9	7	4	8					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	10	3
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL													
	EQUIPMENT / NOTES													
	POISONED DAGGER (COUNTS AS A SWORD)													

PRAZNAGAR PRINCE OF AGONY	WS	BS	S	T	Sp	Br	Int	W	PV					
	9	7	6+2	8	9	9	9	5	-					
	HAND TO HAND COMBAT													
	TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
	HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	6	
	RANGED COMBAT													
	RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE						
	HIT ROLL													
	EQUIPMENT / NOTES													
	LEATHER ARMOUR													
	CHAOS SWORD (NEVER FUMBLES +25)													
	FEARSOME MONSTER													