

Another boardgame player aid by

# Universal Head

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Game:	<b>HEROQUEST</b>
Pub:	<b>Milton Bradley/ Games Workshop (1989)</b>

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**v1**

**Jun 2010**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

## Setup

One player is the evil wizard player **Morcar** and controls the monsters. The other players control the 4 player characters: the **Elf**, **Dwarf**, **Wizard** and **Barbarian**. Each player rolls a die and the highest roller chooses his role first (the lowest roller must be Morcar if no one has chosen him so far).

If there are fewer than 5 players, take more than one character each or play with fewer characters.

Each player character takes his plastic figure and character board a character sheet from the pad

The evil wizard player takes the screen, the quest book, the cards, and all the monster models, tiles and furniture pieces.

The player characters fill the information on their character boards in the appropriate places on their character sheets.

If your *Body* or *Mind* score reaches 0, your character is dead. Healing magic can never take your scores above their starting level.

Sort the 12 **spell cards** into their 4 sets: **Earth**, **Water**, **Air** and **Fire** magic. The Wizard chooses 3 sets of spells and the Elf chooses one set. The Wizard chooses first, then the Elf, then the Wizard chooses his remaining sets.

The evil wizard player sits behind the screen and sorts the cards into their categories (treasure, monsters, equipment, spells and Quest treasures). Shuffle the treasure cards and place them facedown within reach of the players. Keep the monster cards faceup behind the screen.

Choose the **Quest** you are going to play and set up the start of the game according to the instructions.

## Order of Play

Each player moves in turn, starting with the player to the left of the evil wizard player and continuing clockwise.

On your turn, you may both **move** and **fight** (move first then fight; or fight first, then move).

On his turn, the evil wizard player may move some or all of his monsters on the board, each in turn. Monsters may first move then attack; or attack then move.

## Movement

The **character boards** show how many dice to roll to determine the maximum number of squares can be moved.

You may not move diagonally, move through the same square twice, or move onto an occupied or blocked square. However you may pass through an occupied square if the player whose miniature is on the square allows you to pass.

### Opening Doors

Models can only enter and leave rooms through open doors. Monsters cannot open doors.



You may open a door by moving onto the square in front of it. Opening a door does not count as a move, and you can keep moving after opening one if you have spaces left to move.

When a door is opened, the evil wizard player places the pieces shown for that room or passageway in the Quest book (not traps and secret doors).

Once opened, a door stays open for the rest of the game. Replace the closed door piece with an open door.

## Searching

Characters may always **search** a whole room or all the visible squares of a passage instead of making an attack or casting a spell; before or after moving.

Characters may not search if they are next to a monster or if there is a monster in the same room or visible in a passage. Monsters never search.

Players must tell the evil wizard player whether they are searching for **secret doors** and **traps**, or for **treasure**. If there is anything to be found, he must reveal it. Searching for treasure will not reveal traps or secret doors and vice versa.

**Secret doors** may be found by searching either side of a wall in which they are placed. Once found they remain open for the rest of the game.

**Spear traps** are always disarmed when found. **Pit traps** and **falling block traps** are placed onto the board when found, and may later be disarmed and removed by the Dwarf or a character with the *Tool Kit* card.

**Treasure** may be detailed in the Quest book; if there is no treasure listed for the room or passage being searched, the character must take the top card from the treasure card deck. If it is **gold** or **jewels**, record the treasure discovered on your character sheet. If it is a potion, either use it immediately or keep it for later use at any time. **Traps** or **wandering monster** cards should be read out and the instructions followed immediately. Once a treasure card is used, return it to the bottom of the deck.

### Wandering Monsters

If there is no vacant space adjacent to the character who drew the card, the evil wizard player may place the monster in any vacant square in the same room or passage (he may not attack another character).

If all the monsters of a specified type are on the board, the evil wizard player may use another monster of the same color.

## Combat

To **attack**, you must be in one of the 4 squares to the front, rear or sides of the target.

Roll a number of combat dice as shown on the character board or monster card next to **Attack**. For each skull you roll, your opponent loses 1 *Body* point unless he can successfully defend himself.

To **defend** against a successful attack, roll a number of combat dice as shown on the character board or monster card next to **Defend**. The player characters must roll white shields, while the monster must roll black ones. Each shield rolled of the correct type cancels 1 skull rolled by the attacker.

When using a missile weapon, your target must be visible. There is no maximum range, but you cannot use a missile weapon if you are next to your target.

Dead models are immediately removed from play.

## Magic

On their turn, the Wizard and the Elf may **cast a spell** instead of attacking; before or after moving.

Each spell may be cast once during a Quest; the spell is discarded once used.

Spells can be cast at models that are visible to the spellcaster. Models in the same room are always visible. Those in passageways or different rooms are only visible if you can trace an unobstructed straight line from the caster to the target, without it passing through another model, through a wall, or through a closed door.

A spell caster at a model which is not visible is wasted. A caster may always cast a spell on himself.

## The Quest Book

The maps in the Quest book show the evil wizard player where to place monsters and furniture, and the location of secret doors and traps.

If you are the first player to enter a new room or passageway, give the evil wizard player enough time to consult the Quest book and set up any visible monsters and furniture.

**Traps** are triggered when a character moves onto the square or opens a trapped chest without searching. The character must stop immediately and can do nothing until his next turn.

If the players achieve the objectives described in the Quest, they complete it successfully. Players may escape the dungeon by landing on the **stair tile**. If they fail to do so, or are killed, the evil wizard player wins.

If your character survives, you may keep any Quest treasure cards (you may not keep ordinary treasure cards), and spend any treasure recorded on your sheet to purchase better equipment. Money can be accumulated from Quest to Quest.

Once you have completed 3 Quests, you are deemed a **Champion** and receive 500 gold coins.