

# AHQ-REVAMPING SQUAD'S WORKSHOP

## AHQ Basic Rules Summary

Version 1.83

### EXPLORATION TURNS

**I. - Hero Player Phase:** Heroes and Henchmen may move up to twelve squares horizontally or vertically; Heroes may also search for secret doors or hidden treasure. Each player moves all their models before the next player. If the players cannot agree the order of movement, the *Leader* decides.

A Hero that starts or ends its movement next to a **door** may open or close it, ending its Activation. Heroes must stop before opening a door or entering an unexplored section; they may not open a door and move through it during a single Exploration turn. **Removing armor** takes the entire model's Activation.

If a Hero ends its movement next to a closed **treasure chest**, the Hero may open it. The content is revealed by the GameMaster, and it may be picked by any of the Heroes. In case of disagreement the players roll a die, and the highest gets the first choice. **Treasure** is obtained either from slain monsters, hidden places, or treasure chests (in Lairs and Quest Rooms). Heroes and Henchmen may only carry a maximum of 250 GCs each. **Encumbrance limit** for Heroes and Henchmen: 1 type of armor, 3 weapons, 1 ring or amulet.

A Hero may spend its Activation searching for **secret doors**; the player must specify the wall to search within the dungeon section (room or passage). Each wall may only be searched once. Heroes searching for secret doors may not move in the same turn. Secret doors may appear only on the side walls of dead ends or in rooms with only one entrance door. The Hero that finds the secret door decides where to put it on the searched wall.

A Hero may also spend the phase searching for **hidden treasure**. Each room may only be searched once. Heroes searching for hidden treasure may not move in the same turn. A hero may search for hidden treasure in any room, but only once per room.

A Hero may trigger a **trap** if it enters a square that has not been entered before or when it opens a chest for the first time. The Hero that triggered the trap rolls to **spot** it, and if the roll is equal or higher than the *spot chance* on the table, the trap is spotted. If the trap is spotted, any Hero may attempt to **disarm** it; if the Hero is not adjacent to the trap, it must move next to it before trying to disarm it. If the roll is equal or higher than the *spot chance* on the table, the trap is disarmed; if it is lower, then the trap goes off. In any case, if the Hero rolls a twelve, it may add +1 to spot traps in the future, on a roll of 1 it loses 1 extra wound above and beyond the stated effects of the trap. Any Hero in the trap's zone of effect must move back until it is out of that area.

**II. - Exploration Phase:** If during the previous Hero Phase any of the Heroes opened a door or moved onto a junction to an unexplored section, then the new parts of the dungeon are generated in this Phase. An Exploration turn ends when monsters are encountered.

Doors in rooms may lead to passages/rooms on an even/odd roll. All doors from passages lead into rooms. The *Leader* decides in which section and side of the passage the door is to be placed and the GameMaster decides exactly where to put it. Only one door per wall is allowed.

Passages are always straight between junctions. Rooms must always share a wall with the passage or room from which they were generated. Passages discovered beyond rooms run alongside the room, not away from it. At least one passage section must share a wall with the room, but any others may be placed to the left or right. Such passages (beyond rooms) must have two ends which must be generated as normal. Stairs out always lead to the surface, ending the Expedition.

**III. - GM Phase:** The GameMaster rolls a die and takes one Dungeon Counter on a result of 1 or 12.

### **COMBAT TURNS**

A Combat turn starts when monsters are in line of sight of at least one party member, and subsequent Combat turns will follow until all the monsters or Heroes are dead, or the Heroes have escaped. Monsters attack if they are able to see the Heroes. Monsters are able to see a Hero or Henchman through a doorway, except if the heroes are one square away from the door. Monsters never retreat, but if the Heroes run away, they may pursue.

Before combat starts, the GameMaster and the *Leader* must roll for **Surprise**, highest roll wins. Elves with line of sight to the monsters adds +1 to the *Leader's* roll. *Sentries* add +1 to the GameMaster's roll. Whoever wins the *Surprise* places the monsters (the opponent may then move them one square) and attacks first. Monsters are placed in the room or passage in which they were encountered.

**Sentries** add +1 to the GameMaster's *Surprise* roll. Rooms containing *Sentries* must always have at least two doors, if only one was rolled during Exploration, the GameMaster may place the additional door at the start of the Combat turn in which the sentry appeared. *Sentries* may open doors instead of attacking. If the door opens to an unexplored part of the dungeon, a new section is generated at the end of the GameMaster Phase, using the same Exploration system. The game then continues with the next Combat turn.

**I.- Hero Player Phase:** The Heroes must decide who moves first, and the *Leader* decides in case of disagreement. All *Combat Actions* may be performed by Heroes or Henchmen. Each player must move all their models before the next player.

**A model may move and attack or attack and move. Instead of attacking, a model may perform one of the following COMBAT ACTIONS:**

A model may **run** instead of attacking. It may move as much as its *Speed* Characteristic; then, on a roll of 2-12 it may move that number of squares, but on a roll of 1 it stumbles and ends its movement. A model that runs may not open/close doors.

Heroes **escape** if no Enemy is within line of sight at the end of the GameMaster Phase of a Combat turn. If LOS was blocked just by closing a door then the next turn is a Combat turn until there are no monsters in sight at the end of the GameMaster Phase.

**Doors** may be opened/closed by adjacent models (Heroes, Henchmen in combat, *Sentries*, or Pursuing monsters) before or after moving but not in the middle of a move. Pursuing monsters may only open doors. Opening/closing a door replaces attacking. If a door or junction leads to an unexplored part of the dungeon, it is generated at the end of the Phase in which it is accessed, just as in an Exploration turn. Models may not open a door and move through it in the same Phase of the turn.

**Movement in combat** is determined by *Speed* Characteristic. Models may not move diagonally, through another model, or through an obstacle such as a closed door or a wall. Movement ends if the model gets an Enemy *Death Zone* focused on itself. If a Hero has several Henchmen, they may follow different sequence of Activation.

Models exert a **Death Zone** over any adjacent square they can attack Hand-to-Hand, including diagonals if they have the appropriate weapon. Any model entering an Enemy *Death Zone* must stop and end its movement. A *Death Zone* is focused when an enemy enters it, it is then focused on that square containing the enemy, and the other squares may be moved through normally. A model in a focused *Death Zone* may not open (or close) doors or treasure chests. A Wizard may not cast certain spells when located in a focused *Death Zone*. Heroes may not give potions to other Heroes when located in a focused *Death Zone*.

**Hand to Hand Combat** is possible only against models in adjacent hexes; adjacent hexes may only be attacked in Hand-to-Hand combat. **Hit roll** is the required result (on 1D12) to score a hit, and it is determined by the *Weapon Skill* of both attacker and target model.

**No table is needed to resolve combat. As a rule of thumb, a 7 is required to hit a model with the same *Weapon Skill*. Add or subtract accordingly in case of different *Weapon Skills* and/or modifiers. Also, keep in mind that a *natural 10+* always hits and a *natural 1* always fumbles.**

A **Critical Hit** occurs when the attacker rolls a 12; this allows the attacker a *Free Attack*. **Fumbles** occur when a 1 is rolled; the target then gets a *Free Attack* on the attacker. **Free Attacks** are additional attacks resolved immediately after the normal attack; it may result in a critical or fumble as well. If the attack hits, roll again to see what damage is caused.

The number of **damage dice** depends on the weapon used in the attack, indicated in the *Weapon* section of the attacker's character sheet or reference table. Roll the right number of dice, and compare each to the *Toughness* of the target.

The target will suffer one **wound** for each die that scores equal or higher than the target's *Toughness*. A 12 on a damage die causes **Critical Damage**, which means that it causes a Wound and it may be rolled again (and again if another 12 is rolled).

**Ranged Combat** is only possible with throwing weapons or missiles such as arrows, against not adjacent targets. Requirements for a ranged attack: 1. The Attacker must be carrying a ranged weapon, 2. The Attacker must not be adjacent to the target, 3. The Attacker must not be in a focused *Death Zone*, 4. The target must be within range, 5. The Attacker must have clear LOS to the target.

The attacker may move and make a ranged attack only with throwing weapons, not with bows or crossbows. Walls and closed doors block LOS; an open door also block LOS unless one of the models (attacker or target) is in a square adjacent to it. Adjacent models block LOS unless it is a friendly model. Players judge LOS in edge cases. Partially obscured targets are considered to be four squares farther away from the attacker.

**Hit Roll** in ranged attacks is determined by distance and the attacker's Ranged Combat Table, not counting the square occupied by the attacker. On a **Critical Hit**, *Toughness* is halved when rolling for damage (rounding down fractions). A **fumble** causes the attacker to hit an ally within two squares of the target instead of the target. If more than one friendly model is in range, then the player controlling the original target chooses; if none is available, the attack misses. **Wounds** are determined in the same way as in Hand-to-Hand combat. Daggers and throwing axes may only be thrown once, and arrows are limited. Ranged weapons may be **recovered** after combat (not if the Heroes escaped). Roll 1D12 for each arrow or thrown weapon: Arrows may be recovered intact on a roll of 10-12, other weapons on a roll of 7-12.

**Magic** users may not wear any armor and may only carry a dagger or a magical *Rune Sword*. Wizards have a **Spell Book**, and spells need **Spell Components**; these are consumed as the spell is cast. Some spells require more than one component. Wizards start with four components of their choosing, one of each or four of the same. Only one spell per turn may be cast in Exploration or Combat. If the spell requires one component, the spellcaster may move and cast; if the spell requires two components, it may not move and cast the spell in the same turn. Some spells require to pass an *Intelligence* test; if the result is equal or lower than model's *Intelligence*, the test is passed. A Fate Point may be used to pass an *Intelligence* test.

Any number of **Fate Points** may be spent in the same Combat turn, but they may not be given to other Heroes or Henchmen. They are most often used to negate damage from attacks or traps. Fate Points may also be used to turn a failed dice roll into a successful one (missed attack, failed tests, etc.)

**Death** occurs to monsters and Henchmen when their Wounds score is reduced to zero or less. The attacker may be then moved onto the empty square. Heroes are **KO'd** if their Wounds are reduced to zero, they die if they Wounds are reduced lower than that. KO'd Heroes are placed on their side and are considered to have a *Weapon Skill* of 1 if they are attacked.

Another Hero may drag a KO'd model three squares instead of making a normal move if it starts its Activation in an adjacent square. KO'd Heroes may be given a **Healing Potion** by an adjacent Hero possessing one if none is in a focused *Death Zone*. KO'd Heroes may also be restored by **Healing Spells**.

**II.- GM Phase:** The GameMaster must decide if the monsters are going to move and attack or attack and move, all monsters must follow the same routine.

**Sentries** may open a door instead of attacking. Doors may be opened before or after moving but not in the middle of a move. If a door or junction leads to an unexplored part of the dungeon, it is generated at the end of the Game Master Phase. *Sentries* may not open a door and move through it in the same Phase or Turn.

If the Heroes attempt to escape from monsters during a Combat turn, the monsters may **pursue** the party members if the GameMaster so decides during its turn. Pursuing monsters must run unless they can end their move next to a Hero or Henchman and attack.

A pursuing monster may open a door instead of attacking. **Pursuit ends** if all the monsters can make a normal move and attack or if the Heroes escaped, in which case the next turn is a normal combat or Exploration turn, correspondingly. If Heroes escaped, the monsters return to the place in which they were encountered; if the Heroes return during the same Expedition, they will face the remaining monsters. Monsters get restocked in a new Expedition.

**Special Monsters** (champions, sorcerers, sentries, etc.) sometimes have their identity hidden from the Heroes; their identity must be revealed by the GameMaster when they fulfill their roll (the champion attacks, the wizard casts a spell, or the sentry opens a door).

**III.- End Phase:** This Phase occurs only if all the monsters were killed during the previous Phase or if the Heroes escaped during combat.

If all the monsters were killed, the Heroes may **loot** their bodies. If the Heroes escaped leaving monsters alive, all loot from dead monsters disappear.

Daggers and throwing axes may only be thrown once, arrows are limited. **Recovering Missiles** is possible after combat (not if escaped) 1D12 is rolled for each arrow (10 or more for intact arrows) or weapon (7 or more).

Heroes **elect a new Leader** and play resumes with an Exploration turn.