

WARHAMMER QUEST

DARKWATER

RULES UPDATES

JANUARY 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.

PRODUCED BY THE WARHAMMER DESIGN STUDIO

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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**.

ACT I CARDS

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.'

ACT III CARDS

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.'