

HERO QUEST

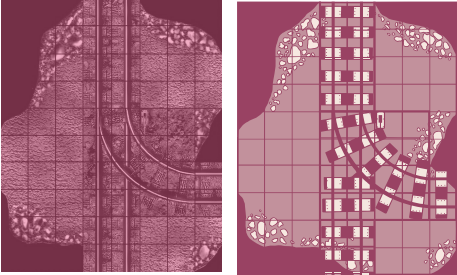


Chaos Wars II
INSTRUCTION
BOOKLET

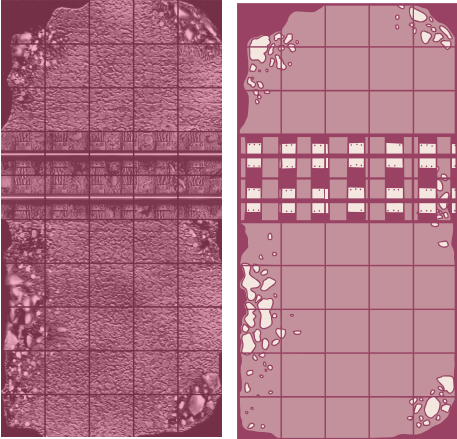




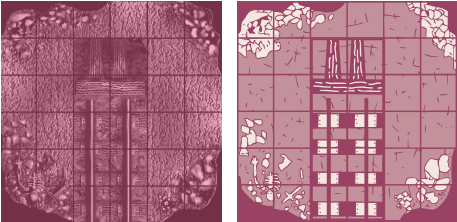
Cave with Tracks – Room 1



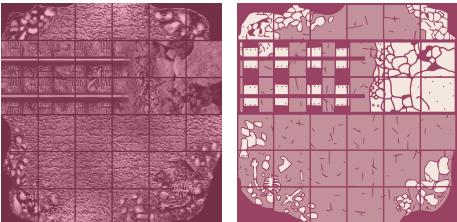
Cave with Tracks – Room 2



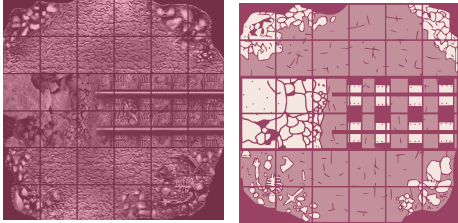
Cave with Tracks – Room 3



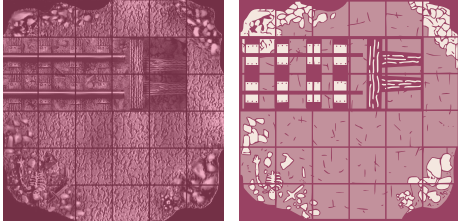
Cave with Tracks – Room 3



Cave with Tracks – Room 3



Cave with Tracks – Room 3



Track – Straight



Track – Curve



Track – Y-Track



HERO QUEST



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This Quest Pack is a sequel to the Quest Pack "The Chaos Wars". Chaos Wars II can be played without playing Chaos Wars.

Please note that this pack contains alternates for Quest 5 – Quest 8. These are alternate versions to use if you do not wish to use the cave and mine tiles.

Special Notes for the Game Master

The Armory will buy back any item that it normally sells for 1/2 the selling price. Let the Heroes know this before the game begins. You may want to allow the Heroes to take weapons from any monsters they slay. Note that the Armory will not buy back weapons from the Undead, though.

When using some of the board overlay tiles, you will notice that they are larger than the rooms they overlay and partially overlap other rooms. There is often unused space on the edges of the rooms they overlap. You can leave this space alone, using the edge of the overlay tile as the wall, or use "blocked passage" tiles to fill it in.

This Quest Pack is very "treasure poor". There are no artifacts and little treasure to be found. It was meant to be played by Heroes who are experienced and already have some treasure and artifacts. If playing with beginning Heroes, you may wish to add in some extra treasure and maybe an artifact or two. Be careful about adding too much treasure, though. After all the Heroes are on military missions, not treasure hunts!

New Rules

Wandering Monsters

Several Quests in this Quest Pack have multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck. For example, if the Quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place 3 Goblins adjacent to the Hero who initiated the wandering monster encounter. If fewer than 3 adjacent squares are available, place the remaining monsters as close to the Hero as possible.

Spell Scrolls

When a spell scroll is found, the Hero should record

it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

Multiple Attacks

A Hero rolls defend dice once for each attacking monster. For example, a Hero attacked by 3 Zombies gets 3 separate defend rolls. A Hero attacked by a monster with multiple attacks however, gets only 1 defend roll against that monster per turn, no matter how many of the monster's attacks are directed at the Hero.

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.



Iron Entrance/Exit Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quests. Heroes also end the Quest through this door.



Key Tile



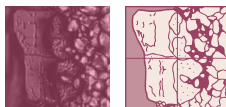
Scroll Tile



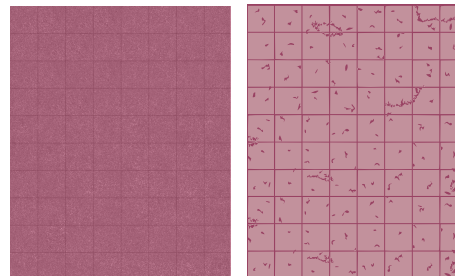
Crate



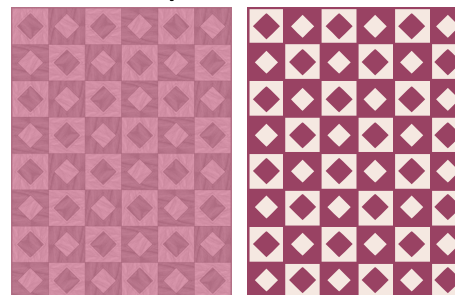
Cave – Blocked



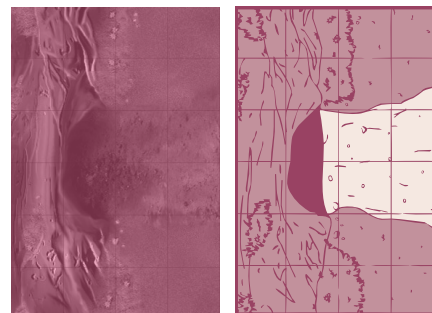
Meadow



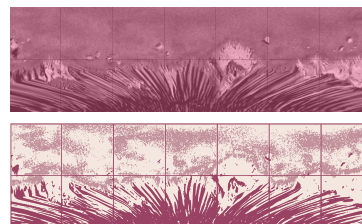
6x8 Room Overlay



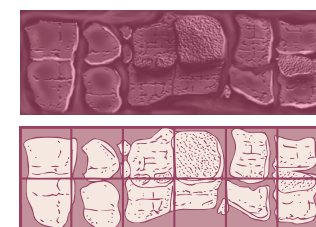
Cave Entrance



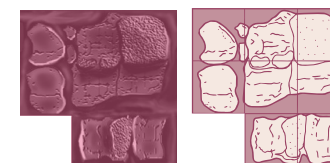
Cliff Edge



Cave – Passage



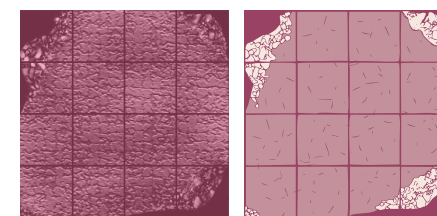
Cave – Corner



Cave – Tee



Cave – Room 5



Cave – 4 Rooms

