

# WARHAMMER QUEST

## DARKWATER

### RULES UPDATES

MAY 2026

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### RULES UPDATES

This document contains **rules updates** and **frequently asked questions** for *Warhammer Quest: Darkwater*. Rules updates improve game balance, enhance clarity and correct any errors, while frequently asked questions explain how the rules are intended to be used. This document is updated regularly.

### KEY

Rules are updated regularly, with the type of change made indicated by one of the following ‘badges’:

- NEW** This shows that a rules update is new since the last time this document was published.
- UPDATED** This shows that an existing rules update has changed since the last time this document was published.
- DELETED** This shows that the rules update no longer applies (the text will also be scored out like this).

More recent rules updates always take precedence over earlier versions.

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# WARHAMMER QUEST

## DARKWATER

### RULES UPDATES

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### RULEBOOK

#### FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

*Q: If there are fewer enemies of a certain type on the battlefield than the group activation number, will an enemy activate multiple times until the group activation number is reached?*

A: No. Enemies cannot activate multiple times unless specified otherwise.

*Q: An enemy takes the **Reposition** action, but they are already next to a hero and there is no other hero that is further from that enemy that they could attack after moving. What happens next?*

A: That enemy **Advances** (this usually results in a **Quick Attack**).

Since the enemy cannot 'move towards' the hero they are next to (they cannot get any closer), that hero cannot qualify as the furthest hero from that enemy that they could attack after moving, because that enemy cannot move following the rules for **Reposition**. As a result, they default to the **Advance** action, which usually results in a **Quick Attack**.

#### NEW

*Q: When an encounter requires you to place a single **Blight Templar**, which one is used?*

A: The leader picks one.

#### NEW

*Q: If an enemy is required for an encounter, do you place an action token on their enemy card during set-up even if they will not necessarily activate?*

A: Yes.

#### NEW

*Q: During an encounter, if there is an enemy type that has not activated in a battle round (perhaps because of a rule on an encounter card), do you still advance the action token along their action queue at the end of the battle round?*

A: Yes, unless specified otherwise. For example, in the **Growth of Evil** encounter (Act I), you do not advance the token, but in the **Foulhoof's Menagerie** encounter (Act I), you do.

#### NEW

*Q: Are enemies affected by **snare hexes** or **lethal hexes**?*

A: No.

#### NEW

*Q: Do improvements to a hero's **Dice characteristic** (e.g. **Berserker**, **Almighty Blow**) improve the attack profiles on reward cards (e.g. **Thornblade Greatsword**, **Leystone Cudgel**), not just the attack profiles on the hero's character card?*

A: Yes.

#### NEW

*Q: Do enemies score **critical hits** on unmodified rolls or modified rolls?*

A: Unmodified rolls.

#### NEW

*Q: If something other than an attack inflicts damage on an enemy, e.g. an ability on a reward card, is the enemy's **Defence characteristic** subtracted from that damage?*

A: No, unless specified otherwise.

#### NEW

*Q: Can abilities that can be used 'at any time' be used during enemy actions?*

A: Yes.

#### NEW

*Q: Can abilities that can be used 'at any time' be used outside encounters?*

A: Yes.

# WARHAMMER QUEST

## DARKWATER

### RULES UPDATES

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#### ACT I CARDS

#### FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

##### ENCOUNTER CARDS

NEW

##### FACING FOULHOOF

Q: Can heroes draw line of sight through open ways?

A: While moving, yes, though this will rarely have any effect.

Otherwise, no.

##### EVENT CARDS

NEW

##### A BRIEF RESPITE

Q: Can two players pick each other to swap reward cards with, thus allowing their heroes to swap a total of 2 reward cards each?

A: Yes.

#### RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

##### ENCOUNTER CARDS

##### DEEP TROUBLE

Change 'Steady Rise' to:

'Subtract 1 from the distance that heroes other than Inara Sion can move when using the Move ability (including Sprint), to a minimum of 1.'


Change the final paragraph of 'Desperate Demolition' to:

'Heroes can attack pillars as if they were enemies with a Defence characteristic of 0 and a Health characteristic of 3. Once 3 damage has been inflicted on a pillar, it is destroyed. Remove its token from the battlefield.'

##### A BLIGHTED BOND

Add the following rule:

'Bonded Elites

If a Pox-Wretch would take the **Plague Horde**  action, each Pox-Wretch on the battlefield **Advances** instead.'

NEW

##### FOULHOOF'S SACRIFICE

Change 'Revolting Rites' to:

'Instead of activating as normal, if there are no heroes visible to him, Foulhoof takes no action. Otherwise, he activates as normal and then takes the **Foul Ritual** action. If Foulhoof would **Reposition** or **Advance**, he takes the **Onslaught** action instead. At the end of each battle round, if there are no heroes visible to Foulhoof, he takes the **Foul Ritual** action.'

# WARHAMMER QUEST

## DARKWATER

### RULES UPDATES

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#### ACT III CARDS

#### FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

##### ENCOUNTER CARDS

NEW

##### **PLAGUE OF FLIES**

*Q: Does the 'Clouds of Flies' rule make a hero visible to all sentries even if they would ordinarily not be visible because of another rule, e.g. if there was a blocked hex in the way.*

*A: Yes.*

#### RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

##### BONUS REWARD CARDS

##### **SWORD OF THE RIGHTEOUS**

Change the second ability on this card to:

'Subtract 1 from their target's Defence characteristic while this hero is next to them.'

# WARHAMMER QUEST

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### RULES UPDATES

MAY 2026

#### WHITE DWARF

#### FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

##### ISSUE 520

NEW

*Q: The Royal Alchemist equipment card for the Flesh-eater Courts heroes allows you to copy a reward card that another hero has. Once you've used the copied ability, what happens to the equipment card?*

A: If the copied ability has the Discard symbol, the equipment card is 'discarded'. Technically, the equipment card ought to be placed in the reward discard pile for the act that the reward card belongs to; however, since it is only temporarily a copy of that reward card, you should set the equipment card aside, ready to be reallocated to a Flesh-eater Courts hero following the rules for delusions in the next encounter.

If the copied ability has the Flip symbol, the equipment card is 'flipped over' for the rest of the encounter (i.e. it can't be used again that encounter, not that it is upgraded or downgraded).

If the copied ability has the Expend symbol, the equipment card is turned sideways until it is refreshed at the start of the hero's next turn.

If the copied ability has the Passive symbol, it is active either for the rest of the turn in which you used the Royal Alchemist ability or until the start of the next encounter, depending on whether the equipment card has been upgraded.

Notably, if the equipment card has not been upgraded, it will 'revert' to being an equipment card after the Flesh-eater Courts hero's turn ends. If you copied and used a Discard or Flip ability, the equipment card is still 'discarded' or 'flipped over'. However, if you copied and used a Passive or Expend ability, you could use the Royal Alchemist ability again in a later turn.

Be aware that the Royal Alchemist ability turns the equipment card into an exact copy of the reward card. This means that if you were to copy a reward card whose Flip ability had already been used that encounter or whose Expend ability had already been used by the hero it belonged to in their turn, you would be unable to use the ability on it. Time your alchemy carefully!