

Warhammer Quest



• GETTING STARTED •

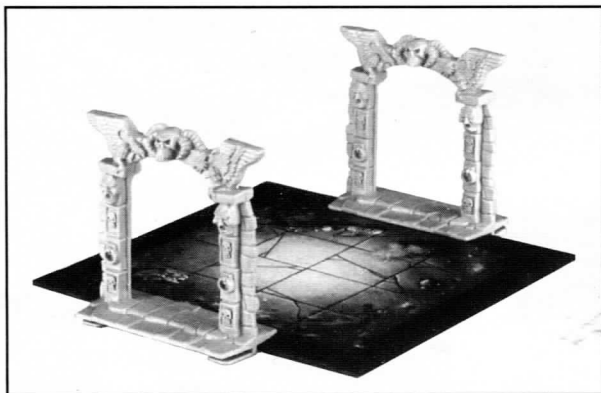
Warhammer Quest Getting Started Sheet

This sheet is designed to get you started with Warhammer Quest straight away, before you start reading the rulebook.

You'll need the Barbarian miniature and six Goblins with bows. Take these models out of the box and clip them onto some of the smaller square bases. Don't worry about gluing them for now, as we are just going to use them in an example of combat.



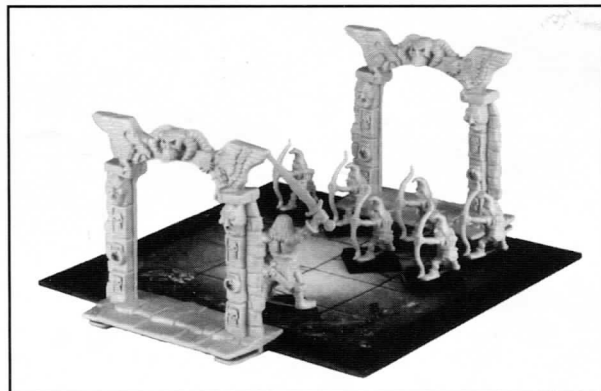
Now take one of the square card room sections, and clip two doors onto it, just as in the photo below.



An Example of Combat

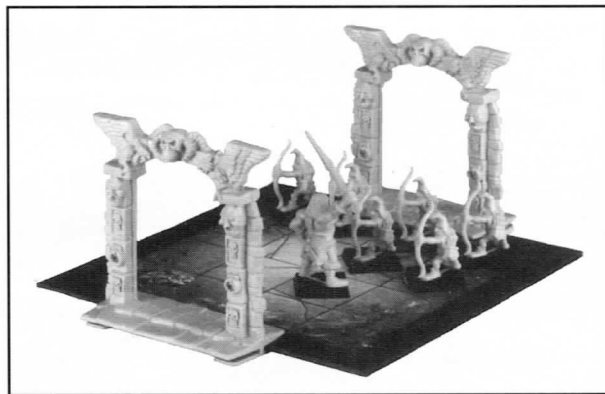
Place the Barbarian just inside the doorway on the left hand side of the room. He wants to move through this room to see what lies through the door.

However, there are six Goblin archers lurking in the shadows. Place them on the board as shown. The Goblins are standing off, ready to fire their bows at the Barbarian.



Before the Goblins can fire their bows though, the Barbarian will have a chance to fight first, moving across the room to attack them.

He can move four squares every turn, so he moves over and attacks one of the Goblins, as shown in the photo below.



To find out whether he successfully hits the Goblin with his sword, the Barbarian has to roll a dice. He needs to score 3, 4, 5 or 6 to hit the Goblin. He rolls a 5, and hits his target!

Now we have to see if he inflicts enough damage to kill the Goblin. To do this, we roll another dice and add the Barbarian's Strength value to the score. The Barbarian has a Strength of 4. He rolls a 3 on the dice, which means he inflicts a total of $3+4 = 7$ Wounds (7 points of damage) on the Goblin. A Goblin only has 2 Wounds, which means that it can only sustain 2 points of damage before it is killed.

Some of the 7 Wounds inflicted on the Goblin are soaked up by the creature's Toughness (it has a thick green skin!). The Goblin has a Toughness value of 3, so 3 of the 7 hits caused by the Barbarian do not get through. This still leaves 4 Wounds, so the Goblin is dead.

Now it is the turn of the five remaining Goblins! They all shoot their bows at the Barbarian, with the exception of the Goblin standing right next to the Warrior - we'll deal with him in a moment! To hit the Barbarian with their bows, they need to score a 5 or 6 on the dice. There are four Goblins shooting, so four dice are rolled. However, they only score one 5 or 6, so three of their arrows miss.

To see how many Wounds are caused by the arrow which hit, we roll a dice and add 1 - the Goblin's bow is Strength 1. The Goblin scores a 4, which when added to the Strength of the bow, gives a total of 5 Wounds against the Barbarian - ouch! We deduct the Barbarian's Toughness from the score, just as the Goblin deducted his Toughness. The Barbarian has a Toughness value of 4, so only 1 Wound gets through. The Barbarian has 12 Wounds, so he shrugs off the pain and carries on, with 11 Wounds left.

The remaining Goblin is too close to the Barbarian to shoot at him, and so attacks with his sword instead. He needs to roll a 4 to hit the Barbarian, and he rolls a 5 - a hit! The goblin has a Strength of 3, and so adds +3 to his damage roll. He scores a 1, which means he causes $1+3=4$ Wounds. The Barbarian deducts his Toughness of 4, so no Wounds get through at all!

And so the combat continues, with each side taking it in turns to attack the other. You could play through a few rounds of combat as outlined above, and see if the Goblins win, or the Barbarian triumphs in the end!

Playing the Game


Combat is only one part of the Warhammer Quest game, as the four Warriors will be moving through the dungeon, exploring, avoiding traps and collecting treasure and gold as they head towards their ultimate goal.

Warhammer Quest is played through in a series of turns. Each turn is divided into phases, where all the different activities outlined above are carried out.

In each turn, the Warriors go first, in the Warriors' Phase. Then any Monsters may attack, in the Monsters' Phase. Finally, the Warriors may be able to explore some more of the dungeon, clipping a new board section in place. Then the turn ends, and a new one starts with the Warriors once more.

We are now going to run quickly through a few turns, so you will need the Warrior card for the Barbarian, the Event cards, the Dungeon cards and the Treasure cards. Put the three decks of cards face down on the table next to you.

BARBARIAN



Wounds: 1D6+9
 Move: 4
 Weapon Skill: 3
 Ballistic Skill: 5+
 Strength: 4
 Toughness: 3 (4)
 Initiative: 3
 Attacks: 1 (+1*)
 Willpower: 3

Equipment: Lantern, sword.
 Armour: Thick furs (20G), giving him +1 Toughness.
 Pinning: Breaks from pinning on a roll of 6+.

Special Rules
 Each turn, before combat, the Barbarian may try to go berserk. Roll 1D6, adding +1 for each Monster he has killed during this combat. On an unmodified roll of 1 he is so mad he attacks any Warriors in adjacent squares – each takes 1 Wound, with no modifiers for Toughness or Armour. On a score of 2, 3, 4 or 5 he fights as normal. On a score of 6 he becomes berserk for the rest of the combat; while berserk, he gets +1 Attacks*.

| | | | | | | | | | | |
|------------|---|---|---|---|---|---|---|---|---|----|
| ENEMY'S WS | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| TO HIT FOE | 2 | 3 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 6 |

Barbarian's Warrior Card

You can tell which card this is, because it has a picture of the Barbarian on it. The Warrior card contains all the information used in the example above, and summarises the Barbarian's abilities. If you have a look at it, you will see that it tells you the Barbarian's Toughness, his Strength, and how many Wounds he has, and some other special rules. There is even a table which shows what score he needs to hit different Monsters. You don't need to worry about these now, they are explained in the rulebook.

Event Cards

If you look through the Event cards, you will find one which tells you all about Goblins with bows. These cards are simpler versions of the Barbarian's Warrior card, and contain much the same information. You will see that some of the Event cards do not reveal Monsters at all, but give details of various hazards which befall the Warriors as they wander through the dungeon.

Normally, Warhammer Quest is played with four Warriors – a Barbarian, a Wizard, an Elf and a Dwarf – but to make things simple here, we are just going to follow the progress of the Barbarian.

Treasure Cards

Let's assume that the Barbarian killed all the Goblins, and we will carry on from there. At this point, because he has killed some Monsters, and there are none left to fight, the Barbarian gets some gold and treasure!

If you look at the Goblins' card, you'll see that Goblins are worth 20 gold each. The Barbarian has defeated six of them – so that's 120 gold in total.

M 6 GOBLIN ARCHERS M

Wounds: 2
 Move: 4
 Weapon Skill: 2
 Strength: 3
 Toughness: 3
 Attacks: 1

| | | | | | | | | | | |
|---------------|---|---|---|---|---|---|---|---|---|----|
| Opponent's WS | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Goblins | 3 | 4 | 4 | 4 | 5 | 5 | 6 | 6 | 6 | 6 |

Special Rules
 When shooting with their bows, Night Goblin archers need to roll 5 or more to hit. A Goblin's bow has Strength 1, and causes 1D6+1 Wounds. Before fighting the Night Goblin archers, take another Event card.



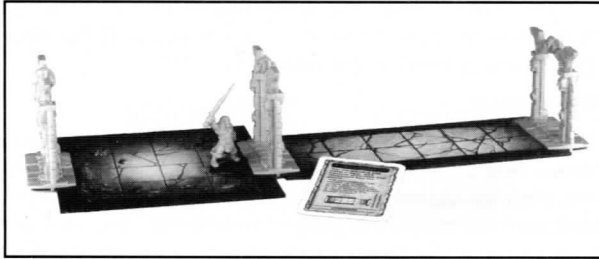
VALUE
20G
EACH



The Barbarian gets a Treasure card too. Take the top card from the Treasure card deck to see what he finds. It will have instructions on it which show how it can be used. We will now pick up the action at the start of a new turn.

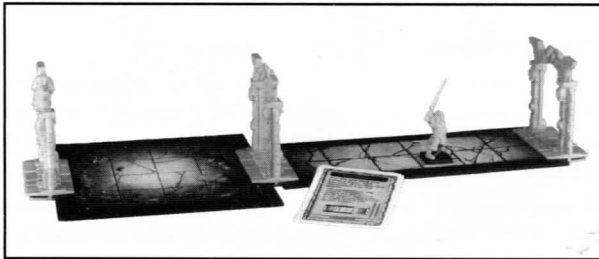
Turn 1

The Barbarian moves across towards one of the two doorways, ready to explore. To see what lies beyond the doorway, take the top Dungeon card. This shows a particular room or corridor, which is clipped onto the board as shown below – we will assume that he finds a corridor.



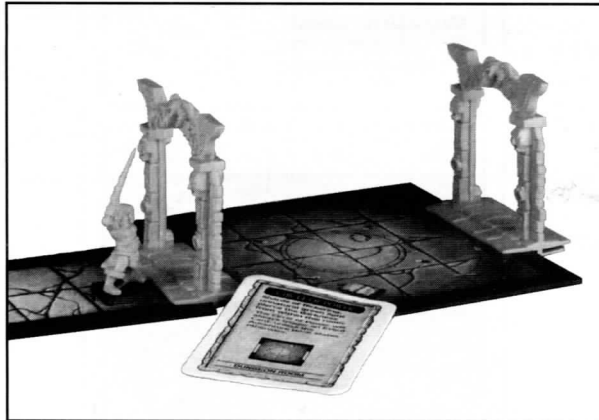
Turn 2

The Barbarian decides to move four squares down the corridor. He cannot explore this turn, as he isn't standing by a doorway.



Turn 3

Reaching the end of the corridor, the Barbarian is ready to explore again. Taking the top card from the Dungeon deck, he finds another room.



Turn 4

The Barbarian enters the room, striding across it to the door on the far wall. This turn, however, he has entered a new room, so he has to take an Event card to see what is in there. The card is turned over – it is the Portcullis, locking him in. Not only that, but the card says "Take another Event card now". The next card reveals eight Skaven ratmen, who are placed on the board, surrounding the Barbarian. Now he is in trouble!



Turn 5

Things look grim. The Barbarian cannot run away as he is in the middle of a fight (and he is blocked in by the portcullis). The rules of the game do not allow him to explore beyond the room until all the Monsters are dead, so he has no option but to stand and fight.

You can play through the next few turns to see if the Barbarian survives or not using the rules we have used already. In the game of Warhammer Quest, four Warriors explore the dungeon together – sending one Warrior on his own is a very risky business indeed. If he does survive, then you can collect the gold and treasure when the Skaven are dead. Then move the Barbarian on, exploring new areas of the dungeon as you go.

You can see that in this way, the game of Warhammer Quest rolls on, revealing the dungeon to the player as the Warriors explore, killing Monsters and taking their gold and treasure. Eventually, they will reach the object of their Quest, or die in the attempt. If they succeed, then fame and fortune will be theirs. If they fail – well, failure is unthinkable for a Barbarian Warrior, isn't it?!!

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