

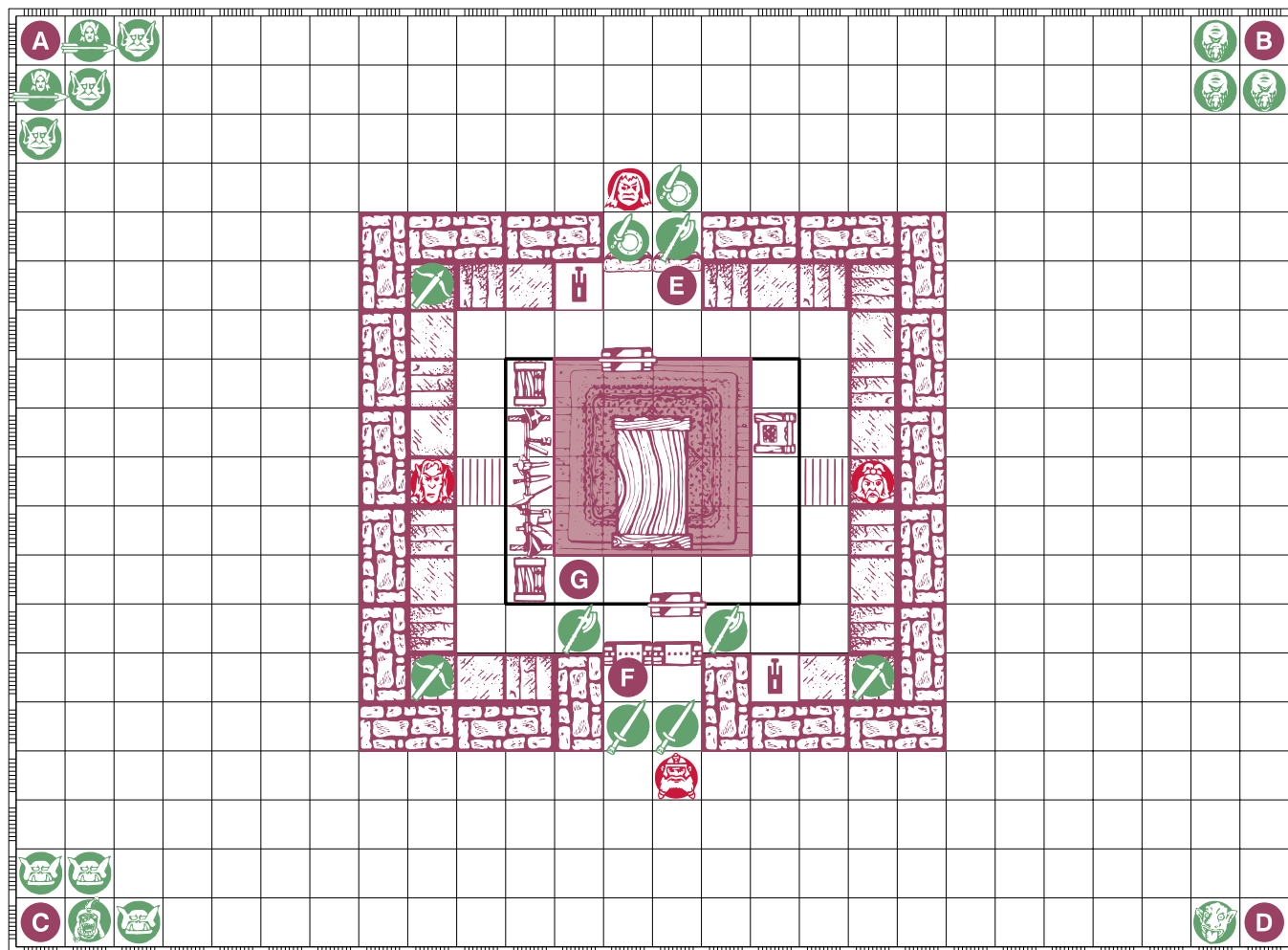
HeroQuest™

Defending the Coast Tower

Q U E S T



B O O K



Single Quest

Defending the Coast Tower

Attention Attention you must hurry to the Coast Tower before it is conquered...

Shum the Orc Shaman has managed to get past our lines of defense with his boat through a powerful hiding spell and is stranded with a small army of Greenskins on the west coast. Rumors have it that he even has a Troll on board... We are

totally unprepared and there are only ten soldiers available, take them and defend the tower with all your might before the Greenskins can take this strategic point and strengthen itself. Good luck and may the winds of magic protect you.

Mentor

NOTES:

- A** Starting point for the Goblins.
 - a. Each next turn 2 Goblins until the monster stock is empty, the stock is 10 minus the starting monsters.
 - b. The two Dark Elves can shoot arrows at any Hero or Mercenary in their field of vision. Heroes or Mercenaries standing on the tower wall are harder to hit (use 2 less dice).
- B** Starting point for the Fimir.
 - a. Each next turn 2 Fimir until the monster stock is empty, the stock is 10 minus the starting monsters.
- C** Starting point for the Orcs and Shum
 - a. Each next turn 2 Orcs until the monster stock is empty, the stock is 10 minus the starting monsters.
- D** Starting point for Barum the Troll. Barum the Troll is invulnerable to arrows but very sensitive to fire spells (don't tell the Heroes). Each turn, the Troll heals 2 life points through its special skin (cannot arise from death), but if a fire spell hits its doubles the damage. He also has a special ability to destroy gates he can use this power when standing in front of a door or gate, use the attacking turn to immediately remove the relevant door or gate so that monsters can get through.
- E** Stone Doorways are large slabs of rock that must be pushed out of the way using brute force, a monster must roll in his attack phase three skulls only then the door is destroyed (remove it from the board, monsters can pass through). Heroes or monsters can use the lever to open and close the stone doorway (must stand on the place where the lever is).

Wandering Monster in this Quest: None

NOTES continued:

- F** The front gates are of Dwarf steel and very difficult to destroy, a monster must roll in his attack phase three skulls only then the door is destroyed (remove it from the board, monsters can pass through). Heroes or monsters can use the lever to open and close the stone doorway (must stand on the place where the lever is).
- G** This is the central tower room. You must protect this room and the Royal Documents in the chests from Shum. The weapon rack contains long bows (attack: 2 dice ranged), the Heroes (exception: the Wizard) may use the bows if they stand in front of the rack they can grab one (only for this mission). The mission is lost when all Heroes and Mercenaries are defeated.