

HERO QUEST



AlterQuest: A New Adventure
INSTRUCTION
BOOKLET

HERO QUEST

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The adventure begins! AlterQuest: A New Adventure is a series of unofficial expansion sets to be used with your original HeroQuest Game System. You must have the Game System and all the official expansions, and then some, in order to play the adventures in this booklet.

New Rules

Shock

If a Hero is reduced to 0 Mind Points, he goes into a state of mental shock. While in shock, the Hero rolls only one red die for movement and may only attack and defend with one combat die. In addition, the Hero ignores all bonuses from any Artifacts, Items or Equipment he is carrying, as well as from any spells cast on him, except for those effects which restore one or more Mind Points. If a Hero in shock would suffer further Mind damage, he instead loses an equivalent number of Body Points.

In this and other Quest Packs, it is important to keep track of Heroes' current Mind Points. Tell the players to use the bottom row of "Body Point" boxes on their Character Sheets to record Mind Point damage.

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).

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 13 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 13 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

Some 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.

Allied Characters

On some Quests, additional friendly characters may appear to help the Heroes complete their objective. These characters do not count against the Heroes' Mercenary hiring limits and do not require payment in gold coins unless the Quest Notes say otherwise. Such allies should be divided evenly among the Hero players where possible. If none of the Heroes wish to command these allies, they should be moved by the Evil Wizard Player instead.

Spell Scrolls

The Heroes will occasionally find scrolls with the instructions for magical spells written on them. Casting a spell from a Spell Scroll follows all the normal rules for casting a spell, except that after one use the Scroll crumbles to dust and must be discarded.

If a Quest calls for the Heroes to receive a "random Spell Scroll", shuffle those cards together face-down, then let the receiving Hero draw one from the pile.

New Traps

The Swinging Blade trap and Teleport Trap do not have tiles.



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 three spaces marked with a white or black blade symbol. These characters will be attacked with five

combat dice which they may not defend against. 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.



Long Pit Trap: If a Hero wants to jump over this pit trap the long way, he must have at least 3 squares of movement left after he moves next to the pit. The Hero then rolls 1 combat die. A black shield means the Hero has jumped across safely, using up 3 squares of movement. The Hero can continue to move if he has more movement left. Any result other than a black shield means the Hero falls into the pit, suffering 2 Body Points of damage. The Hero must roll a 5 or 6 on a red die on a subsequent turn to climb out of the pit. While in the pit, the Hero rolls 1 less combat die when attacking or defending (but never less than 1 die).

Note: These traps can be jumped the short way, the same as regular 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.



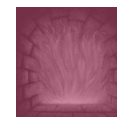
Teleport Trap: Any player who finishes their move on a square marked with symbol A, will instantly be transported to the square marked with symbol B, elsewhere on the map. Landing on a symbol B square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.

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 Flame spell allow 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.



Earthquake

When a player casts this spell, 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.

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

Chaos Sorcerer

Chaos Sorcerers can also attack at range with dark magic, rolling two combat dice to do so.

Orc Boss

Orc Bosses are also armed with throwing axes, with which they can attack at range with two combat dice.

Wight

Wights have a mind-blasting touch; they deal both Body and Mind damage simultaneously.

Chaos Fury

Chaos Furies may also choose to attack a Hero's Mind, rolling three combat dice to attack against an adjacent Hero in this way. Heroes defend against these Mind attacks normally.

Exalted Sorcerer

Exalted Sorcerers can also attack at range with dark magic, rolling three combat dice to do so.

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.



Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



Portcullis

These massive iron gates are usually locked and require a key to open. Even while closed, they do not block line of sight for figures standing directly next to them. A Hero may attempt to force a locked portcullis open by standing next to it and attempting to roll less than his Body Points on two red dice.



Stone Doorway

These massive slabs of rock must be pushed out of the way with brute force in order to pass through them. A Hero may attempt to open a stone door by standing next to it and attempting to roll at least two skulls with a certain number of combat dice based on their starting Body Points:

5 Body Points or less: One combat die*
6-7 Body Points: Two combat dice
8-9 Body Points: Three combat dice
10 Body Points or more: Four combat dice

*Heroes such as the Wizard cannot open stone doors unassisted.



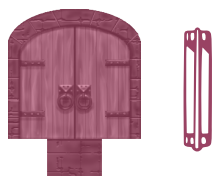
Locked Door

These doors are locked and might require a key to be opened.



Large Door

Doors of this size are wide enough to fit two figures through them instead of just one. Aside from their width, they operate no differently from normal doors.



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.



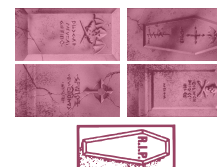
Trap Door

Trapdoors usually appear in pairs and are used to connect two distant parts of the dungeon to each other. When a figure moves onto a trapdoor, it may move to the other trapdoor. Doing so requires one square of movement. Connected trapdoors will be marked on the Quest Map with numbers to indicate which ones are paired together.



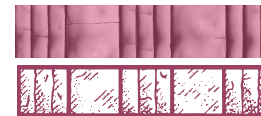
Coffins

The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



Long Stairway

There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.



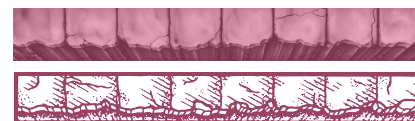
The Weapons Forge

The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.



Cliff Corridor

The cliff corridor is a dangerous walkway. Each square on this tile counts as one space.



Crate

Crates are a new piece of furniture in this Quest Pack. They occupy one square on the board and cannot be walked through, although they do not block line of sight. Like treasure chests, crates often have gold and other valuables hidden inside!



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.

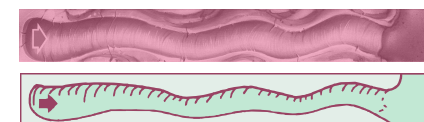
Two sizes:
1x3 squares
2x3 squares



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.



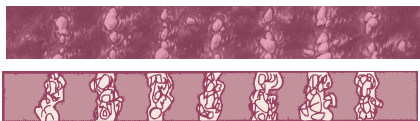
Broken Wall

Some Quests take place in particularly run-down locations. Broken walls neither obstruct line of sight nor block movement. If a broken wall is placed against the outer edge of the board, however, no figure may pass through it unless the Quest Notes specifically allow it, such as if the breach is the end point for the Quest.



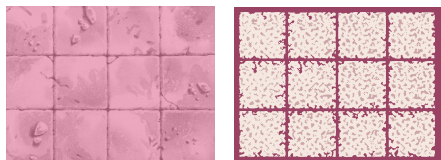
Icy River

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.



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.



Two Sizes:
2x3 squares
3x4 squares

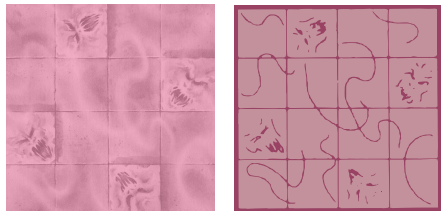
Magic Ice

These tiles are used with the Ice Wall Chaos spell.



Living Fog Room

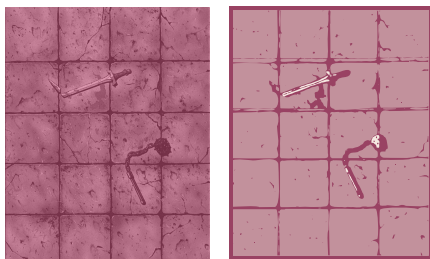
This room is filled with an eerie, swirling fog. Monsters seem to appear on all sides of the Heroes, only to disappear into the fog when attacked.



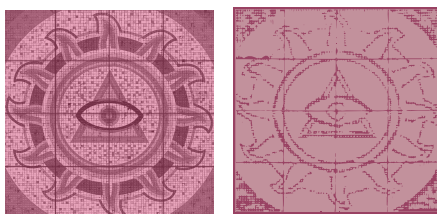
Magical Pillar



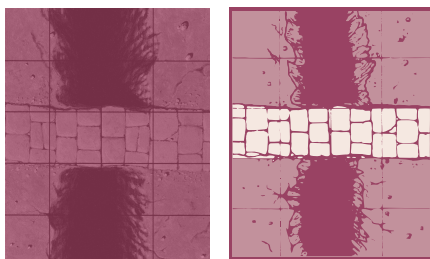
Battle Room



Sun Eye Room

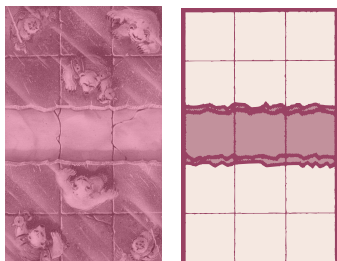


Stone Bridge Room

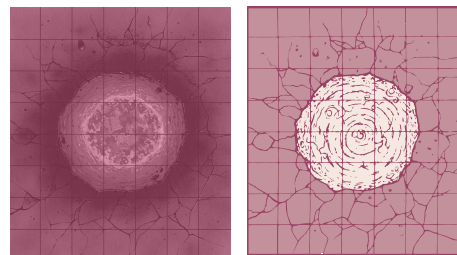


Frozen Crypt Room

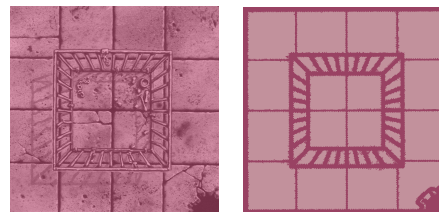
Monstrous servants of the Frozen Horror are encased in thick ice within this room. These monsters are freed when a Hero opens the appropriate door.



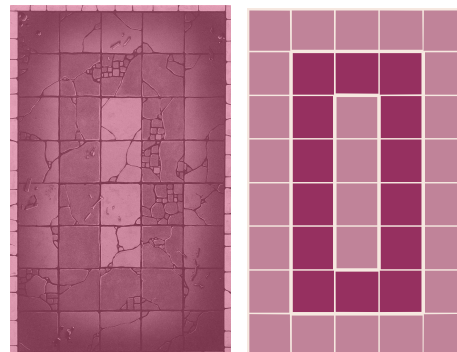
Pit of Chaos



Cage Room



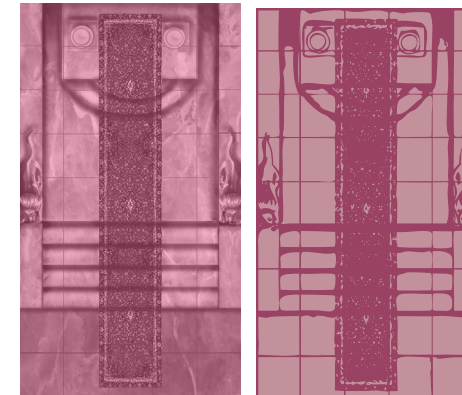
AHQ - Square Room



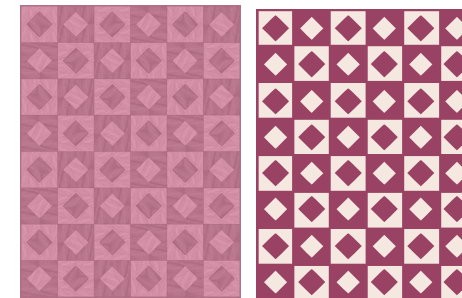
Chasm Bridge



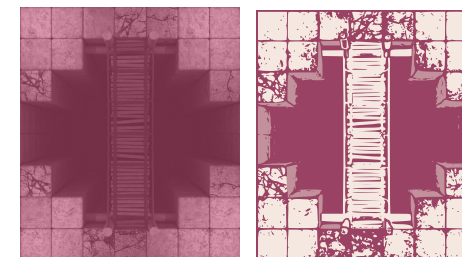
Emperor's Throne Room



Pavilion



Rope Bridge



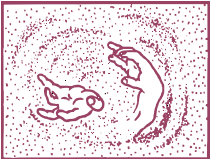
Shaft



Two Sizes:
1x3 squares
1x5 squares




Cloud of Chaos
This room is filled with a swirling cloud of chaotic energy. The entire room counts as one space for the purpose of movement. When a Hero enters the room, he must roll a red die. If a 6 is rolled, the cloud of chaos attacks him, dealing 1 Body Point of damage and ending his turn. (This damage cannot be defended against.) On any other roll, the Hero exits the cloud of chaos room through the doorway marked with the same number and continues his turn.







Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Valkyrie		6	4	4	4	5
Chaos Marauder		9	4	3	2	2
Orc Boss		8	4	3	3	3
Paladin		2 red dice	1	2	2	3
Skeleton Knight		7	4	2	2	0
Chaos Fury		9	5	3	3	5
Wight		5	3	5	2	0
Chaos Sorcerer		6	3	4	3	4

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Exalted Sorcerer		7	3	5	4	6

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.

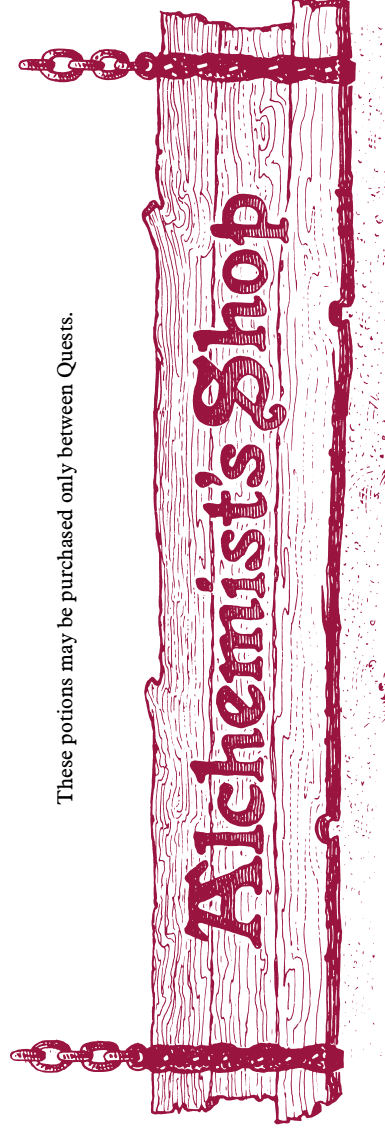
The Halberdier wields a halberd that enables him to attack diagonally.

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

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

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.**

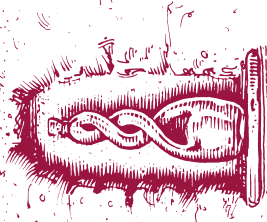
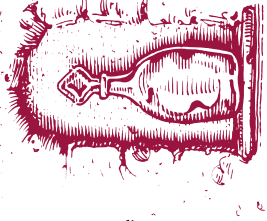
These potions may be purchased only between Quests.



Venom Antidote

Cost: 200 Gold Coins

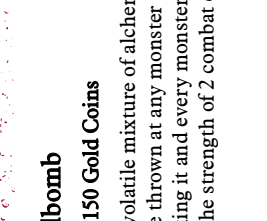
This bubbling brew tastes foul, but will restore up to 2 Body Points lost from poison damage.



Spellbomb

Cost: 150 Gold Coins

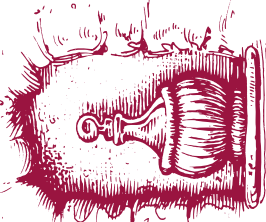
This volatile mixture of alchemical ingredients can be thrown at any monster within sight, attacking it and every monster adjacent to it with the strength of 2 combat dice.



Potion of Battle

Cost: 75 Gold Coins

If you have a really "weak" roll of the attack dice, you may drink this blood-red potion. It allows you to re-roll your entire attack roll once. You must accept the second result, even if it is worse.



Curative Potion

Cost: 400 Gold Coins

Drink this sparkling blue potion at any time to restore up to 3 lost Body Points.

