

WHITE DWARF



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Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

WELL MET!

By Andy Jones

Warriors come in all shapes and sizes, from the brawn of a Barbarian to the lightning-fast reflexes of a Wardancer or the fencing skills of an Imperial Noble. Andy explores the mysteries of the Warrior, and discusses the composition of your heroic adventuring party.



BOLD WARRIORS

Warhammer Quest has now been around for a few months, and every month we've been bringing out new Warrior packs. Including the four Warriors from the original Warhammer Quest box, there are now a total of twelve different Warriors available for you to take adventuring into the dungeons below the Warhammer world. Each of these characters has his own unique abilities and skills, and each develops into a powerful combatant as he progresses through the Battle-levels. Of course, they all start at Battle-level one, as another party of adventurers decides to take their chances in the quest for treasure and renown...

The first problem for any new group of players looking to set up such a novice group is to decide which Warriors to choose. This can be resolved easily enough by each player selecting a

Warrior which he likes the look of, and getting on with business. The chances are that the resulting party will have an interesting mix of different abilities, and that they will by and large get along just fine. However, for the more scientifically minded, there are a few guidelines which might help the new group of adventurers stay alive for more than one quest...

THE PARTY

When choosing a Warhammer Quest adventuring party I roughly group all the Warriors into three broad categories. First are those who are particularly good in hand-to-hand combat, getting stuck in with the Monsters and hacking them down with sword or axe. Then come those with magical powers, particularly with regard to healing the wounds lost by the rest of the group. Finally come those who have unusual special abilities that can help the party in a variety of ways.

The reason for this grouping is simple. In Warhammer Quest, the action is played out through several self-contained events, which can be anything from cave-ins and traps, to battles against Orcs and Minotaurs. Some events are beneficial to the warriors, and present no potential hazard at all. These may be few and far between, but they go to show that a typical Warhammer Quest adventure is not a non-stop fight – there are more subtle forces at play. This wide range of events, hazards and rewards which the Warriors experience in each adventure creates a series of 'highs' and 'lows', battles and respites.

The Warriors will have moments when they are fighting against all odds just to stay alive, whilst at other times they will be able to rest and recuperate for a while in the deserted undercaverns. To survive in this unpredictable and unknown environment, the Warriors need several strengths which they can depend on. They need battle-hardened fighters to throw against the Monsters in times of conflict, and devastating magic to attack their foes from afar. Conversely, they need the power to heal injured companions when the battle is done. In the treacherous underworld they will also need the mobility, flexibility, equipment and skills to deal with an almost infinite variety of circumstances, mostly hazardous.



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"So there we were, all crammed in the snug of the Broken Fang in Nulu - you know the one, just on the right down Hangman's Alley, that's right, by the statue of the old Graf. Swapping stories about our heroic adventures and planning our next expeditions we was, and mighty fine tales they was in the tellin' Grimcrag Grunsson was there with his Marauders, along with most of the Lost Boys and an odd-looking bunch led by old Navaak Steinaussen himself - the big man kept looking cagily at a bunch of Hand of Death members interrogating the barkeep, but I dunno why. Sven Svemsson from Norsca was there, between raids as you might say, and Guderian Strong-arm the Pit fighter was making a lot of noise about spending his latest winnings. Apparently he'd totally destroyed the Black Avenger in three minutes, against odds of fifty to one, so he was pretty flush that night I can tell you.

The ale was flowing freely, and the Landlord's wife had excelled herself with her game pie, if I say so myself, and we Halflings are renowned for a good nose where victuals an' suchlike is concerned. A very original choice of 'erbs she used, very piquant. Sorry? Okay, I'll get on with it. Tut!

Eladrial and his Elves from the Company of Light were getting all snooty in the corner as usual, trying to tell us that they were the super race and more than a match for all comers, but Old Grimcrag was having none of it. Tipped a mug of Roibrew all over Eladrial he did - you should have seen his face - what a picture! Nearly started a fight alright, and my money was on Grimcrag any time. So, just as it was getting to daggers drawn and ev'ryone is taking interest, the door slams open and who should walk in but Nogbad himself, looking for his Lost Boys. As Barbarians go, Nogbad is about as tough as they get - he's as 'ard as nails is Nogbad, and he didn't want no rows when he could be catching up on some lost drinking! He strode up to Eladrial and Grimcrag, hold us you like, banged their heads together and then bought them both a pint!

Anyways, after that things was pretty relaxed and the talk got around, as it always does, to which of us lot has the best, the most powerful team for The Job. The Job, as you might know, is how we warriors refer to the business of killing Orcs and suchlike as we raid their lairs for booty and treasure. For the most part we all likes a good Job when we can get it, but some of us is pretty high and mighty, and doesn't like such talk as being "below our heroic station" and so on. Take old Marcus Semmler, the Warrior Priest. He can tell you a thing or two about adventurin', gold, treasure, magic and riches you could only dream of, but he still wears that old threadbare robe. Don't keep a farthing nor a penny for himself neither, so it's said, although I wouldn't mind a quick nosey around his chamber's just to make sure...

No, there's no surefire way to say who's the best warriors as far as I can see. Sure as eggs is eggs you can say that Nogbad or Grimcrag are unbeatable in a fight, and you can't deny that with that fancy bow of his, Eladrial is the best shot in all the world. Magnus the Red casts a wicked fireball when the fancy takes him, or so I'm told, and his magical healing has saved Nogbad and Eladrial a couple of times! Semmler might be a bit of an odd fish with his constant talk of "Sigmar this and Sigmar that" but he's rock solid when the chips are down and the Minotours abound.

We argued round and round for hours about which skills and abilities were the essential ones, and which was 'extras' when you're up against more monsters than you've ever seen before. Some went for the sword or the axe every time, others went for blazing magic. Still others reckoned that quick wits and nimble feet would win out every time, whilst there were those who stood by a keen eye for traps and hidden dangers in the dark. All said, it was tricky one and no mistake, and as the dawn broke we were still no nearer a solution.

It was then that Morston Dagmire, the renowned Witch Hunter stood up, throwing his cloak back and doffing his hat politely. His black eyes glittered like ice, for he's a cool one is Dagmire and no mistake, and everything went pretty quiet, pretty quick. Dagmire has a reputation for never drinking, and he was as sober as a judge when he spoke that night, having not touched a drop all night. He likes to

visit the Broken Fang from time to time, to hear the rumours and keep up with the news. Right then, he seemed downright amused by our argument, and regarded us all like naughty children.

"Please, please, please" he cried in that patronising tone he takes with all and sundry "There is no answer to what you say, no right and no wrong of the matter. You, I, we, are all warriors in our own right, and who is to say which is best amongst us?"

"I AM!" Shouted Nogbad, but he'd had a few by then, and the others hushed him up sharpish. Morston glared daggers at him though, just the same.

"My fur-clad Friend, so you are the self proclaimed best among us eh?" Some of the lads looked more than a little upset by Nogbad's boasting, but they knew better than to take him seriously when he was in his cups.

"S'right, take you all on anytime!" The old Barbarian just didn't know when to stop, and that Dagmire is as sharp as steel an' quick as a snake. Nogbad walked right into his trap, so he did.

"Best with a blade?"

"Prove me wrong!"

"Strongest of all?"

"Damn right!"

"Most powerful Wizard?"

"Er..."

"Renowned amongst archers?"

"Ang on a minnit..."

"Arch-Priest of Our Lord Sigmar?"

"Put like dat..."

"Nimble as a cat?"

"But..."

"Learned in the ancient arts?"

"Look..."

"Lord of all healers?"

"It's..."

"Able to disable a trap or open a secret door in a trice?"

"Now..."

Dagmire had grinned his wolfish grin and started walking for the door. He'd made his point. He's alright when he gets going is Dagmire, and he'd really struck a chord with the present company, who were nodding and agreeing with him. Nogbad looked pretty sheepish himself, which was unlike him really. As the Witch Hunter made to leave the alehouse, he'd turned to face us all in his usual amateur theatricals fashion, and had left us with these wise words.

"We are all invaluable. We all have powers and skills which can save us from defeat in the caverns of night. No one hero here is better than the next. Alone we will die shameful and lonely deaths at the hands of the monsters we seek to destroy. Together, ah, that is a different matter. Together we unite our powers and become undefeatable! The key is to make sure that you take something of all us when you go adventuring, or you will surely perish. Healer, wizard, fighter, spy, priest - you all have your part to play, and no single warrior amongst us takes the starring role. Good night gentlemen, or perhaps I should say good morning!"

With that he was gone, and we were all left to think on the truth of his words. He's right you know, you have to have a bit of everything to make a great party of warriors. Next time I go a 'venturin', I'll be in good mixed company, you can be sure of that, or me name's not Ned Neddley, Halfing Thief extraordinaire!"

THE WARRIORS FROM THE BOX

The Dwarf, Elf, Wizard and Barbarian were not chosen on a whim, but rather were selected with a cunning plan in mind.

The Barbarian clearly gives the Warriors muscle and killing power, pure and simple. He is the mainstay of the basic Warhammer Quest party, and the other Warriors follow him as their leader. His high Strength and extra Attack when berserk make him one of the most efficient fighters in the game, cleaving through Monsters like a hot knife through butter.

There is always some friction between the Dwarf and the Barbarian, caused by the fact that the Barbarian always goes first because he has the lantern, and the Dwarf always goes last due to his low initiative. This tends to mean that in combat the Dwarf often misses out as the other Warriors have killed all the Monsters by the time he gets to fight! However, when he does get stuck in, not much can withstand his mighty axe! He also carries the rope, one of the few ways of getting out of a pit!

The Wizard is physically much weaker than both the Barbarian and the Dwarf, but he has the awesome and greatly feared power of magic at his fingertips. Spells such as *Fireball* and *Pit of Despair* are deadly against any Monsters, so what he lacks in combat skill he can more than make up for in a fight if he wishes. However, perhaps the most important role he fills is keeping the other Warriors on their feet, whilst they in turn protect him from Monsters. If the Wizard spends all his power on attack spells then he will have none left for those vital healing spells – the end of the turn could see the unfortunate demise of several Warriors...

The Elf can handle himself fairly well in a fight, but his low toughness and wounds, and lack of armour can make him fairly fragile. Balanced against his somewhat brittle nature is the fact that he has some unique skills and equipment. His bow makes able to engage Monsters from afar, and unlike the Wizard's spells can do this even if the power roll is low. Coupled with his automatic escape from pinning and his uncanny ability to dodge incoming attacks, this makes him a very flexible Warrior indeed – not to mention the fact that he has a magical potion capable of healing a Warrior back to full wounds!

So you can see that the Warriors from the Warhammer Quest box are set up as a well balanced group which can cope with most situations – a powerful combination of two fighters, a spell caster who can use magic to both attack and heal, and the Elf with his special skills and abilities. Any new party of Warriors would be well advised to follow a similar party balance as a rule

NAVAAK SAYS...

Look after the Wizard! – It's always tempting to just get stuck in every time, straight away, no messing. My axe always hungers for more Orc blood, its thirst is never slaked. However, never, ever, leave your wizard or healer on his own, no matter what sort of a whining cur he is. He needs your protection, and you may need his healing...

of thumb, although sometimes you might take an extra spell caster or special Warrior rather than two fighters, for example.

If you wish, you can just replace one or two of the Warriors from the Warhammer Quest box with new Warriors – you do not all have to have one of the Warriors from the new packs! In fact, there is a very good argument for at least keeping a Wizard in most parties of Warriors, if only for his healing abilities. If you do want to take a new Warrior along with you, the rules in each particular Warrior

pack will explain how to use him in your games. Remember to put the Warrior counter for the original Warrior back in the box, replacing it with the new Warrior's!

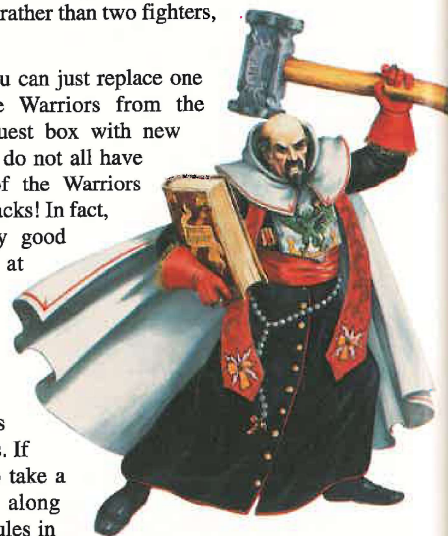
Remember too, if there is no Barbarian in the party, one of the other Warriors will have the lantern and be the leader.

BIGGER PARTIES

Of course, you do not have to take a party of four Warriors on your adventures. You could take as few as two, or as many as six or more, depending on how many players want to get involved in the action.

If you do this, you will have to make sure that there are enough Monsters to go round! The cards and tables from the Warhammer Quest game are based on there being four Warriors to fight, and if you have fifteen different Warriors in the party, then the game as it stands will present no challenge at all! As a general rule, stick to parties of four Warriors, but

if you have a party of five or six, then increase the number of Monsters by an equal amount. For example, if you have six Warriors in the party, that is 50% more Warriors than the Event cards are set up to



ANDY'S WARRIOR "GROUP TEST"

TYPE	FIGHTER?	MAGIC?	HEAL?	VERDICT
Barbarian (F)	Yes	No	No	Goes Berserk. Carries the Lantern. Is very strong. Lots of wounds and combat skills. A solid fighter, useful in a scrap. Not so good with missile weapons.
Wizard (M)	No	Yes!	Yes	Harder to get to grips with, but very powerful. Spells, magic items – his healing can keep the Warriors alive. Excellent choice for any party – his healing magic makes him invaluable.
Dwarf (F)	Yes	No	No	Low Initiative, so sometimes misses out as he tends to go last. However, when he gets stuck in, not much can withstand his mighty axe. Has the Rope – gets you out of pins. Good with guns and other firearms, and effective skills against traps and so on.
Elf (S)	OK	No	Yes	The Elf is never pinned, dodges, has a bow and a Healing Potion. He can thus save one of the Warriors from death, with his Potion, and engage those pesky Gobbo archers from afar. A good addition, particularly with his unique and special skills and equipment. Once the party has a fighter and some magic, an Elf will complement the other Warriors very well indeed.
Elf Ranger (F/M)	Varies	Varies	Varies	A good all-rounder. Can be a Knight (fighter) or Mage (magic). His War Crown lets him freeze time once per game. Has a mass of spells and skills – and a big rulebook!
Warrior Priest (S)	Mmm...	Mmm...	Yes	His Holy Book can fill in for magic quite well, his Ring of Jade heals, his warhammer can do a lot of damage. For protection, his Breastplate gives him extra toughness. A good Warrior to augment the strengths of a party. His Blessings help the other Warriors, giving them strength, etc when in dire peril.
Imperial Noble (F/S)	In his way!	No	No	He has a Duelling Pistol, which is very powerful, and a Rapier. Happiest in a fight, he relies on skill and speed rather than brute strength and a big axe. His Ancient Hairloom causes fear in some Monsters. The Imperial Noble has special rules which make him a very useful Warrior, and he is a lot of fun to play. A good Warrior to complement a party which has another fighter.
Chaos Warrior (F)	Yes	Varies	Varies	The Chaos Warrior is basically there for the fight. However, he is very unpredictable as he gains random Chaos Artifacts and Attributes which may give him some special abilities like spell casting and so on. In higher Battle-levels, you take the risk of turning into Chaos Spawn, and his profile changes in a risky, random fashion. Such are the ways of Chaos – not a Warrior for the faint-hearted, but extremely exciting to play!
Witch Hunter (S)	OK	Sort of	Maybe	A Witch Hunter is not a bad fighter, and his Pistol, Amulets and so on make him worth serious consideration for any party of Warriors. If you want to play a puritanical, inflexible and intolerant Warrior, the Witch Hunter is for you!
Troll Slayer (F)	YES!	No	Himself	He will not back off from a fight, is tough and strong, and has lots of wounds to soak up damage. His Stone Bread means he is somewhat self-sufficient, as he is the only one who can eat the stuff. If you want a stalwart companion in a fight, the Troll Slayer is as good a choice as you get.
Pit Fighter (F)	Yes	No	Yes	The Pit Fighter has a choice of two weapons. His Fist Spike is great against big Monsters, as it gives him +2 Attacks, but no death blow. His Flail is good for clearing away hordes of Gobbos, as it gives him +2 strength. His Heal-It potion gives him a useful degree of healing power. A good starting point for any party, a Pit Fighter can fight and also heal a bit.
Elf Wardancer (F)	Yes	No	No	He is not as tough or strong as a Troll Slayer or Barbarian, but his special rules, skills and equipment make him just as powerful in a fight. He prefers hand-to-hand combat and never uses armour. In his rulebook, there is a whole new settlement area to visit – the Wood Elf Encampment! Any player who enjoys playing an Elf, but who would really like to get stuck in, will love the Wardancer.

Letter after name indicates: (F)ighter, (M)agician or (S)pecial.



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deal with. In this case, you should make sure that each time Monsters appear, there are 50% more of them. So, six Orcs will become nine Orcs. If the card says "1D6 Orcs", roll the dice as usual and then multiply the result to match the party size – so a dice roll of four Orcs, becomes six Orcs, and so on. You should always round up in these circumstances!

GLIBFOOT SAYS...

What's all this about Navaak's Damned? Navaak this, Navaak that, all I hear about is Navaak! Glibfoot's Damned, that's what we should be called! Glibfoot Volespanker, scourge of Orcs and Goblins alike, great leader of the most famous band of adventurers in the Old World!



MONSTER TABLES

On the other hand, if you have a large party of Warriors, and you are using the Monster tables, then you could try using the table one or two levels above the Battle-level of the party. See if strength in numbers allows you to overcome more powerful Monsters – they will be worth a lot of gold if you succeed!

CHANGING THE BALANCE

If you want to, you can ignore all the guidelines above and go for a totally different mix of Warriors. In this case, you would be well advised to make sure that if all else fails, the Warriors in the party can each look after themselves. For example, if you do away with the Wizard, you would be mad not to make sure that each Warrior has some degree of healing power, or that there is another Warrior in the party with a general healing spell or skill. In this situation, you could go for a party of Warriors made up of a Pit Fighter (he has the Heal Itt potion), a Warrior Priest, a Troll Slayer, and an Elf.

NEVER ENOUGH ROPE...

The problem here is that these Warriors have no rope, or *Levitation* spell, so if someone falls in a pit trap, there is no way of getting him out. This is actually an obstacle common with all groups that have neither a Dwarf nor a Wizard, but it only applies to the very first adventure they embark on. Once the Warriors finish their first quest, they can head back into town and spend as much of their ill gotten gains on rope as they like! You can either take the risk that someone is going to fall down a pit in the first adventure, or you could just take the Dwarf's rope along whatever.

On the other hand, you could allow the warriors 1D6 x 10 gold each and pay a visit to town before the first adventure they ever play! Actually, if one of the Warriors does fall into a pit, you can always create an adventure where the Warriors have to go back and rescue him. You can bet that you will never, ever venture into a dungeon without rope again!

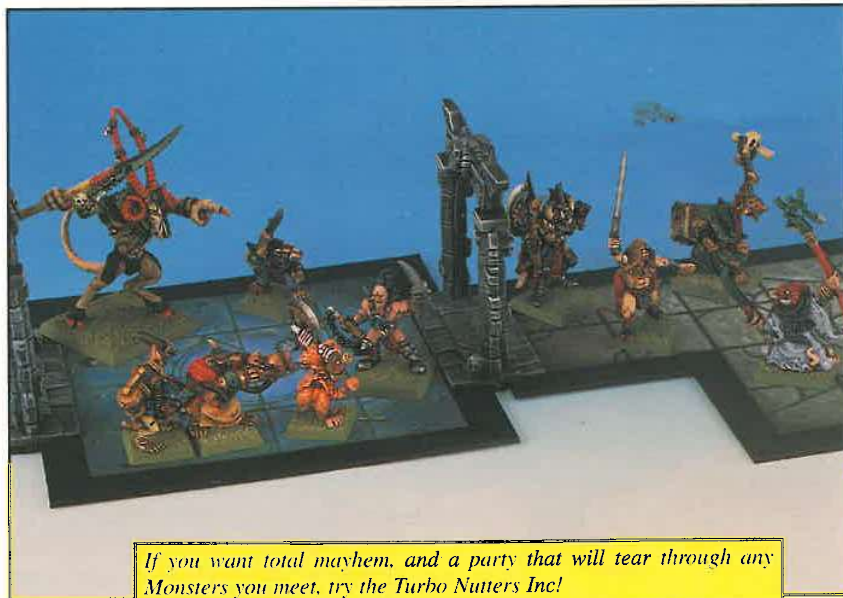
It may seem that I have a fixation with rope, verging on obsession, but it was a blood-freezing moment when my Elf Ranger fell into a pit on his first outing, and no one could get him out. What a way to go!

ALTERNATIVE SPELL CASTERS...

Alternatively, an Elf Ranger Mage can stand in for the Wizard at a pinch, so long as he thinks very carefully about what spell to cast each turn: if he casts *Shockwave* at the start of the turn, then he will not be able to heal anyone at the end of the turn, which has caused grave problems in the past. This kind of party of Warriors could consist of an Elf Ranger Mage (healing), a Chaos Warrior (killing), a Witch Hunter (all rounder) and an Elf (bow, potion and special rules).

TURBO NUTTERS INC.

Sometimes, chance may throw together a bunch of Warriors the like of which has never been seen before. All are skilled in the arts of war, all are deadly in battle. Combined together, they make for a powerful killing machine that goes through most Monsters with ease. Typically, this kind of Warrior band could be made up of a Troll Slayer, Barbarian, Chaos Warrior and Pit Fighter, although a Dwarf with his great axe would doubtless be welcome along too.



If you want total mayhem, and a party that will tear through any Monsters you meet, try the Turbo Nutters Inc!



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Such a group has its weaknesses, though. There is only a limited amount of healing available, which can make the Warriors particularly susceptible to damage-inflicting traps. Additionally, no one has any missile weapons, which can leave the party susceptible to long range attacks, especially since no one likes to break from pinning, and so they cannot break free to go and deal with bow-armed Monsters.

On the other hand there is the endless pleasure of getting stuck into hand-to-hand fighting again and again without any of this weedy healing nonsense, and the fact that they will never run away... This is the party of death and destruction, devoid of any subtlety whatsoever.

DWARFS AND FRIENDS

In the Warhammer world, the Dwarfs have long since forged alliances with the humans of the Empire. As such, an

interesting Warrior party is that made up of a mix of Dwarf Warriors and human adventurers. The Dwarf from the Warhammer Quest game provides a big axe and rope, the Troll Slayer brings along his killing power and the ability to heal himself with Stone Bread, a Warrior Priest can shore up the party with the healing power of his Ring of Jade and the power of his Blessings, whilst the Imperial Noble adds a bit of spice and adventure, plus a deadly duelling pistol! This group of Warriors makes for a characterful combination.

A COMPANY OF ELVES

By the same token, it is possible to construct a party of Warriors made up entirely of Elves. The Elves used to be a great power in the Old World, and the Elf Rangers are determined to reclaim their heritage. As such, a band of brave Warriors made up of Elves, and only Elves, would be entirely appropriate, as they go forth to rid the world of their ancient

"AAAAARGHH!"

THUD!

Theladrion plummeted into darkness as the floor gave way under his feet. The other warriors looked aghast, and Nibbler Hubshank the Halfling Thief climbed several feet up the crumbling wall of the cave in an instinctive bid to get away from the obviously treacherous floor. Shining the lantern down into the newly created chasm, Gundar Metal-Head the Pit Fighter shouted the Ranger's name

"Alroit daan there, Eladrian me ole mate? Anyfink bust?"

After a moment or so checking his limbs, Theladrion peered up grumpily at the spot of light above him.

"It would appear that I have sustained no major injuries, my muscle-bound friend. Just get me out of here before some more Goblins appear with those wretched Cave Squigs!"

"Not to worry matey, we'll ave yer aat in a trice. Now, where's Grimcrag with 'is rope? ... ah!"

"Ah?" echoed Theladrion testily, his voice echoing around the inky depths of the pit trap.

"'Ah!' indeed Mr Metal-Head, well put if I may say so" Lord Balaquan Schmidt, thirteenth in the line to the Schmidt estates south of Middenheim, smiled his oily smile as his laconic drawl cut the air. "Your raging argument with our Mr Grimcrag at the Burning Maiden tavern led to him missing out on this adventure completely. I believe his exact sentiments were "Mark my words, you'll rue the day you spilt my ale, metal-brain... you'll miss me, me axe and me rope before the week is out, I'll warrant", or something to that general effect." The Noble was clearly amused at the predicament, and punctuated his sentences by stabbing with his priceless rapier at the darting shadows created by the lantern.

"What's going on up there? Get me out immediately!" the Ranger shouted. "I am attuned to the forces of magic and can sense the approach of great evil!"

The pattering of small hairy feet echoing from up the passageway proved this not the wisest thing for the Ranger to say at that precise moment. Nibbler Hubshank didn't much like talk of "nasty little things" let alone "great evil", and he was now headed for the distant pinprick of light that his needle sharp squint could just make out in the darkness

"'Ubshank, 'URSHANK!! Lawd 'ave mercy on 'im, 'e's gorn

and legged it aggin, the little begga." The Pit Fighter scratched his head, puzzled, and stared at the hole as if willing it to deliver up his trapped companion. He put the lantern down whilst considering what to do next.

Balaquan took the decision out of the Pit Fighter's calloused hands, by deftly plucking the lantern from the ground with the tip of his rapier, and leisurely strolling off down the corridor with it. "We'll have to go and purchase some rope my good friends. Mr Hubshank has, as usual, proven that he has an unerring sense of appropriate reaction". His well spoken voice drifted laconically down the passageway as the light receded.

The Pit Fighter took one last anguished look down the now pitch black hole, from which the enraged cries of the Ranger were emerging.

"WHAT IS GOING ON?"

"Er... gorra go, Theladrion me ole mate, we're off to buy some rope, sharpish, back in a trice!"

With that, Gundar sprinted off up the passageway after the lantern. His conscience pricked at him as he caught up with the Noble, who was strolling along the corridor whistling some vogue cantata from the courts of Middenheim.

"One-two-two, one-two-two, two-two... Oh, hello there Gundar old man"

"Old man, where? Ne'er mind, wot are we doin'?' We can't jest leave 'im!"

"Best thing we could do old friend, nothing else for it I'm afraid - the lantern will not stay lit forever, and even Theladrion can't magic rope from thin air or he would have been out of there ages ago. We'll be back shortly, and he has plenty to eat. All he has to do is keep quiet and stay put."

The Pit Fighter gave this some thought for a few moments, then shrugged and sighed resignedly. "No problem there then, really, just 'as ter keep mum. Yeah, mebbe yer right pal."

Grinning contentedly, convinced that he was doing the right thing, Gundar followed the Noble. He tried to ignore the fading shouts of the Ranger which reached him even now, as his words were somewhat disturbing. Whatever Balaquan said, the thought of leaving a mate, even if just to pop to the shops, rankled with the grizzled Pit Fighters blunt sense of honour.

"It's at least three weeks travel each waaaayyyyy... " The Ranger's voice faintly echoed through the tunnels.



A party of "magicians" prepares to descend into an ancient Wizard's tower, seeking precious artifacts to, er... borrow.

enemies and perhaps retrieve some powerful lost artifacts – maybe even the Crown of the Phoenix King! Because the Ranger can be either a Mage or a Knight, it is quite possible to take two Rangers in the same party of Warriors. One can be a



Mage, providing magic and healing, whilst the other can be a Knight to add weight in a fight. The Elf from the Warhammer Quest box brings along all his special abilities and equipment – bow, automatically break pinning, dodge, and of course, that all-important Healing Potion. The final member of this Elven group could be a Wardancer, with his magical twin Swords of Orion and acrobatic and deadly fighting skills. That's about every aspect covered...

THE WARRIORS OF HUMANITY

Not to be out done, there are more than enough Warriors to make up a number of different adventuring parties entirely of humans: from Norsca, the Empire, the temples of Sigmar, and even the Realms of Chaos. A Wizard will bring the priceless power of magic to the adventure, whilst a Barbarian, Pit Fighter or Chaos Warrior could bring the strength of the sword. An Imperial Noble, Witch Hunter or Warrior Priest will bring a diverse mix of skills, weapons, artifacts and special equipment with him.

A STRANGE BREED

Of course, if you wish, you can abandon all pre-concepts and create the strangest party of Warriors which the world has ever seen! Imagine a party made up entirely of Chaos Warriors or Wizards! The former would be unstoppable in a fight, but devoid of any healing ability, depending on potions or buying provisions to keep them alive if they ever do get overwhelmed.

A group of Wizards, on the other hand, would be poor in combat with nobody to defend them against the predations of the Monsters, but what spells they could cast! Imagine what would happen when a one is rolled in the Power phase though...