

Another game aid

THE
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Game:	WARHAMMER QUEST	v1.1
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Page 1:	Rules summary	Mar 2010
Print on card (ensure you are printing at 100% scale) laminate and trim to size.		

Warhammer Quest

SETUP

Each player chooses the **Warrior** he is going to play and takes the appropriate **Warrior card**, an **Adventure Record sheet**, the **Warrior model**, and the warrior's **starting equipment**: the **Lantern** for the Barbarian, the **Rope** for the Dwarf, the **Healing Potion** for the Elf and the **Hand of Death Scroll** for the Wizard.

Each player rolls their **Starting Wounds** (their maximum for the game) and writes the number on their **Record**. A 1 may be rolled again, but the second result must be kept.

The Wizard shuffles the **Spell cards** into their 3 decks (**Attack**, **Defense** and **Healing**) and chooses 1 card randomly from each deck. Then roll D6 and take that many **Power Tokens**. A 1 may be rolled again, but the second result must be kept.

Sort the **board sections** into 3 piles: *dungeon rooms*, *objectives* and *corridors*. Take the 3 card decks (**Dungeon**, **Event** and **Treasure**), remove the 5 objective room cards from the **Dungeon** deck, shuffle each deck and place them face down on the table.

Pick 1 objective room card at random; the rest are not used. Roll D6 to select an adventure from among those featuring that room in the **Adventure Book**.

Draw 6 **Dungeon** cards and shuffle in the objective room card, then deal 6 more **Dungeon** cards on top of these. The remaining **Dungeon** cards are not used.

Turn the top card from this 13 card **Dungeon deck** and place the corresponding board section in the middle of the table with the doorways attached as indicated. Place the leader model on any square and the rest on the board, on any square, in **Initiative** order from highest to lowest.

The Rule of 1 and 6: When making a dice roll, despite any modifiers, a natural 1 *always* fails and a natural 6 *always* succeeds.

SEQUENCE OF PLAY

1. Power Phase

The Wizard rolls for his **Power level** that turn. **Unexpected Events** may occur.

2. Warriors' Phase

Warriors can move, fight monsters, and explore.

3. Monsters' Phase

Monsters on the board may move and fight.

4. Exploration Phase

Warriors may try to see what is beyond an unexplored doorway.

I. POWER PHASE

Wizard's Power

The Wizard player rolls **1D6** to determine his **Power level** for the turn, indicating it with a small red die in the **Current Power** box on his card. At the end of a turn any used **Power** is lost.

Unexpected Events

If the Wizard player rolls a 1, turn over the top card of the **Event deck** and follow the instructions. If the Wizard is dead, another player rolls this die to see if there is an **Event**.

Events (E) are resolved immediately.

Monsters (M) mean the warriors have been attacked: take the indicated number of monsters and put them on the board.

Placing Monsters

The first time monsters appear the leader places them; then the player to his right, and so on.

A group of monsters must always be shared equally as possible among the warriors. Position each model facing the warrior it is attacking. Different types of monsters must be shared evenly as well. If there are monsters that cannot be divided equally, draw **Warrior counters** randomly to allocate them. If there are no spaces left next to warriors, place remaining ones as close as possible on empty spaces on the same or an adjacent board section.

If the warriors have split up onto different board sections, draw a **Warrior counter** to determine where the monsters appear and place them on that board section.

Monsters armed with missile weapons are placed as far away as possible from the warriors on the same or adjoining section, but still able to see their target. Models with missile weapons can only shoot at targets to which they have **line of sight** (LOS). Determine LOS by drawing a line between the centres of the firer's and target's squares – if this passes through a wall, the LOS is blocked. Monsters and warriors do not block LOS.

2. WARRIORS' PHASE

Beginning with the Warrior and followed by the Elf, Wizard and Dwarf (leader followed by descending Initiative order), each player takes a turn.

If the players are missing the Barbarian, one of the other warriors must carry the lantern and be the party leader. If the Barbarian is killed another warrior takes it and becomes the leader.

The lantern illuminates the section the leader is on and all adjacent sections. Any warrior moving beyond this is lost and removed from the game.

Moving and Fighting

A warrior may move a number of squares in any direction up to his **Move** (M), and then attack a monster in an adjacent square. He may not move through another model or obstacle, and may not move diagonally between squares if one of the adjacent squares between them is a wall.

Warriors must halt when they move next to a doorway that leads to another section. When a warrior moves onto a new section for the first time and completes his movement, his turn ends. The warriors may leave the dungeon via the entrance if they wish.

A warrior may not fight a monster in an adjacent square and shoot at it in the same turn.

Pinning

A warrior is **pinned** and may not move if there is a monster in an adjacent square at the start of the Warriors' phase. A warrior may not use a missile weapon while pinned. He may however turn to face any direction.

To *escape* from pinning and move normally a warrior must roll a die and score at least his **pinning value** (only one roll is required no matter the number of pinning monsters).

3. MONSTERS' PHASE

When a new **dungeon room** (objective rooms have special rules) is entered for the *first* time, draw a card from the **Event deck**.

Events (E) are resolved immediately. If **monsters** (M) are revealed, take the indicated number of monsters and put them in the *room* (even if the warriors are split up).

If there is not enough space, leftover monsters may be placed in adjoining board sections. Share monsters equally among warriors as usual.

Once they have been placed, their turn is over and they cannot move or fight until the Monsters' phase of the *next* turn. Monsters placed in the **Power** phase of the current turn can move and fight, however.

Moving and Fighting

Monsters always attack the warriors.

- if pinned, a monster stays where it is and fights.
- if it has a missile weapon and can see a target, it shoots.
- if it has a missile weapon but cannot see a target, it moves to see one and then shoots.
- if it does not have a missile weapon or has one but cannot move to see a target, it moves toward a warrior, and attacks him if it can.

Monsters move and attack by dividing up among the warriors as equally as possible, the same as for initial placement. They move in the same way as warriors and are *pinned* in the same way, but cannot escape from pinning.

The First Attack Rule

Monsters placed to attack a warrior will always try to fight that warrior when they make their *first* attack. If the warrior has moved away, the monster will follow and attack if it possibly can. Once this first turn is over, the normal rules are used for determining who a monster attacks.

4. EXPLORATION PHASE

Only the **leader** can explore, and only if there are no monsters on the board section the leader is on, and the leader is next to a doorway leading to an unknown part of the dungeon.

The leader player declares he is exploring and takes the top card of the **Dungeon deck**. Take the appropriate board section and clip it to the doorway. Warriors are not *obligated* to enter the new section.

Dividing Ways

If you find a T-junction, place it as normal, then divide the **Dungeon deck**, dealing out one card at a time to each corridor from the *bottom* of the deck until you have 2 separate decks. If the warriors run out of cards or reach the end of one route without finding the Objective room, they must retrace their steps or abandon their quest.

COMBAT

Combat may last several turns; work through the **Power**, **Warriors'** and **Monsters'** phases as normal until the monsters are killed.

Hand-to-Hand Combat

A model may fight any opponent in an adjacent square; turn the models to face each other.

If a model has multiple **Attacks** (A) he may strike several times in a turn. A warrior may split the attacks between 2 or more enemies. A monster must use all of them against one warrior.

Roll 1D6 and score equal or over the number shown on the model's combat table versus the enemy's WS.

If the strike is a hit, roll **1D6**, add the **attacker's Strength**, and subtract the **opponent's Toughness**.

Some weapons and monsters cause extra damage, and armour may add to an opponent's Toughness.

Shooting

A model with a missile weapon may only shoot if he is not adjacent to (and therefore not **pinned** by) an enemy. He must have LOS to the target and can only shoot once a turn.

Roll 1D6 and score equal or over the model's Ballistic Skill (BS) value, or the value on the monster's Event card.

If the shot is a hit, work out Wounds the same way as for hand-to-hand combat, but use the Strength of the *weapon*.

When more than one monster shoots, work out how many hits there are before dividing them equally amongst eligible targets, drawing warrior counters for any odd hits.

Death and Unconsciousness

When a monster is **killed**, place it on the **Adventure Record** sheet of the warrior who slew it. Record Wounds on monsters still alive by using a small die next to the model.

When a warrior's Wounds are reduced to 0 he is **unconscious**; place the model on its side. If he is not healed by the end of that turn, he dies and the player is out of the game.

Deathblow

If a warrior kills a monster with a single blow and there is another monster standing adjacent to it and still in attack range, roll to hit and wound the second monster as normal. If it is killed the blow can carry on to another monster, and so on.

SPELLCASTING

The Wizard may cast any of his spells any time in a turn by expending **Power** equal to the spell's **Casting Number**.

Attack spells can only be cast during the Warriors' phase (but even during another player's turn). You may never interrupt a hit however.

A Wizard's **Power Tokens** can be used for extra **Power**, but once used they are gone for the rest of the game.

GOLD AND TREASURE

Once the combat is over, players can trade in the monsters they killed for their value in **Gold** (as indicated on the Event card).

Once all outstanding Events are completed, the warriors receive a **Treasure card** for each event, unless otherwise indicated on the card. Treasures must be shared out equally. Any left at the end of the adventure can be traded in for their value in gold.

When a warrior is killed all his gold and treasure cards are lost. His starting equipment card may be taken by another player.

EQUIPMENT AND TREASURE

The items of **starting equipment** that each warrior carries may be used at any time. To use an item on another warrior, the models do not have to be next to each other or even on the same section.

Warriors can also find and use **Treasure cards** during the game. Armour, a shield or weapons can be used immediately. Armour or weapons cannot be lent to other warriors, but they can be given to other warriors at the end of a turn if there are no monsters on the board.

A warrior can carry as many items as desired, but only one set of armour, shield, and weapon can be used during any one turn.

WINNING

The **Objective room** is the final goal of the warriors; do not take an Event card, but follow the instructions in the **Adventure Book**.

Once the adventure is complete, players cash in any **Treasure cards** they have left for gold, and count their treasure. All the warriors win by completing the adventure, but the amount of gold won by each warrior is the measure of individual success.