

THE MADNESS OF BARON VEINGULPER

Errata

This errata document contains corrections for the Madness of Baron Veingulper content for Warhammer Quest: Cursed City, published in *White Dwarf* 497 and 498.

LAYING SIEGE

White Dwarf 497, page 64

Hostiles and Closed Gateways

Add the following:

‘When a closed gateway has suffered a total of 8 or more damage, it is destroyed – turn the closed gateway over into an open gateway. The closed gateways have no weapon actions and no defence value, and they do not activate.’

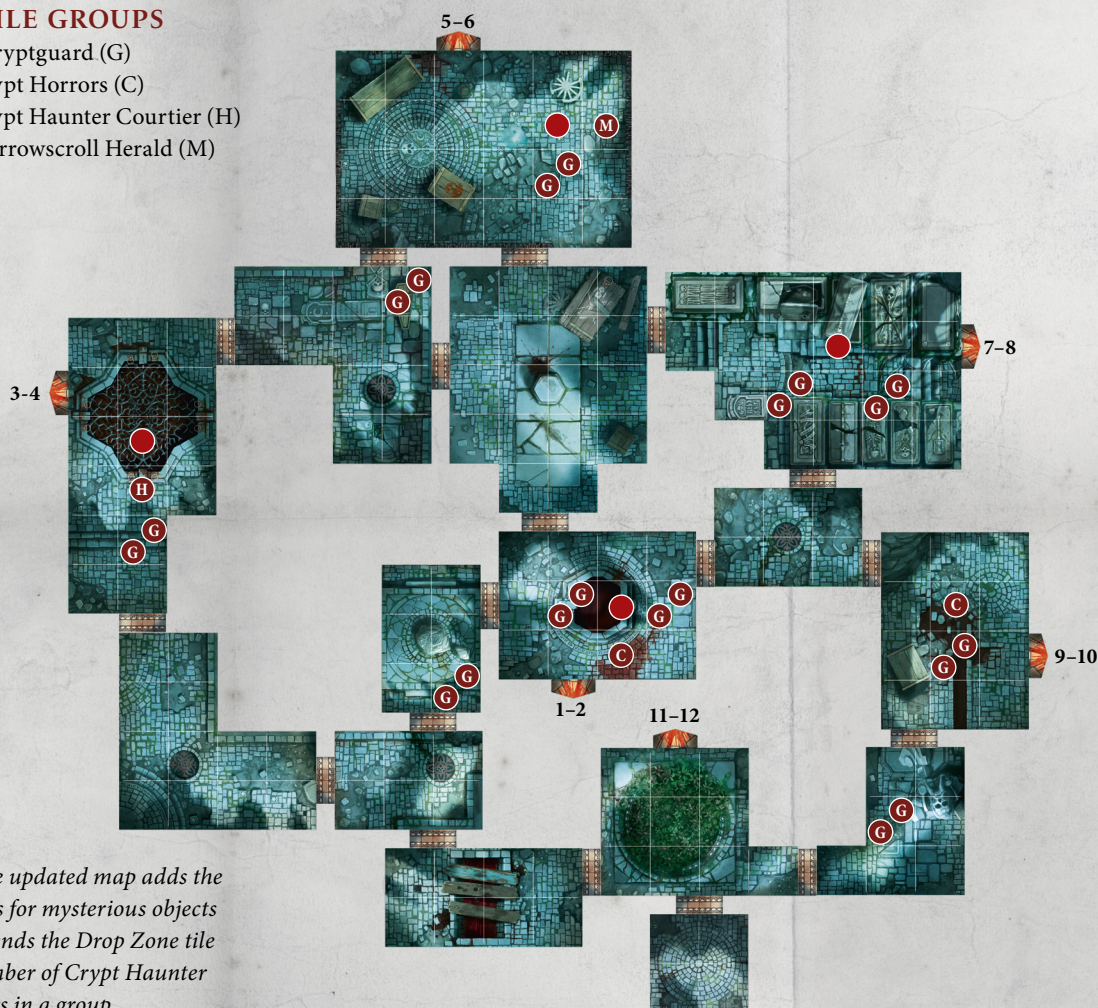
OUR ENEMIES SALLY FORTH

White Dwarf 497, page 66

Replace the map with the following map:

HOSTILE GROUPS

- ❖ 20 Cryptguard (G)
- ❖ 2 Crypt Horrors (C)
- ❖ 1 Crypt Haunter Courtier (H)
- ❖ 1 Marrowscroll Herald (M)



Note: the updated map adds the locations for mysterious objects and amends the Drop Zone tile and number of Crypt Haunter Courtiers in a group.

RETREAT!

White Dwarf 498, page 108

Replace the map with the following map:

BESEIGED

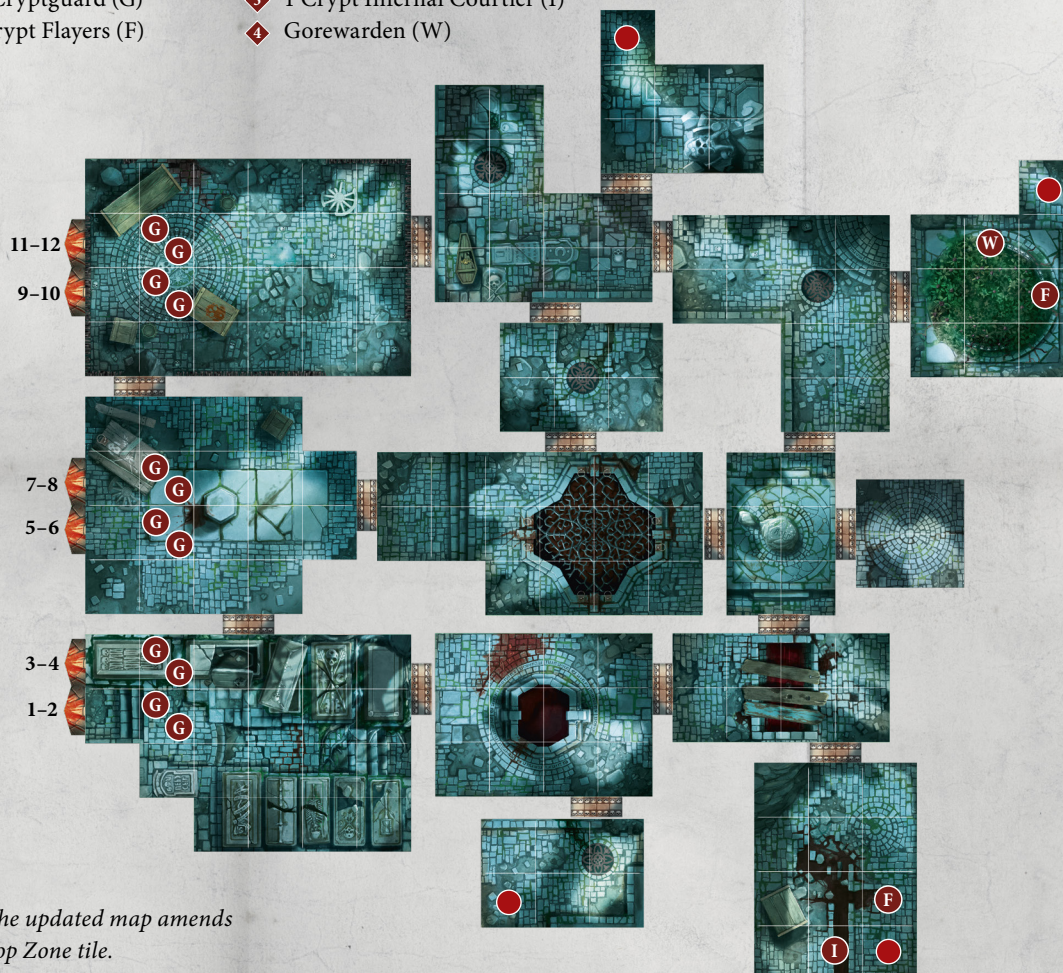
White Dwarf 498, page 110

Add this rule:

Under Siege: When the heroes are set up, instead of placing them on a space in the drop zone, place each hero on an empty space marked with the letter H on the map.

HOSTILE GROUPS

- 1 20 Cryptguard (G)
- 2 2 Crypt Flayers (F)
- 3 1 Crypt Infernal Courtier (I)
- 4 Gorewarden (W)



CRYPT HAUNTER COURTIER

The rules for the Crypt Hunter Courtier are provided below.



CRYPT HAUNTER
COURTIER (COURTLY)

MOVE: 3 WOUNDS: 16 SIZE: LARGE

WEAPON ACTION TYPE DICE DAMAGE

Massive Club and Rancid Talons* Melee  4/5

*Disease Vector: A hero that suffers damage from a Massive Club and Rancid Talons weapon attack is diseased.

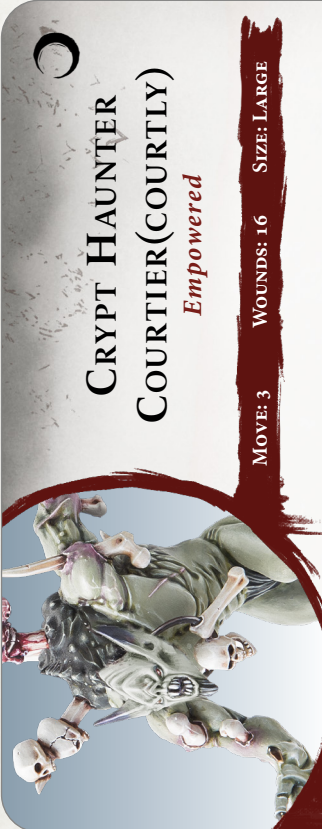
SPECIAL RULES

Knightly Retinue: Crypt Horrors treat this hostile as Royal.

Most Noble Blood: Each time this hostile activates, remove three wound or grievous wound counters from this hostile.

BEHAVIOUR TABLE

ROLL	RESULT
1-4	Charge
5-10	Must the King's Chosen: Deploy one slain Crypt Horror to the battlefield as if they were reinforcements. If there is a hero visible to this hostile, this hostile then makes a Charge action.
11-12	For The King! This hostile makes a Charge action. After each weapon action it makes, if the attack roll contained any successes or critical successes, it will make another weapon action. Keep making weapon actions in this way until there are no heroes adjacent to this hostile or an attack roll made for this hostile did not contain any successes or critical successes.



CRYPT HAUNTER
COURTIER(COURTLY)
Empowered

MOVE: 3 WOUNDS: 16 SIZE: LARGE

WEAPON ACTION TYPE DICE DAMAGE

Massive Club and Rancid Talons* Melee  5/6

*Disease Vector: A hero that suffers damage from a Massive Club and Rancid Talons weapon attack is diseased.

SPECIAL RULES

Knightly Retinue: Crypt Horrors treat this hostile as Royal.

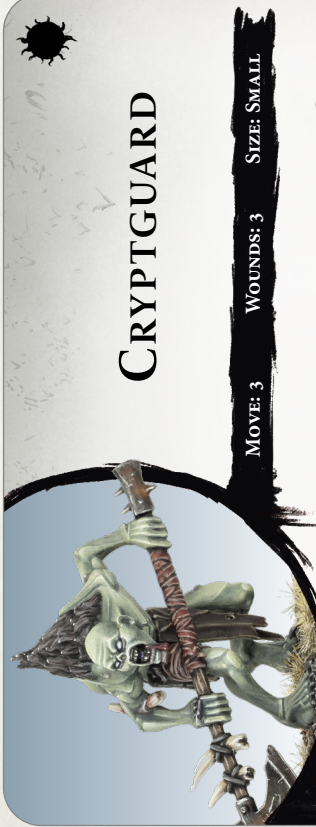
Most Noble Blood: Each time this hostile activates, remove four wound or grievous wound counters from this hostile.

BEHAVIOUR TABLE

ROLL	RESULT
1-4	Ride Them Down! This hostile makes two Move actions. During those Move actions, it can move through heroes, and those Move actions do not end when this hostile enters a space adjacent to one or more heroes. After the second Move action, the hostile must be in an empty space.
5-10	Must the King's Chosen: Deploy one slain Crypt Horror to the battlefield as if they were reinforcements. If there is a hero visible to this hostile, this hostile then makes a Charge action.
11-12	For The King! This hostile makes a Charge action. After each weapon action it makes, if the attack roll or that weapon action contained any successes or critical successes, it must make another weapon action. Keep making weapon actions in this way until there are no heroes adjacent to this hostile or an attack roll made for this hostile did not contain any successes or critical successes.

FLESH-EATER COURTS

Here you can find all of the stat cards so they can be printed for ease of use.



CRYPTGUARD

MOVE: 3 WOUNDS: 3 SIZE: SMALL

WEAPON ACTION TYPE DICE DAMAGE

Cursed Blades Melee  1/2

SPECIAL RULES

Household Elites: Add +1/+1 to the Damage values of a Cryptguard for each other Cryptguard in the same space or adjacent space to that Cryptguard.

Royal Mustering: After a Royal or Courtly hostile ends their activation, each visible Cryptguard makes a **Move** action.

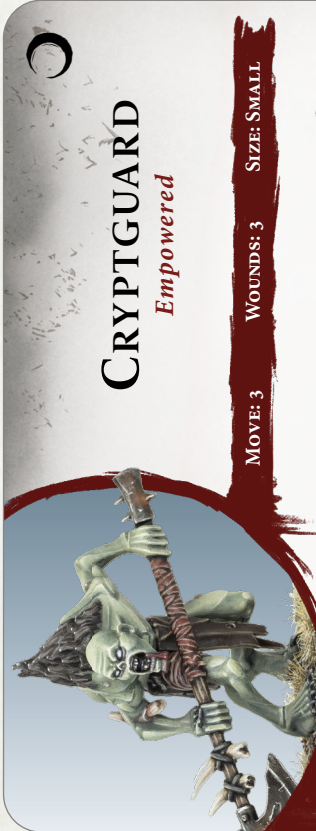
Royal Bodyguard: After a wound or grievous wound counter would be placed next to a Royal or Courtly hostile, place that counter on a Cryptguard that is on the same board tile as that Royal or Courtly hostile instead.

BEHAVIOUR TABLE

ROLL	RESULT
1-4	Advance
5-8	For The King! Each hostile in this hostile group makes a Charge action. Add 2 to the Move value of each hostile if a Royal or Courtly hostile is on the battlefield.

Serried Ranks: Each hostile in this hostile group makes an **Advance** action. If a hostile making this action would move into a space adjacent to a hero but cannot due to the presence of one or more Cryptguard, that hostile makes a Cursed Blades weapon action that targets that hero (despite not being in range).

9-12



CRYPTGUARD

MOVE: 3 WOUNDS: 3 SIZE: SMALL

WEAPON ACTION TYPE DICE DAMAGE

Cursed Blades Melee  2/3

SPECIAL RULES

Household Elites: Add +1/+1 to the Damage values of a Cryptguard for each other Cryptguard in the same space or adjacent space to that Cryptguard.

Royal Approval: Re-roll failed attack rolls while one or more Royal hostiles are visible to an attacking Cryptguard.

Royal Bodyguard: After a wound or grievous wound counter would be placed next to a Royal or Courtly hostile, place that counter on a Cryptguard that is on the same board tile as that Royal or Courtly hostile instead.

BEHAVIOUR TABLE

ROLL	RESULT
1-4	For The King! Each hostile in this hostile group makes a Charge action. Add 2 to the Move value of each hostile if a Royal or Courtly hostile is on the battlefield.

Serried Ranks: Each hostile in this hostile group makes an **Advance** action. If a hostile making this action would move into a space adjacent to a hero, but cannot due to the presence of one or more Cryptguard, that hostile makes a Cursed Blades weapon action that targets that hero (despite not being in range).

Black Rage: Each hostile in this hostile group that is adjacent to one or more heroes makes two weapon actions. Each hostile within 3 spaces of one or more heroes makes an **Advance** action. Each hostile further than 3 spaces from one or more heroes makes two **Move** actions.

9-12



ROYAL DECAPITATOR

(COURTLY)

MOVE: 3

WOUNDS: 8

SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Headsmen's Axe*	Melee	▲▲	3/4

*Off with their Head!: If this weapon action rolls a critical success symbol, the damage cannot be ignored or reduced.

SPECIAL RULES
Executioner's Entourage: After this hostile's activation, each adjacent Crypt Player, Crypt Horror and Cryptguard makes a free weapon action.

BEHAVIOUR TABLE	
ROLL	RESULT
1-4	Advance
5-9	Tarnished Justice: This hostile makes an Advance action. Add +1/+1 to the Damage values of this hostile's weapon actions until the end of that activation.
10-12	The Death Sentence: This hostile makes an Advance action. Do not roll the attack dice for any weapon actions made by this hostile this activation – they are automatically critical successes.



ROYAL DECAPITATOR

(COURTLY)

Empowered

MOVE: 3

WOUNDS: 8

SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Headsmen's Axe*	Melee	▲▲	4/5

*Off with their Head!: If this weapon action rolls a critical success symbol, the damage cannot be ignored or reduced.

SPECIAL RULES
Executioner's Entourage: After this hostile's activation, each adjacent Crypt Player, Crypt Horror and Cryptguard makes a free weapon action.

BEHAVIOUR TABLE	
ROLL	RESULT
1-4	Tarnished Justice: This hostile makes an Advance action. Add +1/+1 to the Damage values of this hostile's weapon actions until the end of that activation.
5-9	The Death Sentence: This hostile makes an Advance action. Do not roll the attack dice for any weapon actions made by this hostile this activation – they are automatically critical successes.
10-12	Eager Executioner: This hostile makes a Charge action. Do not roll the attack dice for any weapon actions made by this hostile – they are automatically critical successes.



MARROWSCROLL
HERALD (COURTLY)

MOVE: 3 WOUNDS: 8 SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Bone Scythe*	Melee	▲	2/3

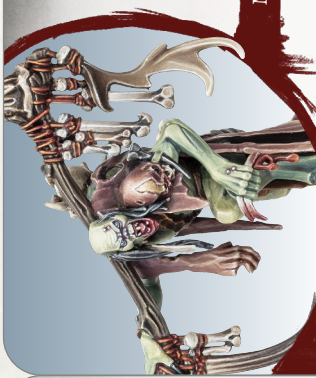
***Whirling Filth:** When this hostile makes this weapon action, it makes it a number of times equal to the number of heroes within 2 spaces of this hostile, targeting a different hero each time this weapon action is made.

SPECIAL RULES

- Deepest Apologies, I've Been Summoned to Court:** After this hostile's activation, if there are no other hostiles visible to this hostile, and there are Cryptguard on the battlefield, remove this hostile from the battlefield, then place it in an empty space as close to a Cryptguard as possible (the leader can pick that Cryptguard).
- Don't Shoot the Messenger:** Heroes cannot target this hostile with weapon actions while there are other hostiles visible to that hero.

BEHAVIOUR TABLE

ROLL	RESULT
1-4	Advance
5-9	The King's Entreaty: This hostile makes an Advance action. Then the leader must pick one hero that has not activated this turn. That hero must re-roll their action dice, then discard any duplicate dice from that roll.
10-12	Diplomatic Immunity: This hostile makes an Advance action. Heroes cannot target hostiles visible to this hostile until the end of the turn.



MARROWSCROLL
HERALD (COURTLY)

MOVE: 3 WOUNDS: 8 SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Bone Scythe*	Melee	▲▲	2/3

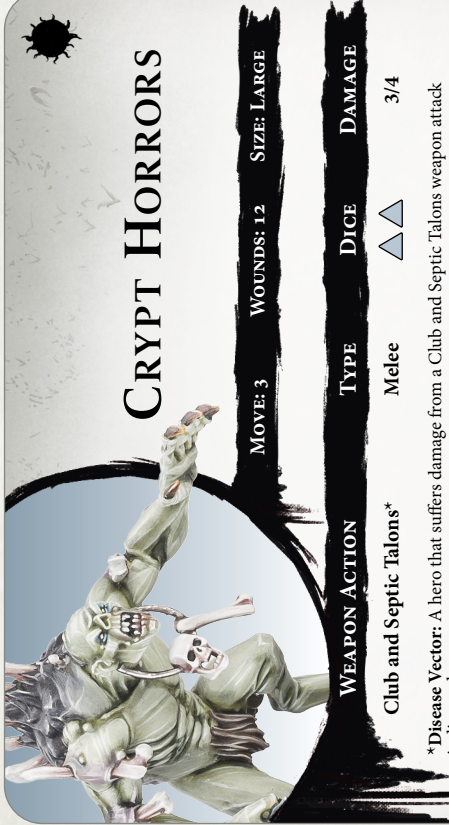
***Whirling Filth:** When this hostile makes this weapon action, it makes it a number of times equal to the number of heroes within 2 spaces of this hostile, targeting a different hero each time this weapon action is made.

SPECIAL RULES

- Deepest Apologies, I've Been Summoned to Court:** After this hostile's activation, if there are no other hostiles visible to this hostile, and there are Cryptguard on the battlefield, remove this hostile from the battlefield, then place it in an empty space as close to a Cryptguard as possible (the leader can pick that Cryptguard).
- Don't Shoot the Messenger:** Heroes cannot target this hostile with weapon actions while there are other hostiles visible to that hero.

BEHAVIOUR TABLE

ROLL	RESULT
1-3	By Order of His Majesty: This hostile makes an Advance action and is treated as being Royal until the end of the turn. Then roll ▲▲ for each hostile group that contains one or more Cryptguard hostiles. For each success, deploy one slain Cryptguard from that hostile group in a space adjacent to the lychgate nearest this hostile, following the rules for deploying reinforcements. For each critical success, deploy two slain hostiles from that hostile group instead.
5-9	The King's Entreaty: This hostile makes an Advance action. Then the leader must pick one hero that has not activated this turn. That hero must re-roll their action dice, then discard any duplicate dice from that roll.
10-12	Diplomatic Immunity: This hostile makes an Advance action. Heroes cannot target hostiles visible to this hostile until the end of the turn.



CRYPT HORRORS

MOVE: 3 WOUNDS: 12 SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Club and Septic Talons*	Melee	△△	3/4

*Disease Vector: A hero that suffers damage from a Club and Septic Talons weapon attack is diseased.

SPECIAL RULES

- Chosen of the King:** Re-roll failed attack rolls for Crypt Horrors while a Royal or Courtly hostile is visible to the attacking Crypt Horror.
- Noble Blood:** Each time this hostile activates, remove two wound or grievous wound counters from this hostile.

BEHAVIOUR TABLE	
ROLL	RESULT
1-4	Advance
5-8	Warrior Elite: The acting hostile makes a Charge action. If a Royal or Courtly hostile is visible to this hostile after the second Move action of that Charge action, this hostile attacks twice instead of once.
9-12	Hurl: The acting hostile makes two Move actions. If there are one or more heroes adjacent to this hostile, then the leader must pick one. Remove that hero from the battlefield, then randomly determine a board tile visible to the acting hostile. Place that hero on that board tile on the nearest empty space to this hostile, then allocate that hero 2 damage.



CRYPT HORRORS

MOVE: 3 WOUNDS: 12 SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Club and Septic Talons*	Melee	△△	4/5

*Disease Vector: A hero that suffers damage from a Club and Septic Talons weapon attack is diseased.

SPECIAL RULES

- Chosen of the King:** Re-roll failed attack rolls for Crypt Horrors while a Royal or Courtly hostile is visible to the attacking Crypt Horror.
- Noble Blood:** Each time this hostile activates, remove two wound or grievous wound counters from this hostile.

BEHAVIOUR TABLE	
ROLL	RESULT
1-4	Warrior Elite: The acting hostile makes a Charge action. If a Royal hostile is visible to this hostile after the second Move action of that Charge action, this hostile attacks twice instead of once.
5-8	Hurl: The acting hostile makes two Move actions. If there are one or more heroes adjacent to this hostile, then the leader must pick one. Remove that hero from the battlefield, then randomly determine a board tile visible to the acting hostile. Place that hero on that board tile on the nearest empty space to this hostile, then allocate that hero 2 damage.
9-12	Beat You To Death With the Wet End: The acting hostile makes two Move actions. If there are one or more heroes adjacent to this hostile, then the leader must pick one. Remove that hero from the battlefield. Then this hostile makes as many Move actions as necessary to end adjacent to another hero. Place the hero that was removed from the battlefield in an empty hex as near to the other hero as possible. Then deal 4 damage each to those heroes. If multiple heroes could be picked, the leader picks those heroes.



CRYPT FLAYERS

MOVE: 4 WOUNDS: 12 SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Death Scream*	Ranged	△	*/*
Piercing Talons	Melee	△△	3/3

*If the attack roll made for this weapon action contains any successes or critical successes, the target hero suffers 2 damage, which cannot be ignored or reduced.

SPECIAL RULES

Skirmisher: Each time this hostile suffers damage, it immediately makes one **Move** action. After that **Move** action, this hostile must be visible to the fewest heroes possible.
Designer's note: This Move action will interrupt abilities such as firewood stakes, potentially preventing them from being used.

BEHAVIOUR TABLE

ROLL	RESULT
1-4	Advance
5-9	Charge
10-12	Hymnal Chorus: Each hostile in this hostile group makes an Advance action. If possible, after each Move action, the hostile must be visible to one or more heroes and not adjacent to one or more heroes. Where possible, each weapon action made must be the Death Scream weapon action. Heroes suffer 3 damage from Death Scream weapon actions for that action.



CRYPT FLAYERS

MOVE: 5 WOUNDS: 12 SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Death Scream*	Ranged	△	*/*
Piercing Talons	Melee	△	3/4

*If the attack roll made for this weapon action contains any successes or critical successes, the target hero suffers 2 damage, which cannot be ignored or reduced.

SPECIAL RULES

Skirmisher: Each time this hostile suffers damage, it immediately makes one **Move** action. After that **Move** action, this hostile must be visible to the fewest heroes possible.
Designer's note: This Move action will interrupt abilities such as firewood stakes, potentially preventing them from being used.

BEHAVIOUR TABLE

ROLL	RESULT
1-7	Advance
8-10	Hymnal Chorus: Each hostile in this hostile group makes an Advance action. If possible, after each Move action, the hostile must be visible to one or more heroes and not adjacent to one or more heroes. Where possible, each weapon action made must be the Death Scream weapon action. Heroes suffer 3 damage from Death Scream weapon actions for that action.
11-12	Descend from the Heavens: Remove each hostile in this hostile group from the battlefield. Place them so that they are adjacent to a hero. Then each hostile in this hostile group makes one weapon action. Re-roll failed attack rolls for that weapon action.



CRYPT INFERNAL
COURTIER (COURTLY)

MOVE: 4 WOUNDS: 16 SIZE: LARGE

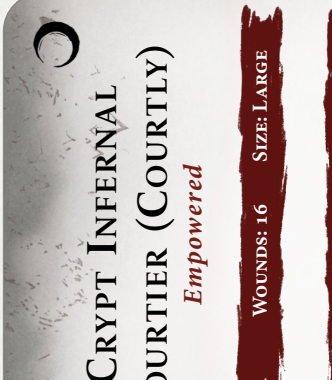
WEAPON ACTION	TYPE	DICE	DAMAGE
Foetid Breath*	Ranged	☠	*/*
Skewering Talons*	Melee	☠	4/5

*If the attack roll made for this weapon action contains any successes or critical successes, the target hero suffers 3 damage, which cannot be ignored or reduced, and the attack sequence ends.

SPECIAL RULES

- **Mind-shattering Cacophony:** Re-roll failed attack rolls for Death Scream weapon actions made by Crypt Players visible to this hostile.

BEHAVIOUR TABLE	
ROLL	RESULT
1-4	Advance
5-9	A Measured Canter: This hostile makes an Advance action. Then, if there are any Crypt Player hostiles on the battlefield, those hostiles make an Advance action.
10-12	Heavenly Deliverance: This hostile makes a Charge action. Then, if there are any Crypt Player hostiles on the battlefield, those hostiles make a Charge action.



CRYPT INFERNAL
COURTIER (COURTLY)

MOVE: 4 WOUNDS: 16 SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Foetid Breath*	Ranged	☠	*/*
Skewering Talons*	Melee	☠	5/6

*If the attack roll made for this weapon action contains any successes or critical successes, the target hero suffers 3 damage, which cannot be ignored or reduced, and the attack sequence ends.

SPECIAL RULES

- **Mind-shattering Cacophony:** Re-roll failed attack rolls for Death Scream weapon actions made by Crypt Players visible to this hostile.

BEHAVIOUR TABLE	
ROLL	RESULT
1-4	A Measured Canter: This hostile makes an Advance action. Then, if there are any Crypt Player hostiles on the battlefield, those hostiles make an Advance action.
5-10	Heavenly Deliverance: This hostile makes a Charge action. Then, if there are any Crypt Player hostiles on the battlefield, those hostiles make a Charge action.
11-12	The Lances of the King: This hostile makes a Charge action. Then, if there are any Crypt Player hostiles on the battlefield, those hostiles make a Charge action. Add +1/+1 to the Damage values of those hostiles' weapon actions for this turn if they moved 6 or more spaces in that Move action. A hero that suffers damage from that weapon action is stunned.



GOREWARDEN (ROYAL)

MOVE: 4 WOUNDS: 10 SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Gory Talons and Fangs	Melee	▲▲	3/4

SPECIAL RULES

Royal Blood: Each time this hostile activates, remove two wound or grievous wound counters from this hostile.

BEHAVIOUR TABLE	
ROLL	RESULT
1-4	Advance
5-10	Royal Hunting Party: This hostile makes an Advance action. Then, if there are any Crypt Player hostiles on the battlefield, remove 1 wound or grievous wound counter from each of those hostiles, then they each make a Charge action.
11-12	To the Skies!: This hostile makes two Move actions. If either Move action ends in a space adjacent to a hero, those Move actions end. Remove this hostile and that hero from the battlefield. Randomly determine 2 different lychgates. Place the hero in the nearest empty space to the first lychgate, then do the same for this hostile and the second lychgate. Then that hero suffers 3 damage if they are a Stalwart, otherwise they suffer 4 damage.



GOREWARDEN (ROYAL)

MOVE: 4 WOUNDS: 10 SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Gory Talons and Fangs	Melee	▲▲	4/5

SPECIAL RULES

Royal Blood: Each time this hostile activates, remove two wound or grievous wound counters from this hostile.

BEHAVIOUR TABLE	
ROLL	RESULT
1-4	Royal Hunting Party: This hostile makes an Advance action. Then, if there are any Crypt Player hostiles on the battlefield, remove 1 wound or grievous wound counter from each of those hostiles, then they each make a Charge action.
5-10	To the Skies!: This hostile makes two Move actions. If either Move action ends in a space adjacent to a hero, those Move actions end. Remove this hostile and that hero from the battlefield. Randomly determine 2 different lychgates. Place the hero in the nearest empty space to the first lychgate, then do the same for this hostile and the second lychgate. Then that hero suffers 3 damage if they are a Stalwart, otherwise they suffer 4 damage.
11-12	Winds of Shyish: Each hero on the battlefield suffers 2 damage. Then this hostile makes a Charge action. After that Charge action, remove this hostile and all Crypt Players from the battlefield. Then determine the lychgate furthest from all heroes. If multiple lychgates are equidistant, randomly determine one. Then deploy each of these hostiles to the battlefield, starting with the Gorewarden, as if they were reinforcements.



ABHORRANT
ARCHREGENT
(ROYAL)

MOVE: 3 WOUNDS: 12 SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Gory Talons and Fangs	Melee	2d6	5/6

SPECIAL RULES

Paragon of Virtue: While a weapon action targets this hostile, the damage characteristics of that weapon are 1/2 and cannot be modified further.

Royal Blood: Each time this hostile activates, remove two wound or grievous wound counters from this hostile.

BEHAVIOUR TABLE	
ROLL	RESULT
1-4	Horrific Screech: Each hero on the battlefield must discard one activation dice. Otherwise, they discard 1 inspiration point. Otherwise, they suffer 1 damage which cannot be ignored or reduced. Then, if there is a hero visible to this hostile, this hostile and any Cryptguard visible to this hostile each make a Charge action.
5-10	Countless Servants: If there are Cryptguard from a hostile group not on the battlefield, deploy them as if they were reinforcements, to a maximum of 3, from the lychgate nearest to this hostile. Then, if there is a hero visible to this hostile, this hostile and those Cryptguard each make a Charge action.
11-12	Carriion Call: Add 2 to the Move characteristic of Cryptguard hostiles the next time a hostile group that contains any Cryptguard makes a Move , Advance or Charge action. Then, if there is a hero visible to this hostile, this hostile then makes a Charge action.



ABHORRANT
ARCHREGENT (ROYAL)
Empowered

MOVE: 3 WOUNDS: 12 SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Gory Talons and Fangs	Melee	2d6	6/6

SPECIAL RULES

Paragon of Virtue: While a weapon action targets this hostile, the damage characteristics of that weapon are 1/2 and cannot be modified further.

Royal Blood: Each time this hostile activates, remove two wound or grievous wound counters from this hostile.

BEHAVIOUR TABLE	
ROLL	RESULT
1-4	Horrific Screech: Each hero on the battlefield must discard one activation dice. Otherwise, they discard 1 inspiration point. Otherwise, they suffer 1 damage which cannot be ignored or reduced. Then, if there is a hero visible to this hostile, this hostile and any Cryptguard visible to this hostile each make a Charge action.
5-10	Countless Servants: If there are Cryptguard from a hostile group not on the battlefield, deploy them as if they were reinforcements, to a maximum of 3, from the lychgate nearest to this hostile. Then, if there is a hero visible to this hostile, this hostile and those Cryptguard each make a Charge action.
10-11	Carriion Call: Add 2 to the Move characteristic of Crypt Guard hostiles the next time a hostile group that contains any Cryptguard makes a Move , Advance or Charge action. Then, if there is a hero visible to this hostile, this hostile then makes a Charge action.
12	As I Stand, So Too Do We All: Return each hostile from each hostile group that is not on the battlefield to the battlefield.