

HERO QUEST



Prince of Thieves
INSTRUCTION
BOOKLET

New Rule

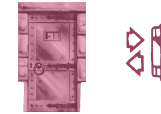
Berserk

While berserk, the Dwarf will attack the nearest target with the Runic Axe, be it friend or foe. If the Dwarf is adjacent to a target, then the Dwarf will attack. If the target is killed, then the Dwarf will move adjacent to the next closest target by rolling the movement dice. If the Dwarf is not adjacent to a target, then the Dwarf will move and attack the closest target. Berserk wears off when the Dwarf can no longer "see" any targets.

New Tiles and Quest Map Symbols

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.



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.



Healing Spring

