

# Advanced Heroquest Cheat Sheet

## Exploration Turns

**Player Phase:** In an agreed order (or decided by the leader) each players moves their set of models one at a time.

1. A model may move up to 12 spaces (no diagonals). Models must end their movement before reaching sections or opening doors that generate new dungeon sections.
2. A hero may instead of moving put on OR remove armour. It takes 2 rounds to do both.
3. A hero may open a door before or after moving, but doing so results in the end of their turn.
4. A hero may open a chest (GM rolls d12 on treasure chests table on GM's reference sheet). The contents may be taken at any time by an adjacent model.
5. A hero instead of moving may search for secret doors (GM rolls d12 on secret doors table on GM's reference sheet) once per wall section in single door rooms or dead ends. The hero must be in the relevant section. The GM may gain a dungeon counter from you doing this.
6. A hero instead of moving may search for hidden treasure (GM rolls 2d12 on hidden treasure table on GM's reference sheet) once per room, providing the hero is in that room. The GM may gain a dungeon counter from you doing this.

Traps are triggered by the GM using a trap dungeon counter when a model enters a previously unentered square or opens a chest. (Player rolls on the Traps Table and must roll over the Spot Chance to avoid triggering the trap). To avoid an untriggered trap do not open the chest or move through the trapped or adjacent squares. Move any heroes out of this area. To disarm a trap the hero must roll over the Disarm Chance (a roll of 12 gives +1 to future disarm attempts, a 1 gives +1 Wound).

**Exploration Phase:** GM generates new passage sections and/or rooms.

**GM Phase:** GM rolls a die. On a roll of 1 or 12 he gets a dungeon counter and chuckles evilly.

## Combat Turns

Combat turns start when monsters are encounter until all monsters or heroes are dead or the heroes have run away.

At the start of combat GM and Leader roll 1d12 each. An elf hero sighting the monsters gives a +1 to the leader's roll, while monster sentries give +1 to the GM's roll.

- If the GM rolls higher he places monsters. Leader can moves each monster 1 sq. Monsters go first.
- If the Leader rolls higher he places monsters. GM may move each monster 1 sq. Heroes go first.

Models may never move through other models and movement is limited by Speed characteristic during combat. Each hero moves all their models in a mutually agreed order (or decided by Leader).

Each model on the hero's side may do one of the following:-

1. Move and attack, or attack and move each figure he controls.
2. Open/Close door instead of attack before or after moving. New dungeon sections may be generated by this action but the figure cannot pass through such a door in the same combat round. Henchmen may open/close doors in combat, but not in exploration turns.
3. Run – Speed Rating + 1d12 squares. 1 = stumble (no extra move). Models may not open/close doors while running.
4. If the model is adjacent to a knocked out hero it can drag the hero 3 squares.

## Death Zones

Each model exerts a death zone onto any square it can attack (typically *but not always* the 4 adjacent non-diagonal squares). The death zone is focused when an opponent enters and thus other opponents can move through the death zone freely. A model in an opponent's death zone cannot open or close doors, open treasure chests or cast certain spells.

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## Hand To Hand Combat

A model may hand-to-hand attack any model in its death zone.

1. Attacker rolls to hit. Attacker must roll higher than the number under the target's Weapon Skill on the Hand-to-Hand Combat section of the attacker's character sheet.

A 12 (or 11-12 for some weapons) gives a Critical Hit (a free attack: make another attack which can also result in another Critical Hit or a Fumble). A 1 (1-2 for some weapons) gives a Fumble (the target gets a free attack).

2. If successful the attacker rolls number of damage dice (see Weapons on character sheet). Compare each roll to target's Toughness. Target suffers one wound for each roll greater or equal to its toughness. Rolls of 12 cause critical damage (1 Wound plus roll an extra damage dice).

## Ranged Combat

A model may use a ranged attack if it is not in an enemy's death zone and is handled similar to above.

1. Attacker rolls to hit. Attacker counts number of non-diagonal squares from attacker to target and roll higher than number on the Ranged Combat section of the attacker's character sheet.

Ranged weapons need line of sight. Walls/models/doors obscure unless the attacker is in square immediately behind an open door or a friendly model adjacent to attacker. In areas where it is hard to judge treat the range as +4 squares per partial cover.

As above, but Critical Hit = half the Toughness of the enemy for the purposes of damage dice. Fumble = hit a friendly model within 2 spaces of the target (if applicable).

2. If successful the attacker rolls number of damage dice (see Weapons on character sheet).
3. Arrows are can be recovered intact on a roll of 10 or more, other weapons on a roll of 7 or more.

## Wounds

A monster or Henchman is killed at 0 or lower wounds. Its slayer may move into its square.

Heroes are KO'd at 0 wounds. An adjacent friendly model can drag him (3 squares in combat, 6 in exploration). If not an opponent's death zone they can administer a healing potion. Magic can also revive them.

Heroes die if reduced to below 0 wounds.

Wounds are recovered at the end of an expedition.

## Fate Points

A Hero may spend any number of Fate Points per combat turn but they cannot be used on behalf of other heroes or henchmen. Fate Points can be spent to negate all damage a Hero suffered from an attack or trap, or a failed roll into a success.

Spent Fate Points are recovered at the end of an expedition.

## Spells

A spellcaster may cast one spell per turn. Casting a spell uses up the relevant spell components (costs 25 GCs to replace after expedition). Some spells require an Intelligence check to cast.

High elf warrior-wizards make an additional Intelligence check to cast all spells.

## Equipment

A model may carry 250 GCs, 1 suit of armour, 3 weapons, 1 shield, 1 helm, 1 ring and 1 amulet.