

OrcQuest WarPath Semi-Official Frequently Asked Questions

The Story:

I got a little obsessed with OrcQuest Warpath (OW), devouring every question and comment from anyone talking about it. As I waited for the FAQ it dawned on me that I had a wealth of knowledge about the game and a list of resources to gather questions for my own FAQ. But then, what is my word, just some fan, against that of Monolith (the IP holders) or Maze Games (the original designers)?

I was fortunate enough to get in touch with some of the original Maze Game Playtesters! I jumped at the chance to ask some of the NOT YET ANSWERED questions I found on various sites. Below are the questions and answers I got and am thrilled to be able to share with all of you!

Playtester answers are in orange, my notes are highlighted-yellow.

There are several marked **NOT YET ANSWERED**. Please note that this is a bit of a living document and everyone working on it has other priorities. It's not that they will never respond, just that they haven't at this point.

Happy Gaming my friends,

Loony

The following questions compiled from:

Reddit:

https://www.reddit.com/r/OrcQuest_Warpath/

BoardGameGeek Forum:

<https://boardgamegeek.com/boardgame/252297/orcquest-warpath/forums/0>

Monolith's Discord:

<https://discord.com/channels/832658636782043148/1022413180506472480>

Along with some of my own.

General Game Questions

1. Quest Failure:

If the Orcs are defeated, what happens next?

If the Orcs fail the quest, it is as if the quest never happened. The players should write down all their characters' information prior to the start of each quest, as a kind of Save-Game-State. If they fail the quest, they should restart the quest from that Save-Game-State.

They should not keep any equipment/kraft/skills or Badass points they earned during the failed quest.

There is no penalty for failing the quest.

2. When an entire deck (Event, Patrol, Loot) is exhausted, should the discards be shuffled and used to re-create the deck for continued play, or are they just no longer in use? For example, there's only so much loot you can get from a quest, so once the deck is exhausted, no more loot is possible for this quest.

The discards are shuffled and used to re-create the deck and play continues normally.

There's a rule on Page 29 that says "Any Loot Card discarded is permanently lost." Which some have taken to mean that it can no longer be in the deck for the entire campaign!

This is a misinterpretation and likely a translation issue. No card is ever permanently lost. All discarded loot cards can be shuffled and re-used during the current quest.

Hero Questions

1. Skip Turn:

If a Hero decides to skip their turn (takes no actions), do they still draw an Event Card?

Yes. Events still happen, even when the Orcs are waiting.

2. Event Cards

The Oops Event card states “if the Hero hits an obstacle...” but “obstacle” is subjective to the Hero. If Mek moves forward 2 squares into a Barrel, would he just hop onto it, being Agile? If Orrus, would he just smash it having the “Smashing” ability? Or are we overthinking it and due to the “Tripping” nature of the card, everything is an obstacle that would trigger the increase in Alert Level?

The card indicates a Hero is tripping/stumbling. Ignore any abilities they may have and treat all obstacles as obstacles. When in doubt, take the course of action that does NOT favor the Orcs.

3. Equipping newly acquired loot:

Does a Hero need to wait until End of Turn Phase to equip newly acquired Equipment? Does it make a difference if they’re equipping something new (like a Shield) versus replacing something (like Orrus’s Sword with a Claymore)?

For example, Orrus slays a peasant and loots a Claymore off him! Can Orrus equip it immediately and use it with a second action? Or does he need to wait until End of Turn to equip it?

Yes, equipped items cannot be changed until the End of Turn Phase.

4. Expansion Heroes:

Are there any guidelines as to when to bring alternate/Expansion Heroes into the game? Abgral, Verreck, and the Porks seem to need to be acquired through defeating them, but the Hero Box and other Expansion Heroes don’t seem to need to be.

For what it’s worth, my system is:

- Use any of the Core Four or Hero Box Heroes to start.
- Replace 1 (or 2 for Royal Mines) of your party with the Expansion hero only when playing that expansion.
- Beating the Bacon and Egg Conspiracy Expansion unlocks all Porks for use.

No, do whatever you want with Heroes. The Important part is to have fun.

5. Jump Skill:

Can Jump be used to go over furniture (by non-agile characters)?

NOT YET ANSWERED.

If it's a Smashing character, do they smash furniture they Jump over?

NOT YET ANSWERED.

Can Jump be used to land on furniture by a...
Agile Character?

NOT YET ANSWERED.

Non-Agile Character?

NOT YET ANSWERED.

Smashing Character (without Smashing it)?

NOT YET ANSWERED.

Enemy Questions

1. Danger Zones:
Can Danger Zones stack?

No.

If a Hero is surrounded on 3 sides by Enemies and flees, does he take 6 automatic damage?

No, 2 is sufficient. Each Danger Zone square is singular, even if they overlap. So, the max damage a Hero can take from leaving a single Danger Zone square is 2.

As a personal aside, I struggle with this rule, particularly playing a Red Health Hero that needs to retreat from a Peasant, as the Peasant can literally not harm a Red Health Hero with his two White Dice. I would love to see some sort of rule that uses a die roll to determine "Danger Zone Damage" based on the specific Hero and Enemy (mainly their Health Color), to more realistically handle the power dynamics of the situation.

Danger Zones are intended to punish Orcs for fleeing.

2. Danger Zones 2:
If a Hero uses a movement skill like Charge, Jump, or Bear Charge, are they still subjected to Danger Zones? For example, if Hoggan Bear Charged between two Enemies facing each other (with 1 Square between them) hitting each with 1 Grey die of damage, would he take 2 or 4 Automatic Damage for leaving their Danger Zone?

Yes, they are subjected to Danger Zones, but Hoggan would only take 2 Automatic Damage in this example.

3. Weird Enemy Defense Errata?
Angus the Best Friend (named Enemy) has Red Health but can only defend with a single Grey Shield (which is unable to block Red damage). Is this a mistake?

No, this is in case Angus is Weakened, he would have a chance to block Orange Attack damage.

4. Enemy Activations:

If an enemy activates with Flee in a small room where they would have to move closer to a Hero to reach a door and escape the room, is this allowed? The RAW specifically states the enemy must move AWAY from the Heroes.

Yes, the point of Flee is for the Enemy to be further away from the Hero at the end of its turn than it was at the beginning of its turn.

Kind of similar, if the Enemy activates with Cowardice but they are already far enough away that they are out of attack range, do they move closer in order to attack?

Yes, despite the name, Cowardice is about the Attack, not the Fleeing. So, they would move to their maximum attack range.

5. Alert Enemies:

RAW says once alerted, enemies never become unalerted. However, if Mek moves into a room while invisible, without opening the door, and the enemies inside kill him, would they still be alerted (presuming there's other Orcs about) or would they return to unalerted, having dealt with the only Orc they were aware of?

They would remain alerted permanently; Orcs are never alone! They would turn toward Mek's body but otherwise would not activate unless they discover the location of another Orc, by seeing one or seeing another alerted enemy that has.

6. Patrol/Enemy Groups:

There seems to be some ambiguity around when Enemy groups are formed. For example, if Orrus smashes a door, all Enemies in the room are alerted and turn toward the door, but according to the rules (Page 36), they cannot actually form an enemy group until the Enemy Activation phase?

Enemy groups only matter for Activations, so yes, they only form groups during the Enemy Activation phase.

In the Patrol rules (Page 35/36) it outlines how a Patrol becomes alert. After outlining the Bellringer rules, it states "The remaining Enemies in the Patrol become an Alert Enemy Group", which seems to indicate this can happen BEFORE the Enemy Activation phase?

It technically would happen immediately following the resolution of the Patrol phase, but it has no effect on gameplay either way.

There's also a line on Page 36: "At each new Enemy Phase, after Patrol Management, if one or more Enemies are Alert, proceed to Enemy Group Management." and then later: "All Enemies in a group with at least one Alert Enemy become Alert." Does this mean unalerted Enemies form groups? What about Unexplored rooms? Are these considered Enemy Groups?

Again, it does not really matter. The text is ambiguous, but it doesn't affect gameplay.

See "Phalanx" below for a modified gameplay rule related to this.

I asked for more clarification on Enemy Groups, arguing that it may matter, particularly if a Hero is invisible and attacks an enemy that would otherwise be part of a group. I'm probably beating a dead horse, but it feels like it matters.

7. Bell Ringer/Alert Level:

If the Alert level is already at Red when the Bell Ringer rings the bell, does it not move, or does it immediately move to max and the game ends?

It moves to the next color level (Black). This may be a quest failure, depending on the specific quest.

8. Boss Reactions:

- a. Boss Reactions are usually described in the Quest book?

Yes, Bosses have many unique attributes and are described in detail in the Quest book that features them.

- b. Bosses react even if attacked in their rear arc?

No. In this case Bosses follow the rules as written.

- c. Bosses are not always limited to 1 reaction per Hero phase?

Yes. This is often explained in the quest book.

Effects Questions

1. Using multiple effects for a single attack:

There's a rule that you can only use 1 effect (Brutality for example) on each die, but what if it's only indirectly affecting a die?

For example I roll 1 Yellow Shield on a White Die. I then use Accuracy to re-roll it and get an Orange Shield. I then use Brutality to increase the value to Red (is that possible on a White Die?). I then use Ferocity to double it to 2 Reds.

Is all that possible, or something like it?

Only 1 effect can be applied per dice. So, the user must choose whether to use Accuracy OR Brutality, but not both.

But could you still use Ferocity to double the results? Or would the Player have to choose to double the initial roll or just use Accuracy OR just use Brutality?

NOT YET ANSWERED.

2. Accuracy:

If Orrus uses 2 swords, each with Accuracy 1, does he get to re-roll 1 die (because Accuracy 1 is always just Accuracy 1) or 2 dice (because he has two Accuracy 1 bonuses available)?

1 Die-Re-Roll per Sword. So, 2 Re-Rolls.

3. Blessed:

If you 1-shot an Enemy that grants you 1 Badass point, you would instead get 2 Badass points for the 1-Shot.

However, while Blessed would you get 4 (1 from Character Card, +1 for 1-Shot, +2 for Blessed), or does the Blessed +2 replace the normal 1-shot +1?

Blessed is +2, so in the example you would get 4 total.

If playing as Urrzag, he gains Blessed every time he 1-shots, so if he 1-shots every enemy, would he gain the Blessed +2 indefinitely, or does he immediately become un-Blessed the moment he claims each +2.

For example:

1st 1-Shot = +1, now he is Blessed,

2nd 1-Shot = +2, now he is NOT Blessed,

3rd 1-Shot = +1, now he is Blessed... and so on?

Yes, Urrzag cannot earn Blessed while Blessed. So, each 1-Shot while Blessed would grant the +2 bonus and immediately remove the Blessed effect. Urrzag would then be able to re-earn Blessed by 1-Shotting the next enemy.

4. Explosion:

Is the damage dealt by Explosion able to be defended against?

No.

Would it cause a reaction from those affected?

No.

I assume the primary target gets to defend and react?

Yes.

5. Phalanx:

States: All Enemies in an Enemy Group gain +1 White Die when Attacked.

There are 2 schools of thought on this:

1. This is supposed to boost the Enemy's ability to defend themselves, particularly those in a room together or in a patrol group. Therefore, any Enemy reasonably close to an Enemy with Phalanx should always have this Active.

Yes, this is the intention. An enemy does not need to be in a group to receive the defense bonus from Phalanx.

2. It specifically states, "in an Enemy Group" and an Enemy Group isn't formed until the start of the Enemy Phase, so Orcs attacking what would become an Enemy Group with Phalanx active, would have the entirety of the initial Attack (Hero Phase) before Phalanx goes into effect.

No, this is not the intent of Phalanx, despite the wording of the ability.

6. Polymorph:

"Transform the targeted Character into a Chicken until its next Activation."

If the last Hero in the turn order draws the "Hop" Event, is the Enemy within Mandar's Line of Sight turned into a Chicken and then immediately changed back (start of its Activation), or does it have to wait until the next full Phase, giving the Heroes a chance to eat it?

It would immediately change back and the opportunity to eat it is lost.

7. Projection/Push:

Can Push/Projection be diagonal, or only orthogonal?

Yes, any direction including diagonal.

Is it considered an Attack?

No.

Does it cause an Enemy to become Alert?

Yes.

Can damage inflicted (either to the Enemy pushed or the one it is pushed into) be defended against?

No.

If damage is inflicted (to either the Enemy pushed or pushed into), can either React?

No.

8. Shield Bash/Shield Up:

The rules for Shield Bash seem to apply the Attack Results directly against the Hero, leading some to believe the Hero cannot block this damage (Automatic Damage?).

Shield Bash cannot be blocked.

Generally, it seems like Shield Bash should be the Reaction, and Shield Up should be the Ability.

Maybe this could be Errata and be changed in a Version 2.0?

NOT YET ANSWERED.

9. Skewered:

- a. Does the enemy behind the Skewered enemy:
 - i. Have a chance to defend or is it Automatic Damage?

No cannot be blocked.

- ii. Get a Reaction?

No.

- b. Does Range factor in?

No.

For example using a Volage on an Enemy at Range 2, could you Skewer an Enemy behind at Range 3, even though the Volage only has Range 2?

Yes, this would be allowable.

- c. For Valken's Scropio Shot, is the Crossbow's range a limitation, or does it Skewer everything in a straight light until it hits an obstacle?

There is no range limit. It would continue until it hits an obstacle.

10. Terrified/Unalerted:

If Mandar sneaks up on an Enemy's Rear Arc, they need to roll for Terrified due to his Tyromancy innate passive ability. Are they alerted? Does the outcome of the roll change their Alertness?

Tyromancy only applies to Enemies moving into an adjacent square specifically to attack Mandar. If they are not aware of him or are just moving past him, Tyromancy does not apply.

General Questions

9. Furniture/Obstacles:

- a. Destroyed walls are treated the same as destroyed doors?

Meaning any Hero or Enemy can traverse it?

No. Destroyed Walls cannot be moved through.

- b. All furniture stops non-agile and non-smashing characters from traversing them?

Yes.

- c. Likewise, Tree trunks are simply non-traversable by non-Agile Characters?

Yes.

- d. Furniture can only be smashed by someone with Smashing ability?

Yes.

There's no way to search/loot furniture for non-smashing Heroes?

No.

I know there are some rules in the expansions that allow that,
what are your thoughts on making that officially part of the core game rules?

NOT YET ANSWERED.

- e. An Agile character with the Charge ability can charge over furniture/obstacles?

Yes.

Can they Charge on a diagonal path?

No.

10. Line of Sight/Line of Fire Questions:

- a. Rules state a Magic “Attack” requires LoS, does this apply if it is NOT an Attack as well, for example Mandar’s Mist skill.

Yes.

- b. Melee uses LoS instead of LoF, does that mean a Hero with a Range 2 weapon can attack through or around a Character in front of them to hit an Enemy on the other side?

Yes.

11. Enemy Reactions:

There seem to be two types of Reactions:

- a. Post (occurring after the combat roll)
These include Counterattack, Pursuit, Riposte, and so on.
- b. Pre (occurring before a combat roll)
These include Shield Up, Dodge, Teleport, and so on.

Other than making a list of which reactions go in which group, did you have anything you wanted to add, tips to make it less confusing or anything like that?

Generally, apply multiple enemy reactions in whatever order is the least favorable to the Heroes.

Information Requested

This section is more like an interview. Here I'm hoping to get more detailed information, rather than a quick answer.

12. Using Expansions:

I know the Kickstarter had some information about how to incorporate the expansions, but that information was never included with the product. Do you have any information to share on the expansions, play order or any guidelines?

NOT YET ANSWERED.

I proposed a quest order (loosely based on the flow of the story). The post has my reasoning for placement.

<https://boardgamegeek.com/thread/3495201/proposed-quest-order-storyline-driven>

This was also created, based more on general difficulty:

<https://boardgamegeek.com/thread/3321325/campaign-structure-guide-for-main-story-expansions>

Would love your thoughts on this topic. Would you recommend any of the fan-made quest orders or be able to provide your own ideas?

NOT YET ANSWERED.

13. Adjusting Difficulty:

Generally, players feel the game gets unbalanced (too easy) once the Heroes get a few Skills and Krafted Equipment.

The Maze Kickstarter had this information:

An authorized number of Kraft cards is also specified in the Challenge Level. Kraft cards with *** count as the double. The excess Kraft cards are discarded.

The Challenge Level will also play, for each scenario, on the composition of the Patrols and the number of Presence Dice to roll for each opened room.

Note :

- Relics on the other hand are systematically preserved from one scenario to another. Your Heroes have suffered enough to obtain them, they deserve them!



	SKILL CARDS	KRAFT CARDS
EASY	80	5
NORMAL	60	4
HARD	50	2

So, it appears there was some thought put into difficulty/adjustments at some point.

I think it's worth noting there's also a way to increase the threat of the Enemies (giving them more HP or Upgraded Equipment (similar to Pork Quest bosses) that could also be leveraged.

Some folks use the One-Shot rules to set their power limits. Is this a good work around or possibly even a creator-suggested course of action when starting a new quest?

NOT YET ANSWERED.

Another idea was treating Badass points as Skill point currency, so 10 BA points can only get ONE Hero ONE 10-point Skill Card. This would keep Heroes from gaining skills too quickly but might make other party members grumpy if the points are not distributed fairly.

Do you have any input on this?

NOT YET ANSWERED.

14. Missing One-Shot Rules:

The One-Shot rules as promised by the KickStarter would cover all “42 Quests”. The One-Shot PDF we got only has 29 Quests. Would you or the play testers be able to add to the existing One-Shot rules or share how you calculated the difficulty so I could replicate it?

NOT YET ANSWERED.

Specifically, the following are missing:

- Greedy & Doomed (Quest 1 and 2).
- Wings & Claws (Just Quest 1: Varrek The Gargoyle).
- The Bacon and Eggs Conspiracy (Quest 1, 2, and 3).
- A Shadow over Ratsmouth (Quest 1, 2, and 3).
- Gorbag's Tales:
 - o Beast in the Woods (Crazy Gnolls!)
 - o Elven Vestiges (Stop That Ritual!)
 - o Blood for Blood (Defeat the Ogre Twins!)
 - o Sewer Fever (Clean the Sewers!)

15. Missing Survival Mode:

The Monolith Kickstarter mentioned “A New Game Mode – Survival Mode”. Do you have any information on this?

NOT YET ANSWERED.

16. Online Quest Editor:

The Online Quest editor is very bare-bones and feels abandoned. Are there any plans to do anything further with it?

NOT YET ANSWERED.

Actually, it's currently down as I write this.

I've asked on Monolith's Discord if it is permanently down.