

HERO QUEST



Manhunt
INSTRUCTION
BOOKLET

HERO QUEST



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New Rule

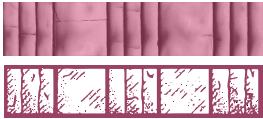
Wandering Monsters

One Quest 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.



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.



Giant Stone Boulder

The giant stone boulder rolls down a corridor, doing great damage to anything in its path.



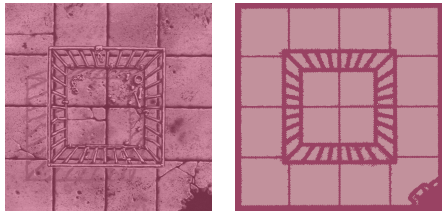
New Tiles and Quest Map Symbols

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.



Cage Room

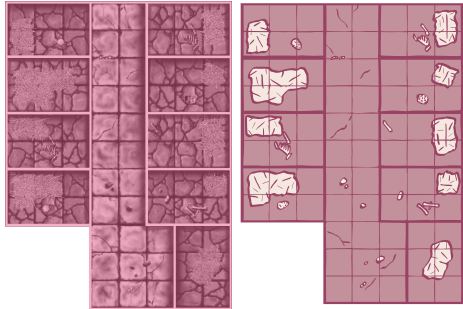


Wooden Exit Door

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



Corner Prison



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.

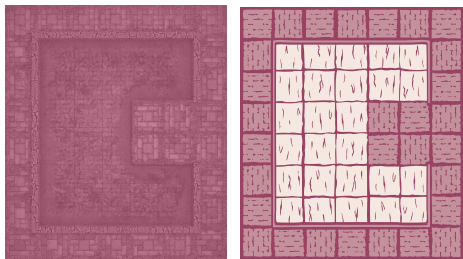


Open Door

These doors are already open.

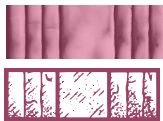


Inn of Chaos












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.



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Giant Wolf		9	6	3	2	1
The Scout		9	2	3	2	3
The Halberdier		6	3	3	2	3
The Crossbowman		6	3	3	2	3
The Swordsman		5	4	5	2	3
Skaven Clanrat		10	2	3	1	4
Skaven Halberdier		10	2	3	1	4
White Seer		6	3	3	1	6
Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Rat Ogre		8	4	3	3	2