

AHQ-REVAMPING SQUAD'S WORKSHOP

Alternative Rules for using HeroQuest Furniture in Advanced HeroQuest

Version 1.71

HeroQuest furniture may be used in any room, except Hazard Rooms. Furnishings are generated immediately after the room doors are placed but before the monsters. The **type, quantity, position,** and **content** 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; an additional 1D3 roll is required in such situations.

1D12	DICE 1 ROOM FURNISHINGS TABLE
1-3	Nothing. Dice 2 is ignored
4-9	Random Furnishings Table 1
10-12	Random Furnishings Table 2

RANDOM FURNISHINGS TABLE 1 *1D3 required only for Large Rooms			
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 *1D3 required only for Large Rooms			
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 in 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 even, the Table or Throne is placed against the corresponding wall, determining the exact position 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.

CONTENT

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

EMPTY BOOKCASE AND CUPBOARD

These contain nothing of interest, except for some dead rats and useless books.

TABLE

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

1D12	TABLE CONTENT
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 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 what its content. 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 CONTENT
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 what it contains.

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

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

1D12	RANDOM WEAPONS TABLE 2 Requires 1D3 roll
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.

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. Roll on the following table to discover its content.

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

1D12	BOOKCASE CONTENT *Even/Odd
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 what it contains.

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. Roll on the following table to discover its content.

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

1D12	CUPBOARD CONTENT
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 *Requires 1D3 roll
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 the Alchemist Bench during the Hero Phase of an Exploration Turn. Roll on the table below to discover what it contains. The Alchemist Bench may only be found once per Expedition; it is considered a Cupboard after that. 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, it will suffer -1 Wound and (1D4) additional Wounds unless the models in the room 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 CONTENT *Requires 1D3 roll
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.

The Sorcerers Table may be found only once per Expedition; it is considered a Bookcase after that.

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 CONTENT
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 what it contains.

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 CONTENT *Even/Odd
1	Undead Champion
2-3	Mummy
4-6	Bats/Rats*
7-11	Crypt
12	Skeleton w/Ring (2D12x2 GCs)