

# Color Quest

- GENERAL HANDBOOK -



A game by Fabien Friess under Color Warz © licence / V1.1

# GENERAL'S HANDBOOK V1.1 TABLE OF CONTENT



I°/	Background .....	page 03
II°/	Introduction .....	page 06
III°/	Gameplay's evolutions summary.....	page 06
IV°/	Legendary Potions .....	page 07
V°/	The Black Minions .....	page 07
VI°/	Distribution of miniatures per camp (update) .....	page 08
VII°/	New Passive abilities .....	page 09
VIII°/	How to play Knocked out Monsters .....	page 09
IX°/	Heavy Troops .....	page 09
X°/	How to play Dark Khromaz .....	page 10
XI°/	Distribution of new miniatures for Beta and Gamma campaigns.....	page 10
XII°/	TEMPLE OF WAR : New Attacks [Beta] .....	page 11
	TEMPLE OF WAR : New Attacks [Gamma] .....	page 12
XIII°/	TEMPLE OF INSIGHT : New Movements .....	page 13
XIV°/	TEMPLE OF MAGIC : New Special abilities .....	page 14
	TEMPLE OF MAGIC : New Blasts .....	page 15
XV°/	Gaia characters profile update .....	page 16
XVI°/	Kaos characters profile update .....	page 17
XVII°/	Gaia new champions profiles [Beta] .....	page 18
XVIII°/	Kaos new troops profiles [Beta] .....	page 19
XIX°/	Kaos new champions profiles [Beta] .....	page 20
XX°/	Dark Khromaz profiles [Gamma] .....	page 21

Author : Fabien Friess

Original Color Warz® universe created by Fabien Friess and Nicolas Tézé

Cover Illustration : Maxime Berthelot

Illustrators : Gaël Lannurien, Maxime Berthelot, Kevin de Castro, Mariana Gomez, Naïade and Giuseppe Severino

Miniatures carvers : Rémy Tremblay, Stéphane Nguyen, Gael Goumon, Valentin Zak and Christophe Bauer

Graphic conception : FLUO Craft

Tests and game development : FLUO Craft

Miniatures caster : GRX Créations

Plastic dice : Plastics for Games Ltd.

Tokens : Orakel France

Campaign teasers : ID2SON

English translation : Fabien Friess

Printed by Galaxy Imprimeurs - Z.A.C. du Ribay - 72021 Le Mans Cedex 02

## CREDITS

Color Quest - General's Handbook v1.1 - april 2020

Next campaign : Color Quest Gamma - from tuesday, april 14th to thursday, may 7th 2020 on Game On Tabletop.

© 2020 FLUO Craft under Color Warz licence®

Color Warz®, Color Quest®, Paint Brawl™, Dark Threat™ and Girlz Blast™ are registered trademarks. All rights reserved.







## Chapter 2 : The Black Swamp

The threat has finally been identified. Experiences of Wooden King's Alchemists gave birth to a creature as powerful as it is terrifying: The Koloss.

This tormented being allows Ronin to carry heavy loads and material in large quantities through the Black Swamp. In combat, it is a formidable creature that destroys everything in its path.

Fortunately, the Koloss preserves in the depths of their souls a kindness proper to the Khromaz. Their anger is soothed by the presence of the Kadamas. Oak has been able to approach few of them to domesticate them.

The Koloss are insensitive to black paint, they serve as cavalry to Khromaz's scouts to browse the marsh and keep an eye on the Ronin and his plans. The role of "rider" being reserved for Khromaz Chiefs.

But already, new threats have emerged. Skirmishes took place with beings physically close to Khromaz but very different in terms of behavior.

They do not speak much, rarely evolves in sun light, and have advanced fighting skills. Each of these warriors is worth several Khromaz. It will have took the intervention of Oak's Followers help these Khromaz escape this bad pass. Who are these beings? what are their motivations? The mystery remains.

Many questions stay without answers, but Oak and the Chosen One have no time to elucidate them. They must regain at most quickly Ancients Temples to perfect the formation of the Chosen one before the Ronin develops all his martial potential and magical power. As a security measure, Oak has decided to split his group in half.

Progression is slow and perilous across the black swamp. Kadamas enlighten the way and the Followers to assure each group backs. The first is led by Oak, the second by the Chosen One.

In the distance, one can see the massive silhouette of the three Ancients Temples.

The goal seems close when suddenly, a mad and devious laugh sounds in the shadows. The Ronin appears. A new and evil power emerges from him. Black paint oozes from his mask and the black swamp begins to bubble. It is then that a monstrous creature emerges from the muddy water while whistling. A gigantic Black Paint Basilisk stands in front of the Chosen one and its group. This time Oak is not by his side, he will have to fend for himself.

Everything seems lost when a group of Dark Khromaz intervenes to lend a hand to the Hero of Gaia.





## Chapter 3 : The Lost Temples

The Dark Khromaz's intervention disrupted Ronin's plans and allowed the Chosen to escape this trap. The situation is serious. The confrontation between the Chosen One and the Ronin allowed the hero Khromaz to multiply his power and to pass to level two but the Fallen Follower still maintain his advance and he is close to reaching the ultimate level.

By his side, Oak took advantage of this skirmish to allow his group to progress to the Temples. The Arterfacts will be found soon. Finally, that's what he hopes. It will depend mainly on the efficiency of the work of his hidden Followers over all these years.

Indeed, when Oak undertook his quest to find the Chosen One, he asked his Disciples to ensure that the threat will be contained during his absence. Thus, the Ninja, the Monk and the Cleric were responsible for infiltrating the enemy ranks and keep their master informed about the evolution of the plans of the Wooden King.

At the same time, the wise old man took care to post his 3 other followers in highly strategic places so that the sacred relics they contain would be protected from looters and other henchmen sent by the Ronin and his alchemists to make new weapons.

The Valkyrie was in charge of protecting the Temple of War and the Hammer of Light, The Amazon was sent to protect the Temple of Insight and the headband of prescience, Finally, the Dryad was charged with protecting the Temple of Magic and the Wings of Mana.

These hidden Followers were trained to stay in the shadows and forget about their own existence so as not to arouse the suspicions of Kaos and his generals. What have become of them? Are they only still alive? Anxiety grows in the old master's heart as he approaches the first Temple.

The entrance to the Temple of War is massive. Carved out of the rock and surrounded by a monumental statue representing a Hero from an old time. When the Ninja approaches to open the way to his master, a flash of white light hits the slab of stone on which his foot should have landed without his vigilance.

Footsteps slam on the pavement and a glow gradually emerges from the shadows. The light intensifies as the sound gets closer and the foot steps amplifies. Soon, all members of the group must protect their eyes. Oak lowers his hat slightly, narrowing his eyes.

A feminine voice, calm and clear path is heard: "Welcome Master, it's been a long time since I was waiting for you". The light dissipates slowly to reveal the graceful but imposing shape of the Valkyrie.

## II°/ Introduction

The General's handbook is a complement to the Color Quest game. A copy of the Color Quest game box (containing miniatures, game elements and rules) is required to be able to take advantage of these rules.

You will discover an update of the profiles of various characters contained in the Color Quest rulebook as well as new character profiles, new offensive, defensive, special and passive abilities, new rules, and more.

Eventually, this booklet will also contain new game scenarios.

This booklet will be updated regularly. At the end of each Color Quest campaign (Alpha, Beta, Gamma, and.) to add on it new game elements but also between two campaigns if its needed.

Returning pages: Except for the section below, the page references of this booklet return to the Color Quest v1.1 Rulebook.

## III°/ Gameplay's evolutions summary

### Version 1.0 (Beta)

- New rules : Heavy Troops - page 6
- New rules : Legendary Potions (Gaïa + Kaos) - page 7
- New rules : Blacks Minions - page 7
- Update : distribution board of miniatures per camp - page 8
- New passive abilities : Brightening and Contagious - - page 9
- New rules : knocked out monsters - page 9
- New Attacks rules : Lightning, Seduction, Brightening Arrow et Sporific Arrow - page 11
- New Movements rules : Flying, Burying and Stealth - page 13
- New Special rules : Spore Invocation, Scream, Polymorphy and Duplicacy - Pages 14 et 15
- New character profile : Chosen One level 2 - page 16
- Character profile update : Domesticated Koloss- Page 16
  - Attack : *Double Tremor* became *Tremor* ↘
- New character profile : Black Paint Basilic - page 17
- Character profile update : Savage Koloss- page 17
  - Attack : *Double Tremor* became *Tremor* ↘
- Characters profiles updates : Doomed Matriarch and Doomed Chief - page 17
  - Rank : *from Champions to Heavy Troops* ↘
  - vercrowding : *from 1 unit to 1,5 unit* ↗
  - Special ability : *Infection* became *Spore Invocation* →
  - Passive ability : *new ability : elusive* ↗
- New rules to play Color Quest Beta characters - page 18 to 20



### Version 1.1 (Gamma)

- New rules to play with Dark Khromaz - page 10
- New passive abilities : Bodyguard, The Walking Dead and Infected wound - page 9
- New Attacks rules : Spear-Brush et Poisoned Dagger(s) - page 12
- Characters profiles updates : Doomed Matriarch and Doomed Chief - page 17
  - Blast : *Spore Invocation (1 Spore)* becomes *Spores Invocation (2 Spores)* - page 15 ↗
- New Special rules : Skeleton Invocation - page 14
- New rules to play Color Quest Gamma characters - page 21

## IV°/ Legendary Potions

To complete the 6 potions in the game, you now have access to two new potions. These are rare and powerful potions. The Spirit of Gaia and the Spirit of Kaos.

Each player may decide at the beginning of the game to preserve half a point from his overcrowding pool to acquire a "Spirit of Gaia" or a "Spirit of Kaos" card depending on the camp he represents.

Note: The Gaia player can not use the Spirit of Kaos potion and so on.

During the game, each player may decide to sacrifice 3 Kadamaz Dice (no matter the color) to recover a Legendary Potion. You can only have one Legendary Potion in your hand.

### Legendary Potions details



**Spirit of Gaia** - during your turn  
Invoke a Spirit of Light\* on a Kadamaz dice  
*\*Ninja, Monk, Cleric, Valkiry, Amazon or Dryad.*

**Spirit of Kaos** - during your turn  
Invoke a Black Minion on a Black Paint Puddle  
from the game board.



## V°/ The Black Minions

As Kaos influence grows out of the black swamp, his Alchemists redouble their ingenuity to attempt to fool and duplicate Khromaz people. Thus, a new form of threat has emerged: the Black Minions. These are grotesque paint copies of Khromaz combatants serving the God of the Nothingness.

- Black Minions are played as paint invocations (see page 22)
- Any Khromaz from the list below can be played as a Black Minion :



Warrior    Hunter    Shaman    Smasher    Ranger    Mystic    Crusader    Bomber    Djinn

- A Black Minion gets the same character profile than the Khormaz it is cloning, however, its movement ability **always** replaced by «Slug» (see page 30)
- Black Minions no special abilities nor Blasts but they get the passive ability : «Terror» (see page 36)
- If a Black Minion is the target of an explosion, it is considered as a Small Golem (see page 32)

Note: To represent a Black Minion in play, use the corresponding Khromaz miniature and place it on a black puddle in the game board.



## VI°/ Distribution of miniatures per camp (update)

Some miniatures can be used by both camps, but the majority are affiliated to a specific camp. Here are how the miniatures are distributed:



Gaea's Wardens



Kaos's Legions

### Heroes list



Oak lvl 1



Oak lvl 2

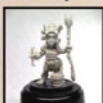


Chosen One lvl 1



Chosen One lvl 2

### Champions list



Chief



Matriarch



Cleric



Ninja



Monk



Domesticat. Koloss



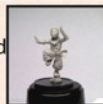
Ronin lvl 1



Ronin lvl 2



Doomed Ninja



Doomed Monk



Doomed Cleric



Black Basilic



Savage Koloss

### Troops list



Warrior



Hunter



Shaman



Smasher



Ranger



Mystic



Crusader



Bomber



Djinn



Doomed Chief



Doomed Matriarch



Wooden Skeleton

### Invocations list



small Golem



Paint Golem



Paint Clone



Wooden Bones



Black Minions

Profiles with two icons represent characters with several poses for the same model.

Note: new entries (miniatures) will appear as editions goes by.

New Gamma and Delta editions will be particularly oriented towards Dark Khromaz, compatibles with both camps.



## VII°/ New Passive abilities

- Brightening - The 5 squares (in a cross) from the impact point of the attack (center of the cross) generates white lite (see page 22).

**Black Paint** : Black Paint Puddles targeted by white light are removed from the game board. The Black Invocations regresse (see page 20).

- Contagious - All 9 squares (square) from the impact point of the attack (center of the square) are contaminated. (see «Infection» page 24).

**Note** : if the ability is generated by a character, it triggers at the beginning of its turn from its stand.

- Bodyguard - Allied characters in contact with the character cannot be the target of attacks until the next turn, unless the character is himself knocked out.

- The Walking Dead - At the end of your turn, you have the option to move each of the active Wooden Skeletons from the game board (regardless of their original camp).

- Infected wound - At the end of your turn, the targeted player loses an item card by summon or spirit unsummoned or disembodied during the turn. A same player can lose 2 cards maximum.

## VIII°/ How to play the Knocked out Monsters

Monster (miniatures on 50mm stand) are imposing and sturdy creatures.

Unlike other characters / miniatures, they do not behave the same way when they are knocked out (see page 20).

- A Knocked out miniature is not lying on the side.

- A knocked out monster is considered stunned. He will not be able to use his special ability the next turn.

- The owner of the stunned monster loses a Kadamas Dice. If he does not have a Kadamas Dice, he loses an item card. If he does not have an item card, he loses a Legendary Potion card.

**Note** : to represent the "stunned" state, place a Kadamas Dice on the base of the corresponding monster.

## IX°/ Heavy Troops

Like Champions and Heroes, some troops have access to passive capacities.

Due to their size, these characters usually occupy more space in the clan scheme.

When its possible, Heavy Troops are placed in a 29mm basis (instead of 25mm).

## X°/ Playing Dark Khromaz

Dark Khromaz are mercenaries, compatibles with both clans (Gaia's Wardens and Kaos Legions)  
A third clan, with new Dark Khromaz and specific Hero is under development.  
It should be released on Delta campaign (2021) or Epsilon campaign (2022) depending of Gamma's success.

Dark Khromaz are counted has heavy troops. You can select one or two Dark Khromaz by clan. No more.  
Each Dark Khromaz is unic in a same clan but you can play both the same Dark Khromaz.

All Dark Khromaz have access to a special Blast called "Sacrifice". It allows you to Sacrifice a Dark Khromaz, at the end of your turn to win 2 Kadamas Dice. Replace the Sacrificed Dark Khromaz by a Wooden Skeleton. You can only use this ability once by turn.

## XI°/ Distribution of new miniatures for Beta and Gamma campaigns



Gaia's Wardens



Valkyrie



Amazon



Dryad

### Champions list



Kaos's Legions



Doomed Valkyrie



Doomed Amazon



Doomed Dryad

### Champions list



Beta



Spores



Mandrakes



Kaos Hand

### Troops list



Dark Khromaz



Spartan

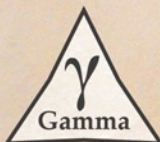


Necromancer



Assassin

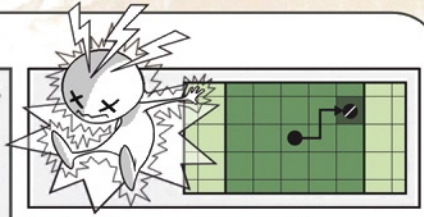
### Troops list



Gamma

## Lightning

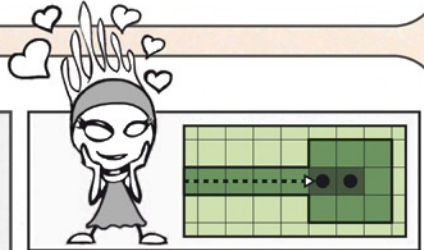
The target character in a zone of two squares around the character is thundered. He is considered as knocked out. Roll a Dice, if the result matches the color announced, the attack is renewed on another target.



Effect Zone : x square(s)

## Seduction

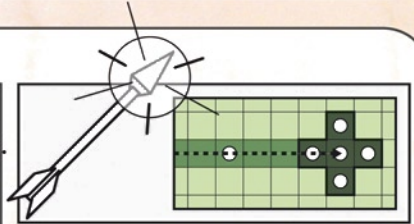
The character drawn to him the character targeted in his line of sight. Place the miniature on a free square in contact with the character.



Effect Zone : 1 square

## Brightening Arrow

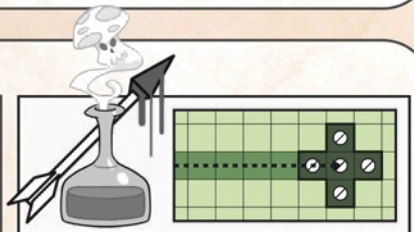
All black puddles located between the character and targeted direction are removed. The point of impact corresponds to the first obstacle encountered (character, wall, etc.). The light affects the 5 squares in cross.



Effect Zone : 5 squares

## Sporific Arrow

The Sporific arrow is shot in a straight line and is constrained by obstacles (excepted paint puddles). The point of impact corresponds to first obstacle encountered. The 5 squares in crosses are contaminated.

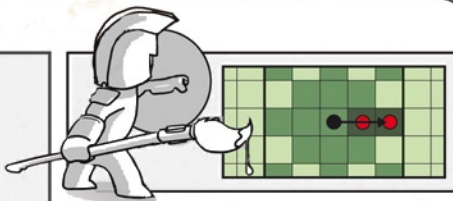


Effect Zone: 5 squares

## New Attacks [Gamma]

### Spear-Brush

Place 2 paint puddle of the colour of the character in straight line from him. This attack may be used in any of the 8 directions (even in diagonal). Squares on walls are also affected.

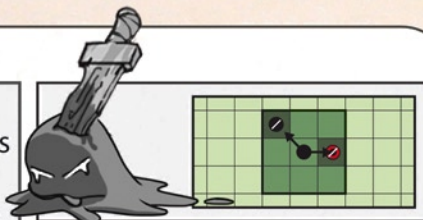


Effect Zone: 2 squares

### Poisoned Dagger(s)

You can unsummon a paint invocation or disincarnate a spirit of light. Other characters are stunned.

1 Dagguer = 1 square / 2 Dagguers = 2 squares  
Black paint invocations are also affected.

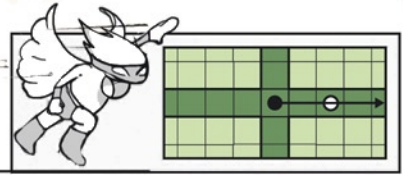


Effect Zone: 1 or 2 square(s)



## Flying

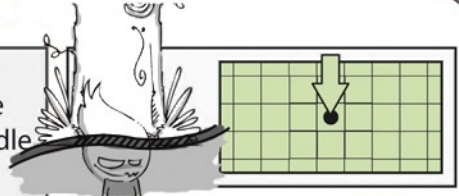
The Flight is a variant of the Run. Move the character in a straight line of the desired number of squares but he is not constrained by the puddles. However, you can not stop on an occupied square.



Number of squares : X squares

## Burying

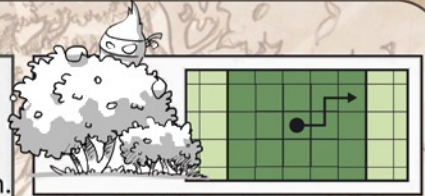
Remove the character from the board. At the beginning of your next turn, you will be able to place your character on any paint puddle of your color. Until your next turn, you can not be the target of an attack.



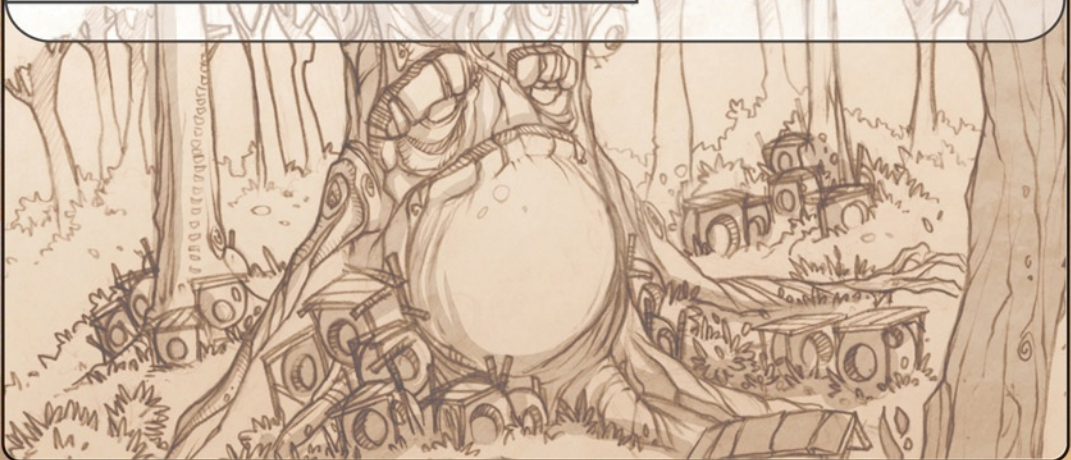
Number of squares : 1 square

## Stealth

Stealth allows a character to move one square in any direction. You can move a second square or choose to camouflage you. In that case, you can not be the target of an attack until your next turn.



Number of squares : 1-2 square(s)

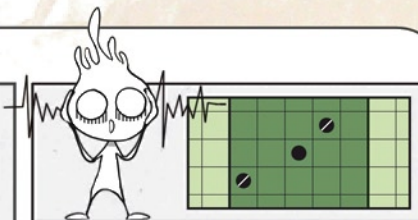


## XIV°/ New Special Abilities

### Scream

All characters in the area of the scream are knocked out.

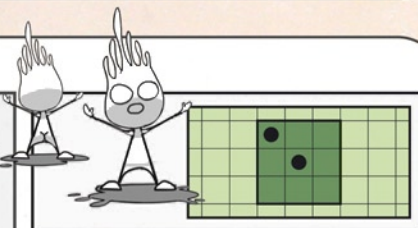
Note: The invocations are not affected by screams (they have no ears).



Effect Zone : 2 squares

### Duplicacy

Add a second identical character to the character who multiply itself on a free space in contact with him.

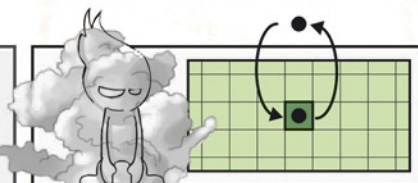


Effect Zone : 1 square

### Polymorphy

**Gaia:** The character turns into a Khromaz of your choice (troops).

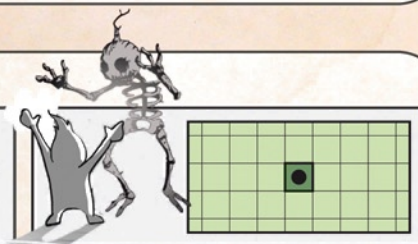
**Kaos:** The character will turn into Black Minion of your choice (paint invocation).



Effect Zone : 1 square

### Skeleton Invocation

Add a new Wooden Skeleton on a free square of the same board than the character who invoked it.



Zone d'effet : 1 case

### Spore Invocation(s)

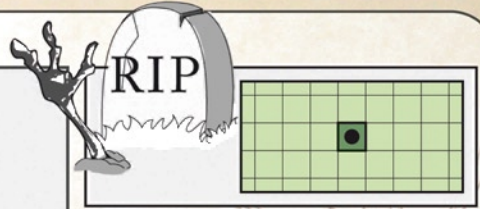
Add a Spore to the targeted black paint puddle. The token is removed from the game board and it is replaced by a Spore miniature. Note : some characters are capable to invoke 2 Spores at the same time.



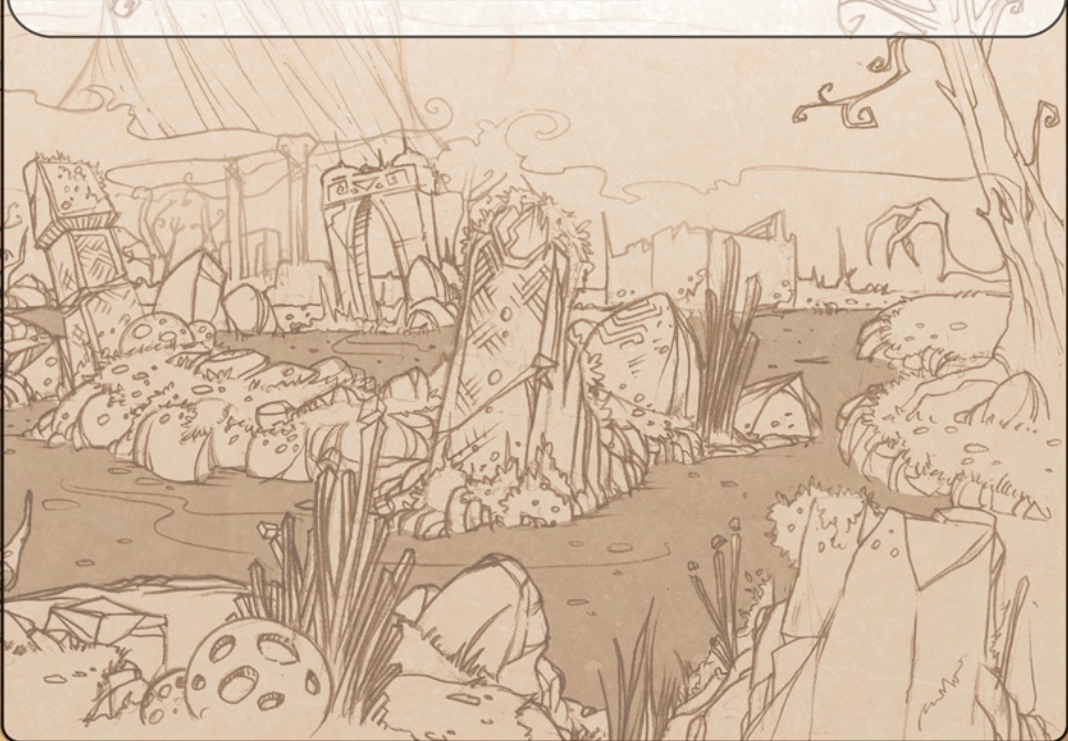
Effect Zone : 1 or 2 square(s)

### Sacrifice

The target Dark Khromaz sacrifices himself. Replace his miniatures by a Wooden Skeleton miniature and get 2 Kadamas Dice at the end of your turn. This ability no need Kadamas dice.



Effect Zone : 1 square



## Chosen One level 2 (Hero)

At level 2, The Chosen One increases his speed and gets more control over white magic.

31



Overcrowding :



Movement : **Celerity**



Attack : **Aura of Light**



Special ability : **Advanced Multicolore Network**



Passive ability : **Kadamas**



Transformation : **Chosen One level 3**

## Domesticated Koloss (Gaia's Champion)

Domesticated Koloss are powerful allies for Oak and Khromaz.

26



Overcrowding :



Movement : **Trampling**



Attack : **Tremor\***



Special ability : **Onslaught**



Passive ability : **Wall Breaker**



\* You must choose one of the two lines in contact with the character's stand. The attack is made in the desired direction from the base of the character.





## Black Paint Basilisk (Kaos's Champion)

The Black Paint Basilisk is a powerful invocation that sows terror in the dark swamp.



28

Overcrowding :



**Movement : Forbidden**



**Attack : K-Bomb**



**Special ability : Teleportation**



**Passive ability : Terror**

\* You must announce a colour before launching the Kadamas Dice.  
If the Dice indicates a colour identical that the one announced, add 4 black paint puddles in the corners (9 black paint puddles in all).



## Savage Koloss (Kaos's Champion)

Domesticated Koloss are powerful allies for Oak and Khromaz.



27

Overcrowding :



**Movement : Trampling**



**Attack : Tremor\***



**Special ability : Onslaught**



**Passive ability : Wall Breaker**

\* You must choose one of the two lines in contact with the character's stand.  
The attack is made in the desired direction from the base of the character.

## Doomed Chief and Doomed Matriarch (Heavy Troops)

When a Spore captures a Chief or a Matriarch, she takes control of their mind.



29

30

Overcrowding :



**Movement : Slow**



**Attack : Threefold**



**Special ability : Infection**



**Blast : Spore Invocation**



**Capacité passive : Elusive**




## Valkyrie (Champion)

The Valkyrie is a faithful follower of Oak. She is lively and handles white light and lightning.

33



Overcrowding :

-  Movement : **Teleportation**
-  Attack : **Lightning**
-  Special ability : **Onslaught**
-  Passive ability : **Brightening**





## Amazon (Champion)

The Amazon is an enigmatic follower. She shoots magic arrows that generates white light.

36



Overcrowding :

-  Movement : **Stealth**
-  Attack : **Brightening Arrow**
-  Special ability : **Multiple Shot\***
-  Passive ability : **Brightening**

\*The Amazon shoots 2 Brightening Arrows.





## Dryad (Champion)

The Dryad is a captivating follower. She can transform herself on any Khromaz.

37



Overcrowding :

-  Movement : **Walk twice**
-  Attack : **Seduction**
-  Special ability : **Polymorphy\***
-  Passive ability : **Brightening**

\* If the Dryad is knocked out when she is transformed, she returned to her original aspect.

## Spores (troop)

Spores are parasites that take control of the minds of their hosts.

35



Movement : **Flying**



Attack : **Infection**



Special ability : **Duplicacy**



Blast : N/A



Overcrowding :

## Mandrakes (Heavy troop)

Mandrakes are creatures as seductive as dangerous. Their scream petrify any living being.

34



Movement : **Burying**



Attack : **Seduction**



Special ability : **Scream**



Blast : N/A



Overcrowding :



Passive ability : **Terror**

## Kaos Hand (troop / invocation)

Kaos Hands can appear anywhere on the field and terrify Khromaz and their allies.

41



Movement : **Teleportation**



Attack : **Swipe**



Passive ability : **Terror**



Overcrowding :

## Doomed Valkyrie (Champion)

The Doomed Valkyrie is a formidable opponent who manipulates lightning and teleportation.

33



Overcrowding :



Movement : **Teleportation**



Attack : **Lightning**



Special ability : **Onslaught**



Passive ability : **Contagious**

## Doomed Amazon (Champion)

The Doomed Amazon moves methodically and implacably. She shoots poisoned arrows.

36



Overcrowding :



Movement : **Stealth**



Attack : **Sporific Arrow**



Special ability : **Multiple Shot\***



Passive ability : **Contagious**

\* The Doomed Amazon shoots 2 Sporific Arrows.

## Doomed Dryad (Champion)

The Doomed Dryade can transform herself at any time on a Black Minion of her choice.

37



Overcrowding :



Movement : **Walk twice**



Attack : **Seduction**



Special ability : **Polymorphy\***



Passive ability : **Contagious**

\* If the Doomed Dryad is knocked out when she is transformed, she returned to her original aspect.

### Spartan (Heavy troop)

The Spartan is a reckless and disciplined fighter who protects his clan at the risk of his life.

38



Overcrowding :



Movement : Walk twice



Attack : **Spear-Brush**



Special ability : **Onslaught**



Blast : **Sacrifice**



Passive ability : **Bodyguard**

### Necromancer (Heavy troop)

The Necromancer has the faculty to take invoke and take control of any Wooden Skeleton.

39



Overcrowding :



Movement : Walk



Attack : **Touch-of-Death**



Special ability : **Skeleton Invocation**



Blast : **Sacrifice**



Passive ability : **The Walking Dead**

### Assassin (Heavy troop)

Assassin's Daggers can dissolve paint invocations and disincarnate spirits of lights.

40



Overcrowding :



Movement : Stealth



Attack : **Poisoned Daggers**



Special ability : **Sporific Bombs**



Blast : **Sacrifice**



Passive ability : **Infected wound**

# Color Quest



**GAME ON**  
TABLETOP

COLOR QUEST GAMMA - FROM TUESDAY, APRIL 14TH TO THURSDAY, MAY 7TH 2020