

# HERO QUEST



Heralds of Chaos  
INSTRUCTION  
BOOKLET







# HERO QUEST



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The adventure continues! Heralds of Chaos is an unofficial expansion set used with your original Hero Quest Game System. You must have the Game System and all the official expansions in order to play the adventures in this booklet.



New Rules

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).

*In some Quests, Mercenaries serve as evil monsters who oppose the Heroes.* Whenever a Mercenary is shown on a Quest map, it should be considered a monster controlled by Zargon.

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 # 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 # 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.

Spell Scrolls

When a spell scroll is found, the Hero should record it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

Multiple Attacks











A Hero rolls defend dice once for each attacking monster. For example, a Hero attacked by 3 Zombies gets 3 separate defend rolls. A Hero attacked by a monster with multiple attacks gets only 1 defend roll against that monster per turn, no matter how many of the monster's attacks are directed at the Hero.

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.

Monsters with Equipment

Some monsters are better-armed than others, and are correspondingly more difficult to face in battle. These will be denoted with a variety of mini-icons superimposed on top of the monster's own icon on the Quest Map. Unless indicated in the Quest Notes, these items cannot be taken and used by the Heroes. Where possible, the Evil Wizard player should use special figures to differentiate between monsters with equipment and monsters without. Equipment provides monsters with the following bonuses:

	<b>Helmet:</b> +1 Defend die
	<b>Shield:</b> +1 Defend die
	<b>Tower Shield:</b> +2 Defend dice
	<b>Chain Mail:</b> +1 Body Point
	<b>Plate Mail:</b> +2 Body Points
	<b>Hammer:</b> +1 Attack die
	<b>Broadsword:</b> +1 Attack die
	<b>Axe:</b> +2 Attack dice
	<b>Shortbow:</b> Ranged attack with 2 combat dice
	<b>Crossbow:</b> Ranged attack with 3 combat dice

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.

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






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

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.**

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



# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Orc Boss		8	4	3	3	3
Death Knight		5	5	4	3	0
Chaos Fury		9	5	3	3	5
Paladin		6	4	4	4	5
Chaos Priest		5	1	2	2	3

## New Traps

The Swinging Blade trap does 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 Trap

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:** This magical trap cannot be found by searching, as it has no physical component to detect. When any Hero enters a room containing such a trap, a magical

vortex forms in mid-air. The Evil Wizard Player will place a fireburst token in the room. Unlike other traps, the square with the fireburst token can be moved onto safely. The vortex explodes at the start of Zargon's turn, attacking every figure in the room with 3 combat dice, against which they defend normally. After the trap explodes, it is gone forever; remove the token from the board.

## New Monster

### Chaos Fury

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

## Monster Abilities

### Crush 1

Heroes defend against their attacks with one fewer combat dice.

### Regenerate 1

At the beginning of each of your turns, those monsters each recover one lost Body Point.

### Hellbent

Physical attacks deal no damage to these monsters unless they would outright kill them; spells and magical effects work normally.

## 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.



### Magic Ice

These tiles are used with the Ice Bridge spell scroll and the Ice Wall Chaos spell.





### Wooden Exit Door

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



### Entrance/Exit Door

These doorways are linked portals, the Heroes may pass through them in either direction



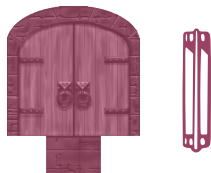
### Open Door

In some Quests, certain doors are placed onto the game board open instead of closed. Lay out the rooms into which they lead when a Hero has a clear line of sight through them. These doors are otherwise normal doors.



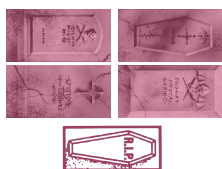
### Double Door

When opened, replace the closed big door with the open big door.



### 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.



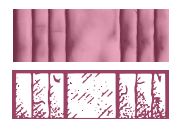
### The Weapons Forge

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



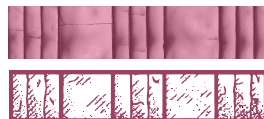
### Short Stairway

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

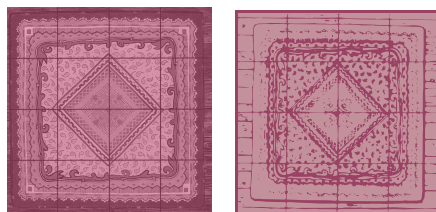


### Long Stairway

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



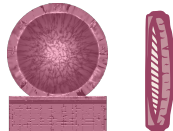
### Carpet Room



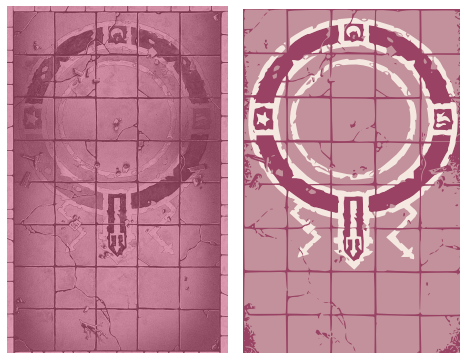
### Sun Eye Room



### Portal



### AHQ - Large Room 2

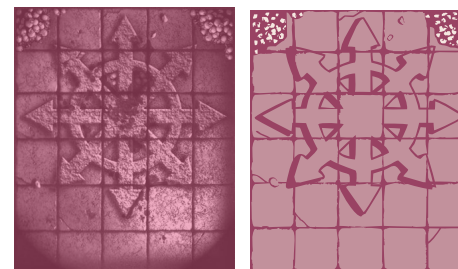


### Crate

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!



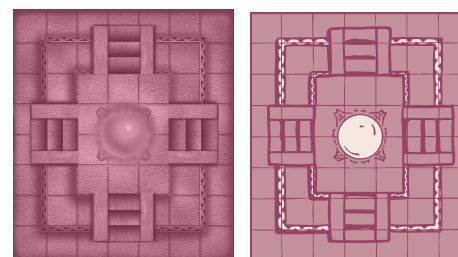
### Chaos Temple



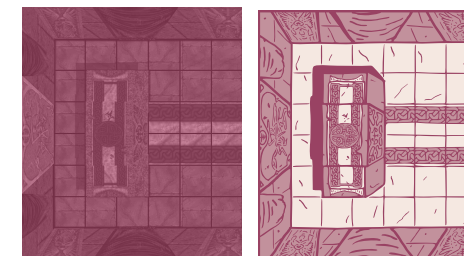
### Tomb Room



### Center Sphere



### Unholy Altar



### 5x8 Room Overlay

