

# Warhammer Quest™

**Q** Does the Dwarf roll an extra dice for damage with any axe or just his Great Axe?

**A** Just his Great Axe.

**Q** When using his Great Axe, the Dwarf rolls two dice and discards the lowest. How does this work when he progresses up through the Battle-levels?

**A** Regardless of how many dice he rolls in total, the Dwarf always rolls an extra dice and discards the lowest score (see the Roleplay Book, page 44). In addition, if *any* of the dice come up as a double one, he trips over and if he rolls any other type of double he can add up all of the dice rolled (including those that are not part of the double).

For example, a roll of 4, 4, 3 and 1 means the Dwarf has scored a double and therefore adds the total roll (12) to his damage.

**Q** The Rulebook states that a Warrior may not use a missile weapon if he is pinned. The Elf's Warrior card states he's never pinned. Does this mean he can always fire a missile weapon?

**A** No! Perhaps the card should have stated "automatically breaks pinning". However, if you look at the Rulebook (page 25) it says "A model may only shoot if it is not adjacent to, and therefore pinned by, an enemy." You should pay more attention to the "adjacent to..." part of the rule.

**Q** If a Wizard buys a staff from the Wizards' Guild, does he have to be using it as a weapon to gain the +1 Toughness bonus?

**A** Yes, the bonus is given because the staff can be wielded defensively and ward away enemy blows.

**Q** Does the Wizard have to be using his staff as a weapon in order to gain the Power roll re-roll?

**A** No, he just has to be carrying it. He may also draw Power from the staff even if he is not wielding it as a weapon.

**Q** Can Warriors lose equipment they have on their Warrior card or Equipment cards when required to lose equipment because of an Event, Travelling Hazards Table roll, etc. ?

**A** No.

**Q** Can Warriors pass weapons and armour in the same way they can pass potions?

**A** No.

**Q** Can a spellcaster cast spells and attack in the same turn (either with a missile weapon or in hand-to-hand)

**A** Yes.

**Q** What does "on the board" mean?

**A** It means anywhere already in play, on board sections that have already been explored and placed on the table.

**Q** If a Warrior is trapped by a Giant Spider's web, can another Warrior attempt to free him?

**A** No, only the trapped Warrior can free himself.

**Q** Could you clarify the healing rules a little bit? When can a Warrior use magic to heal himself? What about non-magical healing with Provisions and suchlike?

**A** A Warrior can **always** heal himself, regardless of whether he is in combat, pinned or anything else. Only if he is on zero Wounds is a Warrior unable to heal himself (Roleplay Book, page 12).

**Q** Can a Warrior in a pit attack or be attacked? Where is he placed when he escapes?

**A** A Warrior in a pit plays no part in any combat, he cannot attack or be attacked and does not pin Monsters adjacent to the pit.

When the Warrior escapes he must be placed on an empty adjacent square. If there is no empty adjacent square then he cannot escape yet (you'll have to kill some Monsters to make sure there is enough room!). A Warrior cannot do anything else on the same turn he escapes from a pit.

