

Domain Of The Rats

A starting two hero tutorial quest designed for new players or those seeking a quick game

Quest Scenario

A growing menace beneath the city needs to be dealt with. Rat swarms are invading the streets, but worse still were the reports of giant creatures seen at night stalking their prey. Nobody feels safe and the council have sought out brave heroes to enter the complex sewer system to destroy this menace in their own domain.

Set Up

- Use 4 Locations > Winding Tunnels Underground River Sewer System Sleeping Warren
- Lay out the counters, conditions, dungeon cards (same as the tutorial), add a deck of gear cards (do not include the legendary cards).
- Create a monster deck which includes the two cards for all the level 1 monsters (top left indicator) but not the elite ones (optionally add these for a nightmare level of difficulty). Also add in one Gigantic Spider and the elite Rat Swarm.
- Take the elite Gutter Runner Rat as the rat leader, one Skaven Jezzail Team card (not elite unless you are playing nightmare level) and the elite Clanrat and set them aside with the Sleeping Warren location.
- Use the Winding Tunnels as the first location and apply the monster spawn (one monster to each hero and one in the shadows face down).

Gameplay

- Heroes use the hero card with the lowest health score (bottom right corner) and each **take one activation turn only per round** in this quest (same the tutorial quest in the learn to play guide).
- Follow the usual advanced rules but you have no quest sheet to track. When you completely explore the Winding Tunnels you travel to the Underground River, then the Sewer System, and finally into the Sleeping Warren.
- Spawn monsters as indicated on the location cards from your monster deck. When you travel to the Sleeping Warren, you must spawn the Gutter Runner leader, elite Clanrat and the Skaven Jezzail as the first 3 to the shadows. Any other spawns required are random from the top of the monster deck. The Gutter Runner leader cannot be engaged while either the Jezzail Team or elite Clanrat are in the shadows.

Rats Rule

- Whenever you kill or remove from play a Clanrat warrior, set it aside rather than discarding it. While the Gutter Runner leader is in play, if a Nemesis dice is rolled, then add one random Clanrat warrior (that you have set aside) to the shadows.
- Whenever you kill or remove from play a Rat Swarm then set it aside and shuffle them all back into the remaining monster deck as soon as you travel to the Sleeping Warren.

Winning

- Fully explore all locations and defeat the Rat leader to escape from the sewers.
- If successful, your party may draw one random treasure you found in the sewers.

