

CIRCQUEST WARPATH



THE BACON AND
EGGS CONSPIRACY

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The young Orc was busy devouring his pie. He was stuffing himself like a pig while Gorbag the Ancient approached silently to deliver a monumental blow with his stick to the back of his head. "Stop eating like a Pork, or you'll end up like them! In slivers!

This recipe is delicious, but do you even know that it was conceived by valiant heroes of our people? Come on, sit by the fire, and let me tell you about it. And put down that pie for two minutes, will you?

Long ago, many Orcs were disappearing near Pork villages. The great Orlok Olms decided to investigate and he eventually discovered absolute horror. The Orcs were taken to a large building that the Porks called 'the Deli-K-tessen'. The place was run with an iron hoof by three infamous siblings who used to work in construction: Borts, Kassler and Morcilla. They fattened up our fellow Orcs and then transformed them into minced meat, sausages, and a dreadful terrine these snout-faced creatures called 'Smap'. This canned paté sent them into a terrifying porcine rage, making them as dangerous as our fiercest warriors.

So, Orlok Olms decided to form a Kommando to destroy this factory, to free our brothers and sisters, and above all, to seek revenge against the Porks!"

SPECIAL RULES FOR THIS ADVENTURE

► Alert Gauge ◀

The Heroes do not lose the Quest when the Alert Level exceeds 15. When level 6 is reached, the "Smap paté" Special Rule is applied.

► Event Cards ◀

Add the 2 "On our Tracks" Events cards from the PorkQuest expansion to the Event cards from the Core Box.

► Patrol Cards ◀

Add the 3 "On our Tracks" Patrol cards from the PorkQuest expansion to the Patrol cards from the Core Box.

• Alert

Alert Level increases **by 2** as long as the Bell-ringer is on the Bell square at the end of the Enemy Phase.

Alert Level increases **by 2** if at least one Alerted Enemy survives the end of the Enemy Phase.

If the number of Enemy miniatures available is not sufficient to create a Patrol or an Exploration, the Alert Level is increased **by 2**.

The Kommando

When choosing your Heroes, the Kommando must include one Hero of each Class: **Warrior, Ranger, Thief and Warlock**.

• Loot ! Loot ! Loot, Loot, Loot !

After choosing the Heroes, collect all the remaining Loot cards from the Core Box and form a deck. When furniture is destroyed using the **Smashing** Ability, the Hero draws 2 Loot cards, chooses one to convert into Resources, and returns the other to the bottom the deck. A Hero adjacent to furniture can use an Action card and replace its effect to search the furniture. In this case, they draw only 1 Loot card. The furniture is then discarded.



• *Smap paté*

► When the Alert Level reaches 6, the Porks re-roll their Attack die once if the result is Yellow and keep the new result.

► When the Alert Level reaches 11, the previous rule does not apply anymore. Instead, the Porks roll an additional Attack die of the same color (or of the higher color if they have Attack dice of different colors), and keep the best result.

• *All is good in the Pork*

A Hero who kills a Pork regains one Health Point, without exceeding the number of Health Points indicated on their Hero Sheet.


• *Oink!*


A Pork that has a line of sight to a Hero grunts to alert its fellow pink-skins. In this case, the Alert Level immediately increases by 2, and this Pork, as well as those within Range 3, immediately perform their reactions.


• *Truffle Pork*



A Hero can throw a truffle in their possession to a square in line of sight up to Range 5 using an Action card without applying its effect. The Hero then places the truffle in the chosen square and rolls a Badass die:

On  the truffle is moved one additional square in the trajectory of the throw.

On  remains in the same square.

On  the truffle is moved back one square in the trajectory of the throw.

Then the Hero moves a Pork Tracker of their choice toward the truffle using their maximum Movement Points.

When a Pork Tracker reaches a truffle, it suffers from the *Disoriented* Alteration.



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QUEST 01

After several days of marching in Pork territory, the Kommando arrived at the outskirts of the factory. Each one knew their mission. They were there to do what Orcs do best: wreak havoc! They also knew what they would discover upon entering the Deli-K-tessen: Orcs torn to shreds and Porks. Lots of Porks.

They first had to find a way to open the securely locked doors blocking their entrance.



MAIN OBJECTIVE WRECK HAVOC!

"The plan is simple: we go in, we destroy everything, and we get out. And if a Pork gets in our way, we turn them into bacon!"

► **Destroy the 7 workstations then reach the Hero Exit.**



A Hero adjacent to a workstation can destroy it using an Attack. Each workstation has 2 Orange Health Points.

SECONDARY OBJECTIVE TURN KASSLER INTO BLOOD PUDDING

« If you come across Kassler, make him lose the taste for meat! »

► **Kill Kassler.**

When all the workstations are destroyed, Kassler appears under his Piglet Hunter form.

He is accompanied by a Tracker. The Heroes roll a Badass die to determine the room in which they appear and trigger an Exploration to determine their position in the room.

As a reward, the Heroes collect 1 Fragment of Power as well as Kassler's Stuff Cards.

SPECIAL RULES

• **Assassin**


Pork Trackers prefer sneak attacks. Their successful attacks from the Rear Arc cause the **Bleed** Affliction.


• **Entering the Deli-K-tessen**

Reinforced doors prevent anyone from entering the Deli-K-tessen. A Hero must have the key and be in an adjacent square to a reinforced door to be able to open it by spending 1 Movement Point.

• **The key to the Deli-K-tessen**

The key is on one of the Porks located outside. When a Hero kills one of these Porks, they roll a Badass die.

On  they find the key and can now open the reinforced doors.

If no  is rolled after killing the first two Porks, the Heroes automatically find the key when killing the third Pork.

Kook's Kostum



A Hero in the square of the Kook's Kostum can retrieve it and take the "3" numbered Token. This Hero now has the **Invisible** Ability. However, it can only be used 3 times for the duration of the campaign. When the Hero should lose **Invisible**, they discard the current Token, take the Token with the next lower value and remain **Invisible**. When the "1" Token is discarded, the Hero can no longer use the Kook's Kostum and loses the **Invisible** Ability.

• **Mushroom picking**

A Hero in the square of a truffle can retrieve the mushroom. A Hero can carry only one truffle at a time. Truffles are kept until the end of the campaign.



• **Conga line**

When a Patrol enters a path only one square in width, it modifies its formation. In this case, the first miniature to move is the one located in the top right of the Patrol composition board. The following miniatures are placed one behind the other, following the Patrol composition board counterclockwise.

QUEST 01

DOUBLE DOOR OPEN



x1

SIMPLE DOOR OPEN



x1

DOUBLE DOOR CLOSED



x1

SIMPLE DOOR CLOSED



x9

REINFORCED DOOR CLOSED



x2

BARREL



x3

CRATE



x3

TRUFFLE



x4

KOSTUM



x1

BED



x1

BOOKCASE



x1

TABLE



x2

MINIATURE



x3

BELL



x1

WORKSTATION

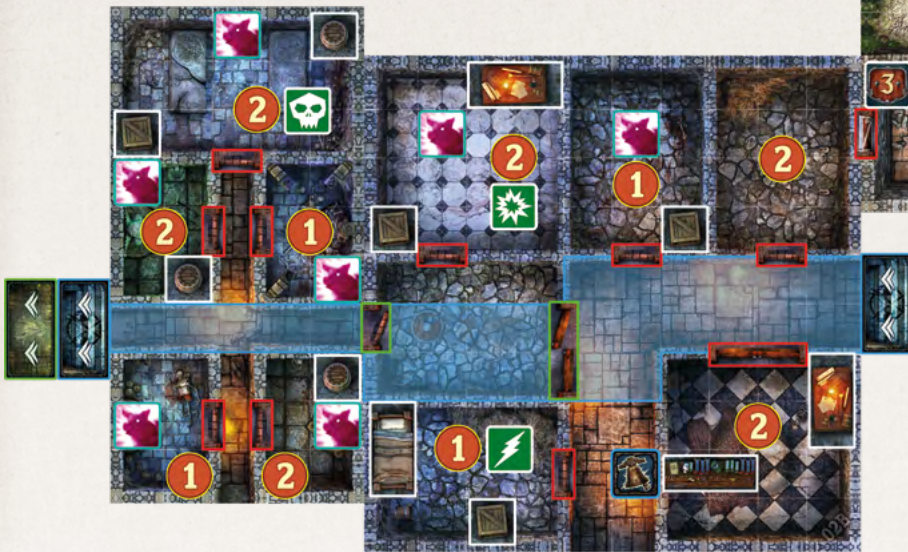


x7

22A

02B

05A



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QUEST 02

As the last workstation gave way under the blows of an axe, and the remaining Porks fled for their lives, our valiant Heroes thought their mission was complete. They were about to make their way back to the village when they heard a groan of agony through the floorboards.

Following the sound and the smell, they discovered that the Deli-K-tessen hid underground levels. These moans could be from Orc brothers still alive!

They decided to delve into the depths of the factory. After a few minutes, they emerged into a series of filthy cells. There were Orcs imprisoned there! Unfortunately for our Kommando, they weren't the sharpest swords in the rack. It was the "Hot Shots," you know, your cousins Toppork, Armada, Gut, and Dentork.

After some hesitation, they still decided to get them out of there.



MAIN OBJECTIVE 01

THE NOT-SO-HOT SHOTS

« Keep an eye on those daaamn Porks! And on the Hot Shots too... »

► Rescue all the members of the Hot Shots then reach the Hero Exit.

A Hero adjacent to an unlocked cell door can save a member of the Hot Shots by spending one Movement Point. The Door Token is flipped to its open side, and the Orc Hero Token is retrieved by the Hero.

These Tokens are set aside for Quest 03.

MAIN OBJECTIVE 02

TURNING BORTS INTO HAM

« This one, we're going to hang him upside down and let him dry! »

► Kill Borts.

Borts is in Room "A" in his Piglet Artificer form. He is accompanied by a Tracker.

As a reward, the Heroes receive 1 Fragment of Power as well as Borts' Stuff Cards. Additionally, Cell "3" unlocks.

SECONDARY OBJECTIVE

TURN MORCILLA INTO POTTED MEAT

« Anyone got a really big slice of bread? »

► Kill Morcilla.

Morcilla appears in zone "B" in her Piglet Witch form as soon as the Hot Shots are rescued. She is accompanied by a Tracker. Trigger an Exploration to determine their position in the zone.

As a reward, the Heroes receive 1 Fragment of Power as well as Morcilla's Stuff Cards.

SPECIAL RULES

• Kamikaze

When a Pork Tracker is activated with only 1 remaining Health Point, they die by exploding to inflict 1 Automatic Damage + **Burn 1** to Heroes within Range 1. When Borts is killed, this special rule no longer applies.

• Possessed

If Morcilla is within Range 4, Pork Trackers benefit from **Ferocity**. When Morcilla is killed, this special rule no longer applies.

• The Hot Shots

The Heroes take 4 unused Orc Hero Tokens of their choice and place them face up in the indicated cells "3", "4", "5", and "6". These represent Toppork, Armada, Gut, and Dentork. As soon as the Hot Shots are saved, Morcilla appears in zone "B".

• The doors of the penitentiary

The cell doors cannot be destroyed and can only be opened by unlocking them first with the following rule:



The Heroes shuffle the face-down Tokens “4”, “5”, and “6” and randomly place them in the indicated squares. When a Hero is on one of these squares, they flip the Token face-up. The number on the Token indicates the cell that has just been unlocked. Cell “3” unlocks automatically when Borts is killed.

DOUBLE DOOR CLOSED



x1

SIMPLE DOOR CLOSED



x10

BARREL



x6

CRATE



x3

BELL



x1



x1

BED



x1

OBJECTIVE (4,5,6)



x3



• A mud mask

Bort's room is filled with mud. In this room, the movement of Heroes costs an additional 1 Movement Point.

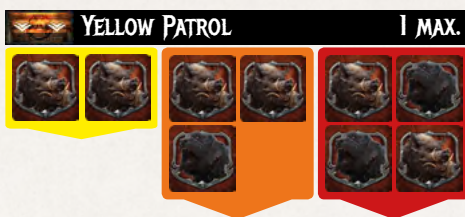
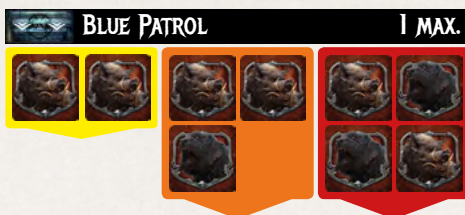
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QUEST 03

Once freed, the members of the Hot Shots began to unpack everything they had learned during their captivity, and for once, they had real information! The Porks were in the process of training some kind of giant chicken to turn it into a weapon of war.

The captured Orcs were being cooked by the Porks according to ancient sacred recipes of their god, Porskmayer, and served to feed the beast.

Without hesitation, the Kommando decided to steal this big chicken, snatch its eggs to train the little ones (and maybe make an omelet along the way), and finally destroy these sacred recipes. Unfortunately, the Hot Shots decided to accompany them.



MAIN OBJECTIVE

DOMESTICATING THE GIANT POULTRY

« Koooot Kot Kot. Come here, little chicken, come... Well, it looks like it doesn't want to follow us. We'll have to train it the Orc way. »

► Tame the giant chicken then reach the Hero Exit.

The giant chicken is the Cockatrix. It is located in Room "A".

When the Cockatrix's Health Points drop to 0, it is "tamed".

SECONDARY OBJECTIVE 01

SNATCH THE EGGS

« Imagine the size of the omelet we'll be able to make with these! »

► Steal the giant chicken's eggs.



A Hero in the same square as an Egg Token steals it. The Token is removed from the Board.

When there are no more Egg Tokens on the Board, the Heroes choose one of the Cockatrix's Reaction cards and discard it.

SECONDARY OBJECTIVE 02

DESTROY THE SACRED PORSKMAYER SCROLLS

« All this Pork meat is messing with my intestines... Does anyone have some paper? »

► Desecrate the sacred Porskmayer scrolls.

A Hero standing on a sacred text space uses it in a way that renders it permanently unreadable. The Token is removed from the Board.



SPECIAL RULES

• Kook's Kostum

The Kook's Kostum is soiled and no longer usable for this Quest.

• Truffles

If the Heroes still have truffles, they have lost their scent and cannot be used for this Quest.

• Kassler, Borts, Morcilla

Their Tokens are added to the Main Reserve. When drawn, their miniatures are placed on the board. However, they are considered as Pork Trackers.

• The Hot Shots actually helping

The Orc Hero Tokens of the Hot Shots are placed between the players. During their Activation, a Hero can discard a Orc Hero Token to benefit from one of the following effects but suffers the **Disoriented** effect during their next Activation.

QUEST 03

Toppork: The Hero benefits from the *Life Steal* Ability until the end of their Activation.

Armada: The Hero benefits from the *Enraged 2* Enhancement.

Gut: The Hero benefits from the *Cruelty 2* Ability until the end of their Activation.

Dentork: The Hero benefits from the *Ferocity* Ability until the end of their Activation.

• The giant chicken

The Cockatrix follows the same rules as described page 14 of the Quest Book, except for the section “Loot”.

DOUBLE DOOR CLOSED SIMPLE DOOR CLOSED SIMPLE DESTROYED WALL



x2



x12



x3

BARREL



x6

CRATE



x6

BELL



x1



x1

OBJECTIVE



x1



x1



x4



x1



x1



x1



x1



With the Deli-K-tessen destroyed and the Porks turned into sausage meat, our Heroes proudly returned to the village with the giant chicken. Soon, its eggs gave life to cute 180-pound chicks, and newly trained poultry provided us with abundant food as well as combat birdies that all peoples still envy us for. And from that day on, we too prepare delicious little pies.

Well, now you know the whole story, little one. And you? Did you enjoy it?