

HERO QUEST



Renegade!
INSTRUCTION
BOOKLET

HERO QUEST



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Loosely adapted from Fimir!, a Warhammer fantasy roleplay encounter by Graeme Davis

Please note that in the Questbook, I have placed a change that you may want to make to the description in square brackets [].

Special Notes for the Game Master

This Quest Pack is made up of three different Quests: The Village (1 Quest level), The Mines (1 Quest level) and The Fimir Stronghold (2 Quest levels). The players may choose the order in which they wish to play the Quests. Each has a different reward for being played first (but the Heroes don't have to know that). Also the Fimir Stronghold Quest was designed so that the players can, if needed, move freely between the two levels. While it was intended that they could regain lost Body & Mind Points in between these two levels, they would not get to purchase new items. As always, you can play this as you see fit.

This Quest Pack includes spell scrolls as treasure. I have not drawn up special cards for these scrolls. If a Hero finds this treasure, mark it down on his character sheet. The Hero may cast this spell once. Mark the scroll off the Hero's character sheet when he casts it.

Once it is open, 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.

The Armory and Alchemist's Shop are not open until the Village (Board #1) is played. The Heroes may make purchases to begin the Quest, but may not make additional purchases until the Village Quest is played.

There are two special Fimir in this quest – the Fianna, or elite Fimir bodyguards, and the Nobles. Besides their normal attack, the Fianna may attack any Hero directly or diagonally behind them with their tail for 1 attack die. Both their normal and tail attack may be made in the same turn. Nobles may make the tail attack like Fianna, and they may also cast spells. Nobles may not attack and cast spells in the same turn.

Besides the special attacks, Fianna Fimm have one

extra Body Point, giving them three. Fimir Nobles have two extra Body Points, giving them four.

To differentiate your Fimir, you may want to tie a ribbon or string around the waist of the Fianna, and a different color ribbon or string around the waist of the Nobles.

New Rule

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.

Special Spell Traits

Fear

Anytime a Hero starts his turn in the same room with a Fearsome monster (a monster can be specified as Fearsome, or become Fearsome due to a spell), or enters a room containing one, he must make a "Fear" roll. The Hero rolls 1 red die, and on a roll of 5-6 he has become afraid and must move as far as possible from the monster, even if it means leaving the room. The Hero may not make any attack that turn, even against another monster, but can defend. If a Hero enters a room with a Fearsome monster during his movement turn, he must make a Fear roll immediately. The Fear only lasts one turn, but the Hero must make a Fear roll every turn he is in the same room as a Fearsome monster.

Venom

Once a Hero has been envenomed, he will lose one Body Point per turn until an anti-venom potion is taken.


New Monsters

Fianna Fimm Fimir

These Fimir are elite warriors. They serve as bodyguards and officers. In addition to making their normal attack with their axe, Fianna may attack any enemy behind them with their club-like tail for one attack die of damage.

Fimir Noble

Fimir Nobility come from the Fianna caste. In addition to making their normal attack with their axe, Nobles may attack any enemy behind them with their club-like tail for one attack die of damage. Nobles are accomplished spell-casters, and may cast a spell instead of making a normal attack.

	T	T	T
A		A	
		A	

In this example, the Fimir is facing the bottom of the board. He may attack any of the locations marked A with his axe. In the same turn, he may attack any of the locations marked T with his tail.

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.

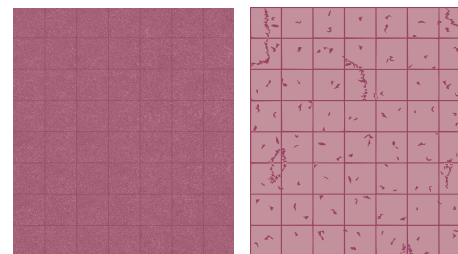


Locked Door

These doors are locked and will have to be broken down to be opened.



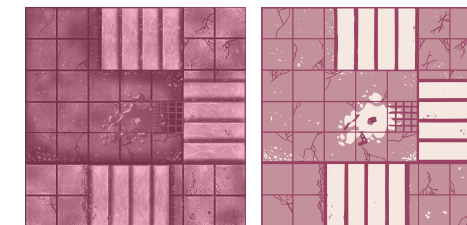
Meadow 7x8



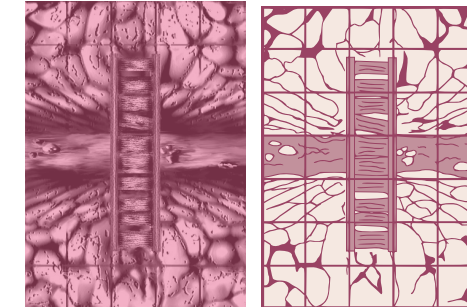
Water 1x2



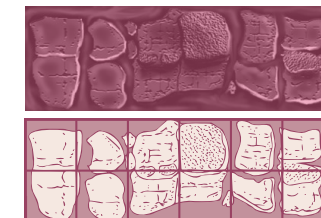
Stairs Room



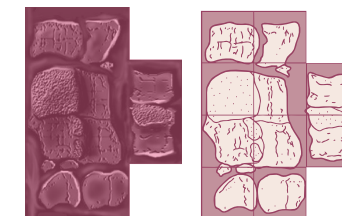
Outdoor Chasm Bridge



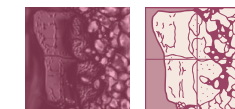
Cave - Passage



Cave - Tee

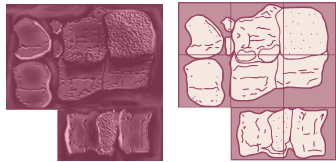


Cave - Blocked

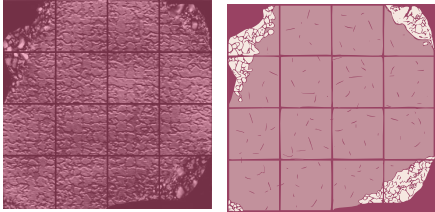




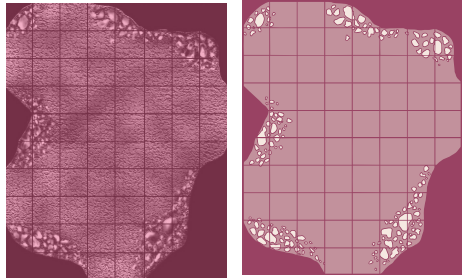
Cave - Corner



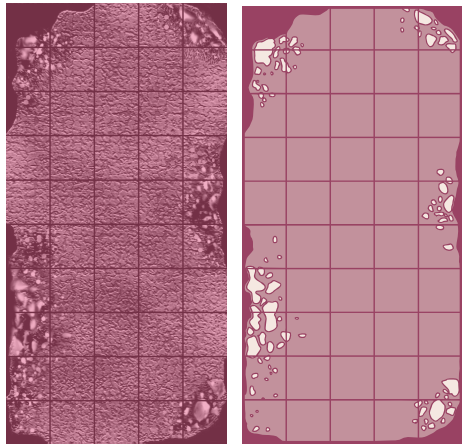
Cave - Room 5



Cave - Room 1



Cave - Room 2



Cave - Room 4

