
Warhammer Quest™
the Adventure Card Game
Learn to Play

Introduction

You no sooner set foot inside the ancient ruins than the tunnel behind you collapses. Foul laughter screeches all around you. You cannot hope to dig your way out; all you can do is search for an exit…

Using this Booklet

This Learn to Play Booklet is written with the sole purpose of teaching new players how to play *Warhammer Quest: The Adventure Card Game*. For this reason, this booklet omits many rules exceptions and card interactions.

In addition to this booklet, this game includes a Rules Reference that handles questions and special exceptions that are not answered in this booklet.

Game Overview

Warhammer Quest: The Adventure Card Game is a cooperative game in which one to four players control a party of heroes cooperating to complete a series of quests set amid the evil and chaos of the *Warhammer* universe.

This game features the "An Uneasy Alliance" campaign, which spans five quests that players can either spread out among several game sessions or play in a single, longer game session. This game also includes "Lost In the Dark," a single-session delve quest that uses most of the rules of a campaign quest with some modifications ("Delve Quests" on page 14).

During both the campaign and the delve quest, heroes increase in power as they find equipment and gain abilities necessary to overcome the challenges they will face.

Components



1 Rules Reference



6 Quest Sheets (double-sided)



6 Dice (3 hero, 3 enemy)



1 Party Leader Token



1 Peril Token



20 Success Tokens



12 Hero Cards (4 heroes, 3 cards per hero)



32 Action Cards (4 heroes, 8 cards per hero)



50 Enemy Cards



26 Location Cards



9 Progress Tokens (double-sided)



12 Legendary Gear Cards



33 Gear Cards



12 Condition Cards (3 types, 4 cards per type)



38 Dungeon Cards



45 Wound Tokens (double-sided)

Tutorial

The easiest way to learn the rules for *Warhammer Quest: The Adventure Card Game* is to play the tutorial. After learning the gameplay basics found in the first part of this document, players can set up the tutorial by following the steps below. After completing the tutorial, players can learn the advanced rules found later in this document. Then, players are ready to play the campaign.

1. **Choose Heroes:** Each player chooses one of the four available heroes: Dwarf Ironbreaker, Wood Elf Waywatcher, Warrior Priest, or Bright Wizard.

   Each player takes the matching hero card with the lowest number in the lower-right corner and that hero's four basic action cards, which are identified on the bottom of each card. If playing with only one player, that player controls two heroes and takes the hero and action cards of both heroes.

2. **Place Location Card:** Place the "Throng of Webs" location card faceup in the play area where all players can see it. This is the location that players will explore during this tutorial.

3. **Create Dungeon Deck:** Remove the two "Locked Gold Chest" cards, the "Warpstone" card, and the "Cannon" card and return them to the game box; they will not be used for the tutorial. Then, shuffle the remaining dungeon cards to form the dungeon deck and place it facedown in the play area in reach of all players.

4. **Place Enemies:** Search the enemy cards for two grey "Rat Swarm" cards, two grey "Night Goblin Archer" cards, and two grey "Giant Wolf" cards. Shuffle these cards and randomly deal one faceup in front of each hero and two facedown to the centre of the play area where all players can reach them. Return all enemy cards that were not dealt to the game box.

5. **Create Supply:** Separate the wound tokens, success tokens, and progress tokens, placing them in supply piles in reach of all players. Also, place all dice and condition cards in the play area.

6. **Choose Party Leader:** Players choose one player to be the party leader. That player receives the party leader token and takes the first turn when the game begins.

Tutorial Setup Diagram (two-player game)



Playing the Game

Warhammer Quest: The Adventure Card Game is played over a series of game rounds. During a game round, each hero activates, each enemy activates, and then the party resolves a location effect.

Hero Activation

At the start of each game round, beginning with the party leader and proceeding clockwise, each hero takes a turn activating. When a hero activates, he performs an action.

Performing Actions

Each hero has four action cards, one for each of the following action types:



Explore | Rest | Aid | Attack

To perform an action, a hero chooses and exhausts one of his **READIED** action cards.



Readied Action



Exhausted Action

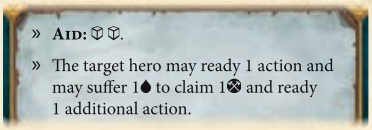


One of each hero's action cards contains a prepare icon. After the active hero performs an action that has a prepare icon, he readies each of his action cards (including the card with the icon) so they will be available for the next round. Certain game effects allow or force heroes to exhaust action cards, but those effects cannot cause the card with the prepare icon to exhaust.



Prepare Icon

After choosing an action card, the active hero resolves the effects listed on that card from top to bottom.



Effects Listed on an Aid Card

The main effect of each action card is its **ACTION**, which appears in bolded small caps. To resolve an action, the active hero gathers and rolls dice.

Gathering Dice

The active hero gathers one white die for each die icon that appears after an action's name.

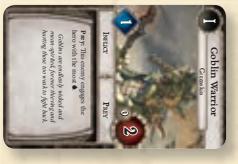


An Aid Action with Two Die Icons

Then, the active hero gathers one black die for **each readied enemy** with which he is engaged.



Readied Enemy



Exhausted Enemy

An enemy in play is either **ENGAGED** with a hero or in the **SHADOWS**. An enemy that is in a hero's play area is engaged with that hero. An enemy in the centre of the play area is not engaged with any hero and is in the shadows. This tutorial begins with one enemy engaged with each hero and two enemies facedown in the shadows.

Rolling Dice

After gathering dice, the active hero rolls them and resolves each die icon as follows:

- **Success ( ):** For each , the active hero applies one success to his action. Successes have unique effects based on which action the hero is performing (see "Applying Successes" to the right).
- **Critical Success ( ):** For each , the active hero applies one success to his action and then rerolls the die. A hero can use success tokens ( ) from the supply to track each success before he rerolls the die.



Success Token

- **Defence ( ):** For each , the active hero reduces the number of wounds ( ) he suffers during the current action by one (see "Suffering Wounds" on page 8).
- **Attack ( ):** For each , one readied enemy that is engaged with the active hero attacks (see "Enemy Attacks" below).
- **Nemesis ( ):** For this tutorial, nemesis die icons have no effect and are ignored.

Enemy Attacks

Each attack icon ( ) causes one enemy engaged with the active hero to attack, and each enemy can attack only once per action.



Enemy Attack Value

If there are more enemies engaged with the active hero than attack icons rolled, some enemies will not attack during this action. Enemies with higher attack values are prioritized as attackers before enemies with lower attack values.

When resolving attack icons ( ), the active hero totals the attack values from all attacking enemies and suffers that many wounds (see "Suffering Wounds" on page 8), reducing the total number of wounds suffered by one for each shield icon ( ).

Applying Successes

When a hero performs an action, his successes are applied to that action as follows:



Explore: The explore action allows a hero to progress through a location and discover useful items.

When performing an explore action, the active hero places one progress token on the "Throng of Webs" location card for each success.



Rest: The rest action allows a hero to recover wounds.

When performing a rest action, the active hero recovers one wound for each success (see "Wounds" on page 8).



Aid: The aid action allows a hero to boost another hero's future action.

Before performing an aid action, the active hero chooses another hero (not himself) to aid. Then, for each success, the chosen hero claims one success token ( ), placing it on one of his action cards. Each action card can contain up to two success tokens ( ), which a hero can use later when performing that action (see "Success Tokens" on page 8).



Attack: The attack action allows a hero to fight an enemy, often allowing that hero to engage additional enemies.

Before performing an attack action, the active hero determines the target of the attack by choosing one enemy with which he is engaged. The chosen enemy suffers one wound ( ) for each success (see "Wounds" on page 8).

If an attack action uses the phrase "Ranged Attack," a hero can target any enemy, including one with which he is not engaged, such as an enemy engaged with another hero or in the shadows.

Some attack actions also allow a hero to target more than one enemy. When targeting more than one enemy, the active hero assigns wounds among the enemies as he chooses.



Hero Activation Example

1. When the Ironbreaker activates, he chooses the "Inexorable Advance" action card. After choosing to not use the first effect (which would allow him to engage other enemies), he performs an attack.
2. His attack allows him to target the two enemies engaged with him: the Giant Wolf and the Rat Swarm. He rolls two white dice for his action and two black dice, one for each enemy engaged with him.
3. The one ⚔ icon causes the enemy with the highest attack value to attack, which is the Giant Wolf. It has an attack value of "2." The ⛨ icon reduces the amount of wounds suffered by one. The Ironbreaker suffers 1♦, placing a wound token on his hero card.
4. Since the Ironbreaker is attacking, he applies his one ⚒ icon to one of his targets; in this case, he chooses the Rat Swarm. The Rat Swarm suffers 1♦, and a wound token is placed on its card.

Facedown Enemies

Facedown enemies are treated in the same fashion as faceup enemies, but the information on their cards is hidden. A facedown enemy is flipped faceup in the following ways:

- When an effect causes it to suffer wounds
- After it is engaged
- Before it is activated (see "Enemy Activation" to the right)

Faceup enemies, whether or not they were facedown before, cannot be flipped facedown.

Enemy Activation

After all heroes have activated, they take turns activating enemies. Starting with the party leader and proceeding clockwise, each hero activates one readied enemy. Heroes continue taking turns until all enemies in play are exhausted.

Choosing an Enemy

When choosing an enemy to activate, the active hero must first choose a readied enemy with which he is engaged, if possible. If he is not engaged with any enemies, or if all enemies with which he is engaged are exhausted, he activates a readied enemy in the shadows.

If there are no readied enemies engaged with him or in the shadows, he skips his turn, and the next hero in clockwise order activates an enemy.

Resolving Enemy Effects

Each enemy card has an effect bar that contains one or more keywords, which are abbreviations for specific game effects.



Effect Bar

After choosing an enemy, a hero resolves the keywords on his chosen enemy's effect bar from left to right. Each keyword affects the hero who is resolving it.

There are three basic keywords that appear on many enemy cards, which heroes resolve as follows:

- **Advance:** The enemy engages the hero activating it. If the enemy is already engaged with that hero, the effect is ignored.
- **Retreat:** The enemy is placed faceup in the shadows. If the enemy is already in the shadows, the effect is ignored.
- **Inflict:** The hero engaged with the enemy suffers a number of wounds (●) equal to the enemy's attack value (see "Suffering Wounds" on page 8). If the enemy is in the shadows, the hero activating it suffers these wounds.



Enemy Attack Value

In addition to these basic keywords, many enemies have unique keywords such as "Lacerate" or "Prey." The effects for these keywords are described on the enemy card.

After resolving an enemy's effect bar, the enemy is exhausted. After all enemies are exhausted, the party readies each enemy.

Sharing Information

Warhammer Quest: The Adventure Card Game is a cooperative game. As such, the party can freely discuss strategies and share information. A player can look at any cards in any other player's play area at any time.

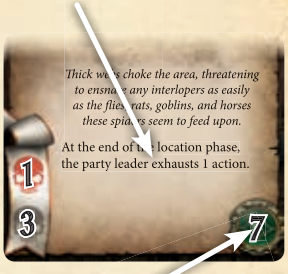


Location Effects

After completing all hero and enemy activations, the party resolves any location effects. Each location has a unique location effect printed on its card. For this tutorial, the party resolves the "Throng of Webs" location effect by having the party leader exhaust one of his action cards that does not contain the prepare icon. If all of his action cards without prepare icons are exhausted, the effect is ignored.

Each location has an exploration value printed on its card. During this tutorial, when the amount of progress on the card is equal to that location's exploration value and all enemies are defeated, the tutorial ends and the party wins.

Location Effect



Exploration Value

Note: There are one or more spawn values in the lower-left corner of each location card. Heroes ignore those values during this tutorial.

End of Round

At the end of every game round, the party leader passes the party leader token to the hero to his left. That hero begins the next round by activating.

Additional Basic Rules

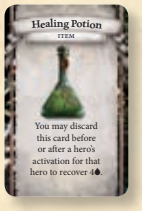
This section provides players with additional rules needed to play the tutorial.

Dungeon Cards

After exploring, heroes draw and resolve one dungeon card from the dungeon deck. There are two types of dungeon cards: **ITEMS** and **EVENTS**.

Items

Items are objects that heroes find while exploring a location. Most items provide the heroes with helpful, single-use effects. When a hero draws an item, he places it in his play area and can use it by following its instructions.



Item Card

Events

Events are either helpful or harmful occurrences. When a hero draws an event, he must immediately read and resolve the instructions on the card. Then, he places that card in the dungeon discard pile.

Note: Treasure icons appear in the lower-left corner of some dungeon cards. Heroes ignore those icons during this tutorial.



Event Card

Conditions

There are three conditions, each of which applies an ongoing effect to a hero: empowered, bleeding, and sickened. When a hero receives a condition, he places the corresponding condition card in his play area.

Each condition card describes what that condition does and how it is removed. A hero cannot have more than one copy of the same condition card at the same time.



Condition Card

Success Tokens

When a hero claims a success token, such as from an aid action, he places it on one of his action cards (with a limit of two per card).

Before a hero rolls dice, he may choose to spend any number of success tokens (✕) from his chosen action card. Each success token he spends in this way is placed in the play area and is treated as one success. Spent success tokens are returned to the supply after each action.

Wounds

Wounds are represented by wound tokens. Each side of a wound token has a value on it, either "1" or "3." These values indicate the number of wounds (●) the token represents.



Wound Token

Suffering Wounds

Each time a hero or enemy suffers a wound (●), a wound token is placed on that hero's or enemy's card.

Each hero and enemy card contains a health value. If the value of wound tokens on a hero's or enemy's card meets or exceeds the health value on that card, that hero or enemy is **DEFEATED** (see below).



Recovering Wounds

Each time a hero or enemy recovers a wound (●), a wound token with the appropriate value is removed from that hero's or enemy's card and placed in the supply.

Defeated

When a hero is defeated, the **tutorial ends immediately**. During a normal game, a defeated hero is eliminated from the quest but returns during the settlement stage (see "Campaign Play" on page 13).

When an enemy is defeated, that enemy and any wound tokens on it are discarded.

Stop!

Players are ready to play the *Warhammer Quest: The Adventure Card Game* tutorial. The party **wins the tutorial** if all enemies are defeated and there are at least seven progress tokens on the "Throng of Webs" location card. If any hero is defeated, the party loses the tutorial.

After completing the tutorial, players can read the "Advanced Rules" section, starting on page 9, which describes how to play an entire quest.

Advanced Rules

After playing the tutorial, players have a basic understanding of how to resolve hero and enemy actions. This section provides players with advanced rules needed to complete the first quest of the campaign.

Quests

Warhammer Quest: The Adventure Card Game includes five quests that players play in succession to form the "An Uneasy Alliance" campaign. This game also includes the "Lost in the Dark" delve quest.

Quest Sheets

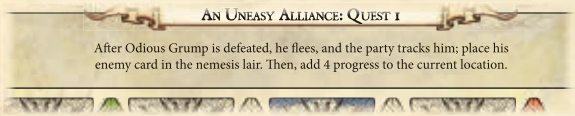
Each quest has a corresponding quest sheet that provides heroes with the rules necessary to set up and play a quest. Each sheet has two sides. One side contains setup information, story text, and consequences (rewards and penalties) for winning or losing the quest. The party will reference this side before and after each quest. The other side of the quest sheet contains quest rules, victory and defeat conditions, a peril track, and peril effects (see "Peril Phase" on page 10). The party will use this side of the quest sheet while playing the game.



Quest Sheet

Quest Rules

Each quest has special rules presented in a quest rules box above the peril track. It is **very important** for the party to read these rules before beginning a quest.



Quest Rules Box

Spawning Enemies

Various game effects require the party to **SPAWN** enemies. 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.

Sequence of Play

As mentioned during the tutorial, *Warhammer Quest: The Adventure Card Game* is played over a series of game rounds. These rounds consist of four phases, which the party resolves in the following order:

1. **Hero Phase:** Each hero activates as described in the tutorial.
2. **Enemy Phase:** Each enemy activates as described in the tutorial.
3. **Location Phase:** The party may travel to a new location and must resolve any applicable location effects (see "Location Phase" below).
4. **Peril Phase:** The party increases peril and applies any applicable peril effects (see "Peril Phase" on page 10).

Location Phase

During this phase, the party must resolve any applicable location effects and may travel to a new location. Then, the party proceeds to the peril phase (see "Peril Phase" on page 10).

Location Effects

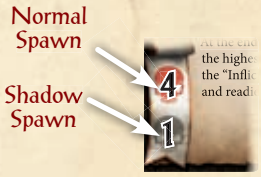
Each location card has a location effect. During the location phase, the party reads the location effect and resolves it, if necessary. Not all location effects are resolved each game round.

Travelling

When the amount of progress on a location card is equal to that location's exploration value, that location is **FULLY EXPLORED**. During the location phase, if a location is fully explored, the party may choose to travel to a new location.

When the party travels, the previous location card and any progress tokens on it are discarded. Additionally, **all non-nemesis enemy cards in the shadows are discarded** (see "Nemesis" on page 11). Then, the party leader draws a new location card from the location deck, places it faceup in the play area, and spawns enemies.

Spawning



When revealing a new location after travelling, the party must spawn enemies according to the spawn values on the location card. Each location card has two spawn values, the spawn value on a red background indicates how many enemies are spawned following the normal spawn rules (see "Spawning Enemies" on page 9). The spawn value on the black background indicates how many enemies are spawned facedown in the shadows.

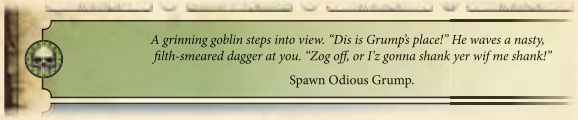
Peril Phase

During the peril phase, the party increases peril by moving the peril token one space to the right on the peril track.



Peril Increasing on the Peril Track

After increasing peril, the party resolves any peril effects that match the colour of the space on the peril track where the peril token is placed. If the peril token is placed on a space on the peril track that is not coloured green, blue, or red, no peril effect is resolved that phase.



Green Peril Effect

If the peril token reaches the end of the track, each time peril would increase, it remains in the same space. However, any corresponding effects are still resolved.

Engagement Limit

A hero cannot be engaged with more than three enemies at the same time. If a hero is engaged with three enemies and an effect forces a hero to become engaged with another enemy, that hero suffers a number of wounds equal to that enemy's attack value and that enemy is placed faceup in the shadows.

Resilience

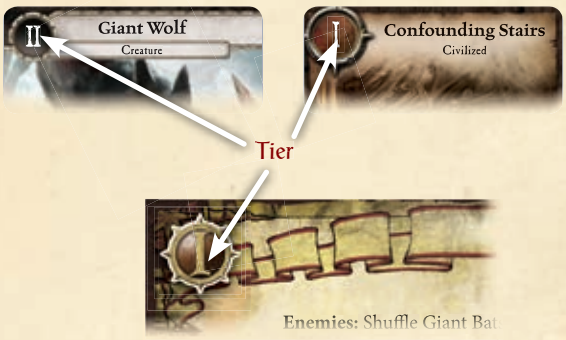


Some enemy cards have a resilience value. Each time an enemy with a resilience value would suffer wounds **from an attack action**, that enemy ignores a number of wounds equal to its resilience value. For example, if an enemy has a resilience value of "2" and it would suffer three wounds, it suffers one wound instead. Any effect that causes an enemy to directly suffer wounds **ignores** an enemy's resilience value.

Tiers

Enemy cards, location cards, and quest sheets exist within a tier that is presented on that component.

The primary function of a tier is to determine, during setup, which enemies and locations can be included in which quests.



A Challenging Adventure

Warhammer Quest: The Adventure Card Game is a cooperative game that is tuned at a high difficulty to offer players a wealth of replayability. It is common for new players to lose a few quests as they are learning the game and developing their skills, especially when playing with fewer than four heroes. Winning relies upon players not only equipping and building their party wisely, but also working together to optimally overcome each obstacle.

Nemesis

Each quest contains a nemesis, which is a unique and powerful enemy. Each nemesis is distinguished by a quest icon located in the upper-left corner of the card, and these enemies are not shuffled into the enemy deck.



Quest Icon

Nemesis Setup

The "Enemies" section on each quest sheet describes where a nemesis is placed during setup (see "Enemy Deck" on the right).

Nemesis Lair

Some quest sheets instruct the party to place the nemesis in the nemesis lair, which is a play area near the quest sheet. Heroes cannot target a nemesis in the nemesis lair unless the quest sheet specifies otherwise.

Nemesis Effects

Each nemesis has a nemesis effect located at the bottom of its card. When rolling dice during an action, after other icons are resolved, the party must resolve each nemesis effect if one or more nemesis icons () are produced. These effects are resolved if a nemesis is engaged with a hero, faceup in the shadows, or in the nemesis lair. Each nemesis effect is only resolved once, even if a roll produces multiple nemesis icons.

Deck Setup

Each quest comprises an enemy deck, a location deck, a dungeon deck, and a gear deck. The party must create these decks during quest setup (see "Quest Setup" on page 2 of the Rules Reference). The back side of each quest sheet details how to create each deck; some cards in those decks are shuffled randomly while other cards are specifically included.

When adding randomized cards, the party **cannot know** which cards were added.

Quest Icon

Similar to nemeses, there are a number of location, dungeon, and gear cards that display the quest icon in the upper-left corner of the card. These cards are not shuffled into their respective decks unless specified by the quest sheet or if present in the campaign pool (see "Campaign Pool" on page 13).



Quest Icon

Enemy Deck

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



"Giant Bats" Enemy Set

When a deck includes a specific enemy, add a complete set for that enemy to the deck—an enemy set contains two standard enemies and one elite enemy, all with the same name. For example, if a quest sheet instructs a party to add "Giant Bats" to the enemy deck, all three "Giant Bats" cards are added.

For open enemies, the party randomly adds the specified number of enemies, some standard and some elite, that are the same tier as the quest sheet (see "Tiers" on page 10).

Location Deck

When creating a location deck, a quest sheet will instruct the party to include a number of open locations, often including one specific location. If a quest sheet instructs the party to include open locations, the party adds random locations that are the same tier as the current quest sheet (see "Tiers" on page 10).

Dungeon Deck

When creating a dungeon deck, a quest sheet will instruct the party to include a number of open dungeon cards. The party randomly includes the specified number of dungeon cards and places the remaining dungeon cards in the game box as they will not be used during the quest.

Gear Deck

When creating a gear deck, a quest sheet will instruct the party to include a number of open gear cards. The party randomly includes the specified number of gear cards and places the remaining gear cards in the game box as they will not be used during the quest.

Completing a Quest

Each quest sheet describes how the party completes the quest. When the party resolves the "Victory" or "Defeat" condition presented on the front side of the quest sheet, the party resolves the "Reward" or "Penalty" section described on the back side of the quest sheet as instructed. The party always proceeds to the next quest of the campaign, regardless of the quest's outcome (see "Campaign Play" on page 13).

Gear

Gear represents helpful items that heroes can find during a quest. After equipping a gear card, a hero can use its effects by following the instructions on the card. There are three gear types: armour, weapon, and accessory.

Gear Acquisition


Treasure Icon

Each time the active hero draws a dungeon card that contains a treasure icon, he either draws one gear card from the top of the gear deck or takes one gear card of his choice from the gear discard pile. After claiming a gear card, the active hero can equip it or discard it. 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.

Gear Restrictions

When equipping gear, a hero must obey the following restrictions:

Capacity

For the first quest of a campaign, each hero can equip only **one** gear card. If a hero draws a card from the gear deck and already has a gear card equipped, he discards one of his choice and equips the other.

Between quests, a hero can increase his gear capacity, which allows him to equip more gear cards (see "Settlement Stage" on page 13).

Limitations

After a hero increases his gear capacity so he can equip more gear, he is limited to equipping one piece of armour, up to two weapons, and any number of accessories.

Small Parties

When playing a game with fewer than four heroes, there are a number of additional rules to compensate for not having a full party.

Health Modifiers


Hero Icon

Each hero card contains a hero icon. During setup, each hero uses the hero card that has a number of icons matching the number of heroes in the party.

Extra Activations

Depending upon the number of heroes present during the game, some heroes may activate more than once during each hero phase:

- **Four Heroes:** Each hero activates once during each hero phase.
- **Three Heroes:** The party leader activates twice during each hero phase—he is the first and last to activate.
- **Two Heroes:** Each hero activates twice, alternating turns.

Solo Play

When playing *Warhammer Quest: The Adventure Card Game* with one player, that player controls two heroes and uses the health modifier and extra activation rules as if he were playing a two-player game.

Stop!

Players are ready to play the first quest of the campaign. To set up the quest, take the "A Foul Stench" quest sheet and follow the initial and quest setup instructions on pages 2 and 3 of the Rules Reference.

If any gameplay questions or issues arise during this quest, players should consult the appropriate section of the Rules Reference. After completing the quest, players can read "Campaign Play" on page 13 of this booklet to continue their adventure.

Campaign Play

Warhammer Quest: The Adventure Card Game includes the "An Uneasy Alliance" campaign, which consists of five quests that heroes play in a specific order. Between quests, there is a settlement stage in which the heroes upgrade their basic actions and obtain gear to help them combat the increasing challenge of the campaign. Additionally, the outcome of each quest can alter each subsequent quest in various ways.

Campaign Pool

The campaign pool consists of cards that are added to a quest during setup in addition to those found on the quest sheet. The campaign pool changes, based on the outcome and events that occurred during previous quests. The "Reward" and "Penalty" sections on each quest sheet describe which cards, if any, are added to the campaign pool. When creating decks during quest setup, cards from the campaign pool are added to their respective decks as follows:

- All nemeses in the campaign pool are shuffled into the enemy deck.
- One random dungeon card is removed from the dungeon deck for each dungeon card in the campaign pool. Then, all dungeon cards in the campaign pool are added to the dungeon deck.
- All "Legendary Fortune" cards in the campaign pool are shuffled into the gear deck.

Campaign Log

Page 15 of this Learn to Play booklet contains a campaign log. Heroes can use the campaign log to record information about the state of the campaign between play sessions. The campaign log includes text boxes for players to record which heroes are in the party, the gear they have claimed, their gear capacity, and the actions they have upgraded. There are also text boxes for heroes to track the outcome of each quest and the contents of the campaign pool.

Legendary Gear

Each hero has three hero-specific legendary gear cards.

Through quest rewards, heroes can earn "Legendary Fortune" gear cards that are added to the campaign pool. When a hero claims a "Legendary Fortune" card from the gear deck, he places that card back in the campaign pool and randomly claims one of his legendary gear cards.

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 visits the trainer, blacksmith, or arena to upgrade an action card, his gear, or his gear capacity (see "Settlement Actions" below).
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.

Settlement Actions

During the settlement stage, each hero can perform **two** of the following three actions:

- **Visit Trainer:** When a hero visits a trainer, he exchanges a basic action of his choice with its corresponding advanced action.
- **Visit Blacksmith:** When a hero visits the blacksmith, he draws two gear cards from the gear deck, chooses one of them to equip, and discards the other.
- **Visit Arena:** When a hero visits the arena, he increases his gear capacity by one, which he marks on the campaign log.

What Now?

Now players know all the rules necessary to play a campaign of *Warhammer Quest: The Adventure Card Game*. Players can use the Rules Reference to set up each game and to seek answers for any questions that may arise while playing.

Delve Quests

Warhammer Quest: The Adventure Card Game includes the "Lost in the Dark" delve quest for players who are seeking an additional challenge after they have completed a campaign. A delve quest is not part of a campaign. Rather, it is a stand-alone quest that provides players with accelerated, campaign-like progression.

During "Initial Setup," players may choose to play a delve quest instead of a campaign. Like campaigns, delve quests use quest sheets. Each quest sheet that can be used for a delve quest has the "Delve Quest" trait instead of a campaign name and quest number. These delve quest sheets do not have tiers. As such, each delve quest sheet specifically describes how to create the decks. Additionally, each quest sheet describes how players upgrade their gear capacity and actions. All other quest setup rules, quest rules, and peril effects function as normal.

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Quest Log

An Uneasy Alliance

Quest 1: A Foul Stench	Win	Lose	Settlement Phase	Clear
Campaign Pool:	☐	☐		☐

Quest 2: Tracing the Toxicant	Win	Lose	Settlement Phase	Clear
Campaign Pool:	☐	☐		☐

Quest 3: In Pursuit	Win	Lose	Settlement Phase	Clear
Campaign Pool:	☐	☐		☐

Quest 4: Firepower	Win	Lose	Settlement Phase	Clear
Campaign Pool:	☐	☐		☐

Quest 5: Waaagh!	Win	Lose
Campaign Pool:	☐	☐

Heroes

Hero Name:

Gear:

Capacity: ✓1 2 3 4

Advanced Actions:
- Attack: ☐
- Explore: ☐
- Rest: ☐
- Aid: ☐

Hero Name:

Gear:

Capacity: ✓1 2 3 4

Advanced Actions:
- Attack: ☐
- Explore: ☐
- Rest: ☐
- Aid: ☐

Hero Name:

Gear:

Capacity: ✓1 2 3 4

Advanced Actions:
- Attack: ☐
- Explore: ☐
- Rest: ☐
- Aid: ☐

Hero Name:

Gear:

Capacity: ✓1 2 3 4

Advanced Actions:
- Attack: ☐
- Explore: ☐
- Rest: ☐
- Aid: ☐

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Quick Reference

Actions

Each time a hero activates, he resolves one of the following four actions:



Explore: Each ⚒ adds 1 progress to the active location.



Rest: Each ⚒ allows the active hero to recover 1🩸.



Aid: Each ⚒ produces 1⊗ for the targeted hero.



Attack: Each ⚒ applies 1🩸 to the targeted enemy.

Phases

Each game round contains four phases that heroes resolve in the following order:

1. **Hero Phase**
2. **Enemy Phase**
3. **Location Phase**
4. **Peril Phase**

Enemy Keywords

Most keywords are defined directly on the enemy cards where they preside, with the exception of those listed here:

- **Inflict:** The hero engaged with the enemy who is resolving the keyword suffers a number of 🩸 equal to that enemy's attack value. If the enemy is in the shadows, the active hero suffers the 🩸.
- **Advance:** The enemy resolving the keyword engages the active hero.
- **Retreat:** The enemy resolving the keyword is placed in the shadows.

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 displayed at the bottom of the card.
- **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, marking this on the campaign log.