

WARHAMMER QUEST

CURSED CITY

HEROIC QUESTS IN THE DOOMED CITY OF ULFENKARN



TALES FROM THE CURSED CITY

ONE MAN ARMY

INTRODUCTION

The Cursed City of Ulfenkarn is a dangerous place, and though a band of noble heroes came forth to defend its desperate population, we couldn't help but wonder – what if the city had had a different champion, one renowned across the realms for their puissance and unquestionable might? Could such a hero have prevailed against Radukar's forces alone, even? The time has come to answer those questions!

In this mission we provide rules for using legendary heroes in your games of Warhammer Quest. Each of these mighty warriors is a true powerhouse, their abilities far outstripping those of any of the ragtag band of heroes in the game. This is intentional, however, as each of these heroes must fight alone against the hordes of undead that Radukar will throw their way. Very little can stand in their path, save perhaps the Wolf himself – and even then he had best bring some help!

THE RULES

The intent of these rules is to allow players to play one-off journeys in which they control a single, powerful hero. We've included character cards for three such legendary heroes – if you're inspired by the examples, why not create your own for another iconic character from Warhammer Age of Sigmar?

While a player could, if they wanted, play through the entire Ulfenkarn in Peril campaign using a legendary hero, it isn't recommended - you need four heroes to complete some of the journeys, and a single warrior can only cover so much ground. Even so, we thought it would be exciting to see just how much damage a hero like Gotrek Gurnisson or the Light of Eltharion could inflict, were they standing against the denizens of Ulfenkarn. So bearing that in mind, let's get started.

GETTING READY TO PLAY

Use the following changes to the rules in the Getting Ready to Play section to use legendary heroes in a game of Warhammer Quest: Cursed City.

- ◆ When picking a journey for the legendary hero to undertake, any journey in Warhammer Quest Cursed City can be picked, though some will be more difficult for the legendary hero than others. We recommend the Hunt journey as an especially good choice, as the legendary hero's carnage-related skills will be put to best use.
- ◆ When picking your heroes, only one legendary hero can be picked. If a legendary hero is picked, the journey does not take place during any quest, and does not contribute to any quest that is being played through. Those quests remain paused, following the rules in the Cursed City rulebook, and no counters or tokens are removed from any plastic bags.
- ◆ During the initiative step, only one hero initiative card is used; this is the legendary hero's initiative card.
- ◆ During journeys using a legendary hero, crises do not occur. Ignore any rule that would generate a crisis.
- ◆ Use the event table presented here, instead of the one for the journey the legendary hero is undertaking.
- ◆ Legendary heroes do not receive rewards, nor resolve consequences for succeeding at or failing a journey. When the journey ends, the game is over - do not follow the Journey's End sequence.

EVENT TABLE

RESULT	EVENT
1	A Destiny Denied: Do not make a destiny roll at the start of the next turn.
2-4	The Odds Are Against Them: The hostile group with a model furthest from the legendary hero makes a Charge action. If there are equidistant hostile groups, the leader picks which one makes a Charge action. If there are no hostile groups, nothing happens.
5-6	The More the Merrier: Draw one encounter card. Add the hostiles on that encounter card to the lowest value hostile group that has had fewer hostiles added to it than the other hostile groups.
7-8	Time Is Running Out: Move the nightfall token clockwise two spaces (unless the nightfall token is on the space with the night symbol).
9-10	Legendary Hero: Make a free Recuperate (1+) action for your legendary hero or remove one ailment from your legendary hero.
11	Inspiring Effort: The hero gains 1 inspiration point.
12	A Destiny Fulfilled: After the destiny roll is made, move all discarded destiny dice to the available destiny dice section of the Skyvessel board.

THE LEGENDARY HEROES

GOTREK

Even before the destruction of the World-that-Was, Gotrek Gurnisson was the greatest monster slayer of his age. Now, armed with the legendary axe Zangrom-Thaz and bearing the Master Rune of Krag Blackhammer, he has become a veritable demigod of battle.

THE LIGHT OF ELTHARION

Eltharion has no physical form, only a spiritual essence given uncanny strength through Teclis' magic. An ancestor of the Lumineth race, his avenging spirit is a puissant warrior and an inspiring hero to those who witness his shining light.

GARDUS STEEL SOUL

Gardus Steel Soul is the most revered Lord-Celestant of the Hallowed Knights and a veritable beacon of hope. In battle, he focuses his faith as a weapon to safeguard the innocent and smite Sigmar's enemies.



TRAITS

GOTREK GURNISSON

Stalwart, Duardin, Order
Size: Large

WEAPON ACTION	TYPE	DICE	DAMAGE
Zangrom-Thaz (1+)	Melee	🔴🔴🔵	4/8

UNIQUE ABILITIES

Avatar of Grimnir: Each time Gotrek suffers damage, change the amount of damage he would suffer to 1. If Gotrek would be taken out of action, roll the quest dice; on a roll of 3 or higher, he is not taken out of action and does not suffer the damage that took him out of action.

Krag Blackhammer's Master Rune: If an attack roll made by Gotrek contains only critical successes, the target is slain, regardless of any ability to reduce, ignore or otherwise prevent damage being dealt to that target.

PATH TO GLORY

There's Not Enough of Ya: Each time a hostile group is driven off, gain 1 inspiration point.

ARMOUR

WEAPON

GOTREK GURNISSON

MOVE
3/3

AGILITY

DEFENCE

ALIQUITY

CARRIED
ITEM

TRAITS

GOTREK GURNISSON

Stalwart, Duardin, Order, Inspired
Size: Large

WEAPON ACTION	TYPE	DICE	DAMAGE
Zangrom-Thaz (1+)	Melee	🔴🔴🔵	6/10

UNIQUE ABILITIES

Avatar of Grimnir: Each time Gotrek suffers damage, change the amount of damage he would suffer to 1. If Gotrek would be taken out of action, roll the quest dice; on a roll of 3 or higher, he is not taken out of action and does not suffer the damage that took him out of action.

Krag Blackhammer's Master Rune: If an attack roll made by Gotrek contains only critical successes, the target is slain, regardless of any ability to reduce, ignore or otherwise prevent damage being dealt to that target.

Can't Stop Me Now: After Gotrek makes a weapon action that is not a free weapon action, if that weapon action dealt enough damage to slay a hostile, Gotrek can make one free weapon action.

ARMOUR

WEAPON

GOTREK GURNISSON

MOVE
4/4

AGILITY

DEFENCE

ALIQUITY

CARRIED
ITEM



TRAITS

THE LIGHT OF ELTHARION

Executioner, Aelf, Order
Size: Large

WEAPON ACTION	TYPE	DICE	DAMAGE
Fangsword of Eltharion (1+)*	Melee	🔴 🔴 🟡	3/4
Celennari Blade (3+)	Melee	🔴 🔴	2/3
Searing Darts of Light (4+)**	Ranged	🔴	1/2

*Fangsword: If the previous action made by this hero was a Run (3+) action, add +2/+2 to the Damage values of this weapon action.
**Burning Light of Hysh: Damage from this weapon action cannot be reduced or ignored.

UNIQUE ABILITIES

Seek Vulnerability (4+): During the turn in which this action was made, damage from the Celennari Blade (3+) weapon action cannot be reduced or ignored.

Spirit Armour: When the Light of Eltharion suffers damage, reduce that damage by 1, to a minimum of 1.

PATH TO GLORY

Swordmaster Supreme: Each time an attack roll for a Melee weapon action made by this hero contains only critical successes, gain 1 inspiration point.

ARMOUR
WEAPON

TRAITS

THE LIGHT OF ELTHARION

Executioner, Aelf, Order, Inspired
Size: Large

WEAPON ACTION	TYPE	DICE	DAMAGE
Fangsword of Eltharion (1+)*	Melee	🔴 🔴 🔵	3/4
Celennari Blade (2+)	Melee	🔴 🔴	2/3
Searing Darts of Light (3+)**	Ranged	🔴 🔵	1/2

*Fangsword: If the previous action made by this hero was a Run (3+) action, add +3/+3 to the Damage values of this weapon action.
**Burning Light of Hysh: Damage from this weapon action cannot be reduced or ignored.

UNIQUE ABILITIES

Seek Vulnerability (3+): During the turn in which this action was made, damage from the Celennari Blade (2+) weapon action cannot be reduced or ignored.

Spirit Armour: When the Light of Eltharion suffers damage, reduce that damage by 1, to a minimum of 0.

Blazing Light: Hostiles on the same board tile as the Light of Eltharion are not treated as being empowered.

ARMOUR
WEAPON



STATS

MOVE 3/4

AGILITY (1 triangle)

ALILITY (2 red pentagons)

DEFENCE (3 red pentagons)

CARRIED ITEM

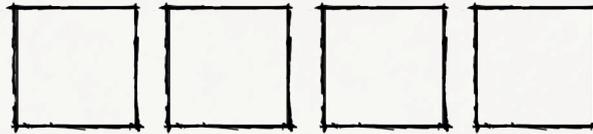
ARMOUR

TRAITS

GARDUS STEEL SOUL

Blade, Stormcast Eternal, Order

Size: Large



WEAPON ACTION	TYPE	DICE	DAMAGE
Sigmarite Runeblade (1+)	Melee	2 red pentagons, 1 white square	2/3
Warhammer (4+)	Melee	2 red pentagons	4/6
Sigmarite Warcloak*	Dual	1 red pentagon	1/1

*Flying Hammers of Justice: This weapon action cannot be made by spending activation dice.

UNIQUE ABILITIES

Saintly Assault: Run (3+) actions are treated as Run (1+) actions by this hero.

Warcloak (6+): This action can only be made once per turn. Each time this action is made, roll a spare activation dice. Make that number of free Sigmarite Warcloak weapon actions.

Aura of Purity: When Gardus Steel Soul suffers damage, roll the quest dice; on a roll of 10+, that damage is ignored.

PATH TO GLORY

Only the Faithful! Each time this hero suffers 2 or more damage, gain 1 inspiration point.

ARMOUR

WEAPON

STATS

MOVE 4/5

AGILITY (1 triangle)

ALILITY (2 red pentagons)

DEFENCE (3 red pentagons)

CARRIED ITEM

ARMOUR

TRAITS

GARDUS STEEL SOUL

Blade, Stormcast Eternal, Order, Inspired

Size: Large



WEAPON ACTION	TYPE	DICE	DAMAGE
Sigmarite Runeblade (1+)	Melee	2 red pentagons, 1 white square	3/4
Warhammer (3+)	Melee	2 red pentagons	5/7
Sigmarite Warcloak*	Dual	1 red pentagon	2/2

*Flying Hammers of Justice: This weapon action cannot be made by spending activation dice.

UNIQUE ABILITIES

Saintly Assault: Run (3+) actions are treated as Run (1+) actions by this hero.

Warcloak (5+): This action can only be made once per turn. Each time this action is made, roll a spare activation dice. Make that number of free Sigmarite Warcloak weapon actions.

Aura of Purity: When Gardus Steel Soul suffers damage, roll the quest dice; on a roll of 8+, that damage is ignored.

ARMOUR

WEAPON