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Game: **WARHAMMER QUEST: SILVER TOWER**

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WARHAMMER QUEST SILVER TOWER

SETUP

Choose a player to take the **Rune of Tzeentch** token and be the **first player**. Starting with this runemarked player and going clockwise, each player chooses a hero and takes their **hero card** and **miniature**. A player that takes the *Excelsior Warpriest* also takes the *Gryph-hound* card and miniature. A player that takes the *Fyreslayer* *Doomseeker* also takes the *Fyreslayer* rune token.

Each player chooses one of the coloured **renown markers** and puts it on the circular **renown track** on the fate board, on the space marked with a circle.

Each player takes the **4 hero dice** that match the colour of their renown marker. Place the **5 purple destiny dice** next to the fate board.

Shuffle the **treasure** and **skill** decks and put them on their spaces on the fate board. If you discard one of these cards during the game, put it on the bottom of its deck.

Place the **ingress chamber** tile in the centre of the table. The runemarked player puts their hero on a space next to the tile's exit, then the other players, in clockwise order, put their heroes on spaces anywhere in the chamber.

One player takes the **adventure book** and reads *Starting a Trial* on the first page out loud.

If you re-roll dice, the second result applies; you cannot re-roll a dice more than once otherwise stated.

ROUND SEQUENCE

1. DESTINY PHASE

The runemarked player rolls the **5 destiny dice**, then puts any dice that show a unique number on the blue spaces on the fate board.

Any other dice (doubles, triples etc) are discarded. If the heroes are still in the ingress chamber, nothing happens. Otherwise, check the *Consequences of Destiny* table.

2. HERO PHASE

Starting with the runemarked hero and going clockwise, each player takes a complete turn with their hero.

Instead of taking your turn, you may **wait**. Waiting players take their turns (in the same clockwise order) after all other players.

On your turn, first make an **action roll**: roll your **4 hero dice** and put them on the spaces on your hero card.

In the first round, the first action the runemarked player will need to make is *Explore* (1+).

The **destiny dice** on the fate board are hero dice that may be shared among the players. You can make actions on your turn by spending the destiny dice on the blue spaces.

Each time you spend a destiny dice, the highest-scoring dice still on a blue space is **locked**: move it to one of the 2 purple spaces. You cannot use locked dice, but they return to the blue spaces at the end of your turn.

The last player to take their turn in the round does not lock destiny dice, and may spend as many as desired.

3. ADVERSARY PHASE

The runemarked player controls **any adversaries** on the board. Turn to the adversary's page at the back of the rulebook, roll a dice (or 2 dice, for some adversaries) and check the result on the adversary's behaviour table.

If there are **no adversaries** on the board, there is a **respite**. Each player places their hero anywhere in the current chamber. Then the heroes may **rest** if they wish: each player rolls a dice. If at least one player rolls under the number of skill cards they have, there is an **ambush**; otherwise each player can either **heal** D3 wounds, or **search** the room by rolling a dice and taking a treasure card on a roll of 4+.

There cannot be a respite 2 rounds in a row: instead an **unexpected event** occurs: roll 2 dice, one after the other, treating the first as tens and the second as units, then read that passage in the adventure book.

If there is an **ambush** during a respite, roll on **encounter table D**. If the result shows any adversaries, place them at the unexplored exit nearest to the runemarked player's hero. If there are no unexplored exits, place them at the nearest portal instead. The adversary phase then proceeds, with these new arrivals attacking before the heroes can react.

4. END PHASE

The runemarked player passes the **Rune of Tzeentch** to the player on their left, who becomes the runemarked player for the next round.

ACTIONS

Make actions by spending the hero dice from your action roll. To make an action, you must spend a dice which matches or exceeds the action's score (in brackets).

You can make the same action multiple times, but must end an action before starting a new one.

There are **3 basic actions** that any hero can make: **Explore** (1+), **Move** (1+), and **Recuperate** (1+*). Each hero also has a number of unique actions on their hero card.

Explore (1+)

You can make this action whenever your hero is standing at an **unexplored exit** (an exit not connected to another chamber).

Reveal the top card of the exploration deck and:

1. Set up the chamber shown on the card so that one of its exits completely lines up with the one in your hero's chamber. Place any **portals** in the chamber, as shown on the card.
2. Read the card text and follow any instructions. Any adversaries are set up by the runemarked player, as

close to the centre of the chamber as possible. They may choose which miniature to use if there are miniatures armed with different weapons for an adversary, but cannot use a duplicate miniature unless that is the only option.

3. Place the exploration card faceup next to the chamber, and put the rest of the exploration deck next to the new chamber's exit.

Move (1+)

When you make this action your hero may move up to as many spaces as their **MOVE** value. Each space they move into must be adjacent to their current space. Any spaces that touch (including diagonally) are adjacent.

Heroes may move through heroes and adversaries may move through adversaries, but they cannot move through each other. Your hero can never end their move in the same space as another hero or adversary.

Heroes that are adjacent to an adversary and wish to move (with a move action or as part of another action) must take a **pinning test**. Roll a dice: if the result is lower than the hero's **AGILITY** value, the hero cannot move and the hero dice is spent (you can still resolve other parts of the action).

Recuperate (1+*)

If your hero has been wounded, you can make this action to **heal a wound**. It has a score of 1+ the first time you use it in a turn, 2+ the second time, then 3+, and so on.

Weapon actions

After making a weapon action from your hero card, pick a target and make an attack roll. Each weapon action has a range that limits the target you can pick:

Combat range may target any adjacent enemy.

Missile range may target any visible enemy miniature, but the weapon can't be used while adjacent to an enemy miniature. If you can trace a straight line between the centres of 2 spaces, miniatures in those spaces can see each other as long as the line does not go through a chamber wall or touch an obstruction.

Area range targets each enemy miniature in the same chamber as the attacker; make an attack roll for each in an order of your choice.

Then roll the hero dice you spent to make the weapon action. If the result is lower than the weapon action's **HIT** value, the attack misses. Otherwise, the adversary suffers as many wounds as the weapon's **DAMAGE** value.

Put wound markers next to the adversary to track wounds it has suffered. If the markers reach its **VIGOUR** value, it is removed from the board (excess wounds are ignored).

Each time you slay an adversary you gain a point of RENOWN. Each hero can also gain renown as described on their hero card. Whenever you gain renown, move your marker 1 space around the fate board's **renown track**.

If your renown marker reaches the starting space (marked with a circle), your hero gains a **skill**.

ADVERSARIES

If you cannot place as many adversaries as instructed, the excess are not placed and an **unexpected event** occurs.

Adversaries of the same type on the board are called **adversary groups**. These groups are activated one at a time, in an order chosen by the runemarked player.

Adversaries can move as many spaces as their **MOVE** value. Each space they move into must be adjacent to their current space.

If an adversary is adjacent to a hero at the start of its move, it must take a pinning test. The runemarked player rolls a dice: if the result is lower than the adversary's **AGILITY** value, it is pinned and cannot move that phase. It can still attack or carry out any other instructions.

Attacking and damaging heroes

The runemarked player picks a target, limited by the weapon's range and the behaviour table instructions, and rolls the **number of dice shown by the weapon's DICE value**. Each dice that scores lower than the weapon's **HIT** value is discarded; any others hit the target hero.

Roll a dice each time your hero is hit. If the score is less than your **SAVE** value, you suffer as many wounds as the weapon's **DAMAGE** value. Otherwise, the hit is ignored.

Each time your hero suffers a wound, place a **wound marker** covering one of the dice spaces on your hero card. When you make an action roll, each marker reduces the number of dice you roll by 1.

If all 4 spaces are covered you will need to rely on destiny dice. If you suffer a wound when all your spaces are covered, your hero is **previously wounded** and removed from the board. The next time there is a respite, place your hero with the others in the current chamber, with 4 wound markers still on your card.

If your hero heals a wound, remove a wound marker.

STUNNED

When an adversary is stunned, place a stun marker next to it; the adversary does not act in the adversary phase. Remove any stun markers on adversaries at the end of the adversary phase.

When a hero is stunned, place a stun marker on its hero card instead of a wound marker. If there is no space for one, the marker is discarded with no effect (stun attacks cannot previously wound heroes). Stun markers affect your action roll like wound markers. Remove any stun markers on your hero at the end of your turn.

Each time a stunned miniature suffers a wound, flip one of their stun markers to its wound marker side.

SKILLS

If your **renown marker** reaches the starting space (marked with a circle), **your hero gains a new skill**.

When your hero gains a skill, draw the top 2 cards from the **skill deck** and choose one to discard. Put the other next to your hero card.

TREASURES

You can pass treasure cards to another player before making your action roll if your heroes are adjacent, or pass them to any player during a respite.

Heroes can only carry 4 treasure cards. If you have more at the end of a phase, you must discard down to 4 cards.

THE AMULET

If you have any fragments of the amulet, you can use the power of each once during each trial to do one of the following:

Heal D3 of your hero's wounds at the start of your turn, before making your action roll. If your hero is previously wounded, place them in the current chamber before healing the wounds.

Re-roll any of the dice in your action roll before making your first action.

Re-roll any of the destiny dice, before discarding any, if you are the runemarked player.

FAMILIARS

Familiars are not adversaries and do not move or attack. Adversaries can move through familiars.

Heroes can move into the same space as a familiar, but this **ends their move** and they **must attempt to catch it**. You and the player to your left each roll a dice. If you score lower, the familiar curses you and then flees. Remove it from the board then resolve its **bane**. Otherwise, you catch it: move it to your hero card. You may discard it to use its **boon**.

You may only have one familiar on your hero card at a time. There can only be one of each on the board (not including any caught). If a familiar is manifested and is already on the board, its second miniature is not set up; if both miniatures are on hero cards, the runemarked player chooses one and sets it up on the board as instructed.

If there is a respite, any familiars that have not been caught are removed from the board.

COMPANIONS

If an unused hero joins the party, the runemarked player takes the hero card and places it next to their own.

After each of the other heroes has taken a turn, the runemarked player takes a turn with the companion. **After making their action roll, they must turn all but one of the companion's hero dice to show a score of 1.**

Companions cannot use destiny dice, gain renown or skills, or pick up treasure. At the end of the round, the companion is passed to the new runemarked player.

If an unexpected event occurs, or there is a respite, the companion is removed from play.

THE MAP

The **current chamber** is the chamber where the majority of the heroes are. If they are spread out evenly, the current chamber is the one that was most recently explored.

If a chamber has 3 exits, the path divides and you must split the exploration deck.

Dealing from the bottom, deal 1 card at a time to each of the exits until they have all been distributed. The heroes now have 2 different paths to follow.

After exploring a chamber, if there are no more exploration cards to place at an exit, it is a **dead end** and cannot be explored further. If an explored chamber does not have any other exits, discard the rest of the exploration deck.

Chambers can vanish from play at the end of each round. The current chamber is safe, as is any chamber connected to it and any chamber that is connected to that one. Any other chambers are cleared away and their exploration cards moved to a discard pile next to the fate board. A hero that is cleared away is previously wounded. If any unexplored exits are cleared away, bring their exploration decks forward to the nearest remaining unexplored exit. If this leaves multiple decks at a single exit, combine them together into 1 deck by dealing cards from the bottom of each, one at a time.

If a chamber cannot be placed after exploring an exit because other chambers are in the way, the obstructing chambers immediately vanish as described above, along with any that are no longer connected as a result.

ENDING A TRIAL

At the end of a **trial**, each player rolls a dice for each treasure card they have: on a roll of 1, 2, or 3, return it to the treasure deck. Otherwise the hero keeps it.

Any fragments of the amulet are kept by the player that took them. If the group has no fragments, each player must discard all of their skill cards.

If the players have 1 fragment between them, each hero can keep 1 skill. If they have 2 or 3, each hero can keep 2 skills. If they have 4 to 7 fragments, they can keep 3, and if they have all 8 fragments they can keep 4. They must discard the rest.

Any skills, treasures and fragments you keep will be with you when you attempt the next trial (keep them with your hero card or make a note).

FAILED QUESTS

If all of the heroes are previously wounded at the same time, or if you reveal the last exploration card without finding the grand chamber, the trial is failed. The heroes are 'revived' to attempt the trial again or try another.

THE ONGOING QUEST

Progress throughout the tower is a **quest** consisting of 8 **trials** (games), measured by the amulet fragments collected after each trial.

You do not need to use the same hero throughout, but keep track of which skills and treasures each of the heroes has picked up. Your hero is tied to their quest; if you start a new quest, you cannot bring their skills and treasures along with you.

WARHAMMER QUEST SILVER TOWER

1. DESTINY PHASE

The runemarked player rolls 5 destiny dice: put any with a unique number on the fate board. Discard other dice: unless the heroes are in the ingress chamber, check the *Consequences of Destiny* table.

2. HERO PHASE

Starting with the runemarked hero and going clockwise, each hero takes a complete turn (you may choose to wait and take your turn after all the other players). On your turn, roll your 4 hero dice and put them on your hero card.

Each time you spend a destiny dice, the highest-scoring dice still on a blue space is locked: move it to one of the 2 purple spaces. Locked dice cannot be used and return to the blue spaces at the end of your turn. The last player does not lock destiny dice.

3. ADVERSARY PHASE

The runemarked player controls adversaries. Roll dice on the adversary's behaviour table.

If there are no adversaries on the board, there is a respite. Everyone places their hero anywhere in the current chamber.

Then the heroes may rest if they wish: each player rolls a dice. If at least one player rolls under the number of skill cards they has, there is an **ambush**. Otherwise each player can either **heal** D3 wounds, or **search** the room by rolling a dice and taking a treasure card on a roll of 4+.

There cannot be a respite 2 rounds in a row: instead an unexpected event occurs: roll D66 and read that passage in the adventure book.

4. END PHASE

The runemarked player passes the Rune of Tzeentch to the player on their left.

ACTIONS

Make actions by spending a hero dice that matches or exceeds the action's score.

You can make the same action multiple times. There are 3 basic actions:

Explore (1+)

If you are standing at an unexplored exit, reveal the top card of the exploration deck:

1. Set up the chamber shown with one of its exits lining up with the one in your chamber. Place any **portals**.
2. Follow any card instructions.
3. Place the card faceup next to the chamber, and the rest of the deck next to the new chamber's exit.

Move (1+)

Move up to as many spaces as your **MOVE**. If you are adjacent to an adversary, make a D6 pinning test. If the result is lower than your **AGILITY**, you cannot move; the hero dice is spent.

Recuperate (1+*)

Heal a wound. The score is 1+ the first time you use it in a turn, 2+ the second time, 3+ the third time etc.

Weapon actions

Pick a target and make an attack roll.

Combat range targets any adjacent enemy.

Missile range targets any visible enemy miniature, but the weapon can't be used while adjacent to an enemy.

Area range targets each enemy miniature in the same chamber as the attacker; make an attack roll for each.

Roll the hero dice you spent to make the weapon action.

If you roll lower than the weapon action's **HIT**, the attack misses. Otherwise, the adversary suffers wounds equal to the weapon's **DAMAGE**.

If wound markers reach its **VIGOUR** value, it is slain and removed from the board (ignore excess wounds).

Each time you slay an adversary you gain a point of renown. Each hero can also gain renown as described on their hero card.

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Starting with the runemarked hero and going clockwise, each hero takes a complete turn (you may choose to wait and take your turn after all the other players). On your turn, roll your 4 hero dice and put them on your hero card.

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2. Follow any card instructions.
3. Place the card faceup next to the chamber, and the rest of the deck next to the new chamber's exit.

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Move up to as many spaces as your **MOVE**. If you are adjacent to an adversary, make a D6 pinning test. If the result is lower than your **AGILITY**, you cannot move; the hero dice is spent.

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Heal a wound. The score is 1+ the first time you use it in a turn, 2+ the second time, 3+ the third time etc.

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Combat range targets any adjacent enemy.

Missile range targets any visible enemy miniature, but the weapon can't be used while adjacent to an enemy.

Area range targets each enemy miniature in the same chamber as the attacker; make an attack roll for each.

Roll the hero dice you spent to make the weapon action.

If you roll lower than the weapon action's **HIT**, the attack misses. Otherwise, the adversary suffers wounds equal to the weapon's **DAMAGE**.

If wound markers reach its **VIGOUR** value, it is slain and removed from the board (ignore excess wounds).

Each time you slay an adversary you gain a point of renown. Each hero can also gain renown as described on their hero card.

ADVERSARIES

If you cannot place as many adversaries as instructed, the excess are not placed and an unexpected event occurs.

Adversaries can move up to their MOVE.

An adversary adjacent to a hero at the start of its move must make a D6 pinning test. If the result is lower than its AGILITY, it cannot move.

Attacking and damaging heroes

The runemarked player picks a target (note range and Behaviour table instructions), and rolls dice equal to the weapon's DICE.

Each dice lower than the weapon's Hit is discarded; any others hit the target hero.

Roll a D6 each time your hero is hit. If the score is less than your SAVE, suffer as many wounds as the weapon's DAMAGE. Otherwise, the hit is ignored.

When you suffer a wound, cover one of your dice spaces with a **wound marker**. Each reduces the number of action dice you roll by 1.

If you suffer a wound when all your spaces are covered, you are **gravely wounded** and removed from the board. The next respite, place your hero with the others in the current chamber, with 4 wound markers still on your card.

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STUNNED

When an adversary is stunned, place a stun marker next to it; it does not act in the adversary phase. Remove stun markers on adversaries at the end of the adversary phase.

When a hero is stunned, place a stun marker on its hero card instead of a wound marker. Remove stun markers on your hero at the end of your turn.

Each time a stunned miniature suffers a wound, flip one of their stun markers to its wound marker side.

SKILLS & TREASURES

If your **renown marker** reaches the starting space your hero gains a new skill. Draw the top 2 skill cards, choose one to discard, and put the other next to your hero card.

You can pass **treasure cards** to another player before making your action roll if your heroes are adjacent, or pass them to any player during a respite. **Heroes can only carry 4 treasure cards.**

The Amulet

You can use the power of each amulet fragment once during each trial to do one of the following:

Head D3 of your hero's wounds.

Re-roll any of the dice in your action roll.

Re-roll any of the destiny dice.

FAMILIARS

Familiars are not adversaries and do not move or attack. Adversaries can move through familiars. Heroes can move into the same space as a familiar, but this ends their move and they must attempt to catch it. You and the player to your left roll a dice. If you score lower, remove the familiar from the board then resolve its bane. Otherwise, you catch it: move it to your hero card. You may only have one on your hero card at a time. You may discard it to use its **boon**.

There can only be one of each familiar on the board at once (not including any caught). If there is a respite, any that have not been caught are removed from the board.

COMPANIONS

If an unused hero joins the party, the runemarked player takes the hero card and places it next to their own.

After each of the other heroes has taken a turn, the runemarked player takes a turn with the companion. **After making their action roll, they must turn all but one of the companion's hero dice to 1.**

Companions cannot use destiny dice, gain renown or skills, or pick up treasure. At the end of the round, pass the companion to the new runemarked player.

If an unexpected event occurs, or there is a respite, the companion is removed from play.

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If an unused hero joins the party, the runemarked player takes the hero card and places it next to their own.

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