

AHQ-REVAMPING SQUAD'S WORKSHOP

Alternative Rules for HeroQuest Furniture in Advanced HeroQuest

Version 1.74

HeroQuest furniture may be used in any room, except Hazard Rooms. Furnishings are generated immediately after the room doors are placed (before the monsters). The **type**, **quantity**, **position**, and **contents** of furniture are determined by the GameMaster or Solo Player according to the following tables and rules:

TYPE AND QUANTITY

The type and quantity of furniture are determined by rolling 2D12 on the following tables. Dice 1 determines the *Random Furnishings Table* for Dice 2. Large Rooms may have more than one piece of furniture if the result on Dice 2 is 8-12 (roll 1D3).

| 1D12 | DICE 1 |
|-------|---|
| | ROOM FURNISHINGS TABLE <i>Empty Rooms +5 Lairs +4/Quest Rooms +6</i> |
| 1-3 | Nothing (Dice 2 is ignored) |
| 4-13 | Random Furnishings Table 1 |
| 14-18 | Random Furnishings Table 2 |

| RANDOM FURNISHINGS TABLE 1 <i>*1D3 required (Large Rooms)</i> | | | |
|--|----------------|----|------------------------|
| 1 | Empty Bookcase | 7 | Fireplace + Throne |
| 2 | Table | 8 | Rack + (T/Th/FP)* |
| 3 | Fireplace | 9 | Table + (FP/EB/ECB)* |
| 4 | Rack | 10 | Fireplace + (T/EB/Th)* |
| 5 | Table + Throne | 11 | Rack + (EB/FP/Th)* |
| 6 | E. B. + Throne | 12 | E.Cupbrd+(FP/T/EBC)* |

| RANDOM FURNISHINGS TABLE 2 <i>*1D3 required (Large Rooms)</i> | | | |
|--|--------------|----|-----------------------|
| 1 | Tomb | 7 | WR + Throne |
| 2 | Weapons Rack | 8 | Bookcase + (T/Th/FP)* |
| 3 | Bookcase | 9 | Cupboard+(FP/Th/T)* |
| 4 | Cupboard | 10 | AlcB + (CB/Th/FP)* |
| 5 | WR + Throne | 11 | AlcB + (BC/Th/FP)* |
| 6 | Tomb+ FP | 12 | SorTbl+(FP/Th/EB)* |

*T=Table, AlcB=Alchemist Bench, SorTbl=Sorcerer's Table

POSITION

Once the type and quantity have been established, the exact Position within the room is determined by the GameMaster. All furniture (except Tables and Thrones) must be placed by the GameMaster against one of the walls of the room, preferably not blocking any entrance. Tables and Thrones may be placed in any square inside the room. Models may not enter a square containing a piece of furniture, unless they push it (Tables and Thrones only) according to the optional rules below. Furniture obscures LOS for any missile weapon. LOS is partially obscured by Tables and Thrones.

In **Solo Play**, furniture (except Tables and Thrones) may be positioned randomly on 1D12 roll after the *type* and *quantity* have been determined. For the sole purpose of placing furniture, each of the four walls of a room (North, South, East, and West) may be divided into three parts (Left/Center/Right) for a total of twelve per room. Starting from the North wall and going clockwise, each part of the walls may be assigned one consecutive number from 1 to 12. For example: if a 2 is rolled, it means the piece of furniture is centered against the North wall, sliding accordingly (within the same wall) if doors or other pieces of furniture are present. Roll again for each additional piece of furniture. If the three parts or positions of the wall are already occupied by doors or other furnishings, then the die is rolled again.

Tables and Thrones may also be placed randomly on 1D12 roll: If the result is even, the Table or Throne is placed according to the rule in the paragraph above. If odd, the Table or Throne is placed in the center of the room, facing the entrance door.

CONTENTS

Furniture may be searched by Heroes (some of them also by Henchmen) in the same way as treasure chests in Exploration Turns while the model is in the same room. Furniture may be searched only once, except for the Fireplace and Weapons Rack.

EMPTY BOOKCASE AND CUPBOARD

These contain nothing of interest but some dead rats and useless books.

TABLE

Tables may have throwing knives or food on them. **Optional Rule:** Tables may be pushed or pulled as a combat action a maximum of two squares (horizontally or vertically) before or after movement, provided there is no model or object in the way and the pushing model is not in a focused *Death Zone*.

| 1D12 | TABLE CONTENTS |
|------|----------------------------|
| 1-8 | Nothing |
| 9-11 | Throwing Knife |
| 12 | Food (Regenerates 1 wound) |

FIREPLACE

Heroes and Henchmen may grab burning logs from a Fireplace as a combat action, instead of attacking. Burning logs may be used in combat with the same effect as daggers. If it is used against a mummy, any hit causes its bandages to burst in flames, killing the monster automatically.

RACK

Racks may be searched by Heroes during the Hero Phase of an Exploration Turn. Roll on the following table to determine their contents. Grates and Trapdoors are generated in the center of the room and, they are treated as according to the *AHQ* rulebook (p. 29).

Bats and Rats are treated as *Hazards* according to the *AHQ* rulebook (p. 28), considering the number of Heroes inside the room.

| 1D12 | RACK CONTENTS |
|-------|----------------------|
| 1-4 | Nothing |
| 5-9 | Bats/Rats (even/odd) |
| 10-11 | Grate |
| 12 | Trapdoor |

THRONE

Thrones have no special use other than blocking the square in which they are located.

Optional Rule: Thrones may be pushed or pulled by Heroes and Henchmen a maximum of two squares horizontally or vertically as a combat action, before or after movement, provided there is no model or object in the way and the pushing model is not in a focused *Death Zone*.

WEAPONS RACK

Heroes and Henchmen may examine Weapon Racks. Roll on the following table to discover their contents.

| 1D12 | WEAPONS RACK CONTENTS |
|------|------------------------|
| 1-3 | Nothing |
| 4-8 | Random Weapons Table 1 |
| 9-12 | Random Weapons Table 2 |

| 1D12 | RANDOM WEAPONS TABLE 1 <i>Requires 1D3 roll</i> |
|------|--|
| 1-8 | Dagger/Spear/6 Arrows |
| 9-11 | 6 Cbow Bolts/Short Bow/6 Arrows |
| 12 | Cbow+6bolts/Bow+6Arrws/Lbow |

| 1D12 | RANDOM WEAPONS TABLE 2 <i>Requires 1D3 roll</i> |
|------|--|
| 1-8 | Spear/Sword/6Arrows |
| 9-11 | Sword/Axe/Warhammer |
| 12 | Two Handed (Sword/Axe/Halberd) |

BOOKCASE

Bookcases may be searched By Heroes during the Hero Phase of an Exploration Turn. Roll on the following table to discover their contents.

Optional Rule: When a Bookcase is searched for the first time, a dice is rolled to determine if it is trapped: on a result of 1-7 a trap is found! Roll again on the Traps Table to determine type, roll again to determine spot, disarm, etc. No trap is found on a result of 8-12.

Magic Scrolls or Spell Books may be found in a Bookcase only once per Expedition; they're treated as random treasure after that.

| 1D12 | BOOKCASE CONTENTS <i>*Even/Odd</i> |
|------|--|
| 1 | Vicious Rat (-1 Wound) |
| 2-9 | Nothing of interest. |
| 11 | Random Treasure |
| 12 | Magic Scroll/Spell Book (1D4 Spells) * |

| 1D12 | BC RANDOM TREASURE TABLE |
|-------|--------------------------|
| 1 | 1D6 GCs |
| 2-9 | 1D12x2 GCs |
| 10-12 | 2D12x2 GCs |

CUPBOARD

Cupboards may be searched by Heroes during the Hero Phase of an Exploration Turn. Roll on the table below to discover their contents. Roll on the following table to discover their contents.

Optional Rule: When a Cupboard is searched for the first time, a dice is rolled to determine if it is trapped: on a result of 1-7 a trap is found! Roll again on the Traps Table to determine type, roll again to determine spot, disarm, etc. No trap is found on a result of 8-12.

Magic Potions may be found in a Cupboard only once per Expedition. They are considered random treasure after that.

| 1D12 | CUPBOARD CONTENTS |
|-------|--------------------------------------|
| 1 | Vicious Rat (-1 Wound) |
| 2-9 | Nothing of interest. |
| 10-11 | Random Treasure |
| 12 | 1 Potion *Option:(1D3)Healing Potion |

| 1D12 | CB RANDOM TREASURE TABLE <i>*Requires 1D3 roll</i> |
|------|---|
| 1 | Rat Poison /10 iron spikes/10' rope* |
| 2-8 | 2 GreekFire flasks/Food/Screch Bug* |
| 9 | 1D12x2 GCs |
| 10 | 2D12x2 GCs |
| 11 | 2D12x3 GCs |
| 12 | 2D12x4 GCs +1 Jewel |

ALCHEMIST BENCH

Any Hero may search an Alchemist Bench during the Hero Phase of an Exploration Turn. Roll on the table below to discover its contents. The Alchemist Bench may be found only once per Expedition; additional ones are considered Cupboards. Spell components are treated as Magic Scrolls to determine which spell they are associated with.

If a Hero finds poisonous fumes exhaling from the open flasks, the adventurers in the room suffer -1 Wound and (1D4) additional Wounds unless they pass a 1D12+2 *Toughness* Test. Wizards are not affected by fumes. If an Alchemist Bench turns poisonous, it may not be searched twice in the same Expedition.

| 1D12 | ALCHEMIST BENCH CONTENTS <i>*Requires 1D3 roll</i> |
|------|---|
| 1 | Poisonous fumes (-1 Wound) |
| 2-5 | Spell component |
| 6-8 | Potion (Strength/Prowess/Healing) * |
| 9-11 | (1D3) Healing Potion |
| 12 | (1D3) Magic Potion |

SORCERERS TABLE

Only Wizards may search a Sorcerer's Table during the Hero Phase of an Exploration Turn. Roll on the table below to discover what it contains.

A Sorcerers Table may be found only once per Expedition; additional ones are considered Bookcases

The *Magic Trap* is treated as the original on page 34 of the *AHQ* Rulebook. The *Magic Circle* is treated as the original *Hazard* on page 29, placed in the middle of the room when possible. *Magic Scrolls* and *Magic Wands* are treated according to TITD rulebook (p. 22&25)

| 1D12 | SORCERERS TABLE CONTENTS |
|------|----------------------------|
| 1-3 | Magic Trap |
| 4-8 | Magic Circle |
| 9-11 | 1 Magic Scroll |
| 12 | Magic Wand w/(1D4) charges |

TOMB

Any Hero may search a tomb during the Hero's Phase of an Exploration Turn. Roll on the table below to discover its contents.

The undead monster is generated next to the searching Hero and wins the *Surprise*. *Bats* and *Rats* are treated as the corresponding *Hazards* in the *AHQ* rulebook (p. 28) considering the number of heroes inside the room. The Crypt entrance is generated as a trapdoor in the center of the room and treated according to the *AHQ* rulebook (p. 29).

| 1D12 | TOMB CONTENTS <i>*Even/Odd</i> |
|------|-----------------------------------|
| 1 | Undead Champion |
| 2-3 | Mummy |
| 4-6 | Bats/Rats* |
| 7-11 | Crypt |
| 12 | Skeleton w/Ring (2D12x2 GCs) |