

HERO QUEST



Eve of Chaos
INSTRUCTION
BOOKLET

HERO QUEST



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New Rules

Mercenaries

This Quest Pack contains Mercenary figures, with interchangeable weapons that enable you to put together the 4 different types of Mercenaries (the Scout, the Swordsman, the Crossbowman and the Halberdier).

In some Quests, Mercenaries serve as evil monsters who oppose the Heroes. Whenever a Mercenary is shown on a Quest map, it should be considered a monster controlled by Zargon.

Mercenaries are also soldiers who can be hired by a Hero before a Quest begins. They will accompany any Hero on a Quest, if the Hero pays their fee. The fee for each type of Mercenary is given in the Mercenary's card as well as on the Mercenaries Chart on page 11 of this book. The gold must be paid before the Quest begins.

A Mercenary is controlled by the Hero who hired him. The Mercenary moves and attacks immediately after that Hero's turn. A Hero can control as many Mercenaries he can afford to hire. A Mercenary can move, open doors, attack and defend as a Hero, but he can take no other actions (except for the Scout, who can search for and disarm traps). A Mercenary does not receive any treasure. If a Hero dies on a Quest, any Mercenary hired by that Hero continues on the Quest, controlled by the fallen Hero's player.

The Scout, Swordsman, Crossbowman and Halberdier each have different statistics and abilities. These are detailed on the cards that come in this Quest Pack, as well as on the Mercenaries Chart on page 11 of this book.

If a Quest map calls for a type of Mercenary that is not available because they've all been hired by Heroes, Zargon may substitute a different type of Mercenary, or another monster altogether.

Wandering Monsters

One Quest in this Quest Pack has multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck or if a Hero moves onto a Wandering Monster trap as described under the "New Traps" section of this book. 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.

Large Monsters

When a monster takes up more than one square (the Giant Wolf in this Quest Pack, for instance), that monster can attack anyone in any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

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 (such as the Polar Warbear), 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 Traps

The Wandering Monster trap, the Stalactite trap and the Swinging Blade trap do not have tiles.



Wandering Monster Trap: When a Hero moves onto a square with the trap symbol shown below, tell the player that the Hero must stop on that square. The monster or monsters listed as wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monsters immediately attack and the Hero defends. (If the Hero has not already taken an action that turn, he may do so after he defends.) Otherwise the turn passes to the next player (or to Zargon). Each Wandering Monster trap can be activated only once. Monsters cannot activate it. Ignore the trap after the first time a Hero springs it. Wandering Monster traps are so well concealed that they are not detected when a Hero searches for traps.



Stalactite Trap: This deadly spear of ice clings to the ceiling of ice caverns. Unless searched for and disarmed, the stalactite falls upon the first Hero to move onto the trap square, causing 1 Body Point of damage. Monsters do not spring Stalactite traps.



Swinging Blade Trap: The trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof attacking any character in any one of the spaces marked with a white or black blade symbol. These characters will be attacked with two combat dice which they may defend against normally. A Swinging Blade Trap can only be detected by a search in the room or corridor containing the black blade symbol.

Any character with a Tool Kit may attempt to disarm a Swinging Blade Trap. To do so they must roll any shield, using only one combat die. If they roll a skull, they will set off the Swinging Blade Trap. The Dwarf may disarm a Swinging Blade Trap automatically once it has been discovered.



Spiked Floor Trap: Much like the Swinging Blade Trap, the black Spiked Floor Trap icon is the trigger. Only the trigger can be found if searched for and only by disarming the trigger can the spiked floor trap be disarmed. The spiked floor trap will also reset once sprung, until it is successfully disarmed. When a spiked floor trap is sprung, the Hero on the trigger and any Hero or monster on one of the squares marked with a white or black spiked floor trap icon will automatically lose 2 Body Points.



Pit of Darkness: The Pit of Darkness Trap works in the same way as a normal pit trap with the following exceptions: if a character crossing a Pit of Darkness space rolls a skull, he plunges 30 feet onto a hard floor. Once he falls, a character will suffer damage depending on how much armor he is wearing. Characters not wearing any armor must roll one combat die to see if they lose a Body point; those wearing Chain-mail or Borin's Armor must roll two combat dice; and those wearing plate mail must roll three combat dice. A character may climb out of a Pit of Darkness on his next turn if there is a free space on any one side of the Pit of Darkness.

Pits of Darkness may not be disarmed but characters may jump over them like ordinary pit traps.

New Magical Traps

Magical traps cannot be found by searching. They can only be disarmed with certain spells specified below. Magical traps may only be activated once. As soon as a magical trap has been activated, players can move safely through that room or corridor.



Fireburst Trap: When a player enters an empty room, place a Fireburst token in the center of the room. This will remain in place until the beginning of Zargon's turn, when it will explode attacking any figures in the room with 3 attack dice. It may only be disarmed with a Tempest spell.



Teleport Trap: Any player who finishes their move on a square marked with symbol A, will instantly be transported to the square marked with symbol B, elsewhere on the map. Landing on a symbol B square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.

Spell Special Effects

Several of the new spells have special effects which can be displayed on the board using the special counters. Details of each spell appear on each spell card while the general rules of effect are detailed below.

Magical Barrier

The Wall of Ice spell allows the caster to build a solid barrier which will appear on the board as a card piece standing on a plastic base. This barrier may be placed across two squares on the gameboard to form a solid impassable wall that will remain on the board until it is destroyed. The wall may resist an attack by rolling the number of defense dice shown on the specific spell card and counting the white shields scored. If the wall takes one Body point or more of damage, it is destroyed and the piece is removed from the board.



Lightning Bolts and Earthquakes

When a player casts either of these spells, he or she takes the relevant card piece and places one end in a square in front of the sorcerer and then lays the piece in a straight line from there. That spell then affects

anyone along that line, unless a wall blocks the way, in which case a Lightning Bolt attack will stop there, attacking only those in front of the wall.



The Earthquake tile covers 6 squares, each of which counts as a pit trap except that they are all joined up. Players may move in the normal way along the bottom of the quake but can only leave it by climbing out onto a clear square adjacent to it. Figures in the quake area may fight and cast spells as normal but may only do so with figures inside the quake area.



If an Earthquake meets a wall, that wall is breached and a breached wall token is placed there. Any figure may move through a breached wall. If a room which has not been explored is breached, the contents should be laid out at once. If the Earthquake meets a Magical Wall, both spells are cancelled and the pieces are removed from the board.



New Monsters

Ogre

All Ogres occupy one space on the HeroQuest gameboard. No other figure may pass through the same space as an Ogre figure, whether they are good or evil. Once an Ogre blocks a corridor, it stays blocked until he moves or is killed.

Elven Archer

Elven Archers may attack with 4 combat dice against any non-adjacent target in their line of sight. They attack with only 1 combat die if the target is adjacent. If an Elven Archer loses his bow he rolls only 1 combat die to attack.

Dark Warrior

These monsters work like other monsters. But whenever the Zargon player places a Dark Warrior onto the board, he can arm his Dark Warrior in one of four ways depending on the weapons available.

The Dark Warriors are an elite group of fighters who can defend in a special way. Roll the required number of dice shown as normal and as long as you

roll at least one round black shield, the Dark Warrior defends successfully and remains unharmed.

Ice Gremlin

During Zargon's turn, each Ice Gremlin can either attack a Hero or it can steal one item from one Hero (Zargon's choice). The item stolen cannot be the armor or shield a Hero is using, nor the weapon he is wielding. As soon as an Ice Gremlin has stolen an item, it runs away at full speed. The Heroes can chase the Ice Gremlin on their turn. If they catch it and destroy it, they regain the stolen item. If no Hero can see the Ice Gremlin at the start of Zargon's turn, the Ice Gremlin has escaped with the item. The item should be crossed off the Hero's Character Sheet. Remove the Ice Gremlin figure from the gameboard.

Polar Warbear

The Polar Warbear attacks once with its mighty paw and once with its spiked mace. Two attacks can be made against one opponent or one attack can be made against each of two different opponents.

Yeti

Whenever the Yeti's attack causes a Hero to lose at least 1 Body Point, the Yeti grabs the Hero in a powerful hug. This hug inflicts 2 Body Points of damage to the Hero at the start of each subsequent Zargon turn. The Hero cannot defend against this attack, nor can he take any actions. The Yeti can make no other attacks while hugging. This continues until either the Hero dies or the Yeti is killed by the Hero's companions.

Doomguard Warrior

These monsters defend in the same way as the Dark Warriors - they need only roll one round black shield to defend against any number of skulls rolled by an attacker.

Skaven

Skaven use slings as their primary means of attack. It is a ranged weapon that does 1 Combat Die of damage. When adjacent to a Hero, the Skaven will use a shortsword and attack with 2 Combat Dice.

White Seer

The White Seer is an albino Skaven Wizard with wild and unpredictable sorcerous powers derived from eating refined warpstone. At the beginning of Zargon's turn, the White Seer may take one spell at random from the Elf or Wizard in clear line of sight. He may use that spell card immediately or save it for later use. This spell is lost from the Heroes' play for the remainder of the Quest, once it has been stolen.

Black Orc

Black Orcs are an elite force of Orcs. They defend with White Shields. They use a two-weapon fighting style and make 2 attacks per turn. Two attacks can be made against one opponent or one attack can be made against each of two different opponents. When attacking the same opponent, that opponent can only defend against one of the attacks, not both.

New Tiles and Quest Map Symbols

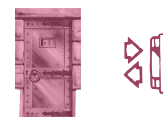
Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the 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.



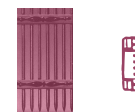
Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and score two skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll two dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.



Portcullis

Some of these massive iron gates open when the Hero spring a certain trap, while others are unlocked by the brass key or forced up by brute strength. Heroes and Monsters *cannot* "see" through a portcullis until it is opened.



Open Door

These doors are already open.



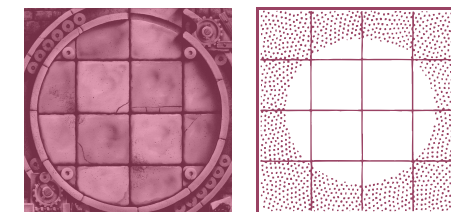
Death Mist

This mist is a deadly breath of Chaos which will harm all who are not evil.



Revolving Room

The revolving room is used to disorient the Heroes. You never know which door you'll be using to leave this room.



Magic Ice

These tiles are used with the Ice Bridge spell scroll and the Ice Wall Chaos spell.



Slippery Ice

Do not place a slippery ice tile on the gameboard until a Hero steps on the appropriate square. Whenever a Hero moves onto a slippery ice square, the Hero rolls 1 combat die. If a white shield is rolled, the Hero falls and his turn ends immediately. Any other roll means the Hero can continue moving (if he has moves left). The Hero must roll for each slippery ice square moved onto. A fallen Hero cannot take any actions or defend against attacks until his next turn. Monsters are not affected by slippery ice. A slippery ice square cannot be found by searching, nor can it be disarmed. Once it is placed on the gameboard, it can be jumped over as a pit.

Three sizes:
1x2 square
1x3 squares
2x3 squares

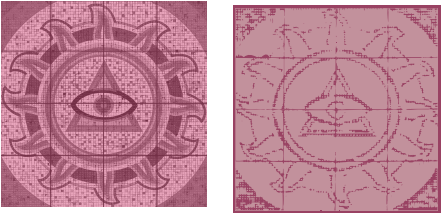


Stairs 1x1



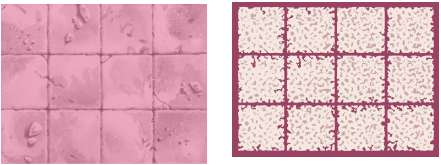


Sun Eye Room



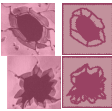
Ice Vault

This frigid room drains heat from Heroes. For each turn in which a Hero enters or remains in the room, the Hero rolls 1 combat die. He loses 1 Body Point if he rolls a skull. Monsters are not affected by the heat-draining property of this room.



Ice Tunnels

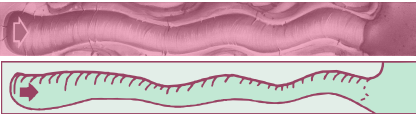
A pair of tunnel entrances connect two apparently unconnected rooms via an unseen tunnel. Any Hero or monster landing on one of these entrances immediately moves to the other entrance. After moving from one entrance to another the Hero's or monster's turn is over.



Ice Slide

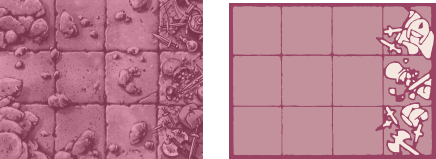
Do not place the ice slide tile on the gameboard until a Hero steps on the first square of the slide. Any Hero who does step onto this slippery chute of ice is whisked away in the direction indicated by the arrow. The Hero immediately moves to the last square of the slide. (More than one Hero may occupy the exit square.) This ends the Hero's turn.

The slide is hidden and it cannot be searched for as a trap, nor can it be disarmed. When a Hero slips down an ice slide, he rolls 1 combat die. He loses 1 Body Point if he rolls a white shield. Monsters cannot move onto ice slide squares. Heroes cannot climb up an ice slide in the direction opposite to that indicated by the arrow.



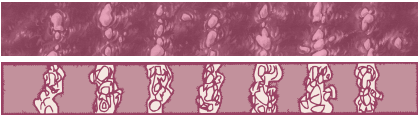
Ice Gremlin Treasure Room

Ice Gremlins steal anything they can get their cold hands on. Their booty is stored in this room.



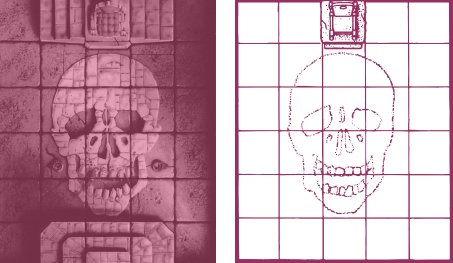
Icy River

Each square of these underground streams counts as 2 squares for movement purposes. Each time a Hero enters any icy river square, he rolls 1 combat die. He loses 1 Body Point to the cold if he rolls a white shield. Monsters suffer neither movement penalties nor damage from the icy river.



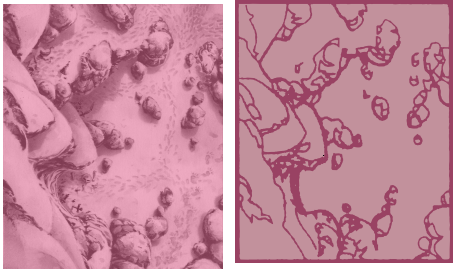
Throne Room

The large throne room is used by evil rulers such as the Witch Lord.



Ice Cave Entrance

This special tile is used as an entrance or exit.



Mercenaries Chart

Mercenary	Map Symbol	Cost Per Quest (GOLD COINS)	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Crossbowman		75	6	3	3	2	2
Halberdier		75	6	3	3	2	2
Scout		50	9	2	3	2	2
Swordsman		100	5	4	5	2	2

The Crossbowman wields a crossbow – See the Armory on the cardboard platform in the Game System. When adjacent to a foe, the Crossbowman attacks with a broadsword.









Mercenaries do not collect any treasure. Mercenaries can only move, attack and defend (except for Scout, who can detect and disarm traps).





The Halberdier wields a halberd that enables him to attack diagonally.

The cost to hire them is for one Quest only. **If a player wants to hire a Mercenary for more than one Quest, he must pay the Mercenary's cost for each Quest.**

The Scout has the Dwarf's ability to detect and disarm traps.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Dark Warrior (Halberdier)		6	3	3	1	2
Doomguard Warrior		6	4	5	1	3
Ogre Warrior		6	5	5	4	1
Ogre Champion		6	5	5	4	1
Skaven Shaman		12	1(2)	2	1	1
White Seer		6	3	3	2	4
Black Orc		8	3/3	2	1	2
Elven Archer		6	4(1)	2	3	2

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Polar Warbear		6	4/4	3	6	2
Ice Gremlin		10	2	3	3	3
Frost Wolf		8	7	3	4	2
Yeti		8	3	3	5	2