

WARHAMMER QUEST PITS & TRAPS

Marcus Hawthorn studied the two levers closely by the light cast from the lantern he held firmly in one hand. "It looks like something should happen if I pull these levers," he commented, "but the question is what?"
"I reckon it has something to do with this groove in the floor," said Gunter Ironbrow, "it would seem that pulling the levers will cause the dead end to turn round, revealing a new area. There might be treasure hidden there..."
"Trust a dwarf to think of treasure," sneered Voltharion The Elf, "and fail to notice these old blood stains on the floor."

It will be cold steel that glitters behind this dead-end, rather than gold, I warrant..."
"Enough bickering you two," snapped Marcus, "I would judge that you are both right, and that we may find both enemies and riches beyond this door. Well I'm not afraid of a fight what say you, shall I pull this lever?"
The Dwarf and Elf looked at each other and grudgingly nodded their ascent. Marcus drew his sword, and pulled the lever on the right. With a dreadful creaking groan the dead-end started to rotate...

Pits & Traps is a Warhammer Quest supplement that allows any party of adventurers that is bold enough to add two new areas to any dungeon they explore. While the new areas are dangerous, they offer rich rewards to those brave enough, or foolhardy enough, to venture into them.

When you use the new board sections it is assumed that the builder of the dungeon has decided to protect his lair (i.e. the objective room) with an additional ante-chamber protected by some of his fiercest warriors. He has also built in a short-cut to the objective room, concealed by secret doors, which leads to another part of the dungeon closer to the exit. Obviously only a great, powerful and, above all, rich individual could afford such safe-guards, so the rewards you expect to find at the end of the dungeon are somewhat greater than they would normally be.

Your copy of Warhammer Quest Pits & Traps should be made up of the following items:

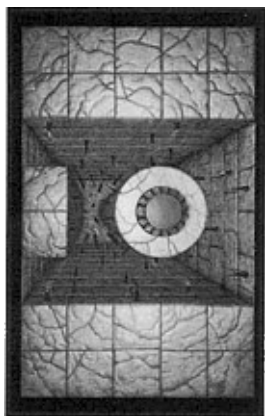
- A rules sheet (you're reading it!)
- A set of new Warhammer Quest floor plans, containing the following board sections:

USING THE PITS & TRAPS BOARD SECTIONS

Warhammer Quest Pits & Traps includes two new areas for you to explore: The Crossroads of Doom, and the Bridge of Despair. The rules for each are different and are described later on. First of all, however, adventurers will need to know how to discover the new areas.

Finding The Bridge Of Despair

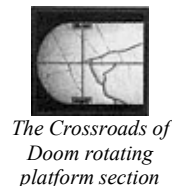
When playing this version of the game, when you discover the objective room you must first battle your way across the Bridge of Despair. Place the Bridge of Despair board section so that the entrance connects to the doorway you have just opened, as shown below. The objective room is through the doorway on the far side of the room. Refer to the Bridge of Despair rules section later on for details of how to place monsters and cross the bridge.



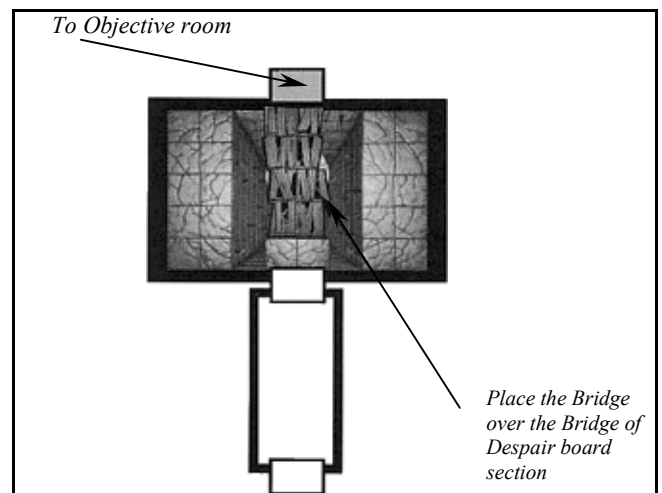
The Bridge of Despair



The Crossroads of Doom



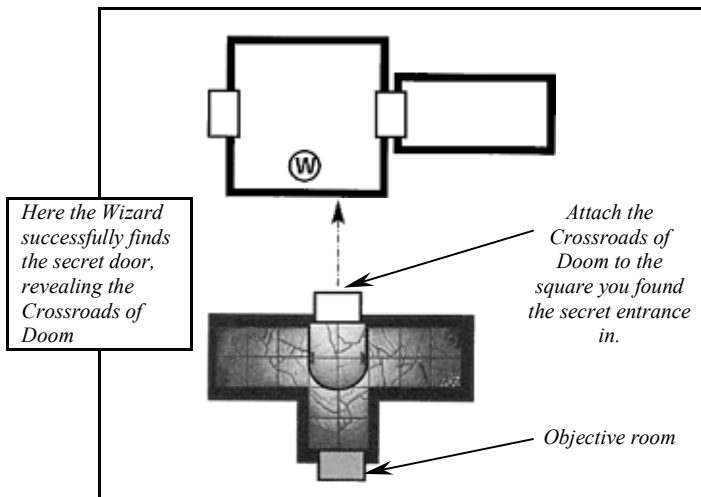
The Crossroads of Doom rotating platform section



The Bridge section for the "Bridge of Despair"

Finding The Crossroads Of Doom

As noted earlier, the Crossroads of Doom are part of a secret passageway that leads to the objective room. There is a secret door leading to the passageway hidden in a dungeon room. If the adventurers wish they can search in dungeon rooms during the Exploration Phase to see if they can find the secret entrance. Obviously they can only do this before they discover the objective room in the normal way! To search a room for secret doors the leader must be touching the wall of a dungeon room that does not contain a normal door. He may only search if there are no Monsters on the same board section, just as if he were exploring normally. The leader then rolls a D6; on a roll of 1-5 he finds nothing and has wasted his time, but on a roll of 6 he finds the secret entrance to the objective room. Place a door next to the square occupied by the leader, leading to Crossroads of Doom. The objective room is beyond the crossroads.



Other Ways To Use The Board Sections

There are a number of other ways you can incorporate the new board sections into your games of Warhammer Quest other than that described above.

The Death-Trap Dungeon Option:

There is no secret passageway leading to the objective room if you decide to use this option. Instead when you find the objective room you must first traverse the Crossroads of Doom. Once you get to the door at the end of the crossroads, however, instead of finding the objective room you are greeted by the Bridge of Despair! The objective room is on the far side of the bridge as described above.

The Dungeon Card Option:

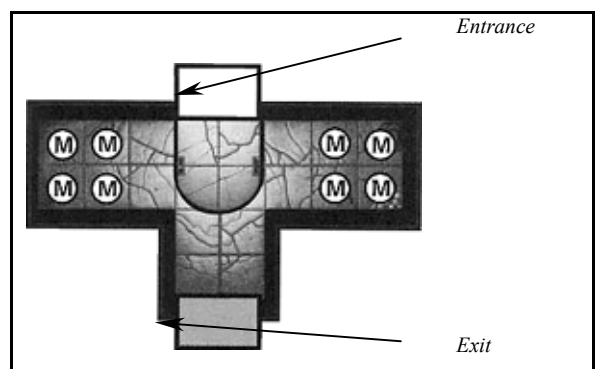
To play this option you will need to write upon two of the Dungeon cards in your game. Pick out one of the Corridor Dungeon Cards and mark it with a 'X!'. This card now represent the Crossroads of Doom. Take a Dungeon Room card and mark it with a '!'. This card now represents the Bridge of Despair. Just shuffle the cards into the deck and use them as normal. If you come across the card then lay out the appropriate board sections as described above. However, instead of the objective room being on the other side of them, draw a Dungeon card as you would normally when you passed through a doorway.

The Role-Play Option:

All of the previous options assume you are playing the standard version of the game, as opposed to the full role-play version. However GM's of a role-play game should find it very easy (and extremely entertaining) to add the new areas to their games too.

THE CROSS-ROADS OF DOOM

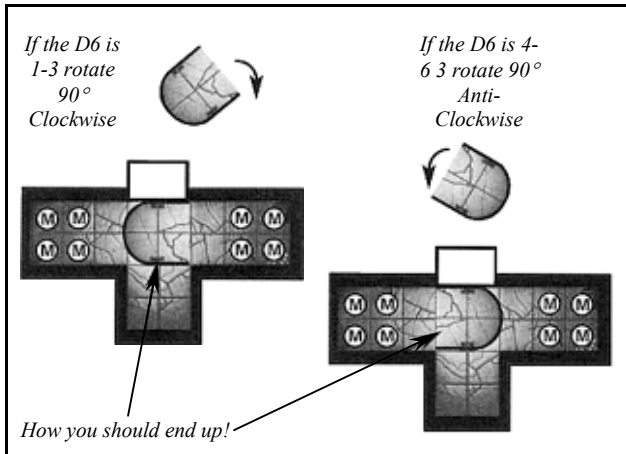
Set up the new Crossroads of Doom board sections as shown earlier. Then the leader must roll once on the Objective Room Monster Table for the dungeon you are playing in. These monsters are placed in the squares in the two short corridor sections to the left and right of the dead end board section that has the levers on it.



The leader should place the monsters, one per square in these areas, splitting them as evenly as possible between the two corridors. Any monsters that will not fit are not used (the leader can choose which to ignore). Note that the normal rules for placing monsters next to the adventurers are not used. The monsters will not get to move or fight until they are confronted by the adventurers as described below.

In order to get to the far door the adventurers must move onto the platform board section that has the levers on it. If the leader is on this board section in the exploration phase then he can pull the levers, causing the platform to start turning round.

When the leader pulls the levers, roll a D6; on a roll of 1-3 the dead-end rotates 90 degrees clockwise, and on 4-6 it goes 90 degrees anti-clockwise. This means that the first time the levers are used the dead-end will turn 90 degrees to face the monsters either to the right or left, depending on what was rolled on the dice. Whichever group of monsters are revealed are 'activated', and will start moving and fighting just as if they had been discovered normally in that exploration phase.

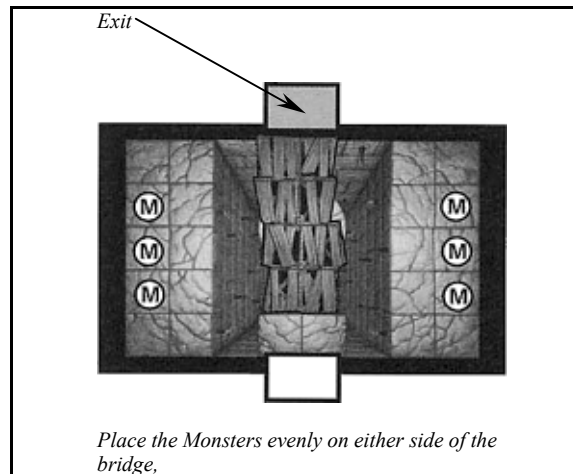


When (or if!) all of the monsters are slain, then the leader can pull the levers again, just as described above (i.e. roll a D6 to see if the platform rotates clock-wise or anti-clockwise). If the leader is lucky then the platform will turn round to face the opposite way to that the adventurers came in, but if they are unlucky they will end up facing the corridor where they started. The leader can keep on pulling the levers like this as often as he likes, but no more than once per exploration phase, until he finally gets it to face the right way. He can even keep on pulling the levers after the dead-end is facing the right way if he desires!

Because of the random way that the platform moves there is a fairly good chance that at some point it will turn to face the corridor section that is occupied by the remaining monsters. Should this happen then the adventurers must fight them as described above. However, in this case, once all the monsters have been slain, they will be replaced after the leader next pulls the levers in the dead-end. This happens in the exploration phase after the leader pulls the levers and the platform rotates. Roll again on the Objective Room Monster Table and places the monsters as described above.

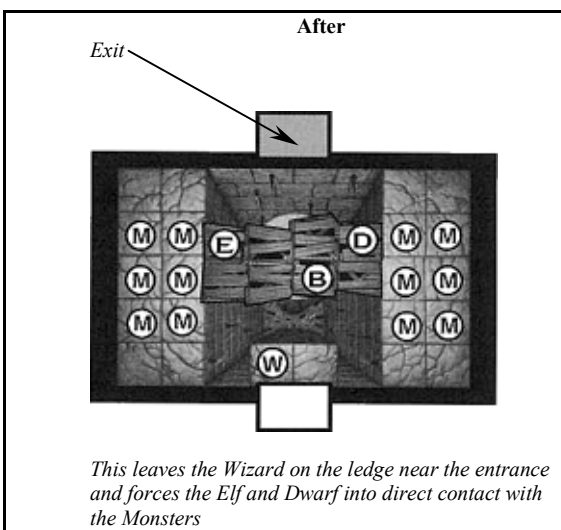
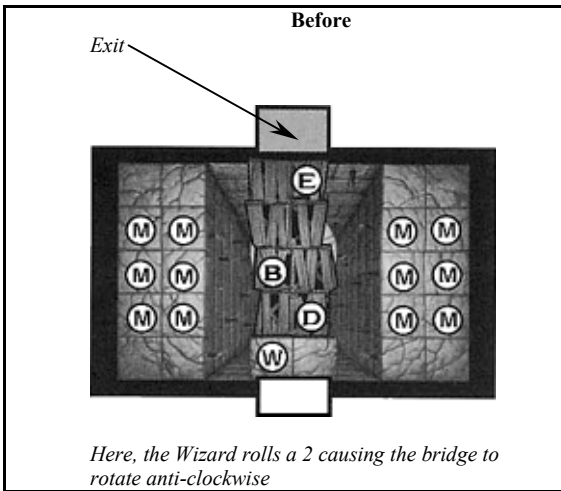
THE BRIDGE OF DESPAIR

Set up the new Bridge of Despair board sections as shown in the diagram below. Then the leader must roll once on the Objective Room Monster Table for the dungeon you are playing in. These monsters are placed in the squares to the left and right of the bridge, as shown in the diagram. All the adventurers need to do in order to get past this room is cross the bridge and go through the door on the far side - the problem with this is that the bridge is fixed to a turning mechanism, and every now and then it rotates round! How exactly this works, and what the adventurer's can do about it, is described in the special rules below.



Turning The Bridge

Take turns as you would normally. However, at the start of each Exploration Phase, before doing anything else, the leader must roll a D6: on a roll of 1-2 the bridge will rotate 90 degrees anticlockwise, on a roll of 3-4 it will stay where it is, and on a roll of 5-6 it will rotate 90 degrees clockwise. Obviously any models that are on the bridge will rotate with it when it turns, while those on the ledges to either side will stay where they are.



Jumping Over The Pit

Adventurers can, if they wish jump over a pit square, generally in order to get from the bridge to a ledge or vice-versa. The monsters are far too sensible to try this kind of thing, which I why all of the bodies at the bottom of the pit belong to adventurers!

To make a jump the adventurer must have at least two squares of movement remaining and be adjacent to a pit square. Roll a D6. On a roll of 2-6 the adventurer may make the jump; place him on any empty bridge or ledge square next to the pit square that he jumped over. The jump 'costs' two squares of movement, and the adventurer can keep on moving if he has any movement remaining and would otherwise be allowed to do so. On a roll of 1, however, something has gone wrong... roll again on the table below:

1	Oh dear... The adventurer miss-times his jump and falls into the pit, landing: with a sickening thump at the bottom. He is killed dead as a door-nail.
2-3	The adventurer lands badly and twists his ankle. He makes the jump, but his move ends and he may not do anything else this turn. In addition he loses a wound.
4-5	The adventurer lands in a heap. He makes the jump, but his moves ends and he may not do anything else this turn.
6	The adventurer realises .that he won't make the jump and skids to a halt. His move ends in the square he is in, but he can fight or perform other actions this turn.

Moving The Monsters

The monsters will move as described in the Warhammer Quest rule book. If it is impossible for them to move so they can reach the adventurers, then they will move to get as close to them as they can. They will not try and jump over pit squares to get at the adventurers. Note that monsters on the ledges can shoot missile weapons at adventurers on the bridge.

Exploring While On The Bridge

If the leader is next to the door on the far side of the bridge in the exploration phase, then he can open it as long as there are no monsters on the bridge board section. This replaces the normal rule that the leader cannot explore unless the entire board section is clear of monsters.

Assuming the leader opens the door and reveals the next section then the adventurers can start moving through the door in subsequent turns. As soon as there are no adventurers left on the Bridge of Doom room section, all of the monsters still in play are removed, and the bridge is returned to its starting position. If the adventurers ever return to the Bridge of Doom board, then a new set of monsters must be generated in the Monster Phase, just as if the adventurers had entered new room.

TREASURE CARDS

If the adventurers complete an adventure that includes either the Bridge or Despair or the Corridor of Doom then they will each receive a Treasure card in addition to the normal Treasure cards they would receive for completing the adventure. If they manage to get past both the Bridge of Despair and the Corridor Of Doom then they will each receive two Treasure cards in addition to the normal Treasure cards they would receive for completing the adventure.



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