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Warhammer Quest



In Warhammer Quest you take the part of a brave adventurer, exploring the danger-ridden catacombs that lie deep beneath the Old World, fighting hideous Monsters for fabulous treasures and undying glory. Further adventures are detailed in the Lair of the Orc Lord and Catacombs of Terror packs which introduce new Monsters and even more perils. In addition, the Warrior packs contain eight new heroes, each with unique special abilities, skills and weapons. Dare you face the challenge of Warhammer Quest?

WARNING! Adventure and Warrior packs contain lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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GAMES
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YOUR NEW CARDS

This month we provide new Air Ducts sections for your Space Hulk games, a fallen Treeman template for Wood Elf armies in Warhammer, and new Event cards to be used in conjunction with this issue's Warhammer Quest *Lost Kingdoms* article. Also included on card for the first time are the Eldar Phoenix Lord Jain Zar's *Blade of Destruction*, *The Silent Death*, and *The Mask of Jain Zar*.



E

ALARM

As they enter, one of the Warriors trips a wire which sets off a cacophonous din of gongs and bells. The Warriors should really watch their step from now on as the Monsters know they're coming! All Monsters for the rest of the dungeon gain the Ambush (6+) ability. This means that the Monsters will attack as soon as they are placed if you roll a 6 on 1D6 when they are put on the board. This is in addition to a Monster's normal Ambush ability, should it have one.

NO TREASURE FOR COMPLETING EVENT

E

SLIDING WALL

As the Warriors enter, the wall behind them starts to grind across the doorway, blocking off the route out of the dungeon. Unless one of the Warriors discards a weapon or door spike to wedge the sliding wall in place, the exit is closed off, just as with the Cave-in Event. Draw another Event card immediately.

NO TREASURE FOR COMPLETING EVENT

E

SNAKE PIT

E

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

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

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

NO TREASURE FOR COMPLETING EVENT

E

SHIFTING SANDS

E

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

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

Draw another Event card immediately

NO TREASURE FOR COMPLETING EVENT

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

THE LOST KINGDOMS

By Ian Pickstock and Gavin Thorpe

Concluding our two-part article on foreign travel, this issue we present rules for a life on the ocean wave. Now your Warriors can seek their fortunes in distant lands. Of course, they have to survive the perils of the sea first!

THE SEAPORT

Last issue we introduced the Seaport settlement where your Warriors could carouse their way along the waterfront taverns, make some money trading or get press-ganged into the navy! Well, now they've had their fun, here are the rules for ocean journeys and the fabled Lost Kingdoms.

THE LOST KINGDOMS

Whenever two or more adventurers gather, talk usually turns to the Lost Kingdoms. They are very distant and the much-used phrase usually refers to exotic countries such as the Southlands, Lustria, Nippon and Cathay. These realms are rumoured to be replete with treasure-filled catacombs just ripe for a band of Warriors to explore. However, reaching them is not without risks. A party seeking the Lost Kingdoms must first survive the perils of a busy Seaport, find a Captain brave or stupid enough to give them passage and then cross thousands of miles of sea. The hazards of sea travel are many, from storms to attacks by the massive Kraken. Pirates too sail the waters looking for suitably rich pickings...

Before they can go anywhere, the Warriors must locate a Captain willing to transport them across to the Lost Kingdoms. This can be a bit precarious and haphazard, and it greatly depends on how desperate the Warriors are. Most Warriors will arrive in the Seaport hoping to get a reliable Captain with a sturdy ship and a trustworthy crew. However, as time passes the Warriors may have to lower their standards a little. Certain results on the Harbour Events and Waterfront Tavern tables (last issue) indicate that the Warrior has found a Captain willing and able to give them passage across the rolling waves. To find out exactly the calibre of their prospective Captain, roll on the Captain's Table, opposite.

BOARDING

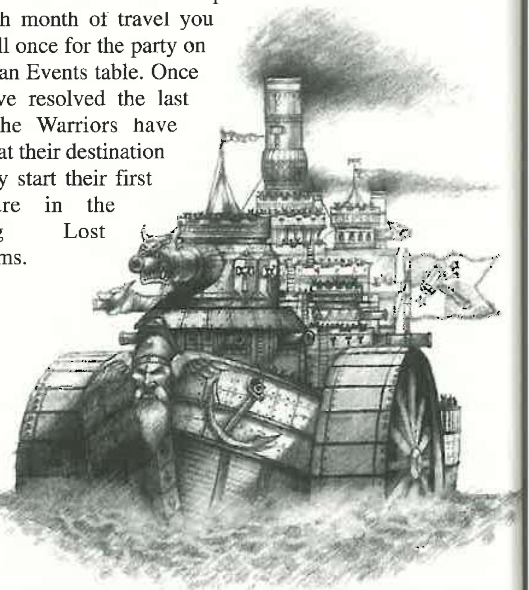
Once you have found a Captain, you must find out when he departs. To see how long you have before the ship leaves, roll a D6. On a roll of a 1-2, the ship leaves tomorrow, on a roll of a 3-4 it leaves the day after tomorrow and on a 5-6 you have

two days to spend before the ship leaves. On the day the ship leaves, the party may do nothing except board the ship – you may not visit any locations and there is no need to roll for a Settlement Event. Note that if you meet another Captain before your ship leaves you may choose to sail with him instead, in which case roll again for the time of departure. You are free to change your mind if several Captains become available (or if you just don't like the look of the Captain you've got), but once a Captain has set sail it is too late! Remember that if you decide not to board a particular ship, you risk staying too long and rolling on the Catastrophic Events table.

OCEAN TRAVEL

Ocean travel is dealt with in a similar way to wilderness travel. However, the distances involved mean that each journey is divided into months rather than weeks. Each result on the Captain's Table gives you a rough idea of how long it will take to reach a Lost Kingdom, but do not roll for the exact length until you have boarded the ship.

For each month of travel you must roll once for the party on the Ocean Events table. Once you have resolved the last event the Warriors have arrived at their destination and may start their first adventure in the exciting Lost Kingdoms.



CAPTAIN'S TABLE

D6 ROLL

CAPTAIN AVAILABLE

- 1 **Sorry, mate!** The weather has taken a turn for the worse and no more ships will be leaving the port for months. You must leave the settlement and play a normal adventure.
- 2 **Cap'n Bob.** Bob wears a patch over one eye, although you swear he keeps changing which eye. Unfortunately, Bob is such a bad navigator that the journey takes D6+6 months. In addition, if you roll an Uneventful Month, then Bob will have landed the ship somewhere and the Warriors must fight a normal adventure before continuing on their way. There's no such thing as an uneventful month with Cap'n Bob!
- 3 **Cap'n Scurvy Pete.** Scurvy Pete is low-down pirate and not a particularly good navigator. The journey will take you D6+3 months. In addition, Scurvy Pete and his crew will steal a randomly determined item of treasure from your Warriors on a roll of a one on 1D6 (roll for each Warrior at the end of the journey).
- 4 **Blackbeard.** Blackbeard swears to know the location of a secret passage that will allow the Warriors to get to their destination in a fraction of the normal time. Roll a D6. On a roll of 1-3 Blackbeard has been added by too many Whalebusters, there is no sign of the passage and the journey takes 3D6 months. On a roll of 4-6 the short cut is as good as Blackbeard said and the journey only takes D6 months (remember to roll for this *after* you have set sail...).
- 5 **Captain Cook.** Cook is a superb sailor, navigator and intrepid explorer. Cook's motto is slow and steady and although the journey takes 2D6 months, each Ocean Event may be re-rolled once (you must accept the second result).
- 6 **Lord Admiral Krueger.** You have managed to get passage aboard Admiral Krueger's war galleon, the Empire's most famous warship: the KLF II. Krueger has hired you as mercenaries, paying you 50 Gold for each Ocean Event successfully dealt with (not an Uneventful Month). The journey takes D6 months.

HARBOUR LOCATION

You may visit one Harbour location each day, as with any other Settlement location.

SAILORS' WARES

This store contains everything needed for survival in the harshest conditions. Your Warrior may purchase the following items, using all the normal rules given in the Warhammer Quest Roleplay book. Any Warrior may purchase these supplies.

EQUIPMENT	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Hemp Rope	7	50	10	Like normal rope, except that you may ignore the first 1 rolled for breaking.
1D6 swigs of Rum	6	75 each	-	See result 7 on Waterfront Tavern table (last issue).
1D6 Sea Rations	8	75 each	10	Each sea ration restores 2 Wounds. At the end of each adventure roll a D6 for each ration. On a roll of 1 they have gone mouldy and must be discarded.
Silk Robes	8	100	10	Your Warrior looks like an exotic merchant and may ignore the first 1 rolled when trading commodities in the Seaport (see last issue).
Oriental Sword	10	500	50	Add Warriors WS instead of S to damage rolls.
Parrot	7	75	5	The parrot sits on your Warrior's shoulder and warns him when he is about to be ambushed. If your Warrior is attacked by Ambush Monsters roll a D6. On a roll of a 6, the parrot warns him and the Monsters lose their Ambush ability.
Eye Patch	5	50	5	Makes your Warrior look like a hardened seafaring type, allowing you to reroll any result in The Brig once per incarceration!
Bucket and Spade	7	50	20	Your Warrior may dig through a <i>Cave-in</i> , taking 2D6 turns during which he may do nothing else. Can't be used if there are Monsters on the same board section.
Pirate Hook	5	50	5	Your Warrior may attempt to hook a Monster and swap places with it. Roll a D6 at the start of your turn and add your Strength. On a result of 7 or more, you may swap your Warrior model with that of an adjacent Monster. Your Warrior may move and fight normally from this new position.
Compass	8	250	30	This allows the party to navigate better in the wilds. For any wilderness travel, you may reduce the journey time by D3 weeks.



As the seafaring Warriors wave goodbye to Cap'n Bob they are set upon by the native Savage Orcs!

LOST KINGDOM ADVENTURES

Reaching the Lost Kingdoms is well worth the added risks of travelling across the seas. The rumours of fabulous wealth are usually true and a band of trusty adventurers skillful (or lucky) enough to return home from these exotic realms are usually rich enough to live like lords – at least for a while...

In this issue's card section you will find four new Event cards to be used in Lost Kingdom dungeons. Simply shuffle these in with the rest of your Event cards when you are playing a Lost Kingdom adventure.

Generate the adventure and play using all of the normal rules. However, every time you gain a piece of treasure, roll a D6. On a roll of 4, 5 or 6, you must take an additional treasure item. In the case of Treasure cards or Dungeon room treasure, this must be shared out by the party as usual. For Objective room treasure, each Warrior should roll separately and may take an extra item of Objective room treasure for themselves if they can roll a 4 or more.

LOST KINGDOM CAMPAIGNS

You can play several adventures in the Lost Kingdoms. However, this is very difficult for the Warriors since they are strangers in a strange land and dare not get too involved with the locals lest they be caught out by some local tradition or taboo (and end up with their heads on a stake, or worse...). For this reason, the only settlements they can *safely* visit while in the Lost Kingdoms are Seaports and Cities, which are more cosmopolitan than the majority of settlements. This makes it

fairly important that the party "stocks up" before it makes a quest into the Lost Kingdoms (try saving bandages, stockpiling rope, etc.).

If the Warriors cannot reach a Seaport or City they have set out for (because of a *Blizzard*, for example), or they opt to risk visiting a smaller settlement, this can be very dangerous. The Warriors may spend their time as normal, but must roll two Settlement Events each day and must also roll on the Catastrophic Events table after seven days (rather than fourteen). All items bought in the Lost Kingdoms while not in a Seaport or City cost twice as much as normal.

However, the Warriors can travel through the wilderness from dungeon to dungeon without stopping at a settlement, which takes D6+3 weeks. Resolve this just as if you were travelling to a settlement, rolling for Wilderness Hazards and so on.

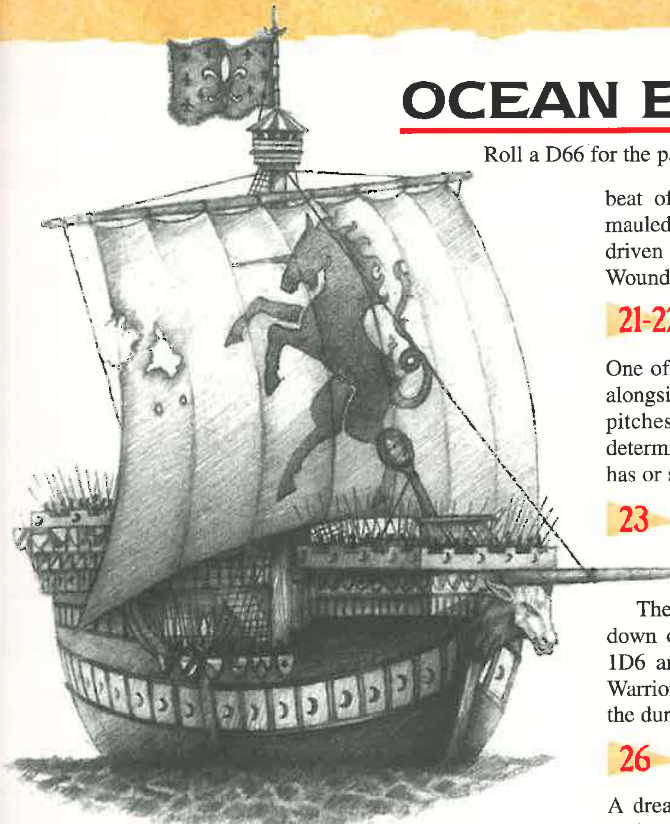
THERE AND BACK AGAIN

To return to the Old World the Warriors must once again find a Seaport and Captain willing to carry them aboard his ship. This is worked out exactly as travelling to the Lost Kingdoms, except that when the sea voyage is finished the Warriors are back in the Old World and all the normal rules apply.

Of course, if you're playing with a Gamesmaster, there are lots of things you can do in the Lost Kingdoms. The sea journeys too provide great scope for adventure. The Warriors might get trapped on a ship haunted by a Vampire, or get swallowed whole by a Leviathan! Anyway, here's the Ocean Events table. Have fun and don't get drowned!

OCEAN EVENTS TABLE

Roll a D66 for the party for each month of travelling.



beat off the Kraken's tentacle. If this fails they are badly mauled as the ship is tossed around before the Kraken is finally driven off – each Warrior immediately loses D6 Starting Wounds for the next adventure.

21-22 MAN OVERBOARD!

One of the Warriors is watching a school of dolphins playing alongside the ship when the vessel suddenly hits a trough and pitches violently, throwing him overboard. Randomly determine one Warrior, who must discard all of the armour he has or sink to the bottom of the sea!

23 UNEVENTFUL MONTH

24-25 BECALMED

The Warriors' ship is becalmed and the blazing sun beats down on them incessantly for days. Each Warrior must roll 1D6 and add their Toughness. On a score of 6 or less the Warrior is overcome by heatstroke and suffers -1 Strength for the duration of the next adventure.

26 PIRATES!

A dreaded black sail appears on the horizon and soon the ominous form of a pirate ship can be seen crashing through the waves towards the ship. The speedier corsairs soon manage to overhaul the ship and send over a boarding party to take possession. You must fight them off! Each Warrior gains his usual number of attacks and must roll to hit and damage against an opponent with Weapon Skill 3, Toughness 3, 4 Wounds. Warriors with multiple attacks may attack more than one pirate if they kill a previous foe. Once all the Warriors' attacks are worked out, roll 1D6. If the score is more than the number of pirates killed by the Warriors, they are overpowered and taken captive! Captive Warriors lose half of their gold and D6 randomly determined treasure items before being *Marooned* (see result 33 below). If the D6 score is equal to or less than the number of pirates the Warriors defeat, they have beaten off the attack and the ship's Captain rewards them each with D6x50 gold for saving his vessel.

31 RESCUE

The ship comes across a lifeboat bobbing around in the middle of the ocean. On board are several important dignitaries, who are so grateful for being rescued that they offer to give the crew a large reward upon their safe return. Once the Warriors reach an Old World Seaport they can claim their portion of this reward (2D6x100 gold each).

32 UNEVENTFUL MONTH

33 MAROONED

The Warriors have ended up marooned on a distant coast and must make their way back to civilisation on foot. They don't know where they are, or even if they're in the Old World. The Warriors must travel to a settlement as usual, but this takes an extra D6 weeks. When they arrive roll a D6. On a roll of 1, 2 or 3 they are in the Lost Kingdoms, on a 4, 5 or 6 they are in the Old World. Follow all of the rules given earlier if the Warriors are in the Lost Kingdoms.

11 WHIRLPOOL

One dark evening the Warriors sight another sail. Soon the two Captains are talking heatedly and the stranger reports a massive maelstrom on your route. Your Captain has to chart a new route to avoid the whirlpool, and this adds an extra D3 months to your journey.

12 SEA WAR

Your ship is caught up in a massive armada of Empire warships which are scouring the seas for the enemy. Although this offers some protection, the going is slower. If you wish to split from the fleet, your journey is unaffected. However, if you wish, your ship may join the armada adding D3 months to your journey time. Whilst your ship is with the fleet treat the following Ocean Events as Uneventful Months) – *Kraken Attack*, *Pirates!* and *Sea Serpent*.

13 UNEVENTFUL MONTH

14-15 STORMY SEAS

The ship is enveloped by a tumultuous storm which tears at the sails and washes the decks free of anything not securely lashed down. Each Warrior must roll 2D6 for each item of treasure, on a roll of a double 1 that piece of treasure has been washed overboard during the storm and is never seen again.

16 KRAKEN ATTACK!

A calm afternoon is suddenly shattered as an immense tentacle crashes from the water to crush the ship. As everybody dashes to defend the ship a Kraken surfaces and tries to sweep the crew from the decks. Each Warrior must make a to hit roll against an opponent with a weapon skill of 3. If your Warrior hits, roll for damage as normal (the Kraken is Toughness 4). Between them, the Warriors must inflict at least ten Wounds to

34 → **UNEVENTFUL MONTH**

35 → **SEA SERPENT**

A massive serpent crashes up from the waves, smashing the masts and rending a large hole just above the waterline. Roll 2D6 at the start of every subsequent month of the journey. On a roll of a 1 the ship starts to sink and everybody must take to the lifeboats! Roll one more month on the Ocean Events table and then refer to the *Marooned* result above.

36 → **MUTINY**

The ship's rum supply running out is the last straw for some of the crew, and they decide to take control! Your party must decide which faction they wish to side with – the mutineers or the Captain and his followers. Once you have decided, you must work out who wins the resulting power struggle. For the mutineers roll 2D6 and note down this score. For the Captain, roll 1D6 and add the number for his result on the Captain's Table (eg +6 for Admiral Krueger). The faction with the Warriors' support may add +2 to their score. Whoever scores highest wins. If the Warriors backed the right side then the journey continues as normal. If they're on the losing side, they are cast adrift in a small boat. Roll one more Ocean Event and then see the *Marooned* result above.

41-42 **SCURVY**

An outbreak of Scurvy rages through the crew, and the Warriors must eat their own supplies to avoid the worst affects of the disease. Every Warrior must eat a set of Provisions each month for the next D3 months or lose 1 Wound permanently for each month spent eating ship food.

43-44 **UNEVENTFUL MONTH**

45 → **GOOD CATCH**

The Warriors spend the relaxed, balmy evenings dangling lines over the side of the ship. Each Warrior catches enough fish to make up D3 Provisions which can be used as normal.

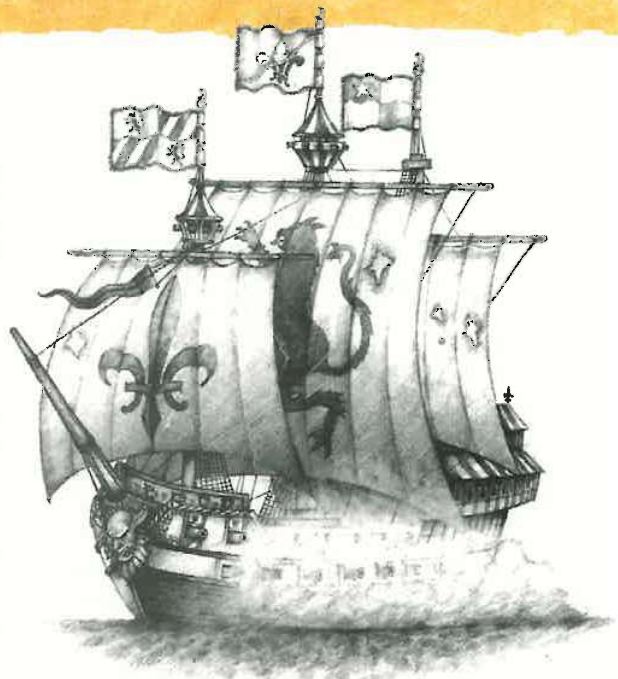
46 → **LOST TREASURE**

Whilst getting water from a deserted island, the Warriors stumble across the buried treasure of a long-forgotten pirate. The little hoard contains D6 Treasure items, divided up as the Warriors see fit.

51-52 **UNEVENTFUL MONTH**

53 → **NATIVES**

Whilst re-supplying the ship, the Warriors run into some natives. The Warriors can attempt to trade with the natives for food if they wish. For each item of Treasure or Trinket a Warrior offers, roll 1D6. On a roll of 1, 2 or 3 there is no exchange, but he can offer something else instead if he wishes. If your Warrior rolls two ones in a row, the natives get deeply offended and chase the party off – each Warrior suffers 1D6 Wounds with no deductions (which can be healed with Provisions, etc before the next adventure starts). On a roll of 4 or more the Warrior is given D6 Provisions in exchange for the item (and may keep offering new items until he is chased off, if you wish).



54 → **UNEVENTFUL MONTH**

55 → **PEARL DIVING**

Anchored off a tropical coast, the Warriors spy some of the locals diving for pearls. A Warrior can try this for himself by rolling 1D6 and adding his Toughness. The result multiplied by ten is the gold value of the pearls he recovers (eg a 6 means pearls worth 60 Gold). An unmodified roll of a 1 means the Warrior is exhausted and must stop immediately.

56 → **UNEVENTFUL MONTH**

61 → **CAPTAIN NEMO**

There is a fountain of spray in front of the bows and a massive Dwarf Nautilus surfaces. The Captain introduces himself as Khazra Nemo, famed Dwarf explorer. He offers the Warriors new passage if they will pay him 50 Gold each and defend his ship. If they accept, the rest of the voyage takes only D3 more months during which the party may treat any Ocean Event as an Uneventful Month if they can roll a 4 or more on 1D6.

62 → **UNEVENTFUL MONTH**

63 → **NORTH-WEST PASSAGE**

The Captain has found a new route, utilising the winds and currents. This reduces the journey by D3+1 months, to a minimum of one more month.

64-65 **UNEVENTFUL MONTH**

66 → **LAND AHOY!**

The cry goes out – land has been sighted! It is up to you whether you want disembark or not. If you leave, the Captain lets you off and sails over the horizon. After investigating you have an inkling of where you are. Roll 1D6, on a roll of 1, 2 or 3 you've been left in the Old World, on a 4, 5 or 6 it really is the Lost Kingdoms. Proceed to your next adventure immediately, regardless of where you are.