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v1

Game: **WARHAMMER QUEST: CURSED CITY**

Publisher: **Games Workshop (2021)**

WARHAMMER QUEST
CURSED CITY

SETUP

Choose a player to take the **leader token**. If several players ever have to act at the same time, the leaders decides the order in which they act (this is called *in leader order*); and if a choice needs to be made and a specific player is told not to make that choice, the leader makes the choice.

The leader picks the **journey**. Starting with the leader and going clockwise, each player chooses a **hero** and takes their **miniature** and **character card** *(Path to Glory side faceup)*. **There are always 4 heroes.** *Qualathis the Exile* also takes 3 **oaken arrow** counters.

In leader order, each player picks any 1 **initiative token** for each hero they control. The symbol matches an initiative card.

Place the skyvessel board to the side of the playing area, with the **nightfall token** on the first daytime space (outer track), and the **quest token** on the 0 space of the quest tracker (inner track).

Place the **quest card** with reach of all. For a first journey, place a **fear counter** of value 5 in the fear space, and an **influence counter** of value 6 in the influence space. When fear or influence changes, update these counters to the new value.

Unless your journey specifies otherwise, return these *realmstone discovery cards* to the box: 2 of value 1, 3 of value 2, and 2 of value 3. Shuffle the rest of the cards and place this **discovery deck** facedown next to the skyvessel board.

Place the **combat track** on the table, with the hero initiative cards and the hostile group initiative cards (numbered 1-4 with white diamonds) near it. Shuffle the **encounter cards** and place them facedown next to the initiative cards.

Place the **hostile models**, hostile **reference cards**, and all remaining cards and tokens within reach of all.

Place the **destiny dice** (black D6s), **quest dice** (D12), and coloured **action dice** (D6, D8, and D12) below the skyvessel board. Each hero takes 4 **activation dice** (white D6s).

Whenever you roll 2 or more action dice for the same roll, apply the best result from a single dice, not all of the results. A roll that includes any successes, but no critical successes, is a **success**. A roll that includes any critical successes is a **critical success**.

Place the **drop zone board tile** on the table, with an open **gateway** against the middle of its right edge. In leader order, each player deploys each hero they control in a space in the drop zone.

Prepare the combat map as shown for the chosen journey. The leader draws 1 **encounter card** for each **mysterious object symbol** ● and places each card in the first empty space above the combat track in the order drawn.

Starting with the hostile group on the first card, and proceeding to the right, the leader takes all the models for that group and deploys them on the battlefield. Use the hostile group of the same **level** as the highest level hero taking part (level 0 for the first journey). Deploy all these hostiles in spaces adjacent to the mysterious object nearest to the heroes that has no hostiles adjacent to it. Where possible, place small hostiles sharing a space with another small hostile. If there are ever no more of a type of model, set up as many as are available.

If this means that group has no models, discard that group's encounter card, replace it with a new one, and deploy those hostiles instead.

Choose whichever hostiles you wish in a group with multiple hostiles, though for a **hunt** journey, always include 1 champion where possible.

A model not part of a hostile group and not on the battlefield is *available*.

Gateways connect board tiles; all spaces that touch the same open gateway are **adjacent**. A closed gateway only touches 1 board tile and cannot be moved through. **Lychgates** are access routes for hostiles to arrive on the battlefield, and are placed touching board tiles. Gateways and lychgates are not spaces and cannot have models on them.

Each tile is divided into **spaces**. Spaces that touch (even by only a corner) are **adjacent**, as are models in those spaces. Any touching board tiles, or board tiles connected by gateways, are called the **battlefield**. A space can only hold 1 hero, 1 large hostile, 1 mysterious object, or up to 2 small hostiles.

THE TURN

1. JOURNEY PHASE

Nightfall step

The leader moves the nightfall token clockwise once. When the token is moved to the last **nightfall** space, it is no longer moved.

If the token is on this space when a hostile group is activated, use the empowered side of the hostile reference card (moon symbol).

Quest step

Check the rules for the current journey.

2. DESTINY PHASE

The leader rolls the 5 destiny dice, then puts any dice that show a unique number on the light **available destiny** space on the skyvessel board. Any other dice (doubles, triples etc) are put in the dark **discarded destiny** space.

3. INITIATIVE PHASE

Activation rolls step

Each player makes an activation roll for each hero they control.

Roll 1 white activation dice for each empty activation space the hero has on their character card. Place each dice on an empty space without changing the result.

Initiative step

The leader takes the 4 hero initiative cards and 1 hostile initiative card for each hostile group on the combat track and shuffles them all together. Then deal the cards faceup from left to right into the available spaces below the combat track.

Gambit step

Players may attempt 1 or more **gambits** by spending 1 activation dice, then making an **AGILITY** roll for that hero (roll the action dice shown under that hero's **AGILITY**). If several heroes want to attempt a gambit at the same time, resolve them in leader order.

Destiny dice cannot be used for gambits.

Failure: Nothing happens.

Success: Swap the hero's initiative card with the closest hostile group initiative card to the hero's left or right (player's choice) on the combat track.

Critical success: Swap the hero's initiative card with any hostile group initiative card on the combat track.

4. ACTIVATION PHASE

Activate each hero and hostile group in the order determined by the initiative cards along the combat track. Turn each card facedown after their activation is complete.

Hero activations

Heroes can make actions when activated by spending activation dice, removing each from their card as they do so. A hero can make the same action multiple times, but must end an action before starting a new one.

To make an action, spend a dice which matches or exceeds the action's cost (in brackets).

When you do not want to make any more actions with a hero, their activation ends; remaining activation dice are saved to make reactions. If the hero slew any hostiles, make an **inspiration roll**.

Free actions do not require activation dice, and are treated as though an activation dice with a score of 6 was spent on them.

The **available destiny dice** on the skyvessel board are extra activation dice that are shared between the heroes. When one is spent, move it to the discarded destiny dice space. **A hero cannot spend more than 2 destiny dice in the same turn**, except for the last hero to activate, who may spend any remaining dice.

Hostile group activations

If the hostile group's encounter card is faceup: Check to see if that hostile group is **driven off** by counting the number of hostiles from that group on the battlefield. **If that number is a third or fewer than the original number deployed, the group is driven off.** Each hostile from that group on the battlefield that is not *stunned* makes 1 weapon action. Then the leader removes any remaining models from that group from the battlefield, and replaces that encounter card above the combat track with the next card from the encounter deck, placed facedown. Then the hostile group's activation ends.

If the hostile group is not driven off, the leader makes **behaviour rolls** for the group.

If the hostile group's encounter card is facedown: The leader flips the encounter card faceup and deploys the appropriate hostile group for the heroes' level on the battlefield as reinforcements. Then the hostile group's activation ends.

5. EVENT PHASE

If all the heroes are dead or out of action, or if every hero that is not dead or out of action is in the extraction zone, the journey ends.

If the journey continues, the leader makes an event roll by rolling the quest dice on the event table. Once resolved, they pass the **leader token** to the player on their left and a new turn begins.

1	**A Destiny Denied:** Do not make a destiny roll at the start of the next turn.
2-4	**The Will of the Master:** The hostile group with a model furthest from any hero makes a move action. If there are equidistant groups, the leader picks one. If none, nothing happens.
1	**Crisis:** Resolve 1 crisis for your journey from the quest book.
1	**Our Time Grows Short:** Move the nightfall token clockwise 1 space (unless the token is on the nightfall space).
1	**Born Hero:** The leader picks 1 out of action hero (if there are none, pick 1 hero on the battlefield) to place in the nearest empty space to another hero. Then make a free Recuperate (1+) roll for that hero, or remove 1 ailment from them.
11	**Inspiring Effort:** The leader picks a hero to gain 1 inspiration point.
12	**A Destiny Fulfilled:** After the destiny roll is made, move all discarded destiny dice to the available destiny dice space.

ACTIONS

There are 5 **basic actions** that any hero can make: **Move** (1+), **Run** (3+), **Recuperate** (1+), **Search** (4+), and **Extract** (4+). Each hero also has a number of unique abilities (which may or may not require activation dice) and weapon actions on their hero card.

Move (1+)

Move your hero up to as many spaces as the first number of their MOVE value. Each space they move into must be adjacent to their current space. Any spaces that touch (including diagonally) are adjacent.

Heroes can move through heroes and hostiles may move through hostiles, but they cannot move through each other. A model can never end its move in the same space as another model (a small hostile can end its move in a space with 1 other small hostile).

If a model moves into an empty space adjacent to an enemy model, that move action ends. A model can begin a move adjacent to an enemy model with no penalty.

Run (3+)

Move your hero as many spaces as the second number of their MOVE value. All other normal movement rules apply.

Recuperate (1+)

Make a vitality roll by rolling the action dice shown for the hero's VITALITY. If the roll is a success, remove 1 wound counter from their character card, or turn 1 grievous wound counter over. If the roll is a critical success, remove 2 wound counters, or remove 1 grievous wound counter.

Search (4+)

If your hero is standing next to a space with a mysterious object in it, and there are no hostiles adjacent to your hero, draw a discovery card.

Treasure: The searching hero takes the card. A hero can have only 1 treasure card; if they receive another, pick one and discard the other. Treasure cards can be traded freely between adjacent heroes. Finally, remove the mysterious object from the battlefield.

Trap: Follow the instructions, then discard the card.

Crisis: Generate a **crisis**, then discard the card.

Realmstone: The searching hero takes the card. After this card is drawn, remove the mysterious object from the battlefield.

Extract (4+)

If your hero is in a space touching a closed gateway and there are no hostiles adjacent to the hero, place the extraction zone tile so that at least 1 space is touching the closed gateway and is not touching any other board tile. Then flip the closed gateway to its open side.

Weapon actions

When your hero makes a weapon action:

1. Pick target

Pick a visible enemy model as the **target**. Melee weapons can only target adjacent enemies. Ranged weapons *cannot* target adjacent enemies. Dual type weapon actions can target enemies adjacent or further away. **If any enemy models are adjacent and visible, only they can be targeted.**

A model is **visible** if the attacker is in the same board tile as the target, or if the target is in a space touching an open gateway that is touching the board tile the attacker is in, or if the attacker is in a space touching an open gateway that is touching the board tile the target is in.

2. Make an attack roll

Roll the action dice shown beside the weapon action:

Failure: The attack misses and the attack sequence ends.

Success: The attack is successful and the target suffers damage equal to the weapon action's first **DAMAGE** value.

Critical success: The attack is successful and the target suffers damage equal to the weapon action's second **DAMAGE** value.

Put wound counters next to the hostile to track wounds it has suffered. A wound counter is worth 1 damage and a grievous wound counter is worth 3 damage. If the value of the counters equals or exceeds the hostile's **WOUNDS** value, it is removed from the battlefield and placed on its hostile group's encounter card (it remains part of that hostile group until that group is **driven off**).

If a hostile reduces damage, subtract that amount from the total damage they suffer (after any other modifiers). If a hostile ignores damage, they suffer no damage, regardless of modifiers.

REACTIONS

If a hero ends their turn with any unspent activation dice, reduce the score of all of them by 1. Discard any dice that would become 0. Remaining dice are called **reaction dice**.

A reaction dice can be used to make a weapon action when a hostile visible to the hero finishes a move or weapon action, or is deployed. The triggering hostile must be the weapon action's target. After the weapon action, continue the hostile activation.

A hero can make a maximum of 1 weapon action each time a hostile triggers a reaction. If several heroes can do so, declare which ones will react and make weapon actions in leader order; if the hostile is slain, the heroes that didn't get to make their reaction must still discard the reaction dice they would have spent.

At the end of the activation phase, remove any activation dice left on hero character cards.

INSPIRATION

If any hostiles are slain during a hero's activation, that hero makes an **inspiration roll** at the end of their activation. **Roll the quest dice:** if the result is less than or equal to the combined **WOUNDS** values of the hostiles slain by that hero during their activation, they receive 1 **inspiration point**. Hostiles slain at any other time (eg, during reactions) are not counted. Do not count hostiles the hero damaged but did not kill.

In addition, a hero's *Path to Glory* is a condition that gains a hero inspiration points when it is met.

Inspiration points can be spent as follows:

Cost 3: If the hero's character card is on its *Path to Glory* side, flip it to its *inspired* side. **A hero must spend 3 points to inspire immediately upon reaching 3 inspiration points.** Transfer any wounds, ailments, items, inspiration points, and unspent dice to the inspired side of their character card. Heroes remain inspired until the end of their current journey.

Cost 3: During that hero's activation, make a Search (4+) action when not adjacent to a mysterious object (the action still costs a 4+ dice and the hero cannot be adjacent to any enemies). This does not remove any mysterious objects from the battlefield.

Cost 2: The hero may attempt a gambit without spending an activation dice.

Cost 1: Re-roll 1 action dice from a roll made by, or for, that hero.

HOSTILE GROUP ACTIVATIONS

The leader makes 1 behaviour roll for each category of hostile in the hostile group (some hostile categories contain different hostiles, but they are treated as being from the same category).

1. The leader picks a hostile category from the active hostile group (the **acting hostiles**).

2. The leader rolls the quest dice and looks up the result on the hostile's reference card.

3. The leader makes any listed actions with each acting hostile, one at a time, starting with the one closest to any hero (if necessary, the leader chooses).

4. Repeat the above for any remaining hostile categories.

5. The active hostile group's activation ends.

Advance: The hostile makes 1 move action, then 1 weapon action.

Charge: The hostile makes 2 move actions, then 1 weapon action.

Hostile move actions

Move the hostile up to as many spaces as their MOVE value. All the rules that apply to a hero move action apply.

Unless specified otherwise, a hostile always takes the most direct path that permits it to attack the nearest hero. They will always take the path that allows it to attack, even if that target is more distant.

If it cannot move in such a way that would allow it to attack, it will move as close as possible to the nearest hero.

Small hostiles always end their move adjacent to a hero and in the same space as another small hostile if possible.

Hostile attack actions

The same rules that apply to hero weapon actions also apply. If more than 1 target could be picked, the leader chooses. If no target can be picked, the hostile does not attack.

Make a DEFENCE roll each time your hero suffers damage. Defence rolls cannot be made when heroes suffer damage in other ways, unless specified otherwise.

Failure: The hero suffers damage equal to the appropriate **DAMAGE** value of the hostile weapon action.

Success: The hero reduces the damage suffered from the hostile weapon action by 1 (min 0).

Critical success: The hero reduces the damage suffered from the hostile weapon action by 3 (min 0).

If the damage was reduced to 0, the attack is resolved.

DAMAGE

When a hero suffers **damage**, each point of damage is allocated to that hero. For each point allocated:

a. If there are no wound counters on the hero's character card, apply 1 **wound counter** to it, placing it on an activation dice space that does not contain any wound counters. If a dice is on that space, discard that dice.

b. If there are already any wound counters on the hero's character card, turn 1 of them over to the **grievous wound** side instead of placing another wound counter.

If there are no spaces to place a wound counter on, that hero is taken **out of action**.

When a hero is taken out of action, remove their model from the battlefield and their initiative card from the combat track.

While the hero is out of action, none of the actions or rules on their character card can be used, and they do not take part in crises.

RE-ROLLS

If you are instructed to re-roll action dice, you can pick any of the action dice that were rolled and roll them again (the dice you did not pick cannot be re-rolled afterwards). If you are instructed to re-roll activation or destiny dice, roll the required number of dice and use the new rolls. Unless noted otherwise, you cannot re-roll any dice more than once.

CARRIED ITEMS

When instructed, place in or remove items from a hero's **carried items space** on their character card. If a hero already has an item in the space and has to place another, choose which to keep; the other item is discarded.

DEPLOYING REINFORCEMENTS

When a rule calls for **reinforcements** to be deployed:

1. Unless specified otherwise, the leader takes the required hostiles from the available models. If there are not enough, set up as many as are available. If the group has no models, discard that group's encounter card, replace it with a new one, and deploy those hostiles instead.

2. The leader picks any hostile model from those being deployed.

3. If the heroes are on a **scavenge** or **hunt** journey, the leader deploys that model in a space touching the lychgate furthest from the heroes. If the heroes are on a **deliverance** journey, the leader deploys that model in a space touching the lychgate nearest to any closed gateway.

4. If the space a hostile would be deployed into contains a hero, that hero suffers 2 damage and the hostile is not placed. If it cannot be deployed for any other reason, place it in the nearest empty space to that lychgate.

5. That hostile then makes an **advance** action (do not make a behaviour roll).

6. Repeat this once for each hostile being deployed.

If it is impossible to place a model for some reason, it is slain if it is a hostile, or taken out of action if it is a hero.

CRISES

If a **crisis** occurs, pause the game, follow these steps, then resume the game:

1. If there is only 1 hero on the battlefield, the crisis does not occur. The game continues.

2. The leader turns to the page in the **quest book** for the journey the group is on, rolls the quest dice, and looks up the result on the crises table for that journey. If night has fallen, roll on the **night column** of the table for that journey instead.

3. The leader turns to the given page number in the quest book and reads aloud the given entry.

4. The leader picks 1 hero to resolve that crisis. The player controlling that hero is the **acting player** until the crisis ends.

5. Remove the acting hero from the battlefield.

6. The acting player follows the instructions listed in the entry.

7. After the crisis ends, resume the game, returning the acting hero to the battlefield when they would next activate. Deploy them in an empty space as close as possible to another hero.

8. Once deployed, the acting hero is activated as normal.

If the other heroes are taken out of action before an acting hero returns to the battlefield, the journey is failed immediately.

AILMENTS

Buried: Place a **buried token** in the hero's space and remove them from the battlefield. No model can be moved into or be placed in the same square as the token.

While it is there, the buried hero cannot make actions or use unique abilities. When they end their activation, they suffer 2 damage. If a buried hero is taken out of action, they have died.

To dig free, the buried hero, or a hero adjacent to them, must spend 2 activation dice with a score of 6. When this happens, remove the buried token and return the hero to the same space.

Cursed: Place a **cursed token** next to the model. While the model is cursed, increase the **DAMAGE** value of all weapon actions that target it by +1/+2.

Diseased: Place a **diseased token** on an activation dice space on the hero's character card that does not contain any wound counters (unless there is no other choice).

If there is a dice in that space, change its score to 1. When an dice is placed on that square, change it to 1. A wound counter cannot be placed on the space unless there is no other choice.

While a hostile is diseased, place a diseased token beside that model. When it is attacked, if the result of an attack roll is a success, change the result to a critical success.

Fatigued: Place a **fatigued token** next to the model. After they activate, before making any actions, change all their activation dice scores to 1. Then remove the token.

Stunned: Place the model on its side in the space. When a stunned hero is next activated, they must discard an activation or destiny dice of their choice; then stand the hero back up. When a stunned hostile's group next activates, stand the stunned hostile back up instead of making any actions with that hostile. If a stunned model is stunned again, they suffer 1 damage instead.

Trapped: Place a **trapped token** next to the model. Trapped heroes cannot make Move (1+) or Run (3+) actions until the token is removed.

To remove the token, a hero that is trapped, or a hero adjacent to them, must spend an activation dice with a score of 4+.

While a hostile is trapped, if it would make a move action it does not. Remove all trapped tokens from hostiles after the event roll is made in the event phase.

NIGHTWARS NEW RULES

HUGE AND GIANT HOSTILES

Huge hostiles must be placed on 2 spaces that are **fully adjacent** (connected by a whole side, and not adjacent via a gateway). They fully occupy both spaces. If they would be placed in specific spaces but a model is in the way, that model is moved to the nearest space it could move to that the huge hostile will not be moving to. If a hero or hostile would be moved, the hostile is moved.

When moving, a huge hostile moves from its starting space (the space occupied by it that is closest to its destination space) to its destination space. One of the spaces it occupies after its move action must be the destination space.

Giant hostiles must be placed on 4 spaces that are adjacent to each other, in which each of those spaces is **fully adjacent** to at least 2 other spaces. They fully occupy all 4 spaces.

If they would be placed in specific spaces but other models are in the way, those model are moved in leader order to the nearest empty spaces that the giant hostile will not be moving to.

CLOSED GATEWAYS

Closed gateways cannot be moved through by heroes, and spaces touching them on different tiles are not adjacent to each other. A hero next to a closed gateway touching 2 or more tiles can make the **Open (4+)** action to pick a closed gateway next to them and flip it to an open gateway.

Hostiles treat closed gateways as open gateways when moving. They cannot draw LOS through a closed gateway unless a hero is in a space touching that gateway.

ADJACENT BOARD TILES

Two or more board tiles which touch the same gateway are considered adjacent to each other.

TIMING

If abilities or actions occur at the same time, the player controlling the hero whose activation it is chooses the order. If it is not a hero's activation, the leader chooses.

WARHAMMER QUEST
CURSED CITY

1. JOURNEY PHASE

Nightfall: The leader moves the nightfall token clockwise once. If the token is on the nightfall space when a hostile group is activated, use the **empowered** side of their reference card.

Quest: Check the rules for the current journey.

2. DESTINY PHASE

The leader rolls the **5 destiny dice**, then puts any dice that show a unique number on the light **available destiny** space. Any other dice are put in the dark **discarded destiny** space.

3. INITIATIVE PHASE

Activation rolls: Each player makes an activation roll for each of their heroes: 1 white activation dice for each empty activation space on their character card. Place each dice on a space.

Initiative: The leader shuffles the 4 hero initiative cards and 1 hostile initiative card for each hostile group on the battlefield, then deals them faceup from left to right below the combat track.

Gambit: Heroes may attempt 1 or more gambits by spending 1 activation dice, then making an **AGILITY** roll. Destiny dice cannot be used for gambits.

Success: Swap the hero's initiative card with the closest hostile group initiative card to the hero's left or right on the combat track.

Critical success: Swap the hero's initiative card with any hostile group initiative card on the combat track.

4. ACTIVATION PHASE

Activate each hero and hostile group in the order determined by the initiative cards. Turn each card facedown after activation.

Hero activations

To make an action, spend a dice equal or exceeding its cost.

Available destiny dice are shared between the heroes. **A hero cannot spend more than 2 destiny dice in the same turn**, except for the last hero to activate, who may spend any remaining dice.

If a hero ends their turn with any unspent activation dice, reduce the score of all of them by 1. Discard any dice that would become 0. Remaining dice are **reaction dice**.

After a hero's activation, **roll the quest dice:** if the result is less than or equal to the combined **WOUNDS** of the hostiles they slew during their activation, they gain 1 **inspiration point** (IP).

Hostile group activations

If the hostile group's encounter card is faceup: Count the number of hostiles from that group on the battlefield. **If it is a third or fewer than the original number deployed, the group is driven off.** Each hostile from that group that is not *stunned* makes 1 weapon action. Then remove any remaining models from that group from the battlefield, and replace that encounter card above the combat track with the next card from the encounter deck, facedown. Then the group's activation ends.

If the hostile group is not driven off, the leader makes **behaviour rolls** for the group.

If the hostile group's encounter card is facedown: The leader flips the encounter card faceup and deploys the appropriate hostile group for the heroes' level on the battlefield as **reinforcements**. Then the hostile group's activation ends.

5. EVENT PHASE

If all the heroes are dead or out of action, or if every hero not dead or out of action is in the extraction zone, the journey ends.

If the journey continues, the leader makes an event roll. Once resolved, they pass the **leader token to** the player on their left.

1	**A Destiny Denied:** Do not make a destiny roll next turn.
2-4	**The Will of the Master:** The hostile group with a model furthest from any hero makes a move action. If there are several, the leader picks one. If none, nothing happens.
1	**Crisis:** Resolve 1 crisis from the quest book.
1	**Our Time Grows Short:** Move the nightfall token clockwise 1 space (unless it is on the nightfall space).
1	**Born Hero:** The leader picks 1 out of action hero (if there are none, pick 1 hero on the battlefield) to place in the nearest empty space to another hero. Then make a free Recuperate (1+) roll for that hero, or remove 1 ailment.
11	**Inspiring Effort:** The leader picks a hero to gain 1 IP.
12	**A Destiny Fulfilled:** After the destiny roll is made, move all discarded destiny dice to the available destiny dice space.

ACTIONS

Move (1+)

Move the hero up to as many spaces as the first MOVE value. A model can never end its move in the same space as another model (except 2 small hostiles). If a model moves into an empty space adjacent to an enemy model, that move action ends.

Run (3+)

Move the hero as many spaces as the second MOVE value.

Recuperate (1+)

Make a VITALITY roll. If successful, remove 1 wound counter, or turn 1 grievous wound counter over. If a critical success, remove 2 wound counters, or remove 1 grievous wound counter.

Search (4+)

If the hero is standing next to a mysterious object space, and there are no hostiles adjacent to them, draw a discovery card.

Treasure: Take the card. A hero can have only 1 treasure card. Treasure cards can be traded freely between adjacent heroes. Remove the mysterious object from the battlefield.

Trap: Follow the instructions, then discard the card.

Crisis: Generate a **crisis**, then discard the card.

Realmstone: Take the card. Remove the mysterious object from the battlefield.

Extract (4+)

If the hero is in a space touching a closed gateway and there are no hostiles adjacent to them, place the extraction zone tile and flip the closed gateway to open.

Weapon actions
1. Pick target

Pick a visible enemy model as the **target**. Melee weapons can only target adjacent enemies. Ranged weapons *cannot* target adjacent enemies. **If any enemy models are adjacent and visible, only they can be targeted.**

2. Make an attack roll
Roll the action dice shown beside the weapon action:

Failure: The attack misses and the attack sequence ends.
Success: Target suffers the weapon's first **DAMAGE**.
Critical success: Target suffers the weapon's second **DAMAGE**.

INSPIRATION

Cost 3: If the hero's character card is on its *Path to Glory* side, flip it to its *inspired* side. **A hero must spend 3 points to inspire immediately upon reaching 3 inspiration points.**

Cost 3: During that hero's activation, make a Search (4+) action when not adjacent to a mysterious object. This does not remove any mysterious objects from the battlefield.

Cost 2: The hero may attempt a gambit without spending an activation dice.

Cost 1: Re-roll 1 action dice from a roll made by, or for, that hero.

HOSTILE ACTIONS

The leader makes 1 behaviour roll for each category of hostile in the hostile group.

Advance: 1 move action, then 1 weapon action.

Charge: 2 move actions, then 1 weapon action.

Hostile move actions

Move the hostile up to as many spaces as their MOVE value. All the rules that apply to a hero move action apply. Unless specified otherwise, a hostile always takes the most direct path that permits it to attack the nearest hero.

Hostile attack actions

The same rules that apply to hero weapon actions also apply. If more than 1 target could be picked, the leader chooses. **Make a DEFENCE roll each time your hero suffers damage due to a hostile attack.**

Failure: The hero suffers damage equal to the appropriate **DAMAGE** value of the hostile weapon action.

Success: The hero reduces the damage suffered from the hostile weapon action by 1 (min 0).

Critical success: The hero reduces the damage suffered from the hostile weapon action by 3 (min 0).

DEPLOYING REINFORCEMENTS

When a rule calls for **reinforcements** to be deployed:

1. The leader takes the required hostiles from the available models. If there are not enough, set up as many as are available. If the group has no models, discard that group's encounter card, replace it with a new one, and deploy those.
2. The leader picks any hostile model from those being deployed.
3. If the heroes are on a **scavenge** or **hunt** journey, deploy that model in a space touching the lychgate furthest from the heroes. If the heroes are on a **deliverance** journey, deploy it in a space touching the lychgate nearest to any closed gateway.
4. If the space a hostile would be deployed into contains a hero, that hero suffers 2 damage and the hostile is not placed. If it cannot be deployed for any other reason, place it in the nearest empty space to that lychgate.
5. That hostile then makes an **advance** action.
6. Repeat this once for each hostile being deployed.

If it is impossible to place a model for some reason, it is slain if it is a hostile, or taken out of action if it is a hero.

CRISES

1. If there is only 1 hero on the battlefield, the crisis does not occur. The game continues.
2. The leader rolls the quest dice and checks the crises table for that journey in the quest book. If night has fallen, roll on the **night column** of that table instead.
3. The leader turns to the given page number in the quest book and reads aloud the given entry.
4. The leader picks 1 hero to resolve that crisis. The player controlling that hero is the **acting player** until the crisis ends.
5. Remove the acting hero from the battlefield.
6. The acting player follows the instructions listed in the entry.
7. After the crisis ends, resume the game, returning the acting hero to the battlefield when they would next activate. Deploy them in an empty space as close as possible to another hero.
8. Once deployed, the acting hero is activated as normal.

AILMENTS

BURIED

Place a **buried token** in the hero's space and remove them from the battlefield. No model can be moved into or be placed in the same square as the token.

While it is there, the buried hero cannot make actions or use unique abilities. When they end their activation, they suffer 2 damage. If a buried hero is taken out of action, they have died.

To dig free, the buried hero, or a hero adjacent to them, must spend 2 activation dice with a score of 6. When this happens, remove the buried token and return the hero to the same space.

CURSED

Place a **cursed token** next to the model. While the model is cursed, increase the **DAMAGE** value of all weapon actions that target it by +1/+2.

DISEASED

Place a **diseased token** on an activation dice space on the hero's character card that does not contain any wound counters (unless there is no other choice).

If there is a dice in that space, change its score to 1. When an dice is placed on that square, change it to 1. A wound counter cannot be placed on the space unless there is no other choice.

While a hostile is diseased, place a diseased token beside that model. When it is attacked, if the result of an attack roll is a success, change the result to a critical success.

FATIGUED

Place a **fatigued token** next to the model. After they activate, before making any actions, change all their activation dice scores to 1. Then remove the token.

STUNNED

Place the model on its side in the space. When a stunned hero is next activated, they must discard an activation or destiny dice of their choice; then stand the hero back up.

When a stunned hostile's group next activates, stand the stunned hostile back up instead of making any actions with that hostile. If a stunned model is stunned again, they suffer 1 damage instead.

TRAPPED

Place a **trapped token** next to the model. Trapped heroes cannot make Move (1+) or Run (3+) actions until the token is removed.

To remove the token, a hero that is trapped, or a hero adjacent to them, must spend an activation dice with a score of 4+.

While a hostile is trapped, if it would make a move action it does not. Remove all trapped tokens from hostiles after the event roll is made in the event phase.

WARHAMMER QUEST
CURSED CITY

JOURNEY'S END

1. Determine success
Consult the **victory conditions** for the journey.

2. Resolve extraction event
The leader rolls the quest dice and checks the **extraction event table**. Add 1 if the heroes were successful, and add 1 if the nightfall token was in a daytime space when the journey ended.

Any tokens placed in a bag as a result of this roll are placed in the same bag as the quest card when pausing the quest.

3. Determine survival
If a hero is **out of action**, that player rolls the quest dice. Subtract 1 if the hero has an ailment. If the result is 1 or less, the hero has died and cannot be used in future journeys; place their character card in a bag with a mortis card, and return their cards and tokens to their decks or the box. **If 5 or more heroes die, the quest is over and players must restart.**

4. Remove tokens and counters
Return each character card to its *Path of Glory* side and remove all tokens and counters from them. Heroes retain treasure and empowerment cards. They can now freely trade realmstone cards, treasure cards, and carried items.

5. Resolve consequences
Resolve the **consequences** for the journey.

When a hero gains **experience**, give them a **novice experience token**. If they already have one, replace it with a **veteran experience token**. If they already have one of those, discard it and the hero's level increases (give them the token for the new level, replacing any level token they already have).

If a hero takes part in a successful journey with another hero of a higher level, the lower level hero gains experience *twice*.

When a hero's level increases they immediately gain a **trait**. Take the trait card for the hero's class (*stalwart, blade, executioner,* or *loremaster*); each time their level increases, they keep all the traits gained at previous levels.

6. Spend realmstone
The total value on a hero's realmstone cards are their **realmstone points**. Each **empowerment** has a realmstone cost. Buy the appropriate card and place it beneath the relevant slot on the hero's character card (armour or weapon). A hero can only have 1 card per slot. The empowerment is permanent, cannot be exchanged, and remains until the hero dies; if a second one is purchased for the slot, discard the previous one (it can then be purchased again). Each empowerment can by used by 2 heroes at most.

At the end of this step discard all remaining realmstone cards.

7. Pick a new journey

PAUSING A QUEST

Between games, save a hero's character card, empowerment cards, treasure cards, carried item, experience token, and level token in one of the plastic bags. Place the quest card and the tokens and counters on it in a separate bag.

JOURNEY TYPES

Hunt journeys: No additional rules.

Scavenge journeys: See the special rules in the quest book. When deploying hostiles at the start, if there are more than 4 mysterious objects on the battlefield, deploy the hostile groups adjacent to the objects marked with a **1** in a red circle (beginning with the one nearest to the heroes).

Decapitation journeys: See the special rules in the quest book.

DELIVERANCE JOURNEYS

When you set up the drop zone, place a **closed gateway** touching it instead of an open gateway. Shuffle the exploration cards and place the deck facedown next to the skyvessel board. Add 2 board tiles to the battlefield, one at a time, following the 4 steps below.

In subsequent turns, a hero may make a unique **Explore (4**+) action to reveal 2 more tiles if they are in a space touching a closed gateway and have no adjacent hostiles.

1. Draw exploration card
The leader draws the top exploration card and places it faceup where all can see it. If there are none left, use the step 2 rules to add the extraction zone to the battlefield. If this is impossible, each hero is immediately taken out of action and the journey fails.

2. Set up board tiles
The leader places the tiles shown on the card so that one of the gateway locations shown lines up with a closed gateway on the battlefield. Then flip the closed gateway over. The tile cannot be placed if any lychgate on the battlefield would be touching it, and it must be placed so that any lychgates shown on the card can be placed without touching any other tile.

Then place a closed gateway in the location shown furthest from the gateway that just became open. If there is a choice, the leader chooses. Finally, add any lychgates and mysterious objects.

3. Deploy hostiles
The leader draws 1 encounter card for each crossed swords symbol, placing that card in the first available space above the combat track. If there is no more room, no card is drawn.

The leader takes the required hostiles from the available models. If there is a mysterious object on the tile with no adjacent hostiles, deploy as many hostiles as possible from the new hostile group adjacent to that object (place 2 small hostiles in 1 space if possible). Deploy any remaining hostiles in spaces adjacent to those hostiles.

If there are 2 mysterious objects, the first group must be deployed adjacent to the one that is nearest to any hero.

If there are no mysterious objects, do the same as above but instead of 'mysterious object' read 'closed gateway'.

When a hostile group is **driven off**, *do not* draw a new encounter card and place it above the combat track.

4. New hostile group initiative
When hostile groups are deployed, add their initiative cards to the end of the combat track in the order they were deployed.