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Game: **WARHAMMER QUEST:
THE ADVENTURE CARD GAME**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Warhammer Quest

the Adventure Card Game

SETUP

Choose a **campaign** or **delve quest**. If playing a campaign, take its corresponding campaign log and the appropriate **quest sheet** according to the campaign log. If playing a delve quest, take a quest sheet with the *Delve Quest* trait.

Each player chooses a **hero** (one player playing alone chooses and controls 2 heroes). Take the corresponding **hero cards**, **action cards**, and **legendary gear cards**. Use the hero card with a number of **hero icons** equal to the number of heroes in the campaign.

Quest Setup

Each player places his **hero card**, his 4 current **action cards**, and any **gear cards** he has faceup in his play area. On the first quest of a campaign a hero only has his 4 basic actions and no gear cards.

Place the **wound tokens**, **success tokens**, and **progress tokens** in separate piles. Place the **condition cards** (separated by type) and all dice in the play area.

Create the **enemy deck**, **location deck**, **gear deck**, and **dungeon deck** according to the setup instructions on the back of the quest sheet and place these in the play area. An enemy name refers to both the standard and elite versions of that enemy. When instructed to add *open* cards, add random cards of the specified type and the same tier as the current quest.

Do not add cards with the **quest icon** to any decks unless specified by the quest.

Place the **peril token** on the quest sheet's **peril track** starting space (with a blank centre instead of a skull).

One player is chosen as the **party leader**, takes the **party leader token**, and will take the first turn.

Reveal the top **location** from the location deck and spawn **enemies** according to that card.

ROUND SEQUENCE

1. HERO PHASE

Starting with the party leader and going clockwise, each hero takes a turn activating. An active hero must perform 1 **action: Explore, Rest, Aid or Attack**.

In a 4 player game, each hero activates once. In a 3 player game, the first player activates twice, as the first and last activation of the phase. In a 2 player game, each player activates twice, alternating their activation turns.

1. Choose Action: Choose and *exhaust* (rotate 90°) one of your readied (not-exhausted) action cards. Then perform each effect on the card, from top to bottom.

2. Spend Success Tokens: You may spend any number of **success tokens** from your chosen action card. Place each spent token in your play area. Each of these tokens applies +1 to the card.

3. Roll Dice: Simultaneously roll 1 white **hero die** for each **die icon** on your chosen action card and 1 black **enemy die** for each readied enemy in your engagement zone.

4. Reroll Dice: Resolve any effects that reroll hero or enemy dice. Reroll each **critical success** icon rolled; this can cause multiple rerolls. In addition to causing a reroll, each of these icons applies +1 to the card (track these by using from the supply before rerolling the die).

5. Apply Modifiers: Apply any effects that add or remove icons.

6. Apply Results: Resolve dice icons in this order:

Each **success** icon applies 1 success to the action being performed.

For each **attack** icon, 1 enemy engaged with the active hero attacks. Add the **attack value** of each attacking enemy together, and subtract the number of **defense** icons from this total. The result is the number of **wounds** the active hero suffers.

Each enemy can only attack once per action. Enemies with higher attack values attack before enemies with lower attack values.

If a roll produces at least 1 **nemesis** icon, resolve all **nemesis effects** on **nemesis cards** in the shadow zone, any engagement zone, or the nemesis lair. do not reduce suffered from nemesis effects.

Each nemesis effect is resolved once per action, even if more than 1 icon is produced.

After you perform an action that has a **prepare** icon, *ready* (turn back to vertical) all 4 of your action cards. This action card only exhausts when chosen as an action; other effects cannot exhaust this card.

You can perform an action that requires a target, even if there are no targets available, such as attack with no enemies present, or aid if all other heroes are defeated. If this happens, icons have no effect.

Return spent success tokens to the supply after each action.

Explore Action

For each icon, the active hero places 1 **progress token** on the active location.

Rest Action

For each icon, the active hero recovers 1.

Aid Action

Before rolling dice, you must choose *another* hero (the **target hero**). For each icon, the target hero claims 1 success token which he can place on any one or more of his action cards.

Each action card cannot have more than 2 on it.

Attack Action

Choose 1 enemy in your engagement zone (the **target enemy**). For each icon, the target enemy suffers 1.

If a hero can target more than 1 enemy during an attack (due to an effect), all targets must be chosen simultaneously.

A **ranged** attack allows you to target an enemy in the shadow zone or another hero's engagement zone. Multiple targets do not have to be in the same zone.

A target enemy with a **resilience** value ignores a number of equal to that value. Resilience only affects suffered during a hero attack action. Direct suffered from a game effect are not affected by resilience.

If you defeat one or more enemies in your engagement zone while performing an attack action, the attacks from those enemies triggered by icons still apply.

If a nemesis is defeated during an attack, it still resolves its effect if that icon is produced.

2. ENEMY PHASE

Starting with the party leader and going clockwise, **each hero activates 1 readied enemy** until every readied enemy in each zone has activated. When a facedown enemy is activated, first flip the card faceup.

When activating a readied enemy, choose one in your

engagement zone. If there isn't one there, choose one in the shadow zone (faceup or facedown). If there isn't one there, skip your turn; the next hero activates an enemy.

When an enemy is activated, the active hero resolves all keywords on that enemy's effect bar from left to right.

Advance: Place the enemy in the active hero's engagement zone.

Retreat: Place the enemy in the shadow zone.

Inflct: The hero engaged with the enemy suffers equal to the enemy's **attack value**. If the enemy is not engaged with a hero, the active hero suffers the.

Enemy-specific keywords are described on an enemy's card.

Exhaust an enemy's card after activating it. After all enemies are exhausted, all enemy cards in play are *readied*, and the enemy phase ends.

3. LOCATION PHASE

Resolve any **location effect** described on the active location card (not all location effects are resolved each round).

When the number of progress tokens on a location card equals its **exploration value**, that location is **fully explored**.

During the location phase, if a location is fully explored, the party may choose to **travel** to a new location. The party cannot travel if there are no locations remaining in the location deck.

To travel, discard the fully explored location card and place all progress tokens on it in the supply. Active, engaged enemies travel with you. **Non-nemesis enemies in the shadow zone are discarded** (a nemesis in the shadow zone is not discarded). Then reveal a new active location from the location deck and **spawn enemies** according to the location's **spawn values**.

The value on a red background is how many enemies are spawned using the normal spawn rules. The value on a black background is how many enemies are spawned facedown in the shadows.

A location cannot have a number of progress tokens on it in excess of its exploration value. If a game effect adds or discards 'progress' from a location, add or remove progress tokens by the specified amount.

4. PERIL PHASE

Move the peril token 1 space to the right on the peril track and resolve any peril effects of a colour that matches the new space. Then pass the party leader token to the next hero clockwise.

If peril increases or decreases through other quest rules, peril effects are *not* resolved. If the peril token is on the last space, it remains there; however still resolve any peril effects triggered by the last space.

WOUNDS AND DEFEAT

Each time a hero or enemy suffers a, a **wound token** is placed on that hero's or enemy's card. If the value of wound tokens on a hero's or enemy's card meets or exceeds its **health value**, it is **defeated**. A hero or enemy defeated during its activation resolves the remainder of its activation.

Each time a hero or enemy recovers a, a wound token with the appropriate value is removed from that hero's or enemy's card and placed in the supply.

Defeated

A defeated hero discards any in excess of his health, flips his hero card facedown, and discards any conditions he has. All enemies engaged with him are moved to the shadow zone. Everything else in his play area remains unchanged, such as exhausted actions.

A defeated hero cannot perform actions or recover; he is eliminated for the duration of the quest but may still perform


settlement actions. Any activations a defeated hero would resolve during the hero phase are ignored. He cannot receive the party leader token—the token is passed to the next, non-defeated hero. If the party leader is defeated, he still passes the party leader token during the peril phase. Any game effect that targets a defeated party leader targets the next hero clockwise.

If a hero is **revived**, he flips his hero card faceup and may activate the next time it is his turn to do so.

A defeated enemy is discarded along with any wound tokens it has.

ENEMIES

An enemy in play is either **engaged** with a hero (in the hero's play area) or in the **shadows** (in the centre of the play area and not engaged with any hero).

A hero cannot be engaged with more than 3 enemies at the same time. If a hero is engaged with 3 enemies and an effect forces him to become engaged with another enemy, he suffers a number of  equal to that enemy's attack value, and the enemy is placed faceup in the shadows.

Face-down enemies are treated as face-up enemies (but the information on their cards is hidden and its effects do not apply). Flip a face-down enemy faceup when an effect causes it to suffer wounds; after it is engaged; and before it is activated.

Faceup enemies cannot be flipped face-down.


Spawning Enemies

Enemies are always spawned one at a time, beginning with the party leader and going clockwise. Draw an enemy card from the enemy deck and place it faceup in the play area so you are **engaged** with it.

If an enemy spawns during an activation, it engages the active hero instead of the party leader.

Game effects can spawn enemies to other places, such as the shadow zone. If a game effect forbids an enemy from engaging a hero, that enemy is placed in the shadow zone.

NEMESSES

A nemesis is distinguished by the **quest icon** in the upper-left corner as well as its *Nemesis* trait. Each nemesis card has a nemesis effect  at the bottom of its card.

A nemesis from a quest can be added to the campaign pool. Each nemesis in the campaign pool is shuffled into the enemy deck when setting up a quest. If a nemesis from the campaign pool is defeated, it is returned to the box and is no longer used for the rest of the campaign.

The **nemesis lair** is the section of the play area located near the quest sheet. The sheet describes when a nemesis is placed in the nemesis lair. Heroes cannot target the nemesis lair with attacks or any effects, unless specified by the quest sheet.

DUNGEON CARDS

Draw 1 dungeon card after resolving an explore action.

Items are claimed by the hero who draws them and places in his play area. After using the item, discard the card to the dungeon discard pile unless instructed otherwise.

Events are resolved immediately and discarded to the dungeon discard pile after being resolved, unless instructed otherwise.

A hero can have any number of dungeon cards with the *item* trait. Discard unused items at the end of a quest.

When a hero draws a dungeon card that contains a **treasure icon**, for each such icon he may either claim a card from the gear deck or claim any card from the gear discard pile. He may then equip it or discard it.

GEAR

A hero can only equip or unequip **gear cards** when he claims gear during the quest stage or the **settlement** stage. A hero equips a gear card by placing it faceup in his play area; its effects is then available for use.

A hero can equip a maximum of 2 weapons, 1 armour, and any number of accessories.

At the start of a campaign, a hero only has the capacity to equip 1 gear card, but this capacity can increase during the settlement stage if he visits the arena as one of his settlement actions.

Before a hero equips a gear card, he may also unequip a gear card, placing it in the gear card discard pile. During the quest stage, a hero cannot unequip a gear card that is depleted. A hero cannot unequip a gear card that increases his health value if he has suffered wounds greater than or equal to the health value he would have without the gear card.

Legendary Gear

Each hero has a set of **legendary gear cards**. When a hero claims a *Legendary Fortune* card from the gear deck, he returns that card to the campaign pool and randomly claims 1 gear card from his legendary gear cards. A hero can equip any number of his legendary gear cards following the normal equip restrictions.

An unequipped or discarded legendary gear card is returned to its corresponding supply of legendary gear cards.

CONDITIONS

When you receive a **condition**, take the corresponding card. When a condition is removed (as described on the card), discard the corresponding condition card to the supply.

A hero cannot have more than 1 copy of the same condition at the same time. Enemies cannot receive conditions.

WINNING AND LOSING

The **Victory** and **Defeat** sections on each quest sheet describe how the quest ends and whether to resolve either the **Reward** or **Penalty**. Whether a quest ends in victory or defeat, a campaign always continues to the next quest shown in the campaign log. If players win the final campaign quest, they win the campaign.

CAMPAIGNS

A **campaign** is 5 quests that can be played over several game sessions which are recorded on the **campaign log**.

Each quest of a campaign is divided into the **quest stage** – the main stage in which heroes resolve a quest – and the **settlement stage** – the stage between quests when heroes perform settlement actions and prepare for the next quest.

The **campaign pool** is a set of cards that can transfer from one quest of the campaign to another. When setting up a quest during a campaign, cards from the campaign pool are added to their respective decks as follows:

- Each nemesis in the campaign pool is shuffled into the enemy deck.
- 1 random dungeon card is removed from the dungeon deck for each dungeon card in the campaign pool. All dungeon cards in the campaign pool are shuffled into the dungeon deck.
- Each *Legendary Fortune* card in the campaign pool is shuffled into the gear deck.

Settlement Stage

The settlement stage occurs after a party completes a quest. Follow these steps:

1. Earn Rewards/Suffer Penalties

The party resolves either the *Reward* or *Penalty* section of the quest sheet as instructed.

2. Upgrade

Each hero resolves 2 settlement actions (in any order):

Visit the Trainer: The hero replaces 1 action of his choice with the *advanced* version of that action.

Visit the Blacksmith: The hero draws 2 cards from the gear deck. He may choose one to equip and discards the other. If the gear deck is expended, a hero cannot visit the blacksmith

Visit the Arena: The hero increases the limit on the amount of gear he can equip by 1 (mark this on the campaign log).

3. Refresh

Each hero recovers all wounds, readies all action cards, and turns all *depleted* gear cards faceup.

All cards added to the quest from the campaign pool (except defeated nemeses) are returned to the campaign pool. Any remaining cards and components are returned to their respective supplies. A player may look at the campaign pool cards between quests.

Heroes may give any of their non-legendary gear cards to other heroes.

DELVE QUESTS

A **delve quest** is a standalone quest; they are not used when playing a campaign. Follow all of the rules for setting up and playing a campaign quest with the following exceptions:

Delve quests do not have tiers. When creating decks, each quest sheet describes which cards from which tier to include in each deck.

Delve quests do not have a settlement phase. Each quest sheet describes how players increase their gear capacity, upgrade their actions, and refresh depleted items.

A player defeated during a delve quest is eliminated from the game.

OTHER RULES

Component Limitations: If players do not have enough of any token type, they can use a suitable replacement. If players need to roll more dice than those provided, record the current result, reroll the needed dice, and combine the results (this is not a reroll).

Discarding When a hero discards a token or a condition card, he returns that token or card to the supply. If the enemy deck is expended, the party leader shuffles the enemy discard pile to form a new enemy deck. If the dungeon deck is expended, the party cannot draw any more dungeon cards during the current quest. If the gear deck is expended, the party can only claim gear from the discard pile. If the location deck is expended, the quest instructs the party what to do.

Party Leader: The party leader is the hero who controls the party leader token. He makes decisions for the party when heroes cannot agree. When a game effect targets the active hero, and there is no active hero, target the party leader instead (if the leader is defeated, target the next hero in clockwise order).

Rank: When the timing of multiple enemy effects conflict, the higher-ranked enemy's effect is resolved first. Use the following list to determine enemy **rank**, from highest to lowest. If rank cannot resolve a conflict, heroes decide the order of resolution.

1. Nemesis
2. Highest-tier enemy
3. Enemy with the highest attack value
4. Enemy with the highest health value

Sharing Information: The party can freely discuss strategies and share information. A player can look at any cards in any other player's play area at any time.

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ROUND SEQUENCE

1. HERO PHASE

Starting with the party leader and going clockwise, each hero takes a turn activating.

1. Choose Action: Exhaust one of your readied action cards. Then perform each effect on the card, from top to bottom.

2. Spend Success Tokens: You may spend any number of **success tokens** (☒) from your chosen action card. Each applies +1☒.

3. Roll Dice: Simultaneously roll 1 white **hero die** for each **die icon** (🎲) on your chosen action card and 1 black **enemy die** for each readied enemy in your engagement zone.

4. Reroll Dice: Resolve any effects that reroll hero or enemy dice. Reroll each **critical success** (☒) icon. In addition to causing a reroll, each gives +1☒.

5. Apply Modifiers

6. Apply Results: Resolve dice icons in this order:

☒ Each applies 1 success to the action.

☒ / ☒ For each **attack** (☒) icon, 1 enemy engaged with the active hero attacks. Add the **attack value** of each attacking enemy together, and subtract the number of **defense** (☒) icons from this total. The result is the number of (♠) the active hero suffers.

☒ Resolve all **nemesis effects** (☒) on **nemesis cards** in the shadow zone, any engagement zone, or the nemesis lair. Each nemesis effect is resolved only once per action.

After you perform an action that has a **prepare** (🔄) icon, ready all 4 of your action cards.

Explore Action

For each (☒), the active hero places 1 **progress token** on the active location.

Rest Action

For each (☒), the active hero recovers 1 (♠).

Aid Action

Before rolling dice, choose *another* hero. For each (☒), the target hero claims 1 (☒) which he can place on any one or more of his action cards.

Each action card cannot have more than 2 (☒) on it.

Attack Action

Choose 1 enemy in your engagement zone. For each (☒), the target enemy suffers 1 (♠).

A **ranged** attack allows you to target an enemy in the shadow zone or another hero's engagement zone.

A target enemy with a **resilience** value ignores a number of (♠) equal to that value. Direct (♠) suffered from a game effect are not affected by resilience.

2. ENEMY PHASE

Starting with the party leader and going clockwise, **each hero activates 1 readied enemy** until every readied enemy in each zone has activated.

Choose a readied enemy one in your engagement zone. If there isn't one there, choose one in the shadow zone (faceup or facedown). If there isn't one there, skip your turn; the next hero activates an enemy.

When an enemy is activated, resolve all keywords on that enemy's effect bar from left to right.

Advance: Place the enemy in the active hero's engagement zone.

Retreat: Place the enemy in the shadow zone.

Inflict: The hero engaged with the enemy suffers (♠) equal to the enemy's **attack value**. If the enemy is not engaged with a hero, the active hero suffers the (♠).

Exhaust an enemy's card after activating it. After all enemies are exhausted, all enemy cards in play are readied, and the enemy phase ends.

3. LOCATION PHASE

Resolve any **location effect** described on the active location card.

When the number of progress tokens on a location card equals its **exploration value**, that location is **fully explored**. During the location phase, the party may choose to **travel** to a new location.

To travel, discard the fully explored location card and place all progress tokens on it in the supply.

Discard non-nemesis enemies in the shadow zone. Then reveal a new active location from the location deck and **spawn enemies** according to the location's **spawn values**.

The value on a red background is how many enemies are spawned following the normal spawn rules.

The value on a black background is how many enemies are spawned facedown in the shadows.

4. PERIL PHASE

Move the **peril token 1 space to the right on the peril track** and resolve any peril effects of a colour that matches the new space. Then pass the party leader token to the next hero clockwise.