

# Warhammer Quest

the Adventure Card Game



Rules Reference



## STOP!

This Rules Reference does not teach players how to play *Warhammer Quest: The Adventure Card Game*. It is recommended that players first read the Learn to Play booklet and play the tutorial, then use this Rules Reference as needed when playing the game.

## Using this Rules Reference

This document is the definitive source for all *Warhammer Quest: The Adventure Card Game* rules. The majority of this Rules Reference is the glossary, which provides players with detailed rules and clarifications listed in alphabetical order by topic.

Unlike the Learn to Play booklet, this Rules Reference addresses complex and unusual gameplay situations.

## GOLDEN RULES

The golden rules are fundamental game concepts on which all other game rules are built.

- The Rules Reference is the definitive source for all rules information. If something in this document contradicts information from the Learn to Play booklet, this Rules Reference takes precedence.
- Card effects and quest sheet rules override rules described in this Rules Reference, and quest sheet rules override card effects.
- If a card or quest uses the word “cannot,” that effect is absolute and cannot be overridden by other game effects.
- During the game, players control heroes. A player makes all game decisions and manipulates all game components for the heroes he controls.
- When a game effect could apply to multiple heroes, such as if the effect applies to the hero with the most wounds and two heroes are tied for the most wounds, the players decide which hero the effect is applied to.

## TERMINOLOGY

- When an effect uses the word “may,” that effect is optional.
- The term “party” refers to the collective group of heroes that are controlled by the players.

### QUEST ICON

Any cards that contain the quest icon are set aside before creating decks for a quest. Cards with the quest icon are only added to the game when an effect specifies.



## Initial Setup

Before starting the first quest of a *Warhammer Quest: The Adventure Card Game* campaign or a delve quest, players follow these steps:

- I. **Choose Campaign or Delve Quest:** Players collectively decide which campaign or delve quest they wish to play and, if they choose a campaign, take its corresponding campaign log. The campaign for the core game is “An Uneasy Alliance,” and its campaign log is on page 15 of the Learn to Play booklet.
- II. **Choose Heroes:** Each player chooses one of the four available heroes: Dwarf Ironbreaker, Wood Elf Waywatcher, Warrior Priest, or Bright Wizard. If playing with only one player, that player chooses and controls two heroes.
- III. **Gather Hero Components:** Each player takes the hero cards, action cards, and legendary gear cards that correspond to his chosen hero. Each player uses the hero card that has a number of hero icons equal to the number of heroes present in the campaign. All other hero components, including advanced actions and legendary gear, are set aside for now.

## Quest Setup

To set up a game of *Warhammer Quest: The Adventure Card Game*, players follow these steps (also shown in the diagram on the right):

1. **Place Hero Components:** Each player places his hero card, his four current action cards, and any gear cards he has faceup in his play area.  
**Note:** If this is the first quest in the campaign, the hero will only have his four basic actions, shown on the bottom of the card, and no gear cards.
2. **Create Supply:** Separate the wound tokens, success tokens, and progress tokens and place them in supply piles in reach of all players. Also, place the condition cards, separated by type, and all dice in the play area.
3. **Create Decks:** Take the quest sheet of the quest to be played. For a campaign, take the appropriate quest according to the campaign log. For a delve quest, take a quest with the “Delve Quest” trait. Then, create the enemy deck, location deck, gear deck, and dungeon deck according to the setup instructions on the back of that quest sheet (see Quest Setup on page 12). Then, place these decks in the play area.  
**Note:** Cards with the quest icon are not added to any decks unless specified by the quest (see the “Quest Icon” sidebar to the left).
4. **Set Peril:** Place the peril token on the starting space on the peril track—the starting space has a blank centre instead of a skull icon.
5. **Choose Party Leader:** Choose one player to be the party leader. That player receives the party leader token and will take the first turn when the game begins.
6. **Reveal Starting Location:** Reveal the top location from the location deck and spawn enemies according to that card.



Starting Peril Space

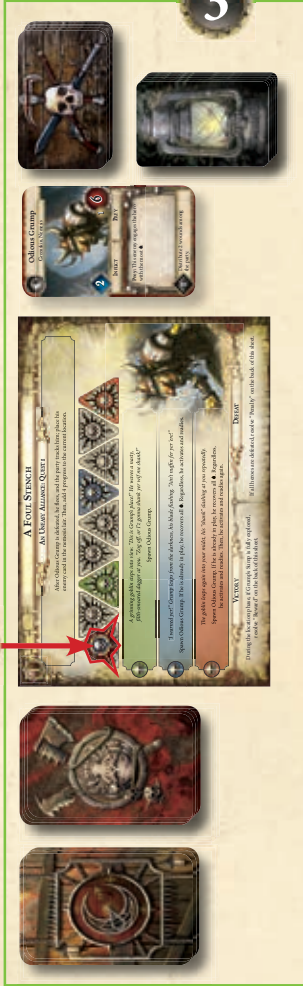


# Setup Diagram (2-player game)

1



3



4

6



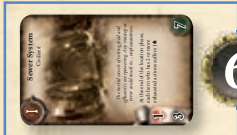
2



6



6



1



5



# Glossary

This section lists all the gameplay terms and rules for *Warhammer Quest: The Adventure Card Game* in alphabetical order. Each entry describes basic rules first, followed by a series of complexities or exceptions relevant to the topic.

## ACTIONS

When a hero activates, he performs one action. Each hero's available actions are explore, rest, aid, and attack.

- A hero is required to perform an action during his activation.
- An action is the primary effect of each action card, and the action's name appears in bolded small caps.
- If a game effect occurs before or after an action, that effect is resolved in relation to the action effect on the action card.

## Steps of an Action

1. **Choose Action:** The hero chooses and exhausts one action card from among his readied action cards. Then, he performs that action.
2. **Spend Success Tokens:** The hero may spend any number of success tokens (☉) from his chosen action card.  
The active hero places each spent ☉ in his play area. Each of these tokens applies +1☉.
3. **Roll Dice:** The hero simultaneously rolls one hero die for each die icon presented on his chosen action card and one enemy die for each readied enemy in his engagement zone.
4. **Reroll Dice:** A hero resolves any effects that reroll hero or enemy dice.

Each ☉ icon is rerolled during this step. This can cause **multiple rerolls** if ☉ icons are continually produced.

In addition to causing a reroll, each ☉ icon applies +1☉, which a player can track by using ☉ from the supply before rerolling the die.

5. **Apply Modifiers:** Apply any effects that add or remove icons, such as from gear or enemy effects.
6. **Apply Results:** The hero resolves the dice icons in the following order:

☉: Each ☉ applies an effect that corresponds to the action performed.

☉/☉: For each ☉ icon, one enemy attacks. The attack value of each attacking enemy is added together to create the total enemy attack value, which is subtracted by the number of ☉ icons. The difference is the number of wounds (☹) the active hero suffers.

☉: If a roll produces at least one ☉ icon, all ☉ effects found on nemesis cards are resolved. This includes nemesis cards in the shadow zone, any engagement zone, or the nemesis lair. Each nemesis effect is resolved once per action, even if more than one ☉ icon is produced.

- After a hero performs an action that has a prepare icon, he readies all four of his action cards.

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

**Related Topics:** Aid Action, Attacks, Explore Action, Rest Action

## ACTIVATION

During each game round, each hero activates during the hero phase, and each enemy activates during the enemy phase.

- When a hero activates, he chooses one of his action cards and performs each effect on that card from top to bottom.
- When an enemy is activated, each keyword on its effect bar is resolved from left to right.

**Related Topics:** Actions, Effect Bar, Enemy Phase, Hero Phase

## ACTIVE HERO

Numerous game rules and effects refer to the “active hero.”

- During the hero phase, the active hero is the hero who is currently resolving his activation.
- During the enemy phase, the active hero is the hero who is currently resolving an enemy activation.
- Each time an effect on an enemy card uses or implies the word “you,” it is referring to the active hero.
- When a game effect targets the active hero and there is no active hero, that game effect targets the party leader instead.

**Related Topics:** Enemy Phase, Hero Phase

## ACTIVE LOCATION

The active location is the revealed location that the party is exploring.

**Related Topics:** Location Phase

## ADVANCE

“Advance” is a keyword that is printed on the effect bar of many enemy cards.

- During the enemy phase, when an enemy's “Advance” effect is resolved, that enemy is placed in the active hero's engagement zone.

**Related Topics:** Enemy Phase, Engagement Zone, Effect Bar, Keywords

## ADVANCED ACTIONS

See Basic Actions on page 5.



## AID ACTION

The aid action allows a hero to assist another hero's future actions. Before rolling dice during this action, the active hero must choose another hero; this is the target hero. For each ✂, the target hero claims one success token (⊗).

- The target hero can place any claimed ⊗ on one or more of his action cards; however, each action card cannot have more than two ⊗ on it.
- A hero cannot target himself with an aid action.
- A hero can perform an aid action when there are no targets, such as if all other heroes are defeated. If this happens, ✂ icons have no effect.

**Related Topics:** Actions, Success Tokens

## ATTACKS

Both heroes and enemies attack to cause wounds (●) to each other.

### Hero Attack Action

The attack action allows a hero to attack an enemy. First, he chooses one enemy in his engagement zone to attack; this is the target enemy. For each ✂, the target enemy suffers one ●.

- Some effects allow a hero to target more than one enemy during an attack. If this happens, all targets must be chosen simultaneously.
- A ranged attack allows a hero to target an enemy in the shadow zone or another hero's engagement zone.
  - If a ranged attack allows a hero to target more than one enemy, these enemies do not have to be in the same zone.
- If a hero defeats one or more enemies in his 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 the icon is produced.

### Enemy Attacks

Enemy attacks can occur each time a hero performs an action in which there are one or more enemies in his engagement zone.

- When performing an action, each ∞ result causes one enemy in the active hero's engagement zone to attack. Each enemy can only attack once per action.
- If there are fewer ∞ results than there are enemies in the active hero's engagement zone, some enemies will not attack during this action. Enemies with higher attack values must be prioritized as attackers before enemies with lower attack values. Enemies always apply the maximum number of ● when resolving ∞ icons.
- The attack value of each attacking enemy is added together to create the total enemy attack value, which is subtracted by the number of ∅ icons produced during the roll. The difference is the number of ● the active hero suffers.

**Related Topics:** Actions, Enemies, Engaging, Hero Phase, Nemeses, Nemesis Lair, Ranged Attack, Wounds, Zones

## BASIC ACTIONS

Each hero starts the campaign with his four basic actions, which are distinguished by the "Basic" trait shown at the bottom of each card.

- During the settlement stage, a hero may visit the trainer. This allows him to replace one action of his choice with the advanced version of that action. The advanced action cards have the "Advanced" trait to distinguish them from the basic versions.

**Related Topics:** Actions, Aid Action, Attacks, Explore Action, Quests, Rest Action, Settlement Stage

## BLEEDING

See Conditions on page 6.

## CAMPAIGN

A campaign spans five quests that players can play in one long game session or spread throughout several game sessions. During a campaign, each hero's power increases as he acquires gear and effects necessary to overcome the growing challenges of each quest.

- Each quest of the campaign has both a "Victory" and a "Defeat" section presented on its corresponding quest sheet. These sections describe how the quest is completed.
- Each quest of the campaign has a "Reward" section and a "Penalty" section presented on its quest sheet. These sections describe any rewards or penalties the party receives for completing a quest and indicates which cards, if any, are added to the campaign pool.
- Each quest of a campaign is divided into two stages: the quest stage and settlement stage.
  - The quest stage is the primary stage of the game in which heroes resolve a quest.
  - The settlement stage occurs between quests and is when heroes perform settlement actions and prepare for the next quest.
- Delve quests are not played during a campaign.

**Related Topics:** Campaign Pool, Quests, Quest Sheet



## CAMPAIGN LOG

The campaign log is found on the back of the Learn to Play booklet and provides boxes where players can record their campaign information between game sessions.

**Related Topics:** Campaign

## CAMPAIGN POOL

The campaign pool is a set of unique cards that can transfer from one quest of the campaign to another, based on results of previous quests. The cards in the campaign pool help create a unique narrative for each campaign.

- The “Reward” and “Penalty” sections on the back side of each quest sheet list which cards, if any, are added to the campaign pool after that specific condition for that quest is met.
- 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.
  - One 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.
- At the end of the settlement stage, if there are any campaign pool cards remaining in any decks, these cards are returned to the campaign pool.
- Players always know which cards are present in the campaign pool; a player can look at the campaign pool cards between quests.

**Related Topics:** Campaign, Quest Sheet, Settlement Stage

## CLAIMING COMPONENTS

When a hero claims a component, he takes that component from its current location and places it in his play area.

**Related Topics:** Dungeon Cards, Gear, Success Tokens

## COMPONENT LIMITATIONS

There are situations in which players need to use more components than the game provides. If this happens, the following rules apply:

- Tokens are not limited. If players do not have enough of any token type, they can use a suitable replacement, such as a coin.
- Dice are not limited. If players need to roll more dice than the game provides, they can record the current result, reroll the needed dice, and combine the results. This is not a “reroll.”

**Related Topics:** Success Tokens, Wounds

## CONDITIONS

Conditions are ongoing effects that heroes can receive. Each condition has a corresponding condition card that describes the effect of that condition.

- When a hero receives a condition, he claims the corresponding condition card.
- Each condition card describes how the condition is removed. When a condition is removed, the corresponding condition card is discarded and returned to the supply.
- A hero cannot have more than one copy of the same condition at the same time. For example, if a hero who is already sickened would become sickened again, he ignores the effect.
- Enemies cannot receive conditions.

**Related Topics:** Effects

## CONVERTING DICE

Some effects convert one die icon into another. When resolving one of these effects, the previous icon is treated as if it did not exist and is replaced by the new icon.

- Heroes resolve these effects during the “Apply Modifiers” step of an action.
- After a die icon is converted, the new icon can be converted again by other effects.

**Related Topics:** Actions

## DEFEATED

When a hero or enemy has suffered wounds (♣) equal to its health value, it is defeated.

- If a hero or enemy is defeated during its activation, it resolves the remainder of its activation.

## Defeated Hero

- When a hero is defeated, he discards any ♣ suffered in excess of his health, flips his hero card facedown, discards any conditions he has, and all enemies engaged with him are moved to the shadow zone. Everything else in his play area remains unchanged, such as exhausted actions.
- The defeated hero cannot perform actions or recover ♣; he is eliminated for the duration of the quest but may still perform settlement actions.
- Any activations that a defeated hero would resolve during the hero phase are ignored. All non-defeated heroes activate as normal.
- During the peril phase, a defeated hero 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 in clockwise order instead.
- Some game effects revive a defeated hero. When a hero is revived, he flips his hero card faceup and may activate the next time it is his turn to do so.



## Defeated Enemy

- A defeated enemy's card is placed in the discard pile.

**Related Topics:** Actions, Wounds

## DELVE QUESTS

A delve quest is a standalone quest and it is not used when playing a campaign. Delve quests provide players with an accelerated, campaign-like progression of upgrading actions, increasing gear capacity, and claiming gear. When playing a delve quest, players 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 for a delve quest, each quest sheet specifically describes which cards from which tier to include in each deck.
- Delve quests do not have a settlement phase.
  - Each quest sheet specifically describes how players increase their gear capacity, upgrade their actions, and refresh depleted items.
- When a player is defeated during a delve quest, he is eliminated from the game.

**Related Topics:** Defeated, Quests

## DEPLETED CARDS

When a card is depleted, it is flipped facedown and cannot be used for the remainder of the quest. During the settlement stage, all depleted cards are flipped faceup.

**Related Topics:** Effects

## DISCARDING

When a component is discarded, it is either placed in a discard pile or returned to the supply.

- When a hero discards a token or a condition card, he returns that token or card to the supply.
- The enemy deck, dungeon deck, gear deck, and location deck each have a discard pile. When an enemy is defeated, it is placed in the enemy discard pile. When a dungeon card is used or resolved, it is placed in the dungeon discard pile. If a hero cannot equip or chooses not to equip a gear card, it is placed in the gear discard pile. When the party travels to a new location, the previous location is placed in the location discard pile.
  - 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.

**Related Topics:** Dungeon Cards, Enemies, Locations

## DISTRIBUTING

Numerous game effects instruct the party to “distribute” a value of something, such as success tokens (⊗) or wounds (●). When this happens, the party collectively decides how to allocate the tokens.

**Related Topics:** Effects, Success Tokens, Wounds

## DUNGEON CARDS

Dungeon cards represent items and events that heroes can encounter as they explore locations during a quest. A hero draws one dungeon card after he resolves an explore action.

- There are two types of dungeon cards: items and events.
  - Items are distinguished by the “Item” trait located below the name of the dungeon card. When a hero draws an item, he claims it. Items provide a hero with single-use effects. After an item is used, it is placed in the dungeon discard pile unless specifically stated otherwise.
  - Events are distinguished by the “Event” trait located below the name of the dungeon card. After an event is resolved, it is placed in the dungeon discard pile unless specifically stated otherwise.
- A hero can have any number of dungeon cards with the item trait. Unused items are discarded at the end of a quest.
- The lower-left corner of some dungeon cards contains one or more treasure icons.
  - When a hero draws a dungeon card that contains a treasure icon, for each treasure icon, he may either claim a card from the gear deck or claim any card from the gear discard pile.

**Related Topics:** Actions, Explore Action, Gear

## EFFECT BAR

See Enemy Effects on page 8.

## EFFECTS

Game effects appear on cards and sheets and alter the game's standard rules.

- When a game effect instructs a hero to discard a success token (⊗), that ⊗ cannot come from ⊗ already spent for an action.

## Hero Effects

Heroes have effects printed on their action cards.

- When a hero activates, he chooses one of his action cards and performs each effect on that card from top to bottom.
- An effect may have one or more requirements that a hero must fulfil to use that effect. If a hero cannot fulfil such requirements, he cannot resolve the effect.
- An effect that causes an enemy to suffer wounds directly (●) ignores the effects of resilience.
- An effect may have a cost that a hero must pay to use that effect. The following is a list of the different types of costs:



- **Success Tokens:** This cost requires a hero to discard the number of ⓧ specified to use the effect. These tokens can be discarded from any of a hero's action cards.
  - **Exhaust:** This cost requires a hero to exhaust the card by turning it sideways to use the effect.
  - **Deplete:** This cost requires a hero to flip the card facedown to use the effect.
  - **Discard:** This cost requires a hero to discard the card to use the effect.
- An effect that does not exhaust, such as one with a ⓧ cost, can be triggered multiple times each phase, but only once per timing instance specified by the effect.
  - Effects that are exhausted, used, depleted, or have some other costs are always optional. Any effect that does not have a cost is a persistent effect and is always active, such as "Apply +4 to your health value."

## Enemy Effects

Enemies have effects printed on their cards.

- Each enemy has an effect bar that contains one or more keywords. Each time an enemy activates, the active hero resolves each keyword on that enemy's effect bar in order from left to right.

## Peril Effects

Each quest sheet includes one or more peril effects.

- Each peril effect corresponds to a colour: green, blue, or red. These colours match the colours of specific spaces on the peril track.
  - During the peril phase, peril increases. If the peril token is moved to a space on the peril track with a colour corresponding to a peril effect, that effect is resolved.
  - Peril effects typically increase in severity from green to red.
- If peril increases or decreases through other quest rules, peril effects are not resolved.

**Related Topics:** Depleted Cards, Discarding, Effect Bar, Exhausting Cards, Peril Phase, Quest Sheet

## ELITE ENEMIES

Each enemy set may contain one or more elite enemies. Such an enemy is identified by the "Elite" trait, which is displayed under the enemy's name on an enemy card. An elite enemy often has a higher attack value and more health than its standard counterparts.

- Enemies that are not elite are referred to as standard enemies.
- Elite enemy cards share the same name as their standard counterparts. When a component references an enemy by its name, such as "Goblin Warrior," this refers to both the standard and elite versions of that enemy.

**Related Topics:** Enemies

## EMPOWERED

See Conditions on page 6.

## ENEMIES

Enemies are one of the primary obstacles that heroes must overcome during a quest. Each enemy is represented by an enemy card.

- There are three types of enemies: standard, elite, and nemesis.
  - An elite enemy is distinguished by its "Elite" trait, which is displayed under the enemy's name on its enemy card.
  - A nemesis enemy is distinguished by the quest icon displayed in the upper-left corner instead of a tier designation, as well as its "Nemesis" trait, which is displayed under the enemy's name on its enemy card.
- Each standard and elite enemy has a tier designation printed in the upper-left corner of its card. When creating an enemy deck prior to beginning a quest, enemies with a tier designation can be used as open enemies.
- Enemies without a tier designation are only used if instructed by a quest sheet or other component.
- When an enemy in play is defeated, it is placed in the enemy discard pile. If the enemy deck is expended, the party leader shuffles the enemy discard pile to form a new enemy deck.

**Related Topics:** Elite Enemies, Nemeses, Quest Sheet, Tiers

## ENEMY PHASE

During the enemy phase, heroes take turns activating readied enemies. Starting with the party leader and proceeding in clockwise order, each hero activates one enemy per turn and the party continues activating enemies until every readied enemy in each zone has activated. After activating an enemy, the active hero exhausts that enemy's card. After all enemies are exhausted, all enemy cards in play are readied, and the enemy phase ends.

- When choosing an enemy to activate, the active hero must choose a readied enemy in his engagement zone. If there is not one, he chooses a readied enemy in the shadow zone, either faceup or facedown. If there is not one, he skips his turn, and 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.
- When a facedown enemy is activated, the active hero reveals the enemy by flipping its card faceup. Then, he resolves all keywords on that enemy's effect bar from left to right.
- If an enemy is exhausted before it would have activated during the enemy phase, it will not activate that phase.
- Certain game effects can cause enemies to activate outside of the enemy phase. This activation resolves in the same fashion as activation during the enemy phase.

**Related Topics:** Effect Bar, Enemies, Exhausting Cards, Zones

## ENEMY PRIORITY

See Rank on page 13.

## ENGAGING

The word “engage” can appear on cards and quest sheets. A hero engaging an enemy or an enemy engaging a hero causes the same effect: the enemy's card is placed in that hero's engagement zone.

- If the active hero has three enemies in his engagement zone and an enemy engages him or a game effect would place another enemy card into that zone, that hero suffers a number of wounds (●) equal to that enemy's attack value, and that enemy is placed in the shadows.

**Related Topics:** Enemies, Hero, Zones

## EVENTS

See Dungeon Cards on page 7.

## EXHAUSTING CARDS

Many game effects require a hero to exhaust a card. A card is exhausted by rotating it 90 degrees so it is oriented sideways. A card is exhausted to indicate that it cannot be used. A card is readied by rotating it 90 degrees so it is oriented upright. A readied card can be used.

- When a hero chooses an action to resolve during his activation, he exhausts the corresponding action card.
- The action card with the prepare icon only exhausts when chosen as the action card for a hero's activation; other effects cannot exhaust this card.
- After an enemy resolves its activation, the active hero exhausts the corresponding enemy card.
  - If an enemy is exhausted before it would have activated during the enemy phase, it will not activate that phase.
  - The active hero does not roll an enemy die for an exhausted enemy when he performs an action.
- Enemy cards are readied at the end of the enemy phase.
- A faceup or facedown enemy in the shadows can be exhausted.

- Effects on exhausted cards can apply if the effects do not have a cost requiring the card to exhaust. For example, the “Jezzail Team” enemy has an effect that states it cannot be engaged. Even if the “Jezzail Team” is exhausted, that effect applies.

**Related Topics:** Actions, Effects, Enemies, Enemy Phase, Hero Phase, Prepare Icon

## EXPLORE ACTION

The explore action allows a hero to search the active location.

- For each ✂, the active hero places one progress token on the active location.

**Related Topics:** Actions, Dungeon Cards, Success Tokens

## FACEDOWN ENEMY

See Shadow Zone on page 15.

## GAME ROUND

Each quest stage comprises a series of game rounds. Each game round contains four phases: hero phase, enemy phase, location phase, and peril phase. Each time all four phases have been completed, one game round is completed.

**Related Topics:** Enemy Phase, Hero Phase, Location Phase, Peril Phase, Quest Stage

## GEAR

Gear represents weapons, armour, and accessories that provide heroes with unique effects to use during a campaign.

- Each gear card has a unique name, a unique ability, and one of the following three traits: weapon, armour, and accessory.
- When creating decks during quest setup, the players create a gear deck consisting of a specific number of gear cards as well as each “Legendary Fortune” card from the campaign pool. “Legendary Fortune” cards are not shuffled in unless they are part of the campaign pool.
- If the gear deck is expended during a quest, the party can only claim gear cards from the gear discard pile.
- A hero can look through the gear discard pile at any time.

## Claiming Gear

- Heroes can claim gear during the quest stage by drawing dungeon cards that contain a treasure icon.
  - When a hero draws a dungeon card that contains a treasure icon, for each treasure icon, he may either claim a card from the gear deck or claim any card from the gear discard pile. After claiming a gear card, the active hero can equip it or discard it.
- During the settlement stage, if a hero chooses to visit the blacksmith as one of his settlement actions, he draws two cards from the gear deck. He may choose one to keep and discards the other.
  - During the settlement stage, heroes may give any of their non-legendary gear cards to other heroes.



## Equipping Gear

- To equip a gear card, a hero places it faceup in his play area. After a gear card is equipped, its effect is available for use.
- When equipping a gear card, each hero must obey the following equipment restrictions:
  - At the start of a campaign, a hero only has the capacity to equip one gear card. A hero's capacity value can increase during the settlement stage if he visits the arena as one of his settlement actions; he marks this change on the campaign log.
  - A hero can equip a maximum of two weapons, one armour, and any number of accessories.
- Before a hero equips a gear card, he can also unequip a gear card. An unequipped gear card is placed in the gear card discard pile.
- 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.
- A hero can only equip or unequip gear cards when he claims gear, during either the quest stage or the settlement stage.

## Legendary Gear

- Each hero has a set of legendary gear cards, which contains that hero's class name along the bottom of the card.
- Legendary gear cards are not shuffled into the gear deck. Instead, they are claimed when a hero claims a "Legendary Fortune" card from the gear deck.
- When a hero claims a "Legendary Fortune" card from the gear deck, he returns that card to the campaign pool and randomly claims one gear card from among his legendary gear cards.
- A hero can equip any number of his legendary gear cards following the normal equip restrictions (one armour, two weapons, and any number of accessories).
  - The party often earns "Legendary Fortune" cards through rewards for winning quests.
- During the settlement stage, a hero cannot give any of his legendary gear cards to another hero.

**Related Topics:** Campaign Pool, Claiming Components, Depleted Cards, Dungeon Cards, Settlement Actions

## HEALTH VALUE

Each hero and enemy has a health value displayed on its corresponding card.

- When a hero or enemy has suffered wounds (●) equal to its health value, it is defeated.
- Some game effects refer to "remaining health," which is the hero's or enemy's health value subtracted by the amount of ● suffered.

**Related Topics:** Defeated, Enemies, Wounds

## HERO

During the campaign, players control heroes. A player makes all game decisions and manipulates all game components for the heroes he controls.

- Each hero has a hero card, four basic action cards, four advanced action cards, and three legendary gear cards.
- A hero begins a campaign with his hero card and four basic action cards.

**Related Topics:** Actions, Gear

## HERO PHASE

During the hero phase, heroes activate in clockwise order, starting with the party leader. When a hero activates, he performs one action and may be attacked by any enemies in his engagement zone.

- During a four-player game, each hero activates once. During a three-player game, the first player activates twice, as the first and last activation of the phase. During a two-player game, each player activates twice, alternating the turns in which they activate.

**Related Topics:** Actions

## INFLECT

"Inflict" is a keyword that is printed on the effect bar of many enemy cards.

- During the enemy phase, when an enemy's "Inflict" effect is resolved, the hero with which that enemy is engaged suffers a number of wounds (●) equal to that enemy's attack value. If the enemy is not engaged with a hero, the active hero suffers the ●.

**Related Topics:** Effect Bar, Enemies, Enemy Phase, Keywords, Wounds, Zones

## ITEMS

See Dungeon Cards on page 7.

## KEYWORDS

Keywords are a shorthand for specific effects that appear on the effect bar on enemy cards.

- There are three basic keywords that appear on many enemy cards. These keywords are: "Advance," "Retreat," and "Inflict."
  - The "Advance" and "Retreat" keywords provide enemies with a basic way for moving between zones.
  - The "Inflict" keyword provides enemies with a basic way to cause damage to heroes.
- There are many enemy-specific keywords that provide enemies with a variety of effects. The instructions for how these keywords are resolved are printed on that enemy's card.

**Related Topics:** Advance, Effects, Effect Bar, Enemy Phase, Inflict, Retreat



## LOCATION PHASE


The location phase allows heroes to travel to a new location if the active location is fully explored.

- If there are no locations remaining in the location deck, the party cannot travel.
- If the party travels from the active location, the party leader discards that location's card, placing all progress tokens on it in the supply. Then, he reveals a new active location from the location deck and spawns enemies.
  - When the party travels, non-nemesis enemies in the shadow zone are discarded.
- Many location cards have a location effect that the party resolves during the location phase. Each location effect describes when it is resolved.

**Related Topics:** Effects, Locations

## LOCATIONS

Locations represent the places that heroes encounter during a quest. The faceup location is the active location.

- When a location is revealed, players spawn a number of faceup and facedown enemies, based on the spawn icons presented on the active location card.
- Locations have an exploration value. During an explore action, for each , the active player places one progress token on the active location card. These progress tokens represent progress, which indicates how much of a location the heroes have explored.
  - Many game effects add or discard "progress" from a location. When this happens, the party adds or removes progress tokens by the specified amount.
- When there are a number of progress tokens on the active location card equal to that card's exploration value, the active location is fully explored, and the party may travel from that location during the next location phase.
  - When the party travels, non-nemesis enemies in the shadow zone are discarded.




- A location cannot have a number of progress tokens on it in excess of its exploration value. If a game effect would add progress tokens to an active location that is fully explored, no further progress tokens can be placed on that location.

**Related Topics:** Explore Action, Location Phase, Spawning Enemies

## NEMESSES

Nemeses are powerful, unique enemies presented during specific quests. The "Enemies" section on the back side of each quest sheet instructs the players to include a nemesis, if necessary, and specifies how that nemesis comes into play.


- A nemesis is distinguished by the quest icon displayed in the upper-left corner instead of a tier designation, as well as its "Nemesis" trait, which is displayed under the enemy's name on its enemy card.

- Each nemesis card has a nemesis effect, indicated by the  icon.
  - Each time a die roll produces one or more , the party must resolve all nemesis effects on any nemesis cards in play, which includes faceup cards in any engagement zone, the shadow zone, or the nemesis lair.
  - Each nemesis effect is only resolved one time per action even if multiple  are produced.
- The victory condition for each quest often requires heroes to defeat a nemesis.
- 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 game box and is no longer used for the rest of the campaign.
- A nemesis in the shadow zone is **not** discarded when the party travels.

**Related Topics:** Campaign Pool, Effects, Enemies, Nemesis Lair, Quest Setup

## NEMESIS LAIR

The nemesis lair is the section of the play area located near the quest sheet.

- The quest sheet describes when a nemesis is placed in the nemesis lair.
- A nemesis in the nemesis lair triggers its nemesis effect when a  is rolled.
- Heroes cannot target the nemesis lair with attacks or any effects, unless specified by the quest sheet.

**Related Topics:** Effects, Nemeses

## OPEN CARDS

See Quest Setup on page 12.

## OPTIONAL EFFECTS

See Terminology on page 2.

## PARTY LEADER

The party leader is the hero who controls the party leader token.

- The party leader activates first during the hero phase and activates enemies first during the enemy phase.
- The party leader makes decisions for the party when heroes cannot agree.
- The party leader passes the party leader token to the next hero in clockwise order at the end of every peril phase.
- When a game effect targets the active hero, and there is no active hero, that game effect targets the party leader instead.
- If a game effect targets a party leader who is defeated, it targets the next hero in clockwise order instead.

**Related Topics:** Peril Phase, Quest Setup, Quest Sheet



## PERIL

Peril refers to the track presented on a quest sheet and the effects triggered by that track. Peril is always increased during the peril phase of a quest but can increase and decrease by other means.

- When peril increases, the peril token moves to the right on the peril track. When peril decreases, the peril token moves to the left on the peril track.
  - Unless specifically stated otherwise, when peril increases or decreases, it only moves one space on the track.
- If peril increases or decreases through other quest rules, peril effects are not resolved.

**Related Topics:** Effects, Peril Phase, Quest Sheet

## PERIL PHASE

During the peril phase, the party increases peril by moving the peril token one space to the right on the peril track. The party resolves any peril effects triggered by the peril track, and then the party leader token is passed to the next hero in clockwise order.

- If the peril token is on the last space of the peril track, the party still resolves any peril effects triggered by the last space during the peril phase.
- Some spaces on the peril track are coloured green, blue, or red. These spaces correspond to quest-specific peril effects that are presented on the quest sheet in a matching colour.
- A peril effect is triggered during the peril step, after the peril token is moved, if it is on a space on the peril track that matches the colour of that peril effect.
- At the end of the peril phase, after all peril effects are resolved, the party leader passes the party leader token to the next hero in clockwise order. Then, the next game round begins, starting with the hero phase.

**Related Topics:** Party Leader, Peril, Quest Sheet

## PLAY AREA

The space in front of a player is known as his play area. This is where a player keeps all game components that belong to him, including his hero card, hero action cards, gear, etc.

- Effects on cards in a hero's play area are used as noted on the card.
- All faceup cards in a hero's play area are open information and can be examined by any player.

**Related Topics:** Hero, Gear

## PREPARE ICON

The prepare icon is found on one of each hero's action cards.

- After a hero performs an action that contains the prepare icon, he readies all four of his action cards.
- The action card with the prepare icon only exhausts when chosen as the action card for a hero's activation; other effects cannot exhaust this card.

**Related Topics:** Actions, Exhausting Cards, Hero Phase

## PROGRESS

See Locations on page 11.

## QUESTS

*Warhammer Quest: The Adventure Card Game* includes five quests that players play in succession to form a campaign and one standalone quest that players play as a delve quest.

- Each quest has a corresponding quest sheet that provides players with quest-specific rules, effects, and instructions for setting up that quest.
- Each quest sheet describes how the party completes the quest.
  - If the party wins a quest by resolving the victory condition presented on the front side of the quest sheet, the party resolves the reward section described on the back side of the quest sheet.
  - If the party loses a quest by resolving the defeat condition presented on the front side of the quest sheet, the party resolves the penalty section described on the back side of the quest sheet.
- After the party completes a campaign quest, they proceed to the settlement stage. Whether a quest ends in victory or defeat, the campaign always continues to the next quest shown in the campaign log.
- Upgraded actions, increased gear capacity, and gear are not carried over from campaign to campaign or delve quest to delve quest.

**Related Topics:** Campaign, Quest Sheet, Settlement Stage

## QUEST SETUP

To set up each quest, players must create the specific decks used for a quest. Each quest comprises an enemy deck, a location deck, a dungeon deck, and a gear deck. The back side of each quest sheet instructs players how to create each deck; some cards in those decks are specified while others are referred to as "open," which means that they are randomized.

- Heroes **cannot** know which open cards are added to **any** deck.

## Creating an Enemy Deck

When creating an enemy deck, a quest sheet will instruct players to include a combination of specific enemy sets and open enemies.

- An enemy set includes each copy of an enemy card with the same name. For example, if a quest sheet instructs players to add "Giant Bats" to the enemy deck, all three "Giant Bat" cards are added.
- If a quest sheet instructs players to include an "open standard enemy," add one random standard enemy of the same tier as the current quest. These enemies are not grouped into sets.
- If a quest sheet instructs players to include an "open elite enemy," add one random elite enemy of the same tier as the current quest. These enemies are not grouped into sets.

## Creating a Location Deck

When creating a location deck, a quest sheet will instruct players to include a combination of specific locations and open locations. If a quest sheet instructs players to include an "open location," players add a random location that is the same tier as the current quest.



## Creating a Dungeon Deck

When creating a dungeon deck, a quest sheet will instruct players to include a specific number of open dungeon cards. Players randomly choose the specified number of dungeon cards and place the remaining dungeon cards in the game box, as they will not be used during the quest.

## Creating a Gear Deck

When creating a gear deck, a quest sheet will instruct players to include a specific number of open gear cards. Players randomly choose the specified number of gear cards and place the remaining gear cards in the game box, as they will not be used during the quest.

- Each “Legendary Fortune” card in the campaign pool is also shuffled into the gear deck.

**Related Topics:** Enemies, Dungeon Cards, Locations, Gear, Quest Sheet, Tiers

## QUEST SHEET

Quest sheets provide players with the rules necessary to set up and play a quest. Each sheet has two sides. The back side contains setup information, story text, and consequences for completing the quest. Players will reference this side before and after each quest. The front side of the quest sheet contains quest rules, a peril track, peril effects, and victory and defeat conditions. Players will use this side of the quest sheet while playing the game.

### Peril Track

Each quest contains a peril track comprised of triangle-shaped spaces. Before beginning a quest, place the peril token on the track in the space without a skull icon.

### Peril Effects

Some spaces on the peril track are coloured green, blue, or red. These spaces correspond to quest-specific peril effects that are presented on the quest sheet in a matching colour. These peril effects typically affect the party in negative ways, and the severity of each effect increases from green to red.

### Quest Rules

Each quest contains a box above the peril track that describes any quest-specific rules or game effects.

**Related Topics:** Effects, Locations

## QUEST STAGE

The quest stage is the primary stage of a game in which heroes are resolving a quest. The quest stage ends when the party completes a quest. Then, the heroes proceed to the settlement stage.

**Related Topics:** Campaign, Quests, Settlement Stage

## RANGED ATTACK

See Attacks on page 5.

## RANK

Each enemy has a rank, which is based on a number of factors. When the timing of multiple enemy effects conflict, the effect of the higher-ranked enemy is resolved before the effect of a lower-ranked enemy.

- Players can use the following list to determine enemy rank, from highest rank to lowest rank:
  1. Nemesis
  2. Highest-tier enemy
  3. Enemy with the highest attack value
  4. Enemy with the highest health value
- If enemy rank cannot resolve a conflict, the heroes decide the order of resolution.

**Related Topics:** Enemies, Timing Conflicts

## READYING CARDS

See Exhausting Cards on page 9.

## RECOVERING WOUNDS

Some game effects instruct enemies or heroes to recover wounds (♣). To recover ♣, remove the specified number of wound tokens from the appropriate enemy or hero card and place them in the supply.

**Related Topics:** Effects, Wounds

## RESILIENCE

Certain enemy cards have a resilience value located next to that enemy's health value.

- If an enemy with a resilience value is the target enemy during an attack action, that enemy ignores a number of wounds (♣) equal to its resilience value.
- Resilience only affects ♣ suffered during a hero attack action. If a game effect causes an enemy to suffer ♣ directly, those ♣ are not affected by resilience.

**Related Topics:** Actions, Effects, Enemies Wounds

## REST ACTION

The rest action allows a hero to recover wounds (♣) he has suffered during the quest.

- For each ♣, the active hero recovers one ♣.

**Related Topics:** Actions, Recovering Wounds, Success Tokens, Wounds

## RETREAT

“Retreat” is a keyword that is printed on the effect bar of many enemy cards.

- During the enemy phase, when an enemy's “Retreat” keyword is resolved, that enemy is placed in the shadow zone.

**Related Topics:** Effect Bar, Enemies, Enemy Phase, Keywords, Zones

## ROUND

See Game Round on page 9.

## SETTLEMENT ACTIONS

During the settlement stage, each hero resolves two of the following settlement actions:

**Visit the Trainer:** The hero replaces one action of his choice with the advanced version of that action. To distinguish them from the basic versions, the advanced action cards have the “Advanced” trait.

**Visit the Blacksmith:** The hero draws two cards from the gear deck. He may choose one to equip and discards the other.

**Visit the Arena:** The hero increases the limit on the amount of gear he can equip by one, and marks this on the campaign log.

- Heroes can resolve their settlement actions in any order.
- If the gear deck is expended, a hero cannot visit the blacksmith.

**Related Topics:** Basic Actions, Gear, Settlement Stage

## SETTLEMENT STAGE

The settlement stage occurs after a party completes a quest. During the settlement stage, heroes earn quest rewards, suffer quest penalties, and prepare for the next quest of the campaign.

To resolve the settlement stage, the party follows 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 performs two settlement actions, visiting the trainer, blacksmith, or arena to upgrade an action card, his gear, or his gear capacity.
3. **Refresh:** Each hero recovers all wounds, readies all action cards, and flips 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.

**Related Topics:** Campaign, Claiming Gear, Quests, Settlement Actions

## SICKENED

See Conditions on page 6.

## SPAWNING ENEMIES

The word “spawn” is used when the party is instructed to populate the play area with enemy cards from the enemy deck. Enemies are always spawned one at a time, beginning with the party leader and proceeding clockwise. To spawn an enemy, a hero draws an enemy card from the enemy deck and places it faceup in the play area so he is engaged with it.

- Numerous game effects can spawn enemies to other places, such as the shadow zone.
- If an enemy spawns during an activation, it engages the active hero instead of the party leader.
- If a game effect forbids an enemy from engaging a hero, that enemy is placed in the shadow zone.

**Related Topics:** Enemies, Locations, Quest Setup

## SUCCESS TOKENS

Heroes can use success tokens (⊗) to add additional ✕ when resolving actions.

- Before rolling dice when performing an action, the active hero can spend any number of ⊗ from his chosen action card to apply +1✕ for each ⊗ spent.
- Each action card can have a maximum of two ⊗ on it at a time.
- When a game effect instructs a hero to “discard ⊗,” that ⊗ cannot come from ⊗ already spent for an action.
- The aid action allows another hero to place ⊗ on his action cards to be used during future actions.

**Related Topics:** Actions, Aid Action

## TIERS

Quests, enemies, and locations are connected to a tier system which denotes campaign progression, indicates the general difficulty of enemies and locations, and is used for determining the pool of cards used when players are instructed to include open enemies or locations during setup.

- Each quest sheet has a tier value printed in the upper-left corner.
- Both enemy and location cards have a tier value printed on the upper-left. This is used to determine enemy rank as well as to add open enemies to certain quests.

**Related Topics:** Enemies, Locations, Quest Sheet

## TIMING CONFLICTS

Numerous effects and quest rules can occur at the same time. When this happens, the following rules apply:

- Players resolve quest rules first, followed by enemy effects, and then all remaining effects, including hero effects.
- When the timing of multiple enemy effects conflict, the effect of the higher-ranked enemy is resolved before the effect of a lower-ranked enemy.
- When the timing of multiple non-enemy effects conflict, players decide the order of resolution.

**Related Topics:** Effects, Rank



## TRAVELLING

See Location Phase on page 11.

## TREASURE ICON

See Dungeon Cards on page 7.

## WINNING AND LOSING

The “Victory” and “Defeat” sections on the front side of each quest sheet describe how the quest ends and instruct the party to resolve either “Reward” or “Penalty” on the back side of the quest sheet.

- During a campaign, whether a quest ends in victory or defeat, the campaign always continues to the next quest shown in the campaign log.
- If players win the final campaign quest, they win the campaign.

**Related Topics:** Campaign, Quests

## WOUNDS

Many game effects cause heroes or enemies to suffer wounds (◆).

- Some wound tokens have a “1” printed on them. These wound tokens are treated as having a value of one—each of these tokens represents one ◆.
- Some wound tokens have a “3” printed on them. These wound tokens have a value of three—each of these tokens represents three ◆.
  - A player can freely exchange a wound token valued at three for three wound tokens valued at one or vice versa at any time.
- When a hero or enemy has suffered a number of ◆ equal to or exceeding his health value, he is defeated.
- When a hero or enemy suffers ◆, place wound tokens with a value equal to the number of ◆ suffered on that hero’s corresponding hero card.
- When a game effect refers to the amount of ◆ that a hero or enemy “has suffered,” it is referencing the total value of wound tokens currently on that hero’s or enemy’s card.
- A hero or enemy cannot suffer ◆ in excess of its health value. Any ◆ beyond this amount has no effect.

**Related Topics:** Attacks, Defeated, Inflict

## ZONES

Zones are used to indicate which part of a location an enemy occupies. There are two types of zones: engagement and shadow.

### Engagement Zone

- Each hero’s play area has an engagement zone. A hero’s engagement zone is the area above (from his perspective) his action cards.
- If an enemy is engaged with a hero, that hero places that enemy’s card in his engagement zone.
- A hero can have a maximum of three enemies in his engagement zone at a time.
  - If the active hero has three enemies in his engagement zone and an enemy engages him or a game effect would place another enemy into that zone, that hero suffers a number of wounds (◆) equal to that enemy’s attack value, and the enemy moves to the shadow zone.

### Shadow Zone

The shadow zone is located in the centre of the play area where all players can reach it.

- Enemies in the shadow zone are not engaged with any heroes.
  - Enemies in the shadow zone can be placed either faceup or facedown.
- Enemies in the shadows can only be targeted for an attack by a ranged attack.
- When the party travels, non-nemesis enemies in the shadow zone are discarded.
- Facedown enemies can be engaged, targeted by effects, or attacked. If the enemy suffers ◆, is engaged, or activates, that enemy is revealed and its card is flipped faceup.
- If a facedown enemy cannot be affected by a particular game effect that reveals it, it is still revealed, but the specific effect is ignored. Any associated costs for the effect are still paid. For example, if a hero engages a facedown “Jezzail Team,” the enemy is revealed but remains in the shadow zone.
- While an enemy is facedown, any effects on its card do not apply. For example, an “Orc Boy” that is facedown in the shadows can be exhausted.
- Facedown enemies are considered to be non-nemesis enemies without a rank.
- Faceup enemies, whether or not they were facedown before, cannot be flipped facedown.

**Related Topics:** Advance, Actions, Effects, Engaging, Ranged Attack, Retreat

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## ICONS

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