



OUTDOOR ADVENTURES

An Unofficial Supplement

By G.A. Mitchell

Warhammer Quest: Outdoor Adventures

Outdoor adventures play in a very similar way to normal adventures, albeit with a few changes. What you need to play is the base copy of *Warhammer Quest* as well as the dungeon tiles from *Dungeons and Dragons: Dungeon Tiles Master Set: Wilderness*. Many of the encounters and mechanics are very similar to those found in the base game, and often the main thing that has changed is only the wording to make it appropriate for an outdoor setting.

Board Sections

Outdoor adventures have their own set of objectives and objective tiles which are entirely separate to the normal base game. All the tiles used are from the *Dungeons and Dragons: Dungeon Tiles Master Set: Wilderness*. However, some tiles are not used. Remove any tile whose sides are **both** not at least two squares.

The Lantern

When running an *Outdoor Adventure* the normal lantern rules do not apply and warriors do not need to stay within one tile of the person with the lantern, nor is a lantern required to reveal new board sections.

Rooms and Corridors

There are very few items blocking the edges of the *Outdoor* tiles, allowing for a much greater freedom of movement than in a normal game of *Warhammer Quest*. Rooms and corridors are still defined however, albeit slightly differently in *Outdoor Adventures*.

Rooms are defined as any tile that is 4 x 4 squares or greater. A corridor is anything smaller than this. For example, a wilderness tile that is 2 x 8 would be classed as a corridor, because only one of its dimensions is 4 squares or greater in size, whereas a 6 x 4 tile would be classed as a room. Placement of monsters and encounters occur in exactly the same manner as with an indoor adventure.

Exploration

Doors are not used in an *Outdoor Adventure*. Warriors are able to explore off of any tile edge with certain restrictions (see below). When a new tile is drawn it must be placed adjacent to the warrior whose player drew it. Corridor tiles must be placed so their shortest edge is the one connecting to the board section that the exploring character is on.

The tiles should be separated into the two types (rooms and corridors) and then put into an opaque bag for each. Then when choosing a new tile, a player simply draws the appropriate type corresponding to the Dungeon card drawn (corridor or room) from the correct bag.

When exploring, you may never explore off of an edge that already has another tile connected to it. In addition, when on a corridor tile, you must only explore off the shortest edges. If all the edges are the same or multiple edges are the same the players may choose from these available edges.

Treasure

Treasure is determined using the tables provided in the base game.

The Objective Room

In the scenario, the objective room will be defined as one of the tiles. When creating the dungeon card deck, use any objective room card and refer to the scenario once it is drawn.



Escaping

Outdoors Adventures use the following table when escaping rather than the standard one in the adventure booklet.

2 Your warrior gets hopelessly lost in the wilderness. Before he can reach safety, he stumbles into a swamp.

Unable to free himself, he slowly sinks into the deep mud and drowns.

3-4 Your Warrior trips up on a concealed root.

Place the Warrior face down in one of the squares along the tile edge on which he is currently standing. The Warrior wastes an entire turn getting back up and may then stay or try to flee again. While prone he may be hit automatically.

5-7 Your warrior is harried across the wilderness by a group of blood thirsty beastmen, unable to successfully hide for long before he is found again. Eventually though, after much trepidation, he is able to give them the slip. He has lost half of his gold, and has suffered 2D6 wounds, modified for Toughness and armour at the hands of the pursuers. If he does not have that many Wounds left, he is dead! If he survives and the rest of the Warriors are still alive, wait for three turns then place your Warrior anywhere on the same board section as the leader. Your Warrior has been round in a great circle. If he survives and the rest of the Warriors are dead, or if all the surviving Warriors are fleeing with your Warrior he must roll again on this table to see exactly where your Warrior ends up, adding +1 to the dice roll every time you have to re-roll.

8-9 The way to freedom is a bitter struggle against what seems like hundreds of Orcs and Goblins.

Your warrior loses 2D6 Wounds, modified for Toughness and armour. If he does not have that many Wounds left he is dead. If he survives, he manages to fight his way out, bleeding from a dozen injuries. He has escaped!

10 Lost for hours. Your Warrior eventually finds his way to a marked road. Unfortunately, as he emerges onto the trail he is jumped by highwaymen who force him to give them one item of treasure and half his gold.

11 After a few nasty encounters, your Warrior manages to escape. However he is attacked on the way, and suffers 1D6 Wounds, with no deductions for Toughness or armour. If he does not have that many Wounds left, he is dead!

12 With unerring accuracy your warrior retraces his steps and finds his way back to a major highway with no problem, circumnavigating any problems he encounters on the way.



lantern will get lost. In addition, a lantern is required for exploration and revealing new tiles.



"Is anything hurt?" Sarion shouted down into the dark hole at his feet.

"Only my pride," muttered the Dwarf from the bottom of the pit, ruefully nursing a sore head.

"Sorry Skerri, I didn't catch that," the Wizard's voice drifted down into the darkness.

"Keep your Voice down, manling," bellowed the Dwarf. "Of course I'm alright. ... errr... merely wished to investigate this.., errr... interesting perpendicular tunnel for secret doors." It sounded feeble to Skerri Redbeard as he said the words, but there was no way he was going to let a bunch of wet-behind-the-ears first-timers know he was in trouble.

"I think there might be a concealed treasure chamber here," he grunted, feeling around in the darkness just for good effect. "Hold on then Skerri." The eager voice of Ranalf the Barbarian echoed in the inky darkness, followed by a shower of loose rocks and debris.

"Watch out you oaf," shouted the Dwarf.

"What do you think you're doing?"

The next moment, the air was knocked out of him as a well-muscled Barbarian, a slender Elf and a weaselly-framed Wizard landed on top of him with a mighty thump.

Aghast, Skerri peered at his companions in the cramped darkness at the bottom of the pit as they dusted themselves down.

"What in the name of Grungni?..."

"I think I've broken my arm," moaned Geladron. "Nonsense." exclaimed Ranalf cheerily.

"Sarion broke your fall - it's just a bit sprained, that's all."

"But, but..." started Skerri, horrified at their sudden predicament. Light flickered in the darkness as Ranalf got the lantern going, illuminating beyond doubt the fact that they were all crammed in a tiny space at the bottom of a deep hole.

"Right then, you cunning know-it-all, let's be getting on.

Where's this secret door you found?" The grinning Barbarian was almost quivering with anticipation of some treasure and a good fight.

"Errr... did you, by any chance, think to bring the rope down with

Rules Variants:

Night Travel

If players wish to simulate adventuring at night, then the rules for the lantern apply as though they normally would and those who travel too far from those with the

EVENTS TABLE

Instead of using the regular event table, *Outdoor Adventures* use the following table instead:

11 DEAD BODY

The Warriors find a dead Barbarian lying in a pool of blood. Clutched tightly to his chest is a bag. Roll 1D6 for each Warrior. The Warrior with the lowest score must take the bag from the body and open it. Roll 1D6 on the following table:

1 Poison Gas! You have set off a trap. Every model on this board section takes 1D6 Wounds with no modifiers for Toughness or armour. The bag is empty.

2-3 Trap! A spear shoots out of the wall and inflicts 2D6 Wounds on the Warrior who took the bag. The bag turns out to be empty.

4-6 Treasure. The bag contains (1D6 x 100) gold to be given to the Warrior who took it. Draw another Event card immediately.

12 ENCOUNTER - WANDERER

The Warriors meet a traveller who seems content to traverse the wilderness without the company of others. He can remember the lay of the land ahead and quickly describes it to the Warriors before he heads off alone. You may take the next three cards from the Dungeon deck and reorder them as you like.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

13 ENCOUNTER - STRAY DOG

The emaciated figure of a starving dog begins to tails the party. He tags along behind the Warriors, hoping to steal some of their food. He is a shifty little character, and howls a warning every time the Warriors enter a room - but for whose benefit it is not exactly clear. While the stray dog is with the Warriors they may all move an extra square each turn, as it can guide them through the untracked wilderness. In addition, whenever an Unexpected Event that reveals Monsters occurs, roll 1D6 on the following table:

1-3 The stray dog warns the Monsters the Warriors are here and they therefore attack immediately rather than waiting until the Monsters' Phase.

4-6 The stray dog warns the Warriors that they are about to be ambushed and they therefore get +1 Attack each in the first round of combat.

If the Warriors kill the stray dog, his bloodcurdling death howl reverberates for some distance and you must roll twice on the Monster Table one higher than the party's Battle-level to determine what Monsters arrive to investigate the noise.

At the end of each turn, roll 2D6. On a double 1 or 2, the stray dog sneaks off and is never seen again.

14 ENCOUNTER - PRISONERS

Three men dressed in ruined clothing rush out of nearby foliage and run towards the Warriors. They look desperate, haggard and tortured, and beg for protection, explaining that they are wealthy merchants that were captured by orcs and will pay the Warriors richly once they are safe.

If the Warriors let them join the party, make a note on the leader's Adventure Record sheet that they are tagging along. During combat the prisoners hide in the shadows, avoiding detection while the Warriors fight the Monsters. If the Warriors are killed the prisoners are recaptured.

If the Warriors survive the dungeon, they may escort the prisoners to the nearest Settlement. Once there, roll 1D6 on the following table:

1 The prisoners are merchants, but denounce the Warriors as their kidnappers, demanding their arrest and recompense for their lost wealth. Each Warrior must pay 1D6 x 100 gold to escape the clutches of the militia.

2-6 The prisoners are merchants, and are true to their word, giving each Warrior 2D6 x 100 gold.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

15 ENCOUNTER - STRANGER

The Warriors meet a mysterious cloaked stranger who asks them what their business is in this area. If the Warriors attack him, roll 1D6 on the following table:

1-3 Like a blur of lightning, the stranger's sword flashes right and left, inflicting 2D6 Wounds on each Warrior. That done, he leaps over their heads and vanishes.

4-6 Under the combined attacks of the Warriors the stranger is forced back. He seems surprised that the Warriors should attack him and leaps away down a corridor into the darkness, dropping a small bag on the floor in his haste. The bag is made of soft leather and is covered with Elven runes.

If one of the Warriors attempts to take it, roll 1D6 on the following table:

1 The bag explodes as the Warrior touches it, inflicting 2D6 Wounds on all the Warriors, with no modifiers for Toughness or armour.

2-6 The bag is full of healing herbs, enough to restore 4D6 Wounds on a single Warrior. 2D6 on two (or any similar combination).

If the Warriors do not attack the stranger he warns them that evil grows in this area, and that they should be on their guard. He then nods farewell and walks off. Roll 1D6 for each Warrior. On a score of 1, the stranger has stolen a single item of treasure (determine randomly) from that Warrior as payment for his advice.

The Warriors do not get a Treasure card for completing this Event.

16 ENCOUNTER - MAD DWARF

The Warriors meet an aged Dwarf, labouring under the weight of a sack as large as himself. He eyes the Warriors suspiciously convinced they want to steal its contents. He explains that he is the lord of this region, and the Warriors may go no further unless they pay him 100 gold each. The old dwarf draws his pickaxe as though ready to fight and the warriors must either to kill him or pay the gold. If the Warriors kill him, he curses each of them in the rich language of his kind. Roll 1D6 for each Warrior.

1 Choose any one of that Warrior's characteristics except Wounds and permanently reduce it by -1.

2-6 The curse has no effect, but the death of a mad old prospector is now forever on your Warrior's conscience.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

21 ENCOUNTER - NURGLE'S ROT

The Warriors are confronted by a slumped, cowled figure crawling towards them, calling for help in a piteous voice. Roll 1D6 for each Warrior. The Warrior with the lowest score rushes to help the stranger. If more than one Warrior has the same lowest score all of them go to help. However, upon reaching the stranger they realise that offering aid was not a good idea. The figure slumps in their arms, dead, his cowl

falling to one side and revealing his plague-ridden face. Boils and pustules cover the stranger's cheeks and his eyes weep a thick yellow fluid.

Roll 1D6 for each Warrior, adding his Toughness (not including armour) to the score. If the score is 7 or greater that Warrior has avoided contracting the plague. If the score is less than 7 that Warrior has caught Nurgle's Rot. The Warrior's Toughness is immediately reduced by -1. Furthermore, if an Unexpected Event occurs during the Power Phase any one of the Warrior's other characteristics, except Wounds, is reduced by -1 (your choice). If any of the Warrior's characteristics are reduced to zero he dies.

The Warrior suffers from Nurgle's Rot until either he dies, is given 3 healing potions or - if he makes it back to a Settlement - pays 2,000 gold to be cured. Upon being cured the Warrior's profile returns to normal.

Draw another Event card immediately.



22 WITCH HUNTER

The Warriors meet a Witch Hunter on the hunt for a sorcerer. He explains his goals to them and what they might encounter in this region. For the rest of the adventure, the warriors roll damage dice for their weapons twice when attacking anything that can cast a spell, or any vampire.

23 ADDERS

The warriors accidentally blunder in a nest of vipers in their travels. It is too late before the party realises they are surrounded by angry serpents on all sides. Roll 1D6 for each Warrior on the following table:

1-2 The snakes manage to bite your Warrior, finding chinks in even the toughest armour. He suffers 1D6 Wounds, with no modifiers for Toughness or armour. He cannot do anything for the rest of the turn, and any Monster who attacks him gets +1 on it's to hit rolls. At the start of the next Warriors' Phase, roll on this table again.

3-4 The snakes manage to bite your Warrior. He suffers 1D6 Wounds with no modifiers for Toughness or armour. He then manages to free himself from the writhing mass and slashes the foul creatures to pieces.

5-6 Your Warrior nimbly avoids the snakes as they drop from above, killing them as they fall at his feet. The attack has no effect.

Draw another Event card immediately.

24 TRAP

Roll 1D6 for each Warrior. The Warrior with the lowest score has set off a concealed trap hidden beneath the undergrowth. Roll 1D6 on the following table:

1 There is a loud explosion and the area is filled with fire and smoke. Every model on this board section takes 1D6 Wounds, with no modifiers for Toughness or armour.

2-5 A pit fall trap set, most likely set by greenskins or mutants opens in the floor and your Warrior plummets onto the rocky floor below. He

takes 2D6 Wounds and can only escape if the party has the rope or a Levitation spell.

6 One of the warriors trips over a concealed chest. Opening it they find it is a forgotten treasure stash. Draw one Treasure card.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

25 TRAP - SPIKED PIT

Roll 1D6 for each Warrior. The Warrior with the lowest score tumbles into a spiked pitfall trap laid by goblins or beastmen. He takes 4D6 Wounds as he hits the floor with a thud, impaling himself on the sharpened stakes at the bottom of the drop. He may only escape from the pit if he has the rope or access to the Levitate spell, otherwise he must spend the rest of his days at the bottom of a very dark hole.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

26 DANGEROUS WOODLAND

Roll 1D6 for each Warrior. The Warrior with the lowest score must attempt to dodge a falling tree that has been damaged in recent storms. Roll an initiative test:

PASS Your warrior narrowly dodges the falling tree and is unarmed.

FAILURE Your warrior takes 4d6 Wounds as the huge piece of timber crushes his body. He may not move until the tree has been removed by his companions Roll 1D6 for each Warrior who isn't trapped by the tree at the start of each turn, adding their Strengths to the total score. If the combined score is 20 then they remove the tree, freeing their companion. A warrior may double his strength for this if he is wielding any type of axe.

31 HUNTSMAN'S POISON TRAP

Roll 1D6 for each Warrior. The Warrior with the lowest score has stepped on a trap laid by a hunter. The blades of the trap do little flesh damage but are coated in a paralysis inducing poison. The afflicted warrior is paralysed for 1D6 turns. While paralysed, a Warrior may do nothing at all, and no Monsters will attack him. He is, to all intents and purposes, a statue.

Draw another Event card immediately.

32 MONUMENT TO CHAOS

The warriors encounter an ancient and dark monument to the gods of chaos in the deep wilderness
Roll 1D6 for each Warrior.

On a score of 4, 5 or 6 the Warrior ignores the whispers of the dark gods and suffers no ill effects. On a score of 1, 2 or 3, the Warrior is affected by the by their hushed temptations. Roll 1D6 on the following table:

- 1** Your Warrior's Toughness and Strength are reduced by 1 for the next 2D6 turns.
- 2** Your Warrior's to hit rolls are reduced by -1 for the rest of the adventure.
- 3** Your Warrior's Toughness and Strength are reduced by 1 for the next 1D6 turns.
- 4** Your Warrior's Strength is reduced by -1 for the next 1D6 turns.
- 5** Your Warrior's Toughness is reduced by -1 for the next 1D6 turns.
- 6** Your Warrior suffers 1D6 Wounds, with no modifiers for Toughness or armour.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

33 LIGHTNING STRIKE

A freak storm rolls in. Roll 1D6 for each Warrior. The Warrior with the lowest score has been struck by a bolt of lightning, causing 2D6 Wounds, with no modifier for armour. After resolving the damage on the Warrior who set off the trap, roll another 1D6. On a score of 1, 2 or 3, the lightning bolt arcs across to the next nearest Warrior (if there is any dispute, determine randomly) and hits him, causing the same amount of damage. This process repeats until either all the Warriors

have been hit or the dice roll is a 4, 5 or 6 and the bolt earths to the ground.

34 OLD BONES

The warriors enter a quiet clearing whose floor is littered with bones and skulls with the glint of gold underneath. Roll 1D6:

1 Trap! Cackling laughter echoes around the clearing and lightning flashes. Randomly determine which Warrior in the room is hit by a magical bolt that inflicts 1D6 Wounds, with no modifiers for Toughness or armour.

2-3 Illusion. In a bright flash of light, the bones and gold vanish. Draw another Event card immediately.

4-5 Each Warrior on this board section finds (1D6 x 10) gold. Draw another Event card immediately.

6 Each Warrior on this board section finds (2D6 x 10) gold. In addition, draw one Treasure card.

35 FOOTPRINTS

The Warriors spot some footprints forming a muddy track through a hillside. If the Warriors investigate, roll 1D6 on the following table:

1 Roll 1D6 for each Warrior. The Warrior with the lowest score is thrust upside down by a concealed lasso trap. His head bangs against the floor dealing 2d6 Wounds with no modifiers except for a helmet. If more than one Warrior rolls the same lowest score, these Warriors are all thrust upside down.

2 The Warriors find nothing.

3-6 The Warriors find the body of dead man. Searching it, they find 1d6 x 10 gold.



36 LOST

After wandering around the wilderness for what seems like hours with no sign of anything interesting, the Warriors realise they are lost. Take another 1D6 Dungeon cards from those you put back in the box at the start of the game, making sure that none of them are objective

rooms. Put the cards on the top of the Dungeon deck. To get back on track, the Warriors must first go through these extra cards.

41 SLAVES

The Warriors come across 2D6 slaves, held in cages in a greenskin camp. They are in a particularly sorry state, and look as if they haven't been fed for many days. With no sign of the orcs, having probably left to hunt or raid, the slaves cry out to be freed. There is no reward to be gained for helping the slaves, but compassion demands their freedom! It takes the Warriors 1D6 turns to free the slaves.

For each turn spent breaking the locks on their cages, an Unexpected Event occurs on a roll of 1 or 2, rather than just a 1, as the process is quite noisy.

If the Warriors decide not to free the slaves, they must make a note of the fact on their Adventure Record sheets. Now, every time a Warrior wishes to be trained, roll 1D6 on the following table:

1-3 The owner of the training ground recognises your Warrior from a description given to him by a close friend, who was one of the slaves. The poor, unfortunate man managed to escape on his own but died shortly afterwards, cursing the Warriors who left him to rot. The training ground owner refuses to train such a cowardly knave. Your Warrior must wait until after the next dungeon and see if he can train at the next Settlement, at which point you must roll on this table again.

4-5 Your Warrior is spotted by the training ground owner as the cur who refused to free his recently released son from the clutches of the local Orcs. He agrees to train him, but charges double the normal rate. It is your choice whether the offer is accepted.

6 No-one recognises your Warrior or remembers his cowardly actions. He may train as normal here, but the fate of the slaves he deserted must surely remain on his conscience. Roll again the next time he trains.

42 DYING ORC

The Warriors find a dying Orc lying on the floor, the victim of an intertribal feud. Even though bleeding from a dozen fatal wounds, he still manages to growl and snarl at them to keep back. He seems to be protecting a sturdy iron key he is clutching in his left hand. The Warriors can either rush him or wait until he dies before relieving him of the key.

If they rush him, he fights desperately even as his final life ebbs away. Roll 1D6 for each Warrior. On a score of 1, 2 or 3 that Warrior suffers 1D6+2 Wounds as the Orc slashes him. At the end of this savage and somewhat one-sided fight the Orc will be dead and the key in the Warriors' possession. If the Warriors wait, the Orc takes 1D6 turns to die, during which time he makes a lot of noise. If an Unexpected Event occurs during this time, rather than take an Event card, make two rolls on the Monster Table to see what arrives. These Monsters must be killed before the key can be taken.

The key is for the iron locks on the slave cages from event 41.

43 CHANGE OF PLAN

A cloaked, stooped figure slinks into view, keeping to the shadows and moving with an eerie silence. He furtively approaches the Warriors and while looking theatrically about him to check for enemies - says in little more than a whisper.

"Well met my friends for I bring important news. Your quest must be postponed, for the danger is greater than ever imagined. You must abandon your task and return whence you came. You will each be given 750 gold for your trouble." With that he slinks away with surprising speed, merging with the shadows once more.

If the Warriors abandon their quest, they must work their way back to the entrance, rolling for Unexpected Events as normal. If the way is blocked by an obstacle they have no choice but to go on. Depending on what they do, when the Warriors either get out of the dungeon or reach the objective room, roll 1D6 on the table below.

1-3 The stranger lied, and you weren't expected back! If the Warriors left the dungeon, abandoning their quest, each of them loses 1D6 x 100 gold as he tries to make amends for his shame at failure!

If the Warriors carry on, they may now finish the adventure as normal.

4-6 The character told the truth!

If the Warriors abandon their quest they may collect their payment as agreed.

If the Warriors go ahead and finish their quest, roll twice on the

Objective

Room Monster Table to see what their objective room contains.

Roll 1D6.

On a score of 1, 2 or 3 draw another Event card immediately.

44 FORGOTTEN RUIN

The Warriors come across a forgotten ruin. Circling it, they cannot tell if it is a mausoleum, ruined watch tower or whatever else. Place a doorway on any free edge of the board section and take one of the objective room board sections: this is the interior of the ruin. If the Warriors wish to, they may decline to enter the ruin. If they do go in, roll once on the Objective Room Monster Table to determine what it contains. Once all the Monsters in the room are dead, in addition to the normal treasure, one of the Warriors (determine randomly) gets a single item of objective room treasure rolled on the Objective Room Treasure Table.

Unlike normal board edges in an *Outdoor Adventure*, warriors may only enter and exit this sub dungeon through the door and once within this dungeon, all the rules from the base game, such as the encounter tables, the lantern and the exploration, are used rather than those from *Outdoor Adventures*.

45 LOST GOLD

Roll 1D6 for each Warrior. The Warrior with the lowest score realises that his backpack has a small hole in it and he has lost 1D6 x 200 gold!

Draw another Event card immediately.

46 MISSED FOOTING

One of the Warriors misses his footing on the muddy stones and slips, falling awkwardly and spraining his ankle. Randomly determine which Warrior has fallen. For the rest of the dungeon he is at -1 to his Move.

Draw another Event card immediately.

51 ORC RUNES

The Warriors enter a clearing that is surrounded by standing stones. They then notice that there are dozens of Orc runes inscribed crudely on the stones. Roll 1D6 for each Warrior. On a score of 5 or 6, that Warrior understands the runes and reveals that they explain how to open a secret alcove in the wall. The alcove contains a cache of treasure. Make one roll on the Dungeon Room Treasure Table for each Warrior. As the Warriors take the treasure, they hear the screams and bellows of enraged Monsters hurtling towards them. Make two rolls on the Monster Table of the party's Battle-level to determine whose treasure the Warriors are stealing, and who turns up to defend it!

52 IMPERIAL KNIGHT

The Warriors meet an Imperial Knight Panther on a personal quest. He warns them about some Monsters that lurk nearby. Forewarned, the Warriors are ready for their attack when it happens, and take the Monsters by surprise. During the first turn of the next combat, each Warrior is at +2 Attacks.

53 HEAVY RAIN

A thunderstorm rolls in and shows no sign of stopping. For the rest of the game, heavy rain pounds the characters. Black powder weapons cannot be used and ranged attacks are limited to 6 squares at all times.

If this event is rolled again, then the weather changes back to a fine sunny day. Black powder weapons still do not function as they need time to dry off, but ranged attacks can again be made at any distance.

54 TICK SWARM

A scuttling mass of large blood sucking ticks emerges from the underside of a disturbed shrub and engulfs one of the Warriors. A tick swarm is a special form of Monster and its attack is resolved immediately. Randomly determine which Warrior is attacked by the

swarm. There are 12 ticks in the swarm, but they are very small, and are not represented by miniatures on the board. Roll your Warrior's normal damage dice (1D6 + Strength) to see how many ticks he kills with his attack - the number rolled is the number of ticks he kills. Each tick killed is worth 5 gold. Any ticks that are left inflict 1 Wound each, with no modifiers for Toughness or armour. The tick swarm then scuttles away.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

55 CAMPFIRE

The Warriors come across the remains of a campfire. They may choose to stoke it up. If, they all gain +1 wound or +2 if it is raining heavily (see event 53). In addition, any provisions eaten now at the campfire restore double the amount of wounds lost.

56 LANDSLIDE

As the Warriors enter this area, the floor shudders, a nearby rock face begins to crack, there is about to be a landslide!

All the players must leave the board section by the edge they entered on.

Any Warriors still in this board section at the end of the next turn are crushed by falling rocks and are killed. Warriors attempting to escape are not subject to the rules for pinning whilst on this board section. Once the event has happened, the board section may not be entered again and all its squares class as impassable.

If this Event occurs on the first board section, ignore it and draw another Event card immediately.

61 HIGHWAYMEN

Leaping from behind rocks and trees a very large band of highwaymen surround the players. Fighting them is not an option due to their numbers, but you could perhaps intimidate their leader. The character with the highest strength must perform a strength test.

PASS Your intimidating size and posture makes the highwayman think twice about getting into a fight with the party. He backs off, not wanting to risk bloodshed for your possessions.

FAIL The highwayman leader laughs at you. His men draw weapons and notch arrows. Each warrior is forced to pay 1d6 X 10 gold to save himself from being murdered. The highwaymen then slink off into the forest.

62 BOG

This ground of this board section is very soft and wet, clutching at the warriors legs and feet. All movement is halved on this board section as the warrior must traverse the bog.

63 CAIRN

The warriors come across a forgotten cairn. A dim lights flickers in front of the Warriors, coalescing into the shadowy form of a ghostly man. He smiles grimly and beckons them on. The Warriors are compelled to follow him. Roll 1D6 on the following table:

1 The Ghost leads the Warriors into a pit trap. Each Warrior takes 2D6 Wounds with no modifiers for Toughness or armour. It takes three turns to climb out of the pit without a rope, but only one turn with it.

2-3 Roll 1D6 for each Warrior. The Warrior with the lowest score triggers off a trip wire, which fires a poison dart into his leg and causes 1D6 Wounds, with no modifiers for Toughness or armour.

4-6 The Ghost leads the Warriors into the cairn to a concealed pile of gold hidden in an alcove in the wall. Determine how much gold each Warrior finds using the Treasure Table in the Treasure section.



64 HUNTERS AND TRAPPERS

The warriors come across a pair of hunters returning to their homes with a slaughtered deer. They offer the warriors the chance to buy some of the meat off them, which takes the form of 1d6 provisions, at the cost of 20 gold each.

65 DUNGEON ENTRANCE

The Warriors come across a large crack in the bottom of a cliff face, suspecting it to be the entrance to an undiscovered dungeon. Place a doorway on one of board edges. Take 1D6 extra Dungeon cards that have been put back in the box, making sure that none of them are objective rooms, shuffle them, and put them in a pile face down by the new doorway. Randomly take one of the spare objective room cards and place it at the bottom of the new deck. If the Warriors explore this sub-dungeon, roll twice on the Objective Room Monster Table to determine what the extra objective room contains. If the Warriors kill all the Monsters in this extra objective room, each of them gains 1,000 gold!

Unlike normal board edges in an *Outdoor Adventure*, warriors may only enter and exit this sub dungeon through the door and once within this dungeon, all the rules from the base game, such as the encounter tables, the lantern and the exploration, are used rather than those from *Outdoor Adventures*.

66 CURSE OF THE OLD GODS

The warriors enter a grove sacred to gods older than Sigmar and without the correct rites, must face the Curse of the Old Gods.

One of the Warriors (Determine randomly) suddenly feels a searing pain strike at him from all sides, as spirits of the long-dead Lords of this realm attack him. Roll 1D6 for the chosen Warrior adding his Strength to the score. If the total score is 7 or more, he suffers 2D6 Wounds, with no modifiers for Toughness or armour. If the total score is less than 7, he suffers 1D6 Wounds, with no modifiers for Toughness or armour, and is at -1 Strength and -1 Toughness for the rest of the adventure.

Roll another Event immediately.