

HERO QUEST



The Plague of the Skaven
INSTRUCTION
BOOKLET



Monster Chart









Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Skaven Warrior		10	2	2	1	1
Rat Ogre		5	4	5	3	1
Giant Rat		10	1	1	1	1
Knight Skeleton		6	2	2	2	0
Skaven Champion		10	3	2	2	1
Troll		6	3	4	4	1
Plague Monk		6	2	3	2	3
Grey Seer		6	3	3	2	4



Table of Contents

Introduction	4
The Skaven	4
New Trap	4
New Tiles and Quest Map Symbols	5
Monster Chart	6

Introduction

This adventure will see our Heroes fighting against a new menace: The clan of the Skaven Pestilens.

This book contains 7 new adventures that will take you inside the world of the Skaven. It doesn't introduce any new rules than those you already know.

As in Ogre Horde some monsters have more Body Points. In each Quest the number of Body Points of each of the monsters encountered is indicated.

The Skaven

The Skaven, sometimes known as the Ratmen, the Ratkin or the Children of the Horned Rat, are a malevolent and diabolical race of large humanoid rat-creatures that inhabit a massive inter-continental underground empire known in their tongue simply as the Under-Empire, where at the very heart of Skavendom lies the horrific city of Skavenblight, the species capital city and the probable birthplace of the Skaven race. The Skaven as a whole are a cruel, treacherous and highly numerous species that have since spread their loathsome corruption to the farthest corners of the Warhammer World. From deep below the earth, these scavengers have built a vast Empire, whose military power and incomprehensible numbers has the potential to smother the kingdoms of the Old World in a seething tide of violence and anarchy. It is believed by all of Skaven-kind that the world is destined to be theirs, for they consider themselves the Supreme Master Race, undeniably superior in every way to all the other races of the World.

This unwavering belief stems from the promises made by their horrifically malevolent deity, known by many legendary names, but his most well-known title is that of the Horned Rat. The Horned Rat is known as the Harbinger of Corruption and Disease, the embodiment of all things the Skaven are or ever will be, and whose worship over the Under-Empire is both supreme and absolute. Within the cruel hierarchy of the Under-Empire, the wishes and demands of the Horned Rat is issued and maintained by the ruthless tyranny of the Council of Thirteen, an organization that consists of the twelve most powerful Warlords within the Under-Empire whilst the thirteenth seat is reserved for the Horned Rat himself. It is due only to the Council's harsh tyranny that the Under-Empire remains unified in some shape or form for centuries, for none could ever hope

to overcome the legions of warriors the Council has under their iron-fisted rule.

Out of all the mortal civilizations within the greater world, no single race, neither the ruthless barbarian tribes of the north nor the savage greenskins of the east can be compared in terms of instability to that of the Skaven Under-Empire. The Skaven race as a whole is extremely divided, often far more divided than perhaps any other race known in existence. Such disunion and ruthless lack of cooperation stems from the Skaven's insatiable need to survive, thrive, and reign tyrannically over his brethren. To a Skaven, there is no such thing as pity, remorse, compassion, or cooperation. There is simply survival, survival in a turbulent society that only spares those that possess the brute strength, extreme cunning, and the vicious instinct to outmaneuver and kill the opposition, no matter the cost or the body count of either friend or foe. Though no matter how divided their race may be, they are nonetheless unified in a single cause, and that cause is to conquer the surface world and bring about the Great Ascendancy, where it is said that the Horned Rat's children will swarm across the face of the earth and claim all of it as their own.

New Trap



Falling Block: When a character player moves through a square containing a falling block symbol, a block will fall. It will land into the adjacent square marked with the arrow on the Quest map, blocking the way. Any character or monster in the square into which the block falls must roll three combat dice. The victim must lose one Body point for each skull rolled, and then move to an adjacent unoccupied square. If the victim cannot move to an adjacent square, he is eliminated by the falling block.

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.



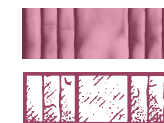
Wooden Exit Door

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



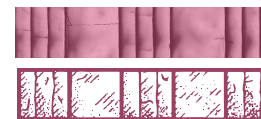
Short Stairway

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



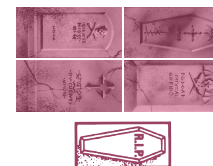
Long Stairway

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

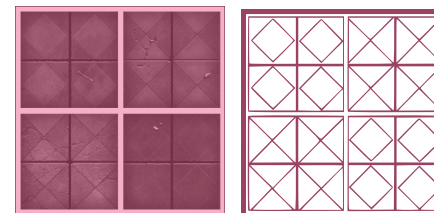


Coffins

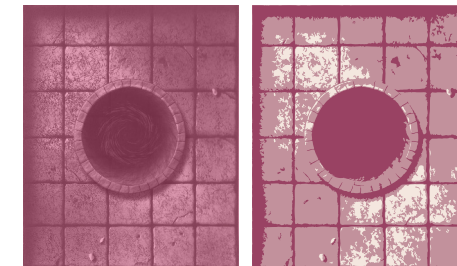
The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



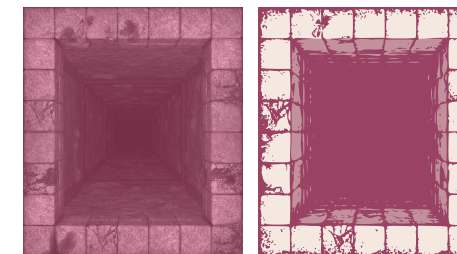
Quad Room



Black Pit Room



Deep Abyss



Abyss Bridge

