

HERO QUEST



Champion of the Empire
INSTRUCTION
BOOKLET



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Playing Champions of the Empire

The Quests in Champions of the Empire are played in the same way as the original HeroQuest. This expansion does not require any of the other expansions of this game. However, please note the following changes:

- The Heroes will not embark on all of the Quests presented in this expansion. It is recommended to respect the succession of the Quests as they are presented unless otherwise noted.
- The Heroes must sometimes leave a Quest through a door, not by the spiral staircase.
- The Quest "Requiem for a Ball" is to be played under special rules given in the Quest's introduction.
- This new adventure introduces the possibility of becoming a Champion of the Empire as well as to recruit Companions.

New Equipment, Artifacts, and Treasure

The new Equipment, Artifact, and Treasure cards are added to the respective existing card decks of the HeroQuest base game. These cards are similar to those of the original game (or the items of the Armory). When a Hero finds one of these items, he should record it on his game sheet.

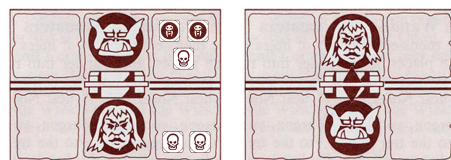
- Equipment Cards: Short Bow, Wizard's Staff, Warhammer, Plate Helmet, Halberd.
- Artifact Cards: Crown of the Rooster King, Ethereal Punisher, Borin's Helmet, Ahlin's Orb, Lance of Radiance
- Treasure Cards: Potion of Resolve, Poison, Tainted Potion of Healing, Wandering Trader, Traveling Merchant.

New Magic Powers

Champions of the Empire offers spellcasters four new sets of spells: Metal, Light, Death, and Spirit. The latter two are reserved solely for the Necromancer; they may not be chosen by any other Hero. Otherwise the rules for picking spells remain unchanged.

New Rule – Melee

A new melee rule is introduced to compliment the original combat rules of HeroQuest: Whenever a Hero loses one or more Body Points from a monster's melee attack, the Evil Wizard player may exchange both combatants' positions; accordingly, whenever a monster loses Body Points from a Hero's melee attack, the Hero may exchange positions with that monster. This rule only applies to combats that take place on adjacent or diagonally conjoined squares. It does not apply to damage sustained from ranged combat, traps or spells.



Example: The Barbarian is attacked by an Orc and loses one Body Point. The Evil Wizard player decides to make use of the melee rule and exchanges the Orc's and Barbarian's positions.

New Monsters

Villager

Villagers are played by the Evil Wizard player, but do not attack the Heroes. The Evil Wizard player decides if and when Villagers are attacked by monsters. Their safety may or may not be of importance to the Heroes.





Wraith

Wraiths are played using an additional rule: They may pass through any object, wall, closed door, monster, or even through sections of the board that do not comprise a part of the Quest Map. However, Wraiths may not move through squares occupied by a Hero.

Guard

Guards are played by the Evil Wizard player. They may attack diagonally. Sometimes a Guard might choose to join the Heroes according to the Quest notes. This, attacking a Guard first might not always be a valid option.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Guard		7	2	4	1	3
Wraith		7	4	2	1	1
Villager		4	0	2	1	4
Stolland Knight		6	4	4	3	3

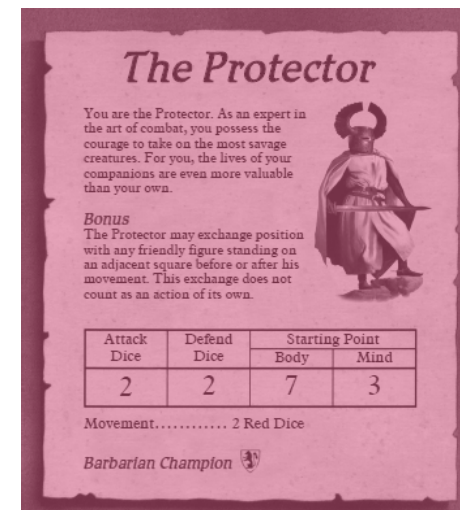
Champions of the Empire

A Hero who successfully completes three Quests in a row is rewarded with 500 gold coins and given the title Champion of the Empire. Such a Hero has the option to keep his abilities as they are or instead take the opportunity to tread on one of two Paths of the Champion, in which case he learns any special bonus abilities of that path while possibly having to accept a restriction.

- The Barbarian may choose to become the Protector (Champion of Light) or the Berserker (Champion of Darkness).
- The Dwarf may choose to become the Revealer (Champion of Light) or the Slayer (Champion of Darkness).
- The Elf may choose to become the Sage (Champion of Light) or the Assassin (Champion of Darkness).
- The Wizard may choose to become the Seer (Champion of Light) or the Necromancer (Champion of Darkness).

The Hero's decision will have consequences. It might help him gain riches and honors undreamed of, but it might also impose restrictions and setbacks on him that he is yet not aware of. Once made, the decision is irreversible, so it is to be made very carefully.

A Hero who chooses the Path of a Champion has any new special abilities and possibly a restriction printed in the "Bonus" section of his respective character card. A white shield at the bottom of the character card represents a Champion of Light; a skull represents a Champion of Darkness.



Champions of Light or Darkness

After three successful Quests, a Hero is titled Champion of the Empire. The Evil Wizard player may limit a Hero's options of becoming a Champion of Light or Darkness as he sees fit. This depends on the Hero's character, revealed through attitude and ethics as well as his decisions made during Quests; courage and altruism are the hallmarks of a Champion of Light, as massacre and treason are the privileges of a Champion of Darkness. Therefore, a greedy adventurer betraying and backstabbing his fellow Heroes should probably tread on the path of a Champion of Darkness.

The Evil Wizard player does not have to limit a Hero's decision, however, if he does not want to. In addition, certain Quest notes can limit the options of evolving into particular Champions.

The Champions of the Campaign

This campaign is narrative, meaning the outcome depends on how the Heroes play through it. There are two possible conclusions to the epic: one puts the Empire in favor, the other benefits Zargon.

The Heroes' decisions guide them towards one of these conclusions. As they follow the narrative thread, only eight Quests are played. Also, their choices of becoming Champion of Light or Darkness is very important during the campaign and its outcome. However, a Hero's decision to become a Champion of Light does not necessarily mean the result for the Empire will be good; accordingly, becoming a Champion of Darkness does not necessarily mean Zargon will be at an advantage.

The Heroes will constantly face difficult decisions during these Quests. Some of these decisions will not cause any repercussions, while others are bound to have grave consequences. There is no predetermined right or wrong, but the Heroes' decisions can make their campaign easier or more difficult to play through. It is therefore recommended that the Heroes listen very carefully to each Quest's introduction, as there may sometimes be clues within to help them decide wisely.

Companions

When a Hero has become a Champion and his adventures are sung of in the taverns of the Empire, there is also talk about his loyal Companions. These are the med paid to follow the Champion, or in some cases vile, greedy bandits clutching at the opportunity to loot the riches of a dungeon. Endangering their lives for those who pay the gold, they aim towards their own wealth and perhaps a bit of useful equipment as well.

Recruiting a Companion

A Companion will only join a Hero who has been given the title Champion of the Empire. Before a Quest, a Hero may hire a Companion to join his ranks and follow in his footsteps. The Hero chooses his Companion and takes a corresponding figure and Companion Card.

The Companion markers can be stuck to the base of the Companion figures to distinguish the Companions for each Hero from those of another. Do not forget to fill in a Character sheet for each Companion with the necessary starting values and changes.

A Companion follows a Champion until he dies, but only is the fee noted on his card is paid in advance between Quests (and when he is hired). If he is not paid, the Companion will leave the Champion. A Champion may never be accompanied by more than two Companions at the same time.

Companions in the Game

Moving

- A Companion moves immediately after the player's Hero moves.
- A Companion moves in the same manner that a Hero does but uses the statistics on his own card.
- A Companion opens doors and jump over traps just as a Hero does.

Searching

- A Companion may search rooms or corridors for traps and even disarm them if he is equipped with a tool kit.
- A Companion may not search for treasure.

Fighting

- A Companion attacks or casts a spell in the same manner as a Hero does.
- A Companion rolls white shields to defend.
- A Companion may be equipped with one Equipment or Artifact Card. The Companion's starting values are modified accordingly, if applicable.

Death

- When a Companion dies, remove his figure and character sheet from the game.
- When a Companion does, and is he possessed an artifact or piece of equipment, it can be regained by searching the room or corridor, where he died, for treasure. A monster is also allowed to claim the equipment/artifact if it moves into or remains in the same room or corridor as the dead Companion on the Evil Wizard's next turn. The monster may not use the equipment/artifact; rather, it is removed from the game.
- When a Hero dies, the player may continue the Quest playing his Companion(s). The Companion(s) may regain the dead Hero's equipment/artifact by searching the room or corridor for treasure, but each Companion is till restricted to use of just one artifact or piece of equipment.
- The gold coins given to a Companion can never be regained, even in the event of his death.

New Trap



Falling Block: When a character player moves through a square containing a falling block symbol, a block will fall. It will land into the adjacent square marked with the arrow on the Quest map, blocking the way. Any character or monster in the square into which the block falls must roll three combat dice. The victim must lose one Body point for each skull rolled, and then move to an adjacent unoccupied square. If the victim cannot move to an adjacent square, he is eliminated by the falling block.

New Tiles and Quest Map Symbols

Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



Closed Door

These doors cannot be opened.



Large Door

When opened, replace the closed large door with the open large door.



Coffins

The 2 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



Trap Door

These two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.



Companion Marker



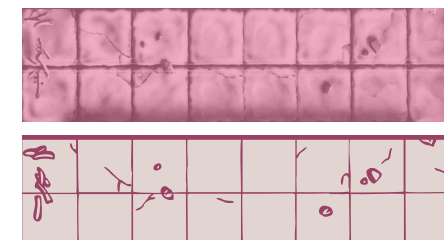
Portal of Souls



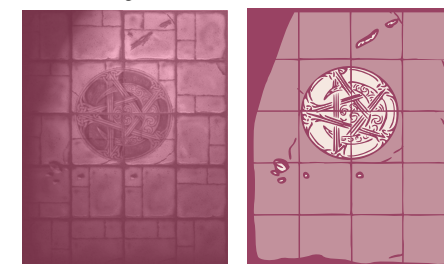
Pillar



Corridor



Hall of Magic



Ballroom

