



HERO QUEST



Beastman Terror
INSTRUCTION
BOOKLET




Beastman Terror is a HeroQuest module. It is a different in that it does not use the standard HQ map but simply the tabletop. The same rules apply to HQ except this is an outdoor adventure. The Zargon player will need a ruler to provide movement for the miniatures in the game.



Preparing the Board

The Zargon player will set on the playing table various objects to represent the village. These objects can be miniature buildings or other gaming accessories or simply various sized flat books. Zargon will instruct which direction the heroes are coming from.



Turns

The Heroes move first as normal HQ. The only exception is the two-dice roll represents the number of inches the Heroes move on their turn. On Zargon's turn, he will move only the number of Beastmen in the general location of the Heroes. Missile combat and magic distances are measured in inches instead of blocks.

Zargon's pieces: If you do not have any Warhammer Beastmen figures, just use your Orcs and Goblins as representations.

The Zargon player should set up objects if nothing more than six-sided dice to represent trees around the village.