

# WARHAMMER QUEST SILVER TOWER

## Official Update, Version 1.1

Although we strive to ensure that our boxed games are perfect, sometimes mistakes do creep in. When such issues arise, we feel that it is important to deal with them as promptly as we can. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

This update is split into two sections: Errata and 'Frequently Asked Questions'. The Errata corrects any mistakes in the printed materials, while the Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your printed materials, this is by no means necessary – just keep a copy of the update with your Warhammer Quest Silver Tower box.

### ERRATA

#### ASSEMBLY GUIDE

The Ogroid Thaumaturge should use the 50mm base.

The Pink Horrors should use 32mm bases.

#### HERO CARDS

##### Knight-Questor

Change the Renown bonus to:

'Each time one of your save rolls scores a 6, gain 1 renown.'

#### EXPLORATION CARDS

##### Bestial Fury and Bound in Death

On the chamber diagram for both these cards, there are several obstructions around the edge of the chamber which have not been outlined in red. These are identifiable by the thick black lines on the chamber tiles themselves; basically, the large crystals are obstructions and block visibility accordingly.

##### Bestial Fury

Change the first full sentence to read:

'If one of your hero's Combat or Missile attacks misses while they are in this chamber, it will hit another hero if they are in range.'

##### Mysterious Vortex

Change the third sentence of the second paragraph to read:

'If there are no adversaries on the board at the end of the hero phase, and all the heroes who are not grievously wounded are in this chamber, the heroes can leap into the vortex if all of them agree to do so, knowing there is unlikely to be a way back.'

##### Perilous Footing

Change the last sentence to read:

'If their lowest dice was already showing a score of 1, remove it and replace it with a wound marker.'

##### Shifting Plates

Change the first sentence of the final paragraph to read:

'At the end of each round, roll a dice for each model in this chamber.'

#### SKILL CARDS

##### Aetheric Surge

Add this sentence to the end of the first paragraph of the rules text:

'You can only use this skill once per action.'

##### Battlewrath

Change the last sentence to read:

'If your hero is **Chaotic**, you can increase the score of any one of your hero dice by 1 (instead of having to increase the lowest).'

##### Unstoppable

Change the first sentence of the rules text to read:

'Each time you slay an adjacent adversary, you can immediately move up to D3 spaces without spending a hero dice.'

#### GUIDEBOOK

##### Page 5 – 7. Chambers

Insert the following before the last sentence:

'Exits count as a break in the chamber's wall. Once two chambers are joined together by their exits, both spaces making up the exit in one chamber are considered to be adjacent to both spaces that make up the exit in the other.'

### **Page 5 – 8. Portals**

Change the third sentence to read:

‘Portals do not block miniatures’ movement, and do not prevent miniatures from seeing each other.’

### **Page 14 – Picking a Target**

Change the first sentence of the fourth paragraph to read:

‘A weapon with Area range targets each enemy miniature in the same chamber as the miniature making the attack.’

### **Page 16 – Respite**

Change the text in the first circle to read:

‘If there are no adversaries on the board at the start of this phase, there is a respite. Each player sets up their hero anywhere in the current chamber. Then, if they wish, the heroes can attempt to rest – if they do, each player rolls a dice. If at least one player rolls under the number of skills their hero has, there is an ambush (page 19), otherwise each player can either heal D3 wounds or search the room by rolling a dice, taking a treasure card if they roll a 4 or more.’

### **Page 22 – Companions**

Change the first sentence of the third paragraph to read:

‘Companions cannot use destiny dice, gain renown or skills, or pick up treasure.’

### **Page 34 – Gaunt Summoner, Creature of Change**

Change the rule to read:

‘Each time the Gaunt Summoner suffers any wounds from an attack, the attacking hero must discard their highest remaining hero dice.’

### **Page 34 – Gaunt Summoner, Behaviour Table, Fires of Change**

Change the second sentence to read:

‘Then he attacks the nearest hero with Searing Warfire, even if that hero is adjacent or not visible!’

### **Page 35 – The Familiars**

Replace the first sentence of the third paragraph with the following:

‘Adversaries can move through familiars. Heroes can move into the same space as a familiar, but this ends their move and they must attempt to catch it.’

Change the last paragraph to read:

‘If you score lower, the familiar curses you then flees. Remove it from the board then resolve its bane. Otherwise, you catch the familiar. Move it to your hero card. You can discard it to use its boon. A hero can only have one familiar on their hero card at a time – if they get a second, they lose the first.

There can only be one of each familiar on the board at once (not including any that have been caught). If a familiar is manifested through the Consequences of Destiny and it is already on the board, its second miniature is not set up.

If both of a familiar’s miniatures are on hero cards when it is manifested, the runemarked player chooses one of them, removes it from its hero card and sets it up on the board as instructed.’

### **Page 36 – Ogroid Thaumaturge, Behaviour Table, Bull Charge**

Change the first sentence to read:

‘The Thaumaturge moves towards the most distant hero he can reach, moving through as many heroes as possible as he moves.’

### **Page 36 – Ogroid Thaumaturge, Behaviour Table, Arcane Assault**

Insert the following before the first sentence:

‘If the Thaumaturge cannot see any heroes, treat this as a roll of 1-2.’

### **Page 36 – Ogroid Thaumaturge, Behaviour Table, Fireblast**

Insert the following before the first sentence:

‘If the Thaumaturge cannot see any heroes, treat this as a roll of 3-4.’

### **Page 38 – Tzaangors, Bloodhunger**

Change the rule to read:

‘If a Tzaangor inflicts any wounds on a hero with its Savage Blade, it immediately attacks the same hero with its Vicious Beak.’

### **Page 41 – Kairic Acolytes, Behaviour Table, Draw Their Blood**

Change the penultimate sentence to read:

‘On a 6 or more, set up a Pink Horror at the nearest portal to the runemarked player.’

## **ADVENTURE BOOK**

### **Page 23 – Passage 66**

Change the second sentence of the second paragraph to read:

‘It is enraged, and counts as having already suffered 9 wounds (as per the Brutal Rage rule); if it suffers another 9 wounds, it is slain.’

### **Page 31 – Passage 89**

The explanation of how you build the exploration deck for this trial can allow you to encounter the grand chamber card before you should – to avoid this, replace it with the following:

‘Before you go any further, you must construct the exploration deck for this trial as follows:

Take the 7 exploration cards marked with the Hysh icon (shown above), returning the rest to the box. (You will not need them for this trial.) Set aside The Librarian, Searing Beams and Whirligig Passage. Of the four that remain, take two at random (without looking at them) and shuffle them together with the grand chamber card, Searing Beams. Once the three cards are shuffled, put them face-down next to the ingress chamber’s exit. Next, shuffle together The Librarian with the two

remaining cards, and put them face-down on top of the three cards you placed at the chamber's exit. Finally, put Whirligig Passage on top. This completes the exploration deck.

You can now return to the guidebook and begin your first trial.'

#### **Page 34 – Slaughterpriest, Sacrificial Rite**

Change the first sentence to read:

'For the rest of your turn, each time you slay an adversary, pick a hero (yours or another player's).'

#### **Page 35 – Knight-Venator**

Change the Knight-Venator's Agility to 4+.

#### **Page 35 – Knight-Venator, Huntmaster**

Add the following sentence to this rule:

'If you do so, the Hit value changes to 5+.'

#### **Page 35 – Auric Runemaster, Forgefire**

Change the first sentence to read:

'Pick a space on the board visible to the Runemaster, then roll a dice for each hero or adversary in or adjacent to it.'

## **FAQs**

### **THE BOARD**

*Q: What exactly defines the chamber wall?*

A: The chamber wall is defined by the edge of the actual cardboard tile, regardless of the artwork. Exits count as a break in the chamber wall (once they have been explored); this break is the width of the two spaces that make up the exit.

*Q: Can models attack through an exit?*

A: A weapon with Combat range can attack through an exit as long as the target enemy is adjacent (remember, if your hero is standing at an exit, the two spaces in a connected exit are considered adjacent, as per the errata above). A weapon with Missile range can target an enemy in another chamber as long as it can see it, as per the visibility rules on page 14 of the Guidebook; as per the errata above, an exit does not count as a chamber wall. Weapons with Area range only target their own chamber, so cannot be used to attack through exits.

*Q: Can models see and move through portals?*

A: Portals – the rectangular blue markers, not to be confused with exits – are purely decorative until the rules specifically call them out (for example, if you roll a 6 on the Kairic Acolytes' behaviour table). When the guidebook says that miniatures can see and move through portals freely, it only means that they don't block movement or visibility (as clarified in the errata above). You can't move between them, you can't attack through one and have it hit an adversary near another, and you certainly can't explore through them!

*Q: Can adversaries move through exits?*

A: Yes.

*Q: When the rules refer to 'the board', what does this mean?*

A: The board is made up of all the chambers that are currently in play.

*Q: When checking visibility between two spaces, if the straight line passes exactly along the edge of an obstruction, can the miniatures in those spaces see each other?*

A: Yes, so long as the line does not actually pass into the obstruction at all. If there's ever any doubt about whether two miniatures can see each other, the runemarked player can decide.

*Q: Can you move or attack between the two obstructed spaces that are touching in the Shadow-garden and the Conundrum chamber?*

A: No.

## **TREASURE CARDS**

*Q: With the Miser's Chalice treasure card, do you pass the dice or the card to the player on your left or right?*

A: You pass the chalice itself, i.e. the card.

*Q: What carries over between trials, exactly?*

A: As per 'Ending a Trial' at the start of the adventure book, skills carry over (although you might need to discard some) and treasures might carry over. Everything else resets. You don't keep boons or banes (the familiars' magic is rather weak, and does not last long), wounds (the heroes have time to rest between trials), or progress around the renown track (the tower only rewards them for their efforts while they are under its scrutiny), and any companions who are with the party when the trial ends wander off – they don't start the next trial with you.

*Q: If a Pink or Blue Horror is removed from the board by using the Basilisk's Tongue, does it split into Blue/Brimstone Horrors?*

A: No.

## **RENOWN AND SKILLS**

*Q: Can two heroes have the same skill?*

A: No. If you are using the app and it randomly gives you a skill that already exists within the party, discard it and draw again.

*Q: For renown bonuses that involve inflicting wounds on adversaries (for example, the Darkoath Chieftain or Tenebrael Shard), do wounds count if they are ignored for any reason (excess wounds on a slain adversary, or wounds that are ignored because of a special rule)? Do wounds that are inflicted on things other than adversaries (unexpected event 23, for example) count?*

A: No and no.

*Q: Is there a limit to the number of skill cards a hero can have during a trial?*

A: No.

## ATTACKS AND DAMAGE

*Q: Do you make a save against any wound you take, or just from attacks by adversaries?*

A: Just attacks by adversaries, unless the rules specifically state otherwise.

*Q: Does the Fyreslayer Doomseeker need to be able to see an adversary to throw a Throwing Axe at it?*

A: Yes, he does. Even he has his limits.

*Q: What does it mean when an attack's Dice value is listed as D6 or D3?*

A: If an attack has a type of dice in its Dice column, it uses a variable number of attacks based on a dice roll. For example, the Gaunt Summoner's Infernal Flames has a Dice value of 'D3'. Roll a D3, then roll that many dice to make the attack.

*Q: How does doubling damage work for weapons with a random Damage value?*

A: Roll twice and add the results together. For example, if the Tenebrael Shard performs a Shadowstrike (which doubles his next attack's damage) then uses his Reaper Gauntlets (with a Damage of D3), you'd roll 2D3 and add the results together.

*Q: Can you make missile attacks through heroes, adversaries and/or exits?*

A: You can – only obstructions and chamber walls block line of sight.

*Q: If a stunned miniature suffers a wound and you flip its stun marker, is this instead of the wound or in addition to it?*

A: Instead of. (Effectively, when a stunned model is wounded, it stops being stunned. If a stunned model suffered two wounds, you would flip the stun marker and add one more.)

*Q: If an Area attack does random damage (the Slaughterpriest's Blood Boil, for example), do you roll once for the amount of Damage and apply it to every target, or separately for each?*

A: With an Area attack, you make an attack against each potential target one at a time, in an order of your choice – roll to hit the first target, then apply damage (rolling for it if it's random), then repeat this for the second target, and so on. In short, roll for each separately.

*Q: If a hero has more than one ability that triggers when you roll a 6 on an attack roll (for example, the Tenebrael Shard's Graceful Killer ability and the Reaper of Lives skill), do they both trigger?*

A: They do indeed – all relevant abilities trigger unless otherwise stated.

*Q: How do multiple modifiers work? For example, if the Fyreslayer Doomseeker's Runic Power is active and his weapon's Damage is doubled by a skill or treasure card, do you double it and then add one, or add one and then double it?*

A: Apply multiple modifiers in this order: first multiply, then add or subtract. If a modifier changes the Damage to a specific value, this overrides any other modifiers.

## SPECIFIC ENCOUNTERS

*Q: Can you search the Abandoned Nest for more than one treasure card?*

A: No – the person who places the third stun marker takes a treasure card. As there is nothing about removing the stun markers, the next one that would be placed would be the fourth, so there's no way to place the third again.

*Q: In the Searing Beams chamber, do the beams pass through miniatures and keep going? When do models take wounds, exactly? Who gets renown for adversaries slain by the beams?*

A: Beams are only stopped when they hit a chamber wall or an obstruction – they pass straight through miniatures! If a beam touches a miniature as it moves, that miniature suffers D3 wounds. If a miniature starts their turn touching a beam, or moves through a beam, it suffers D3 wounds. If a hero uses a Rotate (4+) action to turn a prism, and in doing so they slay an adversary, they get renown. If an adversary is slain without a Rotate (4+) action being taken, usually because they start the phase in the way of a beam, no one gets renown.

If a Horror is slain by the beam during a Rotate (4+) action, and replaced by a smaller Horror in the same space, the smaller Horror does not suffer any wounds – it is assumed that the beam has passed through them before they split in half. (Of course, if you leave the beam pointing at them, they'll suffer wounds at the start of their turn.)

## GENERAL QUESTIONS

*Q: Do adversaries activate immediately if they are spawned by an unexpected event?*

A: Not unless the event specifically states that they do.

*Q: Can you wait more than once, to effectively choose the order in which players take their turns?*

A: No – you can only wait once per round. Nice try!

*Q: If, say, the destiny roll contained a double 2 and a double 5, would both Pug and Slop turn up?*

A: Yes.

*Q: What happens to hero dice if a hero suffers wounds in the hero phase? For example, if a hero who has three unused hero dice suffers two wounds, what happens?*

A: If you are forced to put a wound on a hero dice space that has a dice in it, that dice is lost. You can choose which space to put the wound in, and therefore which dice you have to discard.

*Q: If the Knight-Questor uses his Challenge ability on an adversary that is adjacent to a hero, does that adversary need to take a pinning test?*

A: No.

*Q: Is it possible to use more than one amulet fragment in the same turn, or even at the same time?*

A: Yes, but remember that you can never re-roll a dice more than once.

*Q: Can the Tenebrael Shard Shadowstrike to the same space that he's already in, i.e. use the ability without moving? And does he need to test for pinning when he Shadowstrikes?*

A: No and no.

*Q: Can a player whose hero is grievously wounded be the runemarked player?*

A: Yes – they'd get very bored otherwise! If nothing else, they'll still get to control the adversaries. If an event (or anything else) refers to the runemarked player's hero, and that hero is grievously wounded, apply it to the hero belonging to the player on their left instead.

*Q: If the game refers to an adversary's Vigour (for example, 'the adversary with the highest Vigour'), do you subtract any wounds the adversary has suffered?*

A: No – you use the Vigour characteristic as shown on their profile.

*Q: If you discard both 1's and 6's in the destiny roll, do two unexpected events happen?*

A: No, just one.

*Q: If the game rules reference the 'nearest hero', or something similar, do companions count?*

A: Yes – companions count as heroes for all rules purposes, even if they're only part of the tale for a short while.

*Q: Can there be more than one familiar in a space?*

A: No – spaces can only hold a single miniature.

*Q: For the Kairic Acolytes' Draw Their Blood action, do they all attack before rolling to summon a Pink Horror, or do you roll after each Acolyte attacks?*

A: They all move, then they all attack, then you roll to see if they summon a Pink Horror.