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Game: **WARHAMMER QUEST: LOST RELICS**

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Page 1: **Rules summary**

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WARHAMMER QUEST LOST RELICS

SETUP

Choose an **adventure**. Players decide which **heroes** they will control (there are always 4 heroes). Set up the play area (**game boards**, **door tokens**, appropriate **hostile cards** and **hostile tokens**) as shown in the adventure, with each players **hero card(s)** faceup in front of them (*wounded* side hidden).

Shuffle the **treasure deck** and place it facedown in the play area. Some adventures also use the **adventure card** and the **adventure token** and/or the **bounty token**.

An area that touches another area (even just at one corner) is **adjacent** to that area. If 2 areas are touching the same door token, those areas are also adjacent.

PLAYING A ROUND

ADVENTURE PHASE

The adventure will tell you what happens during this phase – usually moving hostiles and making attack actions with them.

DICE PHASE

Each player rolls 3 action dice for each of their heroes, and then places the results in the spaces on that hero's card. Do not do this for any heroes that are *out of action*.

INITIATIVE PHASE

Shuffle together the **initiative cards** for your heroes facedown, then deal them out faceup in a line to one side of the battlefield. This is the order in which heroes will take their turns in the action phase. Do not include any heroes that are *out of action*.

ACTION PHASE

The hero whose initiative card is on the left of the line of initiative cards has the first turn, followed by the other heroes in order from left to right, until each hero has had a turn.

When it is a hero's turn they can make up to 3 **actions**, one for each of their action dice. If you end the hero's turn before using all the dice, change each of the remaining dice to a result of 1.

After every action there is a **reaction step** in which a hostile may react. There is also a reaction step after a player ends their hero's turn without taking any actions.

LEADER PHASE

Each hostile **leader** on the battlefield makes its **leader action**, if possible. If there is more than 1 leader, the player whose hero took the first turn in the round decides the order in which they make these actions.

RECOVERY PHASE

If 1 or more heroes are adjacent to an empty **haven** area, place 1 hero who is out of action in that area, and turn their hero card over to the unwounded side.

Finally, remove any unused action dice from each hero's hero card. Then the round ends.

ACTIONS

To make an action with a hero, choose one of the actions on that hero's card, or on one of their treasure cards, then spend an action dice by removing it from that hero's card. If they can't do this, that hero can't make an action.

INSPIRED ACTIONS

A player can spend an action dice showing any result to make any action with their hero. But if you spend a dice showing a result at least as high as an action's **inspired** number, the action is called an **inspired action**.

ACTION CHAINS

When a player spends an action dice with a result of 1 to make an action, that player can start an **action chain**. A hero (the same or a different one) can immediately make an action if they spend an action dice with a result of 2 to make that action (it can be an inspired action). This happens before the reaction step, and before the hero who started the action chain continues with their turn.

After that, a hero can immediately make an action if they spend an action dice with a result of 3, and so on, allowing the heroes to make an action chain of up to 6 actions, one immediately after the other, with no reaction steps.

After the last step of an action chain, there is a reaction step and then the hero started the action chain resumes their turn.

DESTINY TOKENS

Heroes other than Taros can earn destiny tokens. Each hero can have only 1 (if they earn another, nothing happens).

Before a player spends an action dice, they can also spend a destiny token to change the facing of that action die to any value.

MOVE ➦

To make a move action, move from one area to an adjacent one, up to 2 times.

A hero cannot move into an area if the number of heroes and hostiles there is equal to its **area limit** (it is full!).

If there is a closed door between 2 areas, the hero cannot move between them. A hero in one of the areas can make an **interact** action to open the door (flip the token).

If the total number of hostiles in an area is at least as high as the number of heroes there, those heroes are **engaged** and cannot make **move** or **interact** actions. If a hero becomes engaged during a move action, that action ends.

When a hero makes an inspired move action, they can make a move action with one of these changes (player's choice):

- **Sprint:** The hero can move into an adjacent area 3 times.
- **Evade:** The hero ignores the engaged rule.
- **Barge:** The hero can move into 1 full area during their move action, and 1 hero or hostile chosen by that hero's player is moved into an adjacent area to make room for that hero.

ATTACK ✂/✂

Each hero has 1 or more attack actions on their hero card, and attack actions can also be found on treasure cards.

There are 2 kinds of attack action:

- **Melee:** The attacker targets an enemy in the same area.
- **Ranged:** The attacker targets an enemy visible to them.

An area and everything in it is **visible** to a hero that is in the same area or an adjacent area (as long as there isn't a closed door token between them).

When making an **area attack** (✂ ✂), the attack also targets each other hero and hostile in the same area as the target. Resolve these attacks one by one in an order of the player's choice.

The attacker picks a hostile as the target, then they deal damage as specified by the attack action.

If there are 2 values, use the first for a normal attack, and the second for an inspired attack. Finally, resolve any additional attack action abilities.

DAMAGE TO HOSTILES

When an attack deals damage to a hostile, if it deals damage equal to or greater than that hostile's **RESILIENCE** value, that hostile is slain and removed from the battlefield.

Otherwise, if the hostile is a **minion** (not a leader), flip its token to the wounded side. If it is already on its wounded side, it is slain and removed from the battlefield.

If the hostile is a **leader**, place a number of damage tokens equal to the damage dealt in the damage box on that hostile's card.

If it has a number of tokens equal to or greater than its **RESILIENCE**, remove the tokens, then that leader is slain and removed from the battlefield.

If a hostile has a **tough** symbol instead of a **RESILIENCE** value, when it is damaged, if its token is on its unwounded side, flip it to the wounded side.

DAMAGE TO HEROES

When an attack deals damage to a hero, place a number of damage tokens equal to the damage dealt in the damage box on that hero's card. Then, if it has a number of tokens equal to or greater than its **RESILIENCE**, remove the tokens and flip the card to its wounded side.

If the card was already showing its wounded side, that hero is *out of action* – remove the tokens, then remove that hero's miniature from the battlefield and place it on their hero card. If they have any treasure cards, they must choose 1 and shuffle it back into the treasure card deck.

REST ⚡

A hero can only make a rest action if there are no hostiles visible to them. Remove 1 damage token from their hero card.

If it was an inspired rest action, remove 2 damage tokens instead or, if they have no damage tokens and their card is on its wounded side, flip their card back over.

INTERACT ⚡

A hero can only make an interact action if they are not engaged, and there is something to interact with (either a closed door or something specified by the adventure).

HOSTILES

A hostile is *available* if you have at least 1 token showing that hostile that is not on the battlefield.

If you must make a choice regarding a hostile, the player whose hero last acted in this round chooses. If no hero has yet acted, the player whose initiative card is first chooses instead.

Each time a hero completes an action, there is a reaction step. One (only) hostile visible to that hero makes a reaction. When heroes make an action chain, there is only 1 reaction step after the last action in that chain, and the hero who acted last is considered to be the hero that last made an action.

When *Taros* makes any actions as a result of *Luxa's* action, the reaction step happens after *Taros'* actions, and *Taros* is considered the hero that last made an action.

HOSTILES AND REACTIONS

First, the player whose hero made the action chooses 1 hostile to make a reaction.

- They must choose a leader visible to the hero if possible.

- Otherwise, they must choose a hostile in the same area to the hero if possible.
- Otherwise, they must choose a hostile visible to the hero.

If you can choose from more than 1 hostile, you must choose one whose reaction will result in damage to one or more heroes if possible.

The same player then resolves the first reaction of the hostile's card. If there is more than one, resolve each in the order they are listed.



Attack: The hostile makes a melee/ranged attack action as appropriate, targeting a hero. If there is no possible target, skip this action.



Execute: The hostile makes an attack action that targets a hero with the most damage tokens possible. If there is a tie, or there are no heroes with damage tokens, choose one of these heroes as the target. If there is no possible target, skip this action.



Move: If this hostile is in the same area as any heroes, skip this action.

Otherwise, if there are any heroes in adjacent areas, the player whose hero acted last moves this hostile into one of those areas. If each of those areas is full, deal damage to 1 hero in one of those areas equal to the damage value of the first attack action of that hostile's card.

Otherwise, the player whose hero acted last moves this hostile 1 area closer to the closest hero. If this is not possible, skip this action.

Hostiles treat all door tokens as open when they move.



Retreat: The player whose hero acted last moves this hostile 1 area so it is not visible to any heroes. If this is not possible, skip this action.

TREASURE CARDS

When a hero gains a treasure card, they can keep it or immediately give it to any other hero (one anywhere on the battlefield, or even a hero *out of action*).

If a hero would gain a second weapon, armour, or artefact, that hero's player must choose 1 of them and shuffle it back into the treasure deck.

Some cards can only be used by a certain hero, as stated after the card's name. *Taros* cannot have treasure cards.

ENDING AN ADVENTURE

An adventure ends immediately and the heroes win if the adventure objective is met. If each of the heroes, not including *Taros*, is out of action, the heroes are defeated. The adventure may also describe other conditions in which the adventure ends in defeat for the heroes.

PLAYING A CAMPAIGN

Each adventure can be played on its own, but they can also be played as a **campaign** in order from start to finish. If so, each hero keeps their treasure cards from one adventure to the next.

If a hero is out of action at the end of an adventure, they begin the next adventure with their card's wounded side faceup.

Destiny and damage tokens to not carry over from one adventure to the next, and heroes who are wounded at the end of an adventure are not wounded at the start of the next.

If the heroes are defeated during a campaign adventure, attempt the adventure again. Keep treasure cards your heroes retained after their defeat, and none of the heroes begin the adventure with their card's wounded side showing.