

(ENHANCED!)

ADVANCED HEROQUEST



HERO PLAYER'S HANDBOOK

HOW TO PLAY ADVANCED HEROQUEST

Before you start, the Gamesmaster (GM) should read this booklet through at least once so that he has a rough map of the game in his head and knows where to look for particular rules.

The Gamesmaster has a number of vital tasks to perform during the game. When the Heroes are exploring, he lays out the dungeon sections, revealing the new passages and rooms as they occur. Most of the time, the layout is created according to a series of dungeon generation tables, with the GM choosing how to place many of the sections. In the quest areas, the GM works from a prepared map, informing the players of the contents of each section as they enter it.

The GM controls the monsters – the fearsome creatures that make their lairs in the dark underworld and threaten the civilized peoples above. The Heroes will be trying to destroy the monsters and loot their treasure, and it is the GM's job to fight back, using the monsters to try and kill the Heroes or drive them from the dungeon.

The GM also controls the traps that have been set around the dungeon, choosing when to play traps upon the Heroes and checking the effects when he does play them.

Finally, the GM looks up the results of the Heroes' dice rolls, describes the type of room or treasure that has been discovered, and generally makes sure everything runs smoothly and according to the rules. A special section of the rules, called *The Gamesmaster*, fully explains the GM's role and the GM should read and understand this before playing the game.

The other players each control one Hero and, as the fame of their Hero spreads, a number of Henchmen. The Heroes explore the dungeon, moving through the labyrinthine passages and echoing chambers, and fight the monsters they encounter there, hoping to defeat them and recover their treasure. Each player decides what his Hero and Henchmen do: where they move, who they fight, what weapons to use, whether to cast magic if the Hero is a Wizard, and so forth.

The ultimate aim of the players is to develop a mighty Hero, a warrior or sorcerer whose exploits are known throughout the land. The successful Hero becomes more powerful as he learns new skills, gains magical items to help him, and attracts followers to aid him in his quests. With his ever-increasing power, the Hero is able to fight even greater foes and face the most terrible enemies, until his adventures truly become the stuff of which legends are made.

The immediate goal of the Heroes is to complete a quest – a mission they have chosen which links together the many expeditions they will make into the underworld. A quest may take place in more than one dungeon as the Heroes attempt to conquer different enemies or find a number of Quest Treasures. And it will probably take more than one expedition for the Heroes to fully explore each dungeon. In this way, each individual game – each expedition to a dungeon – is part of a greater exploration of the Warhammer world. And as the Heroes explore, and fight, and find great treasures, so they will improve their skills, be able to buy better equipment, and attract a retinue of Henchmen willing to serve such renowned adventurers.

We've included a quest in this rulebook so that you can start playing straight away. The Quest for the Shattered Amulet is an epic adventure that takes place in four separate dungeons, each of which contains a fragment of the lost Amulet. The Heroes' quest is to find the four parts of the Amulet and defeat the Skaven guardians.

In the rules that follow there are examples of play and dungeon layout drawn from the Quest for the Shattered Amulet. These are a helpful guide in explaining how to play *Advanced Heroquest*, but remember that they are only examples – there are many other types of quest, designs of dungeon layout, and varieties of monstrous opponent for the Heroes to face.



THE HEROES

In *Advanced Heroquest*, you keep the same Heroes from game to game, developing their skills and building up their retinue of Henchmen. You only need to start again if your Hero is killed – and, even then, there are arcane magics powerful enough to raise the dead.

For the first game, however, each player will need to choose the Hero he is going to play. Later, you'll learn how to create Heroes from scratch, but to start with it's a good idea to use the four Heroes that we've already created (you'll find the filled-in character sheets in the reference section). These are the Warrior Heinrich Lowen, the Dwarf Sven Hammerhelm, the Elf Torallion Leafstar, and the Wizard Magnus the Bright.

Each player should roll a dice, with the highest scorer having first choice of Hero. All four Heroes have their own strengths, so it doesn't matter too much which one you get. Take the prepared character for your Hero – if you want, you can copy the information onto a blank sheet so that you can change it during the game.

If there are only three players, one of the Heroes is left out. If there are two players, each one gets one Hero plus one Henchmen. If there's only one player, he gets a Hero and two Henchmen. Make out a character sheet for each Henchman by copying the standard abilities of a Man-at-Arms onto a blank sheet (Henchmen are fully explained in the *Henchmen* section – page 72).

FILLING IN A CHARACTER SHEET

The character sheets detail the Heroes' abilities. The ready-made ones have all of the starting information about your Hero on it, though these scores will change as the game progresses. For your first characters, we've used the four Heroes from the examples in this rulebook – Heinrich, Torallion, Sven and Magnus. When you design your own Heroes, you'll have to think up names for them – use your imagination to come up with some good Heroic fantasy names.

Here is what the information means.

Each Character sheet has a space for an illustration of your Hero and a blank shield on which you can draw your Hero's heraldic emblem. You should make a sketch of your Hero showing what weapons he's carrying and what armour he's wearing. If he finds or buys new weapons or gains a magical item, you can add these to the sketch. The blank shield allows you to show your Hero's emblem – this can also be painted onto the shield of the Hero's model. Pick an emblem that suits your Hero – there are some good examples on the

side of the box, and many more shield designs can be seen in *White Dwarf* magazine.

START		CURRENT		START		CURRENT	
WEAPON SKILL		SKILL		SPEED		BRAVERY	
8		8	6	8		9	
BOW SKILL		STRENGTH		INTELLIGENCE		FATE	
8	6	6		8		2	
TOUGHNESS		WOUNDS					
5	8	4					
NAME: HEINRICH LOWEN							
RACE: HUMAN WARRIOR							

HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	6	7	8	9	10

WEAPONS	RANGE	DAM. DICE	FUMBLE	CRITICAL
	SWORD	N/A	4	1

ARMOUR	BOW SKILL	TOUGHNESS	SPEED	
	CHAIN MAIL	-1	+2	-2
	SHIELD	-1	+1	0
TOTAL		-2	+3	-2

EQUIPMENT	
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Your Hero's Weapon Skill, Bow Skill, Strength, Toughness, Speed, Bravery and Intelligence are ranked out of 12, with 12 showing complete expertise in that characteristic.

Weapon Skill (WS) measures how effective the Hero is with cutting and bashing weapons like swords and maces. *Bow Skill* (BS) measures his skill with a bow, or any other weapon he can throw or fire. *Strength* (S) and *Toughness* (T) are measures of his physical fitness. *Speed* (Sp) shows how quickly he can move. *Bravery* (Br) measures his courage when faced with the unknown and *Intelligence* (Int) puts a value on his brains!

Fate Points are a reflection of the legendary qualities of luck, a place in destiny, and those other indefinable qualities that mark the epic Hero. By spending a Fate Point (FP), you can change anything that just happened – you can even avoid being killed.

The *Wounds* (W) score measures how healthy the Hero is. When you suffer damage in combat or from traps you will lose Wounds. If your Wounds score falls to 0, you are knocked out. If it falls any lower than 0, that Hero dies, and must be removed from the game.

Notice that there are two columns for all these characteristics. The first is the Hero's *starting level*. This shows the Hero as he begins his life of adventure, without weapons, armour or injury. The next column is *current level*. Any changes to the starting level of a Hero

should be recorded here, in pencil, since these scores can change numerous times. On the ready-made character sheets, you will see that some of the current level boxes already contain numbers; these are the characteristics that are different at the start of the game because of the Hero's armour. For example, you'll notice from Heinrich's character sheet that Bow Skill has fallen from 7 to 6, his Toughness has improved from 6 to 8, and his Speed has fallen from 8 to 6. This is all due to his armour, which makes him slower and clumsier but much harder to damage.

The next section is headed *Hand-to-Hand Combat* and is used when your Hero is fighting a monster. To hit an opponent, you make a *hit roll* using a 12-sided dice - the number you need to roll gets higher the greater the Weapon Skill of your opponent. The GM tells you the Weapon Skill, and you look for this number in the top row. The number underneath is the hit roll; you've got to roll equal to or greater than this - if you succeed, you've hit your target.

Next comes the *Ranged Combat* section, which works in much the same way. Count the number of squares to your target, and match it to the number in the top row. The number underneath is what you have to roll to hit the target.

Under that, the Hero's *weapons* are described. Each is listed separately, with four additional pieces of information. *Range* indicates the maximum range of the weapon - for example a short bow has a maximum range of 24 squares and can't be shot at anything further away. If there's no number for range, the weapon can't be used in ranged combat. *Damage Dice* gives the number of dice you roll in order to measure the damage a hit causes. If you roll the number shown in the *Fumble* space, something has gone wrong with your attack. If you roll the number in the *Critical* space, you have done much better (hit rolls, fumbles, criticals, and so forth are all fully explained in the *Combat* section).

Next, there is *Armour*, with three pieces of information about each item. These measure what effect the armour has on Bow Skill, Toughness and Speed. Each separate piece of armour should be listed, and their effects totaled. The overall effects on each characteristic should be added/subtracted from its current level. As we have seen, this has already been done on Heinrich's character sheet for the armour he starts with.

The last section is *Equipment* which lists the various additional items the Hero carries, for example, gold crowns, rope, magic potions and so forth.

The player controlling the Wizard should also take the *Spell Book*.

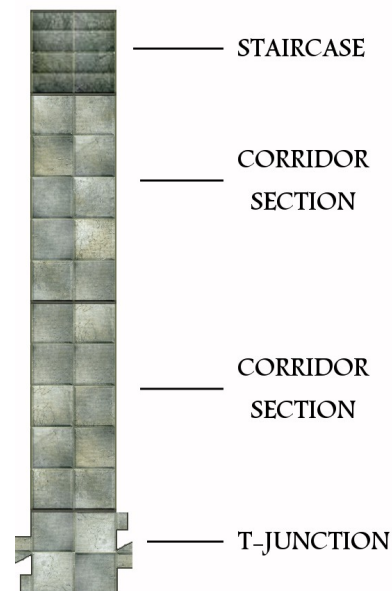
THE GAMESMASTER

While the Hero players are filling in their character sheets, the GM should prepare for his part in the game. He must:

1. Place all the dungeon counters (see *The Gamesmaster* section) in a cup or mug.
2. Sort out all the dungeon sections and place them in a convenient place near the playing surface.
3. Place all the monsters, doors etc in the box, ready for use.

STARTING PLAY

Once these preparations are complete, the game can begin. The GM should place a stairway section at the center of the table. Running away from the stairs are two passage sections leading to a t-junction section. All dungeons start like this.



Each Hero player now rolls a dice. Whoever scores the highest (roll again to break a tie) becomes the *Leader*. The Leader rolls the dice as the dungeon is explored to see if a room has any doors, etc. He is also allowed to decide in what order the Heroes move, if they cannot decide for themselves. A new leader is chosen after each combat, so each Hero player should get a chance to be the Leader at some time during an expedition.

The other Hero players should then roll the dice again. The player rolling highest becomes the *Expedition Mapper*. A complete record needs to be kept of the dungeon as it is discovered during each trip and a map drawn on grid-mapping paper. You'll find some guidance about this in the next few sections.

The players then place their Heroes on the stairway. No more than one model may be placed per square. If the Hero players can't agree who will start where, the Leader chooses for them. Play then proceeds to the first exploration turn of the game.

EXPLORATION TURNS

In *Advanced Heroquest*, there are two types of turn: *exploration turns* and *combat turns*. Most turns are exploration turns – these are the periods when the Heroes are exploring the dungeon, moving into new areas, opening doors, searching rooms and passages, and so on.

You only start a combat turn if a previous exploration turn revealed monsters. Then you keep playing combat turns until you have defeated them – or they have defeated you!

Exploration turns are those in which the Heroes move around the dungeon looking for monsters to fight and treasure to loot. There will never be any monsters in sight during an exploration turn — if there are, you should be playing a combat turn instead. During exploration, the Heroes will sometimes go back along a passage or through a room they have already explored, but the most exciting moments are when they enter a new part of the dungeon for the first time.

Exploration turns consist of three distinct stages – or *phases*. You play through each phase before moving onto the next.

Hero Player Phase

The Heroes move. You may move your Hero (and Henchmen, if you have any) up to 12 squares, *or* have him search for secret doors *or* have him search for hidden treasure. A Hero who ends his move next to a doorway or chest may open or close it. A Hero may also spend one whole Hero player phase removing or putting on armour (or two whole phases doing both).

Exploration Phase

If the Heroes move to a point where they can see into a new section of the dungeon, the GM places new room and passage sections, using the rules you will find later. The exploration turn ends immediately if any of these sections contain monsters. Actions during this phase are explained in the *Exploration* section.

Gamesmaster Phase

The GM rolls a dice. On a roll of 1, he may draw a dungeon counter from the cup. The use of dungeon counters is explained in *The Gamesmaster* section.

HERO PLAYER PHASE

During the Hero player phase, Heroes and Henchmen move around

the dungeon and explore. Heroes may also open doors, search for treasure and so forth (Henchmen only move during this phase – they are armed guards, not adventurers, whose purpose is to help fight the monsters the Heroes discover).

The Heroes and Henchmen move one at a time. The players take it in turns to move their models, with each player moving all of his models before the next player moves any of his. Once a player removes his hand, the move cannot be altered (like chess). Only the player who controls the Hero may move him. If the Hero players cannot agree in which order they are going to move, the Leader must make that decision for them. Only the player who controls the Hero or Henchman may move him.

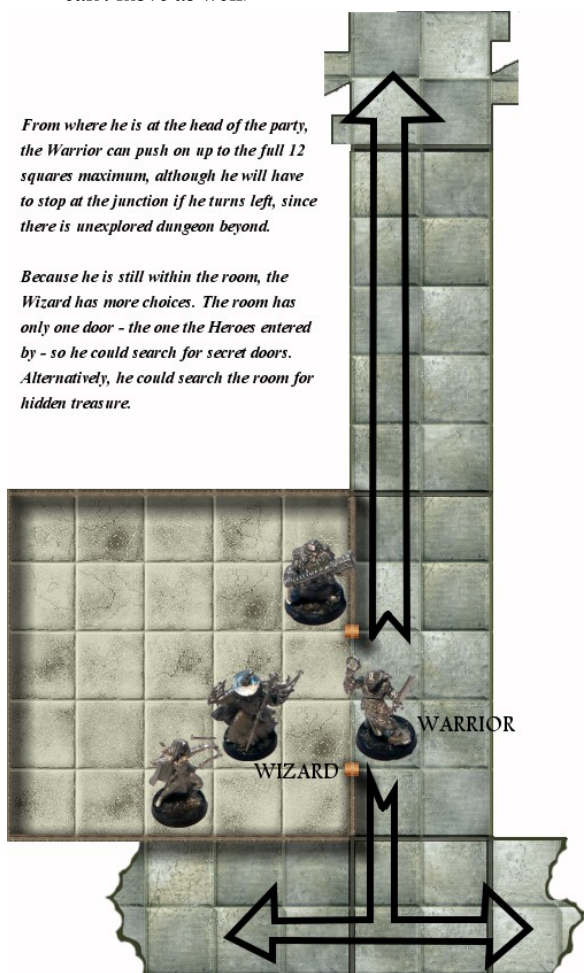
The following actions are available to a Hero during the Hero player phase.

1. A Hero or Henchman may move up to 12 squares. He may move vertically, horizontally, or diagonally. Any move that takes a Hero into an unexplored part of the dungeon (eg round a corner or through a door) must stop before it reaches the unexplored part. In the case of a door, this means at the door; in all other cases, it means somewhere on the junction. The new dungeon sections will be generated during the exploration phase of the turn.
2. If a Hero ends his move next to a closed door, the player may choose to have him open it. The Hero must stop before opening the door and cannot both open and move through a door during a single exploration turn. If the door opens into an area of previously-unexplored dungeon, the new dungeon sections will be generated during the exploration phase of the turn.
3. If a Hero ends his move next to a closed chest, the player may choose to have him open it. The contents of the chest are revealed by the GM and may be picked up by any of the Heroes or their Henchmen. If there are any disagreements over who gets what, each player rolls a dice with the highest scorer getting first choice.
4. A Hero may spend the phase searching for secret doors. The Hero must be in the same dungeon section as he is searching, and the section (passage or room) should not have been previously searched. The player rolls a dice and consults the *Secret Doors Table* (see below). A Hero searching for secret doors cannot also move.
5. If in a room that hasn't already been searched, a Hero may search for hidden treasure. The player rolls 2 dice and consults the *Hidden Treasure Table* (see opposite). A Hero searching for hidden treasure can't move as well.

6. A Hero may spend the phase removing or putting on armour. If armour is removed, the Expedition Mapper should record that the room or passage now contains the discarded armour – cross this out if anyone puts the armour on again. A Hero donning or removing armour can't move as well.

From where he is at the head of the party, the Warrior can push on up to the full 12 squares maximum, although he will have to stop at the junction if he turns left, since there is unexplored dungeon beyond.

Because he is still within the room, the Wizard has more choices. The room has only one door - the one the Heroes entered by - so he could search for secret doors. Alternatively, he could search the room for hidden treasure.



Secret Doors

Heroes may only search for secret doors in dead ends, or rooms which have no doors except the one they entered by. A Hero may search one room or dead end per exploration turn, provided he starts the exploration turn in that room or corridor section. Secret doors found in dead ends may only be placed on the side walls (ie the 5 square long wall). The player must state that his Hero is searching for doors before he rolls on the *Secret Doors Table*.

Each section may be searched once only – if the search is unsuccessful, there's nothing to be found there. The Expedition Mapper records any secret doors that are found there, and any dungeon sections which have been unsuccessfully searched.

If a Hero searches for secret doors, roll a dice and consult the *Secret Doors Table*.

SECRET DOORS TABLE	
D12	Result
1	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
2 – 6	There is no secret door in this dungeon section.
7 – 12	The Hero finds a secret door and may place it wherever he likes in the section of dungeon he was searching.

Hidden Treasure

Heroes may search for *hidden treasure* in any room. Each room may only be searched once – if the search is unsuccessful, there's no treasure to be found. The Expedition Mapper should record rooms which have been searched for hidden treasure, successfully or not.

If a Hero searches for hidden treasure, roll two dice and consult the *Hidden Treasure Table*.

HIDDEN TREASURE TABLE	
2D12	Result
2 – 6	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
7 – 16	There is no hidden treasure in this room.
17 – 23	The Hero finds a cache of hidden treasure – roll a dice and multiply the score by five to find the value of the treasure in gold crowns.
24	The Hero finds a hidden magical treasure – roll two dice and consult the <i>Magic Treasure Table</i> in the <i>Treasure</i> section.

Searching for hidden treasure and secret doors does have a negative side. To reflect the time wasted, the *Secret Door Table* and the *Hidden Treasure Table* have entries which read *The GM may draw one dungeon counter*. If this is one of your first few games, and you are still trying to keep the powers of the GM secret, you may not wish to reveal exactly what this means to the Hero players. The use of dungeon counters is explained in *The Gamesmaster* section. For the Heroes, suffice it to say that the time you spend in searches of this type allows the GM to group his defenses, making life more difficult for you later on.

Traps

Traps are introduced into the game by the use of dungeon counters. The GM can play one of these either during the normal course of exploration when a Hero moves onto a square that has not been entered before, or when a Hero opens a chest for the first time. The GM plays the counter, and then rolls on the *Traps Table* to see what type it is (see the *Traps* section).

Spotting and Disarming Traps

The chance that a trap is spotted and the chance of disarming it are shown in the *Traps Table*. The Hero that triggered the trap must roll to see if he spots it. To do this the player rolls a dice and compares the result to the *spot trap* chance for the trap. If the dice roll is equal to or higher than the spot trap chance, the Hero sees the trap before it can take effect. If not, the trap goes off. Trap effects are detailed in the *Traps* section.

If a trap is spotted, any of the Heroes can try to disarm it (not just the Hero who spotted it). If the Hero is not in a square adjacent to the trap, he must move up to the trap before trying to disarm it. The Hero should roll a dice and compare the score to the relevant *disarm trap* chance. If the dice score is equal to or higher than the

disarm chance then the trap is disarmed and can be ignored. If the result is lower, the trap goes off.

In any case, if the Hero rolls a 12 he may add +1 to all disarm trap rolls in the future. (He should make a note of this on his character sheet). On the other hand, if he rolls a 1, he loses 1 extra Wound above and beyond the stated effects for the trap.

If you prefer, traps that have been spotted may simply be left alone. If the trap was in a chest, the chest cannot be opened. If the trap was in a square, that square and any adjacent squares may not be moved through; if any Heroes are already in this area of effect they must be moved back until they are no longer within the area.



EXPLORATION



When you start a new game of *Advanced Heroquest*, only a very small part of the dungeon is revealed – the stairs leading down, and a double length of passage leading to a junction. Part of the mystery is exploring – you have no idea where your quest will lead. Each expedition to the dungeon will reveal more of its dark secrets.

As you explore, you build up the dungeon plan with the sections provided. At the same time, the Expedition Mapper should keep a full record of the dungeon on the mapping sheets – including any special features such as undefeated monsters and unopened treasure chests.

There are many possible layouts for dungeons. You can have a dungeon that is only one level, with no stairs going down. You can have a dungeon that has many levels, descending deep into the earth, with the Heroes' opponents becoming ever more powerful the deeper they go. You can decide to limit the size of a dungeon in advance, or just let it go on for as long as it can. Different styles of dungeon are discussed in the *Campaigns* section, with hints on how to choose what sort of dungeon you're going to create.

Each dungeon, whatever the overall layout, is made up of rooms and passages. For most areas of the dungeon, these are randomly chosen using the dungeon generation tables. The passages link the rooms together, and may also contain wandering monsters to threaten the

Heroes. Rooms fall into four categories: *Normal Rooms* which are small empty chambers; *Hazard Rooms* which contain some kind of special feature; *Lairs* which are the homes of groups of monsters; and *Quest Rooms* which are the key locations in a dungeon.

Quest Rooms contain features that are vital to the Heroes' successful completion of their adventure. They might, for example, be the arcane laboratories of mad Alchemists; they could be the heavily-guarded chambers of powerful Warlords; or they might contain strange puzzles that have to be solved before the Heroes can descend to the next level and continue their quest.

At certain points in the dungeon there will also be areas known as *Quest Locations*. A Quest Location is a pre-generated section of dungeon for which the GM has a map that details the monsters, traps and treasures to be found therein. Quest Locations are usually the Heroes' ultimate objective within a dungeon – the one area that they must enter to achieve their goals. Quest Locations are designed by the GM before the quest begins, either using the dungeon generation tables as a guide, or purely from his own imagination. They should be the most exciting and dangerous parts of the dungeon. Here will usually be found the greatest treasure that the Heroes seek, guarded by the most powerful monsters they've yet to face. Many dungeons have only one Quest Location, often in the deepest level of the dungeon, but there's no reason why you can't design your dungeons with two or more Quest Locations.

Quest Locations contain *Quest Treasures*. A Quest Treasure is usually a specific item of value for which the Heroes are searching. Sometimes it is valuable only to the Heroes as it is part of their quest; at other times a Quest Treasure will be worth hundreds or thousands of gold crowns. A Quest Treasure may even be a person on occasion, if, for example, the Heroes' quest is to rescue a prisoner. Whatever their nature, it is the recovery of Quest Treasures that determines when the Heroes have completed a quest.

The Quest for the Shattered Amulet shows how individual quests may be linked together into a larger quest, or campaign. The approach used is a good example of one possible dungeon layout. It provides plenty of potential for exploration, but is simple enough to be suitable for beginning Hero players and GMs. There are four dungeons in the Quest for the Shattered Amulet, all of which follow the same principles for layout. Each dungeon has three levels. The Heroes enter on the first level underground and explore until they find a Quest Room – here there is a stairway going down to the next level (all other stairways lead out of the dungeon). On the second

level they again search through the dungeon, killing the Skaven that live there, until they find a Quest Room; again there is a stairway down. The entire third level is a Quest Location and each dungeon has a different ready-drawn map that the GM follows to lay out the dungeon sections and stock the rooms with monsters. The Quest Treasures are the four parts of the Shattered Amulet which the Heroes seek to recover from the Skaven. For the purposes of gaining Fate Points, etc, each dungeon and each piece of the Amulet counts as a separate quest. The overall quest, however, is only complete when all four parts of the Amulet are in their hands.

As you can see, the basic system is simple and easy to follow - but the four dungeons will all be very different because the upper two levels are created using the dungeon generation tables. There is no way to predict what the dungeon will look like because it is being designed as the Heroes explore. They know that somewhere in the dungeon there's a way down to the next level, but they can't tell where.

When you design your own dungeons you can follow the pattern set in the Quest for the Shattered Amulet, or choose a different layout pattern. You only need to decide how the Quest Rooms work to link the levels together - everything else is created by the dungeon generation tables.

GENERATING THE DUNGEON

The rooms and passages of the dungeon come to life as the Heroes explore. They are randomly generated using the passage and room generation tables, so the Heroes won't know what they're going to find until they get there. You should only place a new dungeon section during an exploration phase if:

1. A Hero is standing at a junction that leads to passages that have not already been placed.
2. A Hero is opening a door that has not been opened before.

The following rules show how to place new dungeon sections.

PASSAGES

Passages can be found leading off junctions and behind some doors.

Junctions: if the Heroes are exploring from a junction, they will find passages leading from each unexplored exit.

Room Doors: if the Heroes open a previously-unopened door in a room, there is an even chance that there will be a passage or a room beyond it. Roll a dice - evens mean it's a passage, odds a room.

Passage Doors: all doors from passages lead into rooms.

Whenever the Heroes explore a new passage, whether it starts from a junction or a door, the Leader rolls on the following three tables. First he rolls a dice to determine the passage length; then two dice to see if there are any passage features; and finally another two dice to discover what lies at the end of the passage.

PASSAGE LENGTH TABLE	
<i>D12</i>	<i>Passage Length</i>
1 - 3	1 Section
4 - 8	2 Sections
9 - 12	3 Sections

See *Placing New Sections* below for the rules about placement of passage sections.

PASSAGE FEATURES TABLE			
<i>2D12</i>	<i>Feature</i>	<i>2D12</i>	<i>Feature</i>
2 - 5	Wandering Monsters	20 - 21	2 Doors
6 - 14	Nothing	22 - 24	Wandering Monsters
15 - 19	1 Door		

Doors: The Leader decides in which section of the passage the door is to be placed, and on which side of the passage. The GM then decides exactly where to put the door in the chosen wall section.

Wandering Monsters: The GM rolls on the *Wandering Monsters Table*.

PASSAGE END TABLE			
<i>2D12</i>	<i>Passage End</i>	<i>2D12</i>	<i>Passage End</i>
2 - 3	T-Junction	15 - 17	Left Turn
4 - 8	Dead End	18 - 19	Stairs Down
9 - 11	Right Turn	20 - 22	Stairs Out
12 - 14	T-Junction	23 - 24	T-Junction

Junctions and Turns: Place the appropriate junction or corner place.

Dead End: The passage ends in a pile of fallen rocks where the ceiling has caved in - there is no way for the Heroes to pass this obstruction.

Stairs: Stairs out always lead up to the surface - if the Heroes go any further this way the expedition is over. Stairs down lead to the next dungeon level.

JUNCTIONS AND CORNERS

Junctions may be placed as a result of a roll on the *Passage Ends Table*. Passages lead off from all exits from a junction, and only

when a Hero is actually standing on the junction will he be able to see what leads off it. Corner sections count as junctions, so you can't see round a corner until you are standing on it.

LEFT CORNER

This example shows all the general rules for exploration and placing new dungeon sections. The Heroes are on a T-junction, from which there are two unexplored exits. The Leader checks the passage generation tables. Since there must be passages leading from each unexplored exit of the junction, he will go through the procedure twice.

The Leader rolls a dice for the right-hand branch, getting a 2, so the new passage is one section long. Rolling two dice for passage features, he scores 16 - there is a door in one of the side walls. Finally, getting a total of 6 on the Passage End Table, he finds there is a dead end.

The GM places the dungeon section as indicated. The Leader is allowed to say along which passage wall the door will be, and the GM selects its exact location along that wall. The Expedition Mapper adds the new section to his map, and the Hero players note that the dead end can be searched for secret doors.

When checking for the other passage out of the junction, results of 1, 9 and 17 produce a passage one section long, with no features, ending in a left turn. This passage is laid out on the table as well, and the Expedition Mapper adds the new passage to the map. The exploration phase is now over.



DOORS

Doors can be discovered in the walls of passages, and in rooms. They are always closed when first encountered, and you only generate what lies behind them when a Hero opens a door. The Leader decides in which wall the doorway will be placed, and the GM then places the door wherever he likes in the nominated wall or passage section. Only one door may be placed per wall or passage section.

Doors can be placed so that they lead to dungeon sections that have already been explored, in which case they are assumed to be secret doors the Heroes did not spot from the other side. When this happens, you don't need to roll to find out what is on the other side of the door.

Obviously, the door models are used to show whether doors are left open or closed. If a door model is removed from the table for any reason, the door will be closed if encountered again.

Note. While the door models included in the *Advanced Heroquest* box are 1 square in width; it is advisable to count them as occupying 2 squares for all in-game purposes (ie, movement, line of sight, ranged attacks, etc...). This will provide greater tactical flexibility and prevent a bottle-neck at the door that is otherwise inevitable.

SECRET DOORS

When a *secret door* is found, the Hero player who discovered it places it wherever he likes in the dungeon section he was searching.

OPENING DOORS

When a Hero opens a previously-unopened door at the end of a Hero player phase, generate what lies behind it using the following procedure.

Room Doors: If the Heroes are opening the door from inside a room, roll a dice. On an even number, the door opens into a passage (roll on the passage generation tables). On an odd number it leads to another room (roll on the room generation tables).

Passage Doors: Doors opened from a passage section *always* lead to a room.

STAIRS

Stairs either lead down to the next level of the dungeon, or up and out of the dungeon. When a Hero enters a stairway section that leads out of the dungeon, he can complete that expedition and be removed from the table. When all the surviving Heroes have left the dungeon, that expedition is over.

The stairway sections are also used to show stairs down to the next level, and as the beginning point of the new level. Just as in the original set-up beyond the entrance, the new level will begin with a stairway and two lengths of passage leading from it.

ROOMS

Rooms will be discovered behind many of the doorways. They may contain monsters, traps and treasure, and some have special features.

When a room result is generated during exploration, the Leader rolls a dice and consults the *Room Type Table* to find out what type of room it is.

The table also tells the GM whether he should place a large or small

room section.

ROOM TYPE TABLE		
D12	Room Type	Room Section
1 – 6	Normal	Small
7 – 8	Hazard	Small
9 – 10	Lair	Large
11 – 12	Quest	Large

ROOMS (*Alternative selection method*)

The GM may choose to use an optional rule about the location of Quest Rooms. This rule applies to generating rooms in an exploration phase. Instead of the *Room Type Table*, use the tables below instead. To use this rule, refer to the expedition map to see the number of rooms the Heroes have entered already. Using this system, Heroes will have to do a reasonable amount of exploration to find the Quest Rooms, but they shouldn't have to make an excessive number of forays into hazards, traps and monsters before they do find them.

Rooms Previously Entered: 0 – 2		
D12	Room Type	Room Section
1 – 6	Normal	Small
7 – 9	Hazard	Small
10 – 12	Lair	Large

Rooms Previously Entered: 3 – 5		
D12	Room Type	Room Section
1 – 5	Normal	Small
6 – 8	Hazard	Small
9 – 11	Lair	Large
12	Quest	Large

Rooms Previously Entered: 6 – 7		
D12	Room Type	Room Section
1 – 4	Normal	Small
5 – 6	Hazard	Small
7 – 8	Lair	Large
9 – 12	Quest	Large

Rooms Previously Entered: 8 or more		
D12	Room Type	Room Section
1 – 3	Normal	Small
4 – 5	Hazard	Small
6 – 7	Lair	Large
8 – 12	Quest	Large

Normal Rooms: These are small, empty chambers, long-abandoned by their original occupants.

Hazard Rooms: These rooms contain some type of special feature, such as a magic fountain, an ancient sarcophagus, or a gaping

chasm. The GM should consult the *Hazards* section to discover what feature is in the rooms.

Lairs: Lairs are the homes of groups of monsters who have colonized the dungeon and live in its darkened chambers. The GM should roll on the *Lair Matrix* for this dungeon to find out what sort of monsters are here and how many of them there are. Lairs also always contain a treasure chest; if the Heroes open this, the GM should consult the *Treasure* section to see what's in it.

Quest Rooms: The key locations in a dungeon level. Quest Rooms usually contain something vital to the Heroes' chances of success. Quest Rooms always have monsters in them, guarding whatever it is the Heroes are after. The GM should roll on the *Quest Rooms Matrix* for this dungeon to see what monsters are here. Like Lairs, Quest Rooms also contain a treasure chest and the GM should consult the *Treasure* section for its contents if the Heroes open it.

QUEST ROOM SELECTION

A typical Quest Room uses the *Large Room* floorplan provided in the *Advanced Heroquest* boxed game. However, if you have the *Terror in the Dark* game supplement you may wish to use these special floorplans to add some variety to your Questing scenes. Should the Heroes find a Quest Room, roll a dice and consult the following table to determine which Quest Room the Heroes have stumbled upon. The Large Room Section has no additional Special Effects, but should the Heroes find one of the special Quest Rooms the GM must roll on the appropriate table in the *Special Effects for Quest Rooms* section. Once the Special Effect has been determined the GM can continue to roll up the monsters, treasure and other features that will occupy the room.

QUEST ROOM TABLE	
D12	Quest Room
1 – 6	Large Room Section – No Effects
7 – 8	Quest Room 1 (Skull Room) – Roll for <i>Special Effect</i>
9	Quest Room 2 (Wizard's Study) – Roll for <i>Special Effect</i>
10	Quest Room 3 (Mosaic Room) – Roll for <i>Special Effect</i>
11	Quest Room 4 (Fire Cavern) – Roll for <i>Special Effect</i>
12	Quest Room 5 (Great Cavern) – Roll for <i>Special Effect</i>

SPECIAL EFFECTS FOR QUEST ROOMS

The Quest Rooms here have special effects which can be determined from the tables below. In each case, roll a D12 to determine the nature of the special effect. Any monsters in the rooms aren't affected by the special effects unless stated otherwise. They are acclimatized, tolerant to adverse magical effects and the like. Only Heroes and henchmen suffer!

Baneful Gaze

Deep, evil, tainted magic radiates from the eyes of the skull over a rectangular area 2 squares wide (one for each eye), and a full 12 squares long. Within this area, all models suffer a penalty of -1 to Toughness.

Chain Attacks!

The chain shown in the room can attack any 1 model within 4 squares of where it is anchored to the rock. It has Weapon Skill 8, 4 Wounds, Toughness 7, and 4 damage dice. The chain cannot be harmed by non-magical arrows or spells other than those causing physical damage (Fireball, etc).

QUEST ROOM 1 (Skull Room)	
D12	Special Effect in Room
1 – 2	Mist. -2 penalty to BS at ranges over 3 squares
3 – 4	Slippery Floor. -2 penalty to Speed
5 – 6	Baneful Gaze. See above
7 – 8	Pillar squares each contain a <i>Blockstrap</i>
9 – 10	Treasure Chests are empty but Trapped
11 – 12	Tough Monsters! All Monsters have +1 Wounds

QUEST ROOM 2 (Wizard's Study)	
D12	Special Effect in Room
1 – 2	Smokey Heat. -1 penalties to BS and WS
3 – 4	Fireball flies from fire as Heroes open door
5 – 6	Scroll Spell (random) "attacks" Wizard Hero
7 – 8	All Wizard Spells fail unless Intelligence test made
9 – 10	Circle on floor is a <i>Magic Circle Hazard</i>
11 – 12	Desk counts as Treasure Chest. Has <i>Mindstealer</i> trap

QUEST ROOM 3 (Mosaic Room)	
D12	Special Effect in Room
1 – 2	Old Bones! All Undead have +1 WS and Wounds
3 – 4	Magic Eggs. 2 Eggs each count as <i>Jewel of Shattering</i>
5 – 6	Fool's Gold. Gold Crowns in treasure only half value
7 – 8	Radiant Terror. All Bravery tests incur -1 penalty
9 – 10	Acrid Fumes. Toughness test to avoid -2 penalty to Strength
11 – 12	Trapped Barrels. Each has a Trap & contains a <i>Zombie!</i>

QUEST ROOM 4 (Fire Cavern)	
D12	Special Effect in Room
1 – 2	All fire spells cast at Heroes do 1 extra dice of damage
3 – 4	Heat Fatigue. -1 penalty to Strength & Speed
5 – 6	Swift Enemies. Monsters have +1 Speed & Surprise
7 – 8	Double Jeopardy. Treasure Chests have 2 Traps!
9 – 10	Heat Crazed. All enemies here are <i>Berserk Monsters</i>
11 – 12	Good Fortune. Add 1 <i>Fire Ruby</i> to any Treasure here

QUEST ROOM 5 (Great Cavern)	
D12	Special Effect in Room
1 – 2	Throne acts as <i>Throne Hazard</i>
3 – 4	Steps Impede. Movement at quarter rate in step squares
5 – 6	Fire pit attacks 1 (random) Hero with Fireball each combat turn
7 – 8	Tainted Power. Monsters with PV 8+ <i>regenerate</i> here
9 – 10	Throne Destroys Souls. Killed models can't be resurrected
11 – 12	Chain Attacks! See above

ROOM FURNISHINGS

If you have the room furniture pieces from *Heroquest* they can be used to make rooms in *Advanced Heroquest* more interesting. They also provide interesting tactical problems for the Heroes. If you decide to use the furnishings, the GM should roll once on the *Room Furnishings Table* whenever he places a new *Normal*, *Lair*, or *Quest* room; and then place the appropriate piece of furniture in the room.

Furniture is always placed by the GM. He may place the furniture anywhere in the room, so long as it does not block any entrances. The cupboard, weapons rack, bookcase, and Alchemist's bench must be placed against one of the walls of the room.

A model may never enter a square that also contains a piece of furniture, and furniture obscures line of sight for any missile weapons.

ROOM FURNISHINGS TABLE			
D12	Furnishing	D12	Furnishing
1 – 6	Nothing	10	Alchemist's Bench
7	Weapons Rack	11	Bookcase
8	Cupboard	12	Rack
9	Sorcerer's Table		

Weapons Rack. Any model may take a weapon from the rack. Roll on the table below to see what the rack contains.

D12	Weapons	D12	Weapons
1 – 2	Nothing	8	12 Arrows
3 – 4	1 Spear	9 – 10	1 Sword
5	3 Spears	11	1 Axe
6 – 7	6 Arrows	12	Roll twice

Cupboard. A Hero may search the cupboard during the Hero player phase of the exploration turn. Roll on the table below to find out what the cupboard contains. A cupboard may only be searched once.

D12	Cupboard Contents
1	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
2 – 9	The cupboard is bare.
10 – 11	The player finds 25 gold crowns.
12	The player finds a Healing Potion.

Sorcerer's Table. A Hero may search the Sorcerer's table during the Hero player phase of the exploration turn. Roll on the table below to find out what it contains. A Sorcerer's table may only be searched once.

D12	Sorcerer's Table Contents
1	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
2 – 10	There is nothing of interest on the table.
11	2 Spell Scrolls. Roll for each on the table for <i>Magic Wands</i> to see which spell they contain.
12	The player finds some magically enchanted arrows. Roll on the <i>Magic Arrows & Bolts</i> Table.

Alchemist's Bench. A Hero may search the Alchemist's bench during the Hero player phase of the exploration turn. Roll on the table below to find out what it contains. An Alchemist's bench may only be searched once.

D12	Alchemist's Bench Contents
1	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
2 – 10	There is nothing of interest on the bench.
11	Blade Venom (1 dose). Roll on the <i>Blade Venoms Table</i> to see the venom type.
12	The player finds a Healing Potion.

Bookcase. A Hero may search the bookcase during the Hero player phase of the exploration turn. Roll on the table below to find out what it contains. A bookcase may only be searched once.

D12	Bookcase Contents
1 – 10	The player finds nothing of interest.
11	Spell Scroll. Roll on the table for <i>Magic Wands</i> to see which spell it contains.
12	Treasure Map. the GM must give the Hero a treasure map.

Torture Rack. A Hero may search the torture rack during the Hero player phase of the exploration turn. Roll on the table below to find out what it contains. A rack may only be searched once.

D12	Torture Rack Contents
1	The player trips a <i>Spinning Blade Trap</i> . See the <i>Traps</i> section to determine the results.
2 – 11	There is nothing of interest on the rack.
12	There player finds 10' of Rope & 10 Iron Spikes.

ROOM DOORS

Immediately after generating the room type and its contents, the Leader should roll a dice and consult the *Room Doors Table* to find out if there are any other exits. If there are doors, the Leader decides which wall or walls they are in, and the GM decides where to place them in the chosen walls.

ROOM DOORS TABLE	
D12	Number of Doors
1 – 4	None
5 – 8	1 Door
9 – 12	2 Doors

Note that if the room contains a Sentry (this type of monster is explained later), there will always be at least one door, even if *None* is rolled on the table.

If the room contains a feature such as a statue or a stairway, doors should always be placed so that the feature is not blocking the way through them.

PLACING NEW SECTIONS

The GM places all newly-discovered dungeon sections. He has a fairly free choice, so long as he follows these simple guidelines:

1. Passages are always straight, unless a corner junction is placed.
2. Rooms must always share a wall with the passage or room from which they were entered.
3. Passages discovered beyond rooms run alongside the room, not away from it. At least one passage section must share a wall with the room, but any others may be placed to the left or right. Obviously, such a passage will have two ends which must be generated.

OVERLAP

The GM should not place new sections so that they overlap existing ones. If a room is too large, use the smaller size. If this doesn't fit, the door is clearly a false one that doesn't lead anywhere! If there isn't space for the number of passages generated, use as many as you can fit in. If a junction has an exit that leads straight into a wall, replace it with one that doesn't. If all possible exits are blocked, add extra lengths of passage until one isn't.

In all cases, where overlap causes a problem, the GM has the discretion to use a suitable alternative to the result rolled.

RE-USING DUNGEON SECTIONS

As the dungeon grows, it is inevitable that the GM will find that he occasionally runs out of a certain sort of dungeon section. In this case, he can remove previously-placed sections for use as the newly-discovered sections. These should be taken from a part of the dungeon as far away as possible from wherever the Heroes are at the time. When (or if) they return to that part of the dungeon, the expedition map can be used to replace explored sections and any relevant features back in their correct position.

When you start a new level, it's best to clear away all the previous level's sections to leave the table clear for new discoveries.

DEAD END DUNGEONS

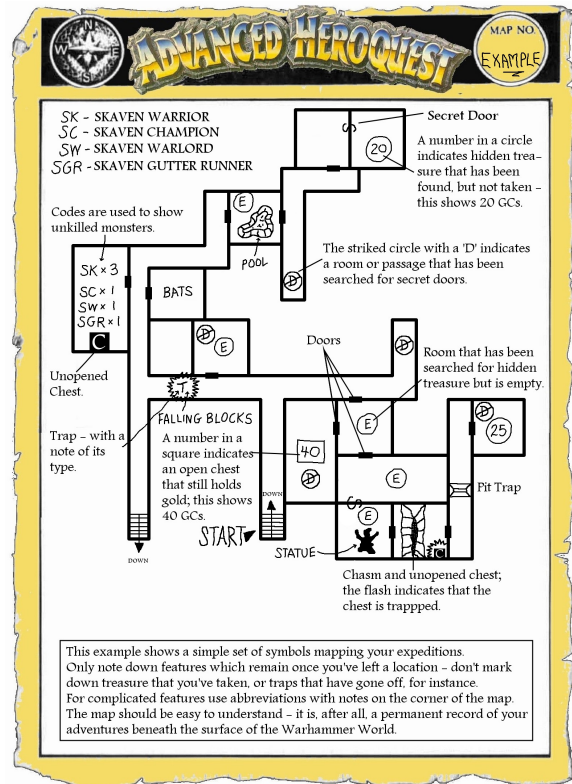
It is possible (although highly unlikely) for a dungeon to be generated which has no new areas for the Heroes to explore. This can only occur if all corridors end in dead ends or stairs, all the doors that can be opened have been opened, and all possible areas that may have a secret door have been searched. In such circumstances, the Heroes are allowed to search for secret doors in locations that have already been searched, and may keep on doing so until they find a secret door that will allow them to carry on exploring the dungeon.

MAPPING

Choose a new Mapper for each expedition into a dungeon. The map as it exists thus far will show you how to set up the dungeon, which is why the notes should be so precise.

The Expedition Mapper keeps a complete record of the dungeon as it is explored. An example map is shown below, with recommended symbols for things like doors and chests. Record every feature, like a

trap, and any situations the Heroes leave unresolved, like a room full of monsters or unopened chests. See the example map below:



COMBAT

Combat turns start whenever monsters are found in the dungeon, and continue until either the monsters or the Heroes have been killed, or the Heroes have run far enough away so that the monsters give up the chase. Normally, monsters are found when a new dungeon section is explored, but the Heroes may come across wandering monsters, and the GM can spring some nasty surprises.

To decide whether you should be playing combat turns or exploration turns, try to visualize what the monsters can see – if there aren't any monsters, then it definitely isn't a combat turn! Obviously, if they are in the same dungeon section as the Heroes, they can see them and will attack. If the Heroes are in an open doorway and there are monsters in the next section, the monsters can see the Heroes. However, if the Heroes are a little way down from the doorway, they are out of sight and could evade the monsters.

Basically, if the monsters can see the Heroes, they attack. Of course, this is always the case when you first encounter them by opening a door. Monsters never retreat (although Sentries may go for help, and character monsters can be removed by the GM; more on these later). If the Heroes attempt to leave the dungeon section in which they have been fighting, the GM may decide to let the monsters pursue.

PLACING MONSTERS

The GM places the monsters in the dungeon section where they were discovered, one monster per square. Then both the Leader and the GM roll a dice. This is called a *surprise roll*. Some Heroes are particularly fast-witted and keen-eyed and give a bonus to the Heroes' surprise roll. For example, if an Elf is looking into the room or passage where the monsters have been found, the Leader adds +1 to the dice when he rolls for surprise.

If the Leader scores equal to or higher than the GM, the monsters have been surprised. The Leader can then move each monster one square. Now start a combat turn.

If the GM scores higher, the monsters surprise the Heroes. In this case, play then proceeds to the GM phase of the first combat turn (in other words, the Heroes miss their first turn!).

Monsters may only be placed on the room or passage section where they are encountered when they are first set up.

Expect the Unexpected!

The Heroes are quite aware that monsters of various sorts may be lurking behind every unexplored door and passage in a dungeon. When making a *surprise roll* the Heroes always add +1 to their dice roll and will gain an additional +1 if they possess a map displaying the room they are attempting to occupy. Bonuses to surprise are always cumulative with any other the Heroes may receive. Remember though, sometimes the best laid plans of mice and men often go awry!

SENTRIES

There is a special rule for a certain type of monster, these are called *Sentries*. Sentries add +1 to the GM's surprise roll.

The dungeon section the Sentry appears in *always* contains a door (even if one was not rolled on the *Room Doors Table*), which may be placed by the GM. He can choose to have the Sentry open this door instead of making an attack (provided the Sentry is in an adjacent square).

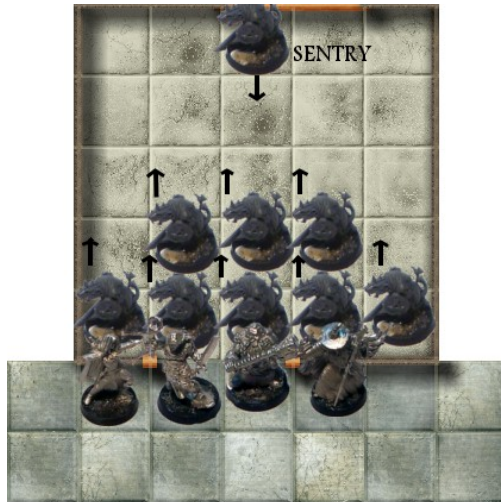
If a Sentry opens a door into an unexplored part of the dungeon, generate the new section at the end of the GM phase, using the same system as in an exploration phase, and then continue with the next combat turn.



DISTINGUISHING SPECIAL MONSTERS

If the monsters encountered include Sentries, or any of the other types of special monster that can appear (more on this later), you'll need to be able to tell which monster is which. The easiest way to do this is to use the appropriate Citadel Miniatures for the different monster types. The fantasy range of Citadel Miniatures includes models suitable for every type of monster met in *Advanced Heroquest*.

If you haven't got a suitable miniature, you should use one of the special colored bases provided. These don't need to represent the same type of monster every time they're used, as long as everyone knows what monster is being represented this time. Of course, sometimes when the Heroes meet a special monster type they won't know what sort it is until it acts – in such cases, the GM only has to reveal the monster's type (eg he tells the players it's a Sentry) once it has performed one of its special functions (eg it opens a door).



Having nearly completed their Quest, the Heroes discover a group of Skaven (including a Sentry) behind a door. The Leader and the GM each roll a dice (the Elf can see into the room so the Heroes add a total of +2 and there is a Sentry present so the GM adds +1); the Leader gets 7 and the GM 4, so the Skaven are surprised. The Leader may then move each Skaven model one square. Obviously, he will look to set them up in such a way that gives the Heroes an advantage. A normal combat turn will now begin. Note the door on the far side. If the GM chooses to have the Sentry open this door during the GM phase, whatever lies beyond must be generated at the end of the phase. If this is a Lair or Quest Room, with more Skaven, heavy reinforcements could soon be forthcoming...

SEQUENCE OF PLAY

Just like an exploration turn, a combat turn is played as a sequence of phases, and you must complete each one before going on to the next.

HERO PLAYER PHASE

Each Hero player has several options during the Hero player phase. The Hero players decide amongst themselves who moves first – if they can't decide, the Leader decides for them. Any of the actions listed below can be performed by Heroes or Henchmen.

1. A model can move and then attack, or it can attack and then move. If a Hero has several Henchmen, they don't all have to follow the same sequence – some can attack first, while others move first.
2. A model may run instead of making an attack (this is explained later).

3. A model that is beside a door may open or close it instead of making an attack. This can be done either before or after moving, but not in the middle of a move. If the door leads into an unexplored part of the dungeon, the new dungeon sections must be generated just as if this was an exploration turn. This is done at the end of the Hero player phase, after all the Hero players have moved their models. This means that a model can't move through a door that opens onto unexplored dungeon in the same phase as the door is opened, even if it is opened before moving. The same goes for models moving off junctions into unexplored areas.

GAMESMASTER PHASE

The GM has a similar range of options during his phase.

1. The GM decides if his monsters are going to move and attack or attack and move. Whichever he chooses, all the monsters must follow the same routine. Each monster's actions must be completed before the GM starts to move/attack with the next monster.
2. A monster may run instead of making an attack (this is explained later).
3. Sentries may open doors instead of making attacks. This can be done either before or after moving, but not in the middle of a move. If the door leads into an unexplored part of the dungeon, the new dungeon sections must be generated just as if this was an exploration turn. This is done at the end of the GM phase, after all the monsters have moved. This means that a monster can't move through a door onto unexplored dungeon in the same phase as the door is opened, even if it is opened before the model moves. The same goes for monsters moving off junctions into unexplored areas.
4. If the monsters are able to pursue (explained later), any monster may open a door instead of making an attack.
5. If any special monsters, such as Sorcerers or Champions, fulfill their particular 'role' during this phase, the GM must reveal to the Hero players what type of monster they are. If a Champion attacks, or a Wizard casts a spell, or a Sentry opens a door, the GM reveals that model's identity. It should, of course, be a distinctive model or have an identifying colored base.

END PHASE

This phase only takes place if no monsters are left in play, or the Heroes escape.

Heroes are considered to have escaped if there are no monsters within sight at the end of the GM phase. The only exception is if this

was solely achieved by closing a door, in which case the next turn is also played as a combat turn; if there are still no monsters in sight at the end of the next GM phase, the Heroes have escaped.

If the Heroes kill all the monsters, they may loot the bodies. The monster tables show how many gold crowns the Heroes find. If any of the monsters carried a magic item (as, for example, many character monsters do), that may also be taken. The GM must reveal what it is.

If the Heroes escape before killing all the monsters, they don't get to loot any of the bodies. Even if they later return to the place of the fight, they find that the dead monsters and their weapons have already been removed.

Finally the Hero players elect a new Leader, using the same procedure as at the start of the game. This keeps the job rotating round the players. Play now resumes with an exploration turn.

MOVEMENT IN COMBAT PHASES

The GM decides in what order the monsters move. The Hero players decide amongst themselves in what order they move – if they cannot agree, the Leader decides for them.

A monster or Hero can be moved forwards, backwards, or diagonally a number of squares equal to its Speed. Models may not move through another model or through an impassable obstacle (eg a wall or closed door). If a model is moved into an unengaged death zone (see below), it finishes moving at once.

Attacks may only be made on opponents in vertically or horizontally adjacent squares. A model may be turned to face any direction, so it doesn't matter if an opponent is moved in front of or behind the model: the model can still turn to face it and make an attack. Attacks may not be made diagonally unless the attacker has a long reach weapon (such as a spear). The rules for making an attack are found in the *Hand-to-Hand Combat* section below.

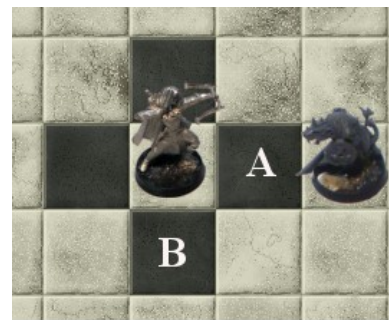
DEATH ZONES

Each model exerts a *death zone* onto any square it can attack. The area that a combatant can threaten with a hand-to-hand weapon. Any model moved into an opposing creatures' death zone that is not already occupied by a friendly model, stops moving there; you cannot continue to move this model after it has entered the enemy death zone. However, you may move it *out* of a death zone at the beginning of its move.

Certain *long reach* weapons, such as spears, halberds or two-handed swords, allow combatants to attack diagonally. Any model equipped with such a weapon exerts a death zone on all the diagonal squares around it as well as the ones vertically and horizontally adjacent.

A model's death zone is immediately *focused* when the first opponent enters it. This means that the death zone is now concentrated onto the square the first opponent occupies, and all the other squares around the model can be moved through as normal. This doesn't mean the model has to attack an opponent in the focused square – if other opponents also move into adjacent squares, the model can choose which it attacks.

A model in an opponent's death zone cannot open or close doors, or open treasure chests. Being in an opponent's death zone also stops a Wizard from casting certain spells, such as *Flames of the Phoenix* – this is explained in the relevant spell descriptions.



The Elf exerts a death zone on all the shaded spaces. However, if a Skaven is moved into square A, all the remaining death zone squares are ignored by other Skaven. Note too that if the Skaven moves from A to B next turn, it would have to halt movement there and it remains the focus of the Elf's death zone until it leaves the zone altogether. If the Elf is later equipped with a long reach weapon, such as a two-handed sword, he also exerts a death zone into the diagonal spaces about him.

DOORS

Heroes, Henchmen and Sentries (see above) may open or close a door instead of making an attack, provided the model is beside the door at the time. A model may open or close a door before or after moving, according to the order originally chosen for movement and attack. The opening or closing of a door *replaces* the attack.

If a door is opened onto an unexplored section of dungeon during a combat turn, the new dungeon sections must be generated just as if this was an exploration turn. This is done at the end of the phase in which the door was opened – this means that a model can't open a door and move into an unexplored area during the same phase. The same goes for models moving off junctions that lead to unexplored dungeon.

RUNNING

A model can *run* instead of making an attack. First, as usual, the model is moved as many squares as its Speed characteristic. Then the player rolls a dice. If he rolls 2 to 12, the model may move up to that many extra squares. If he rolls a 1, however, the model stumbles and cannot move any extra squares.

A model that runs cannot open or close any doors.

PURSUIT

If the Heroes attempt to escape from an encounter, the GM may choose to have the monsters pursue them. A monster that pursues must run, unless it can end its normal move next to an opponent and attack. A monster that is in pursuit may open a door instead of making an attack.

Pursuit ends if all the monsters are able to make a normal move and attack, in which case the next turn is a normal combat turn, or if the Heroes escape, in which case the next turn is an exploration turn. The Heroes escape if they are out of sight of any monsters at the end of the GM phase. If this was achieved by closing a door, the monsters are allowed one more turn of pursuit – if the Heroes are still out of sight, they have escaped.

If the Heroes escape, the monsters return to the place they came from. This should be recorded on the map, along with the number that are left. If the Heroes return during this expedition they face the remaining monsters. If they return during a later expedition, the monsters have been restocked and the original number are present.

HAND-TO-HAND COMBAT

A model may only make a *hand-to-hand attack* when it is adjacent to an enemy model (ie the target is in the attackers death zone). Hand-to-hand attacks are the only type of attack that can be made when a model is adjacent to an enemy. Attacks may not be made diagonally unless the model is equipped with a long reach weapon. If a model is in contact with more than one enemy, the controlling player decides which one to attack *before* rolling any dice.

Each attack consists of one or two dice rolls. First the attacker makes a hit roll to see if the blow lands. If this hits, the attacker rolls for *Wounds* to see what damage it causes.

HIT ROLLS

When a model makes an attack, look up the Weapon Skill of its target on the *Hand-to-Hand Combat* section of the attacker's character sheet or monster reference table. In the row underneath

the Weapon Skill is the number the attacker must roll to hit. Roll a dice; if the score is higher than or equal to required hit roll, the attack is successful and the model scores a hit.

CRITICAL HITS

If the hit roll is a 12, the attack has caused a *critical hit*. This allows the attacker to make a *free attack*.

Some large weapons, like halberds and double-handed weapons, can cause a critical on a hit roll of 11 or 12. The *Weapons* section of the attacker's character sheet or monster reference table gives the number needed for a critical.

FUMBLES

On the other hand, if the hit roll is a 1, the attack is *fumbled*. This means the model makes such a hash of the attack, his opponent is presented with a golden opportunity to crack him over the head instead. The model being attacked makes an immediate *free attack* on the attacker.

Just as larger weapons cause critical hits more often, so they cause more fumbles – although they're heavier and batter easily through armour, they're also clumsier to use. These weapons cause a fumble on a hit roll of 1 or 2. The *Weapons* section of the attacker's character sheet or monster reference table gives the number needed for a fumble.

FREE ATTACKS

Free attacks are brought about by critical hits or fumbles. A free attack is made immediately in addition to any normal attacks. Work out what happens with a free attack just like a normal one, including the chance that the free attack may score a critical hit or fumble of its own!

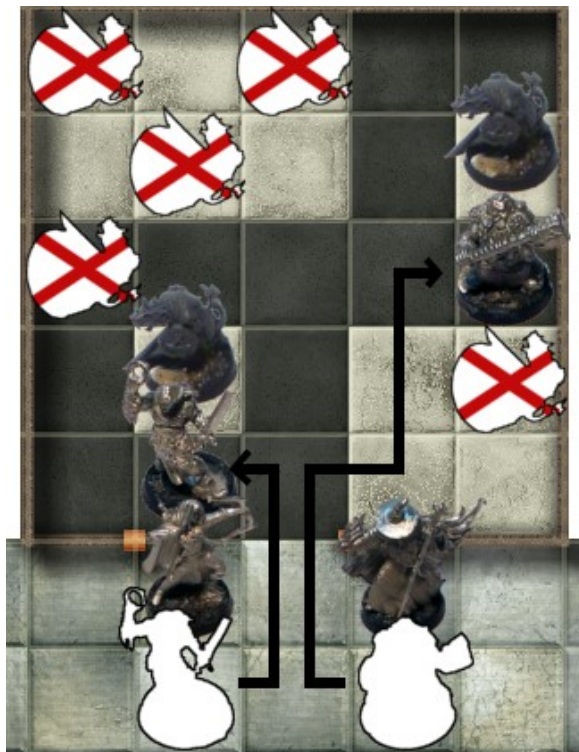
WOUND ROLLS

If the attack hits, roll again to see what damage is caused. The number of damage dice depends upon the weapon being used – the *Weapons* section of the attacker's character sheet or monster reference table gives this figure.

Roll the right number of dice, and compare each to the Toughness of the target. The target will suffer one Wound for each dice that scores a number equal to or greater than its Toughness.

A dice roll of 12 causes *critical damage* which means that it causes a Wound and it may be rolled again (and again if another 12 is rolled).

Each player keeps track of the number of wounds his models have suffered. Hero players keep track on their character sheets. The GM should use the Wound counters, placing these beside monsters as they are wounded until they have been killed. Alternatively, the GM can keep track of all monster Wounds on scrap paper.



On encountering a band of Skaven in a room, the Heroes prepare for Combat.

In the first Hero player phase, the Warrior and the Dwarf move and attack. The Elf and the Wizard attack but cannot move because of their method of attack. The Hero players briefly discuss who will do what, but the Leader eventually sorts things out.

The Elf's archery and the Wizard's arcane magic are covered in later sections. The effect is that five of the seven Skaven are taken out of the fight. The Warrior and the Dwarf move as indicated; halting in the death zones of the Skaven they have chosen to attack.

The GM announces the Skavens' Weapon Skill: both targets have a Weapon Skill of 6. The Warrior checks his character sheet which shows that he needs a 5 or better to hit an opponent with a Weapon Skill of 6. The Dwarf has the same chance to hit. The two players roll; the Warrior gets 4 and misses, but the Dwarf gets a 12. This is a critical hit, and he gains a free attack and rolls 9. The Dwarf has hit his target twice!

He now checks the damage dice for the axe he carries. He is entitled to roll 5 dice for each hit. Each dice roll needs to beat the Skaven's Toughness 6 to score a Wound. He rolls 2, 10, 11, 12, 1, 5, 6, 5, 3 and 8. A total of five Wounds - more than enough to kill the Skaven (who started with 3). Note that the critical damage roll has no effect because the target has already been killed.



RANGED COMBAT

Ranged attacks are made against opponents outside normal hand-to-hand weapon reach; in other words, they are attacks with bows, crossbows and thrown missiles. To make a ranged attack, a model must qualify through five rules:

1. The model must be carrying a ranged weapon (as shown on a Hero's character sheet or monster reference table).
2. The model must not be in a square adjacent to its target.
3. The model must not be in an enemy death zone.
4. The target must be within range of the model's weapon. Range is counted as the number of squares from the attacking model (not counting the square the model is on) to the target (counting the target's square). Do not count diagonally. The maximum range of weapons is given on the model's character sheet or monster reference table.
5. The model must have line of sight to the target.

Characters may only move *and* make ranged attacks with thrown weapons (eg daggers, spears and axes). You can only attack with a bow or crossbow if you don't move.

Line of Sight

To attack with a ranged weapon, there must be *line of sight* between the two models. The attacker must be able to clearly see his opponent in order to accurately shoot or throw a missile.

Individual players will always be the best judge of when an attacker has line of sight to a target. It's normally a matter for common sense. Obviously, all walls block line of sight, and so do doors, even open ones, unless either the target or the attacker is in the square immediately behind a door. Also, a model between the attacker and the target blocks line of sight, unless it is a friendly character in a square adjacent to the attacker.

To allow for those gray areas, you can also judge line of sight to be *partially obscured*. Be guided by the principle that if it is hard to judge whether the attacker has a clear sight of the target, then he probably doesn't and should have a reduced chance of hitting it. When firing at a partially obscured target, treat the range as if it were 4 squares greater than it actually is. When there is disagreement, be sensible about the outcome. It isn't worth spoiling the game over a disagreement about who can see what – a single arrow never changed the course of anything...

Look at the following example:

Assume the Elf is one of the three positions, A, B, or C. From Position A, although he is behind the door, he is in the adjacent square to the opening and can thus fire through it. By the same token, the Skaven would be able to shoot him. However, it is fair to say that Skavens 2 and 3 are at least partially obscured; Skaven 2 by the wall and Skaven 3 by Skaven 1.

From position B, the Elf would have a clear shot at Skavens 3 and 2, and a partial view of Skaven 1. The Warrior doesn't block a shot at Skaven 2 as he is in an adjacent square to the Elf.

If the Elf was in position C, the Warrior would no longer be adjacent to him, and would partially obscure Skaven 2, leaving the Elf with partial views of Skavens 1 and 2, and a clear shot at 3.



Hit Rolls and Wound Rolls

Ranged attacks are resolved in a similar way to hand-to-hand attacks. First a hit roll is made and then, if the attack hits, a wound roll is made.

Count the distance in squares to the target, excluding the square the attacker is on, but counting the target's. Do not count diagonally. Look up the total on the *Ranged Combat* section of the attacker's character sheet or monster reference table to find the score needed to hit. The target's Weapon Skill has no effect on an attack by a ranged weapon. If a hit is scored, resolve the damage in the same way as for a hand-to-hand attack.

Recovering Missiles

Daggers and throwing axes may only be thrown once. Each shot from a bow uses up one arrow, and the archer should keep a record of the arrows he has used.

Ranged weapons may be recovered once the combat is over and all the monsters have been killed (but not if the Heroes escape). Roll a dice for each arrow, dagger or throwing axe used. Non-magical arrows can be recovered intact on a roll of 4 or more, other non-magical weapons on a roll of 2 or more. Magical weapons are both unpredictable and unstable, they may vanish into thin air or turn to dust – any magical ranged weapon can be recovered intact on a roll of 10 or more.

Critical Hits and Fumbles

Critical hits and fumbles occur on rolls of 12 and 1 respectively, just as with hand-to-hand attacks.

Critical hits with a ranged weapon are assumed to have found a chink in the target's armour or hit a vital spot. The target's Toughness is halved (rounding fractions down) when rolling for damage.

A fumble causes the attack to hit an *ally* instead of the target. If there is a friendly model in any square adjacent to the target, it will have been struck instead. The player controlling the original target chooses which if more than one is available. If there is no such friendly model, the missile misses.

FATE POINTS

Fate Points change things which have just happened (ie incidents in that turn). For example, if a model was hit by an attack, he could spend a Fate Point after he had found out the number of Wounds he has suffered and thus negate all the damage. A model may not spend a Fate Point to change something that happened in a previous turn.

Although Fate Points can be used during exploration turns, they are most commonly used in combat. Each Hero starts the game with a number of Fate Points. A Hero may spend any number of Fate Points in the same combat turn. Fate Points cannot be lent to other Heroes or to Henchmen.

Fate Points can be spent to negate (ie to reduce to 0) any and all damage a Hero suffered in a turn. This is the single, most important function of Fate Points and can be used in any circumstance. It can be used to negate the damage from an attack, the damage from a trap or whatever.

Fate Points can also be spent to convert a failed dice roll into a successful dice roll. Again, this ability can be used under any circumstances. It could be used to convert a missed attack into a hit, a failed Intelligence test into a successful one and so on.

Gaining more Fate Points is covered in the *Between Expeditions* section. A player should be careful that he doesn't waste his Fate Points. Once they have all been used, a Hero is vulnerable, and could die at any time.

DEATH...

It happens to all in the end and to monsters more often than not. A monster or Henchman is killed when its Wounds score is reduced to 0 or below. Remove the model from the table. Its slayer may be moved into the vacated square if its player so wishes.

Heroes are merely *knocked out* (KO'd) if their Wounds score is reduced to 0, and die only when it falls any lower than this. Place the model on its side while it is KO'd. A Hero may do nothing while in this condition, and counts as having a Weapon Skill of 1 if attacked. Another Hero can drag the victim 3 spaces instead of making a normal move, provided he starts his move in an adjacent square.

A KO'd Hero can be given a Healing Potion by any Hero or Henchman in an adjacent square who has one, as long as neither character is in an opponent's death zone. A KO'd Hero can also be restored to action by a healing spell (magic potions and spells are explained later).

A KO'd Hero may be carried by a Comrade during exploration turns. However, the KO'd Hero and whoever carries him may move only up to six squares.

