

HERO QUEST



Defending the Coast Tower
INSTRUCTION
BOOKLET



HERO QUEST



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Notes:

This Quest is made for novice level Heroes (3 to 5 quests finished).

The playing field is flat so ignore the walls of rooms on the game board (if you are playing with the default HeroQuest board) in this Quest only the walls of the tower are real (archers can shoot all over the field).

Zargon: Before the game begins, place the tower and all monsters and Heroes on the board as indicated on the map. The first turn of Zargon he can play with the monsters placed on the board, the next turn he can add two more of each group of Greenskins (until the stock is exhausted).

If the Heroes survive the tower attack (kill all monsters), they are rewarded with 300 gold coins each.

Tips: Use the doors to your advantage, the halberdiers can attack through the front gate (not through the stone gates), if your Heroes have bows, stand on the tower walls to attack, kill the Troll before smashing your gates and then the Archers before they kill your Crossbowmen.

Monsters in this Quest (use The Kellar's Keep expansion for the extra Greenskins):

- 10 x Goblins (10 minus starting 3 is seven extra)
- 10 x Orcs (10 minus starting 3 is seven extra)
- 10 x Fimirs (10 minus starting 3 is seven extra)
- 2 x Dark Elf Archers
- 1 x Orc Shaman
- 1 x Troll

Heroes and Men-at-Arms (all soldiers have 1 Body Point, see the stats):

- 1 x Dwarf
- 1 x Barbarian
- 1x Elf
- 1 x Wizard
- 3 x Halberdier
- 3 x Crossbowman
- 2 x Scout
- 2 x Swordsman

New Tiles and Quest Map Symbols

Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and score two skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll two dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.



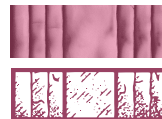
Portcullis

Some of these massive iron gates open when the Hero spring a certain trap, while others are unlocked by the brass key or forced up by brute strength. Heroes and Monsters *cannot* "see" through a portcullis until it is opened.



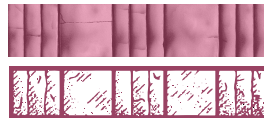
Short Stairway

There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or down stairs.



Long Stairway

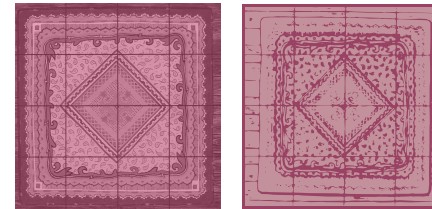
There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.



Stairs 1x1



Carpet Room



Lever

