





HEROQUEST™



On a turn, a player does one of the following:

- Moves and then performs an action, or
- Performs an action and then moves

Heroes

Movement

- A player may control 1 or more Hero figures.
- A Hero moves by roll of the 2 red dice, square by square on the gameboard. (No diagonal moves allowed.)
- A Hero cannot take part of his move, perform an action, and then resume his move.

Actions

A Hero may do *one* of the following on a turn:

- **Attack** an adjacent monster.
- **Cast a spell** on a Hero (including himself) or a monster that he can "see." (Only the Wizard and Elf can cast spells.)
- **Search for treasure** in the room he is in.
- **Search for secret doors** in the room or corridor he is in.
- **Search for traps** in the room or corridor he is in.
- **Disarm a trap** on the square he is on.

NOTE: Getting caught in a trap, drinking potions, picking things up, opening doors, looking through doors, and looking down corridors do not count as actions. They can be done at any time during movement.

Monsters

Movement

- Zargon, the Evil Sorcerer, controls all monster movements.
- Zargon is allowed to move any or all of his monsters on his turn.
- Monsters do not move by dice roll. Each monster's maximum movement per turn is listed in the Monster Chart at right.
- A monster cannot take part of his move, perform an action, and then resume its move.









Actions

Each monster may do *one* of the following on Zargon's turn:

- **Attack** an adjacent Hero.
- **Cast a spell** on a Hero that he can "see." (For certain monsters only.) See individual Quests in Quest Book for more information.

NOTE: Monsters cannot be caught in traps and do not search for anything.

Monster Chart

	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
 Goblin	10	2	1	1	1
 Skeleton	6	2	2	1	0
 Zombie	5	2	3	1	0
 Orc	8	3	2	1	2
 Fimir	6	3	3	2	3
 Mummy	4	3	4	2	0
 Chaos Warrior	7	4	4	3	3
 Gargoyle	6	4	5	3	4

See Quest Book for illustration of Chaos Warlock

Combat Summary

The white dice are referred to as both Attack and Defend Dice. Monsters and Heroes both roll these dice in combat. The attacker always rolls the dice first.

Monster Attacking and Hero Defending

- An attacking monster rolls the number of Attack Dice shown on Monster Chart.
- Each skull rolled by the attacking monster counts as 1 hit against the Hero. If no skulls are rolled, then the combat round is over.
- A defending Hero usually rolls 2 Defend Dice (or more after purchasing armor).
- Each white shield rolled by the defending Hero blocks 1 hit.



White Shield

Hero Attacking and Monster Defending

- An attacking Hero rolls the number of Attack Dice shown on his Character card.
- Each skull rolled by the attacking Hero counts as 1 hit against the monster. If no skulls are rolled, then the combat round is over.
- A defending monster rolls the number of Defend Dice shown on the Monster Chart.
- Each black shield rolled by the defending monster blocks 1 hit.



Black Shield



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