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WHITE DWARF

GAMES WORKSHOP'S MONTHLY HOBBY MAGAZINE

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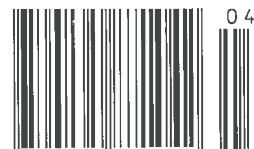
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Strangely enough, one thing we didn't really talk about in last issue's Modelling Workshop was how you get a really wet look to your rivers and other watery terrain. We asked Aly Morrison about his approach and he said... "Once you've painted your river bed blue, and maybe added some green for a nice flowing water effect, paint it with a coat of varnish. Then, when it's dry, paint on another coat of varnish, then another. In fact, keep painting varnish on until you get bored! The more varnish you apply, the richer and deeper the water effect will be."



This sewage pool from our Warhammer 40,000 terrain collection illustrates lots of interesting possibilities that you can try with water. The different colours of effluent are all simply done by painting the base strange colours before the varnish is added. As the layers of varnish build up, the illusion of depth is created.

A ROPE BRIDGE by Mike McVey

As part of my Warhammer Quest diorama, one room was split by a deep chasm. So that the Warriors from my visual story could progress, I built a rope bridge across. This type of bridge isn't particularly useful in Warhammer, but in games of Warhammer 40,000 they can provide interesting terrain features (imagine such crossings in the depths of the Catachan jungle). The first thing you need to do is construct the rope frame from thick cord or string. This is fairly straightforward - you need four equal lengths of string, split into pairs. Link each pair with shorter pieces of string to give a sort of ladder effect. Make sure you have plenty of left over rope at each end, to fix to the bridge supports. I found it best to tie the string on and then seal the join with a little spot of superglue. Once you have your two "ladders" lay one of them to the side (as Owen said, always work with the fewest pieces possible at any one time). Now make some planks as you did for the plank bridge. Instead of fixing them to two solid struts, you are gluing them down onto one of the rope supports. When this is dry, glue the other side as well, and the bridge itself is finished.

What you make the supports out of is up to you. They could be jutting rocks, trees or whatever. Using the slack ends of the rope, fix the bridge to one side of the crossing first of all. When this is firmly dry, pull the bridge fairly tight and glue the other end in place to the other two supports. It may be a good idea to affix the end "slats" of the bridge to a firm surface so that everything is a bit more stable (have a look at the picture below to see what I mean). You don't usually get this type of bridge over a normal river, they're best used to cross a water-filled ravine, industrial trench and so on - something that is raised above the ground.



Warhammer Quest™

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

ON THE WATERFRONT

By Ian Pickstock and Gavin Thorpe

This article is the first in a two-part series introducing coastal towns, ocean journeys and Lost Kingdoms to your Warhammer Quest campaigns. Don't worry though, in this issue we give full details of a brand new settlement – a Seaport where your Warriors can experience all the thrills (and spills) of harbour life.

Have the Warriors in your party trudged the length and breadth of the Old World? Is there no dungeon depth that remains unseen? No lost towers left unexplored? No Goblin-infested caverns you haven't conquered? Does every evil Necromancer cower in terror at the mere mention of your party's name? If the answer to all these questions is a big yes, then maybe the Old World isn't big enough for you and your party any more. Perhaps you should start looking further afield – searching beyond the vast tracts of ocean, or the great deserts beyond the

edge of any known maps, to find the legendary realms known only as the Lost Kingdoms. These are lands shrouded in mystery where strange and evil monsters guard treasures and riches that have lain hidden for millennia.

This is the first part of a two part article designed to enable you to set your Warhammer Quest adventures in far and distant lands such as Nippon, Cathay, Lustria or Southern Araby. Of course, to get to these distant lands you have to cross the high seas, and to do that you are going to have to find a ship. In this first installment we introduce a new kind of settlement, the Seaport, that the Warriors can explore and eventually set sail from for their chosen destination.

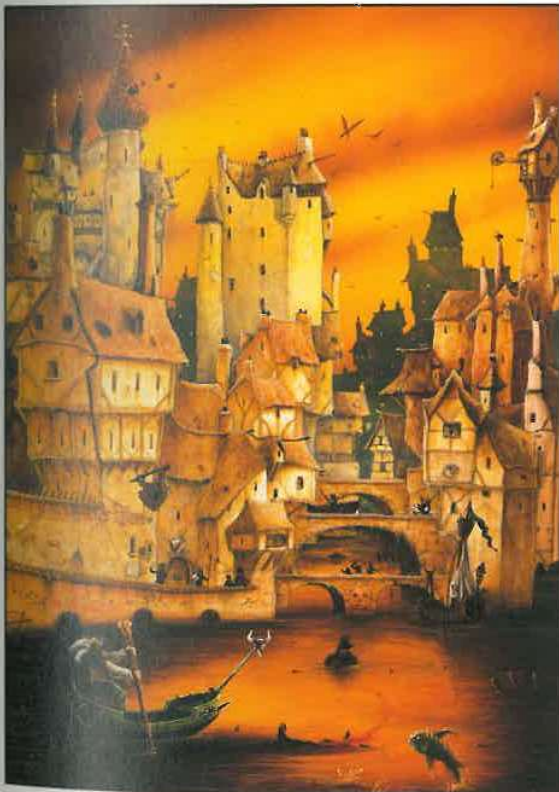
THE SEAPORT

After completing a dungeon, the Warriors may choose to travel to a Seaport instead of a City, Town or Village. To get to the Seaport takes 6+D3 weeks. As well as getting passage to faraway kingdoms, Seaports are bustling trade centres and your Warriors may choose to go to a Seaport for the many rare items that can be purchased, or to check out some of the roughest taverns in the Old World!

A Seaport counts as a City and you should follow all the same rules for living expenses, stock rolls and so on. It has all the same locations that you would find in any other City. You may spend each day doing all the usual things, such as buying supplies and training. Elves, Dwarfs and other races may look for their respective Quarters as normal. At the end of the day you should roll on the Settlement Events table as normal.

THE HARBOUR

Alternatively, your Warrior may choose to go down to the Harbour. The Harbour has a number of special locations that you may visit, which are detailed below. In addition, you have a chance of finding a ship Captain to take you abroad. If you spend the day in a Harbour location then roll on the Harbour Events table instead of the usual Settlement Events table.



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HARBOUR EVENTS

Roll a D66, any special skills or rules that apply to Settlement Events also apply to Harbour Events.

11-13 GONE FISHING

Hunting for a ship, your Warrior comes across a likely looking Captain, who unfortunately doesn't speak the same language. He impresses your Warrior with his vast collection of unique sea charts and the skill of his crew. Your whole party sets sail immediately (resolve any Warriors' activities for today before you go). However, the Captain is only a fisherman and your party spends the next two months cruising the coast of Norsca for trout, roll on the Ocean Events table (see next issue). You arrive back at the Seaport with a healthy distaste for fish!

14-16 CAPTAIN

Roll on the Captain's Table (see next issue).

21-23 OL' SEA DOG

Whilst touring the wharfs around the warehouse quarter, you run into a crippled old sailor. The one-eyed, peg-legged veteran tells you the best places to find a decent ship Captain. For one roll on the Captain's Table (see next issue) in this Settlement, you may add +1 to your dice roll.

24 PIRATE

Roll on the Captain's Table (see next issue), the Captain you roll is also a Pirate. If you set sail with the Pirate you will become fugitives from the law! You are now Pirates, note this on your Warrior sheet. This only comes into affect with the *Accused of Piracy* Harbour Event (see below).

HARBOUR LOCATIONS

You may visit one Harbour location each day, as with any other Settlement location. See also the Waterfront Tavern later.

THE TRADING POST

Whilst in a Seaport, the Warriors may try their hand at a spot of trading in the exotic and rare merchandise that passes through the port every day. Your Warrior must first decide which commodity to trade in (or several if he wishes).

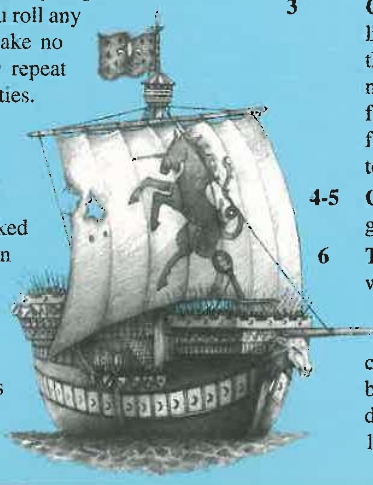
COMMODITY	Cost	Mark Up	Sale Value
Silks	30	1	10
Exotic Perfumes	60	2	10
Foreign Spices	100	3	15
Wines and Liquors	150	3	20
Antique Weaponry*	200	4	20
Slaves*	300	5	25

First you must roll a D6 to see how many of that commodity you can buy. You may buy any or all that are available at the Gold cost listed on the table. However, if you roll a 1, then there is none of that commodity available.

After you have bought all of your commodities you must sell them on the streets. For each item of a commodity roll a number of dice up to or equal to the commodity's Mark Up value. Add up the total of all the dice and multiply it by the Sale Value. The total is the amount of Gold you get from the sale of one item. However, if you roll any ones the deal has gone sour and you make no Gold at all and lose that item. You may repeat this until you have sold all your commodities.

ILLEGAL TRADING (smuggling!)

If you are trading in illegal items (marked on the commodities table with a *) then you risk being caught by the authorities. If you roll any ones, then roll a further D6. On a roll of 1 or 2 as well as losing the deal you are caught and arrested – all your commodities (illegal *and* legal) are confiscated and you are sent to The Brig for a week!



THE BRIG

The Brig is not somewhere that you visit by choice, but through your travels and dealings in the Seaport you may get into trouble and find yourself thrown in The Brig. You'll be sharing a cell with cutthroats, thieves and murderers, and swapping tall stories with smugglers, mutineers and pirates. Many of your cellmates come from foreign lands and speak strange dialects (and have very bad breath)! Each day that your Warrior spends in The Brig roll a D6 on the table below.

D6 ROLL

EVENT

- 1 **Deported!** Your Warrior is moved to a special enclosure and gets the uneasy feeling that he is to be shipped to a distant penal colony for the rest of his natural life! Roll D6, on a roll of 1 he fails to get out of this fix and your Warrior sails over the horizon never to be seen again! On a roll of 2+ your cunning Warrior manages to break back into his old cell and escapes this appalling fate.
- 2 **Bad Porridge!** Your Warrior is given some really bad food, deduct two Wounds from your starting total for the next adventure.
- 3 **Cat O' Nine Tails!** The guards don't seem to like the look of your Warrior and drag him into the yard for a lashing with the dreaded cat o' nine tails. Your Warrior suffers -1 Toughness for the duration of the next dungeon. Treat further rolls of this result for your present visit to the Brig as a 4-5 (*Chain Gang*).
- 4-5 **Chain Gang!** You spend the day in the chain gang, making big rocks into little rocks.
- 6 **Treasure Map!** You bump into a wiry old man with a totally bald head and long moustache who gesticulates wildly and curses loudly in a foreign tongue before handing you a crumpled piece of parchment that turns out to be a treasure map. Upon completion of the next dungeon, your Warrior receives an additional 1D6x100 Gold.

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As the seafaring Warriors leave their favourite tavern they are set upon by an Imperial Navy press gang!

25-31 UNEVENTFUL DAY

32 ACCUSED OF PIRACY

Your Warrior hears a loud shout and turns to see a man dressed in filthy rags pointing at him. "Seize him! He's one of Bluebeard's filthy, lowdown, cutthroat, rat-faced, scurvy bunch who attacked my ship!" If your Warrior really is a Pirate, roll a D6. On a roll of a 1 he is caught and hung! This is the end! On a roll of 2 or more your Warrior manages to evade his pursuers through various impressive feats of swashbuckling and derring-do, but must leave the Settlement immediately. If you are not a pirate, you must spend two days in The Brig before your name is cleared. See The Brig.

33-36 CUSTOMS

You are stopped and searched by customs officials who think that your magic weapons and treasure are smuggled objet d'art. You must pay an import tax of 10%. Add up the value of any treasure you are carrying (not gold or ordinary equipment) and divide the result by ten. You must pay this much gold (rounding fractions down) and will have to sell treasure to make up any shortfall.

41-43 CAPTAIN

Roll on the Captain's Table (see next issue).

44-51 FALLEN IN THE DOCKS

Walking along a loading pier, you tread on something unsavoury and slip over the edge into the water. After bouncing on the local effluent a couple of times you start to sink! A passing samaritan throws you a line, but unfortunately

fails to hold the other end... When you come to, you are in a foul pauper's hospital, and have contracted various waterborne diseases. This puts you out of action for the next D6 days during which you may do nothing at all, but need not roll for Settlement Events.

52-55 BOARDING PASS

During your wanderings your Warrior finds a discarded boarding pass. It is for passage aboard the Empire's most prestigious ship, the KLF II, pride of the fleet. You may treat this as a 6 result on the Captain's Table (ie passage on Admiral Krueger's ship - see next issue). However, this is not without risk as the real owner of the pass may turn up and report it lost (or stolen). Roll a D6 when your party boards, on a roll of 1, 2 or 3 they are arrested for the theft and sent to The Brig for D6 days (roll once for the sentence of the whole party).

56-62 PLAGUE RAT

Your Warrior is bitten by a rat whilst investigating the condition of a ship's hold. Note that your Warrior is a potential plague victim on your Warrior sheet. When he next boards a ship, roll a D6. On a roll of 1 the close confines allow the plague to rapidly spread through the ship. Miraculously, your Warrior and his companions survive, but the rest of the crew die or are horribly crippled meaning the journey takes an extra D6 months to complete. On a roll of 2+ your Warrior falls quite ill for a week but manages to brazen out the blisters and raging fever. Your Warrior eventually feels fine and the bracing sea air soon gets your Warrior back on his feet again.

63-66 UNEVENTFUL DAY

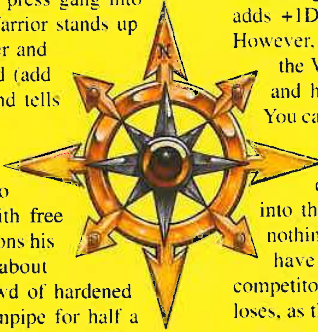
WATERFRONT TAVERN

Roll 2D6 and apply any normal Alehouse modifiers.

- 2 **PRESS-GANGED.** Whilst frequenting a dockside tavern the Imperial Navy attempt to press-gang your Warrior, roll a D6. On a roll of 1, at first he is unwilling to join the Navy, but soon finds out that he was destined for a life on the ocean wave. Your Warrior departs on the next War Galley and is never seen again! On a roll of 2-5 it costs your Warrior 2D6x10 gold to bribe the press gang into letting you go. On a roll of a 6 your Warrior stands up proclaiming to be Lord Admiral Krueger and after fining the press gang 1D6x10 gold (add this to your total) he dismisses them and tells them to report for a dozen lashes each.
- 3 **HORNPIPE CONTEST.** The locals are holding a dancing contest to see who performs the best hornpipe. Added with free beer, your Warrior decides to enter. He dons his trusty flared trousers and sets about embarrassing himself in front of a crowd of hardened sailors. If you (the player) dance a hornpipe for half a minute, your Warrior will win the contest and 2D6x10 Gold. If you refuse, your Warrior is mercilessly mocked - his reputation goes straight down the drain and any rolls *the party* make on the Captain's Table (see next issue) have a -1 modifier while in this settlement...
- 4 **A NICE LITTLE EARNA.** A couple of shifty looking sailors approach your Warrior asking him to help with their smuggling operation. If you decide to accept roll a D6. On a roll of a 1 your Warrior is caught and arrested while the sailors are trying to offload their contraband. He is sent to The Brig for two days. On a roll of a 2 or more your Warrior earns 2D6x50 gold by selling on their suspect merchandise.
- 5 **THE BLACK SPOT.** As your Warrior quietly minds his own business, he is approached by a shuffling, one-legged man leaning on a crutch, with a parrot on his shoulder. Without saying a word, the stranger presses a black felt spot into your Warrior's hand and disappears into the gloom. The Black Spot is both a blessing and a curse, as it will lead you to treasure, but at great risk. During the next adventure, Monsters will attack your Warrior in preference to the rest of the the party. The one-on-one rule still applies, but you will always be attacked if possible and "left over" Monsters will attack you. However, if you finish the dungeon you gain an extra D3 Treasure cards to keep for yourself.
- 6 **SICK AS A PARROT.** The tavern is having a special "Drink The Bar Dry" night. Caught up in the festivities the night whizzes away, a blur of merry-making and double Whalebusters. When you awake, you are lying in an alley on the other side of town, with a large skull and crossbones tattooed across your chest. Underneath is written a legend decided by the other players. "Useless Land Lubber", "Fisherman's Fiend", "Pieces I Ate", "Soft Southern Nance" are all prime examples.
- 7 **DRINKING CONTEST.** You are challenged to a drinking contest by a large, barrel-chested, hairy first mate. His chosen drink is Cap'n Ahab's Whalebuster, the strongest and most deadly rum in the known world. The Warrior must roll a D6 and deduct his Alehouse modifier. (For example the Wizard must *add* +3). Another player must roll a D6 for the first mate. Repeat this and keep a

running total for both contestants, it is a measure of how drunk they are. The first one to reach 30 mumbles something about his mother, slumps under the table and starts to snore loudly!

If your Warrior wins, he gets a flask of Whalebuster containing enough potent liquor for D6 swigs. Each swig adds +1D6 to the Warrior's damage roll for one turn. However, roll a D6 for each swig taken, on a roll of a 1 the Whalebuster goes straight to the Warrior's head and he passes out, place him prone for 1D6 turns. You can take more than one swig in a turn, if you dare!



If the Warrior loses, he wakes up in a small dinghy drifting off the coast and cannot get back into the Seaport for a day, during which he may do nothing (except paddle with his hands) and does not have to roll for a Settlement Event. If both competitors pass 30 on the same drink then your Warrior loses, as the first mate's cronies sort things out for him...

- 8 **GOOD DICE.** Your Warrior gets involved in a dice game with some off-duty harbour officials. His luck runs good and he wins 2D6x10 gold, add this to your total.
- 9 **DRUNKEN CAP'N.** Whilst bumbling from tavern to tavern your Warrior bumps into a drunk sea captain. He pledges to take you to the very edge of the world (and beyond...). Rather stupidly you accept. Roll on the Captain's Table (see next issue) with a -1 modifier, in addition to any other modifiers you have incurred.
- 10 **LUCKY SCRIMSHAW.** You spend the evening listening to the random mutterings of a deranged old man who claims he is the legendary Captain Nemo. You ply him with drinks in a futile attempt to shut him up, which costs you 1D6x10 gold. At the end of the night, he presses a truly ancient piece of scrimshaw into your hand, mumbling that it has saved his life on many an occasion. The lucky scrimshaw can be used once to force a monster to re-roll a successful attack. The second roll stands.
- 11 **SWASHBUCKLER.** A gallant young captain shows you how to get out of a tight spot with the aid of a nearby chandelier or rope. You may use this trick once per dungeon to extricate yourself from trouble. You may automatically break from pinning and move up to six squares, regardless of any monsters or obstacles that may lie in your path, in a daring display of swashbuckling!
- 12 **OLD SEA SHANTY.** Your Warrior is taught a few lines of a rousing sea shanty. 'What shall we do with a Drunken Halfling', when bellowed loudly, can shatter windows and terrorise foes. Your Warrior may sing the shanty once per dungeon. Pick a Monster in an adjacent square and roll a D6. On a roll of 4+ your vocal cacophony causes the foe to flee, take it off the board. On a roll of 1, 2 or 3 your din enrages the monster so much that it will attack you and only you for the rest of the combat. If you (the player) actually get up and sing a few lines at the top of your voice, then you may add +2 to your roll!

Card ahoy! (Sound of breaking timbers) We've run out of space! Oh well, that's all for this month. You'll just have to wait until next issue to find out about Ship Captains, Ocean Events and the Lost Kingdoms. In the meantime, if you find a Captain or an event that can't be resolved, roll a normal Settlement Event.