

**WHITE DWARF**

GAMES WORKSHOP'S MONTHLY HOBBY MAGAZINE



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# WHITE DWARF



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# Warhammer Quest

## TWO YEARS ON

By Andy Jones

Well, frankly I'm shocked. Looking at my diary, I see that we are already rolling into 1997 with a vengeance. Apart from heading towards birthday 34, the tenth Golden Demon award since I did the first one, the end of the millennium, and so on, it means that Warhammer Quest is now two years old. It hardly seems that long since the first copies were rolling off the presses, but spring 1995 it was! That means that people have been playing Warhammer Quest for longer than it took me to write it, which is something of an achievement as at the time it felt like an eternity.

Two years in seems like a good point to recap and reconsider, to take a look at the monster I have created, and especially to take a look at how Warhammer Quest ties in with the new Warhammer. After all, with one of everything we do sitting on my shelves here at Ivory Towers, Nottingham, it is very easy to forget that to many people, all of our games are NEW! There are people coming into a Games Workshop store for the first time every day,



and to them every single boxed set and blister pack is a new and exciting treasure trove. Not only that, but I think we can safely assume that not all of you established Games Workshop gamers buy or even play every single one of our systems – so at least some of our games will be new to you too!

This means that every month one portion or another of White Dwarf will be something of a mystery to most Games Workshop fans. Well, bearing all this in mind, it obviously never hurts to do a quick recap every so often. Let's start with a rundown of what the game is all about.

Warhammer Quest is a game of action and adventure, played out over some of the most wonderful floorplans ever seen (painted by Richard Wright of course). In Warhammer Quest, you get to play a single Warrior in a group of four battle hardened adventurers, each played by another gamer. So, an immediate difference between Warhammer Quest and our other systems is that it is not really a competitive game at all, the four brave adventurers have to pit all their combined skills against the hideous monsters to be found in the dungeons and caves below the Warhammer World. And there's another big difference: all the action in Warhammer Quest takes place underground, in deserted Dwarf holds, deathly tomb complexes, Skaven tunnel systems and so on.

Knowing the Warhammer World, you can easily imagine what you are likely to encounter in the depths below. In Warhammer Quest, you can feasibly run into anything from a Giant Rat to a Bloodthirster. Probably not in the same dungeon, though on the other hand...

Still, to balance the horrors you are likely, nay definitely going to face (just you and three friends mind, no chance of fielding a 3000 point army here), you can easily imagine what the rewards might be. Lost Dwarf treasure, powerful magical items, a small (huge!) fortune in gold, it's all there for the taking. Even a heroic death can be assured, if you are a Troll Slayer with suicidal intentions!

The game works on a number of levels. In the box you'll find a 32 page rulebook, a 16 page adventure book, and a 192 page roleplay book. The idea is that you can start with the basic game and gradually work in as much complexity as you like. Being a grizzled old gamer, even stooping as low as going on occasional live action murder mystery style horror weekends, I kid myself that I have a wealth of gaming experience behind me (perhaps better described as a long string of bad investments). This informed my decisions and aims for what I wanted from Warhammer Quest.



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In my humble experience, adventure games of this type (I am avoiding the roleplay stereotype as I am a firm believer that as soon as someone plays any game they are role-playing straight away. For example, see how much of an Orc I become during Warhammer games, not to mention when I play the Commandant in *Escape From Colditz*, but that's another discussion) are bogged down horribly by the fact that you have to read loads of stuff before you can even start playing. And what's the fun of that? Especially when the hundreds of pages you have to read are laid out as if someone dropped them all on the way to the printers, and then picked them back up again, gave them a good shuffle and said "print that, it'll sell a million".

No, I wanted Warhammer Quest to be clear and easily accessible, with a minimum of stumbling around huge rulebooks just for added "authentic realism". I wanted to keep the fun parts of "roleplaying" (urrrgh!), and ditch most of the arcane complexity. Maybe I'm just short of patience or something, but I just wanted a game people could pick up and play straight away.

Hence the 192 page roleplay book (eh?). What I mean is, hence 192 pages of rules that you absolutely never have to use if you don't want to! The basic Warhammer Quest game works just fine using the 32 page rulebook and a few packs of cards. Cunning, huh?

Not only that, I wanted all the information at the players fingertips, to keep the action moving fast. Hence Warhammer Quest is played out using Citadel miniatures on wonderful floorplans. Everyone knows exactly where they are, 'cos the models are laid out before them. No fiddling about with



### WHAT YOU GET IN THE BOX

Getting everything we wanted into the Warhammer Quest box was an incredible feat. Be warned – once opened you will never again be able to squeeze all the game components back in! Even so, there was still loads of extra stuff that we had to leave out, which ended up going into supplements and White Dwarf articles. The basic boxed set contains loads of models (*deep breath*): 4 Warriors, 6 Orcs, 6 Orc Archers, 6 Goblin Spearmen, 6 Night Goblin Archers, 12 Skaven, 3 Minotaurs, 12 Giant Spiders, 12 Giant Bats, 12 Giant Rats, 12 Snotlings, and 10 Dungeon Doorways, as well as a 32 page Rulebook, 16 page Adventure Book, and 192 page Roleplay Book, a how to play sheet, a 50 page Adventure Record pad, 19 Event Cards, 23 Dungeon Cards, 30 Treasure Cards, 17 blank Event Cards, 15 Spell Cards, 4 Warrior Cards, 4 Equipment Cards, 4 Warrior Counters, 6 Dungeon rooms, 5 Objective rooms, 8 Corridors, 3 T-junctions, 1 Corner, 1 Portcullis marker, 1 Cave-in marker, 3 Pit of Despair markers, 6 Webbed counters, 15 Power Tokens, 10 Luck Counters, 18 Scenery markers, 6 large dice and 12 small dice. Phew!



"What manner of monster have I unleashed upon the world?" – Andy Jones.



grubby paper chits for me! Also, all the information about the monsters you meet, treasure you find, Warrior skills and so on, is summarised on cards, and wherever possible each card contains everything you need to know about it (often with a picture too, even if that means I had to use really small print for the rules). This greatly cuts down the amount of time you have to spend reading through the rulebooks while you play.

And the icing on the cake is that this is a Warhammer game! The sheer depth and detail of the Warhammer world made writing Warhammer Quest a dream! If you enjoy the rich and evocative world of Warhammer, hopefully you'll be as pleased with Warhammer Quest as I am.

As you might be able to gather, I'm pretty chuffed with how it all came out!

## THE GAME

The basic game is designed to be played almost as a board game. Each adventure is generated by a random dungeon card deck, so the cavernous depths are explored as you go along. Will the next card reveal a corridor, stairs down, a hazard filled chamber, a T-junction or perhaps the Objective Room you seek? The only way to tell is to turn the next Dungeon card over, clip on the next floorplan and get exploring.

Likewise, whether jumped by monsters in a room, or caught on the hop by an unexpected event, whatever you actually meet in the dungeon is generated by event cards. There are helpful event cards too, although don't bank on getting too many of these!

The good news is that every time you defeat all the monsters revealed by an event card, you usually get rewarded with gold and treasure: magical swords, shields, healing potions, extra armour and so on. Again, this is all decided by card play.

Eventually you will arrive at your Objective room, the crux of your whole adventure. Here the Warriors will prove themselves worthy heroes, or die in the attempt (sometimes they turn tail and flee, but we don't talk about that much). Of course, this assumes that you have not been trapped by a cave-in or portcullis, got lost in the dark, or simply taken a wrong turn somewhere along the line.

The rewards, for the worthy, are treasure and gold beyond your wildest imaginings (well, almost, although Grimcrag Grunsonn my battle level 10 Dwarf has some pretty weird dreams, and most of them feature gold in one way or another).

## THE ROLEPLAY BOOK

OK, so much for the introductory game. With me so far? Good. Once you have played all 36 pre-written adventures, and had a go at being the Dwarf (Grimcrag Grunsonn rules, OK!), the Barbarian, the Elf and the Wizard, you will have a pretty good idea about which Warrior is best for you. Now is the time to open the mighty 192 page roleplay book. This weighty tome explains how to keep your Warrior from game to game, how to link your adventures into an ongoing Warhammer Quest campaign saga of heroic adventure, how to develop your Warriors from mere level 1 novices to battle



*Left to right: In the Warhammer Quest boxed game you can choose to be either a Dwarf, Wizard, Elf or a Barbarian.*

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# Warhammer Quest

## Lair of the Orc Lord

NEW QUEST

*Growler the Squig Hound*

*Gubbinz the Jester*

*Above: Orc Warlord Gorgut.*

*Below: Skabnoze the Orc Shaman.*

*Lair of the Orc Lord was the first Adventure pack for Warhammer Quest. It adds new monsters, events, and best of all, 3 new board sections!*

Contents and components may vary from those illustrated

level 10 lords, and how to use the thousands of Warhammer miniatures available in your games of Warhammer Quest. Not only that, but the roleplay book lists loads of new magic items, events, settlement locations and so on. There is also a pre-written, pre-laid out dungeon adventure, which has to be run by a Gamesmaster (just for the real control freaks).

So, Warhammer Quest is a game of many parts, and it can be as easy or as complex as you like.

The only drawbacks with cramming everything into the one box are that you may need a surgical truss to carry Warhammer Quest home, and once you've opened the box, there is no way it's all going back in again. Be warned!

## FOLLOW UP

Since the launch of Warhammer Quest we have followed up with a good swathe of back up material. This splits neatly between individual Warhammer Quest supplements, and articles in White Dwarf magazine.

There isn't enough space to go into detail about all the supplements available for Warhammer Quest, but they come in three flavours: Adventure, Warrior and Card packs.

## ADVENTURE PACKS

There are two Adventure packs available, and each of these is in some way a cut down mirror image of the Warhammer Quest game. That is to say that you get new floorplans, specially designed new Citadel miniatures to represent the most important monsters in the pack, event and treasure cards keyed into the monsters in the pack, and a rulebook which works from the basic game right the way through to the full blown roleplay game, pre-written adventure included. Each Adventure pack is themed to a specific evil doer and his minions. *Lair of the Orc Lord* is all about, you've guessed it, an Orc Warlord called Gorgut, whilst *Catacombs of Terror* is riddled with the forces of the Undead.

## CARD PACKS

As Warhammer Quest is a card driven game, there are a number of extra packs of Treasure cards available. These can be shuffled into your existing Treasure card packs for diversity and added kill power!

There are also packs of blank Event cards, so that you can make up your own devious traps and fateful happenings for the Warriors to stumble across in the dark. Also, you can fill

in the blank Monster cards to generate encounters with all the models from your Warhammer army. So if you play Undead, for example, you can create a complete Undead event deck for your home-made *Labyrinth of Khemri* adventure.

## WARRIOR PACKS

Of course, one of the most exciting parts of Warhammer Quest is the individual development of your own Warrior. There are four Warriors in the boxed game, but there were so many other candidates that we released a string of extra Warrior packs, each with unique skills and abilities. Each pack contains a wonderful model of the particular hero, together with a complete rulebook, and all the card reference components needed to use the Warrior in the basic game.

So far, we have (in no particular order), the Imperial Noble, the Elf Wardancer, the Troll Slayer, the Witch Hunter, the Pit Fighter, the Elf Ranger, the Chaos Warrior and the Warrior Priest (I don't think I've missed anyone).

In fact, we've just released the mighty Bretonnian Knight which you can see below, and we have many other ideas which may surface in the fullness of time.

## DA MODELZ

The Citadel miniatures in the Adventure and Warrior packs are great additions to any Warhammer army. Skabnoze, the Orc Shaman from the *Lair of The Orc Lord*, is one of the key characters in my mighty Orc army (I got good marks at the staff tournament for selection and painting anyhow...), and I

have also incorporated Gubbinz the Goblin Jester as a coo Shaman, not to mention Gorgut and his Big 'Uns. In fact, truth be known, the basis of my Orc army started with my painted models from Warhammer Quest coupled with those from *Lair of The Orc Lord*:

### Lair Of The Orc Lord

Warboss Gorgut, Orc Shaman Skabnoze, Gobbo Shaman Gubbinz, 3 of Gorgut's Big 'Uns

### Warhammer Quest

6 Orc Boyz, 6 Orc Arrer Boyz, 12 Gobbos with spears, 12 Night Gobbos with Bows, 12 Snotlings, 3 Minotaurs

So there you have it, my secret is out! I started by painting up my Warhammer Quest models, and ended up with a small army of greenskins.

## WARHAMMER SUPPLEMENT

*Warhammer Quest –*

*The best supplement for Warhammer there is!*

Warhammer is an exciting, well developed, action packed world of adventure. Its geography, history, politics, conflicts, races and so on are all detailed and comprehensively covered. Warhammer is in fact probably the richest textured, most complete, most darkly gothic fantasy realm you're likely to find. Here at Games Workshop, we've not only created this world over many years (ask Rick, it's driven him completely bonkers), complete with thousands of illustrations, stories, world histories, descriptions, legends and so on, but on top of



Contents and components may vary from those illustrated. Model supplied unpainted.

## BRETONNIAN KNIGHT





Bretonnian Questing Knights roam throughout the Old World, joining bands of heroic adventurers to bravely battle their way through perilous dungeons where foul monsters lurk and sacred relics await discovery!

In this latest Warrior pack you'll find everything you need to play a Bretonnian Knight in the Warhammer Quest game, including a rulebook, cards, counters and, best of all, a specially crafted model of a Bretonnian Knight, sculpted by Gary Morley. You might like to try painting yours up like David Gallagher's picture on the right.

# WHITE DWARF WARHAMMER QUEST ARTICLES

Since the advent of "Fat" Dwarf, there have been all sorts of opportunities for new card floorplans, Event cards and lengthy Warhammer Quest articles (yum!). Almost every month there is something for the Warhammer Quest player, and actually all the new Warhammer releases are Warhammer Quest releases too (and vice versa)! Every White Dwarf Warhammer article which introduces new bits of background information, troop types and so on feeds straight into Warhammer Quest, and the extra focused detail of the Warhammer Quest articles adds extra flavour to Warhammer. After all, they are both set in the same world, and feature the same characters and places, it's just that they each focus on a slightly different bit.

I'm not going to explain at length just exactly what every Warhammer Quest article to date has been, but here is a list (which I actually got from an Internet web site, rather than trawling through all my own copies of White Dwarf!).

Warhammer Quest material in White Dwarf

Issue	What's in it
184	Introductory Article
185	Rules for Special Quests
186	More challenges, traps and treasure, with 6 hazardous new adventures
187	Information about Lair of the Orc Lord
188	Creatures of Darkness – Adding your own monsters to Warhammer Quest
189	The Darkness Below – Producing your own dungeons
190	New Dark Secret cards
191	A Horror Awakens – Three new Adventures
192	Into the Depths – Designer Dungeons
193	A Dungeon of your own – Event Cards
194	Well Met! – A look at party composition
195	Domain of the Horned Rat– A Quest pitting the adventurers against the malign Skaven
196	On the Waterfront – Part one of an article detailing how to get your party out of the dungeon and across the sea
197	Lost Kingdoms – Second part of the above article
198	Questions and Answers
199	Getting Out Once in a While – Using your Warriors in Warhammer



- 200 Second part of the above article
- 201 A Green and Pustulant Land – Three Quests pitting your Warriors against Chaos
- 202 Out of the Darkness – Just get out of that dungeon
- 204 Room For Improvement – Making the most of your Dungeon floorplans

Quite a list, and we STILL have loads of stuff yet to cover (Lizardmen for one thing, coming soon).

all that we have set the best tabletop fantasy battle system in the Warhammer World too!

If, like me, you enjoy Warhammer for more than just the opportunity to charge around with hundreds of Orcs at your command (or even to try out your latest tactical master plan), then you'll love Warhammer Quest too. Warhammer Quest is really the biggest, best supplement for Warhammer there is. It's a completely new game set in the Warhammer world, so you can expand your Warhammer hobby into a whole new level of detail, and a different style of play, whilst still being able to use all the models from your Warhammer collection. It's also an excellent way to start getting into Warhammer. All you really need to start playing Warhammer Quest is a single miniature, your Warrior. As you get new models, you can add them into your games of Warhammer Quest, until you have enough to start a small Warhammer army.

Warhammer Quest is not exactly the same game as Warhammer of course, there'd be no point in that at all. No, one is a battle game, the other a one-on-one adventure game. However, they both share the same environment. But the important thing is that with Warhammer and Warhammer Quest, all your models are interchangeable. If you field Undead in Warhammer, you can play adventures where the Warriors meet nothing but the dark minions of some foul necromancer. Likewise with Orcs, Chaos or whatever you have in your collection. By the same token, any Warhammer Quest miniatures slot right into your Warhammer armies too.

So, there you have it. Two years in and going strong! If you are into Warhammer, and haven't had a look at Warhammer Quest yet, you are missing out on a colourful part of the Warhammer hobby, not to mention a box crammed full of Citadel miniatures! Why not check it out?

# 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 nine 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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