

HERO QUEST



Mine Cart
INSTRUCTION
BOOKLET

Early in the century, the Wizard Sen Hullor devised a method to propel Mine Carts. Magical power was drawn from the rock surrounding the cart, and the spell cast by Sen Hullor caused the cart to speed down the track without a visible means of locomotion. The Sen Hullor Mine Carts are now common in the mines of the Empire.

Construction

The mine cart comes in two separate files – an outside graphics sheet and an inside graphics sheet. Both files need to be printed. The extra white space should be cut from the sheets, the sides of the cart folded up, and then glued. The tabs should be used to glue the sides together. Finally glue the wheels to the cart.

Here are some ideas that may help you build a stable cart:

Cut the inside graphics page large, i.e. leave plenty of white space around it. Glue the inside to a piece of cardboard or posterboard. After the glue is dry, cut the white space (and the cardboard it is glued to) away, leaving the mine cart. Now glue the outside and wheels. The cardboard will help stiffen the Mine Cart.

Instead of constructing the mine cart out of cardboard, try building it out of balsa or other light-weight wood. Balsa wood sheets are available in craft and hobby stores. Trace the mine cart pattern onto the balsa wood sheet, then cut it out with a hobby knife. Finally glue the inside and outside to the cart. Creating a balsa wood cart may prove difficult, because of the angle of the cart walls. If you do this, though, you will have a much stronger cart!

Movement

The mine cart may be activated by any Hero or monster that touches it for an entire turn. Contact with the Mine Cart cannot be broken during this turn, therefore the character may not make ANY action (attack, move, cast spells, etc). Once activated, the cart's speed may be changed as the activator's action phase of his turn.

The Mine Cart may move in either direction, but must spend at least one turn stopped before it changes direction.

The Mine Cart has three speeds: Slow (walking pace), Medium (running pace), and Fast (about twice as fast as a human can run). The cart initially moves

in Slow speed. To increase or decrease the cart's speed, the figure must tell the Game Master that he is doing so for his action, and can only increase or decrease the speed by one (i.e. Stopped to Slow, Fast to Medium, etc).

Slow Speed = moves 6 squares per turn.

Medium Speed = 12 squares per turn.

Fast Speed = 18 squares per turn.

Crashing

The Mine cart has no warning system – miners generally stay in slow or medium speeds so that they can stop before crashing. Fast is reserved for emergencies.

A Mine Cart crashes when it hits either the bumpers or another cart going at Medium or Fast speed, or runs off the rails at any speed.

Crash at Slow speed (runs off rails) – Each figure in the cart rolls 3 attack dice for damage. No defense is allowed.

Crash at Medium speed – Each figure rolls 5 attack dice for damage. No defense is allowed.

Crash at Fast speed – Each figure rolls 8 attack dice for damage. No defense is allowed.

The same attack dice are rolled if a Mine Cart runs into a figure standing on the tracks.

The same attack dice are rolled if a Hero falls from a cart.

Switches

There are four different switch tiles to allow the Game Master to send the cart in different directions. The Game Master must keep track of which way the switch is turned (i.e. which track the cart is turning onto). To turn the switch, the carts must be stopped and a figure spend a turn at the switch. Alternately a figure could fire a missile at the switch (see rules for missile fire in carts).

Cart Size

The cart was designed to hold two figures. If the GameMaster wishes to allow more figures to ride in the carts, extra carts could be made. These could be linked together to form "trains", using a small chain or string, if the GM desires.

Fighting

If the cart is not moving, figures within the cart attack as normal. See the defensive rules below for a figures defensive rolls while in a Mine Cart. If the cart is moving at Slow speed, figures may attempt to hit opponents with their hand-to-hand weapons as they pass. The normal attack dice for the weapon is rolled, but an extra red die must be rolled, too. If a 5 or 6 is rolled, the weapon is wrenched free from the figures hands as the Mine Cart passes (whether or not the attack is successful). There is no penalty for missile fire.

If the cart is moving at Medium speeds, figures may again attempt to hit opponents with hand-to-hand weapons. The figure may roll three extra attack dice, due to the force given to the blow from the speed of the Mine Cart. Again a red die is rolled, and the weapon is lost on a roll of 3-6 (whether or not the attack is successful). Missile fire suffers a -1 attack die penalty.

If the cart is moving at Fast speeds, figures may attempt to hit opponents with their hand-to-hand weapons as they pass. The figure may roll five extra attack dice, due to the force given the blow from the speed of the cart. Any weapon used in this way is automatically wrenched from the wielders hands. Missile fire suffers a -3 attack die penalty.

Defense

The walls of the cart protect any figure inside. Any figure standing up in the cart may add +1 to his defensive rolls. Any figure sitting in the cart is protected from harm from physical weapons, but may still be hit by spells. While sitting, a figure may not attack.

Moving Mine Cart

Besides this extra defensive die given to the figures because of the Mine Cart wall, the speed of a moving Mine Cart helps protect the figures inside.

If the cart is moving at Slow speed, the figure may add an extra defensive die.

If the cart is moving at Medium speed, the figure may add three extra defensive dice.

If the cart is moving at Fast speed, the figure may add five extra defensive dice.