

Warhammer Quest the Adventure Card Game

My rules summary rev 1

From official rulebook + [FAQ](#) + [unofficialFAQ](#) + some of [BGG forums](#) thru 6-Feb-2022

Objective = meet the VICTORY conditions of the Quest Sheet.

Setup

1. House rule: I use [these playmats on BGG](#).
2. Choose either **Campaign** (*An Uneasy Alliance*, 5 Quest Sheets) or **Delve** (*Lost in the Dark*, single 1-shot Quest Sheet) & take the corresponding **Quest Sheet**. For a Campaign, also take the **Campaign Log** and note contents of the **Campaign Pool**.
3. Setup 1-4 **Players** controlling 2-4 **Heroes**. Each Hero takes a **playmat** & their corresponding cards:
 - a. 3 big  **Hero cards** - take the one with upper right = #P (e.g.  for 2P) and note lower-rt Health .
 - b. 8 big  **Action cards** (4 Basic + 4 Advanced, marked at bottom & with different background colors). Take 4 Basic, replace any with Advanced that were upgraded in Campaign, box rest of Advanced.
 - c. 3 small  **Legendary Gear cards** - set aside unless gained any during Campaign.
 - d. Choose a starting **Party Leader**, who takes the  token. **Turn Order** is clockwise from Party Leader.
4. Setup the **Quest**:
 - a. Place nearby as supply: 71 tokens (45  **Wound**, 20  **Success**, 9  **Progress**), 12 **Condition cards** (3 ea.  **Bleeding**,  **Empowered**,  **Sickened**), 6 **Dice** (3 white **Hero**, 3 black **Enemy**).
 - b. Take the **Quest Sheet** & (only if Campaign) note its **Tier** = I, II or III (upper-left). Play area next to the Quest Sheet is the **Nemesis Lair**.
 - c. Flip Quest Sheet to **SETUP** side & deckbuild the Quest's decks =  **Enemy**,  **Location**,  **Gear**,  **Dungeon**:
 - i. Set aside all cards with  (5 **Nemeses**, 4 **Lairs**, 4 **Legendary Fortune**, **Warpstone** & **Cannon**). Quest Sheet will indicate which to add.
 - ii. **Enemy** deck: take 50 **Enemy cards** (5 **Nemeses** + set of 3 for each of 6x I + 6x II + 3x III), set aside **Nemeses** & consult Quest Sheet for which to add:
 1. If a *Name* is indicated (e.g. "Giant Bats"), take the whole set of 3 Enemy cards (2 Standard + 1 Elite) for that *Name*.
 2. If "x **Open Type**" indicated (e.g. Standard, Elite, Tier I, Tier II, etc.), take all cards of any Name that match that *Type* (default = same Tier as Quest), shuffle facedown & draw x facedown (just single cards, NOT sets).
 3. Combine into Enemy deck per Quest Sheet (usually shuffled facedown and/or stacked piles). Reshuffle if run out.
 4. Any Nemeses in Campaign pool shuffle facedown into this deck.
 - iii. **Location** deck: take 26 **Location cards** (4 **Lairs** + 9xI + 7xII + 6xIII), set aside **Lairs** & consult Quest Sheet for which to add:
 1. If a Specific Location name is indicated, add that card. If "x **Open**" indicated, take all cards matching Quest's Tier, shuffle facedown, & draw x facedown.
 2. Combine into Location deck per Quest Sheet (usually shuffled facedown and/or stacked piles). Do NOT reshuffle if run out.
 - iv. **Gear** deck: take 33 **Gear cards** (4 **Legendary Fortune** + 27 others). Set aside **Legendary Fortune**. **Open** = random. Follow Quest Sheet (usually shuffle those indicated facedown & box the leftovers). Each **Legendary Fortune** card in Campaign Pool shuffles facedown into this deck.
 - v. **Dungeon** deck: take 38 **Dungeon cards** (**Warpstone**, **Cannon** & 36 others). Set aside **Warpstone/Cannon**. As Gear cards. Each **Dungeon** card in Campaign Pool replaces a random card from this deck.
 - vi. Read the Quest card's flavor text, then flip to other side.
 - d. Note any Quest-specific rules on top of Quest Sheet, then take the  **Peril token** & place on leftmost (no skull) sp of  Peril Track.
 - e. Draw the top Location card & **Travel** to it (**Spawn Enemies** per its icons).

Round & Turn Sequence

- Hero Phase** - in Turn Order each Hero Activates & takes a Turn (4P: BCD, 3P: BC , 2: B B):
 - MUST choose a **Readied** (not **Exhausted**) **Action card**. & side/**Exhaust** it, even if no Targets.
 - Optionally spend any on card for +1 **Success** each, THEN roll & resolve dice:
 - Roll 1 white **Hero die** per on card + 1 black **Enemy die** per **Readied** Enemy in your **Engagement Zone**.
 - Resolve any from rolls or card FX. Each = +1 & roll another die.
 - Apply card FX that +/- **any other icons** (e.g. Condition, Gear, Enemy powers), then resolve icons *in this order*:
 - Successes** = resolve per Action card & **Actions**. OK if no Targets, but if so these icons have no effect.
 - Attacks vs.** **Defence**: each = pick Engaged Enemy with highest that hasn't damaged you yet on this Action (if out of Enemies, no effect). You suffer # = (Σ less # 's). These still resolve even if Enemy Defeated on your Turn.
 - Nemesis** = trigger Nemesis FX from all Nemesis Enemy cards in **Shadows**, all **Engagement Zones** and/or **Nemesis Lair**, else ignored. Each Nemesis effect is max 1 / Action regardless of # icons rolled. These still resolve even if Nemesis Defeated. from this not blockable by .
 - If Action card had **Prepare**, un-side it & also un-side / un-Exhaust / Ready all your other Action cards (this card's FX *only trigger* if you Exhaust as your Action).
 - If this was Party Leader's Turn, as mnemonic side .
- Enemy Phase** -
 - in Turn Order, each Hero Activates one **Readied** / non-Exhausted Enemy (from **their Engagement Zone**, or if none then one from **Shadows**, or if none then **skip**):
 - Resolve Enemy card keywords in order on card...
 - Advance** = if not already **Engaged** with you, **Engage** it.
 - Retreat** = if not already in the **Shadows**, it moves there faceup (and its text is in play).
 - Inflict** = suffer # Wounds = Enemy card's (whether Engaged or in Shadows; Enemy's target is either who they're Engaged with, or who Activated them from Shadows).
 - Others** with unique special FX - see Enemy card.
 - Side/exhaust Enemy card.
 - Repeat until all Enemies (in **all Heroes' Engagement Zones** & the **Shadows**) are Exhausted.
 - After all Enemies have **Activated** & are **Exhausted**, **Ready/un-side** all Enemies.
- Location Phase** - check active Location card. .
 - Resolve any Location card text (may trigger at different time later). If says "start of Location phase", trigger now. Else if says "end of Location phase", will NOT resolve if you **Travel** to a new card, but WILL resolve if this card stays in play, or new card has "end of Location phase".
 - Check **Progress** = # . May never exceed card's **Exploration Value** (lower-rt, discard excess). If = Location is **Fully Explored** & the party may **Travel** (unless Location deck empty):
 - Party Leader discards active Location card (return all to supply).
 - Active, Engaged Enemies travel with you, but discard any non-Nemesis Enemies in the Shadows (unless card txt says otherwise, like Bats).
 - Draw a new Location card & **Spawn Enemies** per card's icons.
 - Resolve Location card txt "end of Location Phase" (if current card still in play, or on a new card that was **Traveled** to).
- Peril Phase - Move** Peril token +1 sp right on Quest card's Peril Track. **Resolve** any FX for color of new sp (this is only way these FX can trigger; ast sp can keep triggering!). **Pass** (un-siding it). If Quest card completed, resolve **VICTORY** or **DEFEAT**, then if in a Campaign, resolve a **Settlement Stage** before next Quest card.

ACTION CARDS

 **Explore**: place 1pt of **Progress** (using ) per  on Location card. Usually card will also tell you to **draw a Dungeon card**, which will be one of:

- ITEM: take to your play area **or mat**. Unlimited ITEM cards.
- EVENT: immediately resolve the text, then discard.
- For each **Treasure** icon on card, may draw 1 **Gear card** or take 1 from Gear discard pile (to Equip or Discard). Equipping Gear cards is limited by Hero's **Capacity** which starts at 1 but may be increased during a Campaign via Settlement Stage->Arena (but always limited to 2 Wpn, 1 Armor, any # of Accessories). If draw **Legendary Fortune**, put it in Campaign Pool & gain a random **Legendary Gear** card.

 **Rest**: heal 1  per .

 **Aid**: give another Hero 1  per  to place on 1 of their Action cards (max 2 stored per card).

 **Attack**: choose an **Engaged Enemy** (any Enemy if Attack has “Ranged” text, including **Engaged** with other Hero, or in **Shadows**) and it takes 1  per  (less any  Resilience). If multi Targets, distribute hits as you choose (and Targets can be in different Zones/Shadows). Facedown Enemies may be targeted; if damaged they are faceup'd & their card text is in play). If  = Enemy Health , it is **Defeated**.

Thru-out:

- **Spawn Enemies** :
 - If from **Setup** or **Traveling**...check new Location card's **Spawn Values** (lower-left):
 -  = draw # Enemies and in Turn Order assign faceup to Heroes' Engagement Zones.
 -  = draw # Enemies & place facedown in the Shadows.
 - Else if from **Peril Track** (e.g. spawn Nemesis)... unless otherwise indicated, same as .
 - Else if you drew a card **during your Activation/Action** ... spawns to YOU.
- **Engage** = pull an Enemy card from Shadows or another Hero to your Engagement Zone.
 - Max 3 Engaged Enemies / Hero. If an effect tries to add a 4th, Hero instead suffers Enemy's  & Enemy is placed faceup in Shadows.
- **Exhaust** = if from Enemy/Location/other Hero's Action card, can't pick Prepare card. If that's only Readied card left, you can't Exhaust it (which for Enemy/Location may trigger other bad effect).
- **Defeated** when #  = Enemy  or Hero . If Defeated mid-Activation, finish resolving Activation before below.
 - **Defeated Enemy**: discard the Enemy card.
 - **Defeated Hero**: discard down to #  =Health, facedown Hero card, discard any Condition cards. Move all Engaged Enemies to Shadows. Can't perform Actions or recover (after Quest may still perform Settlement Actions). Skip Turns. If Targeted, instead targets next Hero in Turn Order. If **Revived**, faceup Hero card & back to normal on next Turn.
- Per Hero, max 1 of each **Condition** at a time.